

# ***Help!***

**This help system is under construction**

## **GENERAL TOPICS**

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## **Play Gif**

Play Gif - the movie currently displayed in the movie - player windows. you just choice anyone file from file menu and click on choosing yours file and press Play Gif command.

## **Open**

You use the New command on the File menu to open new file. To click on File menu "Open" will appear a window with list of files. You choose any one and doubleclick on the name of the file.

## **New**

You use the New button on the AutoBar or the New command on the File menu to insert a new frame or start a new picture. To insert a new frame from file, select file name from list in Listbox. You can choose any one ,doubleclick on the filename you want in the animation..

## **Paste from the clipboard.**

You use the Paste button on the AutoBar or the Paste command on the Edit menu to paste a picture from the Clipboard onto your picture.

## **Copy to the clipboard.**

You use the "Copy to the clipboard" from Command Bar or from Edit menu to copy a file. Select the area you want to copy and click on Copy from the Edit menu. Select a drive, directory and filename for the file or place you want to paste this Image.

## **Cut**

You use the Cut command on the Edit menu to remove a cutout from a picture and place it on the Windows Clipboard. The cut area is replaced with the selected background color.

## Menu Edit

\* Cut

\* Copy

\* Paste



## **MenuFile**

\* New

\* Open

\* Save

\* Play

\* Manipulate Image

\* Edit Gifs

\* Acquire

\* Insert Frames from AVI

\* InsertFrames from Live Video

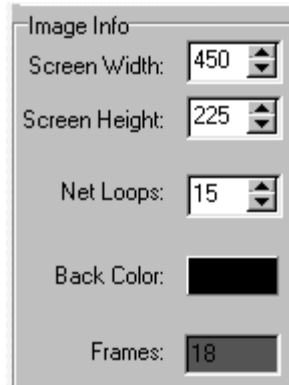
## **Menu Bar**

\* Menu File

\* Menu Edit

## Image info

As the Producer, you through the 'Image Info' interface have the ability to change each Frame's Background color, Screen Width, Screen Height and also number of Times the animation is repeated.



Screen Width --From small screen to Cinematographic big screen effect.

Screen Height --Sets all Frames an equal height.( The logical screen Height )

Net Loops ----- Number of Times to play animation.  
(0 means non-stop)

Back Color ----- Left Click to select.

Right Click to use the palette window to choose the color.

Frames ----- Total Frames in current animation. (read only)

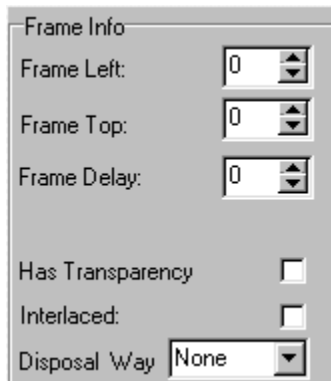
## Frame info

Frame info - gives you opportunity to move your frame to any position of picture screen thus affecting the animation. Position of the frame can give the effect of movement up and down or give a jiggling effect left to Right for example

To do this, just click to Frame Left (Up or Down) and your image will be moved.

Same with Frame Top.

1. Spin Edit Controls
  - a. Move From Left, Move From Top: Will move the image in the frame to a new position. If juxtaposed with original image it will appear to jump. Therefore, for smoothness and fluidity we suggest, having all frames the same width and height and keeping the images in the same position in each frame.
  - b. Frame Delay' will delay the display time for the current frame. This gives smoothness or fluidity of movement.
2. Check Boxes
  - a. Has Transparency' means that if Box is checked, then the background will become transparent, leaving a stand-alone Image.
  - b. Interlaced' means that if box is checked then the
3. Drop Down Menu  
Disposal Way' means how you handle the previous image if an overlay occurs.
  - None- Both frames will show if overlapping.
  - Not Dispose-Same as None.
  - Erase- previous frame is not seen.
  - Overwrite- Allows one image to hide the previous image.



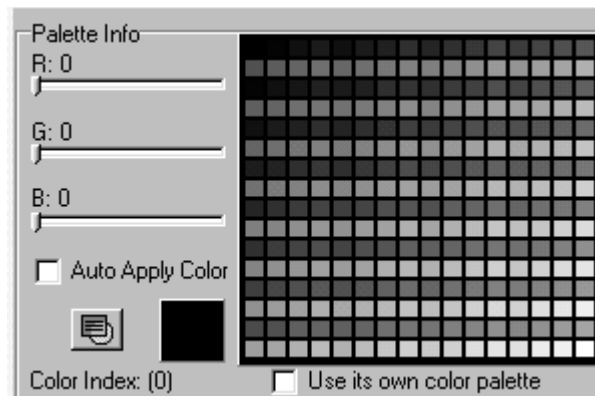
Frame Left ----- Left position of the frame  
Frame Top ----- Top position of the frame

Frame Delay ----- Delay in 100 Sec  
Has Transparency - Flag indicating that this  
frame has an transparent color  
Interlaced ----- Interlaced  
Disposal Way ----- How to dispose the previous frame

## Palette info

The Info palette function has an on-screen gauge for reading color density values. You can choose two ways to Apply colors on the active window density values. You can choose two ways to Apply colors on the active window. First, you can use the slider to find colors or you can choose colors from a palette. The easy way to do this is to move your cursor on the palette and choose the color. Click on color choice, this color will appear on the small panel. After this, click on the Color Index Button and the existing image will change colors.

- 3 Slide-Controls to adjust Red, Green and Blue values( 0-255);
- Check Box for 'Auto Apply Color'- when you move the slide controls ,color changes automatically in the displayed image.
- Color Index shows the position of the color in the displayed palette's index. If you click on a square , it displays the numerical index of that palette.
- Check Box "Use Own Palette' allows the use of that frame's palette.
- Icon (square over circle) and Current Color Box work together allowing you to make the 'Current Color'( in box) the "Active" color. Click on any color area in displayed image, making that color appear in the color box. You may adjust that color using the R G B slider controls. Click on Auto Apply to see an instant change in the displayed image.



