

# **Main**

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**COLLABORATORS**

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# Chapter 1

## Main

### 1.1 TAM

A HELP GUIDE FOR:

ADPro\_TAM and ImageFX\_TAM

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You can also find some examples of transfer anims that I have made with TAM on my web page to download.

Please feel free to contact me about your thoughts concerning this program, problems, bugs... presents :) This is just a small gift (freeware) to the people who use the Amiga.

More will come.

Frank Lahr Programmer

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ADPro\_TAM v1.0 & ImageFX\_TAM v1.0

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Distribution via other means requires prior permission (which might normally be granted free of charge for "freeware compilation" disks or CDs).

ADPro\_TAM v1.0 and ImageFX\_TAM are provided "as-is"; no warranties, either implied or expressed, are made regarding the viability of the programs. The entire risk of the use of ADPro\_TAM and ImageFX\_TAM are carried by the user. If you don't agree to this license, you must not use it and delete all associated files immediately.

## 1.2 install

The Installation of ADPro\_TAM and ImageFX\_TAM are very simple. you can put them anywhere you want.

## 1.3 intro

An Introduction to TAM:

ADPro\_TAM and ImageFX\_TAM are basically the same programs except that one is to be used with ADPro, and the other with ImageFX; Duh :) They both have the same GUI (interface) and buttons, and they both accomplish the same thing. So when I explain things for ADPro\_TAM, the same things can be said for the ImageFX\_TAM version.

BTW: TAM means Transfer Anim Maker.

ADPro\_TAM v1.0 is an easy way to make your transfer anim for AWeb, IBrowse and for Voyager. So instead of manually using a paint or graphics effects program to make the file image for the transfer anim, you can use ADPro and ADPro\_TAM to do all the tedious stuff. This program will also make the icon with the correct tool-types.

First off, you need AdPro or ImageFX. ADPro\_TAM uses AdPro to composite the images you made for the anim. And ImageFX\_TAM uses ImageFX to do its thing. Duh, again :)

Secondly, you need a couple of images or an ANIM file ( ones that are supported by ADPro or ImageFX).

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The ADPro\_TAM 1.0 was tested on a A4000 '040 warped with AdPro 2.5 (ImageFX 2.6 for ImageFX\_TAM) and on Workbench 3.0 . I have not tested this program on any other machine at this time or other software stated. But it should run with a lesser AdPro program and ImageFX 8|.

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## 1.4 explan

First, start ADPro. Otherwise my program will bother you with a requester notifying you that ADPro is not running.

After Adpro is running, you can load the images that will be made into the transfer anim. Press the "LOAD" button. You will also have to multi-select the images by using the "SHIFT" key and your mouse.

You can load an ANIM file by pressing the "Anim" button right below the "Load" button. You can only select one ANIM file at a time. And you might have to wait a couple seconds for my program to count the total frames in the ANIM file. Just depends on the size of the loaded ANIM file.

After selecting the images and OK'ing them, press the "SAVE" button. You don't have to do this part if you do not want to, since the default path will be "Ram:def\_transferanim".

TIP: If you select just one image and then change the "# Frames" field to say, 10. You will get that one image tiled to the right 10 times. This will only work with one image file, and it will not work with say 2 images with a 10 frame count. You will end up with the last 9 images being the second image. This tip is good if you want to layer several transfer anims together.

But before you pressed the "SAVE" button, you might have noticed that ADPro was used to load one image file from those that you selected, and the info gathered was inserted into the "X","Y" and the "# Frames" fields. These fields hold the Width (X), Height (Y) and the total number of images to be made into the transfer anim (# Frames). You do not have to modify these fields, it is optionally. You can get weird results if you fool around with them.

Now you are just about ready to Compose those images. But you might want to adjust the output of the transfer anim before you do that.

The default transfer anim is saved out as a 32 IFF color image file and as an AWeb transfer anim. You can change these settings from the Menu. Go to the menu item called "# of Colors" and select the appropriate setting.

```
2 Color = 1 Bit
4 Color = 2 Bit
etc....
```

To change the type of transfer anim that will be made, go to the menu called "Project", "Browser Type" and its sub-item "Voyager", "IBrowse" or "AWeb".

By changing the type of transfer anim, you are just changing the tooltypes in the icon that are used for that browser.

