



## Motion Works MediaShop: Motion Tool

### Concepts...

- [Motion Tool Editor Overview - an Introduction to its Features Set and Utilities](#)
- [Structure of a MediaShop Animation](#)

### How To...

#### (General Step by Step Tutorial Topics)

The following are instruction steps of general and frequently used operations in the Motion Tool (Interactive Animation Editor). Various ways of performing each of the general operation will be discussed. For a detail discussion of every features and operations of this editor, please refer to the *Reference Section*.

- [Viewing an Existing or Example Animation](#)
- [Typical Steps in Creating a Simple Animation, from Start to Finish - A Sample Step-by-Step Tutorial](#)
- [Working with Objects in the "Animation Area"](#)
- [Other Tutorial Topics \(Not Written Yet...\)](#)

### Reference Section...

#### User Interface, Menu and Dialogs Explained

[Motion Tool - Main Editor Screen](#)

[Media Controller](#)

[Timelines](#)

[Paint Tools & Editor \(Actor/Prop Editor\)](#)

[Wave Editor](#)

[Cel Sequencer](#)

[Cues](#)

[Stand-Alone Animation Player](#)

[Dialogs](#)

[Command Line Options](#)

## Other Tutorial Topics (Not Written Yet...)

- Invoking the Motion Tool Editor

- **Setting Up your Animation - Working with Animation Files and Animation Options...**

- **Importing Clip-Media Resources and Objects into your Animation Project**

- How to import Motion Tool objects such as:

- background objects (Prop),  
animated objects (Actors),  
path objects, and  
sound objects

- from another Animation Project...

- How to import graphics and sounds from external sources into your Animation Project.

See Also: ***Using the imported object in your animation***

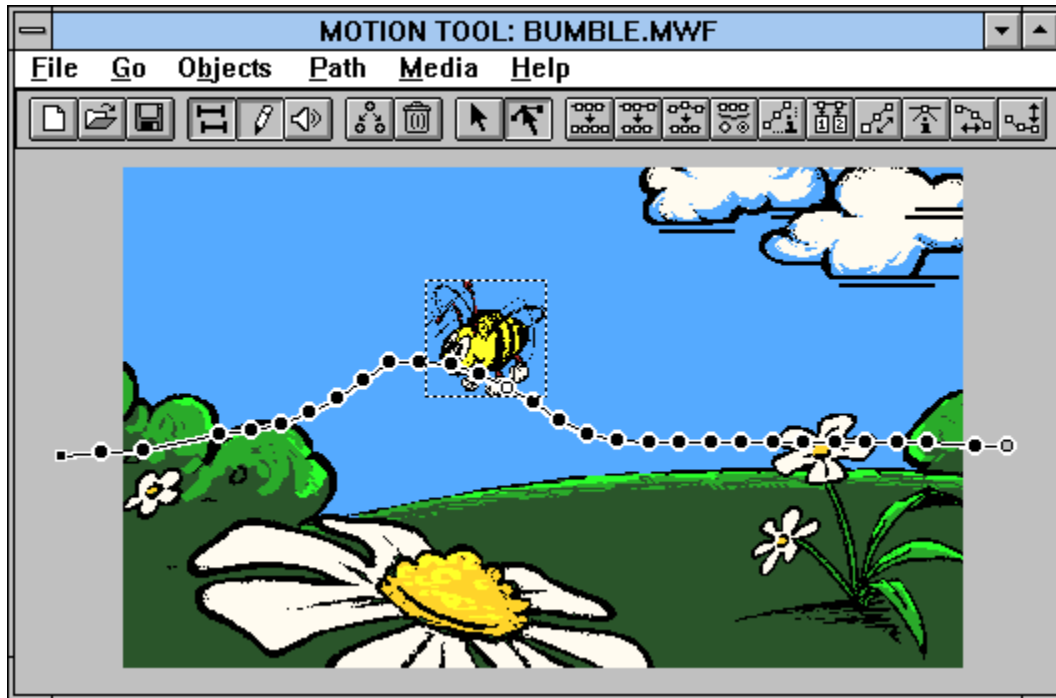
- **Creating Your Own Resources and Objects for your Animation Project**

- Create / modify a background (Prop) object
  - Create / modify an animated (Actor) object
  - Create / modify a path for an animated (Actor) object
  - Record / modify a sound to be use in your animation

See Also: ***Using the imported object in your animation***

- Putting together your animation using Timelines, and the Place Objects Dialogs.
- Using the Media Controller to Test your animation - Controlling the Playback and Animation Editing process.
- Working with Paths.
- Working with Props' Transition Effects...
- Do advance cel sequencing and sizing using the Cel Sequencer for animated (Actor) objects
- Add interactivity, branching, and controlling of other multimedia devices with your animation through the use of Cues
- Change an Actor or Prop object layer positioning in your animation
- Saving your animation, or just the resources
- Doing a stand-alone presentation of your animation
- Linking your animation to Visual Basic

## Motion Tool (Main Editor Screen)



*(Click anywhere in the graphic above for context sensitive help)*

Menus

ToolBar

Keyboard and Mouse

## Menus (Main Editor Screen)

File Menu

Edit Menu

Go Menu

Objects Menu

Media Menu

Help Menu



## ToolBar (Main Editor Screen)



*(Click anywhere in the graphic above for context sensitive help)*

The Toolbar provides a convenient way to access various Motion Tool features.



## KeyBoard & Mouse (Main Editor Screen)

## Tutorial

## **File Menu**

New File

Open File

Save File

Save As

Close File

New Animation

Open Animation

Close Animation

Save Animation

Import

Export

Exit

## Edit Menu

Undo

Cut

Copy

Paste

Clear

Select All Actors/Props

Duplicate CTRL-'D'

## Go Menu

Commands in the Go Menu allow you to navigate through frames in the current animation. You can browse through the animation using the First Frame, Previous Frame, Next Frame, or Last Frame menu commands. You can use these commands to view and test your animated sequences on different frames.

First Frame

Prev Frame

Next Frame

Last Frame

GoTo Frame

## Objects Menu

Get Info

Place Actor

Place Prop

Add Sound

Add Cue

New Object

Edit Object

## Media Menu

Hide All

Paint Tools

Controller

Timelines

Cel Sequencer

Animation Options

## Help Menu

[Help Index](#)

[Keyboard](#)

[Using Help](#)

[About](#)

## Dialogs

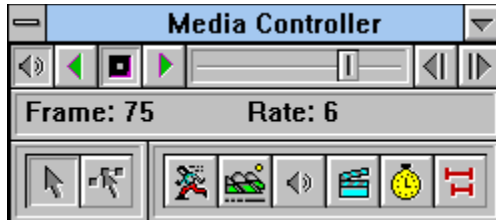


Actor Information...  
Air Brush Settings (Paint Tools)  
Animation Options  
Animation Window Dimensions  
Animation Window Options  
Cue Information...  
Remove Cels (Paint Editor)  
Duplicate Actor...  
Duplicate Prop...  
Duplicate Wave...  
Font (Paint Tools/Editor)  
Insert Cels (Paint Editor)  
Move to Frame  
New Actor...  
New Animation  
New Animation File  
New Prop...  
Open Animation File  
Open Import .MWF Library File  
Open Import Raw Wave File  
Path Information  
Path Options  
Path Point Information  
Prop Information...  
Record Wave  
Rename Actor...  
Rename Character...  
Rename Prop...  
Rename Sound...  
Rename Wave...  
Rotate By... (Paint Editor)  
Scale By... (Paint Editor)  
Scale Path  
Select a Path to Import...  
Select a Path...  
Select a Prop to Import...  
Select a Prop...  
Select a Sound to Import...  
Select a Sound...  
Select an Actor to Import...  
Select an Actor...  
Select an Actor/Prop to Edit...  
Select An Animation  
Smooth Path  
Sound Information...  
Transitions for Prop...  
Wave Record Name

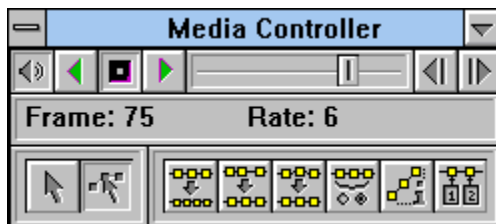
## Media Controller



*Media Controller in Play-Only Mode*



*Media Controller in Edit/Object-Selection Mode*



*Media Controller in Edit/Path-Tool Mode*

[\(Click anywhere above to get context sensitive help for the 3 different modes of the Media Controller\)](#)

[Edit Mode Switch](#)

[Object Selection Tool Button](#)

[Path Tool Button](#)

[Frame Count Display](#)

[Reset Button](#)

[Goto Last Frame Button](#)

[Loop Animation Toggle Button](#)

[Sound On/Off Toggle Button](#)

[Play Forward Button](#)

[Play Reverse Button](#)

[Stop Button](#)

[Step Frame Forward Button](#)

[Step Frame Reverse Button](#)

[Pause Button](#)

[Fast Rewind Button](#)

[Fast Forward Button](#)

[Place Actor Button](#)

[Place Prop Button](#)

[Add Cue Button](#)

[Add Sound Button](#)

[Add Events Button](#)

[Show Timelines Button](#)

[Bring To Front Button](#)

[Send To Back Button](#)

Bring Closer Button  
Send Farther Button

Path Points Smoothing Button  
Path Scaling Button  
Path Point Information Button  
Path Points Distribution Button  
Path Options Button  
Cel Sequencer Button  
Path Information Button  
Reverse Path Points Button  
Flip Path Vertical Button  
Flip Path Horizontal Button

## The Animation Screen Area

The Animation Screen is the area where the actual animation images such as Actors, and Props are displayed and animated. This is also the area where you could use the mouse to position placed Actors or Props in the current frame you are editing, or plot and edit path points for the Actors.

Selecting Objects

Move Objects Around

Get and Edit Object Information

Selecting An Actor's Path

Plot and Edit Path Points for An Object

## Stand-Alone Animation Player

The Stand-Alone Animation Player lets you take a completed animation and play it outside of the Motion Tool authoring environment, in a black full-screen background. This player module loads faster than Motion Tools the editor, and is made just for presentation only.

It is also meant to be used along with command line options so that you can setup an application icon within a Program Manager group to start your animation presentation instantly and automatically, without any further setup.

You can however use this module without any setup by simply invoking it, and then use the *Open Animation File dialog* that will appear to choose the Animation Project File (extension .MWF), and then later choose the animation you want to play with the *Select an Animation Dialog* (this dialog only appears when you have more than one animation within your Animation Project File, otherwise the only animation in the project will be played automatically).

To exit the Animation Player at anytime, just double-click on the system box at the top-left corner of the screen.

**Module Name:** PLAYER.EXE (Located in the ANIMEDIT sub-directory of where you have installed MediaShop)

**See Also:** [Command Line Options](#)

## **Fish**

A fish is a living sea animal that uses gills to breath, and it swims or travels under water. Fishes propel and guide themselves under water by the use of their fins and tails.

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For Technical Support, please call:

**1-800 800-8476**



Between the hours of 9 am to 5 pm PST, Monday thru Thursday  
9 am to 3 pm PST on Fridays.



# Components and Features of Motion Tools (Overview)

The major components and features of **Motion Tool** are:

**1) The Main Editor Screen**, also known as the "Animation Editing Area" or the "Stage", contains two modes or sub-editors:

- a) **Object Editor** - lets you to select, position, and get information on any visible Actor and prop objects, create or edit objects, add or delete objects to the animation, or manage objects in your Animation Project's Object Library.
- b) **Path Editor** - lets you create or edit a path for an Actor (Animated Object). A *path* is a series of points that an Actor would follow while it is being animated, to create the effect that it is moving across an area. This mode of the editor also allows you to perform a whole series of operations on the path you have created or imported so that you can sculpture and shape it any way you like.

**2) Media Controller** - lets you control the play back of the animation that you are building. Some operations are Play Forward, Play Reverse, Stop, Step Frame Forward, Step Frame Backward, AutoPlay-Repeat Toggle, Animation Sound Enable Toggle, and Go-Direct-To-Frame-Number.

**3) TimeLines** - lets you adjust the exact start and end time of any objects that are being use in your animation. The TimeLines also enable you to easily manage objects you are using in your animation; some of the management features include viewing all of your objects at a single glance or by category, object layers management, object enabling/disabling control, locking objects down to a fixed coordinate, and the ability to delete or edit objects information directly from within the TimeLines.

**4) Paint Tools & Paint Editor,**

- also known as the "Actor/Prop Editor", is a full feature Paint Module with built-in support for assembling cels for Animated Objects (Actor) such as adding and deleting cels, onion-skinning, as well as the ability to save the painted cels directly as an Actor or a Prop (a single-cel, static background graphic).

Besides the regular Paint Tools such as Pencils, Brushes, Lines, Shapes, Fill, Text Fonts, Marquee and Lasso Tools, this Paint Module also support a powerful array of image manipulation options such as Tinting, Inverting, Scaling, Rotations, Flipping and Anti-Aliasing.

**5) Cel Sequencer** - lets you custom sequence animation cels to be used within your animation. In general, an Actor object has say 10 cels, and you would normally be satisfy with animating this object 1 cel at a time, in sequence. Under some circumstances, you might want to change the sequencing around, so that the animated object would appeared to be moving backward, or pausing, or going in slow motion. All this animation effects can be achieved effortlessly using the Cel Sequencer without having the animation artist to paint every possible cels.

**6) WaveEditor** - lets you edit and insert simple sound effects to any digitally recorded sound. Some of the sound effects include inserting silence, fade up, fade down, amplify, reverse sound, and echoing.

**7) Cues Editor** - lets you set up conditions to be met and actions to be performed by the animation while it is being played. The Cue features currently support conditions such as Always, Wait-For, If-Then, If-Then-Else, and built-in actions

such as Goto-Frame, Play and Stop a Sound, Pause, End Animation, Change Frame Rate, Execute Another Cue, or Control an MCI device.

**8) Stand-Alone Animation Player,**

- lets you take a completed animation and play it outside of the Motion Tool authoring environment, in a black full-screen background. This player module loads faster than Motion Tools the editor, and is made just for presentation only.

## Structure of a MediaShop Animation (Concepts):

- each .MWF extension file in the DOS file system is called an Animation File in MediaShop, and each of these file is considered to be one **Animation Project**. eg. BUMBLE.MWF.

- within each animation project (file) consists of zero\* or more **Animation(s)**, and a single **Animation Objects Library**.

\*Note: it is possible for an animation project to contain no animation. It is done this way sometimes as a means to establish a "Clip-Media" library.

- within the "*Animation Objects Library*", it contains 4 types of sharable an exportable\* objects:

- 1) Animated Objects (Actor)
- 2) Background Objects (Props)
- 3) Paths
- 4) Sounds

Note: these objects can only be exported or imported among MediaShop Animation Files, and not to other applications.

- each "*Animation*" has its own presentation Window Size (*the Animation "Stage"*), and is made up of a number of Frames particular to that animation (like a movie); it also has a frame rate, its own set of Cues, and contain a list of objects ("*Cast Members*") that it is employing from the Animation Objects Library. Each object in the animation has a Character Name and Type associate to it, as well as a Start Frame (appearance time), and a End Frame (disappearance time). Various playback related options and editor preferences are also stored seperately within each animation in an animation project.

## Viewing an Existing or Example Animation (Tutorial)

### Section (A): Opening and Viewing an existing or sample Animation

1. Click on the File Menu.

2. Click on the "Open File" menu item.

(An "Open Animation File" dialog appears, and you should be inside the "promot" subdirectory at this point).

3. To view an example animation, double click on the "samples" subdirectory.

(A list of animation files should appear on the left window of the dialog, with file extensions of ".MWF".)

4. Double click on one of these animation file to select and open the animation file.

(A "Select an Animation" dialog will appear.)

5. Double click on an animation name from the list to open the actual animation itself.

(You should now see a window appear with the animation background painted, and a small control pad called the Media Controller lying directly on top of it.)

6. To start the animation, just click on the  (PLAY) button on the Media Controller.

7. To stop the animation, just click on the  (STOP) button on the Media Controller.

8. To replay the animation, just drag the  (SLIDER BAR) on the Media Controller to the far left edge, then click on the PLAY button.

9. To exit PROMotion, just select the Exit option from the File menu.

### Secton (B): View another animation in the same opened animation file:

1. Click on the File Menu.

2. Click on the "Close Animation" menu item.

(If you have modify the animation or any of its options, you might be greeted with a "Close Animation" dialog, so that PROMotion can clarify whether you want to save the changes)

3. Click on "Open Animation" menu item.

(A "Select an Animation" dialog will appear.)

4. Double click on an animation name from the list to open the actual animation itself.

(You should now see a window appear with the animation background painted, and a small control pad called the Media Controller lying directly on top of it.)

5. To start the animation, just click on the  (PLAY) button on the Media Controller.

6. To stop the animation, just click on the  (STOP) button on the Media Controller.

7. To replay the animation, just drag the  (SLIDER BAR) on the Media Controller to the far left edge, then click on the PLAY button.

8. To exit PROMotion, just select the Exit option from the File menu.

### Section (C): To view an animation in another animation file without exiting PROMotion

1. Close the existing opened animation file by clicking on the File Menu, Close File option.

(At this point you might be greeted with two different dialogs, one after another, if you have change any aspect of the animation you have just played. The first dialog would be the "Close Animation" dialog, and the second dialog would be the "Close File" dialog.)

2. Then repeat the steps as in Section (A) above, except in step 3 you would double click onto the directory that contains your own or any other existing animation file.

## Creating a Simple Animation (Tutorial)


1. From the PROMotion window's **File Menu**, choose the **"New File"** option.
2. Change to the **\PROMOT\DATA** subdirectory from within the **"New Animation File" dialog**.
3. Supply a new name for the file folder that will hold your animations at the **"File Name"** field, and click **OK** or press **ENTER** when done. For our tutorial, let's call our file **"TestFile"**

***Note:** each animation file folder could hold more than one animation and all the resources these animations share.*

4. Now supply a name for the new animation you are about to create in the **"New Animation" dialog**, and click **OK** or press **ENTER**. For our tutorial, let's use the name **"Simple Animation"**.

5. Click on the  button in the **Media Controller** to open up the editing tools.

6. Now we will import some clip media art work for our animation. First we will import some Props.


- a) To do that, click on the  button on the **Media Controller**. This will bring up the **"Select a Prop" dialog**. Since we are in a brand new animation, there are no existing Props on the list to choose from; so we will click on the



button to import some Props from the existing samples animation folders.


- b) The Import button will invoke the **"Open Import .MWF Library File" dialog**. Once there, change directory to the **"\PROMOT\SAMPLES"** subdirectory, and double click on the **BUMBLE.MWF** animation folder. At this point, a **"Select a Prop to Import"** dialog will appear.

- c) Click on the **Preview checkbox** to ensure you can preview the Props before importing. To preview each Prop on the list, just single click on the name. The image of the Prop will be displayed on the right side of the dialog.

- d) To import a single Prop, just click on the name to select it, and then click on the  button. To import multiple Props at a time, hold down the **CTRL** key, and click on the Prop names that you want to select (to de-select a choice, just click on the name again). When you are done with your choice of Prop selections, release the **CTRL** key, and click on the




button.


- e) Now that we have imported some Props from another existing sample animation folder, we can use the same selection techniques as above to select one or multiple Props, and "Place" (or paste) it into our own simple animation. To place selected Props from our own library, click on the  button.

- f) Once the objects are "Placed" onto the animation screen, you can use the mouse to drag them around, in order to position them to the precise area you want to place those objects.

7. After we have imported and placed all our background props, we can use the same steps in (6) to import and place Actors from another existing sample animation folder. The only difference is in step

(6a), where we will click on the  button instead.

8. After we have imported and placed all our Actors, we can import and add sound the same way as in

- (6). The difference is in step (6a), we will click on the  button instead. In step (6e), we will click on the



button instead of the PLACE button. Finally, step (6f) is not applicable to adding sound, please disregard.

9. After we have imported and placed all our Actors and Props, and added our sounds from another sample animation folder, we can proceed to create paths for our Actors. To learn how to plot a path for our placed Actors, click here: [\*\*How to Plot a path for an Actor\*\*](#)

10. Click  (**PLAY**) on the Media Controller to play the simple animation.



## **New File (File Menu)**

Choose New File to create a new file folder to hold animation project(s), and all their resources.

Animation resources are objects such as actors, actor paths, props, and sounds. Each file, when created, will have a file extension of (.MWF). Within each file one can store one or more animations or animation projects. Resources within the file are shareable among the different animations.

## Open File (File Menu)

Choose Open File to access an existing animation file folder.

## Save File (File Menu)

Not Operational Yet... There is no help available at this time...

## **Save As (File Menu)**

Not Operational Yet... There is no help available at this time...

## **Close File (File Menu)**

Choose Close File to close and save an opened animation folder. This command will also closes and saves the currently opened animation if one is opened.

## **New Animation (File Menu)**

Choose New Animation to create a new animation in the currently opened animation file folder. You can create more than one animation within a given animation file folder.

## **Open Animation (File Menu)**

Choose Open Animation to access an already created animation within a currently opened animation file folder.

## **Close Animation (File Menu)**

Choose Close Animation to close and save an already opened animation into a currently opened animation file folder.

