Heddley

COLLABORATORS			
	TITLE : Heddley		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		November 29, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Heddley

1.1 Introduction

What is AnimatED?

Welcome to AnimatED, an animationprogram which makes it possible to make
your animations just that little bit better. AnimatED allows you to add all
kind of different events to your animations. With just a few clicks of the
mouse you will, for example, be able to assign a soundsample to a particular
frame in your animation or make a frame pause for some time. You can use
your favourite drawingpackage, which uses the IFF-Anim standard, to draw
your animation and when finished use AnimatED to make your animation really
stand out from the rest. Let's introduce some powerful features available in
AnimatED:

*   Support for IFF-animations (modes 5 and 7).

*   Support for all screenmodes (including AGA).

*   IFF-soundsamples, which can be played through any channel you like.
    You can also set the volume and the pitch at which the sample will be
    played. Looped soundsamples are supported.

*   Timing, change at any point in your animation the speed at which
    your animation is played. The speed is measured in Frames Per Second.

*   Wait, pause your animation for an amount set in seconds.

*   Play Sound-/Noise-/ProTracker or Med modules during your animation.

*   Add fades to animation frames.

*   Control everything with an easy to use GUI (Graphical User Interface).

*   Your finished productions can be easily played back in realtime using
    the stand-alone freely distributable AnimatEDPlay program.

*   Create stand-alone self-running disks with ease. Use animations, edited
    with AnimatEDPlay as intro's to your games/demos.

1.2 Disclaimer

Disclaimer

The author of AnimatED can not be held responsible for any damage that this
program or the manual that came with it might cause. If you are using
AnimatED, you will do so at YOUR OWN RISK.

1.3 Registering

Registration

AnimatED is shareware, which means it may be freely distributed and copied,
as long no alterations are made to the programs or the archive. If you find
AnimatED good enough to cheer up your animations you might consider to
registrate AnimatED.

When you send me the registration fee you will receive a disk containing the
latest version of AnimatED and a special personalised keyfile. When you copy
this file to the same directory as where AnimatED is started from then
AnimatED won't bring up the shareware notice at the beginning.

Also scripts saved with a registered version of AnimatED will remove the
requester which is displayed when playing your animations using
AnimatEDPlay.

Your keyfile is personal and it contains your name and registrationnumber,
so don't give it to other persons. I also would like to state that if you do
register that all future updates of AnimatED will be free for you. This
means that you don't have to pay extra money to use the latest version.
Updates of AnimatED will be available through Aminet(-CD's).

If you want to register please send me 10 English pounds OR 20 American
dollars OR 25 Dutch guilders in cash or use an Eurocheque. Other currencies
or methods of payment will NOT be accepted! Inning foreign cheques costs
money and accepting this method of payment forces me to increase the
shareware fee, so therefore only cash payment and Eurocheques are accepted
and the shareware fee is as low as it can be. Please use the
'AED_OrderForm.txt' (included in the archive) for your order and to see what
other methods of payment are accepted.

When paying by EuroCheque please check out the following notes:

  -Dutch Guilders only : FL 25,- (vijfentwintig gulden)
  -Cardnumber on the Backside
  -Signature on Front AND Backside

NOTE: Sending money to me is doing so at your own risk! I cannot be held
responsible if things go wrong. Don't be too afraid for sending money in
cash though. I have registered users from Mexico, USA, England, Italy,
Canada, Sweden and Australia, so it all seems quite reliable.

Click here for the address.

1.4   System Requirements

```
System Requirements
```

To use AnimatED you need at least Kickstart 2.04 and 2 Mb of memory, But if
you really want to benefit from all AnimatEDs features, more memory is
recommended. Also the following libraries should be in your LIBS: drawer:

```
 - diskfont.library
 - asl.library
 - mathtrans.library
 - reqtools.library
```

The AED.font (size 8) should be located in your FONTS: drawer. See also
Installation.

AnimatED has been tested on the following systems:

A500 (030) / A1200 (020/030/040) / A2000 (030/040) / A3000 / A4000 (040).

1.5   Installation

```
Installation
```

This shouldn't be a real problem as all you have to do is copy the AnimatED
executable to wherever you like (your harddisk for example). Even easier,
double click the Install icon and everything will be copied automatically
(including the AED.font, which will be copied to FONTS:).

AnimatED will look for it's prefs-file (if available) in the same drawer
AnimatED was started from.

You should also have the following libs and font installed.

```
 LIBS:asl.library
 LIBS:diskfont.library
 LIBS:mathtrans.library
 LIBS:reqtools.library

 FONTS:AED.font
```

Libraries are not included as these are part of WorkBench and should be on
your WorkBench-disk. NOTE: AnimatED needs version 38.25 or higher of the
asl.library. The version included with WorkBench 2.x will NOT do!