To change the saver format for the transfer anim that will be made, go

to the menu called "Project", "Save As" and its sub-item "IFF", "JPEG" or "GIF". The save format has to be a format that is usable by a datatype that you are using in your browser. Thus, you can't use an oddball saver. And these three save formats are the most used formats on the Internet.

The "JPEG" save format will not recognize any lesser Bit Color, because "JPEG"s only save files as 24-Bit RAW image files. So you should not use this save format if your system can not support 24-Bit images. And if you use the "JPEG save format, the transfer anim will be saved out at the best/highest degree possible. ( Why make a bunch of small images muddy? )

Now you are ready to compose those images.  
Just press that button. ( "Composite" button ).

## 1.5 icon

The TransferAnim Icon:

When you save the image, the transfer anim is saved with an icon with the appropriate tooltips. All these tooltips are based on the first loaded image file.  
And the needed tooltips are:

The following is for AWebs transfer anim:

SIZE=width,height

This defines the width and height of each animation frame, in pixels.  
DEFAULT is the size of the loaded image.

FIRST=left,top

Defines the top left corner of the first animation frame.  
DEFAULT is "0,0"

FRAMES=number

This is the total number of frames in the animation.  
DEFAULT is the total number of frames in the loaded image sequence.

DELTA=delta\_x,delta\_y

This is the frame shift amount.  
DEFAULT is the x (width) of the loaded image and "0"

REST=left,top

Defines the top left corner of the rest image, that is displayed if no transfer is going on. This tooltip is optional. If you don't specify it, the animation gadget will be empty at rest.  
DEFAULT is "0,0"; the first frame of the transfer anim.

The following is for IBrowsers' transfer anim:

IBrowse only needs three tooltips, and they are...

WIDTH=number

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This defines the width of each animation frame, in pixels.  
DEFAULT is the size of the loaded image.

HEIGHT=number

This defines the height of each animation frame, in pixels.  
DEFAULT is the size of the loaded image.

FRAMES=number

This is the total number of frames in the animation.  
DEFAULT is the total number of frames in the loaded image sequence.

The following is for Voyagers transfer anim:

Voyager only needs one tootype,

FRAMEWIDTH=number

This defines the width of each animation frame, in pixels.  
DEFAULT is the size of the loaded image.

Adjust the tooltypes if needed, otherwise the tooltypes and the transfer-anim are in working order as is. See the each browsers documentation for more information concerning transfer-anim's.

## 1.6 warn

Warning:

Be careful of the size of the images and the size of the images in the ANIM file that will be made into the transfer anim. If you had 20 images at a resolution 100 width (x) by 100 height (y), you will end up with a transfer anim the size of:

2,000x by 100y

And if the image file is set at a high bit, say 8 bit, you could end up with a image file that is extremely large. It would eat up a lot of memory and disk space.

You shouldn't use image files much larger than 50x by 50y resolutions anyways and 32 colors. That is my two cents worth. :) Why have 256 colors or more, in a space that only holds 2500 pixels? Overkill.

And you don't need a lot of images (frames) to get the right effect for your anim.

## 1.7 troub

If the transferanim looks screwed up after you get it loaded into your browser, it could be caused by the following:

1. You saved out the transferanim at a to high of color amount. Change the color amount to something lesser and that is more compatable to the type of amiga computer system you have. AGA etc...



2. Is your browser on Workbench? If you do not have a graphics card you should probably make the browser open up on its own screen, because the pen colors could be getting mixed up. Voyager and IBrowse are MUI based programs and the screen can be changed in the MUI settings "SYS" of that particular browser. AWeb has its own settings that you could change.

3. It could be the datatype that you are using for your browser. Try changing the save format. A saver that will use a different datatype.

BUG:

If you save out the transfer anim or load in a bunch of images that have a space between the words in the file path, you will not be able to make a transfer anim.

EXAMPLE: "Ram Disk:def\_transferanim"

That space between the "Ram" and the "Disk" will not allow the program to save the transferanim out. It will do all the compositing but when it comes to saving out the image, it will leave you with nothing. Blank. Notta.

Just change it to "Ram:def\_transferanim". It will work then.

Live and let learn.

## 1.8 future

The future....

The Unknown

Might make it possible to change Anim-5 or Anim-8s to transferanims....

.... to late, :) already did it. Maybe scaling ...

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