## **Save Animation (File Menu)**

Choose Save Animation to save the currently opened animation into a temporary animation file folder on disk. When you have finally decided to close the animation, and the project file, you will be asked once again if you want to keep the changes and save it. otherwise all saves to the temporary file will be discarded. On the other hand, if you encounter a system crash or lock up or power failure, all your saves into the temporary file folder could be recovered during the next time you call up (Open) the animation folder.

## Import (File Menu)

Import Actor

Import Path

Import Prop

Import Sound

## **Import Actor (File Menu)**

Choose Import Actor to import an actor from another PROMotion animation file folder (.MWF file extension).

## **Import Path (File Menu)**

Choose Import Path to import an actor's path from another PROMotion animation file folder (.MWF file extension).

## **Import Prop (File Menu)**

Choose Import Prop to import a prop from another PROMotion animation file folder (.MWF file extension).

## **Import Sound (File Menu)**

Choose Import Sound to import a Microsoft Windows's Wave Format file (.WAV) sound effect or recording for use within PROMotion. The imported sound would be stored into an animation file folder of ".MWF" file extension when you decide to save the animation.

## Export (File Menu)

Not Operational Yet... There is no help available at this time...

## **Exit (File Menu)**

Choosing Exit from the file menu closes PROMotion. If you have made any changes to the current file folder or opened animation, PROMotion will automatically prompt you to save them before closing down itself.



## Undo (Edit Menu)

Choose Undo to undo any operations that are done when the Media Controller is in the Path Tool Mode.

## **Cut (Edit Menu)**

Choose Cut to cut a series of selected path points onto Windows' Clipboard. This Cut option is only available when the Media Controller is in Path Tool Mode.

## **Copy (Edit Menu)**

Choose Copy to copy a series of selected path points onto Windows' Clipboard. This Copy option is only available when the Media Controller is in Path Tool Mode.

## **Paste (Edit Menu)**

Choose Paste to paste a series of path points from Windows' Clipboard to the currently selected object, starting at the currently highlighted path point of the object.

## Clear (Edit Menu)

Not Operational Yet... There is no help available at this time...

## Select All Actors/Props (Edit Menu)

Choose Select All Actors/Props to select all visible objects in the current frame. Select All is only enable when the Media Controller is in Object Selection Mode.

## **Duplicate   CTRL-'D' (Edit Menu)**

Choose Duplicate or press keys CTRL and 'D' together to duplicate an existing object in the current frame.



## **First Frame (Go Menu)**

Choose First Frame to go to the first frame in the current animation. If you are already on the first frame, choosing First Frame does nothing

## **Previous Frame (Go Menu)**

Choose Previous Frame to go to the previous frame in the current animation. If you are at the first frame, choosing Previous Frame takes you to the last frame in the animation.

## **Next Frame (Go Menu)**

Choose Next Frame to go to the next frame in the current animation. If you are at the last frame in the animation, choosing Next Frame takes you to the first frame in the animation.

## **Last Frame (Go Menu)**

Choose Last Frame to go to the last frame in the current animation. If you are already on the last frame, choosing Last Frame does nothing.

## **Go To Frame (Go Menu)**

Choose Go To Frame to go to or show a specific frame number and display the contents of that frame.

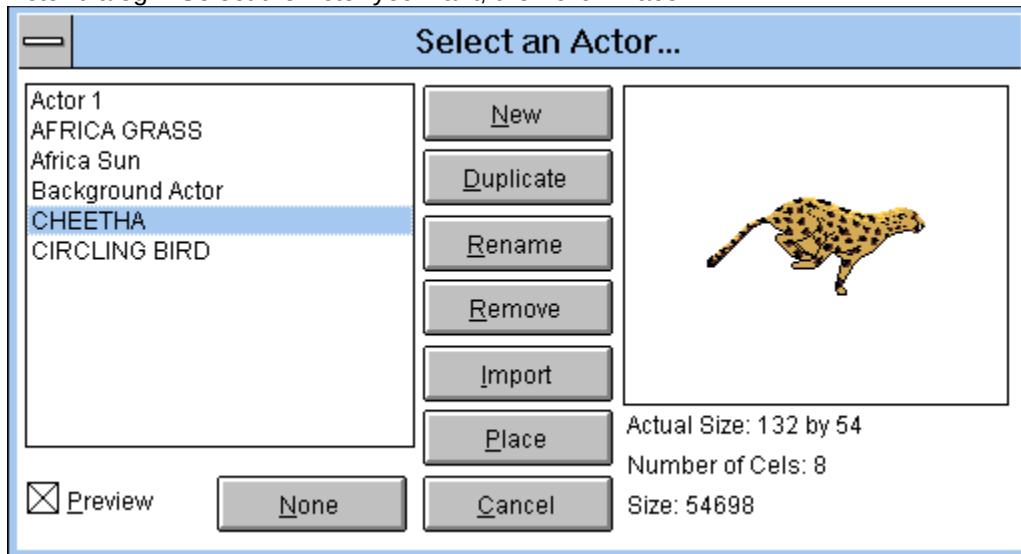


## **Get Info (Object Menu)**

Choose Get Info to bring up information on the currently selected object. You are presented with either the Actor Information or Prop Information Dialog.

## Place Actor (Object Menu)

Choose Place Actor to place an Actor on the current frame of an animation. This brings up the Select an Actor dialog. Select the Actor you want, then click Place.



The Actor is placed at the center of the screen, with a marquee border around it. The Actor can be moved to any area of the screen.

Once you place an Actor, you can change its Actor Information by either double-clicking it with the Object Selection Tool (Pointer) or by selecting it and choosing Get Info from the Media menu. The Actor Information dialog appears.

## Place Prop (Object Menu)

Choose Place Prop to place a Prop on the current frame of an animation. This brings up the Select a Prop dialog. Select a Prop, then click Place. The Prop is placed at the center of the screen with a marquee border around it. Once you place a Prop, you can change its Prop information by either double clicking on it with the Object Selection tool or by selecting it and choosing Get Info from the Media menu. The Prop Information dialog appears, allowing you to set information for the Prop.

## **Add Sound (Object Menu)**

Choose Add Sound to bring up the Select a Sound Dialog. From here you may select or create a sound to add. Sounds added to an animation appear in the TimeLines window. After the sound is added, the sound information dialog can be accessed by double clicking the sound entry you just added, right in the TimeLine Window. This allows you to adjust the Sound.

## **Add Cue (Object Menu)**

Choose Add Cue to bring up the Cue Information Dialog, in order to add a new cue to the animation. Cues added to an animation appear in the TimeLines window. After the Cue is added, the Cue Information Dialog can be accessed again for further editing by double clicking the cue entry right in the TimeLines Window.

## **New Object (Object Menu)**

Choose New Actor\Prop option when you want to use the Paint Editor to create a new library Actor or Prop, but not actually placing it into the animation.

## **Edit Object (Object Menu)**

Choose Open Actor\Prop option when you want to use the Paint Editor to edit an existing library Actor or Prop, but not actually placing it into the animation.



## **Hide All (Media Menu)**

Choose Hide All to hide all visible windows and palettes. The Hide All menu item changes to Show All. Choosing Show All brings all hidden windows and palettes back into view.

## **Paint Tools (Media Menu)**

Choose Show Paint Tools to display the Paint palette. The item becomes dimmed until you choose to edit or open an Actor or Prop.

## **Controller (Media Menu)**

Choose Show Media Controller to display the Media Controller. The Media Controller appears in the last screen position that it appeared before it was hidden.

## **TimeLines (Media Menu)**

Choose Show TimeLines to display the TimeLines window. The TimeLines window provides for a dynamic view of all the objects within the animation. An object's information can be accessed and manipulated from within the TimeLines window.

## **Cel Sequencer (Media Menu)**

Click on an Actor with the Path tool, then choose the Cel Sequencer menu option to bring up the Cel Sequencer, in order to set which cel of an Actor is shown on each frame, as well as adjust its size.

## **Animation Options (Media Menu)**

Choose Animation Options to set options for the animation such as its length, playing speed, mouse or keyboard control and how the animation should end (or replay) etc.



## Help Index (Help Menu)

Choose Help Index to get the Table of Contents for all of the PROmotion Help Topics.

## Keyboard (Help Menu)

Choose Keyboard Help for help on various Windows specific keys.

For example:

- Cursor Movement Keys
- Dialog Box Keys
- Editing Keys
- Help Keys
- Menu Keys
- System Keys
- Text Selection Keys
- Window Keys

## **Using Help (Help Menu)**

Choose Using Help if you want to get help on how to use Microsoft Windows Help System.

## About (Help Menu)

This will show a popup display showing information about the PROMotion product release version number, copyright, and technical support phone number.



## Open Media Tools/Edit Mode Switch (Media Controller)



or



Click this button to display or hide the Media tools.

**Note:** if you want to edit the paths of a placed Actors, or to move placed Actors and Props around on the Animation Area, the Media tools must be visible before you would be able to do so. The Open Media Tools Button is, in essence, an Object Editing Enable/Disable toggle switch, or a Play Only Mode/Build Mode switch.

## Object Selection Tool Button (Media Controller)



The Object Selection tool (also known as the Pointer tool) allows you to move and manipulate placed Actors and Props. You can further manipulate them using various dialogs.

To get the Actor Information dialog to appear, double-click a placed Actor or choose Get Info from the Objects Menu with an Actor selected. Use this dialog to change an Actor's Information. You can display and change a Prop's information in a similar way.

## Path Tool Button (Media Controller)

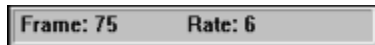


Use the Path tool to add, create, or change points on an Actor's path.

### **To create a path for an Actor:**

1. Click the Path tool icon.
2. Select an Actor.
3. Click new points for the path of action or drag the mouse with the SHIFT key held down to rapidly add points to the Actor's path.

## Frame Counter Display (Media Controller)



The Frame Counter displays the current frame number. When an animation is playing, the Frame Counter increments one frame at a time until the end of the animation. If you press Stop or Pause, the frame counter stops. If Loop Animation is On, the animation starts again at the beginning after it reaches the end. Double-click the Frame Counter to edit the animation frame number that you want to jump to directly.

When the "Show Frame Rate" checkbox is checked in the Animation Options Dialog under the Media Menu, this area is also used to show the animation's frame rate. in the units of Frames Per Second.

## **Reset Area On the Frame Slider Bar (Media Controller)**

Click the extreme left edge of the Frame Slider Bar to reset to frame 1 of the animation. Press the SHIFT key and click this area to go to frame 0.

## **Goto Last Frame Area On the Frame Slider (Media Controller)**

Click the extreme right edge of the Frame Slider Bar to reset to the last frame of the animation.

## **Loop Animation Toggle (Media Controller)**

Choose this system menu option to toggle the Loop Animation option On or Off. If Loop Animation is On, the animation plays over and over again in a continuous loop until you stop it. If it is Off, the animation plays once and stops on the last frame of the animation.

## Sound On/Off Toggle Button (Media Controller)



Click on this button to toggle the animation sound output On or Off.

## Play Forward Button (Media Controller)



Click this button to play the animation.

## Play Reverse Button (Media Controller)



Click this button to play the animation in reverse.

## Stop Button (Media Controller)



Click this button to stop the animation.

## Step Frame Forward Button (Media Controller)



Click this button to step the animation one frame forward.

## Step Frame Reverse Button (Media Controller)



Click this button to step the animation one frame in reverse.

## **Pause Button (Media Controller)**

This button is no longer available or needed. It has been taken out in the latest design of the Media Controller Interface.

## Fast Rewind (Media Controller)

This function is now served by the dragging the Frame Slider Bar in the reverse direction (or towards the left edge). Fast Rewind will play the animation backwards in as fast a pace as you would drag the slider bar. This is accomplished by skipping frames in between.

## Fast Forward (Media Controller)

This function is now served by the dragging the Frame Slider Bar in the forward direction (or towards the right edge). Fast Forward will play the animation forward in as fast a pace as you would drag the slider bar. This is accomplished by skipping frames in between.

## Place Actor Button (Media Controller)



Click the Place Actor button to place a new Actor starting on the current frame in the animation. When you click this button the Select an Actor dialog appears, allowing you to select an Actor from the library.

## Place Prop Button (Media Controller)



Click the Place Prop button to place new Prop starting on the current frame in the animation. When you click this button the Select a Prop dialog appears, allowing you to select a Prop from the library.

## Add Cue Button (Media Controller)



Click the Add Cue button to add a new Cue to the animation. The Cue information dialog appears, allowing you to enter a Cue name, conditions and commands. (Cues, when FULLY operational, will give you control over events such as the playing of CD and videodisc players, visual effects and movements between different animations, and pauses in your animation.)

## Add Sound Button (Media Controller)



Click the Add Sound button to add a sound to the animation. The Select a Sound dialog appears, allowing you to select or record a sound(Sound Recording is not functional yet...)

## Add Events Button (Media Controller)



Not Operational Yet... There is no help available at this time...

## Show TimeLines Button (Media Controller)



Click the Show TimeLines button to display the TimeLines window.

## **Bring To Front (Media Controller)**

Select an Actor or Prop object, then click this menu item to move the object to the front of the appropriate layer.

## **Send To Back (Media Controller)**

Select an Actor or Prop object, then click this menu item to move the object to the back of the appropriate layer.

## **Bring Closer (Media Controller)**

Select an Actor or Prop object, then click this menu item. You would want to move an object closer when a second object is covering it, not allowing you to select the object. You can also use this command to move an object to a desired position in the layer. Keep using the command until the object is in the layer that you want. If the object is in the top of the layer the command has no effect.

## **Send Farther (Media Controller)**

Select an Actor or Prop object, then click this menu item, to move the object back one position in the appropriate layer. You would want to move an object further back when it's covering a second object, not allowing you to select the object. You can also use this command to move an object to a desired position in the layer. Keep using the command until the object is in the layer that you want. If the object is in the furthest position in the layer the command has no effect.

## Reverse Path Points (Media Controller)

To reverse the direction of points on a path:

**1. Click on an Actor with the Path tool.**

**2. Click the Swap Points option on the system menu in the Media Controller window.**

All points on the path are reversed, with the first point becoming the last. The Actor will now move in the opposite direction on the path.

To reverse a range of path points:

**1. Click on an Actor with the Path tool.**

**2. Select a range of points in the path.**

**3. Click the Swap Points option on the system menu in the Media Controller window.**

The range of points is reversed.

## Path Point Information (Media Controller)

To get information on a selected path point:

**1. Click the Path Point Info system menu item (or double-click on the point directly).**

The Path Point Information dialog the point's screen coordinates and allows you to change its location.

**2. Enter new horizontal or vertical screen positions if you want to move the point to a specific screen location.**

**3. Check the Loop to Here box, if you want the point to be the loop point on a path.**

Creating a loop point causes the Actor to animate continuously around the path, jumping from the end point back to the loop point.

**4. Click OK to accept the new information.**

## Flip Path Vertical (Media Controller)

To flip a path vertically:

1. **Click on an Actor with the Path tool.**

2. **Click the Flip Vertically system menu option on the Media Controller window.**  
The path is flipped top to bottom.

To flip a range of path points vertically:

1. **Click on an Actor with the Path tool.**

2. **Select a range of points in the path.**

3. **Click the Flip Vertically system menu option on the Media Controller window.**  
The range of points is flipped top to bottom.

## Flip Path Horizontal (Media Controller)

To flip a path horizontally:

**1. Click on an Actor with the Path tool.**

**2. Click the Flip Horizontally system menu option on the Media Controller window.**

The path is flipped right to left.

To flip a range of path points horizontally:

**1. Click on an Actor with the Path tool.**

**2. Select a range of points in the path.**

**3. Click the Flip Horizontally system menu option on the Media Controller window.**

The range of points is flipped right to left.

## Path Points Smoothing Button (Media Controller)



To smooth the points on a path:

**1. Click on an Actor with the Path tool.**

The Actor's path appears.

**2. Click the Smoothing Button.**

Each time you click the button the path becomes smoother.

## Path Scaling Button (Media Controller)



**1. Click on an Actor with the Path tool.**

The Actor's path appears.

**2. Click the Path Scaling button.**

The Scale Path dialog appears, allowing you to set a desired number of path points to scale the path to. The default value is set to the number of frames that the Actor is employed in the animation.

**3. Enter a number in the Desired Number of Points field.**

**4. Click OK.**

## Path Points Distribution Button (Media Controller)



To equalize the distance between all points on the path:

**1. Click on an Actor with the Path tool.**

The Actor's path appears.

**2. Click the distributing button in the Media Controller.**

When you click the button the points in the path become equally distributed.

Note: Smoothing, Scaling and Distributing also work on a range of selected path points.

## Path Options Button (Media Controller)



To bring up the Path Options dialog:

**1. Select an Actor with the Object Selection tool.**

**2. Click the Path Options icon.**

The Path Options dialog appears.

**3. Check Allow Auto Scroll Window if you want the contents of the window to scroll when you drag path points near the edge of it.**

This allows you to make Actors animate on and off the screen.

**4. Check Grid Animation to see each path point snap to an invisible grid.**

To set the size of the grid and to turn it on, choose Animation Options from the Media Menu.

**5. Check Show Frame for Current Path Point to display the animation frame for the path point that is currently selected.**

This allows you to see exactly where your Actor is on that frame.

**6. Select a size from the Path Size pop-up menu.**

On a large monitor, a wider path is easier to "grab".

**7. Click OK.**

## Show Cel Sequencer Button (Media Controller)



Select an Actor first, and then click on this button to bring up the Cel Sequencer, so that you can adjust the Actor Cel to be displayed in any given frame, as well as its size.

## Path Information Button (Media Controller)



To get information on a path:

**1. Click on an Actor with the Path tool.**

The Actor's path appears.

**2. Click the Path Information Button.**

The path information dialog appears.

**3. To change the path's name, type the new name into the box.**

**4. Choose Smooth to smooth the path.**

The Smooth Path dialog appears, giving you the choice of three degrees of smoothing: None, Slight, and Normal. Check Distribute Points to space points evenly along the path. Click OK.

**5. Choose Scale in the Path Information dialog to set a desired number of path points to scale the path to.**

**6. Click OK.**

## Control Box/System Menu (Media Controller)

Double-Clicking here on the system box will hide the Media Controller.

Single click here will pop open a pull down menu with the following choices:

**Move** - Choose this option to move the Media Controller using fine keyboard cursor control.

**Close** - Choose this option to hide the Media Controller.

Loop

Object

Path

## **Object (Media Controller's System Menu)**

Bring to Front

Send to Back

Bring Closer

Send Farther

## **Path (Media Controller's System Menu)**

Swap Points

Path Point Info

Flip Horizontal

Flip Vertical

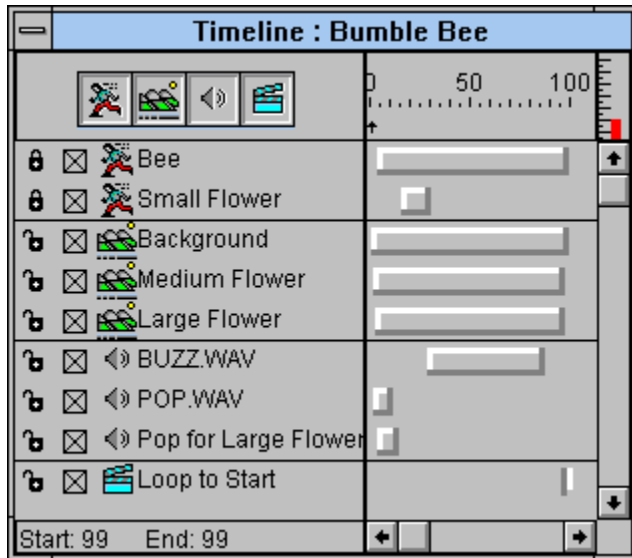
## Animation Frames Slider (Media Controller)



Drag on the slider handle with the Left Mouse Button pressed down, and move the handle bar until you position the animation to the precise or approximate frame that you wish to go to. If you click on the extreme left edge of the slider area, the animation will be reset to frame 1. If you hold down the shift key and click on the extreme left edge, the animation will be reset to frame 0. If you click on the extreme right edge, you will put the animation directly to its last frame. You could also use the slider bar to achieve the effect of Fast Forward Play and Fast Reverse Play by simply dragging the slider handle forward or backward at your desired speed, and watch the animation play with frames skipped.



## Timelines



(Click anywhere above to get context sensitive help for the TimeLine)

[Overview](#)

[How to Invoke TimeLines](#)

[Components of the TimeLines Window](#)

[How to Adjust and Move an Object's Timeline](#)

## Overview (TimeLines Window)

### TimeLines

- lets you adjust the exact start and end time of any objects that are being use in your animation. The TimeLines also enable you to easily manage objects you are using in your animation; some of the management features include viewing all of your objects at a single glance or by category, object layers management, object enabling/disabling control, locking objects down to a fixed coordinate, and the ability to delete or edit objects information directly from within the TimeLines.

## How to Invoke TimeLines

The TimeLines window can be invoked from the Main Editor window in the following ways:

**Menu:** Media/Timelines

**ToolBar:** 

**Keyboard:** ALT+M+T

## Components of theTimeLines Window

Actor Icon

Prop Icon

Sound Icon

Cue Icon

Scale Area

Play Indicator

Lock Object Toggle

Object EnableToggle

Object Type Icon

Object Name

Object Timeline

Vertical Scroll Bar

Horizontal Scroll Bar

Status Area

Memory Meter

Hide

Resize

## Actor Icon (TimeLines)



When this icon is selected, all the objects in the Actor category appear in the TimeLines window. If you click the icon to deselect it, all the objects in the Actor category are temporarily hidden from the list.