- R: - Set the RED component of the color  
G: - Set the GREEN component of the color  
B: - Set the BLUE component of the color  
Auto apply color - When checked the trackbar changes are applied to the image  
Color Index - Set the current color to the active window color

Use its own color palette - When checked this frame will use its own color palette.



Set the color to the active window color

## **SkyLine Tools**

mail to 72130.353@CompuServe.com

<http://www.Imagelib.com/Index.html>

**1-800-404-3832**

Uses Imagelib Corporate Suite

Version Build: 2.07



## **Auto Contrast**

The Auto Contrast effect will give you better contrast by making the darks darker and the lights lighter. In general, the Auto Contrast gives a good result when a simple contrast adjustment is needed to improve an image's contrast.

To create AutoContrast effect you just need to click on "Contrast on OK" , then click the button.

## **Bleed**

Bleed causes the image's color palette to expand beyond original boundaries depending on value that you select. The Bleed marks inside the image instead of outside the image. Use this when you want to intensify the image within the graphic.

The easy way to Bleed the Image is to use the slider control to adjust the RGB Value between -255 to 255. To create Bleed Image press "OK".

## **Border**

The Border effect creates a matt around the image just like the matts you get behind pictures when you have them framed. You may manipulate border shape, thickness and color. Choose from the list below to select the shape of the matt. Then select a value from the edge box.. Click border O.K. to apply

By using the Border effect, you can choose an option from the list below, then select an area (drag the mouse) to the desired diameter outlining the selection.

1. Rectangle
2. Square
3. RoundRect
4. RoundSquare
5. Ellipse
6. Circle
7. TriangleLeft
8. TriangleRight
9. TriangleUp
10. TriangleDown
11. Diamond
12. Star
13. PolyGon

And also can you change Edge from 0 to 60

## **Change Shape Style of Image**

In this program it is possible to change Shape of image with 13 different styles.

1. Rectangle
2. Square
3. RoundRect
4. RoundSquare
5. Ellipse
6. Circle
7. TriangleLeft
8. TriangleRight
9. TriangleUp
10. TriangleDown
11. Diamond
12. Star
13. PolyGon

And also can you change Edge from 0 to 60

## **Border Fade**

Border Fade - You can fade the Image from the Border towards the center of the Image depending on the value selected from 1 to 300 . Also, you can easily determine the action using the checkerboard Board Type since it is a known design.

## **Blur effects**

The Blur filter softens any hard contrast in the parts of the image where significant color transitions occur. The Blur filter smoothes transitions by averaging the pixels next to the hard edges of defined lines and shaded areas. Blur by small degrees at first, starting at value 10 to check for quality or desired effect.

## **Brighten / Darken**

Using the Bright / Dark effect is the easiest way to make generalized adjustments to the tonal range of the image. For example sliding towards the positive values adds light and sliding towards the negative adds blackness. The color is reduced as either light is added or darkness added.

## **Color**

You can choose Color Reduction by these options:

- Blayer
- Floyed
- Burkes
- Gray Scale

and Number of Colors by sliding bar to value desired.

Test these different options to give texture and reduce tone.



## **Curl page**

In Curl page effect you can adjust the curl by:

- Shading : You have choice of opacity of shadow in curl
- Background : You have choice of Foreground color and Background color
- Location : Your page curl can be at any corner
- Keeping the curl and adding new curl over first page curl.

## **Edge Detection**

Use the Edge Detection effect to intensify outlines of high contrast while darkening areas of low contrast. You can set sensitivity of edge detection by value. Low value determines the amount of edge detection of high intensity.

To determine intensity of Edge Detection on your image , choose a Value between 1 to 100 and click "OK".

## **Engrave Effects**

To make an Engraved image , choose a Value on the slider control between 1 to 10 and click "OK". The value from 1 (one value) and up to value 10 deletes the color and generalizes areas into high and low tones, the more the value the thicker the Engraved line.

## **Enhance effects**

Use the Enhance filter to augment or decrement RGB values among areas of different colors and shades.

On Spin-edit Control add or delete

- Gamma Red
- Gamma Green
- Gamma Blue
- Bright
- Contrast

## **Gray Area**

Gray effect applied to whole image, the only colors are black and white mixed to gray tone.

## **Gamma Correction**

In Gamma Correction you can make gradual adjustments to the brightness, contrast in an image. Adjusting the gamma lets you change the brightness values of the middle range of gray tones without dramatically altering the shadows and highlights.

To make Gamma Correction use slider control and choose a Value between 10 to 50. After this click "OK" .

## Half Tone

Half tone, the reproduction of a continuous - tone image on a device which does not directly support continuous output. This is done by displaying or printing a pattern of small dots which, from a distance can meld optically to simulate the desired output color or intensity. You can change the half tones to

- Diamond
- Line
- Cross
- Circle
- Ellipse
- Square

and also it is possible change Pixel Angle and Cell size.

## **Invert effects**

The Invert effect reverses the positive and negative areas of an image. You can use this effect to turn a positive into a negative or to create a positive image from a scanned negative.

To create Invert image just click on " Invert Image" , then click "OK"



## **Jiggle effects**

To make a Jiggle effect of image , you just choose a Value and Amplitude using the spin-edit controls and then click "OK". The Value controls the squiggle and the Amplitude controls the stretch or pull effect sometimes doubling or tripling the image.

## **Mirror Effect**

In mirror effect it is possible to change Vertical and Horizontal position of an image.

## **Mosaic Effect**

The Mosaic effect clumps pixels into different blocks. The cell size is the width of a cell in pixels. The pixels in a given block are the same color, and the colors of the blocks represent the colors in the selection.

Mosaic effect - allows you to choose 4 different mosaic types:

- Square
- Polygons
- Smooth
- Rough

also you can resize the Height, Space and Light of the Mosaic.

## **Motion effects**

The Motion effect blurs the image to reproduce a simulation of movement. The effect of this filter is analogous to taking a picture of a moving object with a fixed exposure time.

In Motion effect - you can choose 3 different Motion groups:

- \* Motion Zoom-the edges of the border towards the center.
- \* Motion Rotate-blurs from the edge to center rotating.
- \* Motion Line-shifts image laterally.

