

[This is the default document RoboHELP creates for the project.]

# Welcome to Animation Shop

## Introduction

Jasc Animation Shop™ 3.01 is a powerful yet easy-to-use program that creates animations from one or more graphic images and offers a wide variety of effects and transitions for enhancing animations. Used as a standalone application or as a complement to Paint Shop Pro, Animation Shop 3.01 allows users to easily create animations for use on a Web site or in a presentation. Animation Shop's straightforward interface allows anyone to create effective buttons, banners or other animated effects without a steep learning curve.

Users can easily import multiple-layer images to automatically build animations or use the Animation or Banner wizards to assemble and create new animations. Animations can be quickly and easily modified using features like drag-and-drop editing, registration marks, automated cropping options, frame culling, flip and mirror frame adjustments, and a selection of painting and drawing tools.

Editing integration between Animation Shop and Paint Shop Pro means users can easily share and edit animation frames and images between the two programs without having to save and reopen frames. Once finished, animations can be optimized for the Web with the powerful Optimiztion Wizard, which provides a comprehensive selection of file output options.

## Using the Program's Wizards

Create your animations using the full set of the program's features, or use the Animation Wizard as a quick way to assemble an animation. The Banner Wizard feature provides a simple method of creating animated text banners. And when you're ready to finalize your animation for web or presentation use, the Optimization Wizard provides a variety of options for selecting a file format and ensuring consistent colors and efficient file size.

### RELATED TOPICS



[Using the Animation Wizard](#)



[Using the Banner Wizard](#)



[Optimizing an Animation](#)

## Choosing a Standard Animation Format

Animation Shop supports several animation and video file formats. Your animations can be saved in popular formats such as [GIF](#), [FLC](#), [FLI](#), [AVI](#), [ANI](#) or [MNG](#).

### RELATED TOPIC



[Saving an Animation](#)

## New Animation Shop Users

If you have never used Animation Shop before, be sure to take your time browsing through this help system to get a feel for what the program can do for you. To learn more about the Animation Shop help system, as well as other help resources you have available, refer to [Using the Help Resources](#). If you purchased the boxed version of this application, be sure to read through the *Getting Started Guide* and the *Reference Guide*.

## Experienced Animation Shop Users

If you are already familiar with the program through a previous version of Animation Shop, you might want to see [what's new in version 3.01](#).

## Using the Help Resources

In addition to this help system, the *Getting Started Guide*, and the *Reference Guide*, a variety of other help resources are available:

- A number of support pages on the Jasc Web site
- Access to Jasc Software, Inc.'s Technical Support department via e-mail

### **Jasc Web Site Support Pages**

A number of Web site pages dedicated to support issues with Jasc products are available within the Help menu. Choose **Help > Jasc Software Online**, and then select one of the available links.

### **Contacting Jasc Software**

Refer to the README.DOC file that was installed with Animation Shop and Paint Shop Pro for the latest information about the applications, as well as information on contacting Jasc Software, Inc.

The table below lists some of the other ways to contact Jasc Software about Animation Shop 3.

Contact Method	Address or Number
E-mail	anm3evalsup@jasc.com
Website	www.jasc.com
Telephone	
Technical	(952) 930-9171
Support	(952) 930-9800
Customer	
Service	
Fax	(952) 930-9172
Mail	Jasc Software, Inc. 7905 Fuller Road Eden Prairie, MN 55344 USA

### **For More Information on Using Help**

For general information on using Microsoft Windows Help, refer to your Windows Help file (from the **Start** menu on your Windows desktop, choose **Help**).

For a description of various ways to access the Animation Shop Help file, refer to [Using Animation Shop Help](#).

#### **RELATED TOPICS**

 [Displaying System Information](#)

## What's New in Animation Shop 3.01

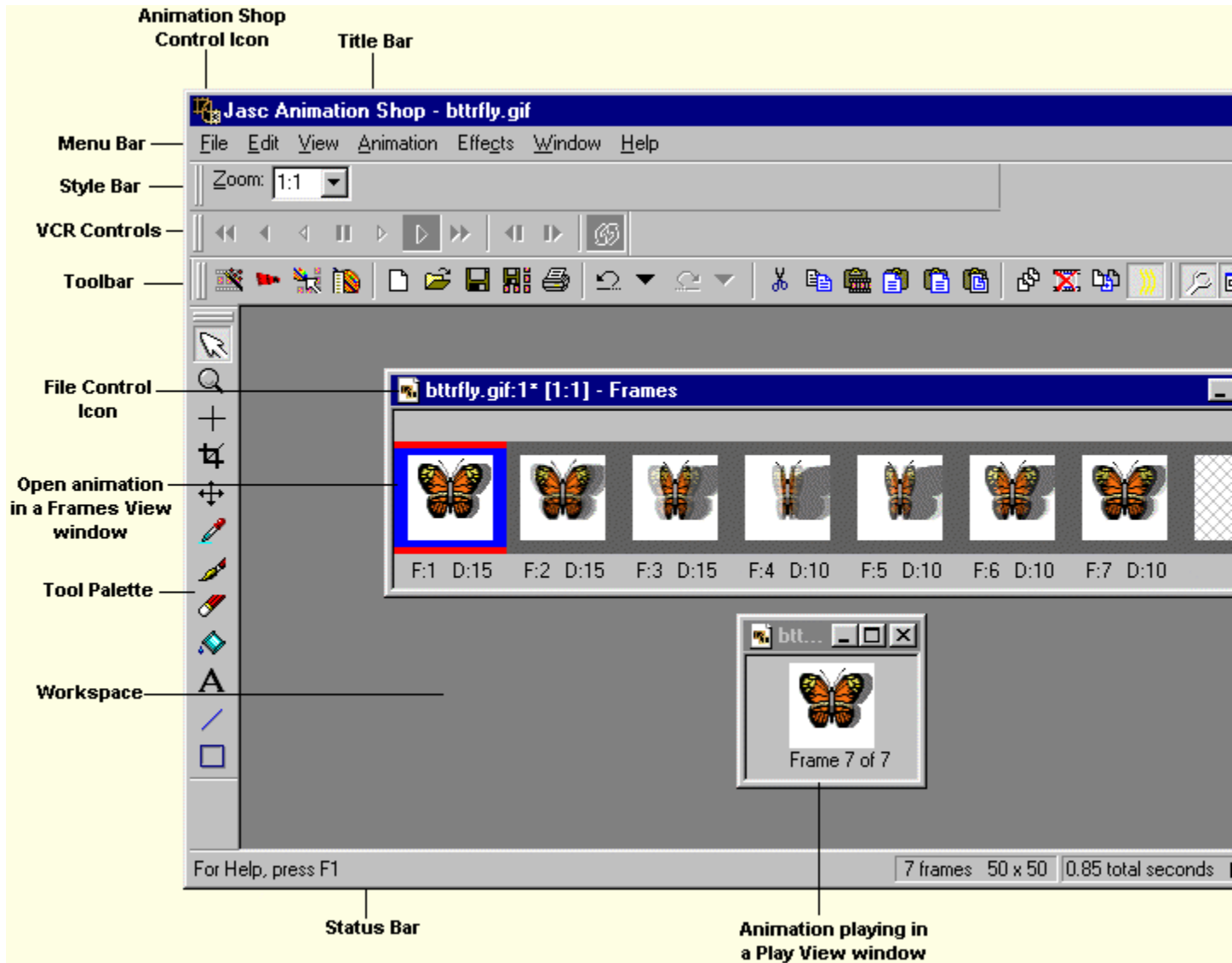
Some of the new features in this version of Animation Shop include the following:

- Integration of the Paint Shop Pro browser into Animation Shop, providing an intuitive manner for you to select image files to include in animations and open in the application. The Browser displays thumbnails to provide you more information when searching for a particular file.
- A variety of frame and animation modification tools have been added, including temporary floating selections, frame [rotation](#) capabilities, history droplists for the [Undo](#) and [Redo](#) commands, and exciting new effects and transitions, including the [Morph](#) transition.
- The ability to open MPEG-format files.
- Greatly expanded features for optimizing and viewing animations, such as the ability to [preview the current active animation in your selected web browser](#), and the [onionskin preview](#).
- A new toolbar containing [VCR-style controls](#) that allow you to play, fast forward and rewind your animation.
- Enhanced integration between Animation Shop and Paint Shop Pro, including the ability to [export all or part of an animation sequence as a tube](#) to be used with Paint Shop Pro.

## Tour of the Animation Shop Interface

### About the Main Window

Shown below is a screen capture of Animation Shop with an open animation and a window running the open animation. (You may need to expand the help file window size to view the entire screen capture without scrolling.) For more information on any of the interface features, click the desired item from the table below the screen capture.



[Control Icons](#)

[Title Bar](#)

[Window Buttons](#)

[Menu Bar](#)

[Style Bar](#)

[VCR Controls](#)

[Tool Bar](#)

[Tool Palette](#)

[Workspace](#)

[Frames View Window](#)

[Play View Window](#)

[Color Palette](#)

[Active Colors Panel](#)

[Current Colors Panel](#)

[Status Bar](#)

#### ***RELATED TOPICS***

 [Using the Bars and Palettes](#)

 [About the Context Menus](#)







 [Exiting Animation Shop](#)

## What Is the Browser?

The [Animation Shop Browser](#) is a visual method for finding, previewing, and opening files that is similar to the Windows Explorer. Because it is a visual file system, it makes working with image files easier and more intuitive.

The left pane of the Browser shows the file system of your computer. When you select a folder, the right pane displays small preview buttons, called thumbnails, of the supported images or animations within this folder. You can use these thumbnails to select, open, move, copy, rename, and delete your image files.

### **RELATED TOPICS**

-  [About the Thumbnails](#)
-  [Navigating with the Browser](#)
-  [Using the Context Sensitive \(Pop-Up\) Menus](#)
-  [Selecting Files Using the Browser Thumbnails](#)
-  [Opening Images Using the Browser](#)
-  [Setting the Browser Preferences](#)

## About Thumbnails

A thumbnail is a small preview of an image that lets you identify and manage it without opening the actual image. When you navigate to folders using the Animation Shop Browser, thumbnails of all images that can be opened by the program appear in the Browser's right pane.

To view file information, move the cursor over a thumbnail. It displays a ToolTip with the file's name and size, the image dimensions and color depth, and the date the file was last modified.

You can select one or more thumbnails and open them, rename or delete them, and copy or move them to another folder. When you select a thumbnail, it changes color. By default, this is blue. To select another color or choose a new thumbnail size, use the Browser tab in the General Program Preferences dialog box.

If you have selected thumbnails, they remain selected when you press the **<Ctrl>** or **<Shift>** key while clicking other thumbnails to select them. Press **<Shift>** to select contiguous thumbnails; press **<Ctrl>** to select non-contiguous thumbnails.

### **RELATED TOPIC**



[Setting the Browser Preferences](#)



## Navigating with the Browser

Navigate through the folders using the left side of the Browser. When you click a folder, thumbnails of the images Animation Shop supports appear in the right side of the window. Move the cursor over the thumbnail to view a [Thumbnail Tooltip](#) with its name, size, file format, and the date of the last modification to the file.

For more information about a thumbnail, do one of the following:

- Right-click the thumbnail, and choose Information from the pop-up menu,
- Click the thumbnail, and choose **ImageFile > Information**, or
- Press <Shift> + <I>.

The [File Information box](#) opens. It lists the file format, compression method, size, bit depth, and other information.

## Changing Folders

To select a new folder to browse, do one of the following:

- Click the folder in the left side of the Browser window.
- Choose **File > Browse New Folder** to open the Browse for Folder navigation box. Use the navigation box to find and select the new folder.

## Related Topics




[Using the Browse for Folder Navigation Box](#)

[Fitting the Browser Window to Thumbnails](#)

[Updating Thumbnails and the Browser Tree](#)

## Opening an Image/Animation Using the Browser

You can open one or more animations using any of the following methods:

- Select one or more thumbnails and choose **File > Open**.
- Select one or more thumbnails and click the toolbar Open button .
- Select one or more thumbnails, and then right-click any thumbnail and choose **Open** from the pop-up menu.
- Drag the thumbnails into the Animation Shop workspace. The number of animations you can open is limited only by the memory of the computer.
- Double-click a thumbnail. To select more than one image/animation, press **<Ctrl>** while clicking each image/animation, and then **<Ctrl>** while double-click the final image/animation.

To see more information about an image/animation before opening it, right-click the thumbnail and choose **Information** from the pop-up menu.

### ***Dragging Thumbnails into Other Programs***

You can create animations from images by dragging their thumbnails into a second open copy of Animation Shop. To combine the images into a single animation, press **<Shift>** while dragging their thumbnails.

You can paste an image into a program that supports meta files, DIBs, and BMPs, such as Microsoft Word. Press **<Alt>** and then drag a thumbnail into the document. If the image contains more than one layer, the layers are merged.

## Using Thumbnails to Select Files

To select files, click the thumbnails in the right pane of the Browser window. You can select a single thumbnail, a sequential group of thumbnails, or a non-sequential group of thumbnails.

The Browser uses the Windows Explorer concept for selecting thumbnails. There are selected thumbnails, a current thumbnail, and an anchor thumbnail. Selected thumbnails change color and appear pressed in. When you select more than one thumbnail, the current thumbnail is the active one, and the area around its filename is reversed.

### **Selecting a Single Thumbnail**

Select a single thumbnail in a folder by clicking it. The border around the thumbnail changes color to indicate that it has been selected. To select the first thumbnail in the list, press **<Home>**. To select the last thumbnail in the list, press **<End>**.

### **Selecting Sequential Thumbnails**

To select sequential thumbnails:

- 1 Click the first thumbnail in the sequence that you want to select.
- 2 Press and hold the **<Shift>** key.
- 3 Do either of the following:
  - Click the last thumbnail in the sequence, or
  - Use the Up **<↑>**, Down **<↓>**, Left **<←>**, and Right **<→>** Arrow keys to move to the last thumbnail in the sequence.

### **Selecting and Deselecting Non-Sequential Thumbnails**

To select and deselect non-sequential thumbnails:

- 1 Press and hold the **<Ctrl>** key.
- 2 Do either of the following:
  - Click the thumbnails you want to select. Clicking once selects a thumbnail; clicking again deselects it.
  - Use the Up **<↑>**, Down **<↓>**, Left **<←>**, and Right **<→>** Arrow keys to move to the thumbnails you want to select and press the **Space** key to select each. Pressing the key once selects a thumbnail; pressing the key again deselects it.

### **Selecting All Thumbnails**

To select all thumbnails, do either of the following:

Press **<Home>** and then press **<Shift> + <End>**, or  
Press **<End>** and then press **<Shift> + <Home>**.

You can also select all thumbnails in a folder by choosing **Edit > Select All** or pressing **<Ctrl> + <A>**.

### **Deselecting All Thumbnails**

To deselect all thumbnails, choose **Edit > Select None** or press **<Ctrl> + <D>**.

### **Inverting Your Selection**

Inverting your selection deselects the thumbnails that were selected and then selects the thumbnails that were not selected. To invert your selection of thumbnails, choose **Edit > Invert**.

## Copying a File Using the Browser

You can copy one or more files to a different folder by using the Browser commands or by using drag-and-drop.

### ***Using the Commands***

To copy one or more files to a different folder using the Browser commands:

- 1 Open the folder containing the file or files you want to copy.
  - 2 Select the thumbnail of one or more files.
  - 3 Do one of the following:
    - Choose **ImageFile > Copy To**,
    - Right-click the thumbnail and choose **Copy To** from the pop-up menu, or
    - Press **<Ctrl> + <Y>**.
- The Browse for Folder navigation box opens.
- 4 Navigate to and select the folder in which you want to place the copy.
  - 5 Click OK to close the navigation box and copy the image file to the selected folder.

### ***Using Drag-and-Drop***

You can drag and drop thumbnails to folders in the left pane to copy or move them. Dragging thumbnails to a folder on the same drive moves them. Dragging them to a folder on a different drive copies them.

Also note the following actions:

- Pressing **<Ctrl>** while dragging always copies a thumbnail/file.
- Pressing **<Shift>** while dragging always moves a thumbnail/file.
- You can tell you are copying or moving a file by looking at the cursor. It displays a “+” when you are copying a file.

### ***Related Topics***



[Using the Browse for Folder Navigation Box](#)



[Using Thumbnails to Select Files](#)

## Selecting Thumbnails by File Characteristics

You can select thumbnails of files that have a specific attribute, such as file name, file extension, size, width, height, bits per pixel, and date, using the Select dialog box.