## Prop Icon (TimeLines)



When this icon is selected, all the objects in the Prop category appear in the TimeLines window. If you click the icon to deselect it, all the objects in the Prop category are temporarily hidden from the list.

## Sound Icon (TimeLines)



When this icon is selected, all the objects in the Sound category appear in the TimeLines window. If you click the icon to deselect it, all the objects in the Sound category are temporarily hidden from the list.

## Cue Icon (TimeLines)



When this icon is selected, all the objects in the Cue category appear in the TimeLines window. If you click the icon to deselect it, all the objects in the Cue category are temporarily hidden from the list.

## Scale Area (TimeLines)



This is the area where the frames scale is displayed. Each mark in the scale represents five frames in the animation.

***See also:***  
[Play Indicator](#)

## Play Indicator (TimeLines)



Drag on the Play Indicator with the left mouse button pressed down to move the animation to the approximate frame that you want to be at.

## Lock Object Toggle (TimeLines)



Click on the Lock Object Icon so that the lock shows either Open or Close. In the Open (or unlock) position, the object is unlocked, and you can drag an placed Actor or Prop on the Animation Area around and place it in a new location. In the Close (or lock) position, the object that is locked can not be moved by dragging the mouse.

Locking an object is desirable when you are working with multiple placed objects on the screen that are placed very closely to each other, and that are very difficult to select and move one object and not the other.

Note: the Lock Object Toggle is only relevant with the Actor or Prop entries in the list.

## Object EnableToggle (TimeLines)





The checkbox to the left of each object's descriptive icon allows you to turn that object off and on by disabling or enabling the object. When the object's checkbox is checked, the object is enabled, otherwise it is disabled. The option makes work on complex animations easier by allowing the user to temporarily removing objects from the screen, or from the animation.


## Object Type Icon (TimeLines)


The icon indicates what type of object it is.

For example:

 is an Actor,

 is a Prop,

 is a Sound,

 is a Cue,

## Object Name (TimeLines)



This is the name of the object, given by the user during its creation, or import.

- Double-Clicking on the object name will call up the object's Information dialog. From the object's information dialog, the user can read information about the object, or edit the object itself.
- Simply clicking on the object's name will select the object (the object is highlighted).
- If you drag the highlighted entry up or down the TimeLine and release, you can promote or demote the object's placement order relative to other objects of the same type. eg. In a given object category, say Actors, the top most Actor in the list would be the farthest back or behind, and the bottom most Actor in the list would be the closest, in front of all the other Actors.
- Whenever an object entry is highlighted, you can also press the "Delete" key to remove the object from the current animation (The deleted object will still be remaining in the Object Library).

## Object's Timeline (TimeLines)





There are four types of objects in MediaShop that have timelines that a user can adjust. These objects are Actor, Props, Sounds, and Cues. An object's timeline is defined by the object's Start Frame, and End Frame. The Start Frame marks the frame that an object will become active in the animation, and the End Frame marks the frame that an object will become inactive.

### **Adjusting the Start and End Frame for an Object**

To adjust an object's start or end frame:

- 1. Move the mouse cursor near the start frame (left edge) or end frame (right edge) on the object's timeline.**

The cursor will change into a  when it is over the start frame, or a  when it is over the end frame.

- 2. Click and Drag the ends of the object's timeline and position it so that it starts or ends on the desired frame.**

The object's start or end frame number at the bottom of the TimeLine window (Status Area) changes as you drag the object's timeline ends horizontally, either towards the left or right direction.

- 3. Release the mouse when the Start or End Frame number appears at the frame you want.**

The object's timeline is updated to reflect the changes to the start or end frame number.


### **Moving the Whole TimeLine**

An object's whole timeline can be moved left or right to a new position in the TimeLines window, while preserving its relative duration.

For example, an object is supposed to appear for a duration of ten frames, and currently it starts at frame 1, and ends at frame 10. We could "move" this object's entire timeline five frames over to the right in one operation so that the start frame will be 6, and the end frame will be 15.

To move a whole timeline:

- 1. Move the mouse cursor near the middle of the timeline.**

The mouse cursor will change to a two-directional arrow (.

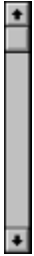
- 2. Click and drag the timeline to a new position.**

The object's start and end frame numbers at the bottom of the window change as you drag the timeline horizontally, either towards the left or right.

- 3. Release the timeline when you are satisfied with its new position.**

The object's timeline is updated to reflect the changes to the start frame and end frame numbers.

## Vertical Scroll Bar (TimeLines)



If there are too many object entries in the TimeLines window listing than can be displayed, you can click on the Vertical Scroll Bar to travel further up or down the list to see more entries.

## Horizontal Scroll Bar (TimeLines)



If you are in the Absolute mode of the TimeLines frame scale (where every mark on the scale equals five frames of the Animation), you might want to click on the Horizontal Scroll Bar to scroll rightward to see more of the Time Lines that are covered by the right edge of the window.

## Status Area (TimeLines)

Start: 85 End: 99

This is the area where the Start and End frames of each object are shown.

## Memory Meter (TimeLines)



Every time you add a new object to an animation, memory is used. This feature informs you of available memory before you add objects. If an object is used once, then added again in the same animation, the available memory does not change much.

This meter indicates whether PROMotion has internally used up the allotted maximum amount of memory as set up in the "MEMORY=" variable in the PROENG.INI file in the user WINDOWS directory. If the red meter bar is near the top of the scale, PROMotion will start to discard unused objects and resources in an attempt to free up memory, and then reload them on-the-fly as needed. This process will significantly slow down the overall speed performance of the animation. You are advised to streamline and optimize your animation when this happens.

eg. start sharing and re-use objects where possible, and use Cues and Events to custom tailor the loading and discarding of various needed and unneeded resources, instead of keeping all resources loaded for the entire duration of the animation (default case).

## Close (TimeLines)

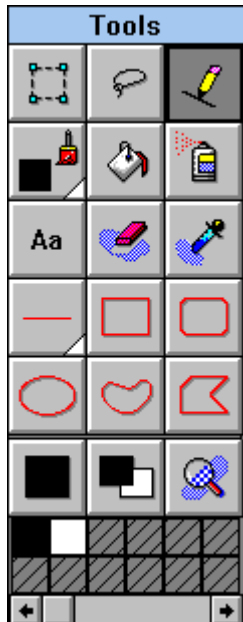
This Close system menu option will hide the TimeLine window from view (Double-Clicking on the system menu box will also hide the TimeLine). To reveal the TimeLine again, you can click on the ShowTimeLines Button on the Media Controller, or check the Controller option on the Media menu.

## **Resize (TimeLines)**

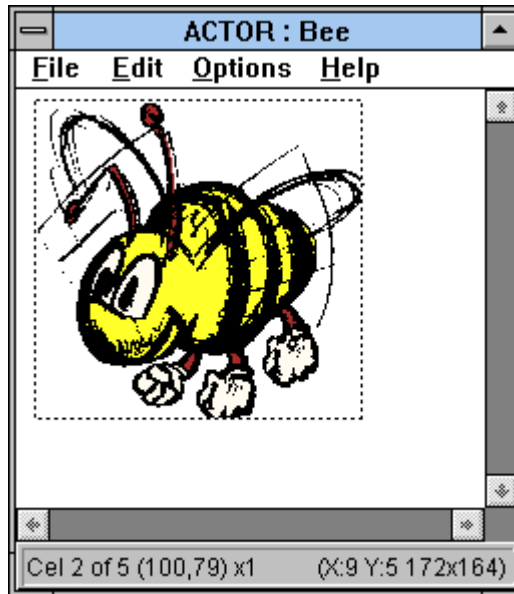
You can resize the TimeLines window by clicking and dragging the right and bottom most corner of the window, or drag on any of the four borders, or use the Size option in the TimeLine's system menu.



## Paint Tools & Editor



**(The Paint Tool Palette)**



**(The Paint Editor)**

(Click anywhere above to get context sensitive help for the Floating Paint Tool Palette or the Paint Editor)

## Overview

## How to Invoke the Paint Tools & Editor


## The Paint Tools Palette

## The Paint Editor

## How to Invoke the Paint Tools & Editor

### A. Editing an Actor or Prop:

The following are the different ways you can use to invoke the Paint Editor to edit an existing Actor or Prop:


- **Menu:** Motion Tools' main editor window, choose **Media / Paint Tools**. An Actor or Prop must be selected first.
- **Menu:** Motion Tools' main editor window, choose **Edit / Edit Object**. An Actor or Prop must be selected first.
- **Toolbar:** Motion Tools main editor window, click on 
- **Actor/Prop Information Dialog:** you can click on the "Edit Actor..." or "Edit Prop..." button within these two dialogs.

These two information dialogs can be accessed by double-clicking an Actor or Prop object directly in either the Motion Tools' Main Editor window, or within the TimeLines window.

Alternately, we can first select an Actor or Prop object via either the Motion Tools' Main Editor window, or within the TimeLines window, and then access the **Objects Menu, Get Info option** from the Motion Tool's Main Editor window.

### B. Creating a new Actor or Prop:

The following are the different ways you can use to invoke the Paint Editor to create a new Actor or Prop:

- **Menu:** Motion Tools' main editor window, choose Edit / Create Object, and give the object a name.  
Note: An Actor or Prop must be selected first.
- **"Select an Actor" or "Select a Prop" dialog:** click on the "New" button within either of these two dialog and give the new object a name. These two dialogs can be accessed via the Motion Tools' Main Editor window's Objects Menu, under the "Place Actor" or "Place Prop" option, or via the Main Editor window's Toolbar, clicking either the  icon or the

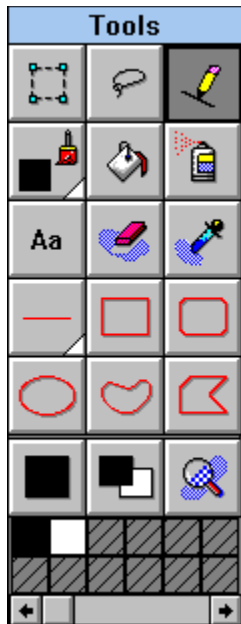
 icon.

## Overview

There are basically two parts to the Paint Tools:

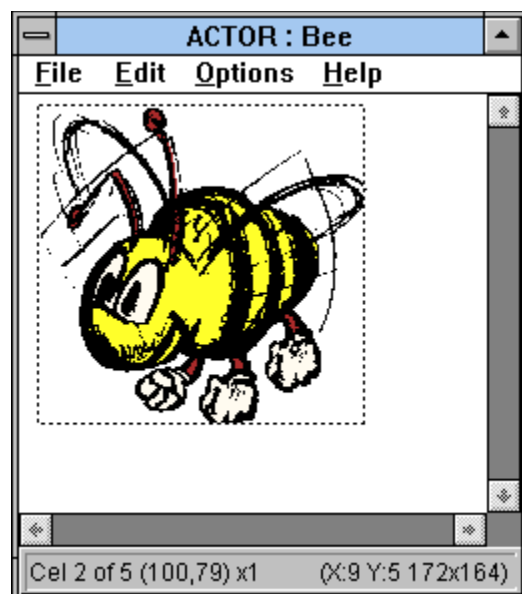
### 1) The Floating Paint Tools Palette

The Floating Paint Tool Palette, consist of a palette of often used paint tools such as pencils, brushes, spray tools, fill tools, lines and shapes drawing tools, as well as palettes for selecting foreground and background colors. The Paint Tool Palette is the detached or floating window that comes up when you first start the Paint Editor. It has the title caption "Tools" marked on it.



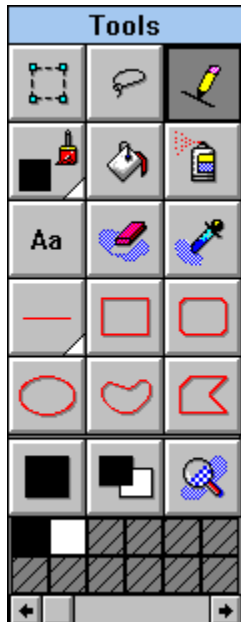
### 2) The Paint Editor

The Paint Editor is the "canvas" or window in which the image of an Actor or Prop is actually drawn on. This is also the area where bitmap graphics are being pasted in, altered and manipulated. The Paint Editor operates in conjunction with the floating Paint Tool Palette, alongside its own set of pulldown menu options. The pulldown menus in the Paint Editor provide the user a means to save Actors or Props that has just been created or modified, to cut and paste graphics, to do fatbits or zoom editing, and to manipulate graphics image with various graphics operations such as flip, invert, rotation, scaling, tinting, and anti-aliasing.





## The Paint Tools Palette



(Click anywhere above to get context sensitive help for the Floating Paint Tool Palette)

[Marquee Tool](#)

[Lasso Tool](#)

[Pencil Tool](#)

[Brush Tool](#)

[Paint Bucket Tool](#)

[Spray Can Tool](#)

[Text Tool](#)

[Eraser Tool](#)

[Color Pick-up Tool](#)

[Line Tool](#)

[Rectangle Tool](#)

[Rounded Rectangle Tool](#)

[Oval Tool](#)

[Curve Tool](#)

[Polygon Tool](#)

[Pattern Pop-up Tool](#)

[Foreground & Background Color Pop-up Tool](#)

[Zoom Tool](#)

[Brush Shapes Pop-up](#)

[Line Width Pop-up](#)

[Recent Color Pick-up](#)

[Move-To-Cel Scroll Bar](#)

## Marquee Tool



Use the Marquee tool to select a rectangular area of an image. Drag the mouse diagonally across an area of interest to select it. A moving marquee will be formed around the selection once it is selected.

To de-select an already selected area of an image, click on any white space just outside the selected rectangle.

To MOVE a selection, position the pointer inside the selection until the pointer changes to a four-directional arrow, then click and drag the selection.

To make a COPY of an area of an image, you must first drag diagonally across the area to select it, except in this case you must hold down the CTRL key while dragging to select; then position the pointer inside the selection until the pointer changes to a four-directional arrow, click and drag the selection away to where you want to place it. Unlike the move selection, the original image will be left behind, unaltered.

For fine and precise placement of a selected MOVED or COPIED rectangular area, you can use the keyboard's UP, DOWN, and LEFT, RIGHT cursor keys to move the image one pixel row or one pixel column at a time in the direction you want.

Double-Clicking on the Marquee Tool button itself will select all the graphics in the entire paint canvas. Equivalent to the Select All command in the Edit Menu of the Paint Editor window.

## Lasso Tool



Use the Lasso tool to select a specific part of an image when the area is too small for the selection rectangle or when you need to select a part of the image that is non-rectangular or between other graphics.

To use the Lasso tool, click and drag around the area you want. The line that trails the lasso's tip shows what you are lassoing. When you release the mouse button, the lasso will select exactly what you are lassoing.

To de-select the selected area, click on any white space just outside the selected rectangle.

To MOVE a selection, position the Lasso tool's tip within the selection until the cursor changes to an arrow, then click and drag.

To make a COPY of an area of an image, you must first click and drag around the area you want, except in this case you must hold down the CTRL key while dragging to select; then position the Lasso tool's tip within the selection until the cursor changes to an arrow, click and drag the selection away to where you want to place it. Unlike the move selection, the original image will be left behind, unaltered.

For fine and precise placement of a selected MOVED or COPIED lassoed area, you can use the keyboard's UP, DOWN, and LEFT, RIGHT cursor keys to move the image one pixel row or one pixel column at a time in the direction you want.

## Pencil Tool



Use the Pencil tool to draw free-form lines. The thickness of the pixels or lines drawn can be set in the Line Width pop-up.

While in the Pencil Tool mode, the user can Zoom in and out of Fatbits Pixel Editing mode by holding the CTRL key, and then Left-click to zoom in, or Right-click to zoom out. This is the most convenient way to use the Zoom mode to do magnified or detailed pixel touch up work.

## Brush Tool



Use the **Brush tool** to paint with the current pattern and brush shape. Using different patterns creates different effects when painting. See the [Pattern Pop-up](#) section for instructions on how to choose patterns for the brush.

To choose brush shape, double-click on the **Brush tool** button. A brush-shape selection pop-up will appear, enable you to choose the desired brush shape.

## Paint Bucket Tool



Use the **Paint Bucket tool** to fill solid areas of an image with the selected pattern and color. The hollow parts of outlined and shadowed text can be filled in the same manner.

If there is a gap or space in the outline of an area, paint spills out and fills the surrounding area of the image. Choose Undo from the Edit menu to correct the mistake. Use Fatbits to check for gaps before using the Paint Bucket tool.

## Spray Can Tool



Use the **Spray Can tool** to spray color onto an area of the image.

To get the **Air Brush Setting** dialog to pop up, double-click on the **Spray Can tool** icon itself.

## Text Tool



Use the Text tool to add text to the image. Use it for labels and titles within an image or by itself. Adding text has the same effects as the other tools, the text becomes part of the image.

### **Changing Font Type, Style, and Size:**

Immediately after typing the text and before clicking anywhere else on the screen, you can change the text's font, size and style by double-clicking on the Text tool icon to pop up the Select Font dialogue. Once there, you can keep changing and experimenting with the different type faces, type size and styles until the text image looks right.

### **Changing Color of Text:**

You can also change the color of the text by changing the current foreground color in the Color Pop-up.

### **Text Alignment Adjustments:**

While in the Text tool mode, you can also make your text Left, Right, or Center aligned relative to the width of the paint editor screen. To make your text left aligned, press CTRL L on the keyboard. To make your text right aligned, press CTRL R. To center aligned your text, press CTRL C.

### **Controlling Word Wrapping:**

To create a bounded text region on the paint canvas, you can hold down the CTRL key and drag to mark out this region. After you have done so, the text cursor will stay at the upper left corner of the bounded text area. As you are typing alone, text will wrap at the right hand-side boundary.

### **Committing Text from further Editng:**

To commit the text as part of the image, just click on anywhere else on the screen. If you make a mistake, choose Undo from the Edit menu.

## Eraser Tool



Use the Eraser tool to erase or remove part of the image you drag over.

### Using Eraser Tool as a Color Eraser

Hold down the CTRL key to turn the Eraser tool into a Color Eraser. In the Color Eraser mode, the eraser will only erase the currently selected foreground color in the image into the currently selected background color.

For example, if you want to erase the red color off of a red sport car image into racing green, you can first use the color pick up tool to sample the red as the current foreground color, then select the racing green color from the color palette, and then apply the color eraser over the sport car image by holding down the CTRL key and drag. The red over the sport car will be erased into the racing green you want, and the outline of the sport car or any other color of the image will not be affected.

### Clear All

Double-Click on the Eraser Tool button itself will clear all graphic from the editor window. If editing an Actor, only the current cel being edit is cleared from memory.

## Color Pick-up Tool



Use the Color Pick-up tool to select a color from part of the image.

The Paint Editor displays the 12 most recently used colors in the Recent Colors palette. If you select a color using the Color Pick-up tool it is added to the palette behind the last color selected. Colors are added from left to right. When the palette has all 12 spaces filled, the next color is added in the last space and the first space will be removed. All previous colors are then pushed one space back in the palette.

Holding down the CTRL key and clicking on an image fills all instances of the color you have clicked on with the selected color.

## Line Tool



Use the Line tool to draw straight lines. Choose the line thickness from the Line Width pop-up by clicking on the the little white triangle area on the lower right hand corner of this button.

## Rectangle Tool



Use the Rectangle Tool to draw rectangles. Position the cross-hair pointer where you want the rectangle to start; then drag diagonally. To change the thickness of the rectangle border, use the Line Width pop-up. To draw rectangles that are filled with the selected pattern and color, double-click the Rectangle tool in the Paint Tool palette.

## Rounded Rectangle Tool



Use the Rounded Rectangle tool to draw rectangles with rounded corners. Position the cross-hair pointer where you want the rectangle to start; then drag diagonally. To change the thickness of the border, use the Line Width pop-up. To draw rounded rectangles that are filled with the selected pattern and color, double-click the Rounded Rectangle tool in the Paint Tool palette.

## Oval Tool



Use the Oval tool to draw oval shapes. Position the pointer where you want the oval to start; then drag diagonally. To change the thickness of the oval border use the Line Width pop-up. To draw ovals that are filled with the selected pattern and color, double-click the Oval tool in the Paint Tool palette.

## Curve Tool



Use the Curve tool to draw free-form shapes. Position the pointer where you want to start, then drag out your shape. Paint will draw a straight line connecting the start and end points of the shape when you release the mouse button. To change the thickness of the curve shape's border use the Line Width pop-up. To draw curves that are filled with the selected pattern and color, double-click the Curve tool in the Paint Tool palette.

## Polygon Tool



Use the Polygon tool to create polygons with irregular sides. This tool works differently than the other tools. To draw, position the mouse where you want to begin, then click and release. Move the mouse to the second point and click; then to the third point and click, and as many more as you want. To finish the polygon, double-click or click the beginning point again. To change the thickness of the polygon border, use the Line Width pop-up. To draw polygons that are filled with the current pattern and color, double-click the Polygon tool in the Paint Tool palette.

