Getting 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.

This program has many graphic capabilities. Each area has its own related help file.

Painting Pictures and Editing Photographs

The <Main Tab> is where all graphic painting and editing is done. There
are many tools available in the Tool Palette that will allow you to do
everything from place a simple rectangle on a page, to outlineing an area
and morfing that shape into a new outlined area.

Experiment with the various tools applying them to a blank page and a
photograph and you will soon see that they are designed to be easy to
use. Try pasteing a piece of clip-art onto a photograph and using the
dark and light imprint, emboss and drop shadow buttons at the bottom
of the paste bar which appears when you paste.

Using the Clipboard and Pasting

In this program, when you outline and copy an area or copy a rectangular area,
the area is copied to the clipboard. You then need to use the <Paste Button>
in order to paste. Any time you copy to clipboard with this program, you need
to press the <paste Button> to paste, it does not paste automatically.

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.