

The Animation Manager

The animation manager is used as an easy way to save images in numerical order to be used as animation frames.

The idea is to create an image in main, then paste a smaller image onto it, then use the < Drag from Main> tab, and grab the image from Main to the drag and drop area. From this area you drag the image onto the drop site of the Animation Manager.

As you do this the counter is incremented automatically and the filename is created for you.

Once you have a number of these frames, you can preview the animation sequence.

To do this you need to select the files as they appear in the file/directory section, and add them to the list box to the right.

You can reuse frames in the sequence by adding the same files numerous times.

When you have a list of filenames in the list box, you can preview the sequence. As the sequence plays, you can add more filenames or take them away, select or deselect the filenames.

Only filenames that are currently highlighted will be played.

You can also use the buttons there to resize all marked frames in the listbox, or to create a numerical list of filenames at one time.

When you are satisfied with your animation sequence, you will probably want to then save it as an animated GIF file or as an AVI movie.

To do this will require a secondary program or utility designed to take bitmaps and combine them into an animation or movie format.

Utility programs that perform this function are available for free on our website.

You can use the <Top Down> or <Bottom Up> buttons to copy each frame in the list to the clipboard to be pasted into the utility. If you are making an AVI movie, you may want to use bmp2avi (available on our website for free) that will combine all the bitmaps that are in one folder into an AVI.

You can also add sound to the AVI movie with that utility.

You may want to save the file list in some cases, in order to complete the animation at a later date. You can also load a file list from disk.

When you are previewing your animation, you can click on the display window to view it in different sizes. You can also add a delay to slow down your

animation.