## Zoom Tool



x1 x2 x4 x8

Choose the Zoom Tool to turn ZOOM in and out of FATBITS editing mode.

eg. **1x means actual size of the bitmap**

*(editing in normal, non-zoomed mode)*

**2x means 2 times the actual size**

*(editing in FATBITS mode, each pixel is twice the width and height of the actual pixel)*

**4x means 4 times the actual size**

*(editing in FATBITS mode, each pixel is four times the width and height of the actual pixel)*

**8x means 8 times the actual size**

*(editing in FATBITS mode, each pixel is eight times the width and height of the actual pixel)*

## Pattern Pop-up Tool



The Pattern Fill pop-up palette displays a choice of available patterns you can use for paint and fill operations.

### Selecting Patterns

To Select a pattern, click on the Patterns button, hold down the mouse button until the cursor is over the pattern you want, then release it. The pattern you have chosen will be reflected on the Pattern Pop-up Tool button.

The look and feel of a particular pattern on the Pattern pop-up is directly influenced by the currently selected foreground and background colors. Experiment by changing these colors to get the desired pattern effects.



### The Pattern Fill pop-up is detachable. To detach the Pattern Fill pop-up:

- click on the **Patterns** button and hold down the left mouse button AT THE SAME TIME.
- while still holding down the left mouse button, and with the Pattern Fill palette popped open, point the mouse cursor over one of the patterns until it is highlighted with a black rimmed square outline.
- still holding down the left mouse button, drag the black rimmed square highlight towards and cross any one of the four edge of the pattern pop-up window until the Pattern pop-up is separated from the Tools Palette.
- release the mouse button.

When the Pattern Fill pop-up is detached, you can click directly on the pattern you want to use, and move the window to any where you wish.

## Foreground and Background Colors Pop-up Tool



The *Foreground and Background Color pop-up Tool* will display a choice of available colors in a pop-up window for painting in either foreground or background colors. Our current version will support a 256 color palette out of 16 million.

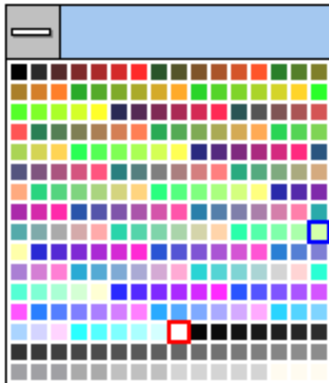
The foreground color is the color that comes out when you draw with any paint tool using the "Left" mouse button. The background color is the color that comes out when you are drawing using the "Right" mouse button.

### Selecting a Foreground Color

To select a foreground color, click on the Color Pop-up Tool with the left mouse button; while still holding down the left mouse button move the mouse cursor over the color you want to use, then release the mouse button. The color you want to use will be reflected onto the face of the Color Pop-up Tool button, on the top overlapping rectangle.

### Selecting a Background Color

To select a background color, click on the Color Pop-up Tool with the right mouse button; while still holding down the right mouse button move the mouse cursor over the color you want to use, then release the mouse button. The color you want to use will be reflected onto the face of the Color Pop-up Tool button, on the bottom overlapped rectangle.



**The Color Pop-up can be "detached" to form a floating color palette window. To detach the Color Pop-up:**

- click on the **Color Pop-up Tool** button and hold it down. The Color Palette will popped open.
- while still holding down the mouse button, move the mouse cursor over one of the colors until it is highlighted with a black rimmed square outline.
- still holding down the mouse button, drag the black rimmed square highlight towards and cross any one of the four edge of the Color pop-up window until the pop-up window is seperated from the Floating Paint Tools Palette.
- release the mouse button.

### Color Palette in Detached Mode

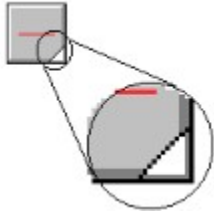
When the Color Palette pop-up is detached, you can:

- **click directly on the color you want to use**

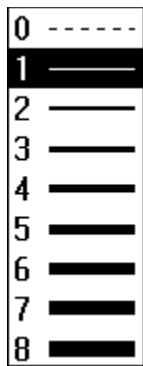
**- choosing either the foreground and the background colors in detached mode**

The current chosen foreground color is highlighted with a blue color square border, whereas the background color is highlighted with a red color square border. To set the foreground color, click on the color you want to select with the left mouse button. To set the background color, click on the color you want to select with the right mouse button.

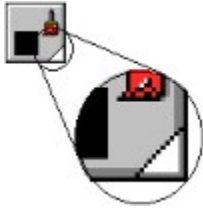
## Line Widths Pop-up



Available line widths are displayed in the Line Widths Pop-up window. Just click on the Line Tool button's "corner" to pop open the window, then select from one of the nine possible widths, and then release the mouse button.



## Brush Shapes Pop-up



Available brush shapes and sizes are displayed in the Brush Shape Pop-up window. Just click on the Brush Tool button's "corner" to pop open the window, then select from one of the 32 possible brushes, and then release the mouse button.



## Recent Color Pick-up



Colors are displayed at the the bottom of the Floating Paint Tool palette to allow for a convenient selection of one of the 12 most recent colors that have been used. To select a color, click one of the palette choices. To pickup a color as a background color, use the Right mouse button when clicking. To pickup a color as a foreground color, use the Left mouse button when clicking. An empty slot without any color is represented by a square filled with a gray-and-black diagonal lines pattern.

### **Adding or Changing Recent Colors**

Select a new color from either the Foreground or Background Color pop-up, and it will automatically be added onto the Recent Color Pick up palette one at a time, in order, from upper-left to lower right. The least recently added color will be "bumped out" at the lower right corner of the palette, and the most recently added color is added in on the upper left corner of the palette. All other colors will be shifted from left to right, and top to bottom, one palette position at a time.

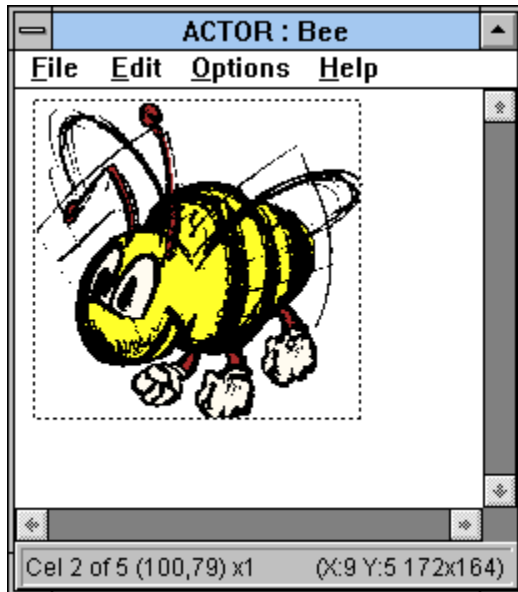
## Move-To-Cel Scroll Bar



Click on the scroll bar to advance to the next or previous frames of the Actor currently being edited.



## The Paint Editor Window



(Click anywhere above to get context sensitive help for the Paint Editor)

The Paint Editor Menu

Editing Area

Resizing or Enlarging Your Paint Canvas Size

Status Area

Keyboard & Mouse Hints & Tips

## Keyboard & Mouse Hints & Tips (Paint Editor)

Key(s) or Mouse Sequence(s)	Function
Left Mouse Button Down & Drag	to mark a region for selection with the Marquee or Lasso Tool
TAB	to switch between currently used paint tool and the last used paint tool. Note: The Paint Editor window must have focus in order to work.
SHIFT	to turn on HORIZONTAL or VERTICAL mouse movement constraint while editing, drawing, scaling, or moving a selected image.
ALT 1,2,3,4	to turn ZOOM or FATBITS editing mode onto a specific magnification factor in the most direct manner. eg. ALT 1 is normal at 1x ALT 2 is zoomed at 2x ALT 3 is zoomed at 4x ALT 4 is zoomed at 8x
CTRL-SHIFT-Drag	to "grab" paint canvas with mouse and scroll, an alternative to scrolling with the scroll bars.
CTRL-LEFT-Mouse-Down-and-DRAG	to select and create a COPY of an image with the either the Marquee or Lasso Tool, all in a single operation. To see the duplicated image, just drag the marqueeed image away and place it wherever you wish, the original image will remain behind in its original position.
CTRL-LEFT-Click	use after a selection with the Marquee or Lasso tools to stamp a COPY of the selection. After you drag away the marquee selected object from the stamped spot, a copy of the selected graphic will remain behind.
CTRL Drag	"CTRL Drag" a selection after a selection has been made with the Marquee or Lasso tool to leave a MULTI-COPIES TRAIL EFFECT of a selected graphic. When in the Text Tool mode, the CTRL-Drag combination will create a bounded text-entering region instead, where text entered will be wrapped and confined within this region.
F3	to Save the current Actor or Prop being edited to disk.
F1	for General Help or Menu Items Context Help
ALT BACKSPACE	to Undo your last operation
SHIFT DEL	to Cut the selected graphic to Windows' clipboard.
CTRL INS	to Copy a copy of the selected graphic to Windows' clipboard.
SHIFT INS	to Paste from Windows' clipboard.
DEL	to erase (cut away) the selected graphic.
CTRL-K	to Keep Paint (or to commit your drawing to the current

state, so that the Revert Paint option will only revert to this point and not before this)

**CTRL-V**

to Revert Paint (or to undo your graphic to either the file state or to the last committed state using the Keep Paint command.)

**CTRL with Color Pick-up Tool**

to do a Global Color Replace. If you hold down the CTRL key while using the Color Pick-up tool, the color value of the pixel that is directly under the Color Pick-up tool will be the color value that is to be replaced globally with the currently selected foreground color (Left Mouse Click) or background color (Right Mouse Click).

**CTRL with the Eraser Tool**

to turn the eraser into a Color Eraser. If you hold down the CTRL key while using the Eraser tool (with the Left Mouse Button), the tool will only erase color that matches the currently selected foreground color, and erase into the currently selected background color. (The effect is reversed if you use the Right Mouse Button).

**Cursor Keys**

to navigate placement of a selected graphic one pixel at a time in the direction you choose

**CTRL L,C,R**

While in the Text Tool mode, presses:

**CTRL L** causes text to be left-justified,

**CTRL C** causes text to be center-justified,

**CTRL R** causes text to be right-justified.

## The Paint Editor Menu

File Menu

Edit Menu

Options Menu

Help Menu

## Resizing or Enlarging Your Paint Canvas Size

The default size of the Paint Canvas is 210 pixels by 210 pixels.

**To resize or enlarge the Paint Editor canvas area:**

- You can use the mouse to "grab" the lower right border corner and drag until the Paint Editor window is the correct size that you want, then release the mouse button.

Or

- You can use the Size option in the Option Menu of the Paint Editor to set up the initial size of your paint canvas.

## Status Area (The Paint Editor)



Status area shows the x, y coordinates of the mouse cursor relative to the top-left corner of the "paint canvas" or the actual size of the entire image, and not to the Paint Editor Window. eg. (100, 79) means x=100, y=79.

When you are editing or creating an Actor, the current cel number as well as the total number of cels are also reported here. eg. "Cel 2 of 5"

The magnification factor for fatbits pixel editing or zoom editing is also shown here. eg. "x1", "x2", "x4", or "x8".

When selecting an object with the Lasso or Marquee tool, the dimension of the rectangle formed is also shown in this area as X, Y coordinate of the top-left corner, and its area as pixel width by pixel height. eg. (X:9 Y:5 172x164)

If you are rotating a selected graphic, the rotation in degrees relative to the origin point is also shown in this area. eg. (D: 45) means 45 degrees.

## **Editing Area (The Paint Editor)**

This is the area where you will edit, draw, cut, copy, paste, delete, move and position graphics and clip arts, and add special effects to your artwork through various graphical manipulation options in the Options Menu of the Paint Editor.



## **File Menu (The Paint Editor)**

Save

Import Graphic

Export Graphic

Exit

## Save (The Paint Editor)

Choose Save to store the Actor or Prop that are currently being edited to disk.

**Note:** *Once the Actor or Prop has been saved to disk, you can not use Undo or Revert Paint to restore the file to what it was the very first time. The only way to retrieve the Actor to its original state would be to duplicate the Actor or Prop in the library first before editing.*

## **Import Graphic (The Paint Editor)**

*There is currently no help available for this topic, the feature has not been implemented yet.*

## **Export Graphic (The Paint Editor)**

*There is currently no help available for this topic, the feature has not been implemented yet.*

## **Exit (The Paint Editor)**

Choose Exit to leave the Paint Editor. If the Actor or Prop that is currently being edited has been modified since the last save, The Paint Editor will prompt you to see if you want to save the modified Actor or Prop before exiting.



## **Edit Menu (The Paint Editor)**

Undo

Cut

Copy

Paste

Delete

Insert Cels

Remove Cels

Reverse Cels

Revert Paint

Keep Paint

Select All

## **Undo (The Paint Editor)**

Choose Undo to undo operations that are initiated within the Paint Editor.

## **Cut (The Paint Editor)**

Choose CUT to cut a graphic selected with either the Lasso or Marquee tool into Windows' clipboard, leaving a blank white area behind.

## **Copy (The Paint Editor)**

Choose COPY to copy a graphic selected with either the Lasso or Marquee tool into Windows' clipboard.

## **Paste (The Paint Editor)**

Choose PASTE to copy a graphic from Windows' clipboard into the Paint Editor.

## **Delete (The Paint Editor)**

Choose DELETE to remove a graphic currently selected with either the Lasso or Marquee tool from the Paint Editor, leaving behind a blank white area. Unlike the CUT feature, DELETE will not make a copy of the image into Windows clipboard before removing the graphic. If you want to recover what you have just deleted, use the UNDO feature.

## **Insert Cels (The Paint Editor)**

Choose Insert Cels to call up the "Insert Cels" dialog.

## **Remove Cels (The Paint Editor)**

Choose Remove Cels to call up the "Delete Cels" dialog.

## Reverse Cels (The Paint Editor)

Choose Reverse Cels to reverse the ordering of all the cels in the Actor.

For example, if an actor has 5 cels, in the original order of:

1 2 3 4 5

after the Reverse Cels menu option is executed, the cels order of the Actor will become:

5 4 3 2 1

## **Revert Paint (The Paint Editor)**

Choose Revert Paint to undo your graphic to either the last File Save state or to the last committed state using the Keep Paint command.

## **Keep Paint (The Paint Editor)**

Choose Keep Paint to commit your drawing to the current state, so that the Revert Paint option will only revert to this point and not before this.

## Select All (The Paint Editor)

Choose Select All to select the entire paint canvas area of the Paint Editor (visible or not) for further graphics manipulation.

## Options Menu (The Paint Editor)

Zoom

Font

Fill

Invert

Tint

Anti-Alias

Trace Edges

Rotate

Flip

Scale

Opaque

Transparent

Onion Skin

Registration

Size...

## Zoom (The Paint Editor)

Choose Zoom to turn ZOOM or FATBITS editing mode on or off.

eg. **1x means actual size of the bitmap**

*(editing in normal, non-zoomed mode)*

**2x means 2 times the actual size**

*(editing in FATBITS mode, each pixel is twice the width and height of the actual pixel)*

**4x means 4 times the actual size**

*(editing in FATBITS mode, each pixel is four times the width and height of the actual pixel)*

**8x means 8 times the actual size**

*(editing in FATBITS mode, each pixel is eight times the width and height of the actual pixel)*

## Font (The Paint Editor)

Choose Font when in the Text Tool Mode to call up the Select Font dialogue. Once there, you can keep changing and experimenting with the different type faces, type size and styles until the text image looks right.

## **Fill (The Paint Editor)**

*There is currently no help available for this topic, the feature has not been implemented yet.*

## **Invert (The Paint Editor)**

Choose Invert to do perform a "bits-wise inversion" of the color pixel values in the selected part of the image, such that white pixels will become black and black pixels will become white, etc.

## Tint (The Paint Editor)

Choose Tint to lighten or darken the selected part of the image towards the currently chosen foreground or background color. This process can be repeated until the desired tinting level has been achieved.

***For Example:***

*If you have chosen the foreground color to be dark blue, and you are tinting your selected image towards the chosen foreground color, the image will become tinted darker towards dark blue. If you apply the process over and over again, any original white or light color parts of your image will eventually become totally dark blue.*

## **Anti-Alias (The Paint Editor)**

Choose Anti-Alias to remove the jagged or stair-step appearance from images as they step from one row or column to the next. Anti-Aliasing smooths the edges of a selected image by adding intermediate pixels. These pixels are grayish unless you have given the selection a background color. Anti-aliasing is especially useful when you are printing the finished animation to video or displaying it on a video screen.

## **Trace Edges (The Paint Editor)**

Choose Trace Edges to outline areas in the selected part of the image that are of the same color. Repeat tracing adds more outlines.

## **Rotate (The Paint Editor)**

### **Rotate Left**

Choose Rotate Left to turn the selected part of the image 90 degrees to the left (counter-clockwise).

### **Rotate Right**

Choose Rotate Right to turn the selected part of the image 90 degrees to the right (clockwise).

### **Rotate Free**

Choose Rotate Free to turn the selected part of the image about its center freely and visually with the mouse. Select a portion of the image using a selection tool, choose Rotate Free, then grab one of the four corners of the selection's rectangle and rotate it clockwise or counter-clockwise. You will see the actual rotation results when the mouse button is released.

### **Rotate by Degree**

Choose Rotation by Degree to turn the selected portion of the image by the number of degrees specified in the Rotate By Degree dialog box. The number of degrees can be between 1 to 360 and the selection can be rotated clockwise or counter-clockwise.

## **Flip (The Paint Editor)**

### **Flip Vertical**

Choose Flip Vertical to flip the selected part of the image vertically about its center line.

### **Flip Horizontal**

Choose Flip Horizontal to flip the selected part of the image horizontally about its center line.

## Scale (The Paint Editor)

### Scale Free

Choose Scale Free to scale the selected part of an image by grabbing one of the four handles with the mouse and resize the selection freely. The Scale Mode will remain active until you select another tool or click on any area outside of the scaling rectangle.

*Note:* while you are in the Scale Free mode, you can hold down the SHIFT key to restrain the scaling to a proportional scaling.

### Scale by Percent

Choose Scale by Percent to scale the selected part of the image by entering scaling factor values into the "Scale Selection By" dialog. The selection can be scaled by changing the percentage vertically and horizontally.

## Opaque (The Paint Editor)

Choose Opaque to make the selected part of the image opaque. What that really means is that you are making sure all pure white colors (decimal value 255 - MediaShop Animation's Transparent Color ) that are contain within the selected image will be included as part of the selection. The Transparent and Opapue options are mutually exclusive, only one option or the other can be checked at any given time.

## Transparent (The Paint Editor)

Choose Transparent to make the selected part of the image transparent. What that really means is that you are making sure that any pure white colors (decimal value 255 - MediaShop Animation's Transparent Color ) in the selection are transparent . The Transparent and Opapue options are mutually exclusive, only one option or the other can be checked at any given time.

## Onion Skin (The Paint Editor)

Onion Skin is only available when editing multi-cel Actors. When chosen, it allows the previous or the next cel of an Actor to show through to the current cel. The other cel always appears behind the current cel at 30% of the saturation of the original. Onion Skin provides for a method of tracing or aligning the current cel, like the function of a piece of tracing paper.

Onion Skin works in all Zoom and Fatbits editing modes, but some operations may become slower when this option is turned on.

The choice for the Onion Skinning option includes "Previous Cel" or "Next Cel", or you can choose "None" to turn off the feature.

## Registration (The Paint Editor)

Registration is only available when editing Actors. When checked the registration point of an Actor is displayed in the Paint editing window. The registration point is the spot that path points are anchored to.

To change the Registration point:

- 1. Check the Registration option under the Option Menu.**
- 2. Move the mouse to the location in the cel window where you want to set the Actor's registration point.**
- 3. Left Click and then release to set.**
- 4. To leave the set registration mode, uncheck the Registration option in the Option Menu.**

## Size... (The Paint Editor)

Use this option to precisely set the "canvas" size for your Paint Editor window. The smallest canvas size the Paint Editor will work with is 210x210 pixels. There is no limits to the maximum size of the canvas, as long as there are enough memory to create the internal buffer for this potentially huge canvas. (eg. at 1280x1024 screen resolution, 256 color mode, a canvas of this size will use about 1.3 megabytes of memory)

For example, you might want to create a full screen background picture as a Prop for your animation, and the target screen size is 800x600. So even if you are in a 640x480 screen environment, you can use this option to call up the *Set Size* dialog, and just enter 800x600 as the canvas size; the Paint Editor window will automatically resize itself to match the canvas size. If the canvas size is bigger than the screen, scroll bars will be enabled. If you are to do a "fill" operation now, it will fill the entire 800x600 space, beyond the visible size of the Paint Editor's window.

It is important to note that the Paint Editor window is just a "small window" or a "view" into a potential much larger paint canvas (the whole picture), and you might have to use the scroll bars to scroll to the other parts of the canvas if your Windows desktop space is crowded and you have to size the Paint Editor window real small to conserve space, or if the canvas size is bigger than the physical screen.



## Help Menu (The Paint Editor)

[Index](#)

## **Help Index (The Paint Editor)**

Choose this option to call up the Paint Tools and Paint Editor general help index.






