

Note on upgrading ANIMAC

When you have purchased ANIMAC, you are entitled to free incremental upgrades of the software. Major future revisions (with new features) will be available for a nominal upgrade fee. Current info on the status of ANIMAC and the latest version is available for downloading on the Internet at the address:

<http://www.sci.fi/~animato>

Loading the Software

Before you start using the software, make a backup copy of every disk delivered with the ANIMAC, and use only the copies - never the originals! Check that the original disks are locked before you copy them, and afterwards, put away the originals for safe storage. Refer to the Macintosh manual on how to lock and copy floppy disks.

Transfer all the programs and files from your copy of the ANIMAC Disk into a folder on your Mac's internal hard disk.

VERY IMPORTANT: Also install the camera's software, using the "Installer" on the camera software disk no 1. Follow the Installer's instructions. See the camera manual for details of that software installation. You can test that the camera installation is properly made by running the camera's own software. ANIMAC will not function without properly installed camera software.

When you open the folder containing the ANIMAC files, your desktop will look somewhat like this:

f the screen does not look like this, the "windows" may be closed or positioned so they cover one another. Refer to the Mac manual on handling and positioning windows and using folders.

IMPORTANT : Since ANIMAC requires the maximum available RAM memory to operate efficiently, you should avoid running other applications simultaneously. The number of drawings that can be handled in ANIMAC is directly proportional to the available memory.

It is very important to set the correct "Preferred Size" for ANIMAC. To do that, first quit all applications, so that only the Finder is listed in the application menu in the upper right corner of your screen. Then, check how much memory you have available in the Apple menu "About..." — note the number for "Largest Unused Block". Then, mark the ANIMAC icon by clicking on it once. Use the File "Get Info" menu, and set ANIMAC's "Preferred Size" to 500 - 800 K less than the "Largest Unused Block" number you noted. Close the info window. You now have the correct memory setting for ANIMAC, which leaves enough system memory for sound and printing.

IMPORTANT: If your Mac has more than 16 MB RAM, set ANIMAC's Preferred size to 16MB, provided you have that much free RAM!

ow close these two windows and start the Pencil Test Program by double-clicking on the ANIMAC icon. In a few seconds, the title screen with serial number and personalization will appear.

ote: Whenever a button is framed with a black line, you can use the Enter or Return keys on the keyboard instead of clicking the button with the mouse pointer. Usually, the framed button is the most probable choice.

The different ANIMAC "Icons" shown in the Finder are graphic symbols that describe what kind of program or file the icon represents:

his is the ANIMAC Pencil Test Program that is used for recording drawings and live-action sequences, to build exposure sheets, and generally work with the drawings and their timing.

his icon represents the "data" file that the ANIMAC Pencil Test program uses for storing important information on camera adjustments, timing, image size etc. It MUST be present in the same folder as ANIMAC. (If you want to place ANIMAC on the desktop, you can use an alias instead - see your Mac handbook on aliases!)

If this file is missing, ANIMAC will use default values, which are: timing and exposure sheet format 24 frames per second; aspect ratio 1:1,35; camera: brightness 50%, low contrast; all "save and open settings" ON; "show frames while loading" ON; "pop-up image" ON.

his is a file of animation drawings or other recorded images.

hese are exposure sheet and sound files that can be loaded together with animation files.

his is a file that contains the latest information on ANIMAC that may not be printed in this manual. Please double-click this file and read its contents before using ANIMAC for the first time!