1.6   AnimatEDGuide ©1997 Marco Vigelius

```
                         AnimatED v1.41


                    © Marco Vigelius, 1997.
```

AnimatED is a SHAREWARE product

Read the distribution section for information on distribution
and registering.

```
~~~~~~Disclaimer~~~~~~~              Use it at your own risk.
~~~~~Introduction~~~~~~              What is AnimatED?
~~System~Requirements~~              What does AnimatED need?
~~~~~Installation~~~~~~              How to install AnimatED.
~~~~~~Main~Screen~~~~~~              What are all those buttons for?
~~~~~~~~Events~~~~~~~~~              What and which events?
~~~~~AnimatEDPlay~~~~~~              I want to be famous!
~~~Questions+Answers~~~              I've got a problem?!
~~~~~~~History~~~~~~~~~              Story of my life.
~~~~~~~~Future~~~~~~~~~              What's next?
~~~~~Distribution~~~~~~              I want to register!
~~~~~~~Credits~~~~~~~~~              Not that spectaculair.
```

1.7 Main Screen

Main Screen

From the main screen, which can be in any screenmode or the Workbenchscreen,
you'll be able to control all of AnimatEDs features.

AnimatED can be quit by pressing the close window button of the Project
Window.

You are free to drag any of the windows around. New windows positions will
be stored in memory as long as AnimatED is running. You can save new
windowpositions by clicking the Save button on the AnimatED prefs page of
the Prefs window. Windowspositions will be automatically saved if the
Auto-save~prefs option is enabled.

Here is a description of the functions of all those windows:

Project window

```
~~Load~Anim~~                       Load an IFF-animation.
~Unload~Anim~                       Unload an animation & script
~~~~About~~~~                       Display program info.
~Load~Script~                       Load an AnimatED-script.
~Save~Script~                       Save an AnimatED-script.
~~~~Prefs~~~~                       Change/Save the prefs.
~~Cont~Anim~~                       Start animation from the current frame.
~Start~Anim~~                       Start animation from the beginning.
~Show~Frame~~                       Show the current frame.
```

Frames window

All frames are displayed in this window. On the bottom is the currently
selected frame. All further actions will affect this frame. Click on a

framenumber to make that frame the current frame. Double click a frame to
fetch and display it. You can resize the Frames window to make more frames
easy accessible. You may also add a comment (max. 20 characters long) to all
frames by pressing the comment button.

Events window

Shows a list of all events availble in AnimatED. Events which are attached
to the current frame have a checkmark. Clicking on one of the events causes
that particular eventwindow to open. Only 1 event of it's kind can be
attached to a single frame.

Search for event window

Select an event to search for and then use prev and next to search backwards
or forwards for the selected event starting from the current frame. When a
frame contains the event searched for it will become the current frame. If
nothing is found the screen will flash.

Text Buffer window

Shows information and error messages. If something doesn't go as you
expected look at this window to see if there is an (error)message displayed.
The last 50 messages will be remembered.

1.8 Load Animation

Load Anim

When you press this button AnimatED will bring up a file-selector and from
here you should select your IFF-Anim and click Ok. AnimatED will then load
your animation in memory. If for some reason AnimatED failed to load your
animation, due to low memory for example, an error message will be
displayed. Don't forget that at the moment AnimatED only supports IFF Anim5
and Anim7 animations. Also animations can only be loaded into contiguous
memory. Which means it is important to have a big largest free memory block.
For animations it doesn't matter if this is fast-memory or chip-memory. See
Q+A for more information about memory usage.

IMPORTANT! AnimatED expects your animation to have looping frames at the
end, so when the end of your animation is reached your animation will start
all over again from the beginning. However some programs don't add these
frames to the animations they save and when playing such an animation in
AnimatED it will when it loops around become a real mess. I have done a
little test of which programs fail to save IFF-animations with looping
frames and I have come to the following conclusions:

Program   Looping frames?

DeluxePaint III,IV(AGA),V   Yes, no problems with this classic.

Brilliance 1 & 2   Same story here, no problems at all.

Main-Actor v1.55   Save the animation as IFF and when the
                           program has saved your animation it will ask
                           you if it should add looping frames. Simply
                           answer this with a yes, and it works fine
                           with AnimatED.

Personal Paint 6.1   This seems to be the only troubleshooter at
                           the moment, as it won't add looping frames.

If you're animation doesn't have looping frames there are several things
you can do:

 - Load your animation in a program which does add looping frames and
   save it from there.

 - Add looping frames yourself by adding frame 1 and 2 to your
   animation.

 - Let AnimatED do all the work and select 'No looping frames' from
   the Prefs-window.

It's best to add looping frames and don't let AnimatED do the work.

1.9 Load Script

Load Script

This button, when pressed, will bring up a file-selector and allows you to
select an AnimatED-script. Only files with a .AED extension are displayed.
This script contains all the events-data and the names of the used animation
and possibly used soundsamples and/or trackermodule. When you load a script,
AnimatED will also automatically load your animation and possible
soundsamples/trackermodule. AnimatED will try to load these files from the
same directory they were originally loaded from. Therefore it may be
possible that AnimatED asks you to insert a disk containing those files. If
you don't have that disk anymore or you have copied the files to another
disk, AnimatED is not able to locate the needed files.

However AnimatED will also look in the same directory where you're
scriptfile was loaded from, for that particular file needed. Please read the
AnimatEDPlay section for information on this.

If still a particular file can't be found both AnimatED and AnimatEDPlay
will try to play the animation anyway. Except, of course, if it can't find
the animation itself... :)

1.10 Save Script

