

# AniTuner 1.1

## *Readme Information*

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Version reference: 1.1.0.0

### 1. Description

AniTuner creates, edits and converts Windows animated cursor files (.ani) that contain an animated mouse pointer. You can use animated cursors to customize the appearance of Windows themes) but also to insert animations in your Web pages, e-mails, documents, manuals or even applications...

Thanks to AniTuner you can

- open and display any animated cursor.
- convert animated GIF and AVI into animated cursors (ANI).
- import existing image files (BMP, JPG, PNG, GIF, PSD, ICO, CUR) to turn them into cursor frames or animated cursors.
- export frames from your animated cursors to several image formats.
- convert animated cursors into animated GIF, AVI, static bitmaps or even Macromedia Flash SWF movies.
- modify existing animated cursors and change their color depth or size.
- edit frames, change their duration, modify them in your favorite image editor and save changes back to the animated cursor.
- AniTuner handles all cursor sizes (not only 32x32) and color depths (from 1bpp to 32bpp).
- special support for 32-bit cursors with a 8-bit alpha channel (partial transparency for Windows 2000/XP).
- turn your old 16 or 256-color animated cursors into 32-bit animated cursors with a semi-transparent shadow for Windows XP.
- export (and import) animated cursors as a series of PNG files (with alpha channel optionally).
- browse for animated cursors on your computer and preview them.

AniTuner features an easy-to-use XP-like interface that lets you visually edit and convert all of your animated cursors in a snap. AniTuner is the successor of our old product called AniToAvi Wizard, and is still a full freeware program.

### 2. Installation/System Requirements

Launch the Self-Installing file (generally anisetup.exe) and follow the instructions given by the Setup Wizard. Under Windows XP, 2000 and NT4, administrative rights are required to install the program but not to use it.

#### Minimum Requirements:

- Intel Pentium® II or higher.

- 64MB RAM (or even 128MB)
- 800x600 screen resolution
- Microsoft Windows® 95, 98, ME, 2000, XP, NT4 (Service Pack 3), 2003 Server, or higher.

For users of Windows 95 only:

- you must have the COMCTL32.DLL update version 4.72 or higher.
- Microsoft Tahoma font\*
- Microsoft HTML Help 1.1 or later\*

\* shipped with Microsoft Internet Explorer®

You can find download links to the last updates on our Web site: see below.

#### **4. Remove AniTuner**

To uninstall AniTuner, select the Add/Remove Programs icon in the Windows Control Panel, then highlight AniTuner and click on Remove or Maintenance button (it may change with different versions of Windows).

#### **5. Links and resources**

Be sure to have a look at the help topic called "Internet Links" in AniTuner help file. This topic contains several Internet links related to animated cursors, how to use them into your applications, etc...

AniTuner comes with some sample animated cursors but you can download several large animated cursor collections from the Internet. You will also find some animated cursors in the following folders:

*C:\Windows\Cursors* or *C:\WinNt\Cursors*

The AniTuner help file also includes examples about how to:

- change the default mouse pointer into animated cursors (using .ani cursors) on HTML pages (IE4.0+ and Netscape 6.0+).
- create cursor trail effects for websites using animated GIF generated by AniTuner.
- customize the default mouse pointers of Windows using the "Mouse" applet in the Windows control panel.

Do not forget to visit AniTuner homepage at:

<http://www.gdgsoft.com/anituner> for additional links and updates.

#### **6. Changes History**

Version 1.1.0.0: major release.

- AniTuner windows can now be resized (and maximized) and controls are automatically adjusted in most cases.
- New image format support: Adobe PhotoShop® image files can be imported/exported.
- Improved animated cursor browser (faster).
- New Program Options: you can especially specify your own image editor (instead of the default one).
- When importing an image, if the selection does not fit the cursor size, AniTuner now resizes the selection before converting it to a frame.
- Fixed "range check error" bugs for large cursor frames.
- Fixed "color table overflow" bug when opening some animated GIF files whose color table was full.
- Fixed access violation error when importing a non 32x32 32-bit icon or cursor.
- Frames can now be previewed when importing an image.
- Selecting a part of an image to import has been enhanced (it is now similar to GConvert).
- Enhanced support for editing cursor frames: easy navigation between frames, better support for large images, etc...
- Updated Windows shell dialogs, skin engine and color dialog.
- Improved help file.
- A lot of minor bug fixes and small internal code changes.

Version 1.0.0.0: initial release.

### **7. Some additional notes**

- This is the first time AniTuner has support for opening/writing Adobe PhotoShop PSD files (version 4.0 or higher). If you have problems with some PhotoShop images, please send us your samples by e-mail for studying.

- If you find an animated cursor that cannot be opened or displayed by AniTuner correctly, please zip it and submit it to us, so we can improve AniTuner.

- AniTuner is a freeware program; it does not contain any advertising messages, nag screens, unwanted "spyware" programs... It is free and will remain free.

But we do accept donations if you appreciate AniTuner or if you would like to contribute to its further development.

Visit AniTuner homepage and click on the "Donation" link for further information. Thanks!

<http://www.gdgsoft.com/anituner>

### **8. Support and contact Information**

If you have questions, bugs to report, feedback, you can reach us by:

- Web: <http://www.gdgsoft.com>

- Forum (the fastest way): <http://www.gdgsoft.com/forum>

- E-Mail: [anituner@gdgsoft.com](mailto:anituner@gdgsoft.com)

Please include your full name, a valid E-Mail address, and the version of AniTuner you use.

*Thank you,*

*The G.D.G. Software Team.*