## Selecting Objects

To select placed Actors or Props on the screen:

### 1. Make sure you are in Edit Mode.

To do that, click on the Media Controller's Edit Mode Button () and make sure you are able to see the drop-down tools section appearing directly below the Media Controller pad.

### 2. Click on the Actor or Prop.

A moving marquee will be formed around the object you are trying to select.

## Move Objects Around

To move an placed Actor or Prop around for precise positioning within the frame:


**1. Select the Actor or Prop**

Make sure you are in Edit Mode, then click on the placed Actor or Prop.

**2. Make sure the Actor or Prop you are trying to move is not "Locked".**

To make sure, double click on the object to get the Information Dialog box to pop up, then check if the "Locked" flag is enabled or disabled. If enabled, click on there to disable it.


**3. Drag the Actor or Prop to where you want to position it, and then release the mouse button.**

Note: the Actor or Prop can only be moved when it is highlighted with a rectangular marquee, and the mouse cursor hovered over the object has changed from a standard arrow shape into a  shape cursor.

## Get and Edit Object Information

To Get and Edit an placed Actor or Prop's information:

**1. Make sure you are in Edit Mode.**

To do that, click on the Media Controller's Edit Mode Button () , and make sure you are able to see the drop-down tools section appearing directly below the Media Controller pad.


**2. Double click on the placed Actor or Prop.**

This will bring up the Actor or Prop Information Dialog box. An alternate way to get the dialog box to show up is via the "Objects Menu - Get Info" option. If the user is in the Path Tool mode, the double-clicking action will invoke the Path Information dialog instead.

## Selecting An Actor's Path

To select an Actor's path:

**1. Make sure you are in Edit Mode.**

To do that, click on the Media Controller's Edit Mode Button () and make sure you are able to see the drop-down tools section appearing directly below the Media Controller pad.

**2. Make sure you are in Path Tool Mode.**

Click on the Path Tool Mode button () on the Media Controller.


**3. Click on the NON-TRANSPARENT portion of an Actor to reveal its path.**

To select another Actor's path for editing while in **Path Tool Mode**, repeat **Step 3**.

## Plot and Edit Path Points for An Actor

### To Plot points for an Actor:

#### 1. Make sure you are in Edit Mode.

To do that, click on the Media Controller's Edit Mode Button () , and make sure you are able to see the drop-down tools section appearing directly below the Media Controller pad.


#### 2. Make sure you are in Path Tool Mode.

Click on the Path Tool Mode button () on the Media Controller.

#### 3. Move the Actor to its starting point (See Move Objects Around)

#### 4. Simply click and release the mouse button to "plant" or plot a single path point. To plot a series of path points, just repeat the process.

Note: you can *plot path points outside of the main visible viewing area* for a smooth entrance or exit of the Actors. This requires moving the visible animating area (The "Stage") in order to gain access to the areas just outside of it (The "Back Stage"). *To move the "Stage"*, hold down the

**CTRL** and **SHIFT** key together until the mouse cursor change to a  shape, then **drag** the "Stage" aside to reveal the "Back Stage" (Grey Shaded Area). To restore the "Stage" to its original position, hold down the **CTRL** and **SHIFT** key together and **Double-Click**.

### Editing Path Points

#### - Selecting Path Points

To select a single Path Point, simply click directly on a visible path point. The currently selected Path Point will turn to a white color.

To select a range of Path Points, simply do a single click on the first path point of the range, the Path Point color will turn to white, then hold down the **SHIFT** key, and do another single click on the last point of the range. At this point, the entire range of Path Points between the first and last selected points should become the color white. Release the **SHIFT** key.

To de-select a range of Path Points, simply do a single click on any existing Path Point.

#### - Getting Path Points Information

Simply double click on any existing Path Points to bring up the Path Point Information dialog.

#### - Getting Information on the Entire Path

Simply double click on any visible Actors on the screen to bring up the Path Information dialog to get information on the path that Actor object uses.

#### - Setting up a Looping Path

Simply double click on the exact Path Point that you want to set up as the Loop Point, the Point Information dialog will appear. At this point, you simply do a single click to check the "Loop to Here" check box, and then click on the OK button. The path is now a Looping Path.

To remove a Looping Path, you can simply press **ALT-Backspace** to undo (if Setting up the Loop Point was your last operation), or you can simply repeat the above process again, but this time make sure the "Loop to Here" check box is unchecked.

### - Delete Path Point(s)

To delete a single Path Point, do a single click on the point you want to delete, and press the **Delete** key.

To delete a range of Path Point, select a range of Path Points first, and then press the **Delete** key.

If you have just made a mistake and delete the wrong Path Points, immediately press **ALT-Backspace** to undo.

### - Move Path Point(s)

To move a single Path Point, simply click on the point you want to move so that it is selected, then drag the point to wherever you want to move it to.

To move a range of Path Points, first select the range, then drag on any one of the selected Path Point in the range, and the whole range of points will be moved in which ever direction you are dragging.

### - Move Entire Path

To move an entire path while in the **Path Tool Mode**, click on the NON-TRANSPARENT portion of any Actor on the screen, and drag. The whole path would move along with the Actor you would be dragging.

### - Cut, Copy and Paste Path Point(s)

While you are in the Animation Area, you can click on the Edit Menu to Cut, Copy, and Paste Path Points.

If you did not explicitly select more than one path point, choosing Cut, and Copy will operate on the entire Path. If you explicitly select a range of more than one Path Points, then Cut, and Copy will only Cut and Copy the selected range of Path Points from the Animation Area to Windows' Clipboard. Paste will always paste whatever valid Path Points that are present from Windows' Clipboard into the Animation Area.

When Pasting from Windows' Clipboard, make sure you highlighted the Path Point where you want the pasting to start. The path to be pasted will use this point as a relative starting point to insert itself.

### - Undo Last Path Operations

Most Path Points related operations can be undone immediately after you execute them by accessing the Edit Menu, Undo item.

## An Actor

This is an Actor.

## A Prop

This is a Prop.

## An Actor's Path

This is an Actor's Path.



## **Windows Keys**

[Cursor Movement Keys](#)

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## Cursor Movement Keys

Key(s)	Function
DIRECTION key	Moves the cursor left, right, up, or down in a field.
End or Ctrl+Right Arrow	Moves to the end of a field.
Home or CTRL+Left Arrow	Moves to the beginning of a field.
PAGE UP or PAGE DOWN	Moves up or down in a field, one screen at a time.


## Dialog Box Keys

Key(s)	Function
TAB	Moves from field to field (left to right and top to bottom).
SHIFT+TAB	Moves from field to field in reverse order.
ALT+letter	Moves to the option or group whose underlined letter matches the one you type.
DIRECTION key	Moves from option to option within a group of options.
ENTER	Executes a command button. Or, chooses the selected item in a list box and executes the command.
ESC	Closes a dialog box without completing the command. (Same as Cancel)
ALT+DOWN ARROW	Opens a drop-down list box.
ALT+UP or DOWN ARROW	Selects item in a drop-down list box.
SPACEBAR	Cancels a selection in a list box. Selects or clears a check box.
CTRL+SLASH	Selects all the items in a list box.
CTRL+BACKSLASH	Cancels all selections except the current selection.
SHIFT+ DIRECTION key	Extends selection in a text box.
SHIFT+ HOME	Extends selection to first character in a text box.
SHIFT+ END	Extends selection to last character in a text box

## Editing Keys

Key(s)	Function
Backspace	Deletes the character to the left of the cursor. Or, deletes selected text.
Delete	Deletes the character to the right of the cursor. Or, deletes selected text.

## Help Keys

Key(s)	Function
F1	<p>Gets Help and displays the Help Index for the application. If the Help window is already open, pressing F1 displays the "Using Windows Help" topics.</p> <p>In some Windows applications, pressing F1 displays a Help topic on the selected command, dialog box option, or system message.</p>
SHIFT+F1	<p>Changes the pointer to  so you can get Help on a specific command, screen region, or key. You can then choose a command, click the screen region, or press a key or key combination you want to know more about.</p> <p>(This feature is not available in all Windows applications.)</p>

## Menu Keys

Key(s)	Function
Alt	Selects the first menu on the menu bar.
Letter key	Chooses the menu, or menu item, whose underlined letter matches the one you type.
Alt+letter key	Pulls down the menu whose underlined letter matches the one you type.
LEFT or RIGHT ARROW	Moves among menus.
UP or DOWN ARROW	Moves among menu items.
Enter	Chooses the selected menu item.

## System Keys

The following keys can be used from any window, regardless of the application you are using.

Key(s)	Function
Ctrl+Esc	Switches to the Task List.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+TAB	Switches to the next application window, restoring applications that are running as icons.
Alt+PrtSc	Copies the entire screen to Clipboard.
Ctrl+F4	Closes the active window.
F1	Gets Help and displays the Help Index for the application. (See <a href="#">Help Keys</a> )

## Text Selection Keys

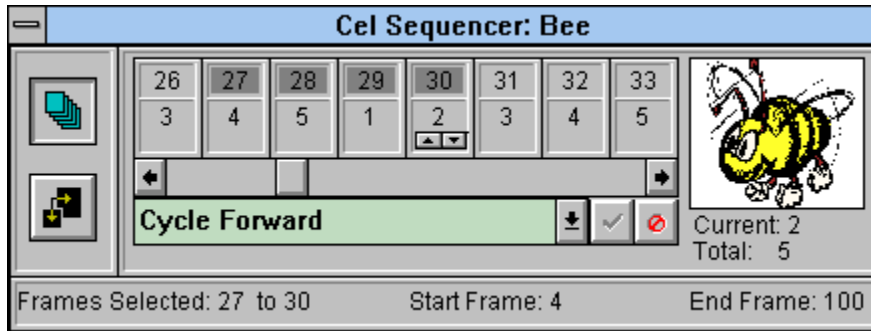
Key(s)	Function
SHIFT+LEFT or RIGHT ARROW	Selects text one character at a time to the left or right.
SHIFT+DOWN or UP	Selects one line of text up or down.
SHIFT+END	Selects text to the end of the line.
SHIFT+HOME	Selects text to the beginning of the line.
SHIFT+PAGE DOWN	Selects text down one window.  Or, cancels the selection if the next window is already selected.
SHIFT+PAGE UP	Selects text up one window.  Or, cancels the selection if the previous window is already selected.
CTRL+SHIFT+LEFT or RIGHT ARROW	Selects text to the next or previous word.
CTRL+SHIFT+UP or DOWN ARROW	Selects text to the beginning (UP ARROW) or end (DOWN ARROW) of the paragraph.
CTRL+SHIFT+END	Selects text to the end of the document.
CTRL+SHIFT+HOME	Selects text to the beginning of the document.

## Window Keys

Key(s)	Function
ALT+SPACEBAR	Opens the Control menu for an application window.
ALT+Hyphen	Opens the Control menu for a document window.
Alt+F4	Closes a window.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+TAB	Switches to the next application window, restoring applications that are running as icons.
Alt+ENTER	Switches a non-Windows application between running in a window and running full screen.
DIRECTION key	Moves a window when you have chosen Move from the Control menu. Or, changes the size of a window when you have chosen Size from the Control menu.



## Cel Sequencer



(Click Anywhere above to get context sensitive help on the Cel Sequencer components)

[Overview](#)

[Components](#)

[How to Invoke the Cel Sequencer](#)

[How to Select a Range of Frames](#)

[Setting Cel to Show](#)

[Setting Cel Size](#)

## Overview (Cel Sequencer)

The Cel Sequencer allows you to select which cel of an Actor to appear on any given frame, as well as controlling its size appearance.

In the animation engine's default mode, it cycles the cels of an Actor over and over again, or over a series of path points. For example, an Actor with four cels automatically has its first cel re-assigned to the fifth frame relative to its start frame, or to its fifth path point, after its first cycle, and so on.

Frame:	1	2	3	4	5	6	7	8
Cel To Show:	1	2	3	4	1	2	3	4

This sequence gives a steady rhythm and repetition to the Actor's movements. When an animation calls for irregular rhythms, you can achieve this by repeating a cel over several path points or frames, reversing the cel cycle, or skipping cels in the cycle. All these special animation effects can be accomplished using custom cel sequencing. For example, when animating an Actor with four cels you might have the Actor remain motionless over several path points or move in reverse.

Frame:	1	2	3	4	5	6	7	8
Cel To Show:	1	1	3	2	1	2	2	4

The Sequencer has two modes:

- Cel to Show (to set a specific cel to show on a given frame)
- Cel Size (to set the scale of the cel to be shown on a given frame from 1-100%)

## Components (Cel Sequencer)

Cel To Show Mode Button

Cel Size Mode Button

Cel Preview Window

Actor Name

Control Arrow Buttons

Advance-To-Frame Scroll Bar

Status Bar

Cel Sequencing Options Box

Cel Sizing Options Box

Close Function

Frame Number



Frame Information Data

Commit Range Changes Button

Undo Range Changes Button




## How to Invoke the Cel Sequencer

Follow these steps to open the Cel Sequencer:

1. Click the Path tool icon  in the Main Editor Screen's ToolBar.
2. Select an Actor.
3. Click the Cel Sequencer icon. 

## Setting Cel to Show (Cel Sequencer)

### *Custom Define the Cel to Show, One Frame at a Time...*

1. Click the Cel to Show Mode Button  to assign cels to frame.
2. Click on a frame number.  
The frame you clicked on will be highlighted in dark gray, and the  will show up below the Cel Number.
3. Use the cel control arrows  to increment or decrement to the desired cel number to show  
The Cel Preview allows you to see the current cel. You also see the cel displayed on the specific path point in the animation window.
4. Use the scroll bar to move back and forth to access more frames, then repeat steps 2 and 3 to define the cel to show for other frames.

### *Defining Cels to Show Over a Range of Frames...*

For a shortcut in setting the cel sequence over a selected range of frames:

1. Select a range of frames by first clicking on the starting frame, then use the scroll bar to move towards the last frame of your desire range, hold down the SHIFT key and click to select the range.  
The selected range would be highlighted in dark gray, and also would show up on the Status Bar. eg. "Frames Selected: 8 to 12"
2. Choose one of the cel sequence options from the pop-up box.  
The Cel Sequence Editor can display the range of cels in Cycle Forward, Cycle Reverse, Ping Pong, Still, Slow Forward, Slow Reverse, Slow Ping Pong or Random. You can choose a different option for each series of cels you mark as a range.
3. If you want to apply additional cel sequences, repeat steps 1 to 2.
4. Double Click the window's System Box to hide the Cel Sequencer from view when you have made all your choices.

## How to Select a Range of Frames (Cel Sequencer)

In order to apply some of the built-in cel sequencing options or cel sizing options over a range of frames, you must know how to select a range of frames.

To Select a range of frames, first click on the starting frame, then use the scroll bar to move towards the last frame of your desire range, hold down the SHIFT key and click to select the range.

The selected range would be highlighted in dark gray, and also would show up on the Status Bar. eg. "Frames Selected: 8 to 13"

Note: the lowest frame number in a selected range is the "Reference Frame". This is the frame whose value is used as a base value for any cel-sequence options. For example: if an Actor has 4 cels, and say the first 15 frames in the animation is used by this actor, and we selected the range of frame 8 to 13, this is what the sequence looks like:

Frame:	1	2	3	4	5	6	7	(8	9	10	11	12	13)	14	15
--------	---	---	---	---	---	---	---	----	---	----	----	----	-----	----	----

Cel Number:	1	2	3	4	1	2	3	(4	1	2	3	4	1)	2	3
-------------	---	---	---	---	---	---	---	----	---	---	---	---	----	---	---

The "Reference Frame" in this case is frame 8, and the cel number is 4. If we are to perform a "Cycle Reverse" option on this range, the option would base the reverse sequence on the starting values of 4 in the range, and this will be the outcome:




Frame:	1	2	3	4	5	6	7	(8	9	10	11	12	13)	14	15
--------	---	---	---	---	---	---	---	----	---	----	----	----	-----	----	----

Cel Number:	1	2	3	4	1	2	3	(4	3	2	1	4	3)	2	3
-------------	---	---	---	---	---	---	---	----	---	---	---	---	----	---	---



## Setting Cel Size (Cel Sequencer)

### *Custom Define a Cel Size, One Frame at a Time...*

1. Click the Cel Size mode button  to set the size of the individual cels.
2. Click on a frame number.  
The frame you clicked on will be highlighted in dark gray, and the  will show up below the Cel Size Value.
3. Use the size control arrows  to increment or decrement to the desired size.  
The Cel Size value is in percentage. Full size is 100% and 1% is the smallest visible size. The size scale goes up and down in increments of 1%.
4. Use the scroll bar to move back and forth to access more frames, then repeat steps 2 and 3 to define cel sizes for other frames.

### *Defining Cels Size Over a Range of Frames...*

For a shortcut in setting cel size over a selected range of frames:

1. Select a range of frames by first clicking on the starting cel, then use the scroll bar to move towards the last frame of your desire range, hold down the SHIFT key and click to select the range.  
(The selected range would be highlighted in dark gray, and also would show up on the Status Bar. eg. "Frames Selected: 8 to 12")
2. Choose one of the cel sizing options from the pop-up box.  
The Cel Sequence Editor can display the range of cels at Full Size, Small to Large, Large to Small, Medium to Large, Large to Medium, Constant or Random. You can choose a different option for each series of cels you mark as a range.
3. If you want to apply additional cel sequences, repeat steps 1 to 2.
4. Double Click the window's System Box to hide the Cel Sequencer from view when you have made all your choices.

## Cel To Show Mode Button (Cel Sequencer)



Click here to change the Cel Sequencer to the Cel-to-Show Mode. In this mode, the Cel Sequencer will show what cel of an Actor is being shown in a particular frame within an animation.

## Cel Size Mode Button (Cel Sequencer)



Click here to change the Cel Sequencer to the Cel-Size Mode. In this mode, the Cel Sequencer will show what cel size of an Actor (1% smallest to 100% Maximum Size) is being shown in a particular frame within an animation.

## Cel Preview Window (Cel Sequencer)



The Cel Preview window allows you to see the current highlighted cel. You also see the cel displayed on the specific path point in the animation window.

## Actor Name (Cel Sequencer)



The caption of the Cel Sequencer indicates what Actor it is currently operating on.


## Commit Range Changes Button (Cel Sequencer)



Whenever you have just finished applying a cel sequencing or sizing option to a range of frames, and you click on this button, your changes will be committed. This means you will no longer be able to undo the operation and restore to the way it was, unless you abandon the animation without saving.

## Undo Range Changes Button (Cel Sequencer)



Whenever you have just finished applying a cel sequencing or sizing option to a range of frames, you can click on this button to undo the operation and restore to the way it was. If you have already clicked on the Commit Range Changes Button () first, undo will no longer be effective.



## Control Arrow Buttons (Cel Sequencer)



Click on either of the Control Arrows to increments or decrements the cel to be shown in a given frame, if you are in the Cel to Show Mode; or it can be use to change the size of a given cel, 1% at a time, between the minimum size of 1% to the maximum size of 100%, when you are in the Cel-Sizing Mode.

## Advance-To-Frame Scroll Bar (Cel Sequencer)



Click or drag on this scroll bar to advance from one group of frames in the animation to another.



## Status Bar (Cel Sequencer)

			Current: 1
			Total: 8
Frames Selected: 40 to 40	Start Frame: 40	End Frame: 60	

This is the Status Bar. It shows the currently selected range of cels, the Actor's Start Frame and End Frame, the current cel of the Actor being displayed, and the total number of cels in the Actor.



## Cel Sequencing Options Box (Cel Sequencer)



Click in here for options to changing the sequencing of a range of selected frames. This Option Box is only enabled and becomes available after a range of frames have been selected, otherwise it is disabled.

The available cel sequencing options in this pop-up combo box and their individual examples in Cel Numbers are (Assuming a 4 cels Actor):

- 1) **Cycle Forward:** 1 2 3 4 1 2 3 4
- 2) **Cycle Reverse:** 4 3 2 1 4 3 2 1
- 3) **Ping Pong:** 1 2 3 4 3 2 1 2 3 4 3 2 1
- 4) **Still:** 1 1 1 1 1 1 1 1
- 5) **Slow Forward:** 1 1 2 2 3 3 4 4 1 1 2 2 3 3 4 4
- 6) **Slow Reverse:** 4 4 3 3 2 2 1 1 4 4 3 3 2 2 1 1
- 7) **Slow Ping Pong:** 1 1 2 2 3 3 4 4 3 3 2 2 1 1 2 2
- 8) **Random:** 2 4 1 2 4 3 3 1 2 4 1 3 2 2 4 1

**Related Topics:** [How to Select a Range of Frames](#)  
[Cel Sizing Options](#)

## Cel Sizing Options Box (Cel Sequencer)



Click in here for options to changing the cel size of a range of selected frames. This Option Box is only enabled and becomes available after a range of frames have been selected, otherwise it is disabled.

