

Animation Works

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Background Editor

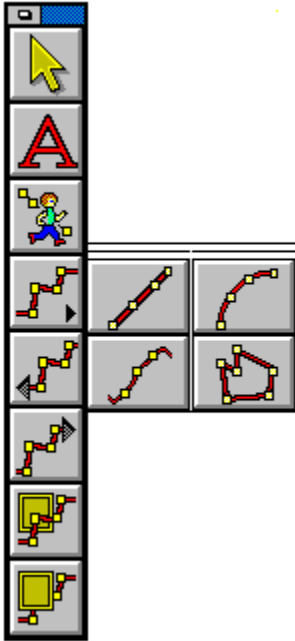
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Movie Editor Tools Window



The Tools window is located, by default, at the left edge of the Movie Editor window.

Selection Tool

QuickText Tool

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Path Tools

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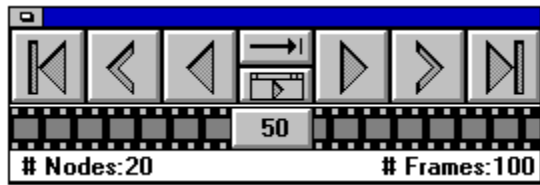
Insert Path Node After Tool

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Path To Front Tool

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Movie Editor Player Window



By default, the Player window is located on the bottom right corner of the Movie Editor window.

First Frame

Previous Frame

Play Backward

Play Forward

Next Frame

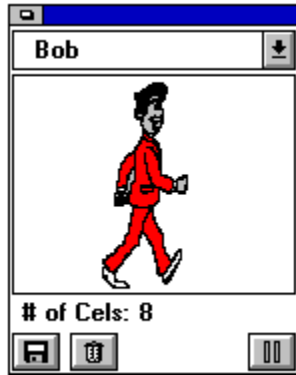
Last Frame

Play To End/Continuous

Full Screen Play/Movie Editor Play

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Movie Editor Actor Window



By default, the Actor window is located at the top right corner of the Movie Editor window.

Some actors may have a plus sign (+) to the left of their name in the Actor Window. This symbol indicates that the actor is currently an embedded resource.

Actor List Icon

Disk Icon

Trash Icon

Play/Pause Actor Preview Icon

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- Cel Sequence
- Delete
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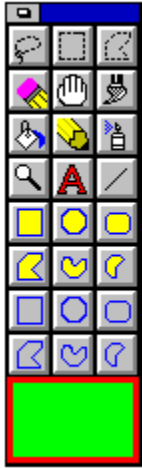
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Cel Editor Tools Window



The Tools window is located, by default, at the left edge of the Cel Editor window.

Selection Tools

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Eraser Tool

Grabber Tool

Paint Brush Tool

Paint Bucket Tool

Pencil Tool

Air Brush Tool

Zoom Tool

Text Tool

Straight Line Tool

Shape Tools

Rectangle Tool

Oval Tool

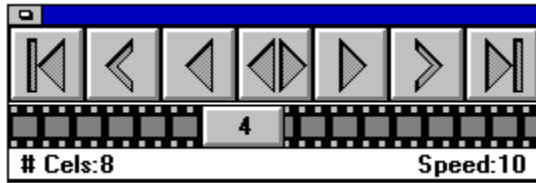
Rounded Rectangle Tool

Polygon Tool

Freehand Tool

Arc Tool

Cel Editor Actor Player Window



The Actor Player window is located by default at the bottom right edge of the Cel Editor window.

First Cel

Previous Cel

Play Backwards

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The Tools window is located, by default, at the left edge of the Background Editor window.

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Basic Concepts: Overview

Animation is a three-step process. First you create the actors, then you create the backgrounds, and finally, you assemble both into a movie. **Animation Works** supplies environments and tools for each of these steps.

The animated characters, or actors are created in individual, incremental images, called cels. If all the cels of an actor, for example a walking man, were painted on cards and laid out on a table, they would resemble a series of snapshots of the character's movement. Stacking the cards and flipping through them quickly would create the illusion of motion.

After the actors have been created, you then create the backgrounds. These are the pictures that form the backdrop for the scenes in your movie. Backgrounds may be larger than the actual frame size of your movie; this allows you to scroll through the backgrounds, giving the illusion of travel.

Once the actors and backgrounds have been created, they must be assembled into a movie. Movies consist of frames. Each frame consists of a background with actors in front of the background. The actors move along paths which start at a particular frame and end at some later frame. A path is the curve drawn through the positions of a specific actor in each frame. For example, if a man moves in a straight line from the left edge of the screen to the right edge over 20 frames, his path would be a line consisting of 20 points, each representing his position in a particular frame. The movie can contain an unlimited number of paths, and paths can move in front of or behind other paths.

Finally, effects such as sound may be added at any point within the scene.

Animation Works provides the three environments where you create the actors, the backgrounds, and assemble them into movies. The three environments are called the Cel Editor, the Background Editor, and the Movie Editor, respectively. You can move between these environments as often as you like.

Basic Concepts: The Movie Editor

The Movie Editor is the heart of **Animation Works**. The highly interactive nature of the Movie Editor allows you to view your movies, while you are creating them, as they would finally appear. If you were creating a movie by hand, you would start with a painted background. Stacks of cels painted on a clear plastic would be available to you, each stack representing an actor in the movie. You would create the first frame of your movie by overlaying a single cel from each stack, with the background showing through the clear plastic. You would then photograph the resulting image. For the next frame, you would again start with the painted background (perhaps offsetting it, if the background is scrolling) and overlay it with the next cel from each stack. You may shift the cel relative to its position in the previous frame if the actor is moving over the background. You would continue in this fashion for each frame in your movie; a tedious but inherently simple operation.

The Movie Editor works in a similar fashion, except that you create the motion of each actor completely before starting the next. For example, if you wanted a dog to run across your background, chased by a cat, you would first create a path for your dog actor by drawing a line from the left edge of your screen to the right. You would then specify the number of frames over which the dog runs across the screen. The fewer the number of frames, the faster the dog would seem to run (since you "flip" through 10 frames more quickly than through 20). The Movie Editor automatically creates the required number of frames, duplicating the background in each frame, cycling through the cels from the dog actor, and overlaying each cel, slightly shifted from its position in the previous frame. This process simulates motion.

To add the cat's path, you would then step through the movie to the point at which the cat would logically enter the scene, and then repeat the above process. When you create the cat's path, the cat is automatically forced in front of all other actors in this frame. This can be changed later if you change your mind. With the Movie Editor, you get constant feedback. The dog is still visible as you create the cat's path. When adding to your movies, you always see what you have previously created, making animation almost as simple as moving the mouse and clicking.

This concept of creating paths parallels that of a multitrack studio used in the music industry. A single musician can play several instruments in a song by recording the sound of each instrument as a separate track and then overlaying the tracks using a "mixer". The Movie Editor is essentially a mixer that allows you to create several paths and overlay them to create movies.

Basic Concepts: The Movie Editor Paths

Paths are central to **Animation Works**. They determine:

- where an actor should appear in each frame

- which cel of the actor is displayed in the frame

- whether the actor appears in front of, or behind, other actors

Each path is associated with an actor. However, the same actor can appear in multiple paths. Hence, if you want to create an animation of a flock of birds, you only need one bird actor.

The Movie Editor provides a variety of tools for creating paths. Tools such as line, arc, free hand, and polygon allow you to create regular shaped paths quickly and easily. For more complex motion, such as people walking, the Registered Motion tool allows you to create paths a frame at a time.

In addition to creating paths, the Movie Editor also includes tools you can use to modify existing paths. Entire paths or portions may be repositioned by simply clicking and dragging the mouse.

Basic Concepts: The Movie Editor Events

While paths exist across many frames, "Events" are attached to specific frames and initiate an action. There is no limit to the number of events that can occur within a movie. Some of the more important events available in the Movie Editor are:

Background

A Background event changes the background in the movie from the specified frame until another Background event occurs.

Wipe

This event is only available on a frame that has a Background event. The Wipe event allows you to create special transitions to introduce the new background.

Timing

The speed at which your movie plays is determined by the frame speed. For example, a 100-frame movie playing at 10 frames per second will last 10 seconds. The same movie playing at five frames per second will last 20 seconds. The Timing event allows you to vary the frame speed at any point in the movie. The new frame speed stays in effect until the next Timing event or the end of the movie.

Sound

One of the most compelling effects you can add to an animation is sound. Sound clips in WAV, MIDI or Compact Disc formats can be added to a movie starting at any frame. Most often, you would record a sound, time it, and coordinate the animation to the duration of the sound. At other times, you would create the animation first, and record the sound to fit. Either way, sound adds an extra dimension to your movie.

Loop

A Loop event allows you to repeat any portion of your movie a specified number of times.

In addition to the above list of events, other **Animation Works** events allow you to scroll your backgrounds horizontally or vertically, attach names to specific frames, change the color palette of a movie, or freeze the playback at any time for any duration.

Basic Concepts: The Cel Editor

The Cel Editor allows you to create cels, and group them into actors. The Cel Editor offers the same paint tools as the Background Editor. Its special function, however, is to help you create sequences of incrementally different images. Playing these cels together and in sequence gives the effect of animation.

Basic Concepts: The Cel Editor Onion Skin

Professional animators draw their actors on tracing paper. This enables them to see the previous images (the previous cel) while they are drawing the current one, thus ensuring that the movement is smooth from one cel to the next. This process is called "onion skinning".

The Cel Editor includes the option of an onion skin. When turned on, the onion skin displays a faint image of the previous or next cel on top of which you can draw the current cel. You can compare the changes in one image to the one before it, ensuring accurate work. For example, you can draw a character's body and use onion skin to accurately redraw the arms and legs to produce a walking effect.

Basic Concepts: The Cel Editor Registration

An important concept in animation is that of registration. Consider the example of a walking man painted on cards. Flipping through these cards will produce a smooth animation only if all the cards are correctly aligned or registered. Flip books used in the past worked well because all their pages were bound on one side and hence kept in alignment.

To ensure registration you first specify a point on each cel as the registration point. You then position the cels such that the registration points are on top of each other. The cels are now said to be in register. The trick behind correct registration is selecting appropriate registration points. In general, the point chosen on the actor should remain stationary throughout the actor's movement. In the walking man, for example, the tip of the foot that is on the ground remains stationary throughout the movement; otherwise, the actor would appear to be sliding.

The Cel Editor provides the tools for setting the registration points and also for automatically aligning, or registering, all cels in the actor.

Basic Concepts: The Cel Editor Transparent Color

The Transparent Color option of the Cel Editor is another tool provided by **Animation Works** to help you make realistic movies.

Before we discuss transparent colors, let us first describe the two basic types of colors found in a movie; these are foreground and background colors. When you create an actor, or modify an existing one, it usually has a color. The color of the actor in a movie is called the foreground color. When you bring the actor into the Movie Editor, you select a color for the background; this is called the background color. The background for your movies can be a color, a bitmap or a gradient (a combination of colors).

If you create a movie which consists of a red car travelling along a coastal highway, the foreground color will be red and the background color will be blue.

To understand the idea of transparent colors, consider the following scenario:

Suppose you want to make a movie of a red car with white windows travelling along a coastal highway. You load the actor (a bitmap file) into the Cel Editor and create cels to animate the car. You then go to the Movie Editor and draw a path for your actor. You select a blue background (blue water) for the actor's path. If you play this movie, you will notice that you can't see the water (blue background color) through the red body of the car; this is natural. You should be able to see the water (blue background color) through the windows of the car as it moves along the road; but that is not happening.

To achieve the realistic effect, you have to make the color of the windows in each cel of the actor transparent so that the windows are transparent throughout the movie. To create a cel so that its background is transparent in the movie, you would choose a color for its background that does not appear on the actor as the cel's transparent color (white in this example).

If you now play this movie, the water will be visible through the car windows as the car travels along the road.

Basic Concepts: The Background Editor

The Background Editor is a 256-color paint program. The Background Editor reads GIF, DIB and BMP files and writes DIB bitmap files. This means that you can create background images using any other paint program that supports one of the above formats and import the images into **Animation Works** to use as backgrounds for your movies. You can also scan images from other programs and use them as backgrounds in your movies.

Your **Animation Works** backgrounds can be of one of the following types:

- Bitmap

- Solid

- Gradient (created from a specified color palette)

Movie Editor Tools Window: Selection Tool



The Selection tool is used for selecting and moving paths and path nodes in the Movie Editor.

Paths represent the motion of an actor through the frames of the movie. Paths determine where the actor appears in each frame, which cel of the actor is displayed in the frame and whether the actor should be in front of, or behind, another actor in the frame.

A path is represented by a line with several points, called nodes, along it. These nodes represent the instance of the actor in each frame. The current node is the instance of the actor in the current frame and is shown by the appropriate cel image of the actor.

To select a path simply click the left mouse button once on the path's actor and the path becomes visible. Actors in the frame are shown with a dotted-line border around them when Options/Borders is selected.

The Selection tool can be used for the following:

- To redisplay the Adjust Path dialog - use the selection tool and double click the image of the actor. This will allow you to change the number of frames in a path, or the acceleration or deceleration.
- To change the Cel Sequence of a path - hold down the Shift key and double click the actor on screen. This will display the Cel Sequence dialog. Since Text Actors consist of only one cel holding the Shift key and double clicking a text actor on screen will bring up a text edit box with the text of the current actor in it.
- To move the entire path to another location on screen - click on the image of the actor and drag the path to the new location. To constrain this movement to be only horizontal or vertical, hold down the Shift key while moving the path. While moving paths, using the ctrl+arrow keys will move the cursor and the attached path one pixel in the direction of the arrow.
- To change the position of the selected actor in the current frame - hold down the spacebar and click and drag the actor's image to the new position. Holding down the Shift key while moving the actor's image will constrain the movement to be only horizontal or vertical. While moving the actor, using the ctrl+arrow keys will move the cursor and attached actor one pixel in the direction of the arrow.
- To change the cel image of the selected actor to another in its cel sequence - hold down the Shift key and press the left or right arrow keys. The Shift + Left arrow key sequence cycles backwards through the cels of the actor, while the Shift + Right arrow key sequence cycles forwards.
- To change the position of any node along an actor's path - hold the mouse button down while the pointer is over the node and drag. Holding down the Shift key while moving the node will constrain the movement to be only horizontal or vertical. While moving the node, using the ctrl+arrow keys will move the cursor and attached node one pixel in the direction of the arrow.

You will notice that the cursor changes to four arrows pointing inward when your cursor is over a node. When you click to begin dragging the node, the cursor will change to four arrows pointing out.

Related Topics:

[Basic Concepts: The Movie Editor](#)

Movie Editor Tools Window: QuickText Tool



To create text actors

1. Select the Quick Text tool.

A text editing box is displayed, in which you can enter and edit text. You can resize the text edit box by positioning the pointer over any of the borders of the box and dragging to the desired size. You can move the text edit box by positioning the pointer over the title bar at the top of the window and dragging.

2. Use the Attributes menu item in the Text menu to customize your text.
3. After entering the desired text, click on the Selection tool, or press the Esc key, to close the text box.

You will be asked to name the text actor. The default name of the actor is the first line of text in the text editing box.

The text is placed into memory as an actor, and is displayed in the Actor window. This allows you to immediately start using one of the path tools to place the Quick Text actor into your movie.

Quick Text actors are placed into movies just like all other actors.

Related Topics:

[Movie Editor Menus: Text Attributes](#)

Movie Editor Tools Window: Registered Motion Tool



To create a path by clicking at points in the Movie Editor's window (stage)

1. Select the Registered Motion tool.

The actor shown in the Actor window is attached to the cursor.

2. Click on the screen.

With each click on the screen, one cel of the actor is placed into the movie on the current frame. The movie automatically advances to the next frame. Clicking on the screen five times, for example, creates a path placing five cels of the actor into five frames of the movie; i.e., one cel in each of the five frames.

Each time you click the mouse button, the actor advances to the next or previous cel in its cel sequence. The direction of the advance is set by the Options/Cel Sequence command. The cels of the actor are cycled through as you continue clicking the mouse button.

3. To end creating a path, click on the Selection tool or press the Esc key.

The individual cels that you have positioned are joined to create a path.

If, while creating the path, you want to change the current cel that is attached to the cursor, hold down the Shift key and press the left or right arrow key. The Shift + Left arrow key sequence cycles you backward through the previous cels of the actor. The Shift + Right arrow key sequence cycles you forward through the next cels of the actor.

Related Topics:

[Basic Concepts: The Cel Editor](#)

[Basic Concepts: The Cel Editor Registration](#)

[Movie Editor Menus: Options Cel Sequence Mode](#)

Movie Editor Tools Window: Path Tools Icon



To place an actor into a movie along a path

A path is an actor's course of action. It tells the actor where to be on each frame of the movie.

1. Click and hold the mouse button on the Path Tools icon.

A window with four other icons (tools) from which to choose is displayed.

2. Select one of the path tools.

Hold the mouse button down while you drag over the desired tool button. The tool buttons depress as you drag over them. Release the mouse button when the desired tool button is depressed.

All the path tools, when selected, use the actor shown in the Actor window.

3. Depending on the path tool you have chosen, either draw out the path, or set the start position.

See the section on the individual path tools below for more information about drawing and setting starting points.

Once the path has been drawn the Adjust Path dialog box is displayed.

4. Set the number of frames it will take the actor to get from the beginning to the end of the path.

Adjusting the "in-betweening" for the movement of the actor across the screen is achieved by setting the number of frames for the path.

In-betweening refers to the distance the actor travels across the screen from one frame to the next. If this distance is too great (i.e., the number of frames specified is too low) the actor appears to jump across the screen instead of moving smoothly. If the in-between distance is too small (i.e., the number of frames is too high) the actor may take too much time to get from its starting position to its ending position. You must often compromise between smoothness of motion and speed of travel.

The Adjust Path dialog box also enables you to set an acceleration and deceleration factor for the beginning and end of the path. See the section on Adjust Path, for more information on Acceleration and Deceleration.

The choice of which cel of the actor is shown in each frame of the movie is determined by the Cel Sequence Mode item of the Options menu. The choices for cel direction are: forward, reverse, ping-pong, and still frame.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Straight Line Path Tool](#)

[Freehand Path Tool](#)

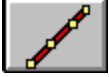
[Curved Path Tool](#)

Polygon Path Tool

Path Adjust

Options Cel Sequence Mode

Movie Editor Tools Window: Straight Line Path Tool



To create a straight line path

1. Hold down the mouse button and drag the mouse to draw the line.

Holding down the Shift key while dragging out the line constrains the line to horizontal, vertical, or 45-degree angle directions.