To open the dialog box, choose **File > Select**.



[Using the Select Dialog Box](#)

## Using the Select Dialog Box

Use the [Select dialog box](#) to select thumbnails that have specific file or image attributes.

To use the Select dialog box:

1. In the Name box, type the names of the files to select. You can use the standard wildcard symbols of substituting a question mark (?) for one letter and an asterisk (\*) for several.
2. Select the “Match case” check box to limit the selection to filenames matching the case of the letters you type.
3. In the Type drop-down box, select a file format. All formats listed in the Open dialog box are included.
4. Use the File size boxes to select files by size. Choose between files greater than, less than or equal to the specified size. You can then type a floating-point number in the middle box and choose bytes, KB, or MB from the last box. These boxes use the following rules for the floating-point number:
  - Numbers after the decimal are ignored for bytes.
  - The first digit after the decimal is used for kilobytes, and two for megabytes.
5. In the Date drop-down box, select the date the files was last saved. You can type a date or use the date picker control calendar.
6. In the Width, Height, and Bits per pixel (color depth) drop down boxes, select if you want to search for images Equal To, Greater Than, or Less Than specific dimensions and/or color depth. Use the numeric edit controls of the boxes next to them to enter the values.
7. In the Size boxes, enter the size of the memory required to open the image. These boxes operate in the same way as the File size boxes described in step 4.
8. Select the “Keep current selections” check box to add the selected files to those already selected.
9. Clear All to reset the dialog box to its default values.
10. Click Ok to close the dialog box and select the files matching the attributes you entered.

### *File Attributes*

- |  |   |
|--|---|
| <ul style="list-style-type: none"><li>• Name</li><li>• Type</li><li>• File Size</li><li>• Date</li></ul> | <p><i>Information to Enter</i></p> <p>Enter the file’s name or any portion thereof.</p> <p>Choose the file type from the drop-down list.</p> <p>Choose All, Equal To, Greater Than, or Less than.<br/>For the last 3, enter the size.</p> <p>Choose All, On, After, or Before. For the last 3,<br/>enter the dates.</p> |
|--|---|



### *Image Attributes*

- |  |   |
|--|---|
| <ul style="list-style-type: none"><li>• Width</li><li>• Height</li><li>• Bits per Pixel</li><li>• Size</li></ul> | <p><i>Information</i></p> <p>Choose All, Equal To, Greater Than, or Less than.<br/>For the last 3, enter the size.</p> <p>Choose All, Equal To, Greater Than, or Less than.<br/>For the last 3, enter the size.</p> <p>Choose All, Equal To, Greater Than, or Less than.<br/>For the last 3, enter the bits per pixel.</p> <p>Choose All, Equal To, Greater Than, or Less than.<br/>For the last 3, enter the size.</p> |
|--|---|

## Using the Browse for Folder Navigation Box

Use the [Browse for Folder Navigation Box](#) to search your computer quickly and easily. There are several commands that open the dialog box. When the Browser is active, you can display the dialog box by choosing the **File > Browse New Folder**, **ImageFile > Copy To**, and **ImageFile > Move To** commands.

To use the dialog box:

1. Navigate to the folder you want to select by scrolling through the tree, choosing a recent folder from the drop-down box or typing a path in the Select a folder text area. Use the Locate button  at the right to display and select the folder you typed.
2. Click the folder to select it. The folder opens.
3. To create a new folder below the selected folder, click the Create New Folder button.
4. To select My Documents, or a temporary folder, click the Special Folder button .
5. Click OK to close the dialog box and copy or move the image or perform the command.

## Deleting a File Using the Browser

You can delete one or several files using the Browser.

To delete an image file using the thumbnail:

- 1 Navigate to and open the folder containing the file or files you want to delete.
- 2 Select the thumbnail of one or more files.
- 3 Do one of the following:
  - Choose **ImageFile > Delete**,
  - Right-click the thumbnail and choose Delete from the pop-up menu, or
  - Press **<Ctrl> + <Delete>**.

A message asking you to confirm your action appears.

- 4 Click Yes to delete the selected file or files.

### ***Related Topics***



[Using the Browse for Folder Navigation Box](#)



[Using Thumbnails to Select Files](#)



## Moving a File Using the Browser

You can move one or more files to a different folder by using the Browser commands or by using drag-and-drop.

### ***Using the Commands***

To move one or more files to a different folder using the Browser commands:

1. Open the folder containing the file or files you want to move.
2. Select the thumbnail of one or more files.
3. Do one of the following to open the Browse for Folder navigation box:
  - Choose **ImageFile > Move To**,
  - Right-click the thumbnail and choose Move To from the pop-up menu, or
  - Press **<Ctrl> + <M>**.
4. Navigate to and highlight the new folder.
5. Click OK to close the navigation box and move the file or files to the selected folder.

### ***Using Drag-and-Drop***

You can drag and drop thumbnails to folders in the left pane to copy or move them. Dragging thumbnails to a folder on the same drive moves them. Dragging them to a folder on a different drive copies them.

Also note the following actions:

Pressing **<Ctrl>** while dragging always copies a thumbnail.

Pressing **<Shift>** while dragging always moves a thumbnail.

You can tell you are copying or moving a file by looking at the cursor. It displays a “+” when you are copying a file.

### ***Related Topics***



[Using the Browse for Folder Navigation Box](#)



[Using Thumbnails to Select Files](#)

## Renaming a File Using the Browser

To rename a file using the Browser:

1. Navigate to and open the folder containing the file you want to rename.
2. Select the file's thumbnail.
3. Do one of the following to open the Rename dialog box:
  - Choose ImageFile > Rename,
  - Right-click the thumbnail and choose Rename from the pop-up menu, or
  - Press <Ctrl> + <R>.
4. Type the new name. The file name can be up to 255 characters long, including the path and file extension. The Browser does not automatically add the extension. If you want the file name to include an extension, add it to the name.
5. Click the OK button to rename the file and close the dialog box.

### ***Related Topics***



[Using the Browse for Folder Navigation Box](#)



[Using Thumbnails to Select Files](#)

## Using the Browser to Find Files

If you have a folder containing several image files, you can use the Find function of the Browser to search the folder and select thumbnails by name.

To locate files using the Browser:

1. Choose **Find > File Name**, or right-click the background of the right pane and choose **Find Name**. The [Find dialog box](#) opens.
2. Type all or part of the file name into the Find What text box. The Browser will highlight the first file it finds that has the search string anywhere in its name. You can search using the wildcard symbol (\*). For example, to find all files in the BMP format, type \*.bmp.
3. If you want the search to be case-sensitive, select the “Match case” check box. In a case-sensitive search, the Browser highlights only those files with the same case as the search text. For example, in a case-sensitive search for “shadow,” it does not highlight files that contain “Shadow,” or “SHADOW,” or any other combination of cases.
4. If you have already selected specific files and want to add the ones you find to the group, select the “Keep current selections” check box.
5. In the “Direction” panel, choose Up to have Animation Shop search from the current thumbnail toward the first in the list. Choose Down to search from the current thumbnail toward the end of the list. If no thumbnail matches, it will loop back when it reaches the end.
6. Click the Find Next button to search for the closest file containing the text that you entered. Click Find All to find all files containing the text.
7. If the Browser finds a thumbnail with matching text, it highlights the thumbnail. To keep searching, choose **Find > Repeat Find** or press **<F3>**.
8. If the Browser doesn’t find any matching text, a message appears stating that there is no match. Click OK to close it.

## Updating Thumbnails and the Browser Tree

### *Updating the Thumbnails of a Folder*

To update the thumbnail images for the current folder, choose **File > Update Thumbnails** or press **<F5>**.

Updating thumbnails:

- Refreshes the thumbnail images to reflect any changes to the files,
- Removes thumbnails of files that have been deleted, and
- Adds thumbnails of files that have been added to the selected folder.

### *Updating the Browser Tree*

To update the Browser tree, choose **View > Refresh Tree** or press **<Ctrl> + <F5>**.

Updating the tree refreshes the view of the folders in the tree and updates the thumbnails.

### *Related Topics*



[Setting the Browser Preferences](#)

## Sorting Thumbnails

You can arrange the thumbnails so that they appear in ascending or descending order according to file and image characteristics.

Ø **Note** *Sorting thumbnails is a one-time operation. The thumbnails will not remain sorted if you add new files or change the properties of the existing files.  
New images are always added to the end of the list.*

---

To sort the thumbnails in a folder:

1. Choose **File > Sort**. The [Thumbnail Sort](#) dialog box opens. There are two criteria groups, the Primary Sort and the Secondary Sort.
2. In the “Sort order” panel of the Primary Sort tab, select to sort the images by ascending or descending order.
3. In the “Sort by” panel, select either a file attribute or an image attribute. You cannot select both.
4. Click the Secondary Sort tab to bring it to the front.
5. Do one of the following:
  - Repeat the process you used to select the primary criteria.
  - Click the No sort option. When this option is selected, no secondary sort criteria are used. The file and image attributes options are not available.
6. Click the OK button. The Browser sorts the thumbnails according to the order and criteria you selected.

## Previewing Thumbnails

Use the [Print Preview window](#) to see how the thumbnails will look when printed.

Choose **File > Print Preview** to open the Browser Print Preview window:

The window contains several buttons:

### **PRINT BUTTON**

Click to close the Browser Print Preview window and open the Print dialog box.

### **SETUP BUTTON**

Click to close the Print Preview window and open the Page Setup dialog box.

- Select the paper size and source in the Paper panel.
- Select either a landscape or portrait orientation in the Orientation panel.
- Set the margins in the Margins boxes.

When you close the Page Setup dialog box, Animation Shop returns to the Browser Print Preview window.

### **NEXT PAGE AND PREV PAGE BUTTONS**

These buttons will be accessible if the thumbnails cover more than one page. Click to move forward and back by one page respectively.

### **TWO PAGE / ONE PAGE BUTTON**

Click to switch the display between two pages and one.

### **ZOOM IN AND ZOOM OUT BUTTONS**

Click to change the magnification level. You can also zoom in and out by clicking the image.

### **CLOSE BUTTON**

Click to close the Browser Print Preview window.

## **Related Topics**



[Printing Thumbnails](#)



[Using the Thumbnail Page Setup Dialog Box](#)

## Thumbnail Page Setup Dialog Box

To configure the [Browser Page Setup dialog box](#) options:

1. Select the paper size and source from the drop down boxes in the Paper group area. The options will vary with printers. (For some printers, one or both of the drop-down boxes may be unavailable.)
2. Select a page orientation from the Orientation panel. There are two page orientations, portrait and landscape. Printing in portrait orientation places the top of the image against one of the page's narrow sides. Printing in landscape orientation places the top of the image against one of the page's wide sides.
3. Set margins for the printed page by typing the measurements (in inches) in the four margin boxes.
4. Click Printer if you want to open the Printer Setup dialog box and make changes.
5. Click OK to close the Browser Page Setup dialog box and save the new settings.

## Printing Thumbnails

To print the thumbnails:

1. Open the Print dialog box by doing one of the following:
  - Choosing File > Print.
  - Pressing <Ctrl> + <P>.
  - Clicking the Print button on the toolbar.
  - Clicking the Print button in the Print Preview window.
2. Select a printer in the Printer Name box.
3. To change the selected printer's properties, click the Properties button. Animation Shop opens the appropriate Properties dialog box. For help using the dialog box, press <F1>.
4. To print the image to a file rather than to paper, select the Print to File check box. When you then click the Print button, the Print to File dialog box will open. Enter a location and name for the new file in this dialog box.
5. Select the Print Range. You can print all the thumbnails, a range of pages, or just the selected thumbnails. If you select Pages, enter the first and last pages to print in the "from:" and "to:" boxes.
6. Set the number of copies you want to print. If your printer does not support multiple copies, the Number of copies box is unavailable.
7. Click OK. Animation Shop sends the file to the printer or file.

### **Related Topics**

 [Using the Thumbnail Page Setup Dialog Box](#)



## Fitting the Browser Window to Thumbnails

To resize the Browser window in order to fit the number of rows and columns of thumbnails currently visible, choose **Window > Fit to Thumbnails**. The Browser aligns to the nearest column of thumbnails. If there are too many thumbnails to fit within the window, a scrollbar appears along its edge.

## About the Auto-Scroll Command

When Auto-scroll is active, the right pane of the Browser refreshes thumbnails from the top to the bottom of the right pane. If you scroll the right pane of the Browser during the refresh action, the thumbnails refresh starting from the scroll location. The Browser then returns to refresh the thumbnails it skipped. This turns the Auto-scroll function off.

To activate the Auto-scrolling mode again, choose **View > Auto-Scroll**.

## Opening the Browser

To open the Browser, either:

- Choose **File > Browser**, or
- Press **<Shift + B>**

## Closing the Browser

To close the Browser, either:

- Click the Browser window's Close button, or
- Click the Browser window to activate it, and then choose **File > Close**.

## About the Cache File

You can have the Browser save files containing the name, information, and thumbnail for each image in the folders it browses. These files, which are saved in the folders, are called cache files. The cache file is named "pspbrowse.jbf."

The images in a folder load more quickly when you use cache files. Rather than having to read and generate a thumbnail for each image, the Browser compares the contents of the cache file to the folder and makes the necessary changes.

Use the Browser Preferences tab of the General Program Preferences dialog box to set the preference for saving cache files.

 [Setting Browser Preferences](#)

## Context Sensitive Menus

The Browser has two context-sensitive menus that display many of the commands for editing and managing thumbnails. Right-clicking an individual thumbnail selects that thumbnail and opens a [thumbnail context menu](#) that contains the commands from the ImageFile menu. If more than one thumbnail is selected when you open the menu, the **Rename** and **Information** commands are unavailable.

Right-clicking the background area of the right pane opens a [general context menu](#) that contains commands for working with the Browser in general. If a thumbnail is selected, pressing the <Ctrl> or <Shift> key while right-clicking the background does not open this menu. It opens the thumbnail context menu.

### ***Related Topics***

 [Printing Thumbnails](#)

## ImageFile Information

Choose one of the following three ways to open the File Information box, which contains information on the file format, location, compression method, memory requirements, and creation date:

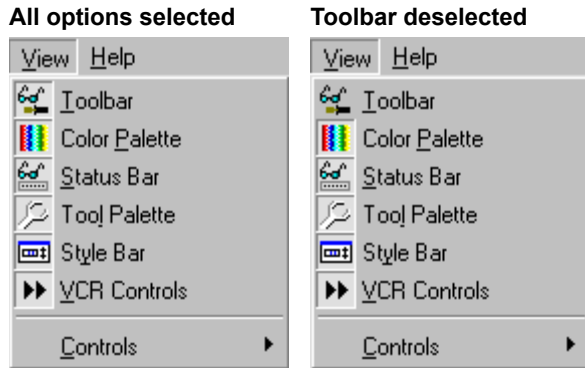
- Choose **ImageFile > Information**
- Press **<Shift + I>**
- Right-click a thumbnail and select **Information** from the context menu.

## Using the Bars and Palettes

The Style Bar, Toolbar, and Tool Palette are, by default, set to appear in the Animation Shop window when you start up the program. You can choose not to display them at all, or to move them to another location on the screen (this is referred to as docking or undocking).

### ***Displaying or Not Displaying the Bars and Palettes***

Most users always display the bars and palettes. To hide a bar or palette, however, simply deselect the appropriate option in the View menu. The example below on the left shows the View menu with each of the bars and palettes options selected, and the example on the right shows the Toolbar option deselected.



Note that you can also display these same View menu items by right-clicking in any of the following areas of the Animation Shop interface:

- The Style Bar or surrounding empty space (but not in the Menu Bar or Title Bar)
- The Toolbar or surrounding empty space (but not in the workspace)
- The Tool Palette or surrounding empty space (but not in the workspace)
- The empty space surrounding the Color Palette
- The empty space surrounding the Active Colors panel
- The Current Color Panel or surrounding empty space
- The Status Bar

### ***Docking and Undocking Bars and Palettes***

The Style Bar, Toolbar, Tool Palette, and Colors palette (which consists of the Color Palette, the Active Colors panel, and the Current Color panel) can be docked at the edges of the Animation Shop window or undocked and allowed to "float" wherever you place them. A docked bar or palette becomes part of the border around the workspace. When you open Animation Shop for the first time, the bars and palettes are docked at their default positions.