```
Save script
```

```
With save script all the events-data will be saved. AnimatED will
automatically add a .AED extension to the name you have given to save your
script and an icon. Remember that AnimatED does not save your animation,
soundsamples and trackermodules. AnimatED does however save the directories
where it can find these files, so if you load the script another time in
AnimatED it will try to load these from the disks/directories they were
originally loaded from. If this fails it will also look in the same
directory where the script was loaded from. See for more information
Load~Script.
```

1.11 About

```
About
```

```
This brings up a requester which shows what amount of free memory you have.
Especially important are the largest free memoryblock and CHIP memory. See
Q+A for more information.
```

1.12 Add Event

```
Events
```

```
 ~~Freeze~frame~~              Freeze a frame temporarily.


 ~~~~~Timing~~~~~              Set the playback speed of your  animation.


 Soundsample~I/II             Load and play IFF-soundsamples.


 ~~Trackermodule~             Load and play a Trackermodule.


 ~~~~Medmodule~~~             Load and play a Medmodule.


 ~~Channel~Mask~~             Mask Tracker- or Med  Channels.


 ~~~Load~Script~~             Load a new script.


 ~~~Fade~frame~~~             Fade the palette in or out.

Buttons available in all events:


 Ok                  - Accept the specified values and close the
```

```
                              eventwindow.
   Cancel                   - Nothing changes and the event window will be
                              closed.
   Remove                   - Remove the event from the current frame and
                              close the eventwindow.
   Clone                    - Copy the values attached to another frame to this
                              frame also.
Execute event at loop - Specify at which loop the event should occur.
                          0 means execute the event everytime the
                          animation has looped around.
```

1.13   Freeze frame event

```
Freeze frame event
```

Here you can make the current frame wait for an amount of time set in
seconds (maximum 600 seconds), a mouseclick/keypress or both. If you set the
waiting time 10 seconds and also tick the wait mouseclick/ keypress box,
AnimatED will wait 10 seconds before it continues the animation, but if the
user presses a key or the left-mouse then AnimatED will also continue your
animation.

Be sure to have set the correct Refreshrate of the display mode you are
using, otherwise it could suddenly happen that a second isn't a second
anymore. :)

1.14   Timing event

```
Timing event
```

Here you can set the speed at which your animation from the current frame
will be played back. 1 frame per second is the minimum 50 frames per second
the max. On slow Amiga's it is possible that animations with a big
resolution don't achieve the specified speed.

Also be sure that the specified Refreshrate matches the refreshrate of the
used displaymode. Otherwise unpredictable things can happen. :)

1.15   Soundsamples event

```
Soundsample event (I and II)
```

Here you can load samples and assign one of them to the current frame. The
samples loaded in memory are displayed in the listviewer on the left and the
currently selected one is displayed on the bottom. You will see that there
is already one sample present, namely Sound Off. This sample does exactly
what you expect, namely turning the currently playing soundsample off (this
is if you specify the same channels ofcourse).

