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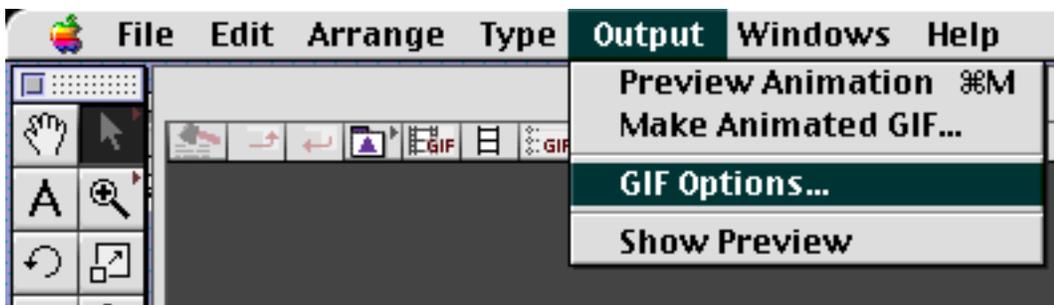
# Addendum to the ObjectDANCER Manual for GifDANCER 1.0

GifDANCER and ObjectDANCER are siblings of the same animation tool family. We are recommending that our users consult the ObjectDANCER manual for instructions on how to use GifDANCER and note the following differences:

## Output Menu

GifDANCER's output menu is different from that of ObjectDANCER. It contains items necessary for rendering Gif89 files but does not contain the more sophisticated options available in ObjectDANCER. The following options are available in GifDANCER:

1. **Preview Animation:** This option allows you to preview your GIF in a window directly in GifDANCER without having to save the output or reopen it in a web browser. The preview is presented in full What You See Is What You Get (WYSIWYG) mode. This means that the preview will look in GifDANCER's preview window just as it will in the browser, with the selected Color Palette and frame rate. Note, a shortcut to this item is simply hitting the enter key at any time.
2. **Make Animated Gif:** This item allows you to save your Animated Gif file.
3. **Gif Options:** This item allows you to control the way in which GifDANCER generates the Animated Gif file. You can control the frame rate, (The number of frames produced in the Animated Gif will be this number multiplied by the number of seconds indicated for output in your Synchro window), the Color Palette to use (custom palettes are supported as well), and other Gif optimization features such as dithering.
4. **Show Preview:** This item will play a 'wire frame' preview of your animation directly in the Comp Window.

