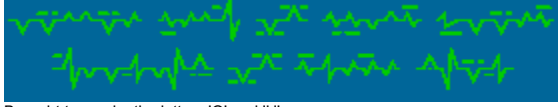


This is the Ulead GIF Animator What's This context sensitive help.

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Brought to you by the letters 'Q' and 'H'.
{mci PLAY NOMENU NOPLAYBAR,PUNK.WAV}

Enter the desired dimensions (in pixels) for the overall animated GIF you are creating.

Check to automatically set the dimensions of the overall animated GIF to match those of the largest image you place into a layer. Clear to explicitly set the dimensions.

The total number of colors in the palette.

Click to open a dialog box allowing you to add, remove, or change colors in the palette.

Enter the index value for the color in the palette you wish to use as the background color. You may also use your mouse to pick the color from the palette by clicking the color square.

Click to select a different color from the palette. The square color shows the currently selected color.

Enter the number of times you want the animated GIF to cycle before it stops at the last frame. Check "Infinite" to loop the animation indefinitely.

Note: Some web browsers do not yet recognize explicitly defined looping. Animated GIFs shown in these browser repeat indefinitely.

Enter a title for the layer. This is what will appear in the layer pane for this object.

The dimensions (in pixels) of the image in the currently selected layer.

Enter the distance (in pixels) from the top left corner of the composite animated GIF where the top left corner for the current layer's image appears. (You can also adjust this by dragging the image in the image pane to the desired location.)

Check to define a palette for the current layer's image independently from that of the global palette.

Note: As a rule, this will increase file size and may affect how smoothly the animated GIF appears. Also by using multiple palettes, portions of your animated GIF may appear strange when displayed on systems with 256-color displays.

Check to enable the image layer to open gradually the first time it appears when the animated GIF is displayed. This may increase file size a little.

Note: Some web browsers do not yet recognize interlaced images in animated GIFs. Interlaced images shown in these browser appear the same as non-interlaced ones.

Check to make the current layer's image transparent. This enables the Transparent color entry box where you can specify the transparent color from the current palette.

Enter the index value for the color in the palette you wish to use as the transparent color. You may also click the color square to use your mouse to pick the color from the palette.

Note: For best results, this color should match that of the background.

Enter the length of time (in 1/100ths of a second) that you want the image to remain visible before showing the following layer.

Enter a comment you wish to include in the animated GIF. These commands will only be visible when the animated GIF file is opened in an editor.

These are the colors that currently exist in the palette. Click to select a particular color and its index.

The total number of index entries currently selected. Once selected, the colors for these indexes can be removed or replaced.

The index value for the color that is currently below the cursor.

The red, green, and blue color values for the color in the index below the cursor.

Click to save the current palette as a file for future use.

Click to use a previously saved palette to replace the current palette or selected indexes.

Click to remove the selected indexes from the palette. This reduces the total palette size.

The color for the currently selected index.

Change the red, green, and blue color values for the current index. The color square changes to reflect the current settings.

Click on the image where you want it to be transparent.

Increase the magnification of the image by one.

Reduce the magnification of the image by one.

Switch the magnification of the image to actual size.

Specify how GIF Animator creates the global palette for each new animated GIF file.

Check to use the color palette of the image in the first image layer as the palette for the animated GIF.

Check to choose a palette from a list of predefined settings for the animated GIF.

Check to restrict colors in reduced palettes to those that will not be dithered when shown in 256-color displays by Netscape Navigator or Microsoft Internet Explorer.

Check to use a previously saved custom palette as the palette for the animated GIF.

Check to allow new colors to be added to a reduced global palette from images added in other layers.

Enter the maximum number of colors that a single image can add to the global palette.

Check to remove header information from images in layers. This minimizes the total file size for your animated GIF, but may make it more difficult for you to identify which layer a particular image is on if you decide to re-edit an animated GIF after saving.

Define the standard properties to assign to all images placed in a layer. You can always change the properties for individual layers from the Image Properties Attribute toolbar.

Select the method for switching to the next image layer.

- **Web browser decides** switches layers according to the default method for the web browser used to show the animated GIF.
- **Do not remove** places each layer on top of the previous layer.
- **To background color** removes the image, replacing it with the background color.
- **To previous state** removes the image, showing the previously shown layer.

Note: Some web browsers do not support certain removal settings. If you use a setting that a browser does not support, the default method for that browser is used.