```
Load    - This will bring up a file-requester and allows you to load
```

8SVX IFF soundsample into memory. IFF soundsamples are used
a lot on the Amiga and there are thousands available in the
Public Domain. You can also sample your own sounds using
a soundsampler and some samplesoftware which can save the
samples in the required format (almost all do). You can't
load soundsamples which are bigger than 128.000 bytes. You
can load a maximum of 250 different soundsamples.
NOTE: soundsamples can only be loaded in CHIP memory.

Kill   - This option deletes the currently selected soundsample from
            memory. All frames which had this soundsample assigned to
            itself will lose their event-data.

Hear   - Plays the currently selected sample with the current volume-,
            pitch- and channelsettings.

Stop   - Stops the currently playing soundsample.

Channel   - Here you can select through which channels your soundsample
            should be played. The Amiga has 4 different channels with
            which you can make any combination possible.

Volume   - This allows you to set the volume from silence (0) to
            very loud (64).

Pitch   - Controls the pitch at which the soundsample will be played
            back ranging from high (100) to low (600).

Loop   - When turned on this will loop the soundsample. NOTE:To loop
            an IFF soundsample it must have looping information.
            Soundsamples saved without this information will NOT loop
            and produce some afwul noises instead.

Led   - Turns the soundfilter on/off.

1.16 Trackermodule event

Trackermodule event

With the tracker event you can load a sound-/noise-/pro-trackermodule which
can be started or stopped at any frame in your animation. It is possible to
play both a trackermodule and a soundsample simultaneously, see Channel~Mask
for more information.

Load   - Will try to load a trackermodule into chip-memory. NOTE:
                trackermodules can only be loaded in chip-memory, which
                means it may happen that you have plenty fast-memory left
                but still get an out of memory error if there isn't any
                chip-memory left. Also note that there is no
                filetype-checking on trackermodules, so loading in any
                other file than a trackermodule will probably crash
                AnimatED!

Start   - Starts the trackermodule from the specified pattern.
                Pressing the Ok button will now assign a start

                                  trackermodule event to the current frame.

Stop   – Stops the currently playing trackermodule and/or when
                  pressing the Ok button will now assign a stop
                  trackermodule event to the current frame.

Pause   – Pause the currently playing trackermodule. Pressing the
                  Ok button will assign a pause trackermodule event to the
                  current frame.

Cont   – Continue the paused trackermodule. Pressing the Ok button
                  will assign this as an event to the current frame.

Kill   – Remove the module from memory. All frames which had
                  trackermodule events assigned to itself will lose their
                  trackermodule event.

Pattern   – Here you can specify from which pattern your
                  trackermodule should start.

Volume   – Use the slider to set the volume of the
                  trackermodule.

When playing back your animation and you have for example assigned a
trackermodule event to frame 1, which starts the trackermodule, then if your
animation loops around it won't start the trackermodule again at frame 1 but
continous playing. This should be very handy, if you think otherwise you can
ofcourse always assign a stop trackermodule-event to the frame before it
needs to start all over again.

Also don't try to play a trackermodule and medmodule simultaneously.

1.17 Medmodule

Medmodule event

With the Medmodule event you can load a 4 channel MMD0 or MMD1 Medmodule
which can be started or stopped at any frame in your animation. It is
possible to play both a trackermodule and a soundsample simultaneously, see
Channel~Mask event for more information.

Load   – Will try to load a medmodule into chip-memory. NOTE:
                  medmodules can only be loaded in chip-memory, which
                  means it may happen that you have plenty fast-memory left
                  but still get an out of memory error if there isn't any
                  chip-memory left.

Start   – Starts the medmodule from the specified pattern.
                  Pressing the Ok button will now assign a start
                  medmodule event to the current frame.

Stop   – Stops the currently playing medmodule and/or when
                  pressing the Ok button will now assign a stop
                  medmodule event to the current frame.

```
Kill             - Remove the medmodule from memory. All frames which had
                   medmodule events assigned to itself will lose their
                   medmodule event.

Pattern          - Here you can specify from which pattern your
                   medmodule should start.