Using the ctrl+arrow keys, while the actor is attached to your cursor or while dragging out the path, will move the cursor and actor one pixel in the direction of the arrow.

2. Release the mouse button.

The Adjust Path dialog box is displayed.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Tools Window: Path Tools Icon](#)

[Path Adjust](#)

Movie Editor Tools Window: Freehand Path Tool



To animate an actor along a freely drawn path

1. Position the cursor where you want the path to start.
2. Hold down the mouse button and drag around the stage.
3. Release the mouse button to complete the path.

The Adjust Path dialog box is displayed.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Tools Window: Path Tools Icon](#)

[Path Adjust](#)

Movie Editor Tools Window: Curved Path Tool



To create a circular arc path

1. Drag the mouse with the left button pressed to define the size and shape of the oval or circle that contains the desired arc.

Holding down the Shift key while dragging out the oval constrains it to a circle.

Using the ctrl+arrow keys, while the actor is attached to your cursor or while dragging out the path, will move the cursor and actor one pixel in the direction of the arrow.

2. Release the mouse button when the desired oval or circle has been drawn.

The next step is to select the segment of the oval or circle that you want your actor to follow. As you move the pointer around the stage you will see a line extending from the center of the oval or circle to the cursor.

3. Position the pointer so that the line is at the starting point of the desired segment.

4. Hold the mouse button down and drag in the direction of your path.

The segment is drawn on your screen as you drag the mouse.

Holding down the Shift key while dragging out the segment constrains the segment to 45-degree angles or multiples of 1/8th of the oval or circle.

5. When you are finished dragging out the desired segment, release the mouse button.

The Adjust Path dialog box is displayed.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Tools Window: Path Tools Icon](#)

[Path Adjust](#)

Movie Editor Tools Window: Polygon Path Tool



To animate an actor along a polygonal path

1. Click at different points in the Movie Editor's window (stage).

Each point is joined to the previous one by a straight line.

Holding down the Shift key constrains the current line segment to 45-degree angles.

Using the ctrl+arrow keys, while the actor is attached to your cursor or while dragging out the path, will move the cursor and actor one pixel in the direction of the arrow.

2. To end the path, double-click the mouse button.

The Adjust Path dialog box is displayed.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Tools Window: Path Tools Icon](#)

[Path Adjust](#)

Movie Editor Tools Window: Insert Path Node After Tool



This tool places you in insert mode, allowing you to insert path nodes after the current frame of the selected path.

After clicking on the Insert Path Node After icon, you select the path tool to use for inserting by clicking on the [path tool's icon](#).

While in insert mode, you can use any of the path tools by simply selecting one of them. This allows you to combine path effects. For example, you can start with a straight line, add a curved line, and then add a freehand path.

After creating each portion of a path with a path tool, the Adjust Path dialog box is displayed and you can specify the number of frames that segment of the path is to have. Clicking on the OK button in the Adjust Path dialog returns you to the [Registered Motion tool](#) mode where you can continue inserting path nodes. Click on the [Selection tool](#) to finish inserting path nodes.

Related Topics:

[Movie Editor Menus: Path Adjust](#)

[Insert Path Node Before Tool](#)

Movie Editor Tools Window: Insert Path Node Before Tool



This tool places you in insert mode, allowing you to insert path nodes before the current frame of the selected path.

After clicking on the Insert Path Node Before icon, you select the path tool to use for inserting by clicking on the [path tool's icon](#).

While in insert mode, you can use any of the path tools by simply selecting one of them. This allows you to combine path effects. For example, you can start with a straight line, add a curved line, and then add a freehand path.

After creating each portion of a path with a path tool, the Adjust Path dialog box is displayed and you can specify the number of frames that segment of the path is to have. Clicking on the OK button in the Adjust Path dialog returns you to the [Registered Motion tool](#) mode where you can continue inserting path nodes. Click on the [Selection tool](#) to finish inserting path nodes.

Related Topics:

[Movie Editor Menus: Path Adjust](#)

[Insert Path Node After Tool](#)

Movie Editor Tools Window: Path To Front Tool



This option moves the selected path or part of the path one or more layers to the front. The following options are available with this tool:

Clicking on the Path To Front icon moves the entire path one layer closer to the front.

Double clicking on the Path to Front icon moves the entire path to the foremost layer.

Holding down the Shift key and clicking on the Path To Front icon moves the current node one layer closer to the front.

Holding down the Shift key and double clicking on the Path To Front icon moves the current node to the foremost layer.

Holding down the Ctrl key and clicking on the Path To Front icon moves the first node of the path to the current node one layer closer to the front.

Holding down the Ctrl key and double clicking on the Path To Front icon moves the first node of the path to the current node to the foremost layer.

Holding down the Alt key and clicking on the Path To Front icon moves the current node to the end of the path one layer closer to the front.

Holding down the Alt key and double clicking on the Path To Front icon moves the current node to the end of the path to the foremost layer.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Path To Back Tool](#)

Movie Editor Tools Window: Path To Back Tool



This tool pushes the selected path or part of a path one or more layers to the back. The following options are available with this tool:

Clicking on the Path To Back icon moves the entire path one layer to the back.

Double clicking on the Path To Back icon moves the entire path to the rearmost layer.

Holding down the Shift key and clicking on the Path To Back icon moves the current node one layer closer to the back.

Holding down the Shift key and double clicking on the Path To Back icon moves the current node to the rearmost layer.

Holding down the Ctrl key and clicking on the Path To Back icon moves the first node of the path to the current node one layer closer to the rearmost layer.

Holding down the Ctrl key and double clicking on the Path To Back icon moves the first node of the path to the current node to the rearmost layer.

Holding down the Alt key and clicking on the Path To Back icon moves the current node to the end of the path one layer to the back.

Holding down the Alt key and double clicking on the Path To Back icon moves the current node to the end of the path to the rearmost layer.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Path To Front Tool](#)

Movie Editor Player Window: First Frame



Clicking on this button rewinds your movie to its first frame.

Related Topics:

[Basic Concepts: The Movie Editor](#)

[Next Frame](#)

[Last Frame](#)

Movie Editor Player Window: Previous Frame



Clicking on this button rewinds the movie one frame.

Related Topics:

[Basic Concepts: The Movie Editor](#)

[Next Frame](#)

Movie Editor Player Window: Play Backward



Clicking on this button plays the movie backwards starting at the current frame. Note that only video events will be played backwards; sound events, for example, will not be played in reverse.

Related Topics:

[Basic Concepts: The Movie Editor](#)

[Play Forward](#)

[Play To End/Continuous](#)

[Full Screen Play/Movie Editor Play](#)

[Movie Editor Menus: Event Sound](#)

Movie Editor Player Window: Play Forward



Clicking on this button plays the movie in the forward direction.

Related Topics:

[Basic Concepts: The Movie Editor](#)

[Play Backward](#)

[Play To End/Continuous](#)

[Full Screen Play/Movie Editor Play](#)

Movie Editor Player Window: Next Frame



Clicking on this button advances the movie one frame.

Related Topics:

[Basic Concepts: The Movie Editor](#)

[Previous Frame](#)

[First Frame](#)

Movie Editor Player Window: Last Frame



Clicking on this button advances the movie to the last frame.

Related Topics:

[Basic Concepts: The Movie Editor](#)

[Previous Frame](#)

[First Frame](#)

Movie Editor Player Window: Play To End/Continuous

Clicking on this button toggles between Play to End and Continuous Play. This feature takes effect in both the Movie Editor and Full Screen Play environments and for both forward and backward play.

When Play to End is selected and the movie is played in the forward direction, the movie plays to the last frame and stops.



When the movie is played in the reverse direction the movie plays to the first frame and stops.

When Continuous Play is selected and the movie is played in the forward direction, the movie plays to the last frame and then starts playing over from the beginning. This continues indefinitely until the movie is stopped.



When playing the movie backwards, the movie plays backwards to the first frame and then continues playing backwards from the last frame. This continues indefinitely until the movie is stopped.

A movie is stopped when the user presses the Esc key.

Related Topics:

[Basic Concepts: The Movie Editor](#)

[Full Screen Play/Movie Editor Play](#)

[Play Backward](#)

[Play Forward](#)

Movie Editor Player Window: Full Screen Play/Movie Editor Play

Clicking on this button toggles between playing the movie in the Movie Editor Play environment or in the Full Screen Play environment.

In the Movie Editor Play environment, the movie plays within the editor's window. All the tools and player controls remain visible while the movie is playing.



This is often used in editing, where it is useful to see controls such as the frame counter, while the movie is playing.

In Full Screen Play mode, the entire screen is filled with the animation. Windows, window borders, the menu bar, and anything else will be hidden.



Animations may run faster in this mode than in the Movie Editor Play mode. This is also the mode you would use when presenting your movie.

Related Topics:

[Basic Concepts: The Movie Editor](#)

[Play Backward](#)

[Play Forward](#)

[Play To End/Continuous](#)

Movie Editor Player Window: Frame Scroll Bar

This scroll bar reflects the frames of the entire animation. The number in the box on the scroll bar (called the Frame Counter box) is the frame number of the current frame.

Dragging the Frame Counter box along the scroll bar allows you to scroll through the frames of your movie. Holding down the Ctrl key while dragging the Frame Counter box prevents the frame from updating until you release the mouse button.

The Frame Scroll Bar is a percentage bar; clicking in the middle of the bar takes you to the middle of the movie, clicking three quarters of the way along the scroll bar takes you three quarters of the way through your movie. The Frame Counter box will move to the spot that you clicked on the scroll bar.

Related Topics:

[Basic Concepts: The Movie Editor](#)

Movie Editor Actor Window: Actor List Icon

Click on the down arrow at the top of the Actor window to display a drop down list with the names of all actors currently loaded into memory.

Click on the desired actor's name in list.

The selected actor will now be displayed in the preview area. You can animate the actor in the preview area by clicking on the Play/Pause button at the bottom right corner of the Actor window.

Related Topics:

[Basic Concepts: Overview](#)

Movie Editor Actor Window: Disk Icon



Clicking on the Disk icon displays the Open Actor dialog box, allowing you to retrieve any actor from disk. Select the actor file you wish to load, then click on the Open button.

Related Topics:

[Basic Concepts: Overview](#)

[Cel Editor Menus: File Open](#)

Movie Editor Actor Window: Trash Icon



Clicking on the Trash icon deletes the selected actor from memory.

A warning is displayed if you attempt to delete an actor that is being used in the movie.

Related Topics:

[Basic Concepts: Overview](#)

Movie Editor Actor Window: Play/Pause Actor Preview Icon



This button toggles the previewing of the current actor in the actor window. When playing, the current actor is previewed in the actor window. When paused, the current actor is only shown frozen in the actor window.

Related Topics:

[Basic Concepts: Overview](#)

[Cel Editor Menus: File Open](#)

Movie Editor Menus: File Menu

The commands under the File menu allow you to start a new movie, open an existing movie, insert a movie into another, save a movie or a frame of a movie, reload a previously saved movie, and exit **Animation Works**.

Related Topics:

[New](#)

[Open](#)

[Insert](#)

[Save](#)

[Save As](#)

[Create Backup](#)

[Revert to Saved](#)

[Save Frame](#)

[Save Settings on Exit](#)

[Exit All AW Editors](#)

[Exit AW Movie Editor](#)

Movie Editor Menus: File New

This command creates a new untitled movie of one frame for you to work with.

Related Topics:

[Movie Editor Menus: File Menu](#)

Movie Editor Menus: File Open

This command displays the Open Movie dialog box which allows you to select a movie from disk.

A Purge Resources dialog box may appear. Resources are backgrounds, actors, etc that resides in memory. Selecting to purge the resources will release them from memory.

Related Topics:

[Movie Editor Menus: File Menu](#)

Movie Editor Menus: File Insert

This command allows you to insert a movie saved on disk into the current movie. Selecting this command displays the Insert Movie dialog box. Options for inserting movies are:

- Insert before current frame.
- Inserts the new movie before the current frame.
- Insert after current frame.
- Inserts the new movie after the current frame.
- Overlap movie.

Clicking on the OK button displays the Open Movie dialog box, allowing you to select the movie you want to insert from disk.

When using the insert before or insert after options, the new movie uses its own set of events. When the new movie ends, you have the option of either keeping those events in effect as the original movie begins playing again, or reverting back to the events that were in use before the new movie started.

To revert to the original events

1. Select the Restore original events when done checkbox.

If you select the Overlap movie option, the palettes from the current movie are used for both movies. As the new movie is loaded, you will have the option to remap the actors of the new movie to the current palette of the current movie. Choosing to remap the actors will make them look as similar to the original palette as possible.

Related Topics:

[Movie Editor Menus: File Menu](#)

Movie Editor Menus: File Save

This command saves the current movie as a non-embedded file. This saves the movie under the filename last selected in the Save As dialog box; the version on disk is overwritten.

If the movie has not been previously saved, choosing the Save command prompts you with the Save Movie As dialog box. You can name the movie and select the directory where you want the movie saved. (See Save As for an explanation of the other available options in the Save As dialog.)

When using the Save command, elements such as actors, backgrounds and sounds are not saved with the movie; instead, the movie simply stores the name of the file it needs and all relevant information about paths and event structures.

In cases where a number of movies are all using the same actors, significant savings in disk space can be achieved by saving your movies in a non-embedded format.

Any actors or backgrounds not saved as individual movie components are automatically embedded in the movie when you choose the Save command. (See Save in the Cel Editor section of this chapter for more information on saving the individual components of movies.)

Related Topics:

[Movie Editor Menus: File Menu](#)

[Save As](#)

[Cel Editor Menus: File Save](#)

Movie Editor Menus: File Save As

This command displays the Save Movie As dialog box which allows you to specify a new name for the copy of the movie you want to save and the location you want to save it in.

The Save As command allows you to save your movie in one of two formats:

Save Non-Embedded

(the Embedded feature on the Save Movie As dialog box is turned off)

Generally, Save Non-embedded saves only the path and event structures of the movie. Only the filenames of the actors, backgrounds, and sounds are saved, resulting in smaller file sizes. However, those actors and backgrounds that were created during the session and were not saved on disk, are also saved with the movie.

Saving actors and backgrounds individually and using them as shared components in a number of movies is the recommended method of saving under normal circumstances. This method results in the efficient use of disk space.

Save Embedded

Saves a copy of the movie with all the components the movie requires; all the actors, backgrounds, sounds, paths, events, etc. are embedded in the movie.

This is useful for movies that you intend to distribute or transfer to another machine. Save Embedded saves everything relevant to the movie in one file. The only exceptions are Compact Disk sounds and MIDI data.

Using the Embedded option to save a copy of the movie resets the Save command so that the next time the Save command is selected, you will be prompted with the Save Movie As dialog box. This prevents the embedded movie from accidentally being overwritten by the Save command. The Save command always uses the default non-embedded format.

Compressed

You also have the option of turning on image compression. This will save the files in a compressed format which decreases load and save times as well as reduce the amount of disk space used.

Related Topics:

[Movie Editor Menus: File Menu](#)

[Save As](#)

Movie Editor Menus: File Create Backup

The File/Save command normally writes over the older version of the movie you are saving. If the Create Backup menu option is turned on, Animation Works will first rename the original movie to have the filename extension .BAK. When this option is on, more disk space will be used, because two copies of the movie will be present on disk (the current version and the previous version).

Related Topics:

Movie Editor Menus: File Menu

Save As

Save

Movie Editor Menus: File Revert to Saved

This command reloads from disk the most recently saved version of the movie you are working on. Any changes made to the movie since it was last saved will not be retained.

If the movie has never been previously saved, this option is unavailable.

Related Topics:

[Movie Editor Menus: File Menu](#)

[Save As](#)

[Save](#)

Movie Editor Menus: File Save Frame

This command allows you to save the current frame as a bitmap file (with the filename extension .DIB). Selecting this command displays the Save Frame dialog box. Specify a name in the Filename edit box.

Related Topics:

[Movie Editor Menus: File Menu](#)

Movie Editor Menus: Save Settings On Exit

The Save Settings on Exit command allows you to save your current preferences so that they will be used again the next time you run the editor.

Related Topics:

[Movie Editor Menus: File Menu](#)

Movie Editor Menus: File Exit All AW Editors

This command will close down all of the **Animation Works** editors which are currently running.

If there are any changes not previously saved, you are prompted to save them before you exit **Animation Works**.

If you hold down the Shift key while selecting this command, your current preferences will be used the next time you run the editor and you will not close down all of the **Animation Works** editors.

Related Topics:

[Movie Editor Menus: File Menu](#)

Movie Editor Menus: File Exit AW Movie Editor

This command exits the Animation Works Movie Editor.

If there are any changes not previously saved, you are prompted to save them before you exit the Movie Editor.

If you hold down the Shift key while selecting this command, your current preferences will be used the next time you run the editor and you will not exit the Animation Works Movie Editor

Related Topics:

[Movie Editor Menus: File Menu](#)

Movie Editor Menus: Edit Menu

Although Animation Works is compatible with Microsoft Windows, the Movie Editor does not use the Windows Clipboard for the Cut, Copy or Paste commands described below. Instead, the Movie Editor uses its own special paste and delete buffers for these commands. You can not paste items in these special buffers to another application; nor can you copy data from another application and paste it into the Movie Editor.

Related Topics:

[Undo](#)

[Delete](#)

[View](#)

[Basic Concepts: The Movie Editor](#)

Movie Editor Menus: Edit Undo

When you select this command, the Movie Editor will undo your most recent action (if possible). This feature makes it easier for you to experiment with the placement of paths. If you delete a path and decide you don't like the result, select the Undo command to change it back.

The Undo menu item changes to reflect the last editing function performed. For example, if you use the Edit/Cut command to delete a path, the Edit menu will now contain the Undo Path Cut menu item.

Related Topics:

[Movie Editor Menus: Edit Menu](#)

Movie Editor Menus: Edit Cut

This command cuts the selected path out of the movie and places it in the Movie Editor's paste buffer.