#### ***UNDOCKING A BAR OR PALETTE***

To undock a palette or bar, do one of the following:

- Place the cursor in an area not occupied by a button, and then drag the bar or palette away from the edge of the Animation Shop window, or
- Double-click any area not occupied by a button.

#### ***DOCKING A BAR OR PALETTE***



To dock a palette or bar, do one of the following:

- Place the cursor in an area not occupied by a button, and then drag the bar or palette to the edge of the Animation Shop window, or
- Double-click any area not occupied by a button.



## Exiting Animation Shop

You exit Animation Shop in any of the ways listed below:

- Choose **File > Exit**, or
- Click the Animation Shop window's Close button  in the upper right corner of the title bar, or
- Double-click the Control icon  in the upper left corner of the main window's title bar, or
- Click the Animation Shop window's Control icon to display the Control menu, and then choose **Close**, or
- Press the key combination **<Alt> + <F4>**.

## Using Animation Shop Help


### Accessing the Help File

You can start up this help file from within Animation Shop in two ways:

- Choose **Help > Help Topics**, or
- Press the <F1> key

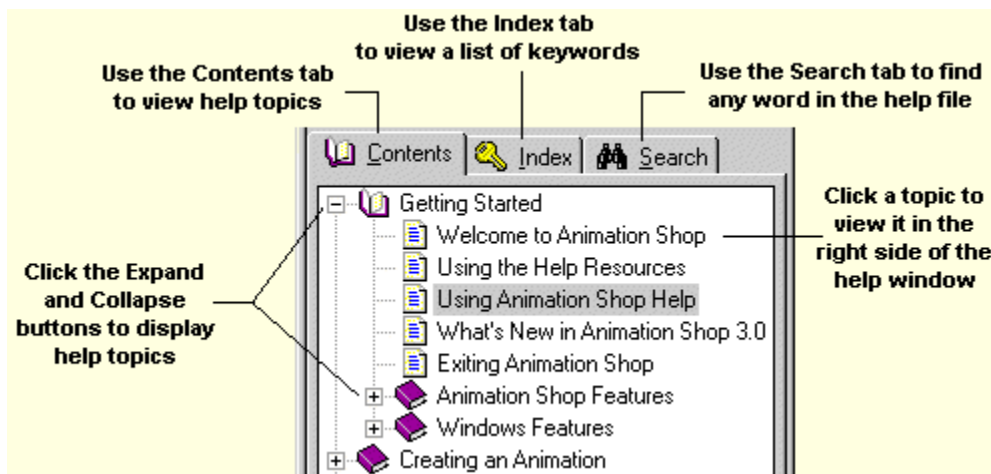
### Accessing Context-Sensitive Help

Animation Shop provides context-sensitive help in the following ways:

- Click the Help button  on the toolbar and then click an item on the screen or a menu item; this will display help file information relevant to what you clicked, or
- Highlight the toolbar item, tool palette item, or menu item and then press the <F1> key; this will display help file information relevant to what you highlighted, or
- Click the Help button in a dialog box; this will display help file information relevant to using that dialog box.

### Using the Help File

If you are not familiar with using a help file such as this, the illustration below points out the important features to be aware of.



### Using the Index Most Efficiently


To quickly find information on a particular help topic, click the Index tab in the left panel of the help window. This will display a list of keywords associated with a topic. For example, to find help on using a particular dialog box, search for the dialog box title.

### Understanding Colors for Hypertext


Many Windows applications assign a color (or colors) to all hypertext in the application's Help file. (Hypertext is the text you click on to jump to another topic or location, or to view a popup window). Some Windows applications will use a solid underline to denote a topic jump, and a dashed underline to denote a popup. Animation Shop's Help file, however, is slightly different:

- Topic jumps are red.
- Popups are blue.
- Hypertext is not underlined.

### The Shortcut Button

The shortcut button  provides a jump to a related topic. Click the button (or the accompanying link) to jump to that topic.

## **The Next Step Button**

The next step button  provides a jump to the next step or topic in a process. Click the button (or the accompanying link) to jump to that topic.

## **Typographical Conventions**

A few typographical conventions to be aware of when reading through this help file include the following:

- Menu items you are instructed to choose appear in **bold face** with the greater than (>) symbol separating each menu level. For example, if you are instructed to choose the Open command in the File menu, it will appear as **File > Open**. If you are instructed to select the General Program Preferences command from the Preferences submenu in the File menu, it will appear as **File > Preferences > General Program Preferences**.
- Keys you are instructed to press appear in **bold face** with angled brackets. When you need to press keys in a sequence, they are connected by a plus (+) sign. For example, you can also choose the Open command in the File menu by pressing **<Ctrl> + <O>** on the keyboard.
- The term *primary mouse button* refers to the mouse button used for most operations. For right-handed mouse users, this is the left button on a two-button mouse. The term *secondary mouse button* refers to the mouse button used for auxiliary operations such as accessing the Context menu. For right-handed mouse users, this is the right button on a two-button mouse. The terms *primary mouse button* and *left-click* may be used interchangeably. The terms *secondary mouse button* and *right-click* may be used interchangeably.

## **About Tool Tips and the Status Bar**

To see the name of a toolbar button or a tool palette button, place the cursor over it and a pop-up hint, referred to as a [Tool Tip](#), will appear. Note also that a short description of the feature also appears in the [Status bar](#) located along the bottom of the Animation Shop window.




## **Other Information Sources**

If you are a new user to Animation Shop, we highly recommend that you read through this entire help file as well as the *Getting Started Guide* and the *Reference Guide*. You can also find useful, up-to-date information in the README.DOC file that resides in the same directory as the Animation Shop application.

## Sample Jump

When you click a topic jump, the new or related topic is displayed in the window.

After viewing the new topic, you can do any of the following:

- Return to the original topic by clicking the Back button , located above the Help file's Table of Contents,
- If applicable, read the topic that follows the current one by clicking the Next button ,
- If applicable, read the topic that precedes the current one by clicking the Previous button ,
- If applicable, jump to a related task by clicking one of the Related Topics listed at the bottom of the window.

 [Return to Using Animation Shop Help](#)

## Displaying System Information About Animation Shop

When you choose **Help > About Animation Shop**, the program's "[splash screen](#)" will appear. Click the "System Info" button to display the [System Information](#) dialog box. This dialog box displays technical information about your version of Animation Shop as well as information about your computer. This information could be helpful if you ever need to contact a Jasc Technical Support representative.

### ***Using the Copy Button***

To copy the text displayed in the System Information dialog box to the clipboard, click the Copy button. You can then paste the text into another application (such as a word processor) and print it. This makes it easy to reference this information if you need to contact Jasc Technical Support.

***About the GIF Format***

The GIF format was created by Compuserve, Inc. It is generally the most widely used animation format. An animated GIF file allows multiple graphics images to be compiled within a single GIF file. This series of images can be used like frames in a movie, and can be modified in a GIF editor, such as Animation Shop. Used in web pages, self-contained GIF files are downloaded once and played from the user's hard disk cache, making playback times much quicker and offering eye-catching special effects unavailable with other graphics file formats.

The GIF format supports a maximum color depth of 256 colors. The maximum number of frames in an animation is 32,767. The maximum frame size is 32,767 x 32,767 pixels. GIF supports frame delays in increments of 1/100th of a second. GIF does support transparency.

***About the FLC Format***

The FLC format was created by Autodesk, Inc. The FLC format supports a maximum color depth of 256 colors. The maximum frame size is 400 x 400 pixels. The maximum number of frames in an animation is 4,000. FLC supports frame delays in increments of 1/1000th of a second. FLC does not support transparency.

***About the FLI Format***

The FLI format was created by Autodesk, Inc. The maximum number of supported colors is 64. The maximum number of frames in an animation is 4,000. The only supported frame size is 320 x 200 pixels. The FLI format supports frame delays in increments of 1/70th of a second. FLI does not support transparency.



***About the AVI Format***

The AVI format was created by Microsoft, Inc. The maximum number of supported colors is 24-bit (true color). The maximum number of frames in an animation is 32,767 (the maximum file size is 2 GB). The maximum frame size is 32,767 x 32,767 pixels. The AVI format supports frame delays in increments of 1/1000th of a second. AVI does not support transparency. AVI animations usually require the appropriate DLL installed on the computer viewing the animation. Additionally, associated files called "Codecs" must accompany your AVI file wherever it is used.

***About the ANI Format***


(Windows Animated Cursor). The ANI format was created by Microsoft, Inc. The maximum number of supported colors is 16 million (24-bit True color). ANI files hold the animated cursors for Windows. Additionally, ANI files support transparency.

***About the MNG Format***

The MNG format is a standard format developed by an independent organization and is an animation format based on the PNG image format. The maximum number of supported colors is unlimited but is somewhat dependent on any compression techniques used. The maximum number of frames in an animation is 32,767. The maximum frame size is 32,767 x 32,767 pixels. The MNG format supports frame delays in increments of 1/1000th of a second. MNG does support transparency.

## About the Control Icons


There are two Control icons. The Animation Shop application Control icon  is located at the left end of the Animation Shop main window title bar. The file Control icon

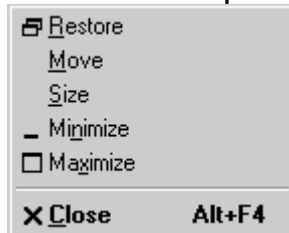
 is located at the left end of an animation's title bar. Both Control icons provide access to the Control menu.

### ***The Control Menus***

The Control menus contain items used for positioning, resizing, minimizing, maximizing and closing the Animation Shop window or the Frames View window containing the animation. The two Control menus are nearly identical, the only difference being that file Control menu also contains the Next command.

To access the Control menus (shown below), click the appropriate Control icon.

 **Animation Shop Control Menu**



 **File Control Menu**



Note that when you hold the cursor over a Control menu item, a brief menu item description appears in the status bar.

## About the Menu Bar

The menu bar displays the menu headings. Which menus are available depends on whether there is an open animation. Keep in mind that frequently used menu items have button equivalents available on the toolbar.

### ***Using the Menus***

You can display menu items in two ways:

- Click the desired menu in the menu bar, or
- Press the **<Alt>** key plus the underlined letter in the menu's title. For example, to display the File menu, press **<Alt> + <F>**.

You can select or execute a menu item three ways:

- Click the item in the menu, or
- Press the **Alt** key, plus the underlined letter in the menu's title, and then the underlined letter in the menu item. For example, to select the menu item **File > Open**, press **<Alt> + <F> + <O>**, or
- Use the cursor or the Up/Down arrow key to highlight a menu item, and then press the **<Enter>** key.

Ø **Note:** *Menu items that appear in gray either do not apply or are currently unavailable.*

---

## About the Style Bar

The style bar contains the options related to the currently selected tool from the tool palette. When you select a tool from the tool palette, its associated options appear on the style bar.

For more information on using each tool palette tool and its style bar options, select a tool from the list below.



[Arrow tool](#)



[Zoom tool](#)



[Registration Mark tool](#)



[Crop tool](#)



[Mover tool](#)



[Dropper tool](#)



[Paintbrush tool](#)



[Eraser tool](#)



[Flood Fill tool](#)



[Text tool](#)



[Line tool](#)



[Shape tool](#)

### **RELATED TOPICS**



[About the Tool Palette](#)



[Using the Bars and Palettes](#)



[Using Tools and Colors](#)

## About the Tool Bar

The [toolbar](#) contains a number of command buttons that represent some of the frequently used commands in the menus. If a tool bar button is active (not greyed out), simply click the button to execute the command.

### ***RELATED TOPICS***



[Using the Bars and Palettes](#)



[Using Tools and Colors](#)

## About the VCR Control Toolbar

You can add a toolbar containing VCR-style controls that allow you to fast forward (play fast), play, slow forward, advance frame, pause, retreat frame, slow reverse, reverse (play backwards), rewind (play backwards fast), and loop an animation by choosing **View > VCR Controls**. The buttons on the [VCR Control toolbar](#) will be disabled until you select to view an animation.



## About the Tool Palette

The [Tool Palette](#) contains a number of tools used to modify frames. When you click a tool palette tool, the options associated with its use appear in the style bar.

### ***RELATED TOPICS***



[About the Style Bar](#)



[Using the Bars and Palettes](#)



[Using Tools and Colors](#)

## Saving the Workspace

Animation Shop allows you to save your current workspace arrangement such as the open files and their positions, toolbar states, active tool, and zoom level, so you don't have to restore this environment manually.

To save the current workspace, choose **File > Workspace > Save**. The emerging [Save Workspace](#) dialog box will prompt you to assign a name and location for the workspace.

- Ø **Note:** *If your workspace contains any newly created animations that you have not yet saved, Animation Shop will prompt you to save them. If you click the "Yes" button in the query box the Save As dialog box will emerge, where you can assign a name and location for saving the new animations. If you press Cancel, the animation is not saved as part of the workspace.*
  - Ø **Note:** *If an animation cannot be saved in its current format because of the modification, a message appears describing the format limitation. Press OK to modify the animation and save it in its current format. Press Cancel to display the Save As dialog box, where you can change the file format. If you cancel the dialog box rather than saving the altered animation, Animation Shop will save the original, unmodified animation with the workspace.*
  - Ø **Note:** *Whenever you save a workspace, Animation Shop only records the filename and the file-location of any animation currently open in the workspace but not the actual animation file itself. Please note that if you move or delete a file that you have saved, it will not be available when you load the workspace.*
- 

### RELATED TOPICS



[Loading a Workspace](#)



[Deleting a Workspace](#)

## Loading a Workspace

Animation Shop allows you to load a previously saved workspace arrangement such as the open files and their positions, toolbar states, active tool, and zoom level, so you don't have to restore this environment manually.

To load a saved workspace, choose **File > Workspace > Load**. The emerging [Load Workspace](#) dialog box will prompt you to select the location and file name of the workspace you wish to load. Select one of your saved workspaces and click the Open button. Animation Shop will restore all the environment information contained in the selected workspace.

You can also load a workspace by selecting it from the list of recent workspaces, located in the **File > Workspace** menu.

Ø **Note:** *Whenever you save a workspace, Animation Shop only records the filename and the file-location of any animation currently open in the workspace but not the actual animation file itself. Please note that if you move or delete a file that you have saved, it will not be available when you load the workspace.*

---

### RELATED TOPICS



[Saving the Workspace](#)



[Deleting a Workspace](#)

## Deleting a Workspace

To delete a saved workspace, choose **File > Workspace > Delete**. The emerging [Delete Workspace](#) dialog box will prompt you to select the location and file name of the workspace you wish to delete. Select one of your saved workspaces and click the Delete button.

### **RELATED TOPICS**



[Saving the Workspace](#)

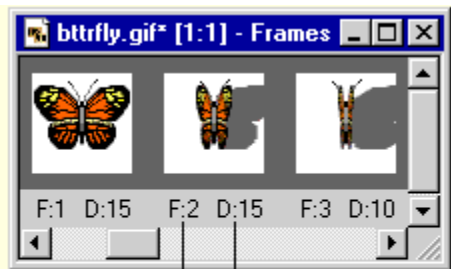


[Loading a Workspace](#)

## About the Frames View Window

When you open an animation file, each frame in the animation appears in a Frames View window. You can modify your animation within the Frames View window. Refer to the links below for more information on modifying animations.

Notice that below each frame is information showing the frame number and its associated display time as shown in this example.



"F" is the frame number

"D" is the display time (in hundredths of a second)

### Displaying the Frame Number and Display Time

By default, the frame number and display time are set to appear below each frame. To turn the display of these two numbers on and off, choose **File > Preferences > General Program Preferences**. Select the Frame View tab. Check or uncheck the "Display frame numbers, delay time underneath frames" check box.

### Setting the Display Time

Adjust the Display Time setting as follows:

1. Select the frame(s) you wish to modify.
2. Access the Frame Properties dialog box one of two ways:
  - €Choose **Animation > Frame Properties**, or
  - €Right-click on the selected frame and choose Properties from the Context menu.
3. In the [Frame Properties dialog box](#), select the "Display Time" tab if it is not already selected.
4. Adjust the "Display time" edit box to the desired setting, and then click OK.

### RELATED TOPICS

 [Setting General Program Preferences](#)


 [Changing Animation Properties](#)

## About the Play View window

As the name implies, the Play View window plays the currently selected animation repeatedly in a separate window.

### ***Playing an Animation***


To start playing the animation, do one of the following:

- Click the View Animation button  on the toolbar, or
- Choose **View > Animation**.

The animation will begin playing in a Play View window and will not stop until you choose to stop it.

