

## **AnimCommanderhelp**

**COLLABORATORS**

	<i>TITLE :</i> AnimCommanderhelp		
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## Chapter 1

# AnimCommanderhelp

### 1.1 AnimCommander Doc

AnimCommander v1.5  
(C) 1993-94 Gerardo Iula

This is the documentation of AnimCommander command for the Amiga.

Introduction  
Execution & Startup  
Installation  
How to Use It  
About  
Acknowledgements  
Author  
History  
To Do

### 1.2 Introduction

Introduction :

~~~~~

I did a library which permits to the programmer to forget a lot of things when he makes a new piece of software. This linked library for example with the routine 'AutoLoadAnim' needs only the filename and answers a pointer. When you need that anim you have to give that pointer to the code and it manages everything.

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I tried to make games and I improved much as possible the anim routine, now uses some tricks to get the maximum speed in multitasking!  
I made a lot of routines to test my library, and one day I thought "why do no put all pieces together ?" , after a week AnimCommander was born.

```
This is the fastest
           Anim5
           player
```

## 1.3 Execution

Execution :  
~~~~~

Runs from Cli or workbench. Simply and easy.  
If you want call animcommander from DiskMaster or DirectoryOpus I made a separate program to do that, called AnimCli.

The usage of this program from cli is:

```
AnimCli <return>
Result: opens a file-requester to load a animfile

AnimCli filename <return>
Result: loads and plays that file

AnimCli filename speed <return>
Result: loads and plays that file using that speed settings
0=TURBO
1=NORMAL
2=RALENTY
3=SLOW
4=VERYSLOW
```

Warning: If you read this file don't need any further warning, but this program runs only on Kickstart 2.0 or superior due to the very boring slow screen update on kickstart 1.3 (using multitasking of course, if you kill everything you have the same speed as any other Amiga)

## 1.4 Installation

```
           Installation :
~~~~~
This is the easy part ...
Installing AnimCommander isn't very tough ; you just need to copy it somewhere

To work need
           ReqTools
```

## 1.5 About

Distribution :

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AnimCommander is freely distributable software, but it's also Copyright (C) Gerardo Iula. You can freely copy/spread it as long as you don't make ANY PROFIT doing it and that the original archive remains intact.

The files are:

AnimCommander  
AnimCommander.info  
AnimCli  
AnimCommander.guide  
AnimCommander.guide.info

The above is also known as FreeWare.

Disclaimer :

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The Author can't be held responsible for any damage this software may cause, directly or indirectly, on the system it is run. You're using it at your own risk.

## 1.6 Acknowledgements

Acknowledgements :

~~~~~

The

author

would like to thank the following people for their support : (alphabetical order)

- Nico François (Great ReqTools & other stuff)

AnimCommander was developed on an antique A-2000 and then on Accelerated Amiga and finally finished onto a powerful A4000 With Picasso Board. (Sorry, but the Picasso mode it's too different to amiga native mode to do an OPTION to run in it, use MainActor for Picasso-II anims).

## 1.7 Author

Author :

~~~~~

AnimCommander v1.5 is © Copyright 1993-94 by Gerardo Iula.  
See

About

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for further details on distribution etc.

The author can be reached for all bug-reports, suggestions, etc. :

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I'm a fan of ANIME and MANGA, Comics, ScienceFiction books and movies, a RolePlayer Master and Player (AD&D, TOONS specially), a boardgame player (Warhammer 40000 and SpaceMarines), a card player (Magic and Jihad), and I have a lot of stupid hobbies!

## 1.8 History

History :

~~~~~

v1.503 Lunedì 31-Ott-94 13:56:27

- \* Due to AnimWorkshop-anim sometime crashes the machine because that program put in the Iff a bad chunk size in the ANNO chunk that contains a text string. The chunk size is the string size that is odd number lenght, a pad byte its added at the end ,but it isn't counted in the chunk size.
- \* removed some Enforcer hit for a bad word added in the OpenWindow flags
- \* Overscan now works
- \* Maximum speed achieved when it finds a colormap-per-frame and skip trash-chunks that some programs fit in ANHD chunk

v1.5 : Sabato 01-Ott-94 12:51:10

- \* Now plays once or loop an anim (included AnimFromDisk)
- \* some bugs around fixed
- \* Plays with extra chinks in DLTA file continue to give problems sometimes works fine and sometimes override the clipboard.device when manage frame-colormap

v1.4 : 25-Sep-94 15:27:00

Fixed some things around (too many!):

- \* Now clr mouse works fine in all graphic modes
- \* Added overscan button
- \* Added Select a different viewmode for disk-anim (MENU)
- \* Added a longer pause after play animation to avoid to click again on Play button
- \* Rewritter the code AnimFromDisk because was using only Dpaint animations, now uses all kind of Anim5
- \* Speed button now has not more bugs (Turbo and normal often was the same)
- \* Now supports Colormap by Frame and skip future chuncks in the ANHD

v1.2 : 19-Sep-94

Change numeric input to speed gadget to a simple cycle\_gadget  
Added Save Anim with the current viewmode used

---

Recognise anim7 and anim8 ,but don't use them  
v1.1 : Added Speed/screenmode in LoadFromDisk() option

v1.0 : 1993  
[FIRST PUBLIC RELEASE]

## 1.9 To Do

TO DO :  
~~~~~

When I have some spare time I'll add

- Anim7 support (anim8 I think it's a bad slow mode)
- Some Titler functions (a mini-mini Scala ?) Don't exist a titler which use animbrushes!
- Anything else ? (tell me !)

## 1.10 ReqTools

ReqTools :  
~~~~~

This is the name of an excellent library, offering you the best looking requesters under all OS's. If you've never heard of it, check it out right NOW !!!