Related Topics:

[Movie Editor Menus: Edit Menu](#)

Movie Editor Menus: Edit Copy

This command copies the selected path into the Movie Editor's paste buffer.

Related Topics:

[Movie Editor Menus: Edit Menu](#)

Movie Editor Menus: Edit Paste

This command pastes the most recent path that was cut or copied to the Movie Editor's special paste buffer into the movie starting at the current frame.

After choosing the Paste command, the path being pasted will attach itself to the cursor. Click the cursor at the position in the current frame where you want the path to start.

Related Topics:

[Movie Editor Menus: Edit Menu](#)

Movie Editor Menus: Edit Delete

This command removes the selected path from the Movie and puts it into the Movie Editor's special delete buffer.

Related Topics:

[Movie Editor Menus: Edit Menu](#)

Movie Editor Menus: Edit View

This command displays the contents of the Movie Editor's special buffers. The View command is disabled if the special buffers do not contain any images.

Selecting the View command displays the View Undo Buffers dialog box. This dialog box contains a list of paths saved in the special buffers. Paths that have been copied or cut are saved in the paste buffer with the name of the path appended to it. Paths that have been deleted are saved in the delete buffer with the name of the path appended. The name "Untitled" is appended if the path was not named.

If Preview is turned on, the selected path (and actor) is previewed in the Preview box.

The number of nodes in the selected path are displayed at the bottom of the dialog box.

The Attributes button displays the attributes attached to the selected path.

The Remove button removes the selected path from the special buffers.

The Done button returns you to the Movie Editor window.

Related Topics:

[Movie Editor Menus: Edit Menu](#)

[Movie Editor Menus: Path Attributes](#)

Movie Editor Menus: Text Menu

The Text menu contains commands used in conjunction with the Quick Text tool from the Tools window. With Quick Text the attributes affect all text in the actor you are currently creating. They will also become the default attributes for any text created afterwards.

Related Topics:

[Basic Concepts: The Movie Editor](#)

[Movie Editor Tools Window: QuickText Tool](#)

[Text Attributes](#)

[Text Edit](#)

Movie Editor Menus: Text Attributes

This command displays the Text Attributes dialog box which allows you to set display attributes for the selected text. These attributes are:

Typeface: This list box contains the names of typefaces available on your system.

Size: This lists the point sizes available for your system typefaces. You may also type in the desired point size.

Style: This lists the style options you can apply to your text. The available options are: Bold, Italic and Underline.

Alignment: This allows you to align your text as left justified, center justified, or as right justified. A check mark is placed beside the current alignment setting.

Word Wrap: When this feature is selected (a check mark appears beside it), text typed in the text entry box, using the Text tool, automatically wraps to the next line when it reaches the rightmost edge of the text box.

When word wrap is not selected, text stays on one line until you press the Enter key. This is useful when creating large titles that you want to scroll horizontally across the screen.

The default setting is Word Wrap on.

Color: This button displays the Select Color dialog box (showing the current color palette). You can then specify the color in which your text will appear. Click on the desired color and then click the OK button.

Related Topics:

[Movie Editor Menus: Text Menu](#)

Movie Editor Menus: Text Edit

This command displays the Edit Text Actor window containing the current text actor.

You can then edit or modify the text. While the Edit Text Actor window is displayed, you can also select the Text/Attributes command and change the attributes of the text. See the Attributes command described above.

Related Topics:

[Movie Editor Menus: Text Menu](#)

Movie Editor Menus: Options Menu

The commands under this menu allow you to toggle display and sound options on or off. These options include history, future, ghosting, borders, and sound. Another command under the menu allows you to set the sequence mode for the cels of your actor. The mode selected determines whether the cels are animated in a forward, backward, or ping-pong direction, or whether they remain still.

Related Topics:

[Basic Concepts: The Movie Editor](#)

[Cel Sequence Mode](#)

[Screen Settings](#)

[Purge Unused](#)

[History](#)

[Future](#)

[Ghosting](#)

[Borders](#)

[Sound](#)

Movie Editor Menus: Options Cel Sequence Mode

This command displays a sub-menu which allows you to set the default cel sequence for new paths. The cel sequence is the sequence in which the cels of an actor are displayed along the path.

Select Forward to animate the actor in a forward motion along the path. The path loops from the actor's first cel to its last and back to its first cel again.

Select Reverse to animate the actor in a reverse motion along the path. The path loops from the actor's last cel to its first and back to its last cel again.

Select Ping-Pong to animate the actor in a ping-pong or back-and-forth motion along the path. The path loops from the actor's first cel to its last and then backwards to its first cel again.

Select Still to display only one cel of the actor along the path.

This menu item sets the default sequence for new paths only. To change the cel sequence for existing paths use the Cel Sequence command in the Path Menu.

Related Topics:

[Movie Editor Menus: Path Cel Sequence](#)

[Movie Editor Menus: Options Menu](#)

Movie Editor Menus: Options Screen Settings

The Screen Settings dialog box is different than described in the manual. When you create a custom screen size you need only set the number of horizontal and vertical pixels for the screen you want to use.

In this dialog box you can specify the size of screen that you are using. You can select the screen size from the list of standard displays. You can set a custom display by setting the number of horizontal and vertical pixels in the Custom Screen Definition box.

This command is useful if your movie will be shown on monitors other than the one it was created on.

Related Topics:

[Movie Editor Menus: Options Menu](#)

Movie Editor Menus: Options Purge Unused

This command removes all unused backgrounds, actors, sounds, and wipes from memory. This is especially important where backgrounds are concerned. Backgrounds can take up significant amounts of memory and should be purged if not being used.

Related Topics:

[Movie Editor Menus: Options Menu](#)

Movie Editor Menus: Options History

This command toggles the History feature on and off. A checkmark is displayed next to the menu item when the feature is on.

When the History feature is on and you are editing in the Movie Editor, the position of the current actor in the previous frame is displayed. This is useful when you are using the Registered Motion tool to create a path.

Related Topics:

[Movie Editor Menus: Options Menu](#)

[Registered Motion Tool](#)

[Future](#)

Movie Editor Menus: Options Future

This command toggles the Future feature on and off. A checkmark is displayed next to the menu item when the feature is on.

Identical to the History feature described above, the Future feature displays future images instead of history images.

The number of history or future images displayed can be increased (up to a maximum of ten) by pressing the Shift + Up arrow key sequence, or decreased (to a minimum of one) by pressing the Shift + Down arrow key sequence.

The History and Future options only affect the selected path. The commands are used primarily for editing purposes. (Use the Strobe effect in the Path Attributes dialog box to achieve a permanent effect for the path.)

Related Topics:

[Movie Editor Menus: Options Menu](#)

[History](#)

Movie Editor Menus: Options Ghosting

This command toggles the Ghosting feature on and off. A checkmark is displayed next to the menu item when the feature is on.

If either the History or the Future feature is on, the Ghosting command determines whether the history and future images will be displayed in a solid or faint style.

Related Topics:

[Movie Editor Menus: Options Menu](#)

[History](#)

[Future](#)

Movie Editor Menus: Options Borders

This command toggles the borders feature on and off. A checkmark is displayed next to the menu item when the feature is on.

When on, all actors are displayed with a solid border around them. This option has no effect in Full Frame Play mode.

Related Topics:

[Movie Editor Menus: Options Menu](#)

[Movie Editor Player Window: Full Screen Play/Movie Editor Play](#)

Movie Editor Menus: Options Sound

This command toggles sound on and off. This allows you to prevent sounds from playing even if the current movie has sound events.

Related Topics:

[Movie Editor Menus: Options Menu](#)

[Movie Editor Menus: Event Sound](#)

Movie Editor Menus: GoTo Menu

The GoTo menu is a navigational tool. When you use the Marker command in the Event menu to give a name to a frame, this marker name is placed in the GoTo menu. Selecting a marker name from the GoTo menu makes the frame associated with that marker the current frame. If you get in the habit of setting marker events at key frames, it becomes very easy to navigate through your movie using the GoTo menu.

Related Topics:

[Basic Concepts: The Movie Editor](#)

[GoTo Cel Editor](#)

[GoTo Background Editor](#)

[GoTo Go To Frame #](#)

[GoTo Next Event](#)

[GoTo Next](#)

[GoTo Previous Event](#)

[GoTo Previous](#)

Movie Editor Menus: GoTo Cel Editor

This command invokes the Cel Editor application. If the Cel Editor was already running, it will be brought to the front (activated). Note that the Movie Editor application will not be closed; it is simply overlaid by the Cel Editor window.

Related Topics:

[Movie Editor Menus: GoTo Menu](#)

[Basic Concepts: The Cel Editor](#)

Movie Editor Menus: GoTo Background Editor

This command invokes the Background Editor. Note that the Movie Editor application will not be closed; it is simply overlaid by the Background Editor window.

Related Topics:

[Movie Editor Menus: GoTo Menu](#)

[Basic Concepts: The Background Editor](#)

Movie Editor Menus: GoTo Go to Frame #

This command displays a dialog box which allows you to specify the number of the frame to which you want to move. You are not allowed to enter a number larger than the total number of frames in the movie.

Related Topics:

[Movie Editor Menus: GoTo Menu](#)

Movie Editor Menus: GoTo Next Event

This command allows you to move to the next event. This menu item will change to a specific event depending on the event last selected by the [GoTo/Next command](#). For example, if the GoTo/Next/Sound command is selected, the Next Event menu item will change to Next Sound.

Related Topics:

[Movie Editor Menus: GoTo Menu](#)

[Basic Concepts: The Movie Editor Events](#)

Movie Editor Menus: GoTo Next

This command displays a sub-menu from which you can select the type of event to go to. You can choose from the following event types:

- The next Background event
- The next Scroll event
- The next Wipe event
- The next Sound event
- The next Palette event
- The next Timing event
- The next Play Control event
- The next Marker event
- The next Any (the next event of any type)

Related Topics:

[Movie Editor Menus: GoTo Menu](#)

[Basic Concepts: The Movie Editor Events](#)

[Movie Editor Menus: Event Menu](#)

Movie Editor Menus: GoTo Previous Event

This command allows you to move to the previous event. This menu item will change to a specific event depending on the event last selected by the [GoTo/Previous command](#). For example, if the GoTo/Previous/Background command is selected, the Previous Event menu item will change to Previous Background.

Related Topics:

[Movie Editor Menus: GoTo Menu](#)

Movie Editor Menus: GoTo Previous

This command displays a sub-menu from which you can select the type of event to go to. You can choose from the following event types:

- The previous Background event
- The previous Scroll event
- The previous Wipe event
- The previous Sound event
- The previous Palette event
- The previous Timing event
- The previous Play Control event
- The previous Marker event
- The previous Any (the previous event of any type)

Related Topics:

[Movie Editor Menus: GoTo Menu](#)

[Basic Concepts: The Movie Editor Events](#)

[Movie Editor Menus: Event Menu](#)

Movie Editor Menus: Frame Menu

This menu deals with the frames that comprise your movie. It allows you to add, duplicate or delete frames.

Related Topics:

[Add](#)

[Duplicate](#)

[Delete](#)

Movie Editor Menus: Frame Add

This command allows you to add one or more frames (as specified in the Add Frames dialog box) before or after the current frame. Adding frames does not affect the number of nodes in the path.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Menus: Frame Menu](#)

Movie Editor Menus: Frame Duplicate

This command allows you to duplicate the current frame the number of times specified in the Duplicate Current Frame dialog box.

You can only copy the current frame, and not a range of frames.

Any paths in the frame being copied will be extended for a corresponding number of frames.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Menus: Frame Menu](#)

Movie Editor Menus: Frame Delete

This command allows you to delete a specified range of frames. Selecting the Delete command displays the Delete Frames dialog box which allows you to specify the range of frames you want deleted.

You can use the two scroll boxes to specify the start and end frames of the range to be deleted; alternatively, you can drag the scroll boxes to increase and decrease the frame numbers.

When the Delete Frames dialog box is displayed, both numbers are set to the current frame. Leaving both numbers unchanged deletes the current frame only.

You cannot set the End Frame number to less than the Start Frame number.

When you choose the Start and End Frames, the deletion is inclusive (that is, all frames between the two numbers, including the Start and End Frames, will be deleted).

If the Display Start Frame button is turned on, the specified Start Frame is displayed in the Movie Editor window.

If the Display End Frame button is turned on, the specified End Frame is displayed in the Movie Editor window.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Menus: Frame Menu](#)

Movie Editor Menus: Event Menu

Items in the Event menu cause a specific event to begin at the current frame.

Events are attached to specific frames and initiate an action such as a new background, a sound, or a change in timing.

All events stay in effect until the end of the movie, or until a new event of the same type is encountered, or, where applicable, until the end of the event.

Events such as background changes and timing changes which stay in effect until the end of the movie or until a new event of the same type is encountered are called continuous events. Events such as wipes and sounds, on the other hand, have a specific duration and are called fixed duration events.

The first frame of your movie is special in that it always has a number of default events in it. These events are used to initialize the movie. They can be changed but not deleted.

Related Topics:

[Select](#)

[Background](#)

[Scrolling](#)

[Wipe](#)

[Sound](#)

[Palette](#)

[Timing](#)

[Play Control](#)

[Marker](#)

Movie Editor Menus: Event Select

This command displays the Select Event dialog box, from which you can select or delete any of the events in the current frame.

Click on an event in the list box on the left. The selected event will be previewed in the box on the right.

Click on Select to display the dialog specific to that event.

Double-clicking on an event in the list is equivalent to the above two steps.

Also, instead of selecting an event by name, you can scroll through events in the list box using the Previous and Next buttons.

Click on the Previous button to select the previous frame of the movie containing any event.

Click on the Next button to select the next frame of the movie containing any event.

Click on Remove to remove the selected event from the frame.

Click on Done to exit the dialog box.

Click on the Preview check box to disable the preview window. Clicking again in the check box will enable the preview window.

Related Topics:

[Basic Concepts: The Movie Editor Events](#)

[Movie Editor Menus: Event Menu](#)

Movie Editor Menus: Event Background

This command allows you to change the background of the movie starting at the current frame.

You can choose from three sub-menus: Bitmap, Color Fill, and Gradient. Each of these options will set a new background event to begin at the current frame.

Selecting Event/Background/Bitmap displays a list of all Bitmap backgrounds currently available in memory, as well as an option to retrieve a Bitmap file from disk. Backgrounds are saved in the bitmap file format (with the filename extension .BMP or .DIB, etc.).

To load a background from disk, click on the Open button. This will bring up the Open Background dialog box, which allows you to select a Bitmap file from disk.

You also have the option to:

- Place the bitmap at the center of your stage
- Place the bitmap at the top left corner of your stage
- Tile the bitmap

Selecting Event/Background/Color Fill displays the current color palette, and allows you to create a background using any single color you pick.

You cannot edit solid backgrounds in the Background Editor, and they do not appear in the Event/Background/Bitmap list.

Selecting Event/Background/Gradient allows you to create a gradient background from the colors you specify in the gradient dialog box.

Gradient backgrounds created using this option are saved in memory and listed in the Background/Select dialog box. These gradient backgrounds are also available in the Background Editor for editing. The palette displayed in the Gradient window is always the current palette.

Double-click on a color in the color palette to add colors to your gradient.

You can repeat the above step more than once to add different colors to your gradient. The preview box in the upper left corner of the window displays the current gradient.

Click on the line on the Direction dial to set the direction for the gradient. Hold down the Shift key to constrain the movement of the line on the dial to 45-degree angles.

Click on Remove All to clear the gradient range.

Click on Remove Color to remove the selected color, which is selected by clicking on the color in the selected color list.

Click on Dither Colors to use a dither pattern to blend between adjacent colors in the gradient. This is effective for eliminating the sharp edges between colors that lead to banding.

Click on Blend Colors if you want to use intermediate colors to blend between adjacent colors in the gradient. Blend Colors is most effective when working in 256-color mode.

With smaller palettes, it may yield unexpected results.

Gradients created in the Movie Editor and not edited in the Background Editor are saved as structures, and not as bitmaps. This means that they require only a fraction of the disk space normally needed to save a bitmap. Once you have edited the gradient in the Background Editor, the gradient is converted from a structure to a bitmap and will take significantly more disk space when saved.

Related Topics:

[Basic Concepts: The Movie Editor Events](#)

[Movie Editor Menus: Event Menu](#)

Movie Editor Menus: Event Scrolling

This command sets a Scrolling Event at the current frame. This scrolls the background, allowing you to animate the background behind the paths.

For backgrounds wider than the screen, scrolling cycles the background across the screen, like a picture stretched around a rotating lamp shade.

The scrolling event stays in effect until a new scrolling event is reached.

Background changes do not affect the scrolling event; new backgrounds will scroll at the same rate as the old background.

To initiate scrolling set the starting and ending values of either the horizontal or vertical velocity, or both, to something other than zero.

To stop scrolling, set a new scrolling event with the starting and ending velocities for both the horizontal and vertical set to zero.

Diagonal scrolling is achieved by setting both the horizontal and vertical velocities to a value other than zero.

Negative numbers will scroll the background from right to left and bottom to top.

Acceleration allows you to ease the background out of position in a smooth fashion. By setting an appropriate acceleration value together with a starting velocity of 0, you can avoid having the background jerk into motion.

The Starting Position option allows you to set the starting position of the background in the frame. This is useful when scrolling backgrounds that are larger than the frame.

By leaving the Starting and Ending velocities at 0, the Starting Position option allows you to offset a background in the frame.

Related Topics:

[Basic Concepts: The Movie Editor Events](#)

[Movie Editor Menus: Event Menu](#)

Movie Editor Menus: Event Wipe

This command allows you to select a wipe to be used in your movie. Wipes allow you to introduce a new background in a dramatic way. The Wipe event is only available in frames that have a new background event.

When you select the Wipe command, a dialog box listing all available wipes is displayed.

Click on the desired wipe, then click on OK to use the wipe in your movie.

When the Wipe Backgrounds Only option is selected, paths starting before the new background event will not be wiped away with the old one. If the option is not selected, paths starting before the new background event will be wiped away by the incoming background; paths starting on or after the new background are also wiped by the new background.

Related Topics:

[Basic Concepts: The Movie Editor Events](#)

[Movie Editor Menus: Event Menu](#)

Movie Editor Menus: Event Sound

Displays a submenu allowing you to select the type of sound event you want to start at the current frame. You can choose between [Wave](#), [MIDI](#), [Compact Disc](#), and [Kill All Sounds](#).