### ***Stopping an Animation***

To stop playing an animation, do one of the following:

- Click the View Animation button again, or
- Choose **View > Animation** again, or
- Click the Close button  in the upper right corner of the Play View window.

## About the Workspace

The workspace is the area where animation files and image files appear in Frames View windows, and where the Play View window plays an animation. You can expand the size of the workspace by stretching the top, bottom, left and right boundaries of the Animation Shop window. You can also use the Windows buttons in the upper right corner of the Title bar to maximize, minimize, or restore the size of the Animation Shop window.

Note also that right-clicking in the workspace displays the **Paste As New Animation** command. Choosing this command will paste any recognized image file on the clipboard into Animation Shop as a new single-frame animation. If the clipboard contents are not recognized by Animation Shop as a valid image file, this command will be greyed out (unavailable).

### **RELATED TOPIC**



[Loading a workspace](#)



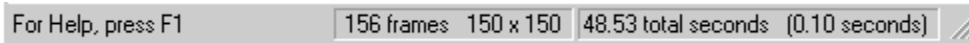
[Saving the workspace](#)



[Deleting a workspace](#)

## About the Status Bar

The Status Bar, located along the bottom of the Animation Shop window, displays information about animations, features, and procedures. It also indicates the progress as the application opens animations or renders frames. When the cursor is inside a frame, and you have selected one of the paint tools (brush, eraser, flood fill, etc.) the current x and y coordinates are displayed in the left corner of the status bar. The right side of the status bar displays the current animation's number of frames, frame size, duration, and the selected frame's duration:









## About the Title Bar


The title bar displays the Animation Shop [Control icon](#), the application name and active animation title, and the standard [Windows buttons](#).

## About the Window Buttons






The standard Microsoft Windows buttons, located in the upper right corner of the title bar, are used to resize the Animation Shop window. Their functions are listed below.

Minimize		Reduces the window to an icon.
Maximize		Enlarges the window to fill the screen.
Restore		Returns the window to its last non-minimized, non-maximized position. Note that this button will not appear unless you have resized the window.
Close		Closes the window and exits the application.

## About the Color Palette

The [Color Palette](#) contains the selection of available colors. Whenever you move the cursor (regardless of which tool is active) over the color palette, the cursor shape changes to the dropper . Left-click to select a foreground color; right-click to select a background color. The Red, Green, Blue, and Opacity values for the color will appear in the [Current Color](#) panel.

### **RELATED TOPICS**

-  [Using Tools and Colors](#)
-  [About the Active Colors Panel](#)
-  [About the Current Color Panel](#)
-  [Using the Color Palette](#)
-  [Selecting a Color Dialog box](#)

## About the Active Colors Panel

The [Active Colors](#) panel displays the active foreground and background color. These colors are associated with the use of the tool palette tools. The foreground color is applied when using a tool via the primary mouse button. The background color is applied when using a tool via the secondary mouse button. The color switcher is used to switch the foreground color with the background color.


### ***Accessing the Color Dialog Box***

You can access the Color dialog box by **left**-clicking on either the foreground or the background color. (This dialog box can also be accessed throughout the application by left-clicking on a color box within a dialog box.) The Color dialog box that appears is determined by a setting in the Color Palette Preferences page. See the Related Topics link below for more information.

### ***Accessing the Recent Colors Dialog Box***








You can access the Recent Colors dialog box by **right**-clicking on either the foreground or the background color. (This dialog box can also be accessed throughout the application by right-clicking on a color box within a dialog box.) The upper half of the Recent Colors dialog box displays the following ten colors: red, green, blue, dark grey, light grey, cyan, magenta, yellow, black, and white. The lower half displays the ten colors you have used most recently. After you have selected more than ten colors, each new color replaces the earliest color selected.

To select one of the colors, click it. The dialog box closes, and the color appears in the appropriate box. Click the “Other” button to open the Color dialog box.

To close the Recent Colors dialog box without using any of the colors, click the Close button  in the dialog box’s upper right corner.

See the Related Topics link below for more information.

#### ***RELATED TOPICS***

-  [Using Tools and Colors](#)
-  [About the Color Palette](#)
-  [About the Current Color Panel](#)
-  [Using the Color Palette](#)
-  [Selecting a Color Dialog Box](#)
-  [Setting Color Palette Preferences](#)
-  [Using the Recent Colors Dialog Box](#)

## About the Current Color Panel

When the cursor is in the color palette or over the foreground color or background color box in the active colors panel, the [Current Color](#) panel displays the color's red, green, and blue values as well as its opacity value. (The values will appear in either decimal or hexadecimal, depending the selection in the "Color Palette" tab in the General Program Preferences dialog box.) The current color will also appear in the box at the bottom of the Current Color panel.

### **RELATED TOPICS**



[Selecting a Color Dialog box](#)



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)



[Setting General Program Preferences](#)

**Zoom Level**

The Zoom indicator on the style bar displays the current zoom level. Normal zoom level is 1:1. You can also use this to choose a magnification level for the current animation. The options for zooming in range from 2:1 (two times the normal view) to 32:1 (thirty two times the normal view). The options for zooming out range from 1:2 (one half the normal view) to 1:24 (one twenty-fourth the normal view).

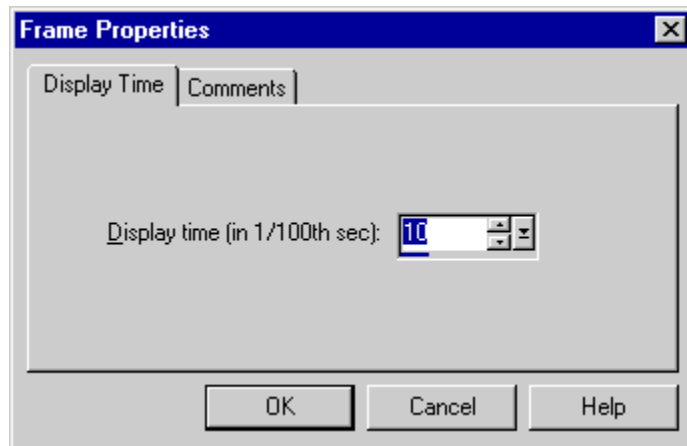
## Console Window Keyboard Shortcuts

Action	Result
Ctrl+A	Selects all the frames in an animation, or all the thumbnails in the Browser window
Shift+A	Starts the Animation Wizard
Ctrl+B	Opens the Animation Shop browser / When the browser is open, <Ctrl+B> opens the “Browse for folder” dialog box
Shift+B	Opens the Banner Wizard
Ctrl+C	Copies the selected item
Ctrl+D	Deselects all selected items
Shift+D	Duplicates the current animation
Ctrl+I	Flips the selected frames in an animation
Ctrl+L	Pastes selection before current frame
Ctrl+Shift+L	Pastes selection after current frame
Ctrl+M	Mirrors the selected frames / When the browser is open, <Ctrl+M> moves the selected thumbnails to a different folder
Ctrl+N	Creates new animation
Ctrl+O	Opens new animation
Shift+O	Enables/Disables the onionskin preview
Ctrl+P	Prints the selected item
Ctrl+R	Rotates an animation
Shift+R	Reverses selected frames
Ctrl+S	Saves current animation
Shift+S	Resizes current animation
Shift+U	Exports selected frames as picture tubes
Ctrl+V	Paste as a new image/frame
Alt+BACK	Undo
Ctrl+PAUSE	Breaks a link between Paint Shop Pro and Animation Shop
Shift+DELETE	Cuts the selected frames and places them in the clipboard
F1	Opens the help system
Ctrl+F4	Closes open animation / browser
Shift+F1	Activates the Context-sensitive help button
F12	Opens the Save as dialog box
Ctrl+INSERT	Copies the selected frames into the clipboard
Shift+INSERT	Paste as a new image/frame
Alt+RETURN	Opens the Frame Properties dialog box
Alt+Shift+RETURN	Opens the Animation Properties dialog box
TAB	Places the focus on the style bar
Ctrl+X	Cuts the selected items and places them in the clipboard
Shift+X	Exports selected frames to Paint Shop Pro
Ctrl+Z	Undo
Ctrl+Alt+Z	Redo
Shift+Z	Starts Optimization wizard
Ctrl+F	Opens the Find dialog box in the browser window

Shift+I	Opens the Information dialog box in the browser window
Ctrl+DELETE	Deletes the selected files in the browser window
F2	Opens the Rename file dialog box
F3	Find next
Alt+F3	Opens the Find dialog box in the browser window
F5	Refresh
Ctrl+F5	Refresh
F6	Next pane
Shift+F6	Previous pane
RETURN	Opens the file selected in the browser window
Shift+TAB	Next pane
Ctrl+W	Resizes the Browser window to fit the number of rows and columns of thumbnails currently visible
Ctrl+Y	When the browser is open, <Ctrl+Y> copies the selected thumbnails to a different folder



**Frame Properties - Display Time Tab**



The image shows a Windows-style dialog box titled "Frame Properties". It has a blue title bar with a close button (X) in the top right corner. Below the title bar, there are two tabs: "Display Time" and "Comments". The "Display Time" tab is currently selected. The main area of the dialog is a light gray rectangle. Inside this area, the text "Display time (in 1/100th sec):" is followed by a numeric input field. The input field contains the number "10" and has small up and down arrow buttons on its right side. At the bottom of the dialog, there are three buttons: "OK", "Cancel", and "Help".

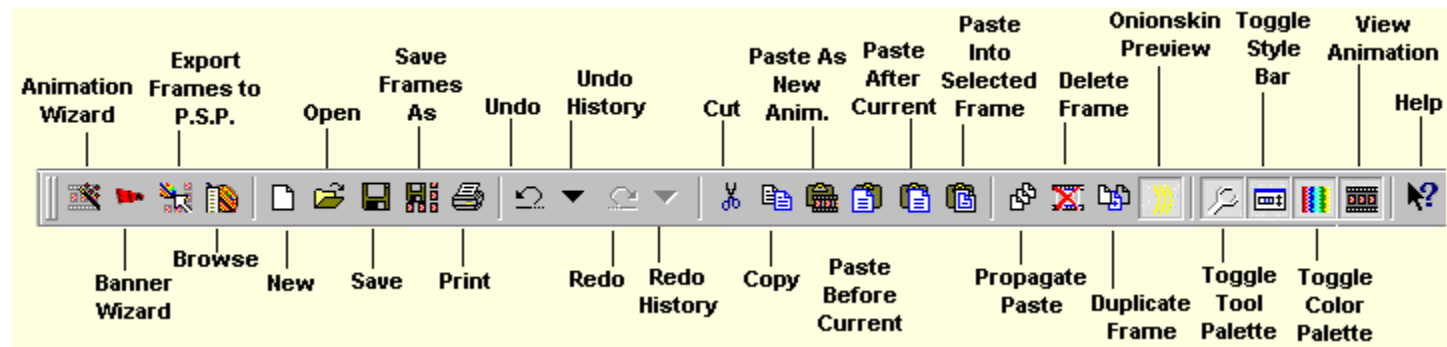
Frame Properties

Display Time | Comments

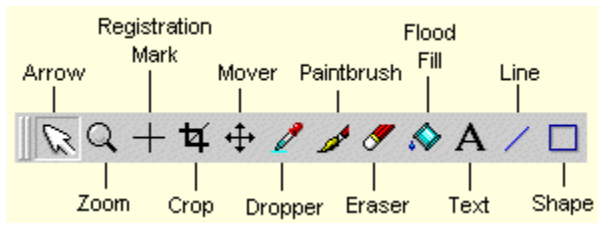
Display time (in 1/100th sec): 10

OK Cancel Help

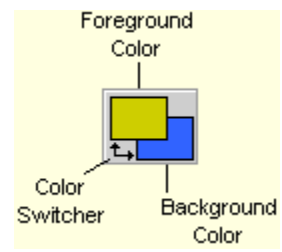
## Tool Bar



## ***Tool Palette***



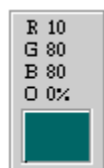
### ***Active Colors Panel***



## ***Color Palette***



### ***Current Color Panel***



## About the Context Menus

The context menus are accessed by right-clicking inside the Frames View window. They contain commands for modifying and manipulating frames or animations.

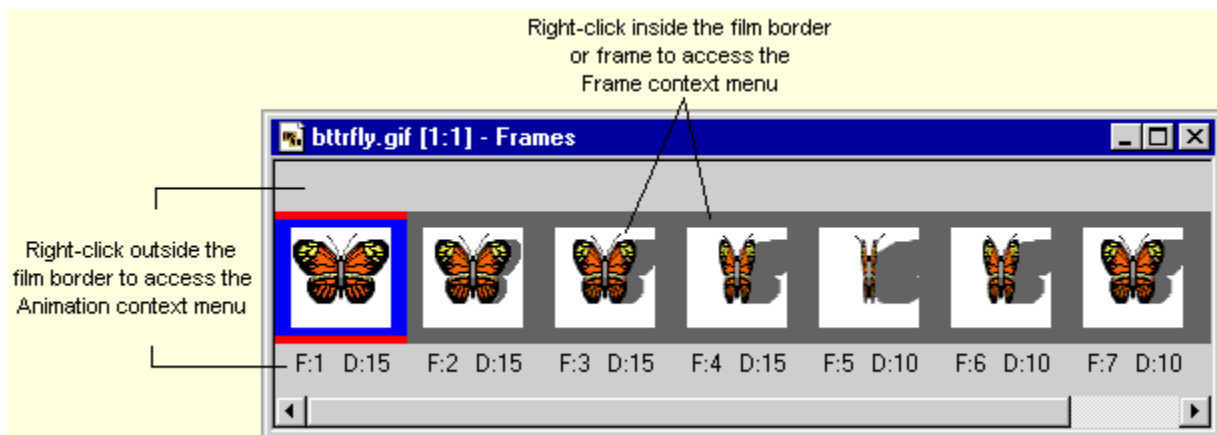
Ø **Note:** The Arrow tool  must be active in order to access the context menus.

---

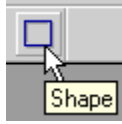
There are two context menus:

- The [Frame context menu](#) contains many of the basic commands for working with frames.
- The [Animation context menu](#) contains only two commands, the Go To Frame command and the Animation Properties command.

The illustration below shows where you need to right-click to display each context menu.