The available cel sizing options in this pop-up combo box and their individual examples in percentage are (Assuming selecting 8 frames):

1) Full Size	100	100	100	100	100	100	100	100
2) Small To Large	5	19	33	47	61	75	89	100
3) Large To Small	100	86	72	58	44	30	16	5
4) Medium To Large	50	57	64	71	78	85	92	99
5) Large To Medium	100	93	86	79	72	65	58	51
6) Small To Medium	5	12	19	26	33	40	47	50
7) Medium To Small	50	43	36	29	22	15	8	5
8) Constant	55	55	55	55	55	55	55	55
9) Random	12	78	4	89	100	67	7	90

**Related Topics:** [How to Select a Range of Frames](#)  
[Cel Sequencing Options](#)

## Close (Cel Sequencer)



Double click the System Box, or choose the Close option from the menu to hide the Cel Sequencer from view, so that it will not take out valuable window desktop space when you no longer need to use the Cel Sequencer.

## Frame Information Data (Cel Sequencer)



These bottom, taller "boxes" holds such frame informations as the current cel being displayed at the given frame number (shown directly above), or its size in percent, depending whether you are in the Cel-To-Show Mode or the Cel-Sizing Mode.

## Selected Range of Frames (Cel Sequencer)



The dark gray highlight indicates that these frame numbers has been selected as a range. With a range of frames selected, the Cel-Sequencing or Sizing options are now enabled and become available for your use if you so desired. (Normally they are disabled, unless a range is selected)

**Related Topic:** [How to Select a Range of Frames](#)

## Frame Numbers (Cel Sequencer)



The top, shorter boxes display the frame numbers.



## Command Line Options (PROMOT.EXE or PLAYER.EXE)

PROMOT.EXE [**<Filename>** [**"<Animation Name>"**]] [**<p+|p->**] [**<l+|l->**] [**<s+|s->**]  
or  
PLAYER.EXE [**<Filename>** [**"<Animation Name>"**]] [**<p+|p->**] [**<l+|l->**] [**<s+|s->**]

<b>&lt;Filename&gt;</b>	Specify a filename with the file extension of ".MWF"
<b>&lt;Animation Name&gt;</b>	Specify an Animation Name only if you have already specified the <Filename> option. <Animation Name> is optional. If you don't provide this option you will be prompted later in a dialog. Note: You must surround the animation name with quotes.
<b>p+</b>	Specify to PROMOT.EXE to play the animation in a forward direction.
<b>p-</b>	Specify to PROMOT.EXE to play the animation in a reverse direction.
<b>l+</b>	Specify to PROMOT.EXE to turn the Loop Animation option to ON.
<b>l-</b>	Specify to PROMOT.EXE to turn the Loop Animation option to OFF.
<b>s+</b>	Specify to PROMOT.EXE to turn the Sound Enable option to ON.
<b>s-</b>	Specify to PROMOT.EXE to turn the Loop Animation option to OFF.

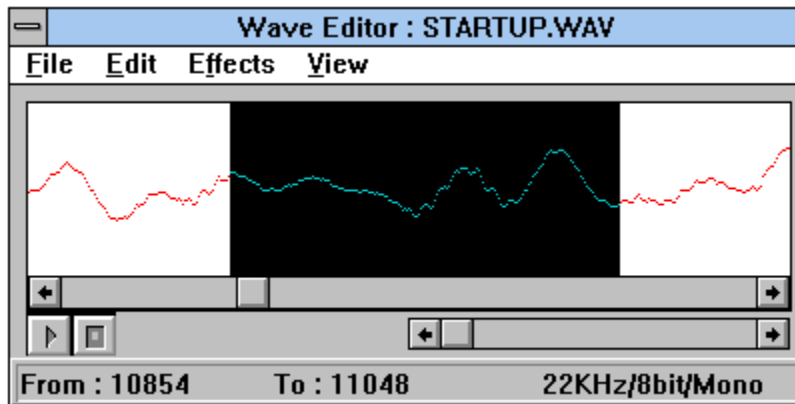
**Note:** *The above command line options are case sensitive, and they also overrides the equivalent animation options that are stored within the animation itself.*

### Examples:

PROMOT.EXE	Bumble.MWF "Bumble Bee Animation" p+ s+ l+
or	
PLAYER.EXE	Bumble.MWF
or	
PROMOT.EXE	s-



## Wave Editor



(Click anywhere above to get context sensitive help for the Wave Editor)

[Overview](#)

[How to Access](#)

[Menus](#)

[Interface and Controls](#)



## Overview (Wave Editor)

The Wave Editor will edit sounds (waveforms) that has been recorded and saved in Motion Tool as a sound object, or sounds that has been imported, such as Windows WAVE files.

A waveform is a graphic representation of a sound, with time along the x-axis and volume along the y-axis. You can modify a Sound by altering its waveform using a variety of tools provided in the Wave Editor.

Some of the things you can do with your sound sample in the Wave Editor are:


- **change its volume level**
- **change its sampling rate**
- **convert from stereo to mono, and vice versa**
- **change the bit width of the sound (8 bits vs. 16-bits sound)**
- **giving it interesting sound effects characteristics such as: echo, reverse, fade up, fade down.**
- **editing and customizing it by using the select, undo, cut, copy, paste, delete, and insert silence capability**
- **monitor the sound and its changes by the playback and stop buttons**

**See Also:** [Recording Sounds within Motion Tools](#)  
[Importing Sounds from External Sources \(Window WAVE files\)](#)

## How to Access (Wave Editor)

To access the Wave Editor:

**Menu:** Media/Wave Editor (Main Editor Screen)

**ToolBar:**  (Main Editor Screen)

**TimeLine:** Left double-click on a Sound Object's Name to invoke the Sound Information Dialog. From within that dialog, click on the "Edit Sound..." button.

## Menus (Wave Editor)

File

Edit

Effects

View

## Interface & Controls (Wave Editor)

Wave Form View and Select Window

Wave Form View Buffer Scroll Bar

Zoom In/Out Scroll Bar

Play Button

Stop Button

Status Area



## File Menu (Wave Editor)

Save

Play

Stop

Exit

## Edit Menu (Wave Editor)

Undo

Cut

Copy

Paste

Delete

Select All

## Effects Menu (Wave Editor)

Change Characteristics...

Silence

Fade Up

Fade Down

Amplify...

Reverse

Echo

## **View Menu (Wave Editor)**

Left Channel

Right Channel



## Save (Wave Editor File Menu)


Choose **Save** to store any changes to the sound waveform object that you have been editing to disk.

## Play (Wave Editor File Menu)

Choose **Play** to playback an entire sound waveform or a selected portion of it.

### Shortcuts

Keys: CTRL+P


Buttons: 

## Stop (Wave Editor File Menu)

Choose **Stop** to halt the playback of sound waveform.

### Shortcuts

Keys: CTRL+S

Buttons: 

## Exit (Wave Editor File Menu)

Choose **Exit** to quit the Wave Editor. If the sound waveform has been changed in any way, PROMotion will inform you with a dialog, and give you a chance to save, cancel exit, or quit without saving.

## Undo (Wave Editor Edit Menu)

Choose **Undo** to undo most operations within the Wave Editor.

### Shortcuts

Keys: ALT+Backspace

## Cut (Wave Editor Edit Menu)

Choosing **Cut** will first copy the selected section of waveform onto the Windows' Clipboard, and then the selected section will be removed from the Wave Editor immediately after the copy.

To **Cut** a section of a sound, highlight the area by clicking the mouse down until an insertion line appears. Drag the mouse in either direction to select a section of the sound. Press **SHIFT+Delete** to cut the selection to the Windows' Clipboard. The selected portion of the sound will be removed and placed in the Clipboard.

### Shortcuts

Keys: SHIFT+Delete

## Copy (Wave Editor Edit Menu)

Choosing **Copy** will copy the selected section of waveform onto the Windows' Clipboard.

To **Copy** a section of sound, highlight the area by clicking the mouse down until an insertion line appears. Drag the mouse in either direction to select a section of the sound. Press **CTRL+Insert** to copy the selection to the Clipboard.

### Shortcuts

Keys: CTRL+Insert

## Paste (Wave Editor Edit Menu)

Choose **Paste** to paste a section of a sound from the Clipboard. To do so, click the mouse down in an area on the waveform where you want to insert the sound, until an insertion line appears. Press **SHIFT+Insert** to paste the portion of the sound from the Clipboard into the waveform. The pasted portion of the sound will appear in the waveform and the size of the sound will change because you are adding to the sound.

### Shortcuts

Keys: SHIFT+Insert

## Delete (Wave Editor Edit Menu)

Choose **Delete** to remove a section of a sound. To do so, highlight the area by clicking the mouse down until an insertion line appears. Drag the mouse in either direction to select a section of the sound. Press the **Delete** key to remove the selection. The selected portion of the sound will be removed.

### Shortcuts

Keys: Delete

## Select All (Wave Editor Edit Menu)

There are two methods for selecting all of the sound waveform:

1. **Drag the mouse from the start of the sound waveform to the end, or**
2. **press ALT+E,S.**

NOTE: Most sound editing operations affect the entire sound if there is no selection. If you select part of the waveform, only that area is affected by the editing operation.

### Shortcuts

Keys: ALT+E,S

## Change Characteristics... (Wave Editor Effects Menu)

Choose **Change Characteristics...** to get information on or change certain fundamental characteristics of a sound waveform. They are: **Sampling Rate**, **Channel Information(Stereo/Mono)**, and **Sample Size**.

## Silence (Wave Editor Effects Menu)

Choose the **Silence** effect to insert intervals of silence into your sound waveform.

## Fade Up (Wave Editor Effects Menu)

Choose the **Fade Up** effect to cause a sound to start relatively softly, and ends in a relatively louder volume. If you select a section of sound to apply this effect to, only the selected portion is effected.

## Fade Down (Wave Editor Effects Menu)

Choose the **Fade Down** effect to cause a sound to start in a relatively louder volume, and ends in a relatively softer volume. If you select a section of sound to apply this effect to, only the selected portion is effected.

## **Amplify... (Wave Editor Effects Menu)**

Choose the **Amplify...** effect to increase or decrease the volume of a selected section of the sound waveform, or the entire sound if a selection is not made.

## Reverse (Wave Editor Effects Menu)

Choose the **Reverse** effect to cause a section of sound or the entire sound to have the effect of being played backward.

## Echo (Wave Editor Effects Menu)

Choose the **Echo** effect to cause an echoing effect on the section of sound you are editing. If a selection is not made, the entire sound is effected.

## Left Channel (Wave Editor View Menu)

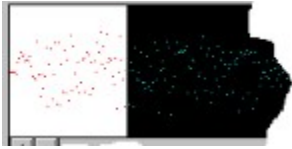
If the sound waveform is a stereo sound, selecting **Left Channel** will enable you to view and edit the left channel of the stereo sound waveform.

## Right Channel (Wave Editor View Menu)

If the sound waveform is a stereo sound, selecting **Right Channel** will enable you to view and edit the right channel of the stereo sound waveform.



## Wave Form View and Select Window (Wave Editor's Control)



In this window area, you can:

- **view the waveform**

The sound waveform being edit is plotted in this window, in its entirety or portion, depending on the degree of magnification that you are in, using the Zoom In/Out scroll bar. The sound sample starts from the left edge of the window and ends towards the right side.

- **set cursor/insertion line**

For pasting, or to cancel a selection.

In order to paste a sound from the clipboard, you must tell the Wave Editor where to insert to, by setting the insertion line. To set the insertion line, simply use the mouse and click on the exact point in the window where you want to insert or paste the sound, and a black line will appear there as the insertion line. The sound will be insert after (or to the right of) the insertion line using the **Paste** command.

To cancel a selected block of sound samples, simply do a single click anywhere within this window.

- **select section of the sound waveform**

- for: editing. eg. cut, copy, delete.
- to apply sound effects on
- to playback

To select a section of a sound, highlight the area in the window by clicking the mouse down until an insertion line appears, then drag the mouse in either direction to select a section of the sound, and then release the mouse. The area actually selected is shown in an inverted color, or cyan on black background color. You can also tell the exact range of your selection in the unit of sample number in the status bar on the bottom of the Wave Editor.

## Wave Form View Buffer Scroll Bar (Wave Editor's Control)



When the entire length of the sound can not be displayed all at once within the width of the **Wave Form View & Select Window**, you can use this scroll bar to reach other parts of the sound that are not currently in view.

## Zoom In/Out Scroll Bar (Wave Editor's Control)



Use this scroll bar to control how magnified or shrunk you want to view a given section of a sound. Drag the scroll bar button leftward will increase the zoom magnification of the sound wave section you are viewing, providing a more detail view of the wave characteristics. Full editing capability is available under zoom mode. Dragging the scroll bar towards the right will un-zoom the view back towards normal full length view.

## Play Button (Wave Editor's Control)



Choose **Play** to playback an entire sound waveform or a selected portion of it.

### Shortcuts

Keys: CTRL+P

## Stop Button (Wave Editor's Control)



Choose **Stop** to halt the playback of sound waveform.

### Shortcuts

Keys: CTRL+S

## Status Area (Wave Editor's Control)



The **Status Area** in the Wave Editor shows what section of the sound waveform is currently selected, as well as the characteristics of the entire sound sample.

The **From** and **To** field indicate precisely the range of the sound sample you have selected. This status is shown so that you can control exactly which sample in the waveform to start and end the highlight or selection.

**From:** indicates the starting sample number in a given selection of the sound waveform.

**To:** indicates the ending sample number in a given selection of the sound waveform.

**22KHz** is the sample rate. Sample rates are measured in a unit called Kilo-Hertz (1 KHz = one thousand cycles per second). Generally, the higher the sample rate, the more accurate is the reproduction of a sound. Some of the popular sound sample rates used in sampling sound waveforms are 44KHz, 22KHz, and 11KHz. Due to possible sound hardware limitations, software driver limitations or disk and memory storage limitations, one is forced to convert a sound sample rate from one to another.


**8bit** is the bit width or the volume resolution of the sound sample. For example, a given 8 bit sound has 2 to the 8th power (or 256) units in volume level per sample, and a 16 bit sound has 2 to the 16th power (or 65536) units in volume level per sample. The higher the bit width of the sound, the more accurate the volume change between samples can be reproduced, thus resulting in a higher and finer quality sound reproduction.

**Mono** indicates whether the given sound sample is a one channel (mono) sound or a two channel (stereo) sound.



## Recording Sounds from within Motion Tools

To record sounds from within Motion Tools, use the "Record Wave Dialog". There are 3 ways to invoke this dialog:

- 1) **Main Editor Screen, Edit Menu:** Choose "Create Object", then choose the "Wave" option from within the "New Actor Dialog", and then click "OK". (Shortcut: Alt+E+C+W+O).
- 2) **Main Editor Screen, Object Menu:** Choose "Add Sound", then click "New" from within the "Select a Sound..." dialog. (Shortcut: Alt+B+D+N).
- 3) **Main Editor Screen, ToolBar:** Choose , then click "New" from within the "Select a Sound..." dialog.

## Importing Sounds from External Sources (Window WAVE Files)

The Wave Editor can work with standard Windows WAVE files that are recorded from other sources. However, the WAVE files must be imported into your Animation Project as a Library Sound Object before the Wave Editor can edit it. To do so, follow these steps:

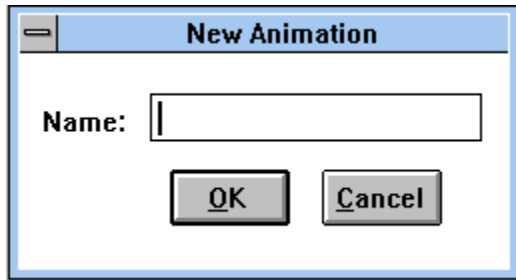
- 1) From the **Main Editor Screen**, choose **Import Object/Sound** from the **File Menu**.
- 2) Set the "**List Files of Type:**" box's contents to "**Wave Files (\*.wav)**" in the "Select Library File to Import From" dialog.
- 3) Choose the WAVE files that you want to import.
- 4) Click OK.

Once the WAVE file is imported, you can now [invoke the Wave Editor](#) to edit this sound, or simply place it into your animation for use.

**See Also:** [Wave Editor](#)



## New Animation (Dialog Box)

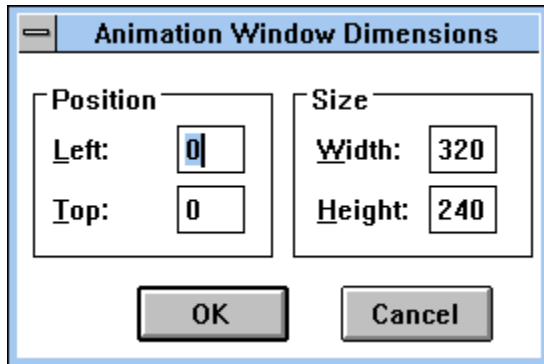


The purpose of the "**New Animation**" dialog is to let the user to enter a name for the animation that he is about to create. In PROmotion, each File Folder could hold multiple animations, that is why we need the user to give each animations a unique animation name.

At the "**Name:**" text box, you can enter a name for an animation that you are about to create. When you finish entering the new animation name, you can press **ENTER** or click the **OK** button to accept, or click on the **Cancel** button to abandon your entry and exit the dialog.



## Animation Window Dimensions (Dialog Box)



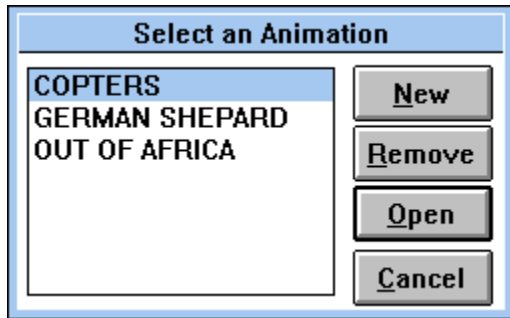
The purpose of the **"New Animation Window"** dialog is to let the user define the size and position of the animation window that he is about to create in his new animation.

Some of the popular sizes for defining a new animation window are 320x200, or 640x480.

The four text boxes **"Left:"**, **"Top:"**, **"Width:"** and **"Height:"**, holds the default coordinates of the animation window. Change them by editing these values directly. When done, click **OK** to accept the coordinates and continue. Click **Cancel** only if you want to go back to the **"New Animation"** dialog.



## Select An Animation (Dialog Box)



The main purpose of the "**Select an Animation**" dialog is to let the user choose an animation to open from an already opened Animation File Folder (.MWF files). It also has the functionality to remove an existing animation from the file folder, or to create a new animation.

- List Box** - list the existing animations that are held in the currently opened file folder.
- New** - to create a new animation. (This will bring up the **New Animation** dialog)
- Remove** - to remove an existing animation from the file.
- Open** - to open an existing animation in the file. (Only the highlighted animation name in the list box will be opened by the Open command)
- Cancel** - to exit this dialog without doing anything.

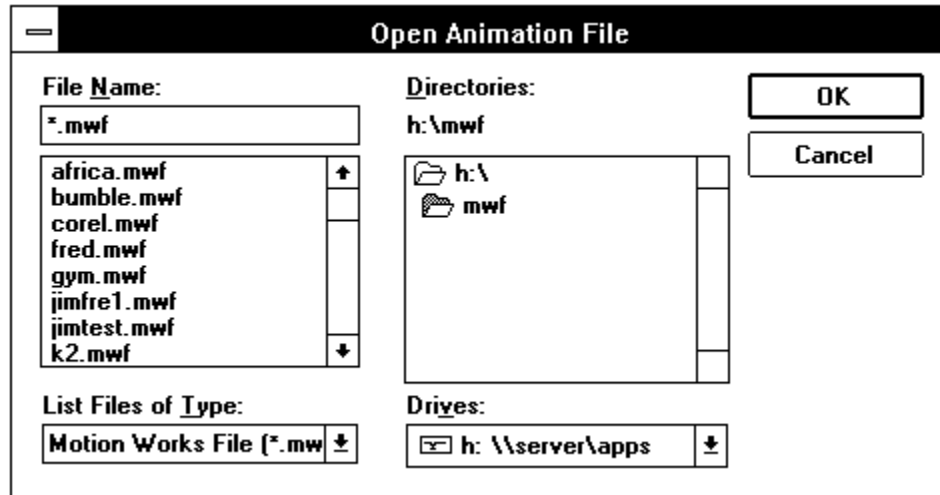


**New Animation File (Dialog Box)**

**Open Animation File (Dialog Box)**

**Open Import .MWF Library File (Dialog Box)**

**Open Import Raw Wave File (Dialog Box)**



The above Filename Dialog Box are use in all four of the following areas:

**New Animation File** dialog

**Open Animation File** dialog

**Open Import .MWF Library File** dialog

**Open Import Raw Wave File** dialog

The purpose of the Filename Dialog is to allow the user to specify a filename of a particular type, drive and directory, so that PROMotion can properly operate on it.

For example, some of PROMotion's file operations are to create a new animation file folder, to open it, or to import from another one. PROMotion also uses the Filename Dialog to import standard Windows format (.WAV) sound files.

**"File Name:"** Text Box

Use the "File Name:" textbox to specify the filename here by directly typing it in, and then press **ENTER** or click **OK** to accept it. The valid input for this text box could be:

a filename with full drive and path specified

just the drive

just the path

both the drive and the path

or just the filename itself

**"File Name:"** List Box

Use the entries in the "File Name:" listbox to specify a filename

**"Directories:"** List Box

Use the entries in the "Directories:" listbox to select the current directory.

**"List Files of Type:"** Combo Box

Use the "List Files by Type:" combo box to change the filename extension pattern so that "File Name:" listbox will only list the filenames of the selected filename extension.