-> ReqTools is Copyright (c) Nico François. <-

Thanks, Nico, for such a great library, and of course thanks for making it available to the public !!!

## 1.11 Anim

ANIM

Basically are frames compressed stored sequentially for a double buffer display. The frames are stored in this manner:

```
1  3  5  7  9  11  ---> for 1st buffer
  2  4  6  8  10  ---> for 2nd buffer
```

Every chunk contains the differences from its series. For example the frame 4 contains the differences from frame 2.

This method guarantee a fast decode method, but in some animations can appear some garbages when the loop end and start again, specially if the file has odd frames. In general commercial programs as Deluxe Paint creates the last two frames equal to the firsts two. But if you find animations that left garbages when the loop start again you can fix with toggle the button in the AnimCommander panel 'Redraw 1st frame'. In this way the anim its restored from the original Iff, the speed decrease ,but the view is clear

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from any garbages.

#### ANIMBRUSHES

This its a format introduced in Deluxe Paint III , it's exactly an Anim format but the frames compressed are stored sequentially:

1 2 3 4 5 6 ...

Because Electronic Arts didn't insert a flag to inform a program that this is ←  
or  
isn't an Anim file, the only way to know if it's an Anim or a Animbrush is to check the size of the bitmap, or load and play it (the fastest way!).

Note: Animbrushes has 1 frame less than anim

## 1.12 Usage

#### WARNING

Creating anims with some AdPro extra programs you'll get low performances because those software in general add some extra informations which slow down the anim-player to decode them. The maximum speed is achieved using Anims without Colormap by frame or other extra infos in the frames (AnimWorkshop try, for example, to add some strange chunks)

#### OPTIONS

AnimCommander can play  
Anim5  
or  
Anim5  
brushes files, use the button to  
toggle the two ways to decode the datas.

#### PAUSE RMB

If you press the Right mouse button and hold it the play is freezed until you release it

#### EXIT RMB

The play stops when you play the Right Mouse button. It's useful if you want drag the screen in another position. You can drag ths play screen as a normal Amiga screen!

#### MULTITASK OFF

Sometimes Amiga can freeze the player to do something, with this option you prevent during the play to loose rasters.

#### MOUSE OFF

Turn off the mouse pointer when an animation is played

#### OVERSCAN

Put the display in the Overscan. Remember to SET your Prefs/Overscan because I use it!

#### START WAIT MOUSE

Show a black screen and wait the user until he has pressed the mouse button

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#### CHANGE SCREENMODE

You have an animation created in lo-res, but you want to see it in a different resolution ? For example in hi-res laced you can see the animation in the upper part of the screen, but with another resolution.

Choose another viewmode and see it.

Note: when you play an Anim HAM8 into a ECS machine you cannot see all the colors, only the viewmode is changed!

This OPTION (also the menu Force Lo-res) is necessary when you want to play an Anim created with a viewmode you don't have in the system or you don't have put the Devs/Monitors files of that viewmode. (An NTSC user who made an anim in his country 320x200 lo-res add the NTSC\_VIEWMODE, and when you want to see it in Europe (PAL) 320x256 the operating system refuse to open a screen in NTSC mode if you don't put the Storage/Monitors/NTSC in your Devs/Monitors directory. To avoid this problem simply change the viewmode to one of them available in your machine.

#### WAIT RASTERS

With the normal 0 the code unpack the frames every raster

With the ralenty the code wait 2 rasters per frame

With the slow the code wait 3 rasters per frame

With the veryslow the code wait 6 rasters per frame

...

With the TURBO the code doesn't wait any raster and you can play up to 100 frames per second in lo-res on A4000!

#### PLAY FROM DISK

Remember to set WAIT RASTER to TURBO mode to gain maximum speed!

Recently I have seen an Anim bigger 8 megs! Another friend made a 22 Mega Anim! ←

If you don't have enough memory you cannot see anything!

With this mode the frames are loaded in realtime from the

file and you can see bigger animations! (note: the code first scans to get the bigger framesize and then allocate memory to contain it, is possible ← that

your system hasn't enough memory to store it for HAM8 Hires Anims!)

Note: The code load from every device, but only SCSI and Harddisks are faster ← enough

and asynchronous to play at correct speed.

In some devices i've seen some frames at full speed then a pause then the rest of animation.

#### ARROWS

You can select a specified frame and see it. Some buttons in Anim mode aren't ←

implemented yet, sorry.

The first is GO TO THE FIRST FRAME

The last is GO To THE LAST FRAME

The others are to go one frame back or forward, when you click on the bar only forward is available.

#### SHOW CURRENT FRAME

Display the current frame

#### SAVE IFF CURRENT

Save a IFF ILBM file of the current frame showed

#### SAVE PREFS

Not Implemented yet

#### SAVE

Saves Anim only (not Animbrush!) with the current viewmode selected, it's very useful when you have anims in Ntsc or not usual modes, instead to run every time the storage/monitor to get that screenmode, in this manner you save that anim with a screenmode you have available. Every other program can use it after you save in this way.

I did because I frustrated to get stupid answers (screenmode not available)

#### INFO

Show the resolution, the colors used in an Anim file and the size of the raw bitmap to display the frame

#### OPEN

Load a file. If you have selected Animbrush mode load an Animbrush.

Note: That in memory can exists an Anim and an Animbrushes together because the program uses different buffers to store them

#### PLAY RALENTY

Plays with 3 rasters wait per frame.

#### SAVE RAW BITMAPS

Save every frame in a RAW bitmap. Check the number of frames and the size of your hardisk before use this option! An Anim size of 50K can became 1 ←  
Mega  
easily unpacked in this mode!

That's all folks!

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