## **Oil Paint**

To simulate an Oil Painting , you just choose Value on the slider control between 1 to 100 and click "OK". The program merges the pixels to effect an image of painterliness.

## **Punch Hole in Image**

The Punch Hole rotates the center image so that the center disappears. To make Punch Hole in Image use slider control .To adjust size of hole choose a Value between -20 to 0. After adjusting click "OK"

## **Pixel Fix**

Bit resolution, or pixel fix, is a measurement of the number of bits of stored information per pixel. Bit resolution determines how much color information is available for each pixel in the file. Greater pixel fix means more available colors and more accurate color representation in the image.

To create Pixel Fix adjust slider control Value from 0 to 100 and click "OK".

## **Pyramid Extrude**

Pyramid Extrude - creates a waffleiron effect of the image.  
Pyramid Extrude allows you to monitor Size of pyramid using  
spin-edit control from 10 to 30



## **Rotate Effect**

The Rotate effect rotates the image according to the horizontal and vertical limits set in the Rotate dialog box. The rotation is applied as if the image were three-dimensional.

To Rotate image and choose a different color bgcolor select Value for degree of rotation and choose background color from Palette.

## **Sharpen Image**

The Sharpen effect provides more definition to blurry images by applying sharpening only when an edge is found. The

Sharp effect preserves the overall smoothness of the image and focuses only the edges.

Sharpen image - allows you to make image crisper or duller.  
Choose from Values -9 to 9.

## **Spray Effect**

The Spray effect applies the palette as if from a spray can .  
To make Spray image effect , you just choose Value and  
Random on spinedet controls and after that press "OK".

## **Tile Marker**

To create an image suitable for Tiling  
you just click on "Tile on Ok" and click "OK".  
The Image is quartered and duplicates of each  
quater are positioned at each corner.

## **Transition Effects**

Radio Buttons - choose transition effect:

- \* None
- \* Horizontal- Image is loaded using Horizontal bands.
- \* Vertical - Image is loaded using Vertical bands.
- \* Diagonal - Image appears by bands from corner.
- \* Squares - Image appears as checkerboard.
- \* Rectangle - Image appears from border to center in bands.  
and on spin-edit control you can adjust Delay (speed) and  
Thickness.  
Thickness can also determine speed.

## **Whirlpool**

To make a Whirlpool effect in the image use slider control Value between 0 to 1000.  
After adjusting, click "OK".

## **Wave Image**

Wave image effect distorts an image somewhat randomly but gives you greater control over the results. For example, the Wave effect can be used to create a marbling or abstract effect as well as a rippling effect.

To create Wave image you can use spin-edit control for Phase, Wave Length and Amplitude of Wave.

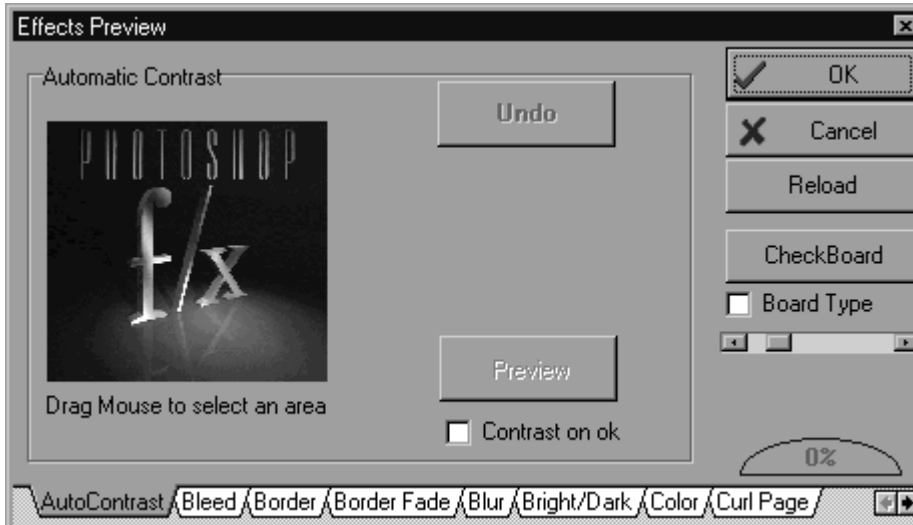




## **Threshold effect**

Select a value from 0-255 for two color ,everything below that value is one color the rest of the image is that second color.

## Manipulate



### 32 Different Variant to Manipulate images

[AutoContrast](#)

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[Pyramid Extrude](#)

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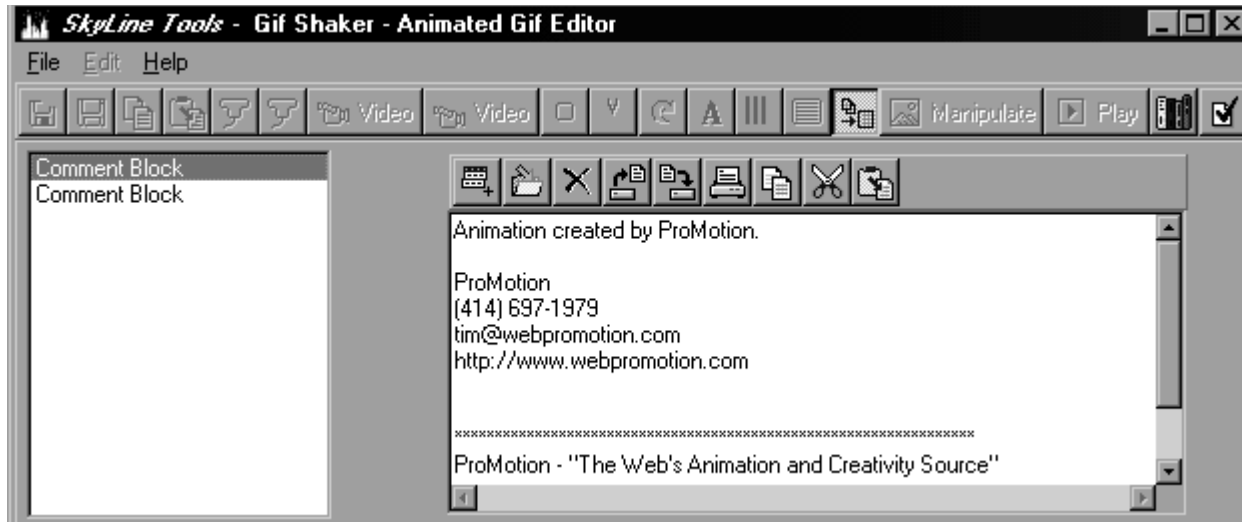
Threshold