Select a method for converting colors in images imported into GIF Animator to the global palette.

Select this option to have GIF Animator intelligently dither the colors in the image layer(s). Dithering is the process whereby colors unable to fit into either the Global or Local palette are simulated by creating 'dithered' combinations of colors that do exist.

Choose the type of palette you wish to use for an inserted image;

- **Optimized palette** Remaps the colors of newly inserted images to those of the Global Palette. If the global palette consists of fewer than 256 colors and the inserted image requires colors not in the palette, the Global palette will be modified to include the new colors.
- **Safe palette** Remaps the colors of newly inserted images to those of the Global Palette. If the global palette consists of fewer than 256 colors and the inserted image requires colors not in the palette, the Global palette will be modified to include the new colors that will not be dithered in Netscape or Windows Internet Explorer.
- **Global palette** Remaps the colors of newly inserted images to those of the Global Palette. If the image contains colors that are not in the Global Palette, they will be remapped to the closest matching colors regardless of the current Global Palette size.
- **Local palette** each image layer uses its own unique palette based on the colors for that image.

Check to show the Color Remapping dialog box when adding a new image layer. This allows you to change the default palette conversion settings.

Check to automatically include a comment layer to the end of the animated GIF containing the information in the Content box.

Enter the text you wish to include as a standard layer in your animated GIF. To include this information, make sure to check the "Add personal comment block when saving file" option.

Click the image(s) you wish to export from the list. Press the Ctrl key as you click to select multiple images. Press Shift to select a range.

Choose how to export the selected images

- **As a single file** creates an animated GIF consisting of the selected image layers.
- **As a sequence of files** creates several GIF images, each consisting of an image from one of the layers.

Check to retain the current settings for the dialog box for all currently selected images.

Check to automatically use the current dialog box settings for all other image layers you add.

Click to add the image to the animated GIF with the current settings for remapping its color palette.

Click to refrain from adding the current image to a layer in the animated GIF and continue with the next selected image.

Check to show previews of the animated GIF as it would appear in browsers that support the interlaced display characteristics.

This is the uncorrected image currently selected to be placed as an image layer into GIF Animator.

This is a preview of how a copy of this image will be modified to appear in your finished animated GIF file. By changing and previewing the various color remapping options, you can find the best settings for the image without having to perform repeated saves.

Select all the items in the list for action.

Deselect all currently selected items.

Click to change the attributes of several image layers at one time. First check all the layers to change then click this button. You can change delay times, offsets, palette information, transparency, interlacing, and layer removal.

Check to change all image layers in the layer pane according to the dialog box selections.

Check to change only the image layers in the layer pane that are checked according to the dialog box selections.

Check to change only the layer that was selected when you called this dialog box according to the dialog box selections.

Enter how many copies (up to 9) of the image layers to make.

Enter the distance (in pixels) to shift the duplicated images to the right. (Negative values move the image to the left.)

Enter the distance (in pixels) to shift the duplicated images down. (Negative values move the image up.)

The current size of the selected layer.

The current position of the cursor in the dialog box preview window.

Drag the control points around the frame to change its size. Click inside the frame and drag to position it elsewhere in the image.

The current dimensions and location of the frame in the image.

Check to replace the current image layer with the changed image. Clear to add a new layer with the changed image to the end of the list.

Select a font for your banner text from this list.

Select a font size for your banner text from this list.

Press to make the banner text bold. Press again to remove the bold attribute.

Press to make the banner text italicized. Press again to return to a normal typeface.

Click to choose a color.

Click to choose a background color for the text. Make sure to clear the Merge with background image option in this dialog box for this color to appear.

Enter the text you wish to place into the animated GIF here.

Check to merge the text with the image layer below. Clear to assign a colored background behind the text that appears over the image layers.

Check to add a shadow to the text. The color square next to this options shows the shadow color and the offset settings below the option show where the shadow appears.

Click to choose a color for the shadow.

Specify where the shadow appears. Positive numbers move the shadow to the right. Negative to the left.

Specify where the shadow appears. Positive numbers move the shadow down; negative up.

Choose how to align the text in its placeholder. **Note:** If the 'Rolling' option is used, then text alignment does not apply.

Check to enable the text to move over the animated GIF.

Select the direction for the text to follow across the animated GIF.

Select the starting / ending conditions for the text.

