Animation Control Panel

Frame Speed slider - sets the speed [frames per second] a run will display each picture in the sequence

Travel Speed slider - sets the speed [pixels per 10th of a second] the moving cast member will travel across the background when this run is in use (if it is a run that can travel; see below)

Play button - animates the current run

Stop button - stops animation of the current run

<<<< button - steps backwards in the current run one frame

>>>> button - steps forwards in the current run one frame

4 Nudge buttons - moves the current frame one pixel up, down, left or right

Run type radio buttons

Normal - the run that is used when a moving cast member is not performing an action; the default run. This run loops and travels. You must have a normal run for a moving cast member, otherwise you will get an error in real-time.

Jump - when the jump key is pressed (in real-time) this run is played through once before returning to the normal run (for the path the moving cast member is currently on). While this run is in progress the hero can move in any direction even off his pathway. If he is not intersecting an assigned pathway when the run is over, however, he is terminated. This run travels and is optional.

Duck - when the duck key is pressed this run is played to its end and then the motion for it stops. When the duck key is released this run is played backwards from the last frame to the first and then returns to the normal run. This run does not travel and is optional.

Shoot - when the shoot key (or mouse button) is pressed this run is played through once before returning to the normal run. Note: the shorter this run is the quicker another shot may be fired. You do not have to have a shoot run in order to shoot. This run travels and is optional, however, for best results for a cast member that shoots make a shoot run.

Collision - when a moving cast member's power becomes zero this run is played through once. Then the terminated run is played. This run does not travel and is optional.

Terminated - after the collision run is played (if there is one) this run plays for about three seconds before the moving cast member disappears. This run loops, does not travel and is optional.

Reversed - this button can be applied to any of the above types of runs. A reversed run is played when a moving cast member is moving up or to the left. Reversed runs are optional. NOTE: The reverse version of a run should have the same number of frames as the regular run.

Note: the first picture of each run will appear in the cast menu. Each run must be placed on a pathway to be used in real-time.

To select a run click Next Run or Prev Run button to step through the runs or double click its picture in the cast menu.

Trash icon - dragging a run's frame from the stage to the trash icon will delete that frame from the run. Holding down the option key while dragging a frame to the trash icon will delete the entire run.