Transitions

Whirl Pool

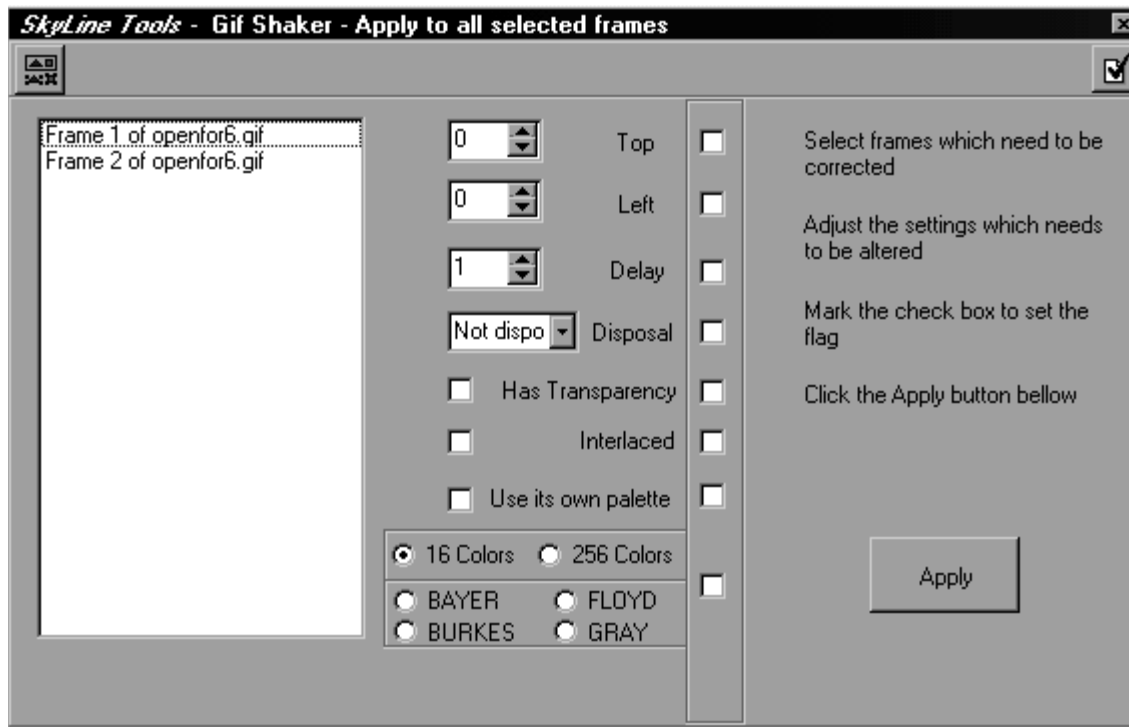
Wave Image

## Toggle between comments and frame editor



- \* Create a new Comment
- \* Save Current Comment
- \* Delete Comment
- \* Load comment from a text file
- \* Print current comment
- \* Copy selected text of the comment to the clipboard
- \* Cut selected text of the coment
- \* Paste comment from the clipboard
  - \* Save comment to text file

## Select Frames



This allows you, the Animated Gif Producer, the ability to edit each frame by these parameters:

- \* Top position of the frame-spin-edit button controls placement of image in frame.
- \* Left position of the frame-spin-edit button controls placement of image in frame.
- \* Delay in 100Sec-you control delay time for each frame.
- \* Disposal - How to edit the framing sequence.
- \* Has Transparency - Flag indicating that this frame has a transparent color, choose color.
- \* Interlaced - interlaced control.
- \* Use its own palette-Local Palette option.
- \* Flag the Top to be changed on Apply.
- \* Flag the Left to be changed on Apply.
- \* Flag the Delay to be changed on Apply.
- \* Flag the Disposal Method to be changed on Apply.
- \* Flag the Transparent Color to be changed on Apply.
- \* Flag the Interlaced to be changed on Apply.
- \* Flag the Palette to be changed on Apply.
- \* Convert the frame's color palette.
- \* Apply - Apply this to all selected frames.
- \* 16 Colors - Downscale frame to 16 colors.
- \* 256 Colors - Upscale frame to 256 colors.
- \* Bayer - Sets the dither method.
- \* Burkes - Sets the dither method.
- \* Floyd - Sets the dither method.
- \* Gray - Generate a Grayscale Image.



## **Color Palette**

### **Optimize Palette**

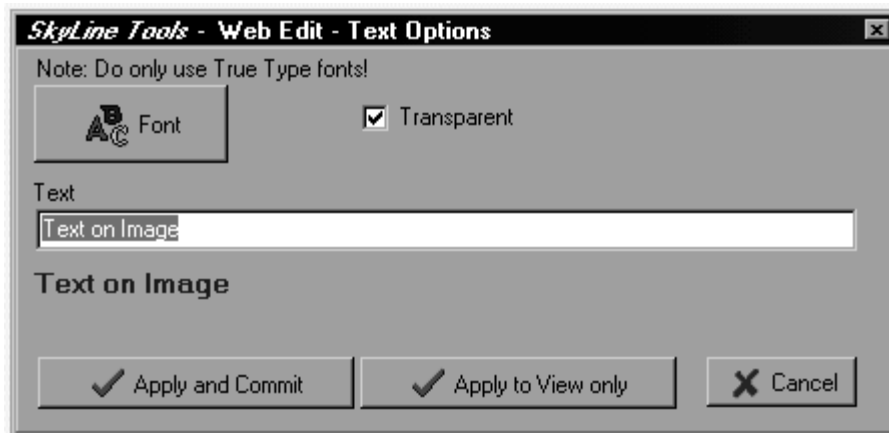
Best choice . This will generate an optimized palette from the Current color palette. All selected frames will then be matched with this optimized color palette.

