

ANIMLIB

Conversion program

COLLABORATORS

	<i>TITLE :</i> ANIMLIB		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Conversion program	October 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ANIMLIB

1.1 Overview of ANIMLIB

Overview

An Acid Software Library

Converted to AmigaGuide by

Red When Excited Ltd

Used with the permission of Acid Software

Edited, fixed and cleaned by Toby Zuijdveld 26/02/1999.
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1.2 ANIMLIB

Statement: Anim

Modes :

Syntax : Anim - IFF Anim

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Statement: LoadAnim

Modes :

Syntax : LoadAnim Anim#,Filename\$[,Palette#]

The LoadAnim command will create an Anim object and load a DPaint

compatible animation. The ILBMInfo command can be used to find the correct screensize and resolution for the anim file. The optional Palette# parameter can be used to load a palette with the anims correct colours.

Notes: unlike more advanced anim formats DPaint anims use a single static palette for the entire animation. Like all other Blitz commands that access files the command must be executed in Amiga mode.

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Statement: InitAnim

Modes :

Syntax : InitAnim Anim#[,BitMap#]

InitAnim renders the first two frames of the Anim onto the current BitMap and the BitMap specified by the second parameter. The second BitMap# parameter is optional, this is to support Anims that are not in a double-buffered format (each frame is a delta of the last frame not from two frames ago). However, the two parameter double buffered form of InitAnim should always be used. (hmmm don't ask me O.K.!)

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Statement: NextFrame

Modes :

Syntax : NextFrame Anim#

NextFrame renders the nextframe of an Anim to the current BitMap. If the last frame of an Anim has been rendered NextFrame will loop back to the start of the Animation.

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Function: Frames

Modes :

Syntax : Frames (Anim#)

The Frames() function returns the number of frames in the specified Anim.

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