

## ADDmotion Review

Swish! Beep! Beep! . . . What's up Doc? These are thoughts that were dancing in my mind when I started using ADDmotion Animation and Color Paint for HyperCard 2.0. The following is a review of this program:

This program is an extension of HyperCard that allows animation and color painting within HyperCard 2.0. It comes with HyperCard 2.0 V2, animation example stack and color paint. The example stack consists of animations and sounds that you can import and use or to inspire your own creations. Some of these include a flying macaw bird, a walking stickman, and a flying hawk. The sound examples include breaking glass, barking dogs, and a squak from a bird. The color paint is fused with the animation stack. The last 12 used colors are displayed on the color palette. There is a maximum of 256 colors to be used for each actor or prop. (These are background objects.) There is a color wheel for you to mix your own colors and adjust hue, saturation, and brightness. The color option is automatically disabled for black-and-white Macs.

This program enables you to easily create animations with the ease of HyperCard.

Using a "media controller," a palette used to construct, edit, and play your animations, select the prop button (props are the items in the background, such as cactus and mountains) and dialog boxes will assist in selecting the specific prop and its placement is done by dragging. Now, select the actor button on the media controller and repeat the selection and placement stated previously. Select the path button on the media controller and draw and click the path that you want the animation to follow.

Adjustments to your animation are just as easy. You can change the timing of your actors and props on a graphical timeline by clicking and dragging. This is likewise for changing the path that your animation follows.

The following are some other nice features. The ability to import and export to other programs in pics format. When creating an actor, a feature called "onion skin" permits you to see a ghost image of your previous cell

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so that you can trace and make changes to illustrate motion. Sound clips can be created and added using "soundmotion," which is similar to sound edit.

You can cue other events in Hypercard such as pauses, visual effects, and control CD and video disk players. You have the ability to distribute your work with run time XCMDs, and note there is a small fee to do this. The amount depends on your method of distribution.

The good aspects of the program include:

- ease of use
- fully integrated into HyperCard
- animations run fast
- system 7 compatible

Now the cons:

- my animation stacks seemed to load slowly.  
I have a Mac Plus.
- At one time the documentation and program worked together extremely well, but ADDmotion decided to change the content and the documentation didn't follow suit

cleanly. Don't get me wrong, the documentation is very good, except when it refers to the parts that are changed in the software.

- Incompatible with some virus protection inits.
- Like HyperCard, it loves RAM memory; I was able to create simple animations with 2.0 megs.

#### Summary and comment:

This is a very good program, but I have some concerns:

- What impact is Quicktime going to have on it?  
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- ADDmotion just released a major upgrade to this program and it's twice the cost of the current program. I've heard that ADDmotion owners can purchase an upgrade.
- What will happen to the current program?

#### My advice:

- Look at the other animation programs closely and let your needs guide you.

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