

# **TANIM**

Linus McCabe

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**COLLABORATORS**

	<i>TITLE :</i> TANIM		
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WRITTEN BY	Linus McCabe	August 25, 2024	

**REVISION HISTORY**

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# Chapter 1

## TANIM

### 1.1 Main

TransferAnim.mcc documentation

TransferAnim.mcc is a MUI customclass intended to display transfer (or busy) animations as known from browsers.

This release also has very limited documentation. Developers will get most out of reading the autodocs and included example.

Why  
Disclaimer  
Requirements

Installation  
Usage  
Developers

History  
Todo  
Author

MUI is copyright Stefan Stuntz.  
Thanks to Felix Schwarz for being the first 'paying' user!  
Thanks to Allan Odgaard for putting up with my questions.  
Thanks to Kai Hofmann for the installerscript and suggestions.  
The icons are taken from MUI's main archive.

### 1.2 Why, whats the point?

Why

Having a few different ongoing projects, I realized that it was a specific piece of code I reused in almost all of them (the mui ones, anyway).  
And this was the code to display datatypesobjects and transferanimations.

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So I decided to make this a customclass for easier integration in my own programs and to allow others to easily implement similar objects in their projects, without too much effort.

## 1.3 Requirements

Requirements

This second release of TransferAnim.mcc uses ImagePool.library to load images and it will use some 39+ graphics calls, thus it will only work on 3.x+ machines.

## 1.4 Installation

Installation

Thanx to Kai Hofmann, the customclass comes with an installerscript, without his work on MCC-Install, this would not be true.

So, for easy installation, just doubleclick the install icon and enjoy yourself as you loose some hd space.

The images needs not to be installed, they are only there for the supplied demo.

However, if you don't install the images, the demo will look pretty lousy unless you run it directly from the unarchived directory.

If you wish to install the class manually for some reason, just copy

```
libs/mui/#? to mui:libs/mui/  
images/#? to mui:images/  
demos/#? to mui:demos/
```

and if you wish to use the developerfiles, just copy them from developers/ to your preferred autodoc and includes directories.

## 1.5 Todo

Todo

The class has the basic features I require for my own programs, but if you have requests for me to implement other functions, please suggest these to me!

## 1.6 History

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## History

- V1.5 Added capability to display transparent animations.  
If the provided demo does not show the animations transparent, it's time to update your datatypes!  
Transparancy does not work very well with MUIA\_TransferAnim\_Repeat on some backgrounds.
- TransferAnim.mcc now uses ImagePool.library to load it's animations, which means that memory and remapping time is saved if the same animation is used more than once (with mor than one program or within the same one)
- V1.02 Fixed yet another enforcer hit due to nonexisting mui prefs.  
Fixed the class to correctly fall back to default animation if the speciefied one did not exist.
- V1.01 Fixed a few enforcer hits due to nonexisting mui prefs.  
  
Fixed the demo to close MUIMaster.Library.
- V1.0 First release

## 1.7 Author

### Author

The class is written by Linus McCabe with help from alot of people on the mui- and Amiga-C mailinglists.

To get in touch with me write to

Linus McCabe  
Rogsholmsv 6  
51532 Viskafors

sparkle@hehe.com  
<http://sparkle.amiga.tm>

I'm open to suggestions, bugreports and criticism!

## 1.8 Disclaimer

### Disclaimer

The author takes no responsibility whatsoever to any loss of data or other damage this class might cause.

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Use it at your own risk!

## 1.9 Usage

Usage

The only things the enduser needs to worry about is installing the class correctly and the mui prefs.

If you wish, you can change the mui prefs to your preferred settings.

Currently there are two options to change.

`\textdegree{}` Default animation

This animation is used whenever the animation specified by the program was not loadable for some reason, maybe because the file was not found.

`\textdegree{}` Default precision.

Here you can specify with what precision you want the animations remapped.

`\textdegree{}`~Play mode

Specify how you want the animations to play, choices are play always, play when window's active or never play.

## 1.10 Developers

Developers

Developers who wish to use my class in their programs are totally free to do so. However, I'd wish to be notified about it, and I wouldn't mind a free copy of your program if you are charging money for it. This is not mandatory, but it makes me very happy :).

Thanks to Felix Schwarz for being the first (and so far only :) paying user!

I also wouldn't mind being mentioned in the about requester or the documentation [↔](#) for the program.