Volume           - Use the slider to set the playback volume of the
                   medmodule.
```

When playing back your animation and you have for example assigned a
medmodule event to frame 1, which starts the medmodule, then if your
animation loops around it won't start the medmodule again at frame 1 but
continous playing. This should be very handy, if you think otherwise you can
ofcourse always assign a stop medmodule event to the frame before it needs
to start all over again.

Also don't try to play a trackermodule and a medmodule simultaneously.

1.18 Channel Mask

Channel Mask event

This events allows you to mask out audio channels needed by soundsamples
stopping the medmodule or trackermodule using them.

Normally when you try to play a soundsample when there is also a
med-/trackermodule playing will produce an afwul noise. Here you can specify
which channels should be masked so a soundsample can be played using these
channels. Ofcourse it is also possible to turn channels on again so the
med-/trackermodule can use them again.

A channel must be masked (Mask On) before the sample is started. This may
also be done on the same frame as the soundsample is attached to as
internally AnimatED first handles the mask event before the soundsample
event.

Any mask settings will remain until another mask event occurs.

Don't try to do nasty things like playing a medmodule and trackermodule
simultaneously.

1.19 Load Script event

Load Script event

This event allows you to load a new AnimatED script from within another
script. NOTE: This only works when playing your scripts using AnimatEDPlay!

Actually this event shouldn't be an event, it should have been an option in
the (animation)prefs window. This because it doesn't necessarily is of
influence on the frame this event is attached to. It was easier to code this

as an event than rather an option, so that's why I made it an event.

This event deletes the currently playing project from memory and then
AnimatEDPlay starts loading the specified new one. There are several options
when this needs to happen.

Tick the checkbox to activate the Load Script event. Now you can select an
AnimatED scriptfile.

There are 3 possibilities when AnimatEDPlay loads the script:

 - When the current frame has been reached.
 - When the animation is quitted (by pressing the right mousebutton).
   NOTE: Also if the animation ends this option will execute the Load
   Script event.
 - When the animation has ended (if the animation isn't played in an
   infinitive loop).

Ofcourse this event can be only attached once to a frame in particular
animation. If event already exists and you attach this event another time
to a different frame then the previous one will lose it's eventdata.

1.20   Fade frame event

Fade frame event

With this event you can add fades to your animation frames. You can fade the
current frame in (from black to the used palette) or out (from the used
palette to black). Use the buttons to set the speed at which the fade will
work with 1 being the fastest and 10 the slowest. A speed of 0 turns the
fading off.

NOTE: At the moment the fade is calculated on non-AGA principles, so it may
seem a bit dull on AGA Amiga's. Also HAM screens can't be faded!

1.21   Prefs

Prefs

There are 3 pages of options which can be accessed using the cyclegadget.
One of the pages contains options for AnimatED itself only, the other two
are of influence on the currently loaded animation. Which means they can't
be accessed when no animation has been loaded.

Animated Prefs

Select Display   - Allows you to select any screenmode available for
                     AnimatED to display it's windows on. Screens must
                     be at least 640 x 200 in size.

Use Workbench   - Use the WorkBench screen.

Show Framenumber   - Shows the framenumber of the current frame in the
                     top-left corner when playing your animation or
                     showing a frame.

Auto save prefs   - Saves the prefs, including windowspositions,
                     when AnimatED is quitted.

CycleGadget search - As default the event search window will display a
                     list to select an event. This option allows you
                     to switch between this and a CycleGadget (as used
                     previous versions of AnimatED).

Save   - Saves the above options and all windowspositions
                     to a prefs-file. This file is called
                     AnimatED.prefs and is located in the same drawer
                     as AnimatED. At start-up AnimatED will look for
                     this file and read the prefs if possible.

Animation Prefs

Select Display   - Allows you to select a different displaymode for
                     your animation to be played in. Please be
                     careful with this, selecting some displaymodes
                     may cause a software failure.

Refresh rate   - Sets the amount of times the screen is updated
                     per second. On normal PAL-screens this is 50
                     times ont NTSC-screens this is 60 times. A
                     screenmode like Euro72 for example updates 72
                     times a second. The Timing is based on this
                     value. So calculating a framespeed based on a PAL
                     screen (50 times) but played on an Euro72 screen
                     (72 times) isn't very wise.

HAM screen   - Unfortunately at the moment AnimatED isn't able
                     to recognise HAM animations automatically.
                     Therefore if your animation is in HAM then please
                     tick this box to display the colours properly.

Single Palette   - Since version 1.2 of AnimatED different palette
                     per frame animations are supported. Unfortunately
                     on some (non AGA) Amiga's a wrong palette is
                     initialized with some animations. As a default
                     this option is turned on to keep AnimatED
                     compatible with all Amiga's.

X Pos & Y Pos   - Allows you to set the coördinates at which the
