

# WinFlic 1.04

AutoDesk® FLI and FLC Player  
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## Menu Information

### FILE:

**Open** - Open a new .FLI or .FLC

### ACTION:

**Run** Start the current .FLI or .FLC  
**Pause** Pause current animation (again or Run to continue)  
**Stop** Halt the current .FLI or .FLC  
**Top Most** Toggle whether animation is always on top

### HELP:

**Help** This File  
**About** Quick Info

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The current animation can also be turned on and off by the **right** mouse button.

## Special Functions

### COMAND LINE:

You can add the file name after the program name on the comand line and it will execute that file when the program starts.

Adding the following letters tells it how to display the file. The default is title bar on and not always on top:

First Letter

M	Not Title Bar
m	Title Bar on

Second Letter

T	Always on top
t	Not always on top

Example: "c:\games\winfrac.exe c:\games\fli\clown.fli MT"

### KILL THE TITLE BAR:

Double clicking on the animation will toggle the title bar and menu off or on

### PAUSE THE PLAY:

Single clicking with the right mouse button will run or pause the current Flic

### MOVE THE IMAGE:

Clicking and holding down the left mouse button will allow you to drag the animation. When placed were you want it release the button.

### WINDOW SIZE:

You can resize the window to any size you desire and it will attempt to scale the image to fit the window. You may run into 3 problems depending on the size:

1. You may make it so small that the image sucks because of low resolution.
2. It runs too slow at large sizes (sorry exit windows or get a faster machine :-)
3. Worse you get an error saying NOT ENOUGH MEMORY! make it smaller

## Author Comments

This program was inspired by an article in the March Dr. Dobbs Journal by Jim Kent. After reading the article I decided I really needed my cute CLOWN.FLI to pop up and start spinning when I first started windows. So I set out with article in hand to write just such a program. WinFlic is written in straight C++ with no virtual device drivers to confuse the masses of VGA drivers out there and will hopefully be compatible with future Windows versions. The compatibility does cost a little speed, noticeable on slower machines.

-SP

## Registration

A donation is always appreciated and it might get me to finish the 32 bit version and/or the OLE 2.01 enable version.

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