Related Topics:

[Movie Editor Menus: Event Menu](#)

[Wave Sound](#)

[MIDI Sound](#)

[Compact Disc Sound](#)

[Kill All Sounds](#)

Wave Sound

Adds a WAV sound sample to a movie at a current frame. Selecting this command displays the Select Wave Sound dialog box which lets you select any of the sounds currently stored in memory.

To hear the sound, click on the name and then click on the Play button.

If the sound you need is not currently in memory, click on the Open button to load the sound from disk; this displays the Open Wave File dialog box.

Once you have selected and loaded a sound, the Select Wave Sound dialog box will be redisplayed, with the new sound highlighted in the list box.

Click on the Loop check box if you wish to play the selected sound over and over again.

Click on the Select button to add the sound to your movie.

To add this WAV sound to the current frame without leaving the Select Wave Sound dialog box, click on the Add button. This enables you to define or add other sounds before exiting the dialog box.

To add the same sound to another frame of your movie:

Move to the desired frame (using the Frame Scroll Bar, Previous Frame or Next Frame buttons on the Player window).

Click on the Add button in the Select Wave Sound dialog box. The sound will be added to the specified frame of your movie.

To turn off an existing WAV sound at the current frame, select the Kill Wave Sound option, then click on the Select button.

Click on the Done button to return to the Movie Editor window.

All WAV sound events will play from start to finish unless interrupted by a new WAV sound event, a Kill WAV Sound event or a Kill All Sounds event.

Related Topics:

[Movie Editor Menus: Event Sound](#)

[Kill All Sounds](#)

MIDI Sound

Adds a MIDI sound to a movie at a current frame. Multiple MIDI files can be played at any given time. Selecting this command displays the Select MIDI Sound dialog box which lets you select any of the MIDI files currently stored in memory.

To hear the sound, click on the name and then click on the Play button.

If the sound you need is not currently in memory, click on the Open button to load the sound from disk; this displays the Open MIDI File dialog box. Once you have selected the MIDI sound file on disk, the Select MIDI Sound dialog box will be redisplayed, with the specified sound highlighted in the list box.

Click on the Select button to add the MIDI sound to your movie.

To add this MIDI sound to the current frame without leaving the Select MIDI Sound dialog box, click on the Add button. This enables you to define or add other sounds before exiting the dialog box.

To add the same sound to another frame of your movie:

Move to the desired frame (using the Frame Scroll Bar, Previous Frame or Next Frame buttons on the Player window).

Click on the Add button in the Select MIDI Sound dialog box. The sound will be added to the specified frame of your movie.

To stop a MIDI sound at the current frame, select the Kill MIDI Sound option, then click on the Select button.

Click on the Done button to return to the Movie Editor window.

All MIDI sound events will play from start to finish unless interrupted by a new MIDI sound event, a Kill MIDI Sound event, or a Kill All Sounds event.

Related Topics:

[Movie Editor Menus: Event Sound](#)

[Kill All Sounds](#)

Compact Disc Sound

Plays a Compact Disc sound at the current frame. Selecting this command displays the Select Compact Disc Sound dialog box which allows you to select any of the sound definitions currently stored in memory.

To hear the sound, click on the name and then click on the Play button.

If the sound you need has not been previously defined, click on the Define button to display the Define Compact Disc Sound dialog box and create your definitions.

Enter the desired sound's starting track number and position on the compact disc in the Start group box. "Position" is the number of seconds from the beginning of the track.

Enter the sound's ending track number and position on the compact disc in the Stop group box.

Enter a name for the sound definition in the Name edit box.

Click on the OK button. The Select Compact Disc Sound dialog box is displayed again with the name of the sound and its start and end positions (T stands for track number and P stands for position).

If you wish to modify any of the definitions on the Select Compact Disc dialog box, select the sound then click on the Edit button to display the Define Compact Disc Sound dialog box and modify the definitions.

To add this compact disc sound to the current frame and return to the Movie Editor window, click on the Select button.

To add this compact disc sound to the current frame without leaving the Select Compact Disc Sound dialog box, click on the Add button. This enables you to define or add other sounds before exiting the dialog box.

To add the same sound to another frame of your movie:

Move to the desired frame (using the Frame Scroll Bar, Previous Frame or Next Frame buttons on the Player window).

Click on the Add button in the Select Compact Disc Sound dialog box. The sound will be added to the specified frame of your movie.

Click on the Done button to return to the Movie Editor window.

The method of defining compact disc sound described above assumes that you know the track numbers and positions of the desired compact disc sound. You may find it easier to use the interactive method described below. Let's assume that you wish to add a particular sound (e.g., a great speech) from a known track on a compact disc to your movie, but you don't know the sound's position on the compact disc, this method will allow you to preview the sound and quickly set your start and end positions:

Select the Event/Sound/Compact Disc command to display the Select Compact Disc Sound dialog box.

Click on the Define button to display the Define Compact Disc Sound dialog box.

Click on the Preview button to display the Preview Compact Disc dialog box.

Use the Track scroll bar to select the desired track.

Click on the Play button to start playing the sound on the selected track.

When the desired sound (the great speech) begins, click on the Set Start button. The corresponding position will be reflected in the Define Compact Disc Sound dialog box.

At the end of the desired sound, click on the Set Stop button. The corresponding position will be reflected in the Define Compact Disc Sound dialog box.

All Compact Disc sound events will play from start to finish unless interrupted by a new Compact Disc sound event or by a Kill All Sounds event. The Kill Compact Disc Sound option allows you to stop a Compact Disc sound at a specific frame.

Related Topics:

[Movie Editor Menus: Event Sound](#)

[Kill All Sounds](#)

Kill All Sounds

Stops all sounds at the specified frame, including [WAV](#), [MIDI](#) and [Compact Disc](#) sounds.

Related Topics:

[Movie Editor Menus: Event Sound](#)

Sound Only Movies

To create a single-frame movie that will only play a WAVE sound

1. Add a Wave Sound Event to the frame.
2. Add a Pause Until Wave Done Event on the same frame.
3. Add a Screen Background Event to the frame.

This is done by selecting Event/Background/Bitmap, and then selecting Screen Background in the dialog box that appears.

If you do not add any other frames, events or paths to the movie, it will play much faster, because Animation Works realizes that the movie is sound only, and does not look for any other movie components.

Related Topics:

Movie Editor Menus: Event Play Control

Background

Movie Editor Menus: Event Palette

This command allows you to select the color palette to be used in the movie starting from the current frame to either the end of the movie, or until a new palette event is encountered.

Animation Works supports up to 256 colors. You can specify the number of colors you want to work with. The more colors you specify, the more work the program has to do and, generally speaking, the slower the animation.

While each actor may have been loaded with its own palette, when used in the Movie Editor, they are displayed using the current palette. Be sure to match the color palettes of your actors to the current color palette or you may end up with unpredictable color results.

You can remap your actors to a new palette in the Cel Editor.

Related Topics:

[Movie Editor Menus: Event Menu](#)

Movie Editor Menus: Event Timing

This command allows you to change the playback speed of your movie. The new speed takes effect from the current frame to either the end of the movie or until another timing event occurs. Animation speed is measured in frames per second, and you set the rate by typing a number into the Frames Per Second edit box in the Timing Event dialog box.

While the Timing Event allows you to set the speed at which the movie is run (in number of frames per second), the event is constrained by the complexity of the movie and the limitations of the hardware. The more complex a movie is, the slower it runs.

If turned on, the Alert if movie cannot keep up option in the Timing Event dialog box will stop the movie and you will be informed that the movie can't be played at the requested speed. This feature is useful if you are trying to synchronize your animations with some external event such as video or sound, or if you are recording to a tape.

Related Topics:

[Movie Editor Menus: Event Menu](#)

Movie Editor Menus: Event Play Control

This command allows you to control how your movie is played.

Pause

If you selected **Pause**:

Click on the **Setup** button to display the **Pause Event** dialog box.

If you enable the **Pause for time duration** option, enter the duration (in tenths of a second) in the edit box. This will pause the movie until the specified time interval elapses.

If you enable **Pause until mouse click**, this will pause the movie until you click the mouse button.

If you enable **Pause until keystroke**, enter the desired key in the edit box. This will pause the movie until that key is pressed.

If you enable **Pause until any keystroke**, this will pause the movie until any key is pressed.

If you enable **Pause until Wave Done**, this will pause the movie until the current Wave sound is completed playing.

Loop

Causes the movie to loop back from the current frame to the frame whose marker you select in the pop up menu. Markers are "names" attached to frame numbers.

There must be at least one marker prior to the current frame for the Loop menu item to be enabled.

Because you can only loop backwards, only markers attached to frames before the current frame will be listed in the pop up menu.

Options allow you to either loop a specified number of times or to loop indefinitely until a mouse click.

Note that you can only loop back to frames that have markers attached to them.

Related Topics:

[Movie Editor Menus: Event Menu](#)

[Movie Editor Menus: Event Marker](#)

Movie Editor Menus: Event Marker

This command displays the Marker dialog box which allows you to assign a name to the current frame. The name you specify in the Marker Name edit box then appears in the GoTo menu facilitating speedy navigation through lengthy productions. Setting marker events can make it easier for you to edit your productions.

Markers are also used in the Loop event to specify the frame you wish to loop back to. They are also used in the Range and GoTo dialogs.

A frame can have one or many markers attached to it. Markers can sometimes be added to frames automatically when you start deleting other frames. If you delete a frame that has a marker event set in it, the marker event is shifted to the next frame. If a marker event is already set on that frame, it will now have two marker events.

Related Topics:

[Movie Editor Menus: Event Menu](#)

[Movie Editor Menus: Event Play Control](#)

[Movie Editor Menus: GoTo Menu](#)

Movie Editor Menus: Path Menu

The Path menu provides a variety of tools that can operate on the selected path in your movie.

With the exception of the Select command, which lets you select a path to work with, all of the options in this menu are unavailable until a path is selected.

Paths are selected by either clicking on the actor associated with the path or using the Path/Select command discussed below.

Related Topics:

[Select](#)

[Attributes](#)

[Adjust](#)

[Cel Sequence](#)

[Delete](#)

[Change Actor](#)

[Freeze](#)

[Repeat](#)

[Extend](#)

[Center](#)

[Go To Start](#)

[Go To End](#)

Movie Editor Menus: Path Select

This command displays the Select Path dialog box which allows you to select or remove any of the paths in the current frame.

This is particularly useful when you have a lot of paths in a movie and are unable to select a particular path because its actor is obstructed by another.

The Select Path dialog box also shows the number of nodes in the selected path.

The Attributes button allows you to view or edit the selected path's attributes (see Path/Attributes command for details).

The Go To Previous Path and Go To Next Path buttons takes you to the previous or next frame that has a new path beginning on that frame.

Related Topics:

[Attributes](#)

[Movie Editor Menus: Path Menu](#)

Movie Editor Menus: Path Attributes

This command allows you to set various attributes for the current path. Selecting this command displays the Path Attributes dialog box.

Enter a name for the path in the Path Name edit box.

Enter the number of history and future cels you want displayed in the current frame.

Enable Ghosting for the history and future cels, if desired.

You can create shadow effects for paths that have Text actors by using the Text Path Shadow option.

This option allows you to assign a shadow to a path containing Text actors. You can specify the horizontal and vertical offsets of the shadow in pixels, as well as the color of the shadow.

Click on the Shadow checkbox to turn on text shadows for the selected path.

Set the Shadow X Offset value to specify the horizontal offset of the shadow in pixels.

Set the Shadow Y Offset value to specify the vertical offset of the shadow in pixels.

Click on the Shadow Color button to specify the color of the shadow. The Select Color dialog box will appear.

Select the color for the shadow, then click on the OK button.

Related Topics:

[Movie Editor Menus: Path Menu](#)

Movie Editor Menus: Path Adjust

This command displays a dialog box which allows you to set the total number of frames for the path, the acceleration at the beginning, and the deceleration at the end.

Enter the number of frames over which you want the actor to reach normal speed in the Accelerate for first edit box.

The illusion of an actor speeding up is achieved by starting with the actor's path nodes close together and gradually spreading them out over the number of frames you specify.

Acceleration is known as easing-in, because it allows an actor to ease-in to its motion in a natural way rather than looking like it jerked into motion.

Enter the number of frames over which you want the actor to slow to a stop in the Decelerate for last edit box.

The illusion of an actor slowing down is achieved by starting with the actor's path nodes far apart and gradually decreasing the spacing over the number of frames you specify.

Deceleration is known as easing-out, because it allows an actor to ease-out of its motion in a natural way rather than coming to an abrupt stop.

Properly accelerating and decelerating actors gives their motion more realism.

Click on the To End button to automatically calculate the number of frames from the current frame to the end of the movie.

Clicking on To End only calculates the number of frames to the end of the movie at the current time. If you were to add more frames subsequently, and wanted the path to extend to the new end, you would have to re-select the Path/Adjust command, and click on the To End button again.

Click on OK to confirm your selections.

Clicking OK in the Adjust Path dialog box redistributes the frames along the path according to the settings you have made. While the line that defines that path will not be altered, the individual cels along the path will be redistributed regardless of how they were created. Path Freezes, for example, will no longer be in place after you adjust the path.

Click on Cancel to exit without redistributing the path.

Related Topics:

[Movie Editor Menus: Path Menu](#)

Movie Editor Menus: Path Cel Sequence

This command displays the Cel Sequence dialog box which allows you to change the sequence in which the cels of a path's actor are displayed along the path.

Click on the Forward button to animate the actor in a forward motion along the path.

Click on the Reverse button to animate the actor in a reverse motion along the path.

Click on the Ping Pong button to animate the actor in a ping-pong, or back-and-forth motion along the path.

Click on the Still button to display only one cel of the actor along the entire path.

You can also specify how often the actor's cel should be changed. For example, you can specify that a bird's cels should change every other frame. This will result in the bird flapping its wings at half the speed of a bird whose cels change every frame.

Enter a number in the # of Frames to Cycle Cels edit box. This number determines how often the cels change.

Finally, you can specify what portion of the path is to be affected by the above changes:

Click on the To Entire Path button to apply the new settings to the entire path.

Click on the From Current Frame to End button to apply the changes to the portion of the path from the current frame to the end of the path.

Click on the From Start to Current Frame button to apply the changes to the portion of the path from the beginning of the path to the current frame.

Related Topics:

[Movie Editor Menus: Path Menu](#)

Movie Editor Menus: Path Delete

The options in this sub-menu are used to delete the selected path, or part of the path.

Entire Path

This command will delete the current selected path.

Current Node

This command will delete the current node in the current path.

Start to Node

This command will delete the nodes in the path from the first node of the path to the current node, inclusive.

Node to End

This command will delete the nodes in the path from the current node to the end of the path, inclusive.

Related Topics:

[Movie Editor Menus: Path Menu](#)

Movie Editor Menus: Path Change Actor

This command replaces the actor of the current path with the actor displayed in the Actor window. If both actors are the same, this command is disabled.

Make sure the path whose actor you want changed is the current path. To make it current, click on its actor in the current frame, or use the [Select command](#) from the Path menu.

Select the actor you want to change to in the [Actor window](#).

Choose Change Actor.

Related Topics:

[Movie Editor Menus: Path Menu](#)

Movie Editor Menus: Path Freeze

This command allows you to freeze the current position and cel of the actor for a specified number of frames. This is done by inserting additional nodes in the path. Hence the path is actually extended.

Tip

Selecting Adjust from the Path menu after using the Freeze feature will redistribute the frames along the path and eliminate the effect of the freeze.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Menus: Path Menu](#)

Movie Editor Menus: Path Repeat

This command allows you to repeat the portion of the current path from the start of the path to the current frame over the number of frames you choose. This portion will then be repeated (i.e., inserted) after the current frame.

Tip

This feature is most useful where paths are cyclical. For example, if you want an actor to follow a circular path for multiple revolutions, create one complete cycle of the path, go to the last frame of the path, and then use Path/Repeat to repeat the path over as many frames as you need.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Menus: Path Menu](#)

Movie Editor Menus: Path Extend

This command extends the current path from the current frame for a specified number of frames.

Unlike Repeat, this command intelligently extends the path by following the pattern established by the path prior to this frame.

You can only extend a path after you have created enough of a path to establish a pattern.

The most common use of this command is for extending paths created with the Registered Motion tool.

Related Topics:

Basic Concepts: The Movie Editor Paths

Movie Editor Menus: Path Menu

Movie Editor Menus: Path Center

This command is used to center the bounding rectangle of the current actor image in the current frame relative to the screen. The whole path of the actor will be moved such that its position relative to the centered image will remain the same.

Horizontally

This will center the current cel of the actor on the selected path horizontally on screen.

Vertically

This will center the current cel of the actor on the selected path vertically on screen.

Both

This will center the current cel of the actor on the selected path both horizontally and vertically on screen.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Menus: Path Menu](#)

Movie Editor Menus: Path Go To Start

This command makes the first frame of the selected path the current frame.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Menus: Path Menu](#)

[Go To End](#)

Movie Editor Menus: Path Go To End

This command makes the last frame of the selected path the current frame.

Related Topics:

[Basic Concepts: The Movie Editor Paths](#)

[Movie Editor Menus: Path Menu](#)

[Go To Start](#)

Movie Editor Menus: Window Menu

This menu controls which windows (Player, Tools, Actor, Status) are displayed on the Movie Editor workspace and also how the windows are displayed.

Related Topics:

[Arrange](#)

[Auto Arrange](#)

[Storyboard](#)

[Storyboard Options](#)

[Player](#)

[Tools](#)

[Actor](#)

[Status](#)

Movie Editor Menus: Window Arrange

If any of the Movie Editor windows have been moved from their default positions, the Window/Arrange command returns the windows to the default positions.

Related Topics:

[Movie Editor Menus: Window Menu](#)

[Basic Concepts: The Movie Editor](#)

Movie Editor Menus: Window Auto Arrange

This command determines whether the Player, Tools and Actor windows remain in their default positions when the Movie Editor window is resized or moved.

If Auto Arrange is toggled on (indicated by a check mark beside the menu item) and the Movie Editor window is resized or moved, the Player, Tools and Actor windows will be moved to the corners of the Movie Editor window.