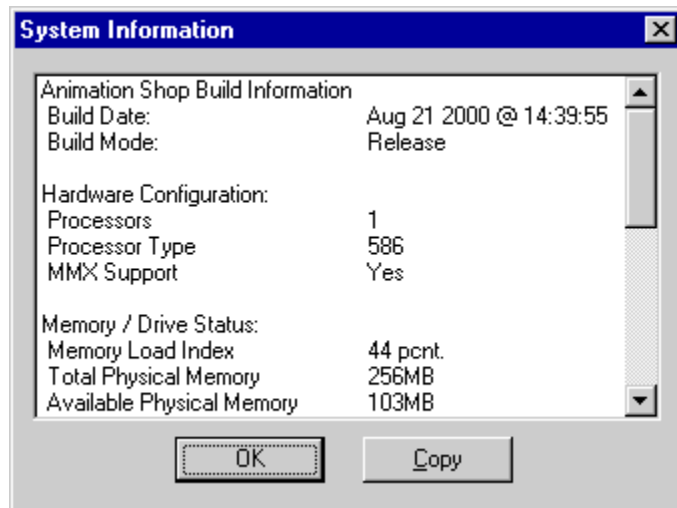


### ***Tool Tip Example***





### System Information Screen



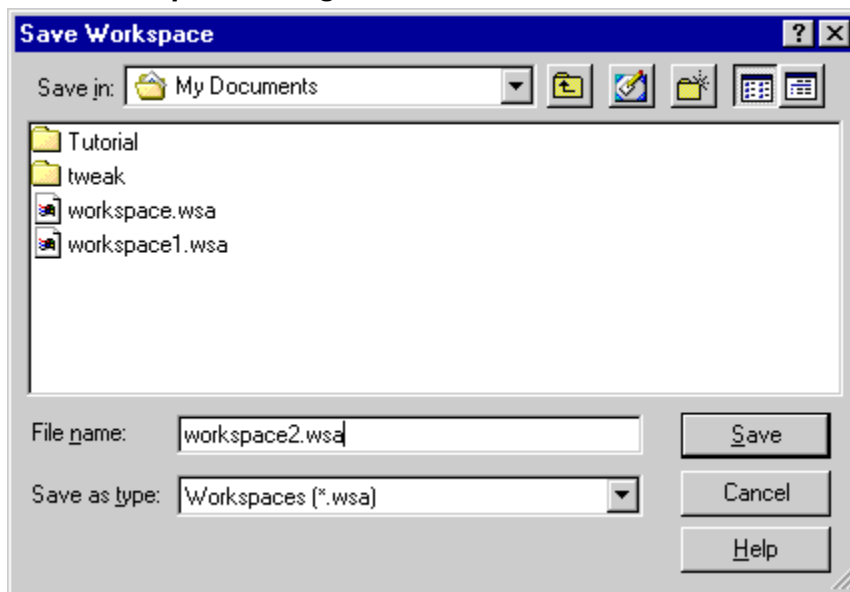
*Animation Shop Splash Screen*



***VCR Control toolbar***



### Save Workspace Dialog Box

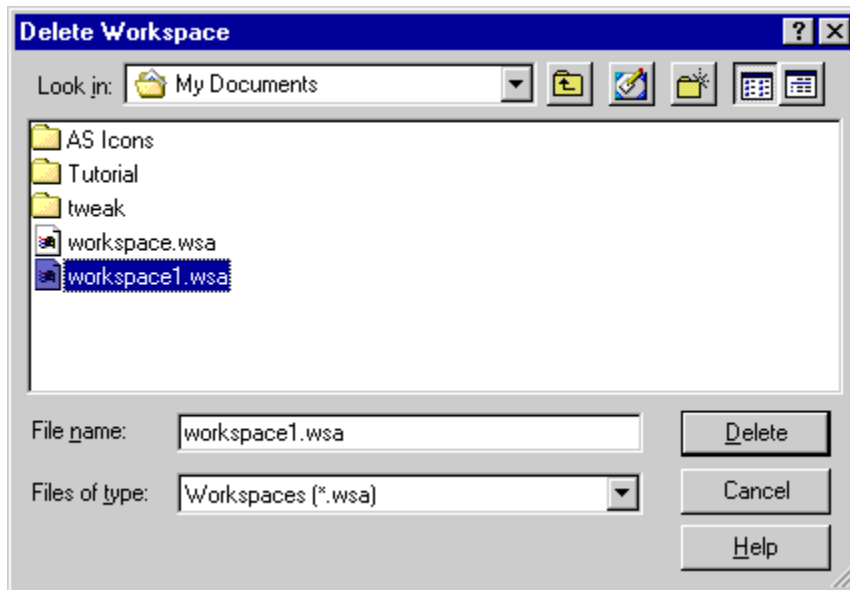


## ***Load Workspace Dialog Box***

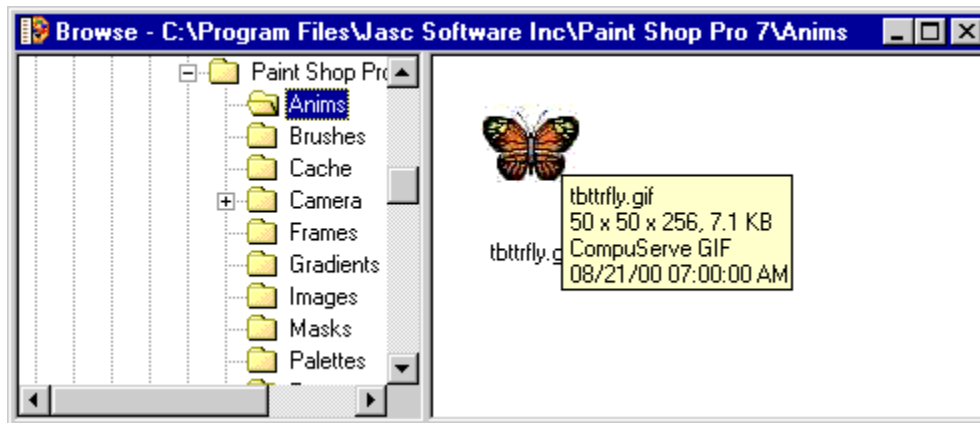


***This is a Popup***

### **Delete Workspace Dialog Box**

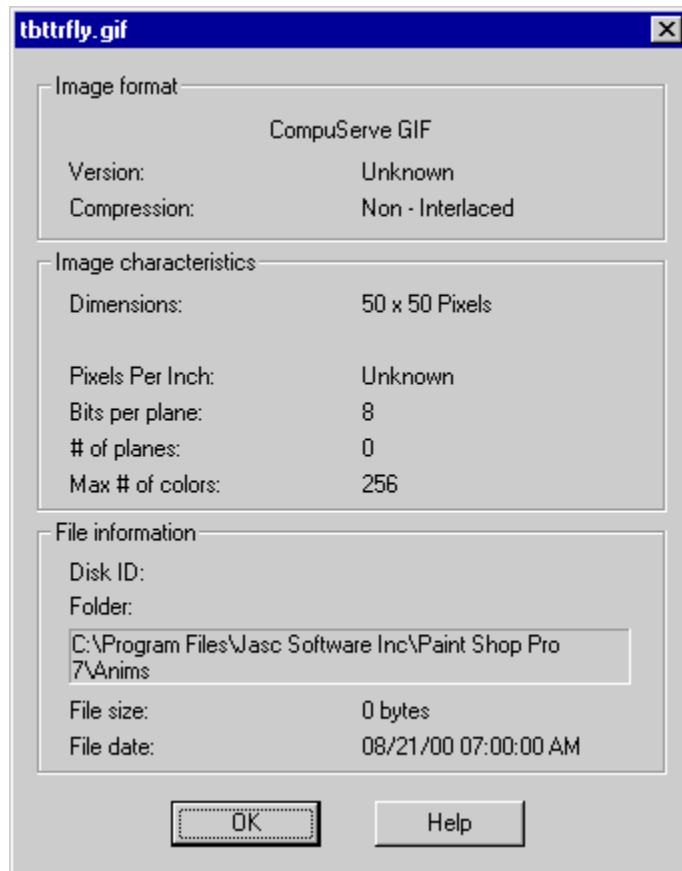


## Thumbnail Tooltip

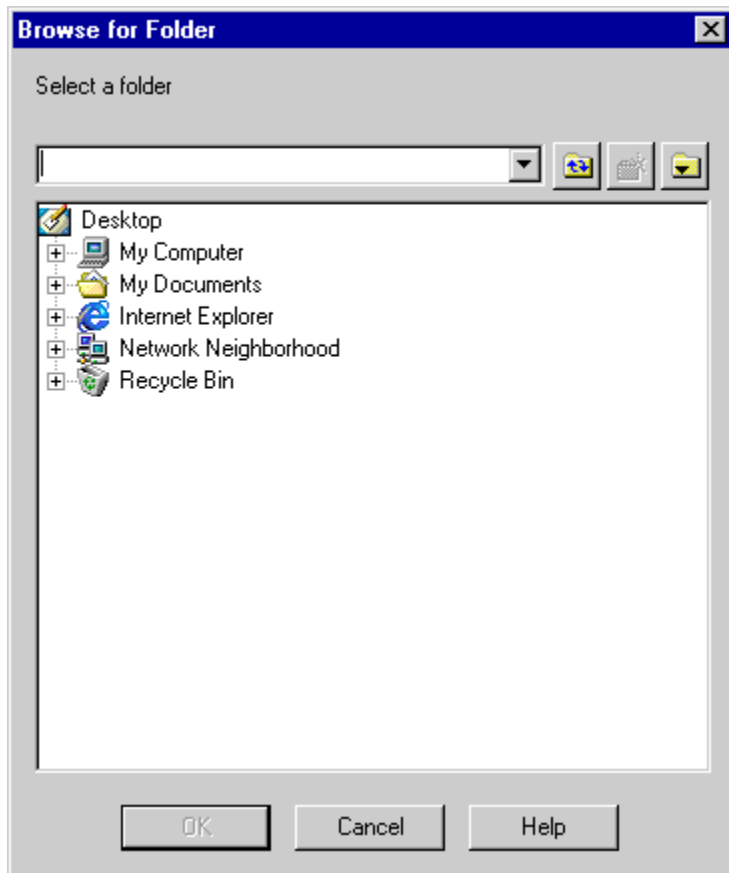




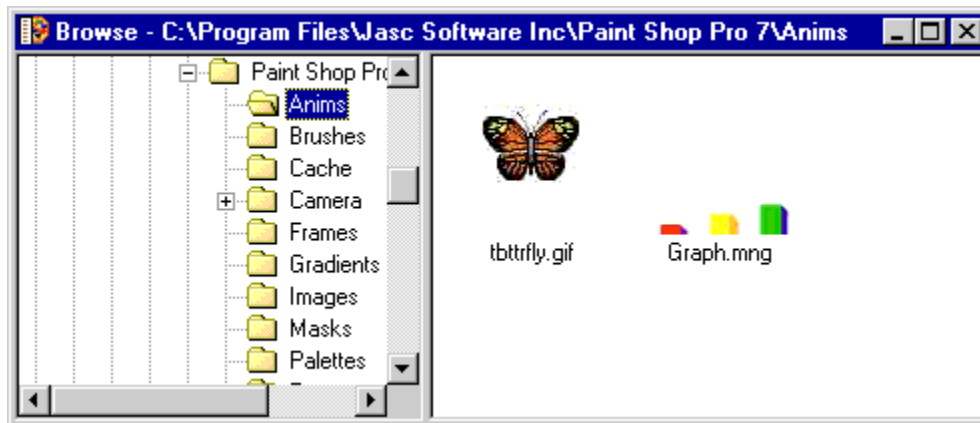
### ***File Information box***



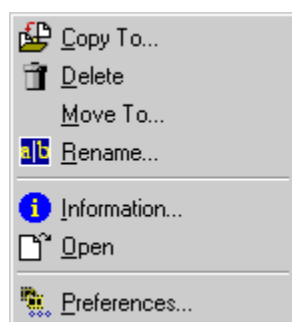
### ***Browse for Folder Navigation Box***



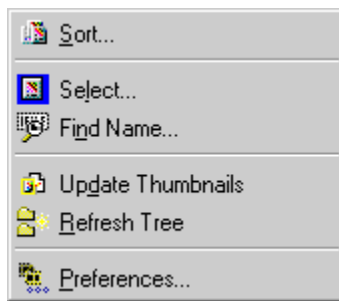
### ***Animation Shop Browser***



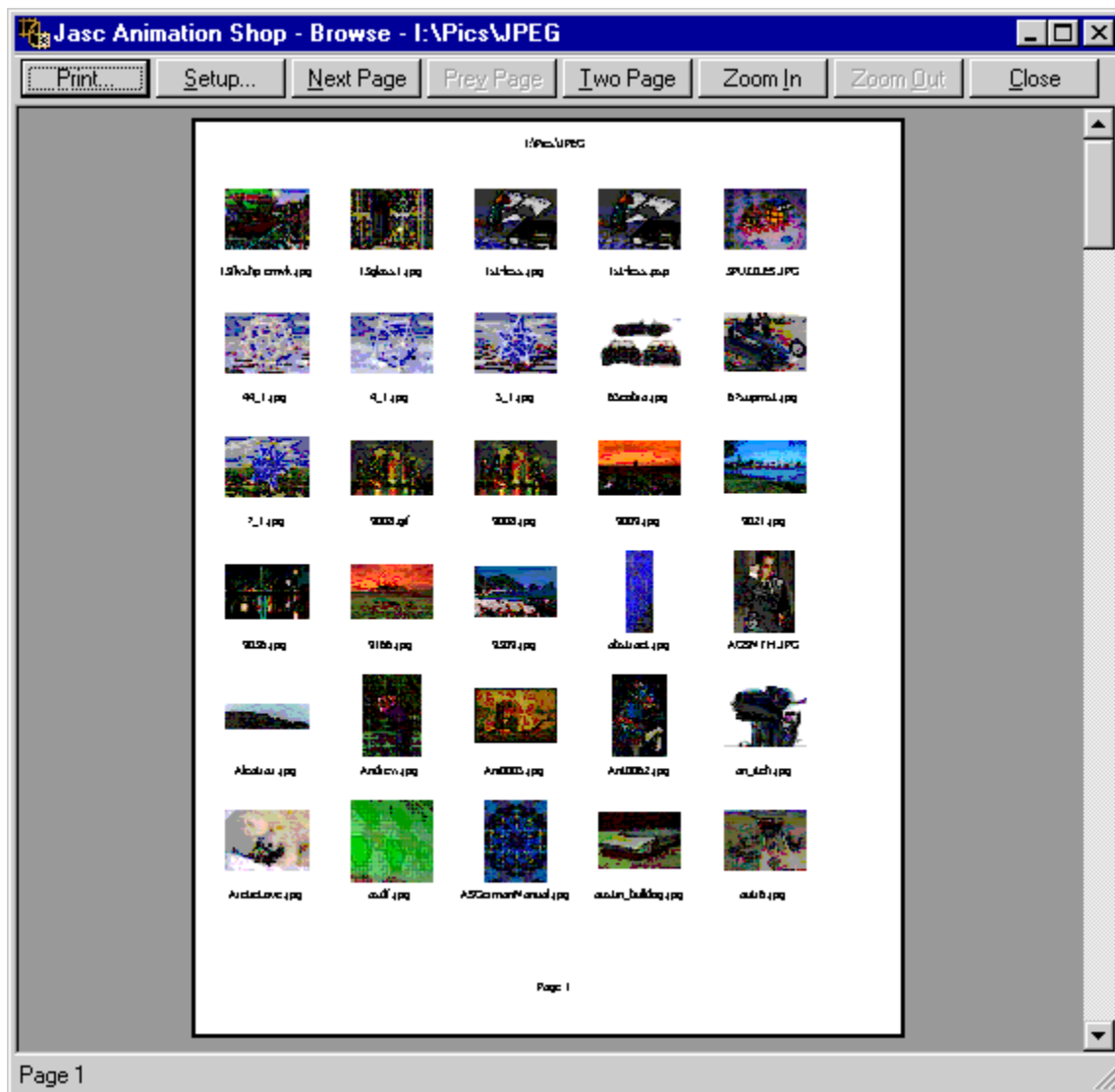
### ***Thumbnail Context Menu***



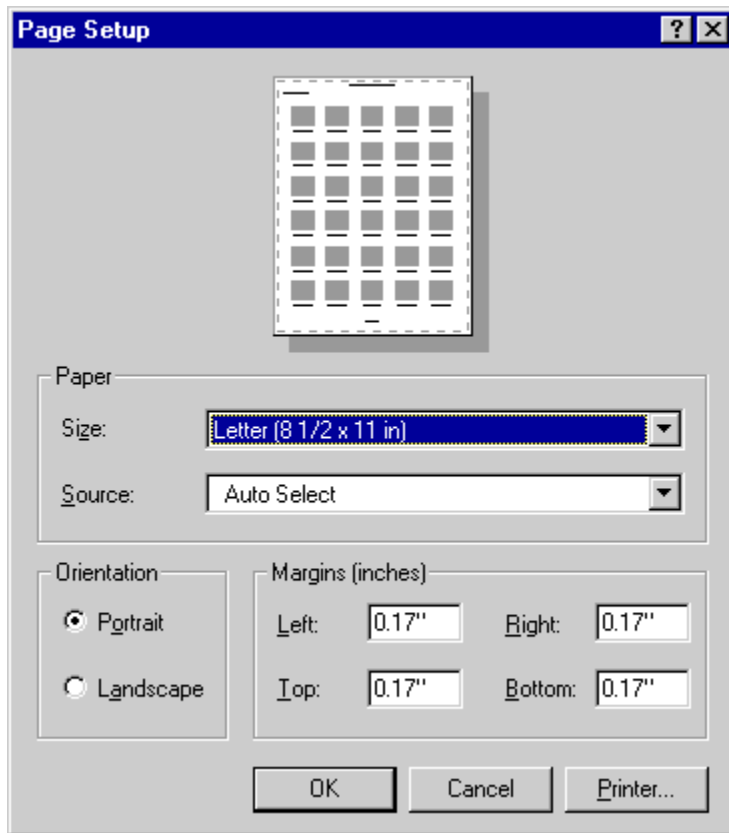
### ***General Context Menu***



### ***Print Preview Window***



### Browser Page Setup Dialog Box



The dialog box is titled "Page Setup" with a blue header bar containing a question mark icon and a close button. The main area is light gray. At the top center is a preview of a document page with a grid of 20 small squares (4 rows by 5 columns). Below the preview are three sections: "Paper", "Orientation", and "Margins (inches)". The "Paper" section has a "Size:" dropdown menu set to "Letter (8 1/2 x 11 in)" and a "Source:" dropdown menu set to "Auto Select". The "Orientation" section has two radio buttons: "Portrait" (selected) and "Landscape". The "Margins (inches)" section has four text input fields: "Left" (0.17"), "Right" (0.17"), "Top" (0.17"), and "Bottom" (0.17"). At the bottom are three buttons: "OK", "Cancel", and "Printer...".