                     animationscreen must be displayed. This is useful
                     for Overscanscreens which seem to be displayed
                     wrong most of the time. Negative values are
                     accepted.

Play anim x times - Sets the amount of times the animation must be
                     played. 0 means an infinitive loop.

Can't quit anim   - Normally a press of the right-mousebutton will

quit the animation. When the checkbox is marked
this can't be done. This option is only of
influence when playing your animation with
AnimatEDPlay.

Set password   – This allows you to password protect your scripts.
You may enter a password up to 10 characters
long. The correct password is needed to load the
script into AnimatED. For playback using
AnimatEDPlay the password is NOT required.

Info requester   – This allows you to select an ASCII-text which
will be displayed once in a requester before
your animation starts. There are 2 textformatting
commands (case sensitive!!):

                      <WT>   Allows you to set the window title.
                      <WB>   Allows you to set the button text.

                      The Info requester will only be displayed
when playing your animation using AnimatEDPlay.
NOTE:Don't use lines longer than 50 characters.
Don't use too many lines of text either, as it
otherwise may not fit on (some peoples)
Workbench screen.

No looping frames – If your animation doesn't contain looping frames
you'll notice the last 2 frames of your animation
are missing. If this is the case tick this box or
even better add looping frames to your animation.
See LoadAnim for more information.

Animation Prefs

Directory paths   – Here it shows all the directories and filenames
of the animation, soundsamples, trackermodule and
medmodule which AnimatED needs to load a script.
I think it's wise to make make a backup of your
original script before changing any paths or
filenames in the Prefs-menu.

NOTE:You can change the filenames of samples, trackermodule and the
animation, but please be careful, as if you accidentally specify a wrong
file AnimatED will probably crash. Also notice that you can't change the
animation itself! This should always be the same file when loaded the first
time in AnimatED using the LoadAnim button.

1.22 Cont Anim

Cont Anim

This option will start your animation from the frame currently displayed. It
will take notice of any rate-events which may have occurred before that

frame. It won't however continue sound/tracker-events which may still be
heard when running from the beginning of your animation. Press the
right-mousebutton to quit back to the editor.

1.23 Start Anim

Start Anim

Surprise surprise, this option will actually play your animation from frame
one. Press the right-mousebutton to quit back to the editor.

1.24 Show Frame

Show Frame

Shows the current frame. You can quit back to the mainscreen by pressing
the right-mousebutton. Pressing the left-mousebutton will show the next
frame. If 'Show framenumber' is selected in the Prefs-window the
framenumber will be displayed in the top-left corner of the screen.

1.25 Unload Project

Unload

You wil be asked to confirm this option, which will delete the current
project from memory. So be sure you have saved you're scipt before selecting
this option. Otherwise all data will be lost.

1.26 AnimatEDPlay

AnimatEDPlay

Your Finished productions can be easily played back in real time. Record
onto video tape or distribute your production on disk, using the freely
provided, distributable AnimatEDPlay.

You can start AnimatEDPlay from the CLI, by typing:

AnimatEDPlay <Return>

or from Workbench by double-clicking on it's icon. In both these cases a
file-requester will pop up, allowing you to select an AnimatED scriptfile.
You can also start an AnimatED scriptfile by simply typing the directorypath
and filename where you're AnimatED script is held in the CLI:

AnimatEDPlay MYDISK:AEDscripts/greatanim.AED

This will load and start your animation directly. It wil thus load the necessary files needed to play your animation (ie. the animation itself, soundsamples etc.). At first AnimatEDPlay will look if the volume where they were originally loaded from is avalaible. If it's not it will try to locate the file in the same directory you're script was loaded from. So if you, for example, have saved a script which looks for a file called 'greatanim.anim' in the directory 'ANIMS:mine/' then if this volume isn't avalaible (ie. disk not inserted for example) it will also look for that file in the directory the script was loaded from. This is easy if you, for example, want to play your animation from anywhere you like. Simply copying all the files, needed by your script, to the same directory where your scriptfile was loaded from will guarantee that your animation is played correctly.

Even simpler; also copy AnimatEDPlay to that same directory and now a double mouseclick on the script-icon will run your animation automatically.

If a file can't be found a requester will pop up, asking you to insert the volume where that file can be found. Press Ok if the volume is inserted, press cancel to quit.

If you have selected an ASCII-textfile to be displayed as an intro-requester this will be displayed of the specified text-file is found. If not, nothing will happen and the animation will start playing anyway.

If you have saved your script with a not registered version of AnimatED a requester will be shown before the animation starts. Please read the section about registering for more information.

If you have set the value of 'Playing x times' in the Prefs-menu of AnimatED greater than 0, you're animation will be played as many times specified and AnimatEDPlay will quit itself. Otherwise you're animation will be played infinitive.

If you have selected the option 'Can't quit animation' in the Prefs-menu of AnimatED you're animation can't be quitted. Otherwise a press of the right-mousebutton will quit your animation and AnimatEDPlay.

If you are making your own bootable disk, be sure you have copied the 'mathtrans.library' and the 'asl.library' to the LIBS-drawer of your disk. Because both these libraries are needed by AnimatEDPlay.

