

MakeAnim7

| |
|----------------------|
| COLLABORATORS |
|----------------------|

| | | | |
|---------------|-----------------------------|---------------|------------------|
| | <i>TITLE :</i> MakeAnim7 | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | July 25, 2024 | |

| |
|-------------------------|
| REVISION HISTORY |
|-------------------------|

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
| | | | |

Contents

| | | |
|----------|-----------------------------------|----------|
| 1 | MakeAnim7 | 1 |
| 1.1 | MakeAnim7 Documentation | 1 |

Chapter 1

MakeAnim7

1.1 MakeAnim7 Documentation

MakeAnim7
(A utility to convert animations into ANIM7 animations)

Written by Thomas Krehbiel
March 1993

INTRODUCTION

~~~~~

The ANIM7 format proposed by Wolfgang Hofer (see accompanying spec file) provides MUCH better animation playback speed, which is especially needed for AGA-mode animations. The tradeoff is a larger animation file (ie. the compression isn't as good).

So, here is a little utility to convert your existing animations into ANIM7 animations in a fairly straightforward manner. MakeAnim7 can also read the ANIM8's that come from MorphPlus, so you can (and should, since ANIM7 is much better) convert them too.

(This program requires 2.04, BTW.)

#### DISTRIBUTION

~~~~~

MakeAnim7 is public domain. Do with it what you wish.

USEAGE FROM SHELL

~~~~~

1> MakeAnim7 [SHORT|LONG] [anim\_file1] [anim\_file2] [anim\_file3] ...

Each file will be recompressed as an ANIM7 and saved out with the same filename plus a "7". So, recompressing "mine.anim" would result in "mine.anim7".

If no files are given, a file requester is presented (see below).

---

The SHORT option forces SHORTWORD compression.

The LONG option forces LONGWORD compression.

#### USEAGE FROM WORKBENCH

~~~~~

Double-click the (wonderfully artistic) icon. Select one or more animation files from the resulting file requester. Watch it go.

Files are renamed as above.

You can use the tooltypes SHORT or LONG to force shortword or longword compression.

TECHNICAL NOTE

~~~~~

MakeAnim7 will always use longword encoding where possible. I determine whether it's possible or not by the width of the animation; if the resulting width (plus word alignment) "fits" in an integral number of longwords (without overlap), then longword encoding is used. This may or may not be the "correct" way to do it, but it sounded good at the time.

You can override this behavior by using the SHORT or LONG arguments. I leave it as an exercise for the reader to determine which one is better. I also don't make any guarantees about the functionality of forcing shortword or longword compression. If you're not sure, don't touch it.

---