Page Setup

Paper

Size: Letter (8 1/2 x 11 in)

Source: Auto Select

Orientation

☒ Portrait

☐ Landscape

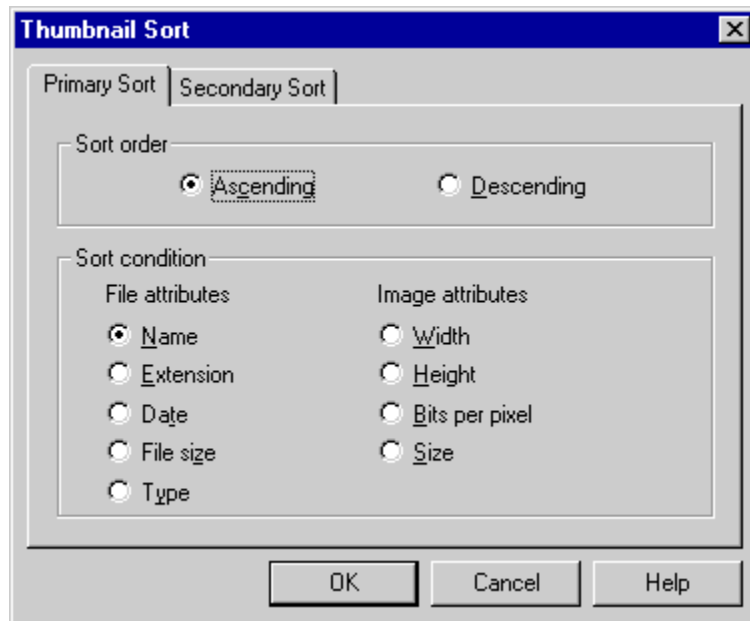
Margins (inches)

Left: 0.17" Right: 0.17"

Top: 0.17" Bottom: 0.17"

OK Cancel Printer...

### Thumbnail Sort



The image shows a 'Thumbnail Sort' dialog box with a blue title bar and a close button. It contains two tabs: 'Primary Sort' and 'Secondary Sort'. The 'Primary Sort' tab is active. Inside, there are two sections: 'Sort order' and 'Sort condition'. The 'Sort order' section has two radio buttons: 'Ascending' (selected) and 'Descending'. The 'Sort condition' section has two columns of radio buttons. The left column, 'File attributes', includes 'Name' (selected), 'Extension', 'Date', 'File size', and 'Type'. The right column, 'Image attributes', includes 'Width', 'Height', 'Bits per pixel', and 'Size'. At the bottom are 'OK', 'Cancel', and 'Help' buttons.

Thumbnail Sort

Primary Sort | Secondary Sort

Sort order

☒ Ascending ☐ Descending

Sort condition

File attributes	Image attributes
<input checked="" type="radio"/> Name	<input type="radio"/> Width
<input type="radio"/> Extension	<input type="radio"/> Height
<input type="radio"/> Date	<input type="radio"/> Bits per pixel
<input type="radio"/> File size	<input type="radio"/> Size
<input type="radio"/> Type	

OK Cancel Help



## Select Dialog Box

**Select** [X]

Select thumbnails based on one or more of the following criteria:

**File attributes**

Name:

☐ Match case

Type:

File size:

Date:

**Image attributes**

Width:

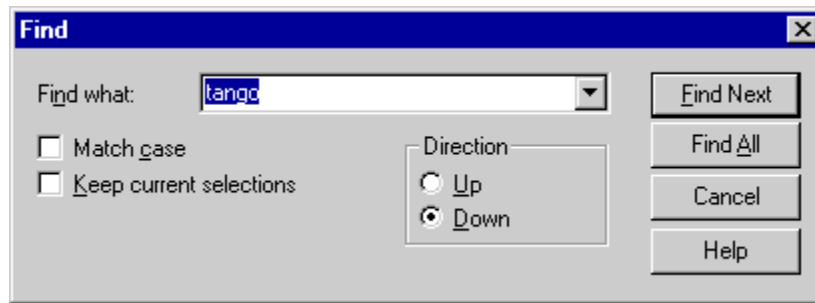
Height:

Bits per pixel:

Size:

☐ Keep current selections

### ***Find Dialog Box***



The image shows a standard Windows-style dialog box titled "Find". It has a blue title bar with a close button (X) in the top right corner. The main area is light gray. On the left, there is a label "Find what:" followed by a text input field containing the word "tango". Below this are two checkboxes: "Match case" and "Keep current selections", both of which are currently unchecked. To the right of these checkboxes is a "Direction" group box containing two radio buttons: "Up" and "Down". The "Down" radio button is selected. On the far right, there are four buttons stacked vertically: "Find Next", "Find All", "Cancel", and "Help".

Find what:

☐ Match case

☐ Keep current selections

Direction

☐ Up

☒ Down

Find Next

Find All

Cancel

Help

## **Creating an Animation**


[insert all topics here]

## Creating a New Animation

Creating a new animation is a simple process in Animation Shop. You can use the New Animation feature (either the File menu item or the toolbar button), the Animation Wizard, the Duplicate feature, or modify an existing animation. (See the Related Topics below for information on the Animation Wizard, as well as duplicating and modifying existing animations.)

### Using the New Animation Dialog Box

Use the New Animation feature as follows:










1. Choose **File > New**, press **<Ctrl +N>**, or click the New Animation button  on the toolbar. The [Create New Animation](#) dialog box will appear.
2. Use this dialog box as follows:
  - Set width and height pixel values in the "Width" and "Height" edit boxes.
  - Set a canvas color for the animation by choosing either the "Transparent" option or the "Opaque" option. Choose "Transparent" to use a transparent canvas. (The transparent canvas will be denoted by a checkered grid; refer to the Related Topic link below for more information about this grid.) Choose the "Opaque" option to use a solid canvas color. The current color is displayed in the color box next to this option. Left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose your own canvas color.
3. Click the OK button in the Create New Animation dialog box.

The new animation will be created and will contain one frame using the dimensions and canvas color you selected.

Ø **Note:** As an alternative option, clicking the File New toolbar button while pressing the **<Shift>** key will open a new animation without running the settings dialog. Animation Shop will keep the settings you selected on your last animation, and apply them to the new one.

---

### RELATED TOPICS

-  [Using the Animation Wizard](#)
-  [Duplicating an Animation](#)
-  [Modifying an Existing Animation](#)
-  [Setting Transparency Preferences](#)
-  [Selecting a Color Dialog box](#)
-  [Using the Color Palette](#)
-  [Using the Recent Colors Dialog Box](#)
-  [Changing Frame Properties](#)
-  [Changing Animation Properties](#)

## Modifying an Existing Animation

Another method of creating an animation is to simply save an existing animation using a different file name. To do this, choose **File > Save As**. The [Save As](#) dialog box will appear. Use this dialog box to assign the animation a different file name, and if desired, a different file format and folder location.


### ***RELATED TOPIC***



[Using the Save As Dialog Box](#)

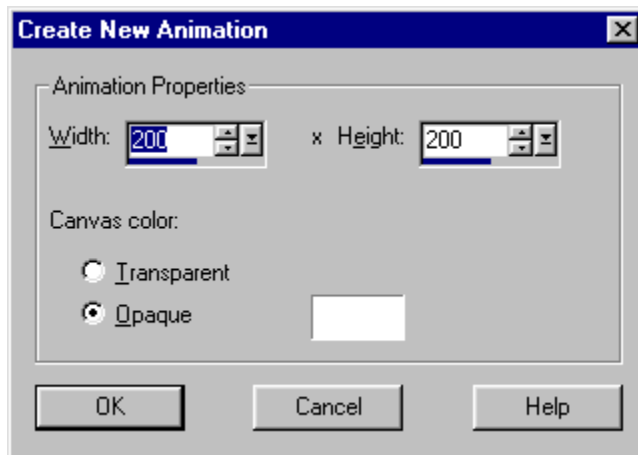
## Duplicating an Animation

The Duplicate Animation feature is a quick way to create another animation by copying an existing animation. To use the Duplicate Animation feature, choose **Window > Duplicate Animation** (or press **<Shift> + <D>**). A copy of the animation will appear in another Frames View window.

Ø **Note:** The **Edit > Duplicate** menu item, the Duplicate toolbar button , and the Duplicate item in the frame context menu are used to duplicate selected frames, not an entire animation.

---

## Create New Animation Dialog Box



The dialog box is titled "Create New Animation" with a standard Windows-style title bar. It contains a section labeled "Animation Properties" which includes two spinners for "Width" and "Height", both set to 200. Below these is a "Canvas color" section with two radio buttons: "Transparent" and "Opaque". The "Opaque" radio button is selected, and a small white square is visible next to it. At the bottom of the dialog are three buttons: "OK", "Cancel", and "Help".

Create New Animation

Animation Properties

Width: 200 x Height: 200

Canvas color:

☐ Transparent

☒ Opaque

OK Cancel Help

## Via the Animation Wizard

The Animation Wizard provides a step by step method of creating a new animation. When you start up the wizard, a series of wizard pages will prompt you for information. Complete one wizard page and move on to the next page.

 [Using the Animation Wizard](#)




## Optimizing an Animation for Web Usage

[info here]

## Overview

The Optimization Wizard provides a way for you to determine the image quality of your animation and how that will affect the output size of the file. This process can be initiated whenever you save a new animation or save an edited animation, or simply choose to run the Optimization Wizard feature in the File menu.

The wizard consists of a series of easy-to-use pages containing Back and Next buttons for navigating between pages.

 [Starting the Wizard](#)

## Starting the Wizard

Start the Optimization Wizard by choosing **File > Optimization Wizard**. A series of wizard pages will appear, prompting you in optimizing the file. If applicable, make selections on the page, then click the Next button at the bottom of the page to move to the next page. You may move forward or backward by clicking the Back and Next buttons.

The first wizard page is:



[Optimizing Output](#)

## Optimizing Output

Use the first page, [Optimized Output](#), as described below.

In the “Optimize for” section:

- Choose the animation file format option appropriate for the animation.

In the “When finished” section:

- Choose the “Replace the current animation with the optimized version” option to overwrite the current animation with the optimized animation.
- Choose “Create a new animation from the optimized animation” option to create a new animation that you will then need to save.

The second wizard page is:



[Balancing Quality vs. Size](#)

## Balancing Quality vs. Size

Use the second page, [Animation Quality Versus Output Size](#), as described below.

- Adjust the optimization slider on the left side of the wizard page to one of the four levels indicated by the mark on either side of the slider. When optimizing a file, you can choose to preserve image quality and consequently save a larger file, or you can sacrifice some image quality for a smaller file size. Note that the window to the right of the slider will display details specific to the slider setting.
- Mark the “Use these settings when saving unoptimized files” check box to skip the optimization interface and have Animation Shop automatically optimize with the current settings whenever an animation file is saved. Do not mark this check box if you wish to use the optimization interface when saving a file.
- Click the Customize button to access these additional optimization settings:



[Customizing Color Settings](#)



[Customizing Optimization Settings](#)



[Customizing Partial Transparency Settings](#)



[Customizing Canvas Color Settings](#)

Ø **Note:** When optimizing a file in a format that does not support transparency, the third tab in the “Customize Optimization Settings” dialog box will be labeled “Canvas Color”. When optimizing a file in a format that supports transparency, the third tab will be labeled “Partial Transparency”.

---

The third wizard page is:



[Viewing Optimization Progress](#)

## Viewing Optimization Progress

Use the third page, [Optimization Progress](#), as described below.

- This wizard page merely monitors Animation Shop's progress in optimizing your file. When the process is finished, click the Next button.

The fourth wizard page is:

 [Viewing Optimization Preview](#)

## Viewing Optimization Preview

Use the fourth page, [Optimization Preview](#), as described below.

- This wizard page allows you to preview the optimized animation before completing the Optimization Wizard. When you are done viewing the optimized animation, click the Next button.

The fifth wizard page is:

 [Viewing Optimization Results](#)

## Viewing Optimization Results

Use the fifth page, [Optimization Results](#), as described below.

- This wizard page provides information about your animation's file size and estimated download times at various connection speeds. This can be helpful if you plan to use the animation on a web page. The "Current File" column displays pre-optimization file information. The "Optimized File" column displays file information after optimization.
- Click the Finish button. Your animation will be modified based on your wizard page choices and the Optimization Wizard will close.



## Customizing Color Settings

Use the [Colors](#) tab as described below.

- In the “Number of Colors” drop down box, choose the number of colors you want available in the animation. The current number of colors is displayed to the right of the drop down box. Note that one color number is reserved to utilize the Optimization Wizard’s ability to handle transparency; this is why the options are “3 colors” instead of 4, “7 colors” instead of 8, etc.




In the “Create palette by” area:

- Choose “Optimized Octree” to use an 8-bits per channel palette. This palette is not as good at weighting color importance as the Optimized Median Cut palette.
- Choose “Optimized Median Cut” to use a palette that uses occurrence of colors as weighting, and ranks these colors accordingly. It is accurate only to 5-bits per channel.
- Choose “Standard palette” to use a generic palette that contains a balanced number of colors.
- Choose “Browser palette” to a pre-defined, web-safe palette.
- Choose “Custom palette” and then click the Browse button to use a custom palette not listed here.

In the “Reduce colors by” area:

- Choose “Ordered Dithering” to reduce colors by adjusting adjacent pixels of different colors to give the illusion of a third color. It uses set patterns based on a known palette to adjust the pixels. This method can result in distinct patterns of light and dark areas.
- Choose “Error Diffusion” to reduce colors by a method similar to “Nearest color”, except that it spreads out the inaccuracy in representing a pixel’s color to the surrounding pixels. When it replaces a color, the inaccuracy, or “error,” is carried to the next pixel, where the error is added to the color before selecting the nearest color. This process is repeated for every pixel in the image.
- Choose “Nearest Color” to reduce colors by replacing a pixel’s original color with the nearest matching color in the newly generated palette.

### **RELATED TOPICS**

-  [Understanding Color Depth](#)
-  [Dithering Methods](#)
-  [Color Definition Methods](#)

## Customizing Optimization Settings

Use the [Optimizations](#) tab as described below.

- Mark the “Remove Non Visible Animation Elements” check box to help control the size of the animation by removing the non-visible elements.
- Mark the “Write Minimal Frames” check box to have Animation Shop automatically compare each frame to the previous frame and, if possible, write a smaller frame containing only the pixels that have changed. By default, this check box is marked for all quality levels.
- Mark the “Collapse Identical Frames” check box to have Animation Shop remove identical frames as another way to reduce the size of the animation. This option allows you to combine sequential frames having identical content into one frame. The display time of the frame will be the combined times of all the identical frames.
- Mark the “Map Identical Pixels To Transparent” check box to use transparent color in compressing a file. For file formats that support transparency, this check box is marked by default.
- Mark the “Enable Browser-Specific Optimizations” check box to enhance the optimization if you know that the audience for your animation will be using just one particular browser (for example, you’ll be placing the animation on a website that can only be viewed via Internet Explorer). Note, however, that because not all browsers support this option, the animation may contain image artifacts when viewed an unsupported browser.

## Customizing Partial Transparency Settings

When optimizing a GIF file that contains pixels that are not fully opaque, use the [Partial Transparency](#) tab as described below. (Note that this tab will not appear if you are optimizing a GIF file that contains only opaque pixels.)

In the “Partial transparency is not allowed ...” area:

- Choose the “Convert pixels ...” option and set the opacity threshold edit box to the desired level. Valid values range from 0 to 255. The percentage displayed to the right of the edit box will update in relation to the value you set. Pixel values at or above the value you set will be made fully opaque; pixel values below the value you set will be made fully transparent.
- Choose the “Use a 50% dither pattern” to use a halftone dither. Pixels below 25% opacity will be made fully transparent. Pixels above 75% opacity will be made fully opaque. Pixels between 25% and 75% will have the halftone dither applied, meaning the pixels will alternate between fully opaque and fully transparent in both the X and Y directions.
- Choose the “Use error diffusion dither” option to apply a 1-bit per pixel mask and error diffusion dithering.