### **Copy Palette**

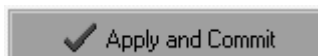
Replace the color palette from allselected frames with the current active color palette. Be aware than this choice can destroy your frames.

## Text on Image

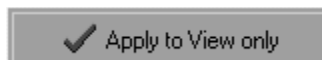
This program gives you the opportunity to write text on top of the image. If you click on the Command button "Text", you will see a sample on top of the image "Text on Image". To create your own text, Right click mouse on "Text on Image" to Edit text. On Text Form write your own text, choose font etc. After this you click on the button "Apply and Commit". This control picks up from text box your text and transfers it to the image.



Set the Font properties



Apply and burn the text into the selected frames



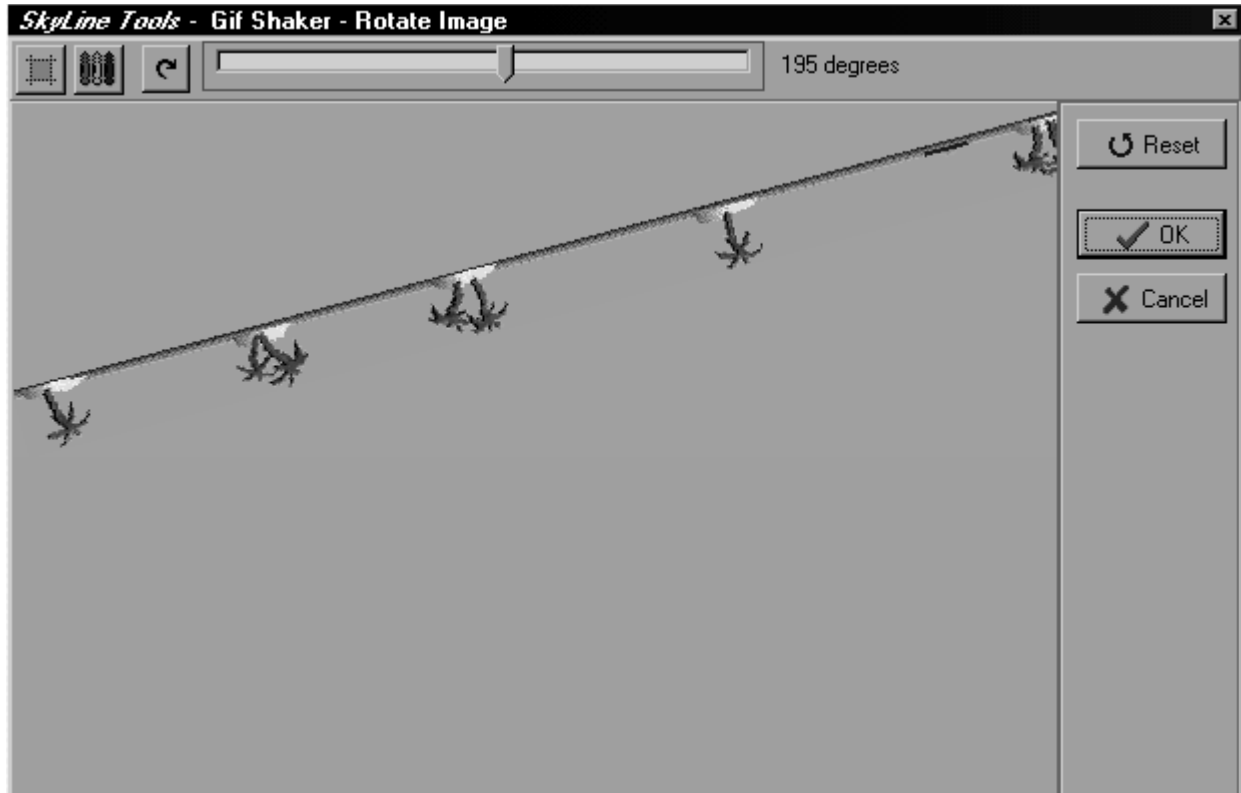
Apply but doesn't burn it in the image



## Rotate frame

One of the many great things in this program that you can Rotate images. The Rotate Frame rotates the image according to the horizontal and vertical limits set in the Rotate dialog box.

Rotates the selected item 360 Degrees to the right.



Stretch Image



Background Color



Rotate Frame

## **Crop the selected frames**

You use the Crop command to select part of an image and discard the rest. Left Click on the image and drag cursor to select an area, then at same time Right Click and release.

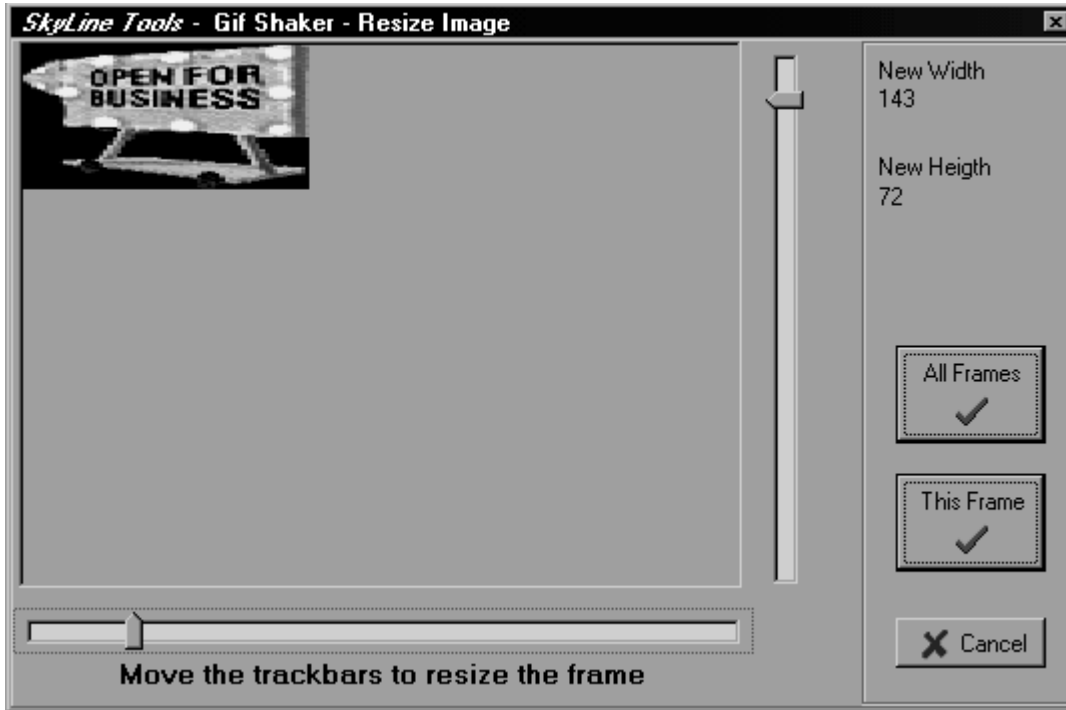
The area is selected to crop.