If Auto Arrange is toggled off, the windows will remain in their current positions regardless of the new location or size of the Movie Editor window.

Related Topics:

[Movie Editor Menus: Window Menu](#)

[Basic Concepts: The Movie Editor](#)

Movie Editor Menus: Window Storyboard

This command displays a visual overview or summary of your movie. Selecting this command displays the Storyboard window. The frames of your movie are displayed in a tabular format, with relevant information about each frame (new paths and events set to start in the frame) displayed below it.

The storyboard is also a useful navigational tool. Clicking on a frame in the Storyboard window highlights the frame and makes it the current frame in the Movie Editor window.

The Options button in the Storyboard window displays the Storyboard Options dialog box which allows you to customize the storyboard by selecting its contents and format.

Printing

If you have installed a raster printer which supports bitmap transfers using the Windows Control Panel, you can print the Storyboard. When printing, the Movie Editor uses the printer selected in the Control Panel. To print the Storyboard, select the Print button located at the top of your Storyboard window. A Print Options dialog box appears containing the following options:

Frames

You can indicate which frames will be included in the print operation. Your choices are:

MATCHING CONDITIONS

Prints only those frames that meet the conditions specified in the Storyboard Options dialog box.

ALL FRAMES

Prints every frame in the movie subject to the "Every nth Frame" option.

FRAMES FROM/TO

Prints a range of frames subject to the "Every nth Frame" option.

You specify the starting and ending frame numbers in the From and To edit boxes.

Movie Name at Page Top

When checked, the filename of the movie will be printed at the top-center of the each printed page.

Page Number at Page Bottom

When checked, the page number will be printed at the bottom-center of the each printed page.

Print Backgrounds

When checked, the background image of the frames will be included in the print operation; otherwise, the backgrounds will not be printed.

Number of Columns

Allows you to format the printed page by indicating the number of columns.

Width

Allows you to specify the width (in inches) of each printed frame.

The height of the frame will be automatically calculated so that the width/height ratio will be the same as your current screen configuration.

Spacing

Allows you to specify the spacing (in inches) between each printed frame.

Printer Setup Button

Selecting the button will display a setup dialog box containing the current print options for the selected printer. This setup dialog will show the options specific to the printer driver you have installed. You can change any of the print options in this dialog.

Print Button

Select this button to begin the print operation.

Once printing has started, a dialog box will appear indicating the current page being printed. You may stop printing at any time by selecting the Abort button in this dialog.

Related Topics:

[Movie Editor Menus: Window Menu](#)

[Storyboard Options](#)

Movie Editor Menus: Window Storyboard Options

This command displays the Storyboard Options dialog box which allows you to customize the storyboard. The customization options are:

- Items to preview (Screen, Text or Both).
- Size of frames in the storyboard (Small, Medium or Large).
- Show all frames or only frames that meet certain conditions (Conditions or All Frames).

Conditions to display.

You can select the types of events which will show up in the Storyboard window. For example, you could display all frames with Background Scroll events.

Related Topics:

[Movie Editor Menus: Window Menu](#)

[Storyboard](#)

Movie Editor Menus: Window Player

This command toggles the display of the Player window on and off. A check mark beside the command indicates that the window is displayed.

Related Topics:

[Movie Editor Menus: Window Menu](#)

Movie Editor Menus: Window Tools

This command toggles the display of the Tools window on and off. A check mark beside the command indicates that the window is displayed.

Related Topics:

[Movie Editor Menus: Window Menu](#)

Movie Editor Menus: Window Actor

This command toggles the display of the Actor window on and off. A check mark beside the command indicates that the window is displayed.

Related Topics:

[Movie Editor Menus: Window Menu](#)

Movie Editor Menus: Window Status

This command toggles the display of the Status bar on and off. A check mark beside the command indicates that the status bar is displayed.

Related Topics:

[Movie Editor Menus: Window Menu](#)

Movie Editor Menus: Help Menu

The commands under this menu display on-line help information and copyright information about the program.

Movie Editor Menus: Help Index

Help/Index, will bring up a window with a list of the different subjects available for help. Clicking on a heading in the index will bring up more information about that topic.

Some of these topics are also listed in the Help menu itself. This allows you to jump directly to that topic without going through the Index. For more information on using the Help menu, select Help/Using Help.

Movie Editor Menus: Help About Movie Editor

This command displays copyright information about the **Animation Works** Movie Editor. The version number of the program is also displayed. Please have this number at hand when calling or writing to the Technical Support department.

Movie Editor Shortcut Keys

Miscellaneous

Screen scroll
Arrow keys, Page Up,
Page Down, Home, End

Tools Window

QuickText tool
Shift+Ctrl+A
Path tools
Shift+Ctrl+P

Actor Window

Open actor file
Ctrl+O

Priority

While selecting either priority tool:

Step path through priority layers.
Priority Tool Button

Change priority of path to
extreme first or last layer.
Double Click Priority Button

Step current node through
priority layers.
Shift+Priority Button

Change priority of current node to
extreme first or last layer.
Shift+Double Click Priority Button

Step path from current node to end
of path through priority layers.
Alt+Priority Button

Change priority of current node
to end of path to extreme first or
last layer.
Alt+Double Click Priority Button

Step path from beginning of path to
current node through priority layers.
Ctrl+Priority Button

Change priority of beginning of path
to current node to extreme
first or last layer.

Ctrl+Double Click Priority Button

Player Window

Toggle Full Screen/Edit Play

Shift+Alt+F

Toggle Continuous Play (loop) mode

Shift+Alt+L

Play forward

Shift+Alt+P

Stop play

Esc, Shift+Alt+P (in Edit Mode)

Go to first frame

Shift+Alt+Home, or

Shift+Alt+Up Arrow

Go to last frame

Shift+Alt+End, or

Shift+Alt+Down Arrow

Go to next frame

Shift+Alt+Right Arrow

Go to previous frame

Shift+Alt+Left Arrow

Advance 10 frames

Shift+Alt+Page Down

Rewind 10 frames

Shift+Alt+Page Up

Quick movie scroll with player window
film scroll bar

(screen not updated until done)

Hold down Ctrl while dragging
frame number box

Paths & Nodes

Delete selected path

Delete

Duplicate a path

Ctrl+Click and drag path's actor

Change cel face

Shift+Right Arrow, Shift+Left Arrow

Go to the frame of a specific
path node.

Ctrl+Click on node

Delete last placed node during

registered motion	Ctrl+Delete
Delete current node	Ctrl+Delete
Move actor's current node	Space+Click and drag actor
Display Adjust Path dialog	Double Click on paths actor
Display Cel Sequence dialog	Shift+Double Click on path's actor
Display Quick Text edit box for a path with a text actor	Shift+Double Click on path's actor
Constrain Key	Hold Shift or Right Mouse Button while performing action

Constrains:

- line/polygon path to 45 degree steps
- curved path to a perfect circle
- gradient angle dial to 45 degree steps

Cel Editor Tools Window: Selection Tools

These tools are used to select images (or portions of images) in the Cel Editor window. All selections are initiated by clicking the mouse button at a starting location.

Related Topics:

[Lasso Selection Tool](#)

[Rectangle Selection Tool](#)

[Polygon Selection Tool](#)

Cell Editor Tools Window: Lasso Selection Tool



To select a portion of your image freehand

1. Select the Lasso Selection tool.
2. Click and drag the mouse around the area you want to select.
3. Release the mouse button.

The selected area will be enclosed by a dotted line.

Related Topics:

[Selection Tools](#)

Cell Editor Tools Window: Rectangle Selection Tool



To select a portion of your image by dragging a rectangle around it

1. Select the Rectangle Selection tool.
2. Click to set one corner of the rectangle and drag to the opposite corner.

Holding down the shift key while dragging out the rectangle constrains its shape to be a perfect square.

Related Topics:

[Selection Tools](#)

Cell Editor Tools Window: Polygon Selection Tool



To select a portion of your image by enclosing it in a polygon

1. To enclose the image in a polygon:
2. Select the Polygon Selection tool.
3. Click the mouse button at the desired starting point on the screen.
4. Continue clicking the mouse button at points around the screen, building a polygon that encloses the image.

Holding down the shift key while dragging a line in the polygon constrains its direction to a multiple of 45 degrees.

5. Double click the mouse button to finish the selection.

Related Topics:

[Selection Tools](#)

Cel Editor Tools Window: Paint Tools

The paint tools are the standard painting tools used for creating images.

Related Topics:

[Paint Brush Tool](#)

[Paint Bucket Tool](#)

[Pencil Tool](#)

[Air Brush Tool](#)

Cel Editor Tools Window: Eraser Tool



To erase areas of the image

1. Select the Eraser tool.
2. Click and drag the mouse over the area you want erased.

Holding down the shift key while dragging the eraser constrains its movements to the vertical or horizontal directions.

Double-clicking the Eraser tool erases the contents of the entire cel.

To change the size of the eraser, use the Pen Width dialog.

Related Topics:

[Cel Editor Menus: Attributes Pen](#)

Cel Editor Tools Window: Grabber Tool



To move the entire cel's image to a different location on the screen

1. Click on the Grabber tool.
2. Click and drag the cel image to the desired location in the editing window.

When the cel's image is being dragged the edit window automatically scrolls when you go past the edit window's edge.

Any portion of the image that is moved and placed outside the borders of the drawing area is clipped off.

Cel Editor Tools Window: Paint Brush Tool



To paint on the screen using the current pen color and width

1. Select the Paint Brush tool.

You can also use the keyboard arrows to draw.

2. Click and drag on the screen where you wish to paint.

Double-clicking displays the Pen Widths dialog. Holding down the shift key constrains the paint brush to moving along the x or y axis. You can change the size of the brush by using the Pen Width dialog.

Related Topics:

[Cel Editor Menus: Attributes Pen](#)

Cel Editor Tools Window: Paint Bucket Tool



To fill an enclosed area with the current fill color and pattern

1. Select the Paint Bucket tool.
2. Click within the area you wish to flood fill.

Double-clicking on the Paint Bucket tool displays the Fill Pattern dialog box.

Related Topics:

[Cel Editor Menus: Attributes Pattern](#)

Cel Editor Tools Window: Pencil Tool



To draw a one-pixel thick line using the current pen color

1. Select the Pencil tool.
2. Click and drag to draw.

Holding down the shift key constrains drawing to the x or y axis.

Double-clicking on the Pencil tool displays the Pen Width dialog box.

Related Topics:

[Cel Editor Menus: Attributes Pen](#)

Cel Editor Tools Window: Air Brush Tool



To spray-paint an area

1. Select the Air Brush tool.
2. Click and drag to spray the desired area.

Holding down the shift key constrains drawing to the x or y axis.

Double-clicking on the Air Brush tool displays the Pen Width dialog box.

Related Topics:

[Cel Editor Menus: Attributes Pen](#)

Cell Editor Tools Window: Zoom Tool



To magnify an area

1. Select the Zoom tool.
2. Click at the spot you wish to be in the center of the magnified area.

To return to normal magnification, click on the Zoom tool again, close the Zoom preview window, or press the ESC key.

Cel Editor Tools Window: Text Tool



To create bitmapped text

1. Click on the Text tool.
A text editing box is displayed.
2. Enter and edit text as desired.

To customize your text

1. Select Attributes/Text.

The Text Attributes dialog box appears, in which you can change the font, size, style, alignment, and color of the text.

To re-size the Text Edit box

1. Position the cursor over the borders at any of the corners of the box or along the edges of the box.
2. Drag the box to the desired size.

To reposition the text, press the ESC key, drag the text to a desired location and click the mouse button.

Pressing the ESC key while dragging the text cancels the operation.

Related Topics:

[Text Attributes](#)

Cel Editor Tools Window: Straight Line Tool



To draw a straight line in the current line width and pen color

1. Select the Straight Line tool.
2. Click at the starting point of the line and drag the mouse to draw the line.

Holding down the Shift key while dragging constrains the line to the nearest 45-degree angle.

Double-clicking on the Straight Line tool displays the Pen Width dialog box.

Related Topics:

[Cel Editor Menus: Attributes Pen](#)

Cel Editor Tools Window: Shape Tools

There are two sets of Shape Tools in Animation Works. The first set draws the shape with the current pen color, and fills it with the current fill color. The second set draws the shape with the current pen color, without filling it.

To quickly display the Pen Width dialog box, double-click on any of the Empty Shape tools.

To quickly display the Fill Pattern dialog box, double-click on any of the Filled Shape tools.

Related Topics:

[Cel Editor Menus: Attributes Pen](#)

[Cel Editor Menus: Attributes Pattern](#)

[Rectangle Tool](#)

[Oval Tool](#)

[Rounded Rectangle Tool](#)

[Polygon Tool](#)

[Freehand Tool](#)

[Arc Tool](#)

Cell Editor Tools Window: Rectangle Tool



To draw a rectangle or square

1. Select the Rectangle tool.
2. Click the mouse at the start location of the shape and drag to the shape's ending position.
Holding down the Shift key while dragging will constrain the rectangle to a square.
3. Release the mouse to finish drawing the shape.

Related Topics:

[Shape Tools](#)

Cell Editor Tools Window: Oval Tool



To draw an oval or circle

1. Select the Oval tool.
2. Click the mouse at the start location of the shape and drag to the shape's ending position.
Holding down the Shift key while dragging will constrain the oval to a circle.
3. Release the mouse to finish drawing the shape.

Related Topics:

[Shape Tools](#)

Cell Editor Tools Window: Rounded Rectangle Tool



To create a rounded rectangle or square

1. Select the Rounded Rectangle tool.
2. Click the mouse at the start location of the shape and drag to the shape's ending position.
Holding down the Shift key while dragging will constrain rectangle to a square.
3. Release the mouse to finish drawing the shape.

Related Topics:

[Shape Tools](#)

Cell Editor Tools Window: Polygon Tool



To create a polygon shape

1. Select the Polygon tool.
2. Click the mouse button at the start location of the polygon.
3. Continue clicking at points around the screen, building the desired polygon.
4. Double click the mouse button at the last point of the desired polygon and the two ends will join.

Holding down the Shift key while clicking will constrain the points to 45-degree angles.

Related Topics:

[Shape Tools](#)

Cell Editor Tools Window: Freehand Tool



To create a freehand shape

1. Select the Freehand tool.
2. Click the mouse button at the start location and draw any shape.
3. Release the mouse button to finish drawing the shape.

Related Topics:

[Shape Tools](#)

Cell Editor Tools Window: Arc Tool



To create an oval or circular-based arc

1. Select the Arc tool.
2. Click and drag the oval or circle that contains the desired arc segment.
3. Release the mouse button.

Holding down the shift key while dragging out the oval constrains its shape to be a perfect circle.

4. Click the mouse at the desired start position of the arc and drag to the desired end position of the arc.
5. Release the mouse button.

Holding down the Shift key while dragging constrains the arc being drawn to multiples of 45-degrees.

Related Topics:

[Shape Tools](#)

Cel Editor Actor Player Window: First Cel



Click on this button to go to the first cel of the actor. This cel becomes the current cel for editing.

Related Topics:

[Last Cel](#)

Cel Editor Actor Player Window: Previous Cel



Click on this cel to go to the previous cel of the actor. This cel becomes the current cel for editing.

Related Topics:

[Next Cel](#)

Cel Editor Actor Player Window: Play Backwards



Click on this button to animate the actor in the backwards direction. To stop the animation press the ESC key or click on the button again.

Related Topics:

[Ping-Pong Play](#)

[Play Forwards](#)

Cel Editor Actor Player Window: Ping-Pong Play



Click on this button to animate the actor in a back-and-forth sequence. The actor will play from the first cel to the last cel and then backwards from the last cel to the first cel. Press the ESC key to stop the animation.

Related Topics:

[Play Backwards](#)

[Play Forwards](#)

Cel Editor Actor Player Window: Play Forwards



Click on this button to animate the actor in the forwards direction. To stop the animation press the ESC key or click on the button again.

Related Topics:

[Ping-Pong Play](#)

[Play Backwards](#)

Cel Editor Actor Player Window: Next Cel



Click on this button to go to the next cel of the actor. This cel becomes the current cel for editing.

Related Topics:

[Previous Cel](#)

Cel Editor Actor Player Window: Last Cel



Click on this button to go to the last cel of the actor. This cel becomes the current cel for editing.

Related Topics:

[First Cel](#)

Cel Editor Actor Player Window: Cel Scroll Bar

This scroll bar reflects the cells of the actor. The number in the box on the scroll bar (called the Cel Counter box) is the cel number of the current cel.

Dragging the Cel Counter box along the scroll bar allows you to scroll through the cels of your actor. Holding down the Ctrl key while dragging the Cel Counter box prevents the cel from updating until you release the mouse button.

The Cel Scroll Bar is a percentage bar; clicking in the middle of the bar takes you to the middle cel of the actor, clicking three quarters of the way along the scroll bar takes you to the cel three quarters of the way through your actor. The Cel Counter box will move to the spot that you clicked on the scroll bar.

Cel Editor Menus: File Menu

The commands under the File menu allow you to create a new actor, open an existing actor, save an actor, reload a previously saved version of the current actor, import artwork from another paint program, save the contents of Cel Editor window as a bitmap file, and exit the Cel Editor.

Related Topics:

[File New](#)

[File Open](#)

[File Save](#)

[File Save As](#)

[File Create Backup](#)

[File Revert to Saved](#)

[File Import](#)

[File Save Cel As](#)

[File Save Setting On Exit](#)

[File Exit All AW Editors](#)

[File Exit AW Cel Editor](#)

Cel Editor Menus: File New

This command clears the Cel Editor window and allows you to create a new actor.

Related Topics:

[File Menu](#)

Cel Editor Menus: File Open

This commands displays the Open Actor dialog box allowing you to load in an actor from disk.

Related Topics:

[File Menu](#)

Cel Editor Menus: File Save

This command saves the current actor to disk. If the current actor has not been saved previously, you will be prompted with the standard file dialog allowing you to name and save the actor. You will not be prompted with a file dialog in subsequent uses of the Save command for actors that have been saved at least once.

Related Topics:

[File Menu](#)

Cel Editor Menus: File Save As

Selecting the Save As... command will prompt you with a file dialog allowing you to save the current actor.

Compressed

You also have the option of turning on image compression. This will save the actor's cels in the actor file in a compressed format which decreases load and save times as well as reduce the amount of disk space used.

