

AVI Constructor 1.7.4

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System Requirements

For the Win 3.1 version.

You need to have Video for Windows installed.
(If you can play an AVI file, you have video for windows)

For the Win 95 version.

You must have installed the Multimedia Extensions off the Win 95 CD-ROM.
(If you can play an AVI file, you have already done this.)

How much memory does AVI Constructor need?

Over 4mb of RAM.

How much disk space does AVI Constructor require?

The more disk space you have the better.
At least 50mb free is recommended.

What is AVI Constructor?

AVI Constructor creates AVI files from a series of images.
(Bitmap (BMP), Jpeg (JPG), and Targa (TGA) files)
AVI Constructor creates:

- 2, 16, 256, and true color AVIs.
- 2, 16, 256, and true color negative AVIs.
- 2, 16, 256, and true color color scale AVIs.
- 2, 16, 256, and true color maximum color scale AVIs.
- 2, 16, 256, and true color adjust to color AVIs.

AVI constructor can also produce compressed 256 or True Color AVIs.

AVI Constructor also allows you to:

- * Extract images from any AVI.
- * AutoPaste images when a new image is place in the clipboard.
- * Capture images from any window or control.
- * Quickly build an AVI from a file list
(A file list is a text file that list the location
of each image file on disk.)

Adding Images to AVI Constructor

There are a few ways you can add images to AVI Constructor:

Add from disk

Click on the project menu and use the Add Images window.

Get from an AVI file

Click on the project menu and use "Get Images from an AVI ..."

Grab from the Clipboard

To (cut, copy, or) paste an image from
the clipboard use the Image menu.

AutoPaste new images from the Clipboard

Click on the options menu and select
AutoPaste new images from clipboard.

If AutoPaste is checked,
AVI Construct will automatically
paste images from the clipboard when
a new image is cut or copy to the clipboard
from another application.

Capture an image from any window

Use the capture window by selecting capture from the tools menu.
(if you need help using the capture window.

Turn on the hints by clicking on
options-> Display -> hints
on AVI constructor main window.)

Drop the file on to AVI Constructor Window.

Drag a file from the Explorer (a file box)
or the Program Manager and drop it
on to AVI Constructor main window.
(the file must end with bmp or jpg)

Setting the Speed for the AVI file.



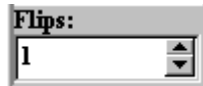
Change the AVI FPS value.
FPS stands for frames per second.

If the AVI FPS is set at 24, any AVI file you create
will be set at the rate of 24 frames per second.
(This does not mean that windows will be able to handle 24 frames per second.
If you are running on a slow computer the display will be slow or some frames will
be skipped.)

(In case you are wondering:

Basic smooth animation is 15 frames per second.
The TV standards are 30 or 24 frames per second.)

Pausing a specific frame.



Pausing a specific frame means delaying it in the AVI for a certain period of time.
You can set the frame to be paused by changing the '#X Flips' value.

For example, if the AVI FPS is set at 30 and
you set '#1 Flips' to 60 then the first frame will
be displayed for 2 second when you make the AVI.

Editing the frame list



To edit the frame list use the "list" menu.

AVI Constructor allows you to edit multiple list items.
For example, this allows you cut items 20 though 30
and paste them at the end of the frame list.

Selecting X though Y.

Click on X and hold down the mouse button and down until you reach Y.

Or select X and hold down the shift key and press on Y.

Selecting multiple items not in sequential order.

Click on an item and hold down the CTRL key while you click on the other item(s).

Making an AVI File

Make AVI



Once you have the images in the frame list you can now create an AVI.

To create an AVI go to the make menu and choose the kind of AVI you want to create.

Making a Compressed AVI File

To make a compressed AVI file.

- 1) Select the "Make AVI" menu.
- 2) Select "AVI Options".
- 3) Click on " Always ask for compression."

Now AVI Constructor will automatically give you a compression dialog each time you create a 256 or true color AVI.

The Make AVI Menu

Assume all images are similar

- Makes an AVI assuming that all images are the same size and colors.
- Monochrome - Makes a 2 color AVI - black and white.
- 16 Colors - Makes a 16 color AVI (uses windows system palette).
- 256 colors - Makes a 256 color AVI (Uses windows system palette).
(not very usable in high or true color mode)
- True Color - Converts all images to true color images.
(Best for quality. But slower in 256 color mode.)

See the Frequently Asked Questions file (_FAQs.wri) for more information.