All Frame - apply to all selected frames.

This Frame - apply to current frame only.

## Resize

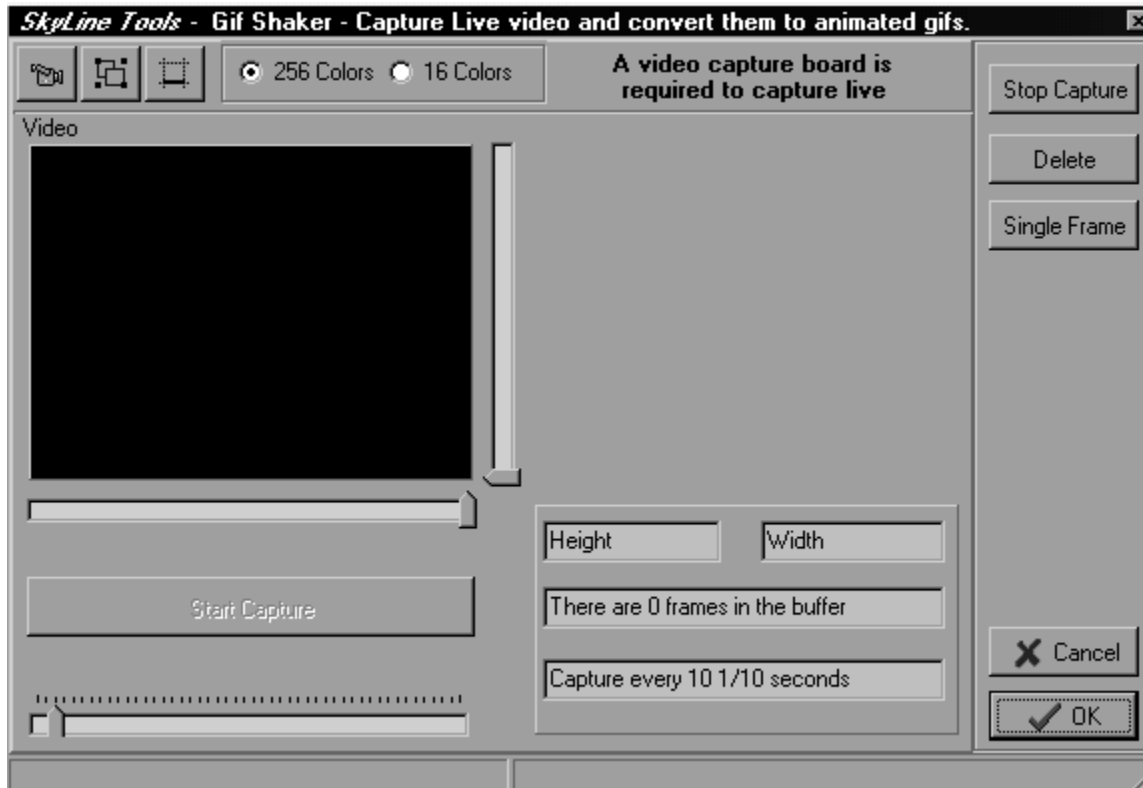
One of the great things about resize frame is that you can resize an object without losing image quality. The tools to do this are located on the Command Bar. The Resize command is used to create a new image of a different size and/or resolution. The width and height of the image can be adjusted by value or percentage. To Resize an image you use the sliders controls. The Vertical slider controls movement up or down and horizontal slider controls movement left or right.



All Frames - Apply to all selected frames  
This Frame - Apply to current frame only

## Live Video

Connect your video camera to your computer's ports and download the frames. Make your home video worthy of winning "America's funniest video" 10,000 prize.



### Button

### Description



Stop



Delete all capture frames  
If some frame are not needed, delete selected one



Capture a single frame  
Choose one frame at a time for smooth or jerky transition effects.