Related Topics:

[File Menu](#)

Cel Editor Menus: File Create Backup

If this menu option is turned on, **Animation Works** will copy the original actor file so that it is not written over during a Save or Save As. The backup file will have the filename extension .BAK. When this option is on, twice as much disk space will be used, because two copies of the actor will be present on disk (the current version and the previous version).

Related Topics:

[File Menu](#)

Cel Editor Menus: File Revert to Saved

This command clears the current actor from the Cel Editor window and loads the previously saved version of the current actor.

Related Topics:

[File Menu](#)

Cel Editor Menus: File Import

This command displays the Import dialog box which allows you to load files of different graphics formats into the Cel Editor. These file types are bitmap images (BMP or DIB, etc). The file requester has a drop down list to specify the type of file you are importing.

The loaded image is attached to the cursor; click to place the image in the current cel.

Kodak Photo CD Images

You can now import Kodak Photo CD images for use as actors. You can select the file (.pcd) which you wish to import and then a dialog box will be displayed listing the sizes available for the image. You can also select the Grays or Colors option to import the image in a gray scale format or color format.

Related Topics:

[File Menu](#)

Cel Editor Menus: File Save Cel As

This command allows you to save the contents of the Cel Editor window (within the minimum bounding rectangle) as a bitmap file (DIB).

Related Topics:

[File Menu](#)

Cel Editor Menus: Save Setting On Exit

The Save Settings on Exit command allows you to save your current preferences so that they will be used again the next time you run the editor.

Related Topics:

[File Menu](#)

Cel Editor Menus: File Exit All AW Editors

This command will close down all of the **Animation Works** editors which are currently running.

If there are any changes not previously saved, you will be prompted to save them.

If you hold down the Shift key while selecting this command, your current preferences will be used the next time you run the editor and you will not close down all of the **Animation Works** editors.

Related Topics:

[File Menu](#)

Cel Editor Menus: File Exit AW Cel Editor

This command exits the **Animation Works** Cel Editor.

If there are any changes not previously saved, you will be prompted to save them.

If you hold down the Shift key while selecting this command, your current preferences will be used the next time you run the editor and you will not exits the **Animation Works**

Cel Editor

Related Topics:

[File Menu](#)

Cel Editor Menus: Edit Menu

This menu contains commands which affect selected items in the Cel Editor.

Related Topics:

[Edit Undo](#)

[Edit Cut](#)

[Edit Copy](#)

[Edit Paste](#)

[Edit Clear](#)

Cel Editor Menus: Edit Undo

This command reverses the last change you made to the image. The menu item is grayed if there are no editing changes to reverse. Note that there is only one level of Undo; i.e., you can only undo the last editing change you made.

Related Topics:

[Edit Menu](#)

Cel Editor Menus: Edit Cut

This command removes the selected area from the image and places it in the Windows Clipboard. You can subsequently paste the image from the Clipboard to another location (see the Paste command below) or you can paste the image into other applications that access the Windows Clipboard. The menu item is grayed if no image is selected.

Related Topics:

[Edit Menu](#)

Cel Editor Menus: Edit Copy

This command copies the selected area into the Windows Clipboard. You can subsequently paste the image from the Clipboard to another location (see the Paste command below). The menu item is grayed if no image is selected.

Related Topics:

[Edit Menu](#)

Cel Editor Menus: Edit Paste

This command copies the contents of the Windows Clipboard into the current cel. The menu item is disabled if the Windows Clipboard does not contain a bitmap image.

Related Topics:

[Edit Menu](#)

Cel Editor Menus: Edit Clear

This command clears the selected area from the cel. This has the effect of turning the selected area to the transparent color. The selection is NOT placed in the Windows Clipboard. The menu item is disabled if no image is selected.

The Clear command has the same effect as pressing the Delete key.

Related Topics:

[Edit Menu](#)

Cel Editor Menus: Selection Menu

The Selection menu allows you to modify a selected area in the Cel Editor by flipping, resizing, or rotating it. This menu is only enabled when a region is selected.

Cel Editor Menus: Selection Menu Flip

This command flips the current selected region either vertically or horizontally.

Horizontally

This command flips the selected area horizontally.

Vertically

This command flips the selected area vertically.

The final image is attached to the cursor. Click to place the image in the current cel. It remains selected for further editing.

Cel Editor Menus: Selection Menu Size

To change the size of a selection on screen

1. Use a selection tool to select an area of your image.
2. Select Selection/Size.
3. Drag out the destination rectangle for the previous selected area to fill.

You can create an area smaller or larger than the original selection. The final image is attached to the cursor.

4. Click to place the image in the current cel.

It remains selected for further editing.

Cel Editor Menus: Selection Menu Rotate

This command allows you to rotate a selection on screen.

Selecting this command will display the Rotate Selection dialog box. Enter the number of degrees you wish to rotate the selection in the Angle edit box. The directions in which angles are measured can be selected with the Counter-Clockwise or Clockwise buttons. The final image is attached to the cursor; click to place the image in the current cel, and it then remains selected for further editing.

Cel Editor Menus: GoTo Menu

The GoTo menu allows you to switch to the Movie Editor, the Background Editor, or to a specified cel.

Related Topics:

[GoTo Movie Editor](#)

[GoTo Background Editor](#)

[GoTo Cel Number](#)

Cel Editor Menus: GoTo Movie Editor

This command invokes the Movie Editor application. If the Movie Editor was already running, it will be brought to the front. Note that the Cel Editor application will not be closed; it is simply overlaid by the Movie Editor window.

Related Topics:

[Cel Editor Menus: GoTo Menu](#)

Cel Editor Menus: GoTo Background Editor

This command invokes the Background Editor application. If the Background Editor was already running, it will be brought to the front. Note that the Cel Editor application will not be closed; it is simply overlaid by the Background Editor window.

Related Topics:

[Cel Editor Menus: GoTo Menu](#)

Cel Editor Menus: GoTo Goto Cel #

Selecting this command displays the Goto Cel Number dialog box.

1. Enter the cel number to jump to.
2. Click on the OK button.

The actor will advance to the specified cel number.

Related Topics:

[Cel Editor Menus: GoTo Menu](#)

Cel Editor Menus: Actor Menu

The Actor menu displays the names of the actors that are currently loaded. The menu also allows you to rename or delete the current actor.

Some actors may have a plus sign (+) to the right of their name in the Actor menu. This symbol indicates that the actor is currently an embedded resource.

Related Topics:

[Rename Actor](#)

[Delete Actor](#)

[Palette](#)

Cel Editor Menus: Actor Rename Actor

This command allows you to assign a new name to a specified actor. Selecting this command displays the Actor Name dialog box; enter the actor's new name in the Name edit box.

If you have opened other actors, their names will be displayed as menu items in the Actor menu. The actor currently displayed in the Cel Editor window will have a check mark beside the actor's name.

To display another actor in the Cel Editor window, select the actor's name in the Actor menu.

Related Topics:

[Cel Editor Menus: Actor Menu](#)

Cel Editor Menus: Actor Delete Actor

This command removes the current actor from memory.

Related Topics:

[Cel Editor Menus: Actor Menu](#)

Cel Editor Menus: Actor Palette

This command allows you to change the current color palette. You may wish to change palettes because the current one does not have the range of colors (hues) that you need for a particular actor.

Each color palette is given a name; the default palette is called System.

Selecting the Palette command displays the Select Palette dialog box.

If you select a palette in the Palette list, the available set of colors is displayed in the Palette Preview window.

If you are satisfied with the selected palette, clicking the SELECT button will make this palette the current palette.

Related Topics:

[Cel Editor Menus: Actor Menu](#)

Cel Editor Menus: Cel Menu

The commands under this menu allow you to modify the cels of your actors. These commands include those used for registering an actor's cels to produce smooth animations, for adding cels to an actor, and for duplicating, rotating or sizing cels.

Related Topics:

[Set Registration](#)

[Align Cels](#)

[Transparent Color](#)

[Add](#)

[Duplicate](#)

[Delete](#)

[Show Previous Cel](#)

[Show Next Cel](#)

[Flip Cels](#)

[Size Cels](#)

[Rotate Cels](#)

Cel Editor Menus: Cel Set Registration

This command allows you to set the registration point of the cels. Selecting this command displays the Set Registration dialog box. The registration point of the current cel is displayed on the cel image as a cross hair.

To change the registration point, select the Set button then click on the desired location on the image.

After selecting the Set button, hold down Ctrl and click on the desired location to set the registration point for that cel and then automatically advance to the next cel.

Press ESC to exit the automatic advance mode. This will let you use the Set Registration dialog box again.

Alternatively, you can use the icons in the Set Registration dialog box to set the registration to one of nine positions:

- top left corner, top center or top right
- left center, center, or right center
- bottom left corner, bottom center, or bottom right corner

These positions are determined with respect to the smallest rectangle that completely encloses the current cel image. Note that this rectangle changes from cel to cel. As you click on an icon, the corresponding X and Y coordinates are displayed. You can enter different values in the X and Y fields of the Set Registration dialog box.

Click on one of the position icons in the Set Registration dialog box to set the registration point to that position in the current cel.

Hold down Ctrl and click on one of the position icons to automatically advance to the next cel after setting the registration for the current cel.

Click on the reset button to move the registration point back to its original position.

You can also choose to apply the registration to all cels, or just the current cel.

Related Topics:

[Cel Editor Menus: Cel Menu](#)

Cel Editor Menus: Cel Align Cels

This command repositions each cel image such that the registration points of all cels are aligned.

Related Topics:

[Cel Editor Menus: Cel Menu](#)

Cel Editor Menus: Cel Transparent Color

This command allows you to change a cel's transparent color (which by default is white). This color defines the see-through areas of a cel. When the cel is played in the movie, the transparent color areas will allow the background of the movie to show through.

1. Select the Cel/Transparent Color command.

The Select Transparent Color dialog box is displayed.

2. Click the mouse button on the color of your choice.
3. Click on the OK button.
4. To choose a color that is already in use in your actor, click on the Eye Dropper tool and then click on the color in your actor that you want.

This color will become the current transparent color, and the Transparent Color dialog box will be displayed.

5. Select one of the options on the Transparent Color dialog box (Apply to Current Cel or Apply to All Cels) to specify which cels are to have the chosen color be transparent.
6. Click on the OK button.

Related Topics:

[Cel Editor Menus: Cel Menu](#)

Cel Editor Menus: Cel Add

This command allows you to add blank cels to your actor. Selecting this command displays the Add Cels dialog box with the following options:

Add Cels

This option allows you to specify the number of cels to be added.

Add After Current Cel

This option allows you to add one or more cels after the current cel.

Add Before Current Cel

This option allows you to add one or more cels before the current cel.

Related Topics:

[Cel Editor Menus: Cel Menu](#)

Cel Editor Menus: Cel Duplicate

This command copies the current cel a specified number of times, and inserts the copies after the current cel.

1. Select Cel/Duplicate.
2. Specify the number of copies to be made.
3. Click on OK.

Related Topics:

[Cel Editor Menus: Cel Menu](#)

Cel Editor Menus: Cel Delete

This command displays the Delete Cels dialog box, allowing you to delete one or more cels.

1. Select Cel/Delete.
2. Specify the number of cels to be deleted.
3. Click on OK.

Related Topics:

[Cel Editor Menus: Cel Menu](#)

Cel Editor Menus: Cel Show Previous Cel

This command causes the previous cel to be shown while working on the current cel. This is important if the two cels are similar in shape.

Related Topics:

[Cel Editor Menus: Cel Menu](#)

Cel Editor Menus: Cel Show Next Cel

This command causes the next cel to be shown while working on the current cel. This is important if the two cels are similar in shape.

Related Topics:

[Cel Editor Menus: Cel Menu](#)

Cel Editor Menus: Cel Flip Cels

This command allows you to flip either the current cel or the whole actor. In the Flip Cels dialog box, you can specify the desired orientation (Horizontally or Vertically) and whether to apply the flip to the current cel or all of the cels in the actor.

Related Topics:

[Cel Editor Menus: Cel Menu](#)

Cel Editor Menus: Cel Size Cels

This command changes the size of a cel to a percentage of the original size. This command can also be used to create a multi-cel actor from a single cel, if you specify one source cel and more than one destination cel.

Selecting the Size Cels command displays the Size Cels dialog box, with the following options:

Source Number of Cels

This is the number of cels you wish to scale (starting from the current cel).

Destination Number of Cels

This is the number of cels to result from scaling the cels indicated as the Source Number of Cels.

If the number of destination cels is greater than the number of source cels, new cels will be created while cycling through the source cel images.

If the number of source cels is greater than the number of destination cels, the extra source cels will be ignored.

Starting Size

This is the size of the first cel in the destination range.

Ending Size

This is the size of the last cel in the destination range.

Related Topics:

[Cel Editor Menus: Cel Menu](#)

Cel Editor Menus: Cel Rotate Cels

This command allows you to rotate a range of cels of the current actor to different angles.

This command can create new cels by specifying more destination cels than source cels. You can create spin effects over a range of cels.

Selecting Rotate Cels: Displays a dialog in which you can specify the Number of Source Cels to rotate, the Number of Destination Cels, the Starting Angle and the Ending Angle.

If the number of source cels is equal to the number of destination cels, no new cels will be created - the cels will be rotated in place.

If the number of destination cels is greater than the number of source cels, new cels will be created while cycling through the source cel images.

If the number of source cels is greater than the number of destination cels, the extra source cels will be ignored.

The first cel of the range is always the current cel. For example, if the current cel is cel six, and the number of source cels is three, then the source cels are six, seven, and eight. If the number of destination cels is also three, then the destination cels are also six, seven, and eight.

The Starting Angle specifies the angle of rotation of the first cel in the destination range. The Ending Angle specifies the angle of rotation of the last cel in the range. Cels in-between are rotated incrementally between the Starting Angle and the Ending Angle.

The directions in which angles are measured can be selected with the Counter-Clockwise or Clockwise buttons.

The End rotation one step early option: This option allows you to stop the rotation one step early. This is important if you are rotating an unchanging image through 360 (or a multiple of 360) degrees, in which case the last image would look the same as the first and would result in the animation "hesitating" if played continuously over and over again.

Related Topics:

[Cel Editor Menus: Cel Menu](#)

Cel Editor Menus: Attributes Menu

The Attributes menu allows you to alter the attributes of tools used in the Cel Editor. This includes text attributes, pen widths, fill patterns, drawing colors and preview speed.

Related Topics:

[Text](#)

[Pen](#)

[Fill Patterns](#)

[Color](#)

[Canvas Size](#)

[Preview Speed](#)

Cel Editor Menus: Attributes Text

This command displays the Text Attributes window, allowing you to alter the font, font size, style, and color of the text you are editing. See Text/Attributes in the Movie Editor menu section for more information.

Related Topics:

[Cel Editor Menus: Attributes Menu](#)

Cel Editor Menus: Attributes Pen

This command displays the Pen Width dialog, allowing you to change the width of the pen. The Brush, Line, Shape, Eraser, and Air Brush tools all use the current Pen Width setting. Click on the desired width in the Pen Width window to change the pen width.

Related Topics:

[Cel Editor Menus: Attributes Menu](#)

Cel Editor Menus: Attributes Patterns

This command displays the Patterns window, allowing you to change the current fill pattern. Click on the desired pattern to change the current fill pattern.

Related Topics:

[Cel Editor Menus: Attributes Menu](#)

Cel Editor Menus: Attributes Color

This command displays the Select Color dialog, from which you can select the current pen and fill colors.

To set the current pen color

1. Click on the desired color in the palette with the left mouse button.

To set the current fill color

1. click on the desired color with the right mouse button.

To choose a color that is already in use in your actor

1. Click on the Eye Dropper tool.
2. Click on the desired color in your actor.

Clicking with the left mouse button sets the pen color, and clicking with the right mouse button sets the fill color. This color will become the current pen or fill color depending on which mouse button is clicked.

Related Topics:

[Cel Editor Menus: Attributes Menu](#)

Cel Editor Menus: Attributes Canvas Size

The Canvas Size dialog box is different than described in the manual. When you create a custom canvas size, you need only set the number of horizontal and vertical pixels for the size you want to use.

In this dialog box you can specify the size of screen that you are using. You can select the screen size from the list of standard displays. You can set a custom display by setting the number of horizontal and vertical pixels in the Custom Screen Definition box.

This command is useful if your movie will be shown on monitors other than the one it was created on.

Related Topics:

[Cel Editor Menus: Attributes Menu](#)

Cel Editor Menus: Attributes Preview Speed

This command allows you to specify the speed at which the cels will be previewed with the sequence player in the Cel Editor.

Related Topics:

[Cel Editor Menus: Attributes Menu](#)

Cel Editor Menus: Window Menu

The commands under this menu determine which windows are displayed and also how they are displayed when the Cel Editor window is resized.

Related Topics:

[Arrange](#)

[Auto Arrange](#)

[Player](#)

[Tools](#)

[Status](#)

Cel Editor Menus: Window Arrange

If you have moved either the Tools window or the Sequence Player from the default position, the Arrange command returns the windows to their default positions.

Related Topics:

[Cel Editor Menus: Window Menu](#)

Cel Editor Menus: Window Auto Arrange

This command determines whether the Tools or the Sequence Player windows remain in their default positions when the Cel Editor window is resized or moved. If Auto Arrange is toggled on (indicated by a check mark beside the menu item) and the Cel Editor window is resized or moved, the Tools or Sequence Player windows will be moved to the corners of the Cel Editor window.

If Auto Arrange is toggled off, the windows will remain in their current positions regardless of the new location or size of the Cel Editor window.

Related Topics:

[Cel Editor Menus: Window Menu](#)

Cel Editor Menus: Window Player

This command toggles the Sequence Player window display on or off. A check mark beside the menu item indicates that the window is displayed.

Related Topics:

[Cel Editor Menus: Window Menu](#)

Cel Editor Menus: Window Tools

This command toggles the Tools window display on or off. A check mark beside the menu item indicates that the window is displayed.

Related Topics:

[Cel Editor Menus: Window Menu](#)

Cel Editor Menus: Window Status

This command toggles the Status line display on or off. A check mark beside the menu item indicates that the Status line is displayed.

Related Topics:

[Cel Editor Menus: Window Menu](#)

Cel Editor Menus: Help Menu

The commands under this menu display on-line help information and copyright information about the program.