**"Drives:"** Combo Box

Use the "Drives:" combo box to change the current drives from a list of available drives on the system.

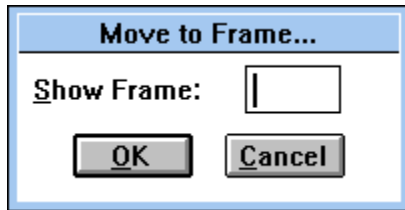
**OK** Button

Click the "OK" button to accept the filename, drives and path that you have just specified with the various dialog box controls.

**Cancel** Button

Click the "Cancel" button if you want to abandon and leave the dialog.

## Move to Frame (Dialog Box)



Use the "Move to Frame..." dialog to go directly to a particular frame in the currently loaded animation.

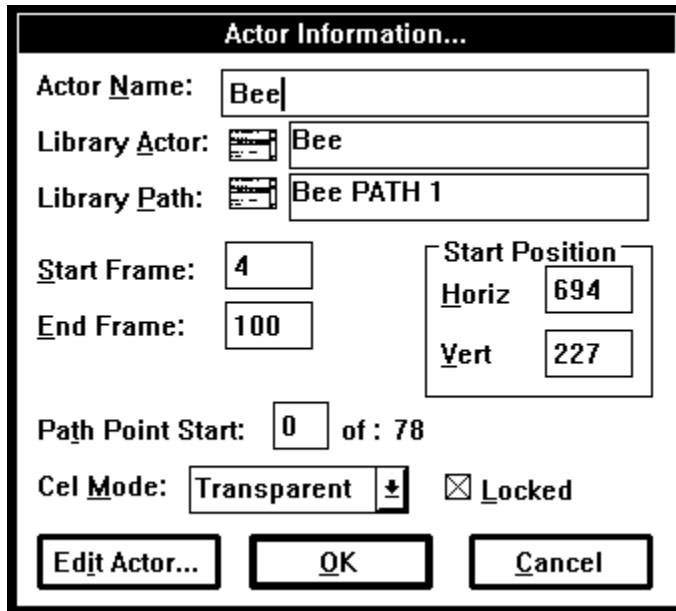
**"Show Frame:"** Use this text box to specify the frame number that you want to move the animation to. When you finish typing in the frame number, you can press **ENTER** or click **OK** to accept your input.

**OK button** Click **OK** to accept your input to the text box.

**Cancel button** Click **Cancel** to abandon and leave the "Move to Frame..." dialog.



## Actor Information... (Dialog Box)




The Actor Information dialog allows the user to get information on and modify the various properties and attributes of an Actor that is created in an animation.


**"Actor Name:"** text box

This indicates the name of the Actor. The user can edit this name directly to rename the Actor.


**"Library Actor:"** icon ()

Click on the

 icon to invoke the **Select an Actor...** dialog, so that you can map (assign a new character role) another library character to this actor. The field to the right of the icon is a read-only field to show which library character role is currently assigned to the Actor.

**"Library Path:"** icon ()

Click on the

 icon to invoke the **Select a Path...** dialog, so that you can assign a different path from the path library for this actor to follow. The field to the right of the icon is a read-only field to show which library path is currently assigned to the Actor to follow.

**"Start Frame:"** text box

This tells the user what is the starting frame for the Actor. This field can be modified by the user to change the start frame of the Actor.

**"End Frame:"** text box

This tells the user what is the ending frame for the Actor. This field can be modified by the user to change the ending frame of the Actor.

**"Start Position - Horiz"** text box

This tells the user the starting horizontal coordinate of the Actor relative to upper left corner of the animation window. This is usually the starting horizontal position of the Actor's path. This field can be modified by the user.

**"Start Position - Vert"** text box

This tells the user the starting vertical coordinate of the Actor relative to upper left corner of the animation window. This is usually the starting vertical position of the Actor's path. The field can be modified by the user.

**"Path Point Start:"** text box

This field provides an alternative starting path point for an Actor. The default starting path point for any Actor is always path point 0. The user can modified this value so that the Actor can start its own animation on other path points on its chosen path.

**"Cel Mode:"** combo box

This combo box provides the user the options to have its Actor animate in either "Transparent", "Opaque", or "Matte Effects" mode.

**Transparent:** In this mode, all pure white color (the default transparent color) within the Actor's cel graphic outline will be transparent, providing the Actor with a see-through look and feel.

**Opaque:** In this mode, all pure white color (the default transparent color) within the Actor's cel graphic outline will be opaque, providing the Actor with a solid look and feel.

**Matte Effects:** In this mode, the interior of the Actor's cel graphic is filled with the background of another prop.

**"Locked"** checkbox

Click on this check box to toggle the Actor's Lock status. When the check box is checked, the Actor is locked, otherwise, it is not locked. When an Actor is locked, they can not be relocated or moved with the mouse when editing the animation in the Object Selection mode.

**"Edit Actor..."** button

Click on this button to invoke the Paint Editor in order to edit the character that the Actor is currently using.

**OK** button

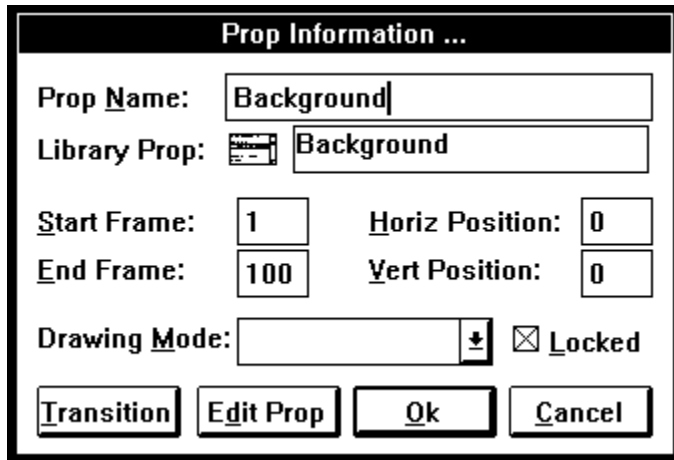
Click **OK** when you are done changing any components and attributes of the Actor, and to ask PROMotion to accept the new changes.

**Cancel** button

Click **Cancel** to abandon any changes you have made in the "Actor Information..." dialog, or when you are done browsing at the Actor's information.



## Prop Information... (Dialog Box)




The **Prop Information** dialog allows the user to get information on and modify the various properties and attributes of a Prop that is created in an animation.

**"Prop Name:"** text box

This indicates the name of the Prop. The user can edit this name directly to rename the Actor.

**"Library Prop:"** icon ()

Click on the

 icon to invoke the **Select a Prop...** dialog, so that you can map another library prop to this prop. The field to the right of the icon is a read-only field to show which library prop is currently assigned to the Prop.

**"Start Frame:"** text box This tells the user what is the starting frame for the Prop. This field can be modified by the user to change the start frame of the Prop.

**"End Frame:"** text box

This tells the user what is the ending frame for the Prop. This field can be modified by the user to change the ending frame of the Prop.

**"Horiz Position:"** text box

This tells the user the horizontal coordinate of the Prop relative to upper left corner of the animation window. This field can be modified by the user.

**"Vert Position:"** text box

This tells the user the vertical coordinate of the Prop relative to upper left corner of the animation window. This field can be modified by the user.

**"Drawing Mode:"** combo box

This combo box provides the user the options to have its Actor animate in either "Transparent", "Opaque", or "Matte Effects" mode.

**Transparent:** In this mode, all pure white color (the default transparent color) within the Actor's cel graphic outline will be transparent, providing the Actor with a see-through look and feel.

**Opaque:** In this mode, all pure white color (the default transparent color) within the Actor's cel graphic outline will be opaque, providing the Actor with a solid look and feel.

**Matte Effects:** In this mode, the interior of the Actor's cel graphic is filled with the background of another prop.

**"Locked:"** checkbox

Click on this check box to toggle the Prop's Lock status. When the check box is checked, the Prop is locked, otherwise, it is not locked. When a Prop is locked, they can not be relocated or moved with the

**Transition** button

**Edit Prop** button

**OK** button

**Cancel** button

mouse when editing the animation in the Object Selection mode.

Clicking this button will invoke the "**Transition for Prop...**" dialog.

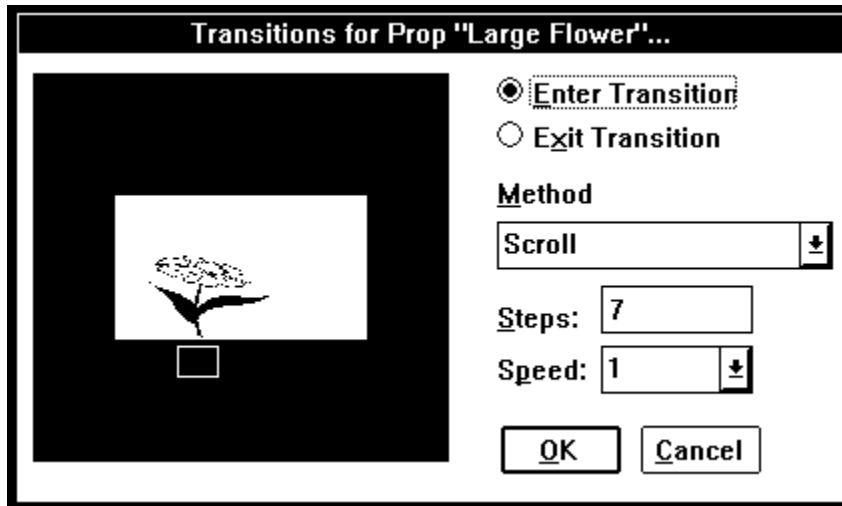
Click on this button to invoke the Paint Editor in order to edit the currently mapped Prop.

Click **OK** when you are done changing any components and attributes of the Prop, and to ask PROMotion to accept the new changes.

Click **Cancel** to abandon any changes you have made in the "Prop Information..." dialog, or when you are done browsing at the Prop's information.



## Transitions for Prop... (Dialog Box)



The **Transition for Prop** dialog is used for the user to specify either one or both of the prop's entering and exiting transitions effect.

**Enter Transition** Radio Button

Choose this mode when you want to change parameters for the prop's entering transition effect.

**Exit Transition** Radio Button

Choose this mode when you want to change parameters for the prop's exiting transition effect. For example: Stamp, Dissolve, Circular Wipes

**Method** Combo Box

The "Method" combo box contains a choice of transition effects for use with your prop. Some of the transition effects choices are:

**Stamp**

**Scroll**

**Dissolve**

**Zoom Rectangels**

**Angular Wipe Top Left**

**Angular Wipe Top Right**

**Angular Wipe Bottom Left**

**Angular Wipe Bottom Right**

**Checker Board**

**Iris**

**Circular Wipe**

**Rectangular Wipe**

**Fade**

**Pixelize**

**Steps:** Text Box

Modify the default value here to specify to PROMotion how many steps it should take to completely reveal the given prop using a particular transition effect

**Speed:** Combo Box

Click on a value in the list to specify to PROMotion how fast or slow it should reveal the prop using the given transition effect. The default value of 0 is the fastest speed, and 18 is the slowest.

**Preview** Window

The preview window shows what prop is actually used in the transition. The white area in the center of the preview window represent the animation area, and the grey area around it represent

areas outside of the animation area. Depending on the transition effect selected, sometimes a grey border hollow frame square would appear around the prop itself. The square frame is actually a resizable and movable marquee. It is used to tell PROMotion the entry point of the prop relative to its final placement point for a particular frame, as well as its initial size relative to its final size.

For example, in a "Scroll" transition effect, a flower prop can scroll in from, say, the bottom left edge of the animation area as a tiny little flower, and slowly move towards the center of the screen and growing to its final size, all at the same time. (Note: execution of a prop's transition effect will happen entirely within one frame, that means all other animations will suspend until the transition effect for that prop is fully executed.

**OK** button

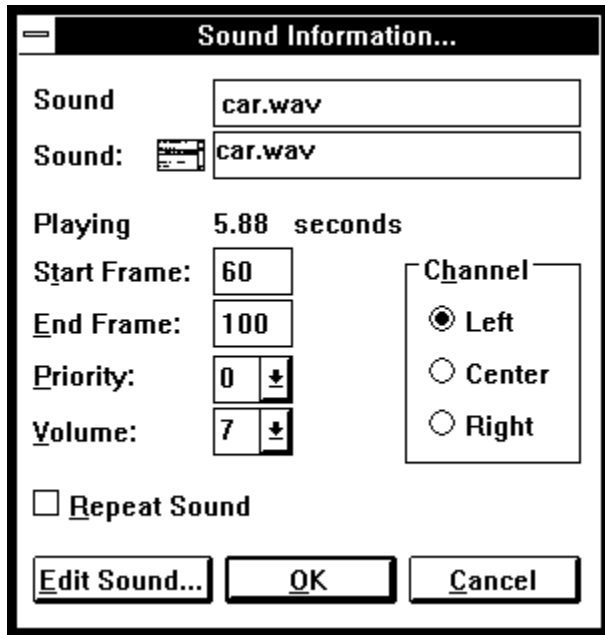
Click this button if you're satisfied with the existing transition effect and its parameters for the given prop, or its new and updated values.

**Cancel** button

Click this button if you decide to not change anything in this dialog, or abandon what you have just changed.




## Sound Information... (Dialog Box)




The **Sound Information** dialog allows the user to get information on and modify the various properties and attributes of a Sound that is created in an animation.

**"Sound Name:"** text box

This indicates the name of the Sound. The user can edit this name directly to rename the Sound.

**"Sound:"** icon 

Click on the

 icon to invoke the **Select a Sound...** dialog, so that you can map another library sound to this sound name. The field to the right of the icon is a read-only field to show which library sound is currently assigned to the current sound name.

**"Playing Time:"** info field

This is an information field specifying the length of the sound in seconds.

**"Start Frame:"** text box

This tells the user what is the starting frame for the Sound. This field can be modified by the user to change the start frame of the Sound.

**"End Frame:"** text box

This tells the user what is the ending frame for the Sound. This field can be modified by the user to change the ending frame of the Sound.

**"Priority:"** combo box

Choose a value between 0 to 15, in which 0 is the highest priority, and 15 is the lowest. In an animation with many sounds being scheduled to play all at once in a given frame, the higher priority sound will get play, and the lower priority sound may or may not be played, in order to guarantee a reasonable sound output performance.

**"Volume:"** combo box

Choose a value between 0 to 7, in which 0 is the softest volume level and 7 is the loudest.

**Repeat Sound** check box

Click here to check this box if you want a sound of short duration to repeat itself through the duration of its scheduled life span as indicated on the TimeLine.

**Channel Left, Center, Right** radio button

This sets of three radio buttons in the **Channel** group allows the user to choose which channel of a stereo sound he wants to use for the presentation. If the sound is not a stereo sound, the selection here would not make any

**Edit Sound** button

**OK** button

**Cancel** button

difference.

Click on this button to invoke the Wave Editor.

Click **OK** when you are done changing any components and attributes of the Sound, and to ask PROMotion to accept the new changes.

Click **Cancel** to abandon any changes you have made in the "Sound Information..." dialog, or when you are done browsing at the Sound's information.



## Cues

**Cue Information...**

**Name:** Sample Cue

**Start Frame:** 49 ☒ **Do before frame is drawn**

**End Frame:** 100

**Condition**

If then else Mouse Click on Actor Named Bee

☐ Act like Button ☐ Use Bounding Box

**Action**

☒ Then ☐ Else **Insert** **Delete**

Play a Sound BUZZ.WAV  
Execute Cue Loop to Start  
Continue

**OK** **Cancel**

(Click on anywhere above to get context sensitive help on the Cue Information dialog)

[Overview](#)

[How to Define or Edit a Cue](#)

[Cue Information Dialog](#)

[Sample Cue Definitions](#)

## Overview (Cues)

Interactivity is the key to successful multi-media presentations and Motion Tools makes it easy with its menu-driven scripting using Cues. Actors and Props can behave like buttons to make animations interactive. Cues can also be used to control the playback and flow of the animation such as branching and looping, or it can be used to control other MCI devices, or launch another animation.

The Cue mechanism establishes a condition that must be met first, then sets an action(s) to take place when the condition is met. To help you create Cues easily, Motion Tools' Cue Information dialog presents you with pop-up menus listing all possible Cue condition and action choices.


## How to Define or Edit a Cue

To create a new Cue or change information about an existing Cue, use the **Cue Information Dialog**.

### How to Access the "*Cue Information Dialog*":

#### Creating Cues:

**Menu:** Objects/Add Cue (from the Main Editor Window)

**ToolBar:**  (from the Main Editor Window)

#### Editing Cues:

**Mouse:** left double-click the Cue object's name (from TimeLine Window)

## Sample Cue Definitions

The following are examples of Cue definitions that are based on objects in the "BUMBLE.MWF" sample animation bundled with MediaShop.

### 1) Pausing the Animation

This Cue will pause the animation when it is played up to Frame 5, and just wait, until the user click on a Prop named "Background", then the animation will resume playing by the action "Continue".

**Start Frame:** 5  
**End Frame:** 5  
**Condition:** Wait for, Mouse Click On, Prop  
Named, Background  
**Action:** Continue

( Note: you must turn off the option "Mouse Button to Stop" in the *Animation Options... Dialog* in the Main Editor's Media Menu for this sample Cue to work.)

### 2) Looping the Animation

This Cue will "Loop" the animation whenever the animation has played to frame 99, and it will start playing from frame 1 again, indefinitely.

**Start Frame:** 99  
**End Frame:** 99  
**Condition:** Always  
**Action:** Goto Frame, 1

### 3) Branching the Animation

This Cue will "Branch or Jump" to another part of the animation (Frame 21) whenever the Prop "Large Flower" is clicked on. This might be useful if you have many scenes in your animation, and you want the user to be able to jump from one scene to another based on a user interaction or choice.

**Start Frame:** 1  
**End Frame:** 100  
**Condition:** If then, Mouse Click on, Prop  
Named, Large Flower  
**Action:** Goto Frame, 21

### 4) Playing a Sound

This Cue will play a bee buzzing sound whenever the user click on the Bee Actor. The user only get a chance to do this only between frame 4 to 100 of the animation, while the bee is still activated and visible. The Use Bounding Box option makes it easy to click on a moving bee by creating a invisible bounding rectangle region around it, thus more area to click on.

**Start Frame:** 4  
**End Frame:** 100  
**Use Bounding Box:** Enabled (Option Checked)  
**Condition:** If then, Mouse Click on, Actor  
Named, Bee  
**Action:** Play a Sound, BUZZ.WAV

### 5) Ending the Animation

This Cue will stop and end the playing animation whenever the user click on the Prop "Large Flower". This provides user a way to exit the animation presentation. Frame 3 to 98 is chosen because this is when the Prop "Large Flower" is activated and later deactivated. On frame 1to 2, and frame 99 to

100, this Cue will be meaningless, even if activated.

**Start Frame:** 3

**End Frame:** 98

**Condition:** If then, Mouse Click on, Prop  
Named, Large Flower

**Action:** End Animation

## Cue Information... (Dialog Box)

**Cue Information...**

**Name:** Sample Cue

**Start Frame:** 49 **End Frame:** 100 ☒ **Do before frame is drawn**

**Condition**

If then else Mouse Click on Actor Named Bee

☐ Act like Button ☐ Use Bounding Box

**Action**

☒ Then ☐ Else **Insert** **Delete**

Play a Sound BUZZ.WAV  
Execute Cue Loop to Start  
Continue

**OK** **Cancel**

(Click on anywhere above to get context sensitive help on the Cue Information dialog)

### Dialog Fields Explaintion:

"Name:" text edit field

The field indicates the name of the current Cue you are editing. If you are creating a new Cue, this field will contain the default name "Untitled". This name must be replaced with another named before Motion Tool will accept it. Use this field to name your Cue by typing in a new name.

"Start Frame:" numeric edit field

The value specified in this field indicates the starting frame in which the Cue will become active. Type in a value between 0 to 9999.

"End Frame:" numeric edit field

The value specified in this field indicates the ending frame in which the Cue will become inactive. Type in a value between 0 to 9999.

"Do before frame is drawn" checkbox

**THIS FUNCTION IS CURRENTLY NOT OPERATIONAL.**


When operational, click this option if you want the Cue activated before the **Start Frame** is drawn on the screen.

### Condition

#### Condition Construction Box

This is the area where you can choose from a variety of possible condition Cue choices, from popup menus, in order to create the condition you want this Cue to established for the animation.

To access the pop-up menus of conditional Cue choices, simply click on any visible highlighted words within this box. The mouse cursor will change from the standard "arrow-

pointer" into a "pointing hand"  shape whenever the mouse hover over any keywords that are interactable.


For an explanation of each of the possible Cue condition choices, click here: [Condition](#)

### **Choices Explanation**

#### **Action**

##### **Action(s) Construction Box**

This is the area where you can choose from a variety of possible action Cue choices from popup menus, in order to create the actions (commands) you want this Cue to execute in the animation.

To access the pop-up menus of action Cue choices, simply click on any visible highlighted words within this box. The mouse cursor will change from the standard "arrow-pointer" into a "pointing hand"  shape whenever the mouse hover over any keywords that are interactable.

For an explanation of each of the possible Cue action choices, click here: [Action Choices Explanation](#)

##### **Insert button**

Use this button to insert another "action line" immediately following the currently highlighted line. The default action is always "Continue", which means do nothing, and resume playing of the animation.

