

=====

Astound WebMotion
Trial Version 1.0 for Macintosh
Copyright 1997, Astound Incorporated
All Rights Reserved.

=====

Note : This is a trial version of Astound WebMotion 1.0 for Macintosh. This version will run for 30-days from the date of installation at which time it will become disabled. If you wish to continue using the product after the 30-day period expires, the full version is available from our web site at www.astound.com or by calling 888-4-ASTOUND (888-427-8686).

Documentation and Other Astound WebMotion Information

=====

To find out what's new with Astound WebMotion and check out our new samples, tips and tricks and other useful information, visit our web site at <http://www.astound.com>.

Additional File Format Support

=====

You can import additional graphic formats (JPEG, Photoshop, MacPaint and Silicon Graphics) into Astound WebMotion if you have Apple QuickTime™ version 2.5 on your system. This is available from Apple's website at <http://quicktime.apple.com>.

Using Astound Actors (*.ACT) from the Microsoft Windows Platform

=====

Only uncompressed actors from the Microsoft Windows platform can be opened by Astound WebMotion for Macintosh.

Astound WebMotion for Macintosh will only support 256 color actors that are created in Astound WebMotion for Microsoft Windows. If you have created actors in 16 bit or 24 color, you will need to save them again with you color resolution set to 256 colors.

Things to Remember When Creating Animations

=====

You may experience slower playback or loss of interactivity when playing back in Netscape Navigator or Internet Explorer on slower 68K machines. If this occurs, try lowering the animation speed (frame rate) of the animation.

When exporting a very tall or wide animation as an animated gif, you may experience an "Out Of Memory" error. To fix this you must allocate more memory to Astound WebMotion or decrease the dimensions of your animation.

The playback speed of animated gifs may differ depending on the browser used for playback. If consistent playback speed is important to you, export as a Java animation.

Remember, when creating animated gifs, sometimes less is more. Try to keep your animations small so they will download from your web site faster. Large animated gifs can slow down your web site considerably!