In the “Would you like to blend ...” area:

- Choose the “Yes, blend with this color” option. This will blend partially transparent pixels with the current blend color, displayed in the color box next to this option. To choose a different blend color, left-click inside this color box to display the Color dialog box, or right-click to display the Recent Colors dialog box. You can then choose a different blend color.
- Choose the “No, use the existing image color at 100% opacity” option to leave the color of partially transparent pixels unaffected.

### RELATED TOPICS



[Understanding Color Depth](#)



[Dithering Methods](#)



[Color Definition Methods](#)

## Customizing Canvas Color Settings

When optimizing an AVI, FLC, or FLI file, use the [Canvas Color](#) tab as described below.

- Choose a color that will replace transparent canvas pixels. The current replacement color is displayed in the color box. To change this color, click inside the color box. This will display the Color dialog box, which you can use to choose a new replacement color.

## Optimized Output Wizard Page

**Optimized Output**

Optimize for:

- ☒ Animated GIF File
- ☐ Autodesk Animation (ELC) file
- ☐ Autodesk Animation (FLI) file
- ☐ Audio Video Interlaced (AVI) file

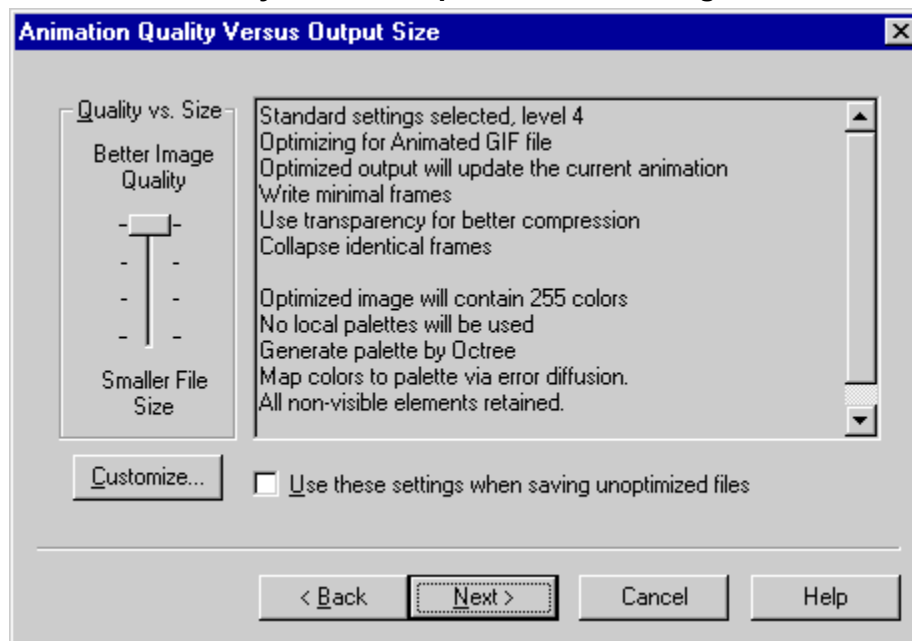
When finished:

- ☐ Replace the current animation with the optimized version
- ☒ Create a new animation from the optimized animation

---

< Back   Next >   Cancel   Help

## Animation Quality Versus Output Size Wizard Page



## Optimization Progress Wizard Page

**Optimization Progress**

Fixing Partial Transparency	<div></div>
Creating Global Palette	<div></div>
Applying Palette to Frames	<div></div>
Optimizing Frames	<div></div>
Compressing File	<div></div>

Press Next to continue

< Back

Next >

Cancel

Help

## Optimization Results Wizard Page

Optimization Results			
	Current File	Optimized File	% Change
Size of file:	n/a	9.1K bytes	n/a
Time to download at 14.4K baud:	n/a	7 seconds	
Time to download at 28.8K baud:	n/a	4 seconds	
Time to download at 56K baud:	n/a	2 seconds	
Time to download over ISDN:	n/a	< 1.0 second	

---

[< Back](#) [Finish](#) [Cancel](#) [Help](#)



## Customize Optimization Settings - Color Tab

The image shows a Windows-style dialog box titled "Customize Optimization Settings" with a close button (X) in the top right corner. The dialog has two tabs: "Colors" and "Optimizations", with "Optimizations" currently selected. Inside the "Optimizations" tab, there are three main sections. The first section, "Number of Colors:", features a dropdown menu showing "255 colors" and a text label "63 colors currently". The second section, "Create palette by:", contains four radio button options: "Optimized Qctree" (selected), "Optimized Median Cut", "Standard palette", and "Browser palette". There is also a "Custom palette" radio button next to a "Browse..." button. The third section, "Reduce colors by:", contains two radio button options: "Ordered Dithering" and "Error Diffusion" (selected). At the bottom of the dialog are three buttons: "OK", "Cancel", and "Help".

Customize Optimization Settings

Colors | Optimizations

Number of Colors:  
255 colors 63 colors currently

Create palette by

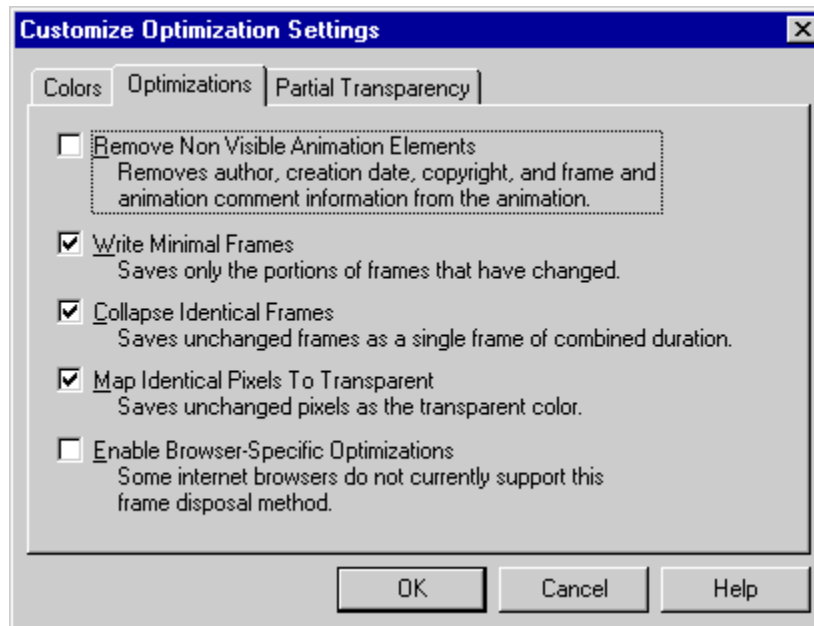
☒ Optimized Qctree ☐ Browser palette  
☐ Optimized Median Cut ☐ Custom palette Browse...  
☐ Standard palette

Reduce colors by

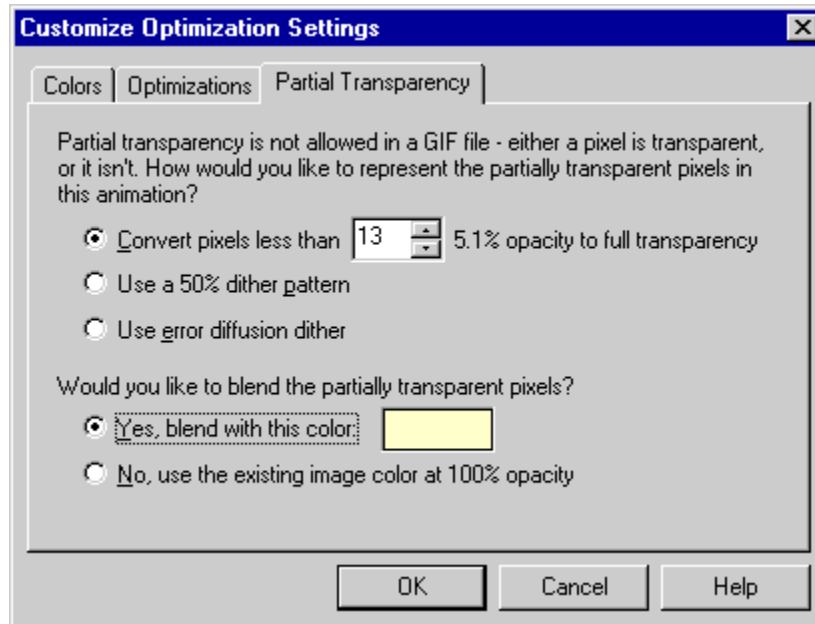
☐ Ordered Dithering ☐ Nearest Color  
☒ Error Diffusion

OK Cancel Help

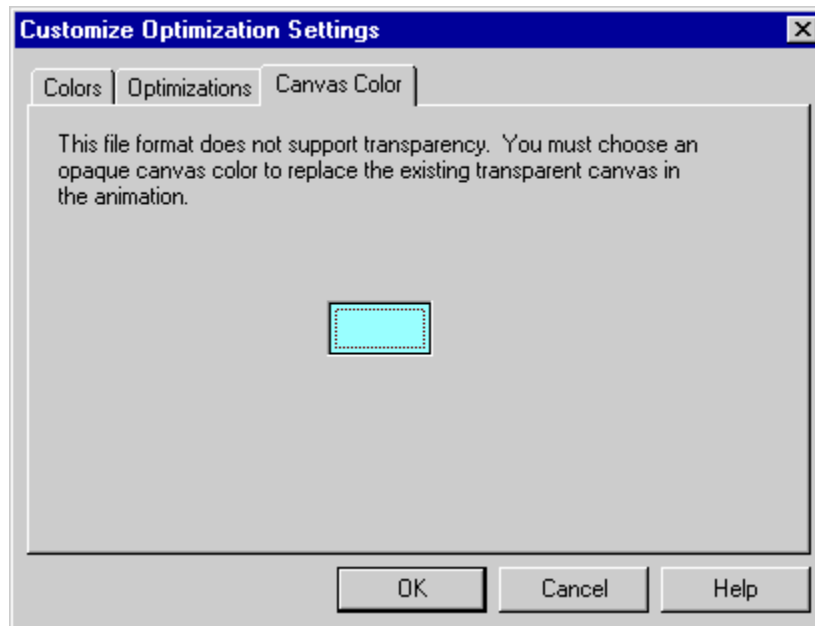
## Customize Optimization Settings - Optimizations Tab



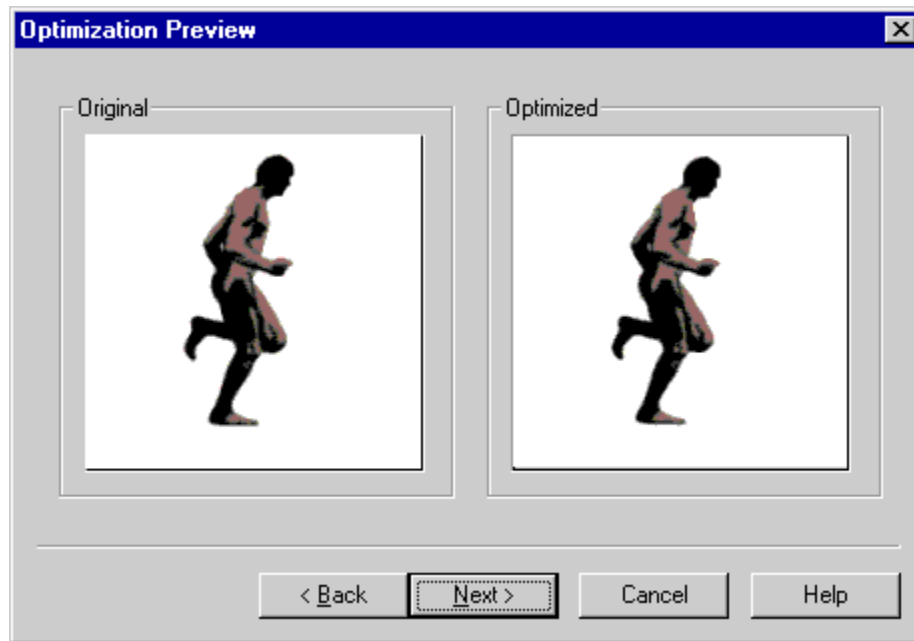
## Customize Optimization Settings - Partial Transparency Tab



## Customize Optimization Settings - Canvas Color Tab



## Optimization Preview Wizard Page

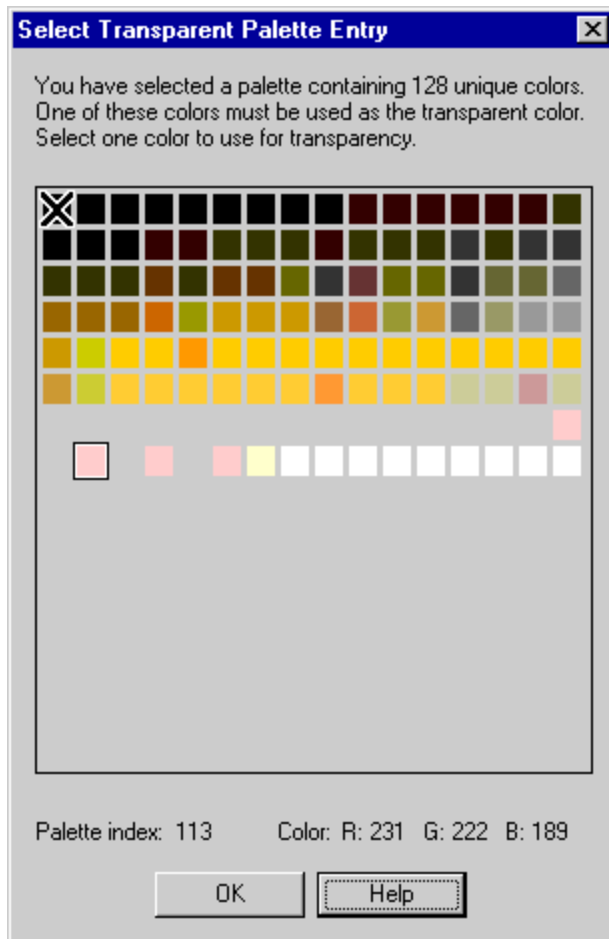


## Using the Select Transparent Palette Entry Dialog Box

The [Select Transparent Palette Entry](#) dialog box displays the palette being used on your optimized animation and may prompt you to assign one of the colors as transparent. This improves the optimization of GIF files in that it reduces by one the number of pixels that must be rendered from frame to frame. This dialog box allows you to select which color is to be removed and subsequently assigned as the transparent color. Ideally, you should select a color similar to surrounding colors--this will result in a less noticeable removal of the color.

To use this dialog box, click a color to designate it as the transparent color, and then click OK.

## Select Transparent Palette Entry



## Using the Animation Wizard









[insert info here]



## Overview


The Animation Wizard provides a quick, automated way to create an animation. Once you start up the wizard, you are guided through the process by a series of simple wizard pages on which you choose all the properties you'll need to create an animation.

The steps for using the Animation Wizard are presented in the following order:

-  [Starting the Wizard](#)
-  [Setting the Frame Size](#)
-  [Setting the Canvas Color](#)
-  [Positioning the Frames](#)
-  [Setting the Animation Properties](#)
-  [Adding Frames to the Animation](#)
-  [Finishing the Wizard](#)
-  [Viewing the Resulting Animation](#)

## Starting the Wizard

Start the Animation Wizard in one of three ways:

- Choose **File > Animation Wizard**, or
- Click the Animation Wizard button  on the toolbar.
- Press **<Shift + A>**.

A series of wizard pages will appear, prompting you in creating an animation. After finishing each page, click the Next button at the bottom of the page to move to the next page. You may move forward or backward by clicking the Back and Next buttons at the bottom of the Wizard pages.

 [Setting the Frame Size](#)

## Setting the Frame Size

The [first page](#) of the Animation Wizard prompts you to set the dimensions of the animation frames. Use this Wizard page as follows:

- Choose the "Same size as the first image frame" option if you want all frames to match the size of the first frame. (You will then add the first frame in a later Wizard page.)
- Choose the "As defined here" option to activate the Width and Height edit boxes for you to set the exact dimensions of the animation frames. Dimensions are measured in pixels.

Click Next to move to the next Wizard page.