##### **Delete button**

Use this button to remove the currently highlighted "action line".

Note: to highlight an action line, simply click on it.

##### **OK button**

Click **OK** to accept changes that are made to the Cue being edited, and exit the Cue Information dialog.

##### **Cancel button**

Click **Cancel** to abandon any changes that are made to the Cue being edited, and exit the Cue Information dialog.

**Related Topic(s):** [How to Access this Dialog](#)  
[Sample Cue Definitions](#)

## Cue Condition Choices Explanation

These are the possible choice combinations for setting a condition:

---

### Always

Wait for	Time Delay	Number between 0 to 30 seconds	
Wait for	Mouse Click On	Anything	
Wait for	Mouse Click On	Actor Named	Actor
Wait for	Mouse Click On	Prop Named	Prop
Wait for	Sound Done	Sound	

If then	Time Delay	Number between 0 to 30 seconds	
If then	Mouse Click On	Anything	
If then	Mouse Click On	Actor Named	Actor
If then	Mouse Click On	Prop Named	Prop
If then	Sound Done	Sound	

If then else	Time Delay	Number between 0 to 30 seconds	
If then else	Mouse Click On	Anything	
If then else	Mouse Click On	Actor Named	Actor
If then else	Mouse Click On	Prop Named	Prop
If then else	Sound Done	Sound	

---

### Explanation:

- Always** If you choose **Always**, then no condition needs to be met and no further information is requested. The Cue's action(s) will always be executed.
- Wait for** If you choose **Wait for**, the animation will pause until the Cue condition is met, and then the action(s) will be executed, and then the animation will resume playing.
- If then** If you choose **If then**, the Cue's action(s) will be executed only if the condition that you set is met.
- If then else** If you choose **If then else**, the Cue will execute one set of action(s) when the "If" condition is met, otherwise it will execute a different set of action(s) when the condition is not met (the **else** case).

**Note:** Two radio buttons (☒ **Then** ☐ **Else**) will appear in the **Action** group area, with one radio button labelled "**Then**", and the other one labelled as "**Else**". Select the appropriate button first before choosing and setting the actions for each case.

When you choose **Wait for**, **If**, **If then else**, you will be requested to specify one of four other conditions: **Time Delay**, **Mouse Click On**, **Key Down**, or **Sound Done**. These choices allow you to set the type of event to be checked or waited for before executing the action(s) that are set in the Cue.

**Other Conditions:**

- Time Delay
- Mouse Click On
  - Anything
  - Actor Named
  - Prop Named
- Key Down
- Sound Done

## Time Delay (Cue Condition)

Choose **Time Delay** when you want to use an elapsed time interval as an event trigger criteria for a cue condition. For example, you can setup a cue so that a movie can be played at exactly 10 seconds into the animation.

When you select **Time Delay** as an event condition to be checked or waited for, an additional parameter will appear immediately to the right. Clicking on it will produce a pop-up menu listing a choice of time delays between 0 to 30 seconds. This parameter setting allow you to set the value of the time delay.

**(Note:** the units of the time delay shown on the list are in millisecond, or every 1000 unit of time equals to 1 second.)

## Mouse Click On (Cue Condition)

Choose **Mouse Click On** when you want to know whether a user has use the mouse to interact with an object on the screen via the use of mouse clicks. For example, you can setup a cue so that when a user clicks a "Dog" actor, it would bark, or you can setup a button object, so that when you click on it, it will return to a "Main Menu".

When you select **Mouse Click On** as an event condition to be checked or waited for, an additional two pop-ups allows you to specify what kind of object the user has to click the mouse on, as well as the name of the object. The object could be an **Actor Named** a certain object name, or a **Prop Named** a certain object name, or simply a mouse click on **Anything** and anywhere within the visible animation window. If you select either an Actor or a Prop as the object, the second pop-up that follow will list the names of all the available Actors or Props in the current animation.

In addition, whenever **Mouse Click On** is choosen, two checkbox options will appear directly below, allowing you to further define how these mouse clicks will be handled. They are:

**Act Like Button checkbox:** checking this option will enable the Actor or Prop to behave like a dialog button. eg. The Actor's or Prop's color will be inverted when clicked on (mouse down), and then the colors are back to nomal when releasing the mouse (mouse up).

**Use Bounding Box checkbox:** checking this option will enable the Actor or Prop to detect mouse clicks from within an invisible bounding rectangle enclosing it. (Note: Normally mouse click can only be detected within the precise region outlining the Actor or Prop.)

## Key Down (Cue Condition)

Choose **Key Down** when you want to respond to a user keyboard input. One example use of a cue to test for a keystroke is testing for a user pressing of the "Esc" key, so that the animation can return to the Main Menu from anywhere in the animation, and at anytime.

When you select **Key Down** as an event condition to be checked or waited for, the pop-up menu immediately following provide a way to specify what keystrokes the user must type. This pop-up list all the possible keystrokes that Motion Tool's Cues will accept from the user.

## Sound Done (Cue Condition)

Choose **Sound Done** when you want to synchronize sound and image on the animation screen. This event will check to see if a particular sound used in the animation is still playing. For example, you can arrange certain animation will only appear when the music is not playing, or start animate the second sequence of objects only after the sound effects that goes with the first sequence has stop playing.

When you select **Sound Done** as an event condition to be checked or waited for, a pop-up menu following will list all the sounds that are used in the current animation. Use this list to select and specify the sound you want the Cue to test.

## Cue Condition Choices Explanation

<b>Continue</b>	If you choose <b>Continue</b> , the animation continues to animate.
<b>Goto Frame</b>	If you choose <b>Goto Frame</b> , you are asked to enter a frame number from which the animation will continue. You can use this to cause loops or branching in an animation, or your interactive presentation.
<b>Send Message to</b>	Send a window message to a particular window or application.
<b>Load Anim &amp; Goto</b>	<p>If you choose <b>Load Anim and Goto</b>, you are asked to select an animation file to load, as well as the name of the animation, and a frame number to start playing on.</p> <p>This allows you to break up large animations into smaller animations and link them together. When this command executes, the specified animation is loaded into memory and played, starting at the frame specified. This animation then takes full control. If you wish to later return to the animation that has the "Load Animation" in it, you can execute another "Load Animation" command.</p>
<b>Pause until...</b>	If you choose <b>Pause Until...</b> , the animation will pause until the condition statement becomes true again. For example, you could have a Prop that says "Press me to Pause", then set the condition to <b>If Mouse Click On Prop Named Then Pause Until...</b> and whenever the Prop is clicked the animation will pause until the Prop is clicked on again.
<b>End Animation</b>	This will stop and quit the animation application. (eg. closes PROMotion program or the stand-alone player).
<b>Change Frame Rate</b>	If you choose <b>Change Frame Rate</b> , you are asked to enter a new frame rate for the animation. This allows you to make different parts of your animation play at different speeds.
<b>Send MCI String</b>	This enable you to send command string to the standard MCI device. MCI stands for Media Control Interface, a multimedia device software control standard which enables one to control various device such as sound card, CD-ROM, and VCR by means of standard software command text strings.
<b>Play a Sound</b>	If you choose <b>Play a Sound</b> , you are asked to select a sound that is already added to the animation from a pop-up list.
<b>Stop a Sound</b>	If you choose <b>Stop a Sound</b> , you are asked to select a sound that is already added to the animation from a pop-up list. If a sound is not currently playing, this command has no effect.
<b>Execute Cue</b>	Choose this command if you want to execute another cue from within the current cue.
<b>MCI Open Device</b>	The <b>MCI Open Device</b> command initialize a MCI device of a particular category.
<b>MCI Close Device</b>	The <b>MCI Close Device</b> command closes a MCI device of a particular category.
<b>MCI Seek Device</b>	The <b>MCI Seek Device</b> command moves to a specified position within the MCI device and stop.
<b>MCI Play Device</b>	The <b>MCI Play Device</b> command starts playback on a MCI device.
<b>MCI Stop Device</b>	The <b>MCI Stop Device</b> command stop playback on a MCI device.
<b>MCI Pause Device</b>	The <b>MCI Pause Device</b> command pauses playback on a MCI device.
<b>MCI Resume Device</b>	The <b>MCI Resume Device</b> command continues playback of a paused MCI device.
<b>MCI Realize Device</b>	The <b>MCI Realize Device</b> command tells the MCI device to select and realize its palette into the display context of the displayed window.



Select an Actor... (Dialog Box)

Select a Prop... (Dialog Box)

Select a Path... (Dialog Box)

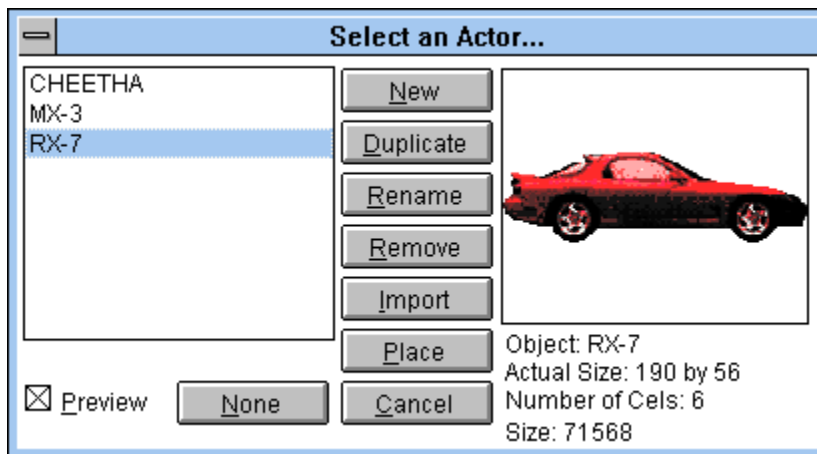
Select a Sound... (Dialog Box)

Select an Actor to Import... (Dialog Box)

Select a Prop to Import... (Dialog Box)

Select a Sound to Import... (Dialog Box)

Select a Path to Import... (Dialog Box)



The "**Animation Object Selection**" dialog above is used in eight different context in the PROmotion program in order to for the user to use it to select Actors, Props, Paths, and Sounds for placement or import into an animation, as well as obtaining preview and other information about the object. This dialog could also be used by the user in four of the eight context to manage the animation objects via such functions as New, Duplicate, Rename, Remove, and Import.

### Object List

This is the list on the left upper side of the dialog. Double-click on any of the item to select and place (or use, or add) the object to your animation, or single click to simply select a single object.

You can select a range of multiple consecutive objects by simply clicking on the first object in the range and drag the mouse until the last object in the desired range is highlighted, then release. A range of multiple objects is now selected. Another method of doing the same thing is by holding the **SHIFT** key instead of dragging the mouse.

To select multiple non-consecutive objects, hold down the **CTRL** key while clicking on various objects on the list. You can also use this method to selectively de-select a few objects in a range of selected objects.

To clear a range of multiple selected object, just do a single click on any object on the list.

Once the desired object(s) is/are highlighted, you can click on any of the other 'Action' button to operate on the objects you have

	selected. eg. Duplicate, Rename, Remove, Place, Add, Use, or Import (only if you are in the Import dialog).
<b>Preview Window</b>	This area on the upper right corner of the dialog is used to preview the object in a graphical format. This window is disabled or in a gray color when the <b>"Preview"</b> checkbox is not checked. To preview the object, this checkbox must be checked.
<b>Object Preview Information</b>	Directly below the Preview Window on the lower right corner of the dialog box is where the Object Preview Information are displayed. This information is only visible when the <b>"Preview"</b> checkbox is checked.
<b>New button</b>	In both the "Select an Actor" and Select a Prop" dialog, clicking on this button will launch the <b>"New Actor"</b> or <b>"New Prop"</b> dialog, and subsequently the Paint Editor, so that the user can create a new Actor or a new prop.  In the <b>"Select a Sound"</b> dialog, clicking on this button will launch the <b>"Record Wave"</b> dialog.
<b>Duplicate button</b>	Clicking on this button will invoke the <b>"Duplicate Actor/Prop/Wave"</b> dialog. This function will make a copy of any object(s) that is/are currently selected in the library, and you must give the duplicated object a new and unique name. One would choose this function when he wants to take an existing object in the library and modifies it slightly, but still prefers to keep the original object for use in the animation or for backup purpose.  <b>Note:</b> if you want to employ an identical object more than 1 time in the same animation, do not use the <b>duplicate</b> function. Instead, just <b>Place, Add, or Use</b> the object multiple times. Using "duplicate" will actually use up twice the disk space to store the object, as well as double the memory space during play time.
<b>Rename button</b>	Clicking on the <b>Rename</b> button will invoke the <b>"Rename Actor/Prop/Wave/Character/Sound"</b> dialog. This function will rename any object(s) that is/are currently selected in the list of library objects. The object(s) being renamed must be given a unique name that is/are not used in the current category of object(s) in the library.
<b>Remove button</b>	Clicking on the <b>Remove</b> button will invoke the <b>Remove Object</b> confirmation dialog, where PROmotion will try to insure the object(s) you selected is/are indeed the item(s) you want to delete from the object library. Clicking <b>OK</b> in the <b>Remove Object</b> dialog will cause the object(s) to be actually deleted unless the object(s) are being used within the animation. <b>Note:</b> an object must not be employed in the animation if you want to remove it from the object library, it must be deleted from the animation first.
<b>Import button</b>	Clicking on this button will invoke the <b>Open Import .MWF library file</b> dialog. This button is intend for the user to import animation objects from another animation library into the current library.  In the context of the <b>Select an Object to Import</b> types of dialog, the <b>Import</b> button there means to actually execute the import function to import the selected object(s) from an external animation library to the currently loaded animation objects library.
<b>Place, Add, Use button</b>	Click on this button to employ selected library object(s) so that it/they will be used in the animation.
<b>Cancel button</b>	Click <b>Cancel</b> if you want to leave this dialog.
<b>None button</b>	Will create an default object of a particular category in the library and automatically employs it in the animation. The name of the

**Preview** check box

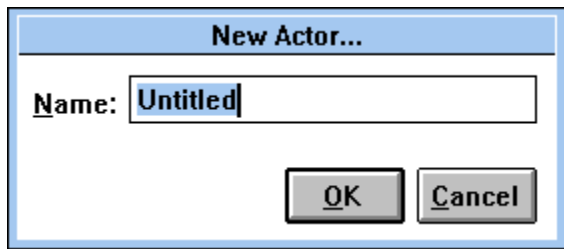
automatically created object will be called either **Default Actor** or **Default Prop**, and they are blank in terms of contents. eg.contains no cels or any graphical contents. It is up to the user to access the Paint Editor later to provide the contents.

Click on this check box to check it if you want to preview the highlighted objects in its graphical form on the **Preview Window**, as well as obtaining the object's data in the **Object Preview Information** area. To turn off **Preview**, just click it again to toggle it to the unchecked position.

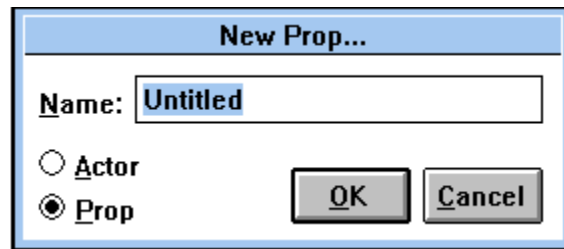


## New Actor... (Dialog Box)

## New Prop... (Dialog Box)



The 'New Actor...' dialog box has a title bar with the text 'New Actor...'. Inside, there is a text field labeled 'Name:' containing the text 'Untitled'. Below the text field are two buttons: 'OK' and 'Cancel'.



The 'New Prop...' dialog box has a title bar with the text 'New Prop...'. Inside, there is a text field labeled 'Name:' containing the text 'Untitled'. Below the text field are two radio buttons: 'Actor' (unselected) and 'Prop' (selected). To the right of the radio buttons are two buttons: 'OK' and 'Cancel'.

This dialog provides the user an opportunity to specify a unique name for the library object he is about to create, in the Paint Editor.

**"Name:"** text box

Type in a unique object name in this text field and press **Enter** or click **OK** to accept the name.

**Actor/Prop** radio buttons

Click on one of the two radio buttons in order to specify to PROMotion whether you would like to create an Actor, or a Prop.

**OK** button

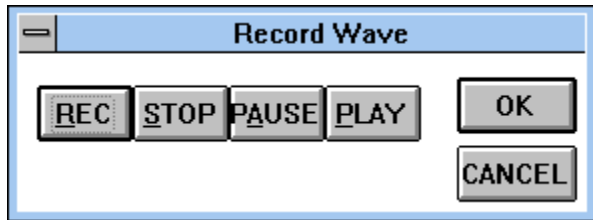
Click this button if you are satisfied with the name of the object to be created, and wish to proceed to create the object.

**Cancel** button

Click this button if you no longer want to create the object.



## Record Wave (Dialog Box)



The **Record Wave** dialog is intend for the user to record sounds as an library object so that he can employ the sound object later for use in an animation. In order to record sound, you will need a sound card and the necessary driver install on your computerConsult your sound card device manual for location to attach a microphone or an input audio signal, so that sound recording is possible.

**REC** button

Click on the **REC** button to start recording.

**STOP** button

Click on the **STOP** button to stop recording, or stop playing the sound you have just recorded.

**PAUSE** button

**THIS FUNCTION IS CURRENTLY NOT FUNCTIONAL.**

**PLAY** button

Click on the **PLAY** button to play back what you have just recorded.

**OK** button

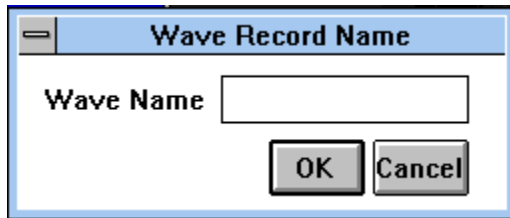
Click **OK** if you want to save what you have just recorded.

PROMotion will prompt you for a name for the sound you have just recorded in the **Wave Record Name** dialog.

**CANCEL** button

Click **Cancel** if you want to leave the **Record Wave** dialog without saving a sound.

## Wave Record Name (Dialog Box)



The **Wave Record Name** dialog provides a means for the user to specify a unique name for the sound he has just recorded, and which he is about to save it in an animation library as a sound object.

**Wave Name** text box

Type in here a unique name to be used as a library sound object name for the sound you have just recorded.

**OK** button

Click **OK** if you are satisfied with the sound name you have just enter in the text field above, and want to proceed to save the sound.

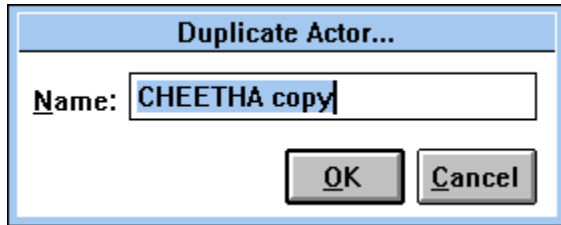
**Cancel** button

Click **Cancel** if you do not want to save the sound and want to return to the **Record Wave** dialog.

**Duplicate Actor... (Dialog Box)**

**Duplicate Prop... (Dialog Box)**

**Duplicate Wave... (Dialog Box)**



The **Duplicate Object** dialog provides a means for the user to specify a unique name for the object that he is about to duplicate in the animation object library. **Note:** *all objects in the object library of a particular object type must have a unique name before PROMotion will store it.*

**"Name:"** text box

Type in here a unique name to be used as a library object name for the object you are about to duplicate. By default, PROMotion will append the word **"copy"** to the end of the object's existing name. If you are satisfied with the default suggested name, you can simply accept it by pressing **ENTER** or click on the **OK** button.

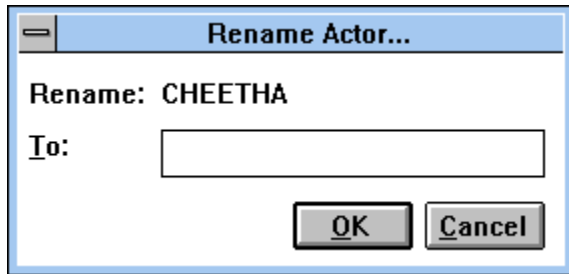
**OK** button

Click **OK** if you are satisfied with the name you have just enter in the text field above, and want to proceed to duplicate the object and save it under the new name.

**Cancel** button

Click **Cancel** if you no longer want to duplicate the object and want to return to the **Select an Object** dialog.

Rename Actor... (Dialog Box)  
Rename Prop... (Dialog Box)  
Rename Wave... (Dialog Box)  
Rename Character... (Dialog Box)  
Rename Sound... (Dialog Box)



The **Rename Object** dialog provides a means for the user to specify a unique name for the object that he is about to rename in the animation object library. **Note:** *all objects in the object library of a particular object type must have a unique name before PROMotion will store it.*

"Rename:" information field

This field shows you the name of the object in the animation library which you are about to rename.

"To:" text box

This is the field where you would type in a unique object name as a new name for the existing object. When you are satisfied with your entry, you could press **ENTER** or click **OK** to accept it and proceed with the actual renaming process.

**OK** button

Click **OK** if you are satisfied with the name you have just enter in the text field above, and want to proceed to rename the object and save it under the new name.

**Cancel** button

Click **Cancel** if you no longer want to rename the object and want to return to the **Select an Object** dialog.