- **Blank** The text is invisible and gradually changes to the end setting
- **Edge** Depending on the scroll settings, the text begins at an edge and scrolls towards the end setting.
- **Center** The text placeholder is centered in the GIF frame.
- **Full** The text grows to fill the GIF frame.

Specify the length of time (in hundredths of a second) for each layer of the banner to appear before the next one replaces it. This value, multiplied by the number of frames for the banner determines the total time for the animated banner.

Specify the number of frames to use for showing the banner. This setting, combined with the Cycle time, determines the number of image layers needed for the banner text and where to place them.

Check to add a border around the banner text placeholder. The color square next to this option shows the border color.

Click to choose a color.

Check to add a shadow around the banner border. The color box next to this option shows the shadow color.

Click to see a preview of the dialog box settings before accepting them.

Choose the type of transition you wish to apply to the animation. An example of how this transition progresses appears in the preview window.

Choose how well you wish the transition to appear in your animation. The higher the quality, the smoother the transition. However, the file size increases dramatically at higher quality settings. Choose custom to explicitly specify the number of frames to use for the transition.

Specify the time length (in seconds) for the transition.

Choose whether to use the current image layer or a color matte for the animated GIF as the starting point for the transition. If you choose Matte, the color square to the right becomes active and you can choose its color.

Choose whether to use the image layer below the current one or a color matte for the animated GIF as the ending point for the transition. If you choose Matte, the color square to the right becomes active and you can choose a different color.

Click to choose a matte color.

Specify the dimensions of the matte layer if you use one as a starting or ending point for a transition.

Click the colors you wish to cycle in the animated GIF. The selected colors will cycle in the order they appear in the palette.

Click to select colors for cycling. the corresponding index in the palette is highlighted by a red border when selected.

The total number of index entries selected to cycle in the animated GIF.

Check to change the order of colors shown from first-to-last to last-to-first.

Check to prevent any color shifts in areas of the animated GIF that are supposed to be transparent.

Click to preview how the colors shift in the animation without accepting dialog box settings. Clear to stop the preview and return to the dialog box.

Select the image layers you wish to combine into a single layer. Press the Ctrl key as you select to select more than one layer. Press the Shift key to select a range.

This is how the merged image will look.

Check to replace all selected layers with the changed image. Clear to add an image layer to the end of the list with the newly created image.

Click to replace the selected indices with a range of colors so that when shown sequentially produces a gradual shift in the image. The colors in these cells will be particularly useful with the Add Color Animation command in the Layer menu.

Check to shift the horizontal position of several image layers according to how the location of the current layer changed.

Check to shift the vertical location of multiple image layers according to how the position of the current layer changed.

Check to change the palettes of multiple image layers according to the changes to the current image layer's palette.

Check to change the interlaced settings of multiple layers according to changes made to the current image layer.

Check to change the transparency attributes of multiple image layers according to changes to the current image layer.

Check to change the delay times for multiple image layers according to changes made to the current layer.

Check to change the method of removal for multiple image layers according to changes to the current layer.

Click to increase the number of color index entries for the palette. The Add Index dialog box opens where you may specify the number of indices to add. Once added, you may customize the colors for the added indices. (Only available if the total number of color indices is less than 256.)

Enter the width, in pixels, for the border around the banner text frame.

Check this if you know that your animated GIF will be shown in browsers that support the "To previous state" layer removal method. This will keep your file size down. Clear this option if there is a possibility of the animated GIF being shown in browsers that do not support the "To previous state" layer removal method.

Select a color to fill in the empty spaces created during a transition from one image to another.

Specify the number of frames you want the effect to occur over (minimum of 3, maximum of 30). Each frame adds one image layer to your animation. The higher the frame count the higher the quality of the transition.

Specify how long you want each frame to remain on the screen before being removed and replaced with a new one. The higher the duration of the frames, the longer the transition takes.

Define the "depth" of the cube as it rotates. The higher the value the more the image appears to protrude toward the viewer.

Define the strength of the light and shadow on each cube face as it rotates. The higher the value, the more extreme the differences between the two are.

If checked, GIF Animator gives each new cube effect image layer its own local palette to make the transition from frame to frame smoother.

Click to choose a matte color.

Choose whether to use the current image layer or a color matte for the animated GIF as the starting face of the cube effect. If you choose Matte, the color square to the right becomes active and you can choose its color.