1.27 Questions+Answers

Questions & Answers

Here are some solutions for problems you may encounter.

 Q: When my animation has reached the end it loops back to frame 1
    but it makes a mess of the display.
 A: Your animation doesn't contain looping frames, please read the
    Prefs section for more information.

 Q: My animation contains 2 frames more than AnimatED counts.
 A: This means you're animation don't contain looping frames, please
    read the Prefs section for more information.

Q: When I want to loop a sound it doesn't loop but makes some strange
   noises instead.
A: Use an IFF-sample which actually contains looping-data. You
   can add looping using any IFF-compatible musicprogram (Soundtracker,
   Protracker, Med etc.) See also Load~Sound.

Q: AnimatEDPlay won't run.
A: Be sure the 'asl.library' and 'mathtrans.library' are present
   in the LIBS-drawer of your boot-disk.

Q: The animation isn't displayed in the correct screenmode.
A: Disable any screenpromoters. For example the one in IPrefs, which
   is in your Prefs-drawer, promotes screens while it shouldn't.
   Especially overscan screenmodes seem to suffer. Ofcourse you can
   always select a different screenmode for the animation in the
   Prefs window.

Q: The screen isn't positioned correctly.
A: This happens a lot with overscan screenmodes. First try disabling
   any screenpromoters and if needed adjust the screenposition by
   altering the X Pos and Y Pos values in the Prefs window.

Q: I have plenty free memory left, but I still get an 'Out of Memory'
   error when I want to load something.
A: Soundsamples and trackermodules can only be played from Chip memory,
   therefore you may have enough free Fast memory to load the file, but
   soundsamples and trackermodules do need Chip memory.
   The animation itself can be loaded in both Chip or Fast memory,
   this must however be one block of contiguous memory. So it's
   always important to have a big 'largest free memory block'.

Q: When there is a Tracker-/Medmodule playing than if I want to play
   a soundsample I can't hear it or get some afwul noises instead.
A: In the Channel~Mask~event window you can specify which channels should
   not be used by the module and therefore will be available for
   soundsamples.

Q: I have changed some filenames and now my script won't load.
A: It wouldn't be too bad if it was just the directorypath that had
   been chanhged and not the filename. As both AnimatED and
   AnimatEDPlay will also look for a file in the directory the script
   is loaded from. See AnimatEDPlay for more information about this.
   But if the script needs a file which doesn't exist then it's a
   different story. You could try to load the scriptfile into a
   text-editor and change the incorrect filename to one which does
   exist.

Q: I have saved my script password protected, but now I can't
   remember the password anymore.
A: Too bad, there is nothing you can do about it.

Q: AnimatED crahses at start-up.
A: Try deleting the prefs-file, if it exists. Maybe AnimatED tries to
   open a screen which isn't available on you system (anymore).

Q: AnimatED crashes a lot.

A: Try starting Workbench without executing the 'startup-sequence'. Do this by disabling the 'startup-sequence' in your early boot-up control menu (hold both mousebuttons during a reset). If you now boot your Workbench-(hard)disk you'll get straight in the CLI, start AnimatED from here. Starting AnimatED this way means there won't be any other programs in the background which could cause troubles with AnimatED.

Q: HAM screenmodes aren't displayed correctly.
A: Turn on the HAM screen option in the Prefs window.

Q: Fading a HAM animation looks afwul.
A: Have you ever seen a program which fades a HAM screen?

Q: My animation is loaded Ok, but all I see is a black screen or wrong colours.
A: I don't know what is causing this. Try to save your animation from different packages to see it if it solves the problem. If not use the Single Palette option from the Prefs-window. This should solve your problem, but unfortunately you won't be able to use animations with a different palette per frame. Anyway, please let me know if you have this problem and tell me what your config is.

Q: When I play a soundsample it is actually played twice.
A: This probably means you are trying to use a stereo soundsample. These are not supported at the moment, but ofcourse you can create stereo soundsamples easily yourself by making 2 mono soundsamples and play these both at the same time using the Sound I and Sound II events.

Q: Medmodules play to fast or to slow.
A: At the moment the Medmodule event isn't very good. It's best to convert the Medmodule to a Trackermodule and use this instead.

Q: Animation play to slow or not at a constant speed.
A: This means your Amiga isn't capable of updating the screen in time. The bigger the screensize of the screen the animation is displayed in and the more colours an animation use the more CPU time is needed to update the screen. Try saving the animation in the Anim7 format which uses more memory but has much better playback speeds.

Q: My animation isn't recognised.
A: Try loading and saving it from a different animationpackage.

Q: Any hints or tips?
A: Yes, a very important one! Always make some sort of storyboard for your animation before you are going to use AnimatED. Write down framenumbers to which you want to attach a particular event.

1.28 Future

Future

Well there are some things I want to add to AnimatED, for example:

    - Support for OctaMed modules.
    - Effects to display/remove a frame.

But it all really depends on how much feedback I get from you! It isn't
worth it further developing AnimatED if only a few people are interested.

Also as soon as I find out there is a cracked copy of AnimatED or
AnimatED-keyfile then AnimatED will NOT be further developed.

1.29 History

History

* v1.00

 - Internal test version.

* v1.10

 - Public release 22 february 1997.

* v1.20

 - AnimatED now supports animations with a different palette per
   frame (as supported by DPaint and PPaint).