Related Topics:

[Index](#)

[About AW Cel Editor](#)

[Shortcut Keys](#)

Cel Editor Menus: Help Index

Help/Index, will bring up a window with a list of the different subjects available for help. Clicking on a heading in the index will bring up more information about that topic.

Some of these topics are also listed in the Help menu itself. This allows you to jump directly to that topic without going through the Index. For more information on using the Help menu, select Help/Using Help.

Related Topics:

[Cel Editor Menus: Help Menu](#)

Cel Editor Menus: Help About Cel Editor

This command displays copyright information about the **Animation Works** Cel Editor. The version number of the program is also displayed. Please have this number at hand when calling or writing to the Technical Support department.

Related Topics:

[Cel Editor Menus: Help Menu](#)

Cel Editor Shortcut Keys

Miscellaneous

Screen scroll
Arrow keys, Page Up,
Page Down, Home, End

Sequence Player Window

Play forward
Shift+Alt+P

Play ping-pong
Shift+Alt+G

Go to first cel
Shift+Alt+Home, or
Shift+Alt+Up Arrow

Go to last cel
Shift+Alt+End, or
Shift+Alt+Down Arrow

Go to next cel
Shift+Alt+Right

Go to previous cel
Shift+Alt+Left

Advance 10 cels
Shift+Alt+Page Down

Rewind 10 cels
Shift+Alt+Page Up

Quick frame scroll with
player window scroll bar
(screen not updated until done)
Hold down Ctrl while dragging
frame number box

Tool Window

Text Tool
Shift+Ctrl+A

Select Color dialog box
Double Click color indicator

Pen Width dialog box
Double Click straight line,
paint brush, air brush,
pencil, or empty shape tools

Fill Pattern dialog box
Double Click paint bucket or

Clear Screen	filled shape tools
Text Edit window and	Double Click eraser tool
Text Attributes dialog box	Double Click text tool
Constrain Key	Hold Shift or
	Right Mouse Button
	while performing action

Constrains:

- Rectangle selection tool, rectangle tools, and rounded rectangle tools to perfect square
- Polygon selection tool, polygon tools, and straight line tool segments to 45 degree steps
- Paint brush tool, pencil tool, and air brush tool to vertical or horizontal directions
- Oval tools to a perfect circle
- Arc tools to perfect circle and arc lines to 45 degree steps from centre

Related Topics:

[Cel Editor Menus: Help Menu](#)

Background Editor Tools Window: Selection Tools

These tools are used to select images (or portions of images) in the Background Editor window.

Related Topics:

[Basic Concepts: The Background Editor](#)

[Lasso Selection Tool](#)

[Rectangle Selection Tool](#)

[Polygon Selection Tool](#)

Background Editor Tools Window: Lasso Selection Tool



To select a portion of your image freehand by selecting around it

1. Click on the the Lasso selection tool.
2. Click and drag the mouse around the area you want to select.

Once you release the mouse button, the selected area is enclosed by a dotted line.

Related Topics:

[Background Editor Tools Window: Selection Tools](#)

Background Editor Tools Window: Rectangle Selection Tool



To select a portion of your image by dragging a rectangle around it

1. Click on the the Rectangle selection tool.
2. Click to set one corner of the rectangle and drag to the opposite corner.

Holding the shift key while dragging out the rectangle constrains its shape to that of a perfect square.

Related Topics:

[Background Editor Tools Window: Selection Tools](#)

Background Editor Tools Window: Polygon Selection Tool



To select a portion of your image by enclosing it in a polygon

1. Click on the Polygon selection tool
2. Select the image.
3. Click the mouse button at the desired starting point on the screen.
4. Continue clicking the mouse button at points around the screen, building a polygon that encloses the image.

Holding the shift key while moving from one point to the next constrains the line joining the points to the nearest 45 degree angle.

5. Double click the mouse button to finish the selection.

Related Topics:

[Background Editor Tools Window: Selection Tools](#)

Background Editor Tools Window: Paint Tools

The paint tools are the standard painting tools used for creating images.

Related Topics:

[Basic Concepts: The Background Editor](#)

[Paint Brush Tool](#)

[Paint Bucket Tool](#)

[Pencil Tool](#)

[Air Brush Tool](#)

Background Editor Tools Window: Eraser Tool



To erase areas of the image

1. Click on the Eraser tool
2. Press and hold the mouse button, then drag the mouse over the area you want erased.

Holding the shift key while dragging the eraser constrains it to moving in the horizontal and vertical directions.

3. To erase the background, double-click the Eraser tool.

To change the size of the eraser, use the Pen Widths dialog.

Related Topics:

[Basic Concepts: The Background Editor](#)

[Background Editor Menus: Attributes Pen](#)

Background Editor Tools Window: Grabber Tool



To move the entire background's image to a different location on the screen

1. Click on the the Grabber tool.
2. Click and drag in the window to move the entire background.

When the background's image is being dragged, the edit window will automatically scroll when you go past the edit window's edge. Any portion of the image that is moved and placed outside the borders of the drawing area will be clipped off.

Related Topics:

[Basic Concepts: The Background Editor](#)

Background Editor Tools Window: Paint Brush Tool



To paint on the screen using the current pen color and width

1. Click on the Paint Brush Tool

You can also use the keyboard arrows to draw, and you can change the size of the brush by using the Pen Width dialog.

2. Click and drag on the screen to draw.

Double-clicking will bring up the Pen Widths dialog. Holding down the shift key will constrain the paint brush to moving along the x or y axis.

Related Topics:

[Background Editor Tools Window: Paint Tools](#)

[Background Editor Menus: Attributes Pen](#)

Background Editor Tools Window: Paint Bucket Tool



To fill an enclosed area with the current fill color and pattern

1. Click on the Paint Bucket tool.
2. Click within the area you wish to fill.

To quickly display the Fill Pattern dialog box

1. Double-click on the Paint Bucket tool.

Related Topics:

[Background Editor Tools Window: Paint Tools](#)

Background Editor Tools Window: Pencil Tool



To draw a one-pixel thick line using the current pen color

1. Click on the Pencil tool.
2. Click and drag to draw.

Holding down the shift key constrains drawing to the x or y axis.

To quickly display the Pen Width dialog

1. Double-click on the Pencil tool.

Related Topics:

[Background Editor Menus: Attributes Pen](#)

[Background Editor Tools Window: Paint Tools](#)

Background Editor Tools Window: Air Brush Tool



To spray-paint an area

1. Click on the Air Brush tool.
2. Click and drag to spray the desired area.

Holding down the shift key constrains drawing to the x or y axis.

To quickly display the Pen Width dialog

1. Double-click on the Air Brush tool.

Related Topics:

[Background Editor Menus: Attributes Pen](#)

[Background Editor Tools Window: Paint Tools](#)

Background Editor Tools Window: Zoom Tool



To magnify an area

1. Click on the Zoom tool.
2. Click at the spot you wish to be in the center of the magnified area.

To return to normal magnification, click on the Zoom tool again, close the Zoom preview window, or press the ESC key.

Related Topics:

[Basic Concepts: The Background Editor](#)

Background Editor Tools Window: Text Tool



To create bitmapped text

1. Click on the Text tool.
A text editing box appears.
2. Enter and edit text as desired.

To customize your text

1. Select Attributes/Text.
The Text Attributes dialog box appears, from which you can change the font, font size, style, alignment, and color.

To resize the Text Edit box

1. Position the cursor over the borders at any of the corners of the box or along the edges of the box and drag it to the desired size.

To reposition the text onto your image

1. Press the Esc key.
2. Drag the text to desired location.
3. Click the mouse button.

Pressing the ESC key while dragging text aborts the operation.

Related Topics:

[Basic Concepts: The Background Editor](#)

Background Editor Tools Window: Straight Line Tool



To draw a straight line in the current line width and pen color

1. Click on the Straight Line tool.
2. Click at the starting point of the line and drag the mouse to draw the line.

Holding down the Shift key while dragging constrains the line to the nearest 45-degree angle.

To quickly display the Pen Width dialog

1. Double-click on the Straight Line tool.

Related Topics:

[Basic Concepts: The Background Editor](#)

[Background Editor Menus: Attributes Pen](#)

Background Editor Tools Window: Shape Tools

There are two sets of Shape Tools in Animation Works. The first set draws the shape with the current pen color, and fills it with the current fill color. The second set draws the shape with the current pen color without filling it.

To quickly display the Pen Width dialog

1. Double click on any of the Empty Shape tools.

To quickly display the Fill Pattern dialog

1. Double click on any of the Filled Shape tools.

Related Topics:

[Basic Concepts: The Background Editor](#)

[Background Editor Menus: Attributes Pen](#)

[Background Editor Menus: Attributes Patterns](#)

[Rectangle Tool](#)

[Oval Tool](#)

[Rounded Rectangle Tool](#)

[Polygon Tool](#)

[Freehand Tool](#)

[Arc Tool](#)

Background Editor Tools Window: Rectangle Tool



To draw a rectangle or square

1. Click on the Rectangle tool.
2. Click the mouse at the start location of the shape and drag to the shape's ending position.
Holding down the Shift key while dragging constrains the rectangle to a square.
3. Release the mouse to finish drawing the shape.

Related Topics:

[Background Editor Tools Window: Shape Tools](#)

Background Editor Tools Window: Oval Tool



To draw an oval or circle

1. Click on the Oval tool.
2. Click the mouse at the start location of the shape and drag to the shape's ending position.
Holding down the Shift key while dragging constrains the oval to a circle.
3. Release the mouse to finish drawing the shape.

Related Topics:

[Background Editor Tools Window: Shape Tools](#)

Background Editor Tools Window: Rounded Rectangle Tool



To create a rounded rectangle or square

1. Click on the Rounded Rectangle Tool
2. Click the mouse at the start location of the shape and drag to the shape's ending position.
Holding down the Shift key while dragging constrains rectangle to a square.
3. Release the mouse to finish drawing the shape.

Related Topics:

[Background Editor Tools Window: Shape Tools](#)

Background Editor Tools Window: Polygon Tool



To create a polygon shape

1. Click on the Polygon tool.
2. Click the mouse button at the start location of the polygon.
3. Continue clicking at points around the screen, building the desired polygon.

Holding down the Shift key while clicking constrains the points to 45-degree angles.

4. Double-click the mouse button at the last point of the desired polygon.

Related Topics:

[Background Editor Tools Window: Shape Tools](#)

Background Editor Tools Window: Freehand Tool



To create a freehand shape

1. Click on the Freehand tool.
2. Click the mouse button at the start location and draw any shape.
3. Release the mouse button to finish drawing the shape.

Related Topics:

[Background Editor Tools Window: Shape Tools](#)

Background Editor Tools Window: Arc Tool



To create an oval or circular-based arc

1. Click on the Arc tool.
2. Click and drag the oval or circle that contains the desired arc segment.
Holding the shift key while dragging the oval constrains its shape to be that of a perfect circle.
3. Release the mouse button.
4. Click the mouse at the desired start position of the arc and drag to the desired end position of the arc.
Holding the shift key while picking the starting or ending positions of the arc constrains their positions to 45 degree angles.
5. Release the mouse button.

Related Topics:

[Background Editor Tools Window: Shape Tools](#)

Background Editor Menus: File Menu

The commands under the File menu allow you to create a new background, open an existing background, save a background, reload a previously saved version of the current background, import artwork from another paint program, save the contents of the Background Editor window as a bitmap file, and exit the Background Editor.

Related Topics:

[New](#)

[Open](#)

[Save](#)

[Save As](#)

[Create Backup](#)

[Revert to Saved](#)

[Import](#)

[Save Setting on Exit](#)

[Exit All AW Editor](#)

[Exit AW Background Editor](#)

Background Editor Menus: File New

This command clears the Background Editor window and allows you to create a new background.

Related Topics:

[Background Editor Menus: File Menu](#)

Background Editor Menus: File Open

This commands displays the Open Background dialog box allowing you to load in a background from disk.

Related Topics:

[Background Editor Menus: File Menu](#)

Background Editor Menus: File Import

This command allows you to load graphics stored in other formats such as GIF. When you select this command the Import dialog box is displayed. Use the drop down list to select the file format you wish to import. Double click the file name to load that file.

You can also import Kodak Photo CD images using the Import menu item from the File menu. You can select the file (.pcd) which you wish to import and then a dialog box will be displayed listing the sizes available for the image. You can also select the Grays or Colors option to import the image in a gray scale format or color format.

When you import .CGM (Computer Graphics Metafile) files, a dialog box prompting you to specify a size for the image is displayed. You must specify the size (in pixels) at which you want to import the graphic image. You can also select the Maintain Aspect Ratio checkbox if you want the image to maintain its original aspect ratio.

Related Topics:

[Background Editor Menus: File Menu](#)

Background Editor Menus: File Save

This command saves the current background to disk. If the current background has not previously been saved, you will be prompted with the standard file dialog allowing you to name and save the background. You will not be prompted with a file dialog in subsequent uses of the Save command for backgrounds that have been saved at least once.

Related Topics:

[Background Editor Menus: File Menu](#)

Background Editor Menus: File Save As

Selecting the Save As... command will prompt you with a file dialog allowing you to save the current background.

Compressed

You also have the option of turning on image compression. This will save the background files in an RLE compressed format which decreases load and save times as well as reduce the amount of disk space used.

Some types of video drivers cause the images to be compressed incorrectly. If your images are not correct when reloaded after being saved in the compressed format, avoid using this option. You may want to contact the video manufacturer and request an updated driver.

Related Topics:

[Background Editor Menus: File Menu](#)

Background Editor Menus: File Create Backup

If this menu option is turned on, Animation Works will copy the original background file so that it is not written over during a Save or Save As. The backup file will have the filename extension .BAK. When this option is on, twice as much disk space will be used, because two copies of the background will be present on disk (the current version and the previous version).

Related Topics:

[Background Editor Menus: File Menu](#)

[Save](#)

[Save As](#)

Background Editor Menus: File Revert to Saved

This command clears the current background from the Background Editor window and loads the previously saved version of the current background.

Related Topics:

[Background Editor Menus: File Menu](#)

[Save](#)

[Save As](#)

Background Editor Menus: Save Setting On Exit

The Save Settings on Exit command allows you to save your current preferences so that they will be used again the next time you run the editor.

Related Topics:

[Background Editor Menus: File Menu](#)

Background Editor Menus: File Exit All AW Editors

This command will close down all of the Animation Works editors which are currently running.

If there are any changes not previously saved, you will be prompted to save them.

If you hold down the Shift key while selecting this command, your current preferences will be used the next time you run the editor and you will not close down all of the editors.

Related Topics:

[Background Editor Menus: File Menu](#)

Background Editor Menus: File Exit AW Background Editor

This command exits the Animation Works Background Editor.

If there are any changes not previously saved, you will be prompted to save them.

If you hold down the Shift key while selecting this command, your current preferences will be used the next time you run the editor and you will not exit the Animation Works Background Editor

Related Topics:

[Background Editor Menus: File Menu](#)

Background Editor Menus: Edit Menu

The Edit menu affects parts of the background which have been selected with a Selection tool.

Related Topics:

[Undo](#)

[Cut](#)

[Copy](#)

[Paste](#)

[Clear](#)

Background Editor Menus: Edit Undo

This command reverses the last change you made to the image. The menu item is grayed if there are no editing changes to reverse. Note that there is only one level of Undo; i.e., you can only undo the last editing change you made.

Related Topics:

[Background Editor Menus: Edit Menu](#)

Background Editor Menus: Edit Cut

This command removes the selected area from the image and places it in the Windows Clipboard. You can subsequently paste the image from the Clipboard to another location. The menu item is grayed if no image is selected.

Related Topics:

[Background Editor Menus: Edit Menu](#)

[Paste](#)

Background Editor Menus: Edit Copy

This command copies the selected area into the Windows Clipboard. You can subsequently paste the image from the Clipboard to another location. The menu item is grayed if no image is selected.

Related Topics:

[Background Editor Menus: Edit Menu](#)

[Paste](#)

Background Editor Menus: Edit Paste

This command copies the contents of the Windows Clipboard into the current background. The menu item is disabled if the Windows Clipboard does not contain a bitmap image.

Related Topics:

[Background Editor Menus: Edit Menu](#)

[Cut](#)

[Copy](#)

Background Editor Menus: Edit Clear

This command clears the selected area from the background. This has the effect of turning the selected area to the background color. The selection is NOT placed in the Windows Clipboard. The menu item is disabled if no image is selected.

The Clear command has the same effect as pressing the Delete key.

Related Topics:

[Background Editor Menus: Edit Menu](#)

Background Editor Menus: Selection Menu

The Selection menu allows you to flip, resize or rotate selected areas of the background. This menu is only enabled when a region is selected.

Related Topics:

[Flip](#)

[Size](#)

[Rotate](#)

Background Editor Menus: Selection Menu Flip

This command flips the current selected region either vertically or horizontally.

Horizontally

This command flips the selected area horizontally.

Vertically

This command flips the selected area vertically.

The final image is attached to the cursor; click to place the image in the current cel, and it then remains selected for further editing.

Related Topics:

[Background Editor Menus: Selection Menu](#)

Background Editor Menus: Selection Menu Size

This command changes the size of a selection on screen.

Use a selection tool to select an area of your image.

Select *Selection/Size*.

Drag out the destination rectangle for the previous selected area to fill. You can create an area smaller or larger than the original selection. The final image is attached to the cursor; click to place the image in the current cel, and it then remains selected for further editing.

Related Topics:

[Background Editor Menus: Selection Menu](#)

Background Editor Menus: Selection Menu Rotate

This command allows you to rotate a selection on screen.

Selecting this command will display the Rotate Selection dialog box. Enter the number of degrees you wish to rotate the selection in the Angle edit box. The directions in which angles are measured can be selected with the Counter-Clockwise or Clockwise buttons. The final image is attached to the cursor; click to place the image in the current cel, and it then remains selected for further editing.

Related Topics:

[Background Editor Menus: Selection Menu](#)

Background Editor Menus: GoTo Menu

The GoTo menu allows you to switch to the Movie Editor or the Cel Editor.

Related Topics:

[GoTo Movie Editor](#)

[GoTo Cel Editor](#)

Background Editor Menus: GoTo Movie Editor

This command invokes the Movie Editor application. If the Movie Editor was already running, it will be brought to the front. Note that the Background Editor application will not be closed; it is simply overlaid by the Movie Editor window.