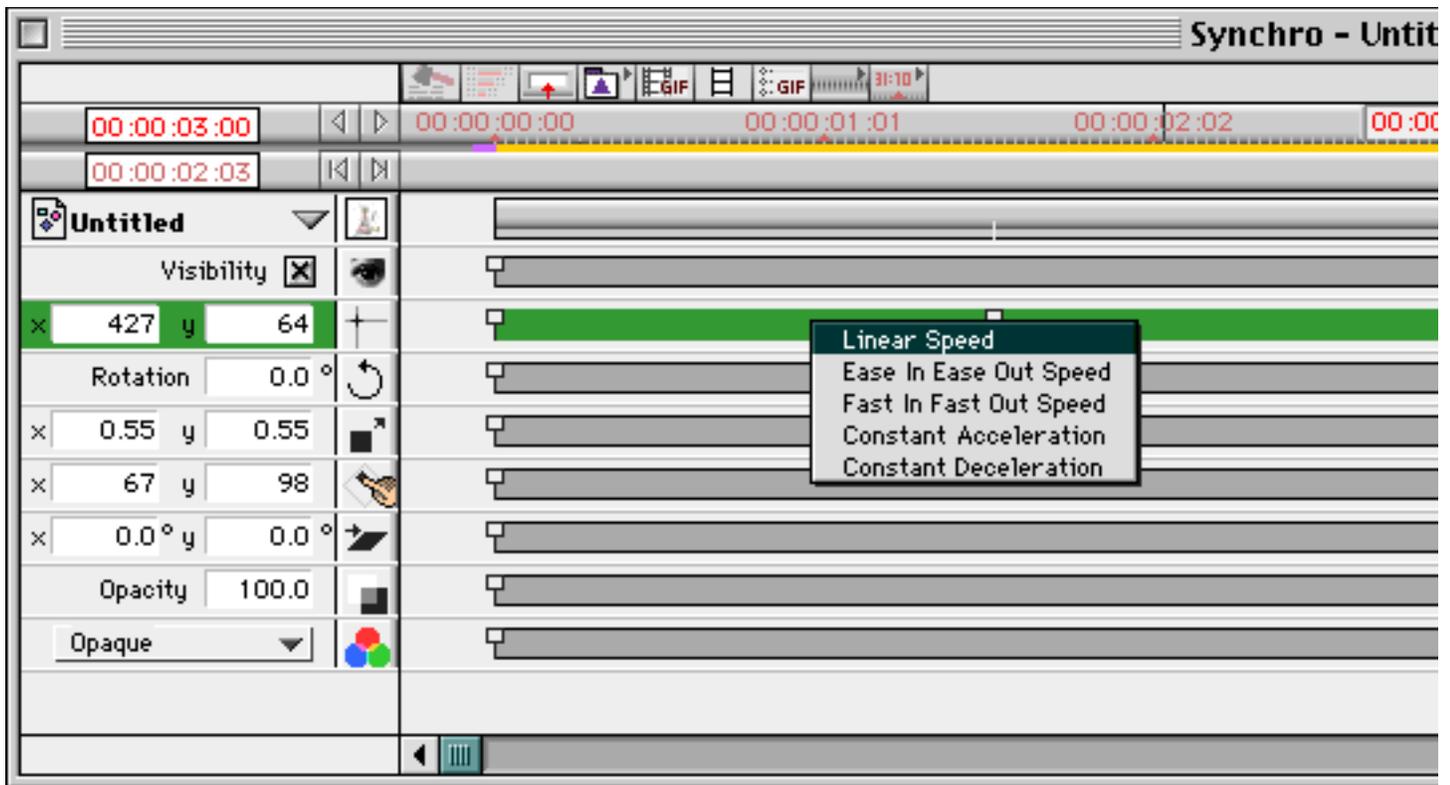


**Figure 1: GifDANCER Output Menu**

## Speed Editor

GifDANCER offers a simplified interface to controlling speed between key frames compared to ObjectDANCER. GifDANCER allows you to choose between five preset acceleration curves for the animation of an object's property with respect to time. These options are available directly by clicking on the property's 'Dance Bar' in the Synchro window (see Figure 3-3, expanded Synchro Window), while holding down the control key. A pop-up menu will appear with the following options:

1. Linear Speed: Property changes at a constant rate with respect to time between the key frames.
2. Ease in Ease Out: The rate of the change of the property starts out slowly at first, then accelerates, then slows down again.
3. Fast in Fast Out: The rate of the change of the property starts out quickly at first, then slows down, then accelerates again.
4. Constant Acceleration: The rate of the change of the property increases as time increases between the key frames.
5. Constant Deceleration: The rate of the change of the property decreases as time increases between the key frames.



**Figure 2: Speed Editor Pop-up on Dance Bar in Synchro Window**



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## Sound

GifDANCER does not support any sound features. The sound pane of the Synchro Window and the sound controls in the hub do not appear in GifDANCER as described in the ObjectDANCER manual.

## Preferences

The output panel in the preferences dialog is slightly different in GifDANCER. GifDANCER offers a simplified set of choices for High Quality Output: On and Off.

## Compatibility with ObjectDANCER

GifDANCER is compatible with both ObjectDANCER projects and ObjectDANCER libraries. However, if opening an ObjectDANCER project in GifDANCER, any sound elements or preference settings not supported by GifDANCER will be ignored. GifDANCER is compatible with the DancePack libraries of effects and templates with the same restrictions.