Choose whether to use the image layer below the current one or a color matte for the animated GIF as the destination face for the cube effect. If you choose Matte, the color square to the right becomes active and you can choose a different color.

Select the direction you want the rotation of the cube to take.

Check to change only the currently selected image layer.

Specify the maximum number of colors to import from the first image layer while building the Global Palette.

Check this option to enable the Startup Wizard dialog box each time GIF Animator is opened.

Specify the duration each image layer is displayed by entering a frame rate. The frame rate measures how many frames, or image layers, per second are displayed as the animation plays.

Check this option to run the Optimization Wizard each time you save an animation file.

Check this option to bypass the Optimization Wizard each time you save an animation file, but to allow GIF Animator to optimize the file regardless based on the optimization presets.

Check this option to allow GIF Animator to see if your animation file is compatible with all browser types as well as whether it's optimized to the maximum extent.

Enter the number of levels of Undo you wish GIF Animator to keep, up to a maximum of 200.

Pencil allows you to draw lines a single pixel wide. Right click to use the background color, left click to use the foreground color.

Box allows you to draw filled boxes. Right click to use the background color, left click to use the foreground color.

Bucket allows you to replace a single color area with a new color. Right click to use the background color, left click to use the foreground color.

Eyedropper allows you to select a color from the image. Right click to use the background color, left click to use the foreground color.

Click to undo up to 200 previous actions. The undone actions 'remembered' here are independent of the undone actions in the main window.

Click to redo previously undone actions.

Click to zoom in on the image.

Click to zoom out on the image.

[Click to return to the actual view of the image.](#)

Click to open the Edit Palette dialog box where you can edit the image layer's palette.

Allows you to sort the colors in the palette by the method you specify.

Click to preview the animation in the selected browser.

Select a browser to preview the animation in.

Click to add a new web browser to the list of available ones.

Click to close the Preview in Browser dialog box.

Click to apply your changes without closing the Pixel editor.

Allows you to edit the command line of any applications you have added to the Preview in browser dialog box.

Deletes any programs you have added to the Preview in browser dialog box.

Right click to remove pixels and replace them with the foreground color; left click to remove pixels and replace them with the background color.

Credits:

Online Help: Chris Jones

Program: Steve Wang

Check this option to keep the image's layers inherant width-height ratios the same as you resize it.

Defines the new width of the image.

Defines the new height of the image.

Determines whether the values you enter for Width and Height are entered as *pixels* or as a *percentage of the original*.

Select the source image to use a template for change other image layers.

Check this option to use a background image for the scrolling layer to replace, or leave it unchecked to use the background color as defined in the Global Information Layer.

Select the layer to use as the background your scrolling image replaces.

Select the type of scrolling effect to apply.

Defines the number of frames for the effect to create while processing itself.

Sets the delay for each new frame.

Sets the direction of the scrolling effect.

Moves each of the selected images, beginning with the second selected image, this number of pixels along the X-Axis. This is a cumulative effect, so the second image layer selected is moved X , the first is moved $X+X$, the third is moved $X+X+X$, etc.

Moves each of the selected images, beginning with the second selected image, this number of pixels along the Y-Axis. This is a cumulative effect, so the second image layer selected is moved Y , the third is moved $Y+Y$, the third is moved $Y+Y+Y$, etc.

Select the range of images whose X- and Y- Offset you want to modify. **Note:** Because the Moving Sprite feature handles all the adjustments, all you need to do is select the group of images (preferably duplicates of single, base image) and then enter the X and Y- Offset values which are applied automatically in descending order, cumulatively beginning with the second image in the list (the first image is used as the template).

Displays a preview of the selected image(s).

Select the common background to merged with the range of images highlighted below.

Select the range of images to be merged with the common background layer selected above.

[Click this to select all of the images.](#)

Click this to deselect all of the images.

This activates the optional GIF89a attribute of the same name, allowing you to pause the animation on the selected frame. The animation continues only when the viewer clicks their mouse or presses a key. **Note:** This function is not yet supported in most web browsers.

Check this option to leave the positioning of the resampled image layers relative to how it was positioned originally.

Select the color channel for GIF Animator to emphasis when selecting and discarding colors for the palette.

Enter the location of the Adobe-compatible filters you want to use in GIF Animator

Browse for the folder that contains Adobe-compatible plug-in filters.

Select the image layer you want to crop from this drop-down menu.