 - Added support for Med-modules.
 - Added the Load Script event.
 - Combined the 'Attach Event' and 'Events' window.
 - Renamed the events.
 - Animations can now be played in a selectable display mode.
 - Seperated the Tracker-Mask options from the Sound-event, which now
   has become an event on it's own.
 - AnimatED now uses it's own special font, based on Thinpaz/XEN.
 - Changed the arrowbuttons into sliders for the Timing and Freeze
   Frame events.
 - Completely changed the Prefs window, splitting it into 3 different
   pages.
 - Added the Auto-save Prefs option to the Prefs window.
 - Added the Refresh rate option to the Prefs window.
 - Added the Single palette option to the Prefs window.
 - Added the Add icon to script option to the Prefs window.
 - Added File-requester buttons to the filepaths in the Prefs window.
 - Added a palette editor for the GUI screen in the Prefs window
 - AnimatED now remembers where the script was loaded from and gives
   this directorypath + filename as default when saving the script.
 - AnimatED and AnimatEDPlay will now, when a soundsample,
   trackermodule or medmodule can't be loaded, try to play the
   animation anyway.
 - Completely changed the format in which AnimatED saves it's scripts.
   This makes it easier for me to keep old scripts compatible with new
   versions of AnimatED.
 - Coded the ScriptConverter utility to convert AnimatED 1.1 scripts
   to the new format.
 - Optimised the existing code a bit and removed some bugs.

– Added a nice background window...for which I borrowed the idea
  from MainActor.   ;)
– Created an Installer script using the standard Installer program.
– Public release 26 april 1997.

* v1.21

– Fixed a bug which locked AnimatED if it couldn't save the prefs on
  exit.
– The Installer script now automatically installs a keyfile (if
  available).
– Public release 30 april 1997.

* v1.22

– Internal test version.

* v1.30

– Windowtitle and buttontext can now be specified for the
  (AnimatEDPlay) intro-requester using the <WT> and <WB> text
  formatting commands.
– Added the Fade frame event.
– AnimatED now allows you to assign 2 soundsamples to a single frame.
– Double-clicking a frame in the frames listviewer will now fetch and
  show that frame.
– Fixed a bug which made Trackermodules play to fast on NTSC
  Amiga's.
– Fixed a bug which caused some trackermodules to start from position
  2 instead of the beginning.
– Fixed a bug which caused Software Failures on some Amiga's if the
  animationdisplay was removed from memory.
– Redesigned the way in which the Mask event works.
– Changing the volume now immediatly affects the currently playing
  Mod/Med/Soundsample in their particular event windows.
– Optimised (and thus speed up) the code which shows a frame and
  continues the animation from the current frame.
– Now proper titles are displayed in the title bar of the
  asl-filerequesters.
– Changed the default (viewing) tool for the Guide to Multiview
  instead of C:AmigaGuide.
– Public release 19 may 1997.

* v1.31

– Internal test version.

* v1.40

– AnimatED (and AnimatEDPlay) now use a much more efficient way to store
  it's variables. This can result in upto 700 Kb more of free memory then
  in previous versions of AnimatED. IMPORTANT: It's wise to save scripts
  created with a previous version of AnimatED with this new version!
– AnimatED finally supports HAM animations! Added the HAM screen
  option to the Prefs window. (Read this if you're into HAM animations)
– Added the clone button to all events, which will copy the same values
  to the selected event as added last time to another frame.

- Added the 'Execute event at loop' option to every event, which allows
  you to specify at which loop the event should be executed. A 0 means
  the event will be executed everytime the animation loops around.
- Added a new Search event window to make selecting an event to
  search for easier.
- Added the CycleGadget search option in the Prefs window if you want
  to use the old method of searching for an event.
- Added a scrollbar to the Information window, which is now called
  Text Buffer.
- Changed and added text messages which are displayed in the Text Buffer.
- Added the 'Current frame' text to the frames window.
- Added the Comment button to the frames window, which allows you to
  add a comment (max. 20 chars) to the selected frame.
- If AnimatED is quited or if a project is unloaded then if the script
  isn't saved AnimatED will let you know and offer a save script option.
- The refreshrate will now use 60 as a default on NTSC Amiga's.
- All sound events will now be executed before a Fade event.
- The 'Play animation x times' will now also work if the animation is
  played with AnimatED.
- Now if an event window or the options window is open all other windows
  will be locked (ie. when activated will display the busy pointer).
- The file-requester now adjusts itself to the size of the screen.
- AnimatED and AnimatEDPlay will now return a version string when
  searched for with Workbench's Version command.
- NOTE: From now on AnimatED requires the 'reqtools.library' in LIBS: !!
- Public release 22 june 1997.

* v1.41

- Fixed a bug in AnimatEDPlay which caused the 'click on a script icon to
  execute it if AnimatEDPlay is in the same drawer'-method not to work.
- Public release 26 june 1997.

1.30 Address

Credits

AnimatED is written by Marco Vigelius using Blitz Basic 2.

For suggestions and the lot please write me at:

 Kromme Zandweg 52
 3319 GH DORDRECHT
 THE NETHERLANDS

 Email   : vigi@cybercomm.nl
 Homepage : http://www.cybercomm.nl/~vigi

(Visit the official AnimatED homepage for the latest news, updates and
 examples of projects created with AnimatED!)

I would like to thank the following people:

Dale Hemenway,   for beta-testing AnimatED, giving some good advice and

```
                    making the excellent Talking Dog animation.

Brian Jones,        for beta-testing AnimatED, giving some great suggestions
                    and making the nice 4-colours icons.

Jan Vloemans,       because he otherwise weer zit te mieren that I haven't
                    mentioned him. :)
```