Set video to active



Preview video  
Look at Progress of production



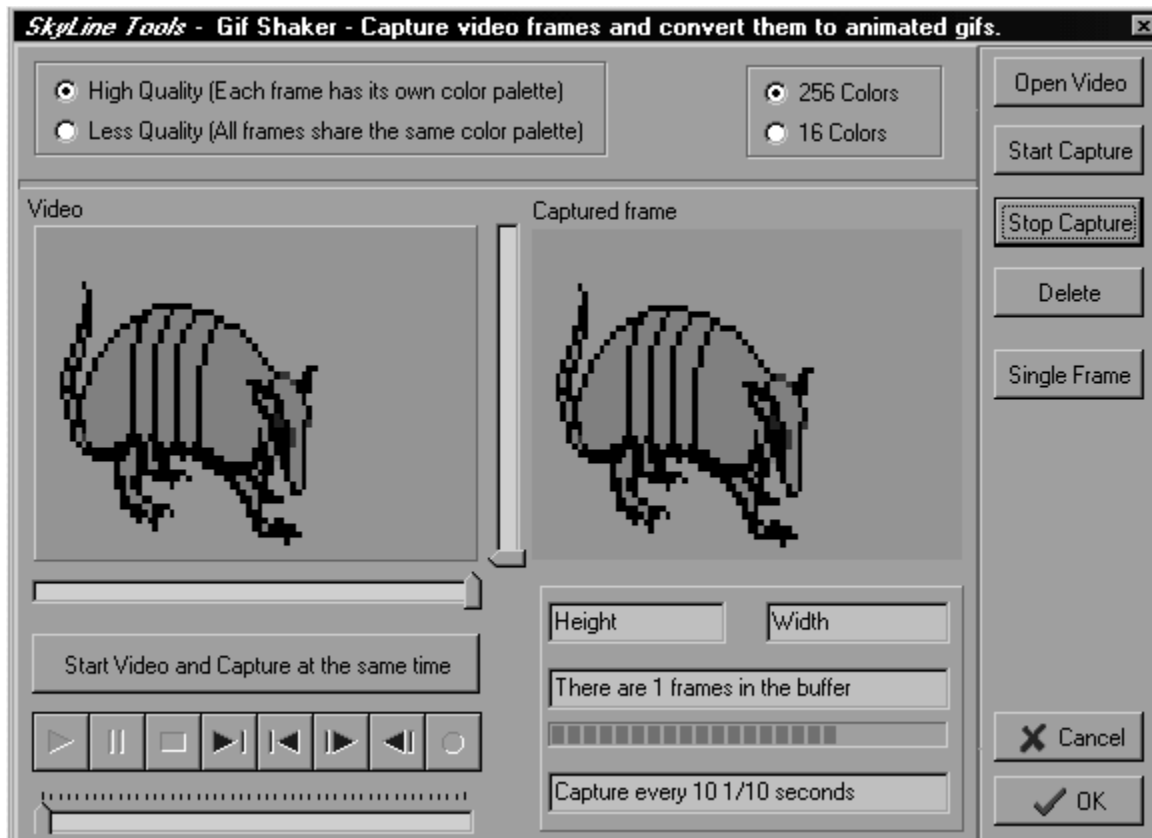
Use overlay

- \* 256 Colors - Generate a 256 Color frames
- \* 16 Colors - Generate a 16 Color frames



## VIDEO

The program allows you, as producer, to add AVI, MOV and MPEG sequences from AVI files or from live feed from video camera. You have the choice to manipulate each frame and change the playing sequences. Saving the animation will create an icon which can be played on your internet browser. Send it to your friends. Load it on your web page. Impress the world.



### Button

### Description

Open Video

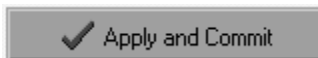
Open new video dialog Box  
To select AVI file you want to edit or capture sequences from to create a new animation.

Start Capture

Start capture of video frames to gif animation  
Click here to capture many frames of AVI or MOV or MPEG video that is loaded

Apply and Commit

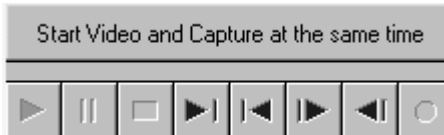
Stop capture  
Click here to stop frame grabber. You can begin grabbing again using start or single frame button.



Delete all capture frames  
Edit frames grabbed by selecting frames not wanted



Capture a single frame  
Grabs one frame at a time



Video control buttons

Active controls act like any video player, Play, Rewind etc.

- \* High Quality - Makes the best quality frames
- \* Less Quality - Makes less quality frames
- \* 256 Colors - Generate a 256 Color frames
- \* 16 Colors - Generate a 16 Color frames



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About Name

# **ImageLib GIF Shaker by SkyLine Tools**

**A division of Creative Development LTD.**

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## **Technical Support**

For responsive technical support, please E-Mail your questions to the appropriate person listed below. If your question is better explained over the telephone, please call (818)766-9899 and ask for technical support. For questions about our latest products, please visit our http site on the internet. The address is: <http://www.imagelib.com>

### **Technical support**

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Tech Line (818) 766-9899

For custom contract services, please E-Mail your requests or call (800) 404-3832 and ask for contract services.

## Installation Instructions

1. Run Setup.EXE from the disk.
2. 16 BIT: BACKUP YOUR \DELPHI\BIN\COMPLIB.DCL  
(Better safe than sorry).  
32 BIT: BACKUP YOUR \DELPHI 2.0 \BIN\CMPLIB32.  
DCL (Better safe than sorry).
3. Copy the IMAGELIB VCL files into the directory containing  
your 3rd party added VCLs: Make a separate directory for  
both the 16 and 32 bit VCL.
4. 16 BIT: Execute Delphi. From the menu bar in Delphi, select  
Options\Install components\Add and browse your 3rd party  
added VCLs directory. Select PMREG.PAS and press the OK  
button.  
  
32 BIT: Execute Delphi. From the menu bar in Delphi, select  
Component\Install\Add and browse your 3rd party added VCLs  
directory. Select PMREG.PAS and press the OK button.

### RUN THE DEMOALL.DPR FOR ALL NEW FEATURES

- + The main example project DEMOALL.DPR contains a button  
for help. If the help file is not in the same directory as the project,  
the example might not find the help file.

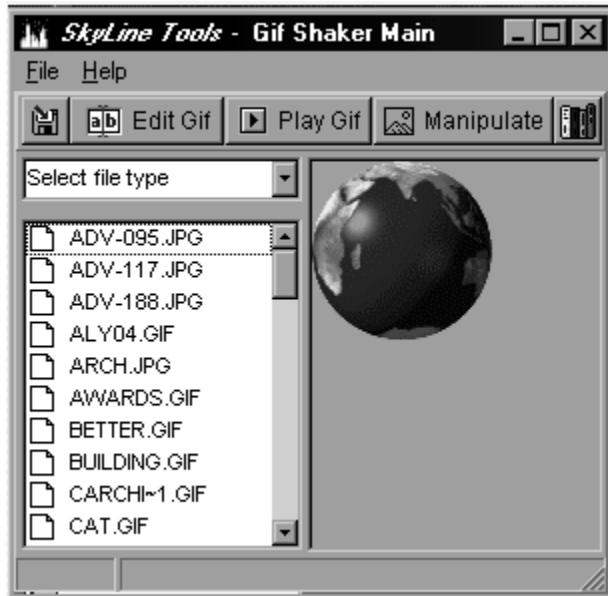
## **Save all selected frames to an animated gif**

You use the Save button on the AutoBar or the Save command on the File menu to update a previously saved image with your latest changes. Gif Shaker automatically overwrites the existing file with the new version. You should save your work periodically.

