ANIMaxxDEMO Release Notes
ANIMaxxDEMO (C) copyright 1990,1991 North Coast Software, Inc.
All rights reserved.

Restrictions
What is ANIMaxxDEMO?
Demo Version
Order Form
Directions
Demo Packing List
Demo Requirements
Your Own Animations
Speeding It Up

North Coast Software
P.O. Box 343
Barrington, NH   03825
(603) 332-9363

Internet: 4386449@mcimail.com
MCIMAIL: 4386449
Compuserve: 72540,435

RESTRICTIONS

ANIMaxxDEMO (C) Copyright 1990,1991 North Coast software, Inc.
ANIMaxxDEMO is not now nor has it ever been public domain software. It is the property of North Coast Software, Inc. which grants permission for ANIMaxxDEMO to be freely distributed for the sole purpose of demonstration. ANIMaxxDEMO may not be sold or resold for any cost,or used in any business or used for any profit motive.

Permission is granted to operators of electronic bulletin boards to post ANIMaxxDEMO provided that the contents of ANIMaxxDEMO are complete and unaltered.

Distributors of public domain or user supported software may distribute copies of ANIMaxxDEMO only after obtaining written permission from North Coast Software, Inc. Such permission is seldom denied; please write for details.

ANIMaxx is a retail product and is available from North Coast Software.

WHAT IS ANIMaxxDEMO?

ANIMaxxDEMO is a freely distributed demonstration version of the retail product ANIMaxx. ANIMaxx is an animation application which displays, previews, and prints animation sequences under Windows 3.0. ANIMaxx is for sale by North Coast Software, Inc. and an order form is enclosed.

DEMO VERSION

   This version of ANIMaxxDEMO animation previewer is for demonstration purposes only and as such does not have many of   the features which are described in this help text. In fact, the only features which are supported   in this version are those which allow you to LOAD the *gears* animation , to PLAY it, and to SINGLE STEP through it. You cannot load many of the interesting animations available, you cannot AUTOPLAY many animations in sequence,and you cannot   OPEN, SAVE, PRINT, or FORMAT bitmaps images.

   We at North Coast Software encourage you to purchase the full featured version of ANIMaxx so that you may enjoy all of   these options, as well as a variety of interesting animations, and the ability to create   you own animations.   ANIMaxx is available at a cost of $33.95.   An ordering form is provided for your convenience. We may in the future accept orders by credit card, please call   us at   (603) 332-9363 to ask.

ANIMAXX ORDER FORM

Name_____

Company_____

Title_____

Address_____

City_____State_____Zip_____

Phone_____Email_____

Copies_____@ $33.95 each_____

Desired Disk Size____[5 1/4"]____[3.5"]

Disk Density____[Quad/High]____[Double]

remit check or money order to:

North Coast Software, Inc.
P.O. Box 343
Barrington, NH   03825

Use the "Print Topic" option in the "File" menu above to print out this order form.

DIRECTIONS

ANIMaxx is very easy to use. Simply load an animation using the LOAD command from the ANIMATION menu, then PLAY. Or use AUTOPLAY to continuously play all   the animations. Click the   mouse anywhere to quit AUTOPLAY. SINGLE STEP allows you to step through each frame individually.

Note that you can preview individual images with the OPEN command in the FILE menu. You can also compress files to save disk space using the FORMAT command under the SAVE command. If you have a printer which supports raster capabilities you can print your images using the PRINT command.

If you have a VGA graphics display board with a 256 color display driver for Windows 3.0, you can view 256 color still images using the OPEN command from the FILE menu. Many VGA boards require special device drivers from the manufacturer in order to view full 256 color images.

DEMO PACKING LIST

- o animaxxd.exe   - The ANIMaxxDEMO executable.
- o order.frm   - The order form for ANIMaxx.
- o readme   - Installation information file.
- o animaxx.hlp   - ANIMaxxDEMO Windows Help database.
- o gear1.dib -   - Gears animation frames.
    gear9.dib
- o gears.ani   - the Gears animation script file.