Related Topics:

[Background Editor Menus: GoTo Menu](#)

Background Editor Menus: GoTo Cel Editor

This command invokes the Cel Editor application. If the Cel Editor was already running, it will be brought to the front. Note that the Background Editor application will not be closed; it is simply overlaid by the Cel Editor window.

Related Topics:

[Background Editor Menus: GoTo Menu](#)

Background Editor Menus: Background Menu

The Background menu displays the names of the backgrounds that are currently loaded. The menu also allows you to rename or delete the current background, change its palette, or fill it with a color gradient.

If you have opened other backgrounds, their names will be displayed as menu items in the Background menu. The background currently displayed in the Background Editor window will have a check mark beside the background's name.

Some backgrounds may have a plus sign (+) to the right of their name in the Background menu. This symbol indicates that the background is currently an embedded resource.

To display another background in the Background Editor window, select the background's name in the Background menu.

Related Topics:

[Rename Background](#)

[Delete Background](#)

[Background Size](#)

[Background Gradient](#)

[Background Palette](#)

Background Editor Menus: Background Rename Background

This command allows you to assign a new name to a specified background. Selecting this command displays the Background Name dialog box; enter the background's new name in the Name edit box.

Related Topics:

[Background Editor Menus: Background Menu](#)

Background Editor Menus: Background Delete Background

This command removes the current background from memory.

Related Topics:

[Background Editor Menus: Background Menu](#)

Background Editor Menus: Background Background Size

When you create a custom background size, you need only set the number of horizontal and vertical pixels for the size you want to use.

In the Background Sizes dialog box, you can specify the size of screen that you are using. You can select the screen size from the list of standard displays. You can set a custom display by setting the number of horizontal and vertical pixels in the Custom Screen Definition box.

This command is useful if your movie will be shown on monitors other than the one it was created on.

Related Topics:

[Background Editor Menus: Background Menu](#)

Background Editor Menus: Background Gradient

Gradients are a way to add a full screen transition from one color to another. The palette displayed in the Gradient window is always the current palette.

Double-click on a color in the color palette to add colors to your gradient.

You can repeat the above step more than once to add different colors to your gradient. The preview box in the upper left corner of the window displays the current gradient.

Click on the line on the Direction dial to set the direction for the gradient. Hold down the Shift key to constrain the movement of the line on the dial to 45-degree angles.

Click on Remove All to clear the gradient range.

Click on Remove Color to remove the selected color, which is selected by clicking on the color in the selected color list.

Click on Dither Colors to use a dither pattern to blend between adjacent colors in the gradient. This is effective for eliminating the sharp edges between colors that lead to banding.

Click on Blend Colors if you want to use intermediate colors to blend between adjacent colors in the gradient. Blend Colors is most effective when working in 256 colors.

With smaller palettes, it may yield unexpected results.

Gradients created in the Movie Editor (and not edited in the Background Editor) are saved as structures, and not as bitmaps. This means that they require only a fraction of the disk space normally needed to save a bitmap. Once you have edited the gradient in the Background Editor, the gradient is converted from a structure to a bitmap and will take significantly more disk space when saved.

Related Topics:

[Background Editor Menus: Background Menu](#)

Background Editor Menus: Background Palette

This command allows you to change the current color palette. You may wish to change palettes because the current one does not have the range of colors (hues) that you need for a particular background.

Each palette is given a name; the default palette is called System.

Selecting the *Palette* command displays the Select Palette dialog box.

If you select a palette in the Palette list, the available set of colors is displayed in the Palette Preview window.

If you are satisfied with the selected palette, clicking the SELECT button will make that palette the current one.

Related Topics:

[Background Editor Menus: Background Menu](#)

Background Editor Menus: Attributes Menu

The Attributes menu allows you to alter the text attributes, pen width, fill patterns and drawing color used by tools in the Background Editor.

Related Topics:

[Text Attributes](#)

[Pen Attributes](#)

[Fill Pattern Attributes](#)

[Color Attributes](#)

Background Editor Menus: Attributes Text

This command displays the Text Attributes window, allowing you to alter the font, font size, style, and color of the text you are editing. See *Text/Attributes* in the Movie Editor menu section for more information.

Related Topics:

[Background Editor Menus: Attributes Menu](#)

Background Editor Menus: Attributes Pen

This command displays the Pen Width window, allowing you to change the width of the pen. The Brush, Line and Shape tools all use the current Pen Width setting.

Related Topics:

[Background Editor Menus: Attributes Menu](#)

Background Editor Menus: Attributes Patterns

This command displays the Patterns window, allowing you to change the current fill pattern.

Related Topics:

[Background Editor Menus: Attributes Menu](#)

Background Editor Menus: Attributes Color

This command displays the Select Color window, allowing you to select the current pen and fill colors.

To set the current pen color, click on the desired color in the palette with the left mouse button.

To set the current fill color, click on the desired color with the right mouse button.

To set the current color to a color already in use in the background image, click once on the eyedropper button, then click on the desired color on screen, using the left or right mouse button to set the pen color or fill color respectively.

Related Topics:

[Background Editor Menus: Attributes Menu](#)

Background Editor Menus: Window Menu

The commands under this menu determine which windows are displayed and also how they are displayed when the Background Editor window is resized.

Related Topics:

[Arrange](#)

[Auto Arrange](#)

[Tools](#)

[Status](#)

[Full View](#)

Background Editor Menus: Window Arrange

If you have moved the Tools window from its default position, the Arrange command returns it to its default position.

Related Topics:

[Background Editor Menus: Window Menu](#)

Background Editor Menus: Window Auto Arrange

This command determines whether the Tools window remains in its default position when the Background Editor window is resized or moved. If Auto Arrange is toggled on (indicated by a check mark beside the menu item) and the Background Editor window is resized or moved, the Tool window will be moved to a corner of the Background Editor window.

If Auto Arrange is toggled off, the Tools window will remain in its current position regardless of the new location or size of the Background Editor window.

Related Topics:

[Background Editor Menus: Window Menu](#)

Background Editor Menus: Window Tools

This command toggles the Tools window display on or off. A check mark beside the menu item indicates that the window is displayed.

Related Topics:

[Background Editor Menus: Window Menu](#)

Background Editor Menus: Window Status

This command toggles the Status line display on or off. A check mark beside the menu item indicates that the Status line is displayed.

Related Topics:

[Background Editor Menus: Window Menu](#)

Background Editor Menus: Full View

This command shows a fullscreen preview of the current background. Click the mouse button to go back to the Background Editor.

Related Topics:

[Background Editor Menus: Window Menu](#)

Background Editor Menus: Help Menu

The commands under this menu display on-line help information and copyright information about the Background Editor.

Background Editor Menus: Help Index

Help/Index, will bring up a window with a list of the different subjects available for help. Clicking on a heading in the index will bring up more information about that topic.

Some of these topics are also listed in the Help menu itself. This allows you to jump directly to that topic without going through the Index. For more information on using the Help menu, select *Help/Using Help*.

Background Editor Menus: Help About Background Editor

This command displays copyright information about the ***Animation Works*** Background Editor. The version number of the program is also displayed. Please have this number at hand when calling or writing to the Technical Support department.

Background Editor Shortcut Keys

Miscellaneous

Screen scroll
Arrow keys, Page Up,
Page Down, Home, End

Tool Window

Text Tool
Shift+Ctrl+A

Select Color dialog box
Double Click color indicator

Pen Width dialog box
Double Click straight line,
paint brush, air brush,
pencil, or empty shape tools

Fill Pattern dialog box
Double Click paint bucket or
filled shape tools

Clear Screen
Double Click eraser tool

Text Edit window and
Text Attributes dialog box
Double Click text tool

Constrain Key
Hold Shift or
Right Mouse Button
while performing action

Constrains:

- Rectangle selection tool, rectangle tools, and rounded rectangle tools to perfect square
- Polygon selection tool, polygon tools, and straight line tool segments to 45 degree steps
- Paint brush tool, pencil tool, and air brush tool to vertical or horizontal directions
- Oval tools to a perfect circle
- Arc tools to perfect circle and arc lines to 45 degree steps from centre

Adding Movies to the Play List

To add movies to the Play List

1. Select a movie from the Files list box and click on the Append Movie button (or double click on the movie name).

The selected movie is added to the end of the list of movies in the Play List box.

You can also use the Insert Movie button to place the movie before the movie currently selected in the Play List box.

Repeat this process to build your movie play list.

Animation Works Movie Player

The **Animation Works** Movie Player allows you to play **Animation Works** movies without the **Animation Works** editors.

You can distribute the **Animation Works** Movie Player with the movies you create in **Animation Works** (see the accompanying License Agreement). This makes **Animation Works** a cost effective means of communicating your ideas using high impact animations.

The **Animation Works** Movie Player allows you to create and save a Movie Play List which contains the names of the movies that you wish to link together and play in succession. It also allows you to create a single executable file which contains movies and the playback system. The **Animation Works** Movie Player is extremely useful for presentations where you want to link a series of movies.

Also See

[Start Player](#)

[Adding Movies to the Play List](#)

[Removing Movies from the Play List](#)

[Saving a Play List](#)

[Loading a Play List from Disk](#)

[Replacing a Play List](#)

[Appending a Play List to the Current List](#)

[Playing Movies in the Play List](#)

[Exit Player Command](#)

[Checking the Status of Playback](#)

[Automatically Loading and Playing a Movie or Play List](#)

[Distributing Your Movies](#)

Starting the Animation Works Movie Player

If installed, the **Animation Works** Movie Player icon is displayed in the Program Manager window.

To start the Animation Works Movie Player

1. Double click on the Animation Works Movie Player icon in the Program Manager window.

The **Animation Works** Movie Player window will be displayed.

When you build the list of movies in the **Animation Works** Movie Player, put some thought to the order in which you want the movies played and arrange them accordingly in the Play List box. If, for example, you create a movie list which tells the story of your daughter growing up, the logical order to play this movie list will be "her birth" followed by "her first step" followed by "her first day at school". It would not be logical to show her going to school before she was born.

Removing Movies from the Play List

If you add a movie to the Play List box and then change your mind about using the movie, you can easily remove the movie from the list.

To remove a movie from the Play List

1. Select the desired movie in the Play List box.
2. Click on the Remove button.

The selected movie will be removed from the list.

Saving a Play List

The Play List may be saved as a file. The default filename extension is .AWL. Once you have saved a list, you do not have to load the individual movies the next time you wish to play them; you simply load the list.

To save a movie Play List

1. Click on the Save List... button.

The Movie Player Save List dialog box appears.

2. Enter a name for the movie list in the Filename edit box.
3. Click on the Save button.

The movies in the Play List box are saved.

Loading a Play List from Disk

You can load a previously saved movie play list file from disk.

To load a movie Play List file

1. Click on the movie Play List filename in the Files box.
The Insert Movie button changes to Insert List.
2. Click on the Insert List button.
The movies saved in the list will appear in the Play List box.

Replacing a Play List

When a movie Play List is selected, the names of the movies in the list are displayed in the Play List box. After loading the movie list file you may notice that the movies in the Play List box are not the ones you want. You can easily replace this list with another list.

To replace a movie Play List with a new one

1. Select the new movie list file in the Files box.

The Append Movie button changes to the Replace List button.

2. Click on the Replace List button.

The movies in the new list will appear in the Play List box.

Appending a Play List to the Current List

Another way to build your movie list is to combine movie lists.

To append a movie Play List to the current list

1. Select a new movie list file in the Files box.
2. Click on the Insert List button.

The movies in the new list will be appended to the current list in the Play List box. If you have a movie selected in the Play List box, the list will be added before the selected movie.

Playing Movies in the Play List

You have the option of playing all the movies in the Movie Play List or a selected range in the list. Before you start playing your movies, you must decide on the following play options.

Black Screen On Loads: The screen will turn to black in between movies during playback.

Play Sounds: The sounds attached to the movies will be played.

Repeat: The movies in the list will play continuously, looping from the last movie in the list back to the first movie in the list, until the Esc key is pressed.

Full Screen: The movies will cover the whole screen, as opposed to being in the **Animation Works** Movie Player window.

Disable Keyboard/Mouse Input: Prevents movies by being stopped or hidden through keyboard or mouse input. If this option is enabled, the only way to stop the movie will be to reboot the computer. This option only works with bound movies, or if movies or play lists are played from the **Animation Works** Movie Player's command line. This option does not disable keyboard input for interaction with movies.

To play a selected movie in the list

1. Select the movie in the Play List box.
2. Select the desired play options.
3. Select the Selected radio button in the Play box.
4. Click on the Play button.

To play a selected range of movies in the list

1. While holding down the Shift key, drag the mouse over the desired range of movies in the Play List box.
2. Select the desired play options.
3. Click on the Selected radio button in the Play box.
4. Click on the Play button.

To play all movies in the list

1. Select the desired play options.
2. Click on the All radio button.
3. Click on the Play button.

To stop the movies from playing

1. Press the Esc key.

The **Animation Works** Movie Player dialog box will be redisplayed.

To continue playing the movies

1. Click on the Continue button.

Playing a MIDI Sound While Loading

You can add MIDI sound files in between your movie files in the Play List. The **Animation Works** Movie Player will play this MIDI sound while it is loading the next movie.

Exit Player Command

You can insert a special "Exit Player" command at the end of your Play List. When this command is reached, the **Animation Works** Movie Player application will terminate. To add this command, select any entry in the Play List and press the F8 key.

Checking the Status of Playback

The Status box in the **Animation Works** Movie Player window displays information about the status of the playback. If, for example, you press the Esc key while the movies in the Play List box are being played, the word "Stopped" will appear beside the name of the movie that was playing when you stopped the playback.

This feature helps you to keep track of what movies are being played at any given time.

Automatically Loading and Playing a Movie or Play List

You can load a single movie or a play list or bound movie file into the **Animation Works** Movie Player, automatically skipping its main window. Simply add the name of the movie or play list file to the **Animation Works** Movie Player's command line. For example:

```
c:\animwrks\awpa.exe mymovie.awm
```

```
c:\animwrks\awpa.exe mylist.awl
```

This can be done using the Program Manager's File/Run menu item. You can also add a movie or play list to the properties of the **Animation Works** Movie Player icon by using the Program Manager's File/Properties menu. Then, when you double click on the icon, the **Animation Works** Movie Player will be executed and will automatically load and play the movie or Play List.

When you run a movie or movies from a command line, there are some optional parameters you can add to perform various actions for you.

The commands use the format:

```
c:\animwrks\awpa.exe /<option>[!]
```

The '/' symbol specifies that an option follows.

The required <option> parameter designates the option to set.

The optional '!' will use the inverse of the option.

For example:

```
c:\animwrks\awpa.exe mymovie.awm /m
```

will not play any sounds that may be in the movie, whereas:

```
c:\animwrks\awpa.exe mymovie /m!
```

will play all of the sounds included in the movies.

The optional parameters are:

/w play in window.

/w! play on full screen.

/x exit player when done playing movie.

/x! do not exit player when done playing movie.

/m mute sounds (do not play wave/midi sounds events).

/m! play all sound events.

/r repeat to beginning of play list when done playing last movie.

/r! end play when finished last movie.

/b black screen on loads.

/b! do not black screen on loads.

/d disable keyboard input.

This will not allow switching to other applications using keyboard (Alt+Tab etc).

When you are playing on full screen, mouse cannot select another application.

You cannot exit movie using mouse or keyboard unless an interactive or other stop event issued during movie playback.

For this option to be effective, the Full Screen option should be enabled.

/d! enable keyboard input.

When present, these options will take precedent over the options saved with the movie list file (AWL) or when the movie list was bound into a single file.

Distributing Your Movies

Movies which you have created can be distributed in two different ways. The first involves distributing the **Animation Works** Movie Player application and the movie files themselves.

You are allowed to distribute the **Animation Works** Movie Player application according to the enclosed license agreement. You may also distribute any movies that you create so that they can be played on other systems. When distributing your movie, you should save the movie in an embedded format.

The Animation Works Movie Player consists of the following files:

awpa.exe

awmp.dll

awdo.dll

awmptsk.tsk

tiff.dll

pcx.dll (required only if PCX images are used, and the movie is saved non-embedded)

tga.dll (required only if TGA images are used, and the movie is saved non-embedded)

pcdlib.dll (required only if KODAK photo CD images are used, and the movie is saved non-embedded)

wipe.wip (required with nonembedded movies only)

animwrks.ini (required with nonembedded movies only)

The above files must be included when distributing the **Animation Works** Movie Player. These are the only files from the **Animation Works** disks which may be distributed.

IMPORTANT: You cannot distribute the Movie Editor, Cel Editor, and Background Editor applications. The files listed above are the only files that you can freely distribute. Any attempt to distribute files that are not listed will be in violation of the license agreement.

When distributing movies, the movie files (.awm) are also required.

When distributing Play Lists, the play list files (.awl) and the individual movie files that are included in the play list are required.

When distributing nonembedded movies, all the resources (actors, backgrounds, sounds, etc.) that are used in the movie are required.

When distributing these files you can put them all into one directory (for example, the root directory of a floppy diskette).

The second, and easier way to distribute movies is as a bound executable file. This lets you combine all

of the movies you want to distribute, as well as the playback system, which includes the **Animation Works** Movie Player, into one executable (.EXE) file.

To bind movie files:

1. In the **Animation Works** Movie Player, select the movies you wish to bind.
2. Click on the Save List button.

The Save Movie List dialog will appear.

3. Turn on the Bind check box.

The Bind Movie List dialog box will appear.

4. Type in the path and filename you want to use for the executable file. You can also click on the Browse button to display a Browse dialog box which will allow you to select the directory and filename.

You can also select an icon that will be used for the bound executable file. This is done by clicking on the Icon dialog box. This will bring up the Browse For Bound Movie Icon dialog box. In this dialog box you can select an .exe or .dll file. These files will have icons related to them. After you select the file, click on the Open button. This will bring up a dialog box displaying all of the icons associated with the file you chose. Select one of the icons and click on OK.

The playback system and movies will be saved in the executable file, which you can then distribute as a single file. This file may be run from the Program Manager, File Manager, or any other programlaunching application.

We believe the best method of distributing your movies is:

1. Embedding all movies.
2. Binding the movies and playback system into a single executable file (the second method described in the manual).