### **Save Options**

- \* All Frames
- \* Select Frames only
- \* All Frames to individual gif files
- \* Selected frames to individual gif files  
include comments

## Gif Shaker

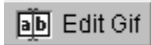


### Button

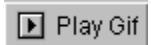
### Description



[Save changes to the active file.](#)



[Open Edit Gif \(When not a Gif file it will be converted\)](#)



[Play the current gif animation.](#)



[Manipulate the current gif](#)

[MenuBar](#)



## Working with 256 Color Pictures

A 256 color picture is made up of 256 solid colors. This mode is useful if you are creating pictures to view on-screen or if you don't have enough memory for 24 bit color pictures. **Gif Shaker** automatically converts a picture with fewer than 256 colors to 256 color when you open it.

- \* You can create, open, save, scan, and edit 256 color pictures with **Gif Shaker**. Colors not supported by your monitor are simulated on-screen and the original detail is retained in your picture.
- \* The color set in the palette of a 256 color picture defines the colors available for your picture.
- \* You can use Palette commands to adjust a single color, range of colors, or all the colors in your palette. However, the picture also will change.

Some tool types are unavailable for 256 color pictures. In addition, most tool types work best in 24 bit color or gray scale.

- \* The Tint Paintbrush, Blend Paintbrush, and Sharpen Paintbrush are unavailable for 256 color pictures.
- \* The AutoEnhance and Auto commands on the Image menu are unavailable for 256 color pictures.
- \* Diffuse and Remove Spots are the only Filter commands available for 256 color.
- \* Black Hole, Crumple, Crystallize, Fisheye Lens, Outline, Pixelate, and Twist are the only Special Effect commands available for 256 color picture.
- \* All Tune commands are available for 256 color pictures with the exception of Hue and Saturation.
- \* You can open 256 color pictures in the following formats: BMP, GIF, PCX, JPG, TIF and PNG
- \* You can save 256 color pictures in the following formats: BMP, GIF, PCX, ,JPG, TIF and PNG

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- \* You can save 256 color pictures in the following formats: BMP, GIF, PCX, JPG TIF and PNG

## **Save all selected frames to an animated gif**

You use the Save button on the AutoBar or the Save command on the File menu to update a previously saved image with your latest changes. Gif Shaker automatically overwrites the existing file with the new version. You should save your work periodically.

### **Save Options**

- \* All Frames
- \* Select Frames only
- \* All Frames to individual gif files
- \* Selected frames to individual gif files  
includes comments.

## **Insert new frame from file**

You choose the first Icon, "Insert New Frame From File" button on the AutoBar or the New command on the File menu to start a new Animated Gifs process . When you click on " Insert new frame from file" a window will appear with a List box of files to select from. You choose any one, and click on the file. That will load that image into the display window giving you the choice of insertion or for manipulation of Image.

## **Copy to the clipboard.**

You use the "Copy to the clipboard" from Command Bar or from Edit menu to copy a file. Select the area you want to copy and click on Copy from the Edit menu. Select a drive, directory and filename for the file or place you want to paste this Image.

## **Paste from the clipboard.**

You use the "Paste button" on the AutoBar or the Paste command on the Edit menu to paste an Image from the Clipboard into your Animated gif. Save for each change you make to the Animation.

## **Acquire Single Image**

### **Acquire Single Image**

This executes the Twain Manager provided by your twain device vendor and acquires a single image.

### **Acquire Multiple Images from Scanner**

Scans a batch of images and adds them to the animated gif.

In order to use this function you need a scanner with an Automatic Document Feeder.

### **Acquire Multiple Images from a Digital Camera**

Acquires a batch of images and adds them to the animated gif.

In order to use this function you need a digital camera.

## **Play GIF**

When frames are loaded and you want to see the action or animation of the frames with your particular settings, then click on Play GIF to set the animation in motion.

To stop animation, click on the check at the far right, and you'll go back to the Edit Gif interface. From there you can add new frames or edit the frames to effect the motion or presentation desired.



## **Select a twain acquire source.**

Choose the twain compliant device, digital camera scanner etc.

## **Polar Effect**

You are standing on the on North Pole and looking down,  
this view is giving wiht this effect. The first eye lens is similar

## **Exit**

The exit menu has a close option,choose same first .

## **Select all frames**

Click and drag mouse if more then one frame is wanted

## **Move one selected frame down**

Click on frame and drag down to new desired position on sequence

## **Move one selected frame up**

Select (highlight) frame by choosing.







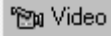
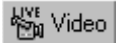



## **Delete selected frames**

Click on frame on click and if more then one is to be deleted. Prese delete button.

## Open Gif Shaker



### Command Bar

Button	Description
	<a href="#">Insert new frame from file</a>
	<a href="#">Save all selected frame to an animated gif</a>
	<a href="#">Copy to the clipboard.</a>
	<a href="#">Paste from the clipboard.</a>
	<a href="#">Select a twain acquire source.</a>
	<a href="#">Acquire single image</a>
	<a href="#">Make gif sequence from an AVI video file.</a>
	<a href="#">Make gif sequence from live video.</a>
	<a href="#">Resize the selected frames</a>
	<a href="#">Crop the selected frames.</a>
	<a href="#">Rotate Frame</a>



A

Write text on top of selected frames.



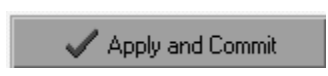
Color Palette management options



Select frames and apply settings.



Toggle between comments and frame editor



Manipulate the current image



Play the current gif animation.



About SkyLine tools.



Exit



Move one selected frame up



Select all frames



Delete selected frames



Move one selected frame down



Set the current color to the active window color

\*

Image Info

\*

Frame Info

\*

Palette info

## **Play GIF**

When frames are loaded and you want to see the action or animation of the frames with your particular settings, then click on Play GIF to set the animation in motion.

To stop animation, click on the check at the far right, and you'll go back to the Edit Gif interface. From there you can add new frames or edit the frames to effect the motion or presentation desired.