DEMO REQUIREMENTS

- o Windows 3.0 or higher.
- o A hard disk with 1 MB of free disk space.
- o 2 MB RAM minimum; more memory is better.
- o A 16 color VGA board is recommended, EGA will also work.
- o This installation takes 2 minutes on a 25 Mhz system with a 16ms disk drive.
- o When running ANIMaxx you should close all other applications. This frees memory and the CPU.

YOUR OWN ANIMATIONS

Quick overview:
> 1) Create your <u>DIB or BMP</u> images with Paintbrush or other programs.
> 2) Create and edit a .ANI script file.
> 3) Run ANIMaxx and choose your animation from the LOAD Dialog Box
> 4) PLAY!

   ANIMaxx together with Windows provides you with everything you need to develop and preview your own animations. You can use the Paintbrush program provided with Windows to create the bitmap images that compose   each frame, or use other paint programs which support the <u>BMP or DIB</u> Windows raster format.   Raster images can also be created by scanners or frame-grabber boards, and converted to the <u>DIB</u> format.

   A tip for using Paintbrush: It only understands images in <u>RGB</u> format and files must have .BMP extensions. The ANIMaxx FORMAT command will compress and uncompress images to and from the 24 bit <u>RGB</u> format. To use FORMAT, OPEN a <u>DIB or BMP</u> file with the FILE menu option in the upper left corner of ANIMaxx, Choose SAVE from the same FILE option, click FORMAT from the SAVE Dialog Box. You can choose the new format   from the FORMAT dialog box.

   It is not desirable to store animation files in RGB format, they take up much more space and load much more slowly than a file in RLE format.

   When you have some frames to display you are ready to create a .ANI animation script file. A script file is a list of simple commands that tell ANIMaxx what picture files to use as frames and how many times to repeat your animation when PLAYing it.   Use a file editor and create a file with a .ANI extension, choose a name that describes your new animation.   The first line of your new file should be in this form:

> NAME   <your-animation-name-here>   <repetition-number>

   Your animation name can be any printable characters except spaces; the repetition number is the number of times your entire animation is displayed when you PLAY it.   You specify your frames:

> FRAME <file-path-and-name-and-extension>

   The file pathnames can be complete from the drive letter or can be relative to the directory that your .ANI file is currently in.   You can add comments to your animation script files.   Any line starting with a # character is a comment.   Comments can be placed anywhere in the script file. For example:

> # This is a comment line

   All scripts must   use the DOS standard of   CR and LF characters to end each line.   This should not be an issue unless you are importing files from another system such as UNIX and are having problems.

   Here is a script example taken from the ANI file for the gears animation:

   # This is a comment line for the GEARS.ANI file
   NAME Gears 9
   Frame frames\gear1.dib

Frame frames\gear2.dib
Frame frames\gear3.dib
        ...

SPEEDING IT UP

Animations will run faster when you have:
- o A high clock rate, 16 MHz+
- o MCA or EISA bus system
- o A 386 or 486 CPU
- o A 16 bit VGA board (use your VGA configuration program to check this option).
- o If you have VGARAM, use it
- o 0 wait state memory
- o Lots of memory
- o Closed all your other applications
- o A positive attitude

    Although ANIMaxx will support images of any size, smaller images will make quicker, smoother motions and take up less space.

    The capabilities of your system will also limit the speed and length of your animations. A typical 256*256 image requires roughly 64 KB of RAM, yielding 15 frames per megabyte of RAM. The entire animation must be loaded into RAM before it can be played.

FILE FORMATS

DIB -   The DIB image format is the format of choice for images used with ANIMaxx. It arrived with Windows 3.0 and is becoming more widely used among the newer Windows Applications. It is upwards compatible with the BMP format.

BMP - The BMP image format was the Windows standard before Windows 3.0   and is still supported by many applications and some DOS programs. ANIMaxx will read BMP files.

RGB - RGB is the state of a DIB or BMP image file before any compression takes place. A BMP image file in the RGB state contains extra color information which most applications do not make use of. The RGB information may take up to four times the space of the same file which is RLE compressed.