[Setting the Canvas Color](#)

## Setting the Canvas Color

The [second page](#) of the Animation Wizard prompts you to set a transparent or an opaque canvas color. Use this Wizard page as follows:

- Choose the "Transparent" option to allow any images behind your animation to show through in the canvas. A transparent canvas is indicated by the current color settings in the "Transparency" tab of the General Program Preferences. See the Related Topic link below for more details.
- Choose the "Opaque" option to select a canvas color for your animation. The current canvas color appears in the color box to the right of this option. Left-click inside this box to display the Color dialog box; right-click inside this box to display the Recent Colors dialog box. You can then choose your custom color. The canvas will use the dimensions you set in the previous Wizard page.

Click Next to move to the next Wizard page.

 [Positioning the Frames](#)

### **RELATED TOPICS**

 [Setting Transparency Preferences](#)

 [Using the Color Palette](#)

 [Using the Recent Colors Dialog Box](#)

## Positioning the Frames

The [third page](#) of the Animation Wizard prompts how you would like to place your frames in the animation. Use this Wizard page as follows:

If the images you will be adding do not have the same dimensions as the frame size you set in the first Wizard page, you can choose one of the following positioning options:

- Choose the "Upper left corner of the frame" option to align all images having aspect ratios different than the first image in the upper left corner of their respective frames.
- Choose the "Centered in the frame" option to center all images in their frames regardless of each image's aspect ratio.

If an image's dimensions are smaller than the first image, the empty area surrounding the image can be filled in one of two ways:

- Choose the "With the canvas color" option to fill in the smaller-sized image's empty area with the canvas color.
- Choose the "With the preceding frame's contents" option to fill in the smaller-sized image's empty area with the contents of the previous frame. If there is no previous frame, the "With canvas color" option will be used.

If images need to be scaled to fit inside frames:

- Mark the "Scale frames to fit" check box. This will resize the image to fill the frame while maintaining the image's aspect ratio. If you do not mark this check box, parts of images that have larger dimensions than the frame size may not be visible.

Click Next to move to the next Wizard page.



[Setting the Animation Properties](#)

## Setting the Animation Properties

The [fourth page](#) of the Animation Wizard prompts you in setting the looping and delay animation properties. Use this Wizard page as follows:

- Choose the "Yes, repeat the animation indefinitely" option to continuously cycle your animation until you manually stop it (see the **Note** below). Choose the "Play it  $n$  times" option to play your animation the number of times you set in the edit box.

Ø **Note:** *Not all internet browsers currently support the loop feature.*

---

- Set the display time for each frame in the display time edit box. All frames in the animation will be set to the same display time. These values can be changed later while editing the animation.

Click Next to move to the next Wizard page.

 [Adding Frames to the Animation](#)

### RELATED TOPIC

 [Changing the Duration of a Frame](#)

## Adding Frames to the Animation

The [fifth page](#) of the Animation Wizard prompts you in adding images to your animation. You must include at least one image to create an animation. Use this Wizard page as follows:

1. Click the Add Image button. The Open dialog box will appear.
2. Choose the file(s) for your animation.
3. To select multiple images at once from the Open dialog box, hold the **<Ctrl>** key while clicking on filenames. You can also select consecutive files by holding **<Shift>** and clicking on the first and last filenames in your selection. If your image files are located in more than one folder, you will need to reenter the Open dialog box for each folder.
4. If you wish to delete an image you have added to the list, do so by clicking on the filename to select it and then clicking the Remove Image button.
5. Verify the order of your images and reorder any of them by selecting one or more image files and clicking on the Move Up and Move Down buttons.

When you are done adding images, click the Next button to move to the final Wizard page.



[Finishing the Wizard](#)

## Finishing the Wizard

The [final page](#) of the Animation Wizard prompts you to finalize the Wizard to create the animation. Use this Wizard page as follows:


- Click the Finish button. The Animation Wizard will generate your animation, close the Animation Wizard pages, and open the animation in a Frames View window.



[Viewing the Resulting Animation](#)





## Viewing the Resulting Animation

To see what your animation looks like when played, choose **View > Animation**, or click the View Animation button  on the toolbar. The Play View window will appear and the animation will play.

## Closing the Play View Window

To close the Play View window, use one of the following methods:

- Click the Close button  in the Play View window's upper right corner, or
- Double-click the file Control icon  in the Play View window's upper left corner, or
- Choose **File > Close**. \*Note: Choosing this menu item will close both the Play View window and the Frames View window for the open animation.

## Dimensions Wizard Page

**Animation Wizard** [X]

What do you want the total dimensions of the new animation to be?

☒ Same size as the first image frame

☐ As defined here:

Width:  [up] [down]

Height:  [up] [down]



---

< Back   Next >   Cancel   Help

## Canvas Color Wizard Page


**Animation Wizard**

What do you want to set as the default canvas color for the animation?

☐ Transparent

☒ Opaque






---

< Back   Next >   Cancel   Help

## Frame Positioning Wizard Page

**Animation Wizard**



Source images which have an aspect ratio different from that of the animation will need to be positioned within the frame during construction. Where within the animation frame should such images be located?

☐ Upper left corner of the frame

☒ Centered in the frame

When the image occupies only a part of the frame, how should the rest be filled?

☒ With the canvas color

☐ With the preceding frame's contents

☒ Scale frames to fit

< Back

Next >

Cancel

Help

## Animation Properties Wizard Page

**Animation Wizard** [X]

Do you want the animation to be looped?

☒ Yes, repeat the animation indefinitely

☐ Play it  times


How long do you want each frame to be displayed (in 1/100th of a second)?

< Back   Next >   Cancel   Help

## Adding Images Wizard Page

**Animation Wizard**

Specify the images which are to be loaded as frames, by adding them to the list below.



Add Image...

Remove Image

Move Up

Move Down

---

< Back


Next >

Cancel

Help

## Final Wizard Page

**Animation Wizard**



The Animation Wizard is now ready to build your new Animation. Press the Finish button to begin this process.

(Building the animation may take a few moments, so please be patient.)

< Back

Finish

Cancel

Help









Using the Banner Wizard  
[info here]



## Overview


The Banner Wizard provides a quick, automated method of creating an animated text banner. Once you start up the wizard, you are guided through the process by a series of simple wizard pages on which you choose all the properties you'll need to create an animated text banner.

The steps for using the Banner Wizard are presented in the following order:

-  [Starting the Wizard](#)
-  [Setting the Background](#)
-  [Setting the Banner Size](#)
-  [Setting the Timing](#)
-  [Defining the Banner Text](#)
-  [Setting the Text Color](#)
-  [Selecting a Transition](#)
-  [Viewing the Resulting Animation](#)

## Starting the Wizard

Start the Banner Wizard in one of three ways:

- Choose **File > Banner Wizard**, or
- Click the Banner Wizard button  on the toolbar.
- Press **<Shift + B>**

A series of wizard pages will appear, prompting you in creating an animated text banner. After finishing each page, click the Next button at the bottom of the page to move to the next page. You may move forward or backward by clicking the Back and Next buttons at the bottom of the Wizard pages.

 [Setting the Background](#)

## Setting the Background

The [first page](#) of the Banner Wizard prompts you to set the background for the banner. Use this page as follows:

- Choose the "Transparent background" option to have a transparent banner background. A transparent canvas is indicated by the current color settings in the "Transparency" tab of the General Program Preferences. See the Related Topic link below for more details.
- Choose the "Opaque background" option to have an opaque banner background. The current background color is displayed below this option. Left-click inside this color box to display the Color dialog box; right-click inside this box to display the Recent Colors dialog box. You can then choose your custom color.
- Choose the "Use a background image" option to have an image for your banner background. The Browse button becomes available. Click this button to choose the background image to use for the banner.

Click Next to move to the next Wizard page.

 [Setting the Banner Size](#)

### **RELATED TOPICS**

 [Setting Transparency Preferences](#)

 [Using the Color Palette](#)

 [Using the Recent Colors Dialog Box](#)

## Setting the Banner Size

The [second page](#) of the Banner Wizard prompts you to define the size of the banner. Use this page as follows:

- Choose the "Use a standard banner size" option to set the banner size to one of the six internet standard choices in the drop down list.
- If you selected the "Use a background image" option in the previous Wizard page, choose the "Same as the background image" option to set the banner to match the background image size. If you did not select the "Use a background image" option in the previous Wizard page, this option will be greyed out.
- Choose the "As defined here" option, and then enter custom banner size values in the "Width" and "Height" edit boxes.

Click Next to move to the next Wizard page.

 [Setting the Timing](#)

## Setting the Timing

The [third page](#) of the Banner Wizard prompts you to define the display time for each frame, the number of frames displayed per second, and whether you want the animation looped indefinitely or a set number of times. Use this page as follows:

- Set the display time for each frame in the display time edit box. All frames in the animation will be set to the same display time. (You can change the display time for individual frames or all frames by using the Frame Properties feature.) The default value is 10. The value you set here ( $n$ ) is displayed below each frame as "D: $n$ ".
- Set the number of animation frames to display per second in the number of frames edit box.  
**\*Note:** The total number of animation frames is determined by this formula:  
$$(\text{Display Time} / 10) * \text{Frames Per Second}$$
  
For example, if you set the display time value to 30 and the frames per second value to 15, the total number of animation frames will be 45:  $(30/10) * 15 = 45$
- Choose the "Yes, repeat the animation indefinitely" option to continuously cycle your animation until you manually stop it (see the **Note** below). Choose the "Play it  $n$  times" option to play your animation the number of times you set in the edit box.

Ø **Note:** *Not all internet browsers currently support the loop feature.*

---

Click Next to move to the next Wizard page.



[Defining the Banner Text](#)

### RELATED TOPIC



[Changing the Duration of a Frame](#)

## Defining the Banner Text

The [fourth page](#) of the Banner Wizard prompts you to enter and define the text for the banner. Use this page as follows:

- Click inside the text box and enter the text you want to appear in the banner.
- To change any of the font attributes (typeface, style, size, etc.), click the Set Font button and make the desired changes in the Add Text dialog box. Click OK in this dialog box to return to the fourth Wizard page.

Click Next to move to the next Wizard page.



[Setting the Text Color](#)

### ***RELATED TOPIC***



[Using the Add Text Dialog Box](#)

## Setting the Text Color

The [fifth page](#) of the Banner Wizard prompts you to define the color of the banner text, or if you want to use an image cutout for the text color. Use this page as follows:

- Choose the "Opaque text" option to set the text to an opaque color. The current text color is displayed in the color box below this option. Left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose your text color.
- Choose the "Image text" option to define the text color as the cutout of an image. The Browse button becomes available. Click this button to choose the image to use as a cutout for the text.

Click Next to move to the next Wizard page.

 [Selecting a Transition](#)

### **RELATED TOPICS**

 [Using the Color Palette](#)

 [Using the Recent Colors Dialog Box](#)

## Selecting a Transition

The [sixth page](#) of the Banner Wizard prompts you to define the transition to use for the text. Use this dialog box as follows:

- Choose a transition from the "Transition Name" drop down list. Your choices include:  
[Backlight](#), [Bouncing](#), [Drop Shadow](#), [Flag](#), [Highlight](#), [Marquee](#), and [Wheel](#)
- Click the Customize button to set additional options for the customizable transitions. (See also the Related Topics links below.) Note that the Wheel effect is not customizable.
- If there is anything about the banner that you would like to change, click the Back button to go back to the desired Wizard page.
- To complete the Banner Wizard and display the banner in a Frames View window, click the Finish button.

### **RELATED TOPICS**



[Backlight](#)



[Bouncing](#)



[Drop Shadow](#)



[Flag](#)




[Highlight](#)



[Marquee](#)




## Viewing the Resulting Animation

To see what your animated banner looks like when played, choose **View > Animation**, or click the View Animation button  on the toolbar. The Play View window will appear and the animation will play.

## Closing the Play View Window

To close the Play View window, use one of the following methods:

Click the Close button  in the Play View window's upper right corner, or

- Double-click the file Control icon  in the Play View window's upper left corner, or
- Choose **File > Close**. \*Note: Choosing this menu item will close both the Play View window and the Frames View window for the open animation.

## Background Wizard Page

**Banner Wizard - Background**

What do you want to set as the background for the animation?

 ☐ Transparent background

☒ Opaque background  


☐ Use a background image

---

## Banner Size Wizard Page

**Banner Wizard - Size**

What size would you like the banner?

☒ Use a standard banner size

468x60: Full banner ▼

☐ Same as the background image

☐ As defined here:

Width: 234

Height: 60

< Back   Next >   Cancel   Help

## Timing Wizard Page

**Banner Wizard - Timing**

How long would you like the animation to last (in 1/10th seconds) ?

10

How many frames would you like the animation to display per second?

10

Do you want the animation to be logged?

☐ Yes, repeat the animation indefinitely

☒ Play it 1 times


---

< Back   Next >   Cancel   Help

## Text Wizard Page

**Banner Wizard - Text**

Enter the text you want animated on your banner in the box below.



Sample Text

Set Font...


---

< Back   Next >   Cancel   Help


## Text Color Wizard Page

**Banner Wizard - Text Color**

What color or image would you like the text on the banner to use?



☒ Opaque text



☐ Image text

---

**Backlight**

The Backlight transition gives the appearance of rays of light shining through the text from the back.  
The Backlight text transition is customizable.

## **Bouncing**

The Bouncing transition moves the text across each frame, bouncing in a different direction each time the text's bounding rectangle reaches a frame edge.

The Bouncing text transition is customizable.



## **Drop Shadow**

The Drop Shadow transition gives the appearance of a light source moving across the text, casting a shadow.

The Drop Shadow text transition is customizable.

**Flag**

The Flag transition distorts the text as if it were on a flag fluttering in the wind.

The Flag text transition is customizable.

## **Highlight**

The Highlight transition gives the appearance of a light source moving across the text.

The Highlight text transition is customizable.

**Marquee**

The Marquee transition simply slides the text across the frame as though it were on a theater marquee. The Marquee text transition is customizable.


**Wheel**

The Wheel transition places the text in a circular pattern and rotates it around the circle.  
The Wheel text transition is customizable.

## Transition Wizard Page

**Banner Wizard - Transition**

Preview



Transition Name:

Wheel

Customize...

---

< Back    Finish    Cancel    Help

## Using the Backlight Text Effect Dialog Box

The [Backlight Text Effect](#) customization dialog box allows you to set the following options:

In the Rendering options area:

- Adjust the "Number samples" slider to the desired setting. Adjusting it to the left provides faster rendering but lower quality. Adjusting it to the right provides better quality but slower rendering.
- Adjust the "Light intensity" slider to the desired setting. Adjusting it to the left provides the dimmest intensity. Adjusting it to the right provides the brightest intensity.
- Adjust the "Air absorptivity" slider to the desired setting. Adjusting it to the left provides longer rays of light "projecting" from the text. Adjusting it to the right provides shorter rays of light "projecting" from the text.
- Adjust the "Flare width" slider to the desired setting. Adjusting it to the left provides a smaller flaring of the light. Adjusting it to the right provides a larger flaring of the light.
- The current light color is displayed in the color box next to this option. Left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose your text color.

In the Light movement & text position area:

- Use the cursor to adjust the light source direction line. The green end defines where the light source starts; the red end defines where the light source ends. Lengthen or shorten the light source direction line as desired, or enter a numeric value in the text boxes located at the right of the "Light movement" area.
- If the "Center text" check box is marked, the bounding box representing the text will always be centered in the frame. If you do not want the text centered, unmark this check box and use the cursor to move the bounding box to the desired position, or enter a numeric value in the text boxes located at the right of the "Light movement" area.

### **RELATED TOPICS**



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)

## Using the Bounce Text Effect Dialog Box

The [Bounce Text Effect](#) customization dialog box allows you to set the following options:

- Adjust the "Vertical speed" slider to the desired setting. This controls the speed of the vertical text bouncing.
- Adjust the "Horizontal speed" slider to the desired setting. This controls the speed of the horizontal text bouncing.
- Click a dot position inside the "Initial text position" area to set the starting point for the text.
- If you always want the text to be visible in the animation, mark the "Always use contrasting color for text" check box. This will modify the text color so it will be seen against similar colors in the animation.



## Using the Drop Shadow Text Effect Dialog Box

The [Drop Shadow Text Effect](#) customization dialog box allows you to set the following options:

In the Text position area:

- Mark the "Center text" check box if you always want the text centered in the frame. Marking this check box will make the "Text left" and "Text top" edit boxes inactive.
- For uncentered text, use the "Text left" edit box to set a pixel value for the left edge of the text's bounding box.
- For uncentered text, use the "Text top" edit box to set a pixel value for the top edge of the text's bounding box.

In the Light movement area:

- Use the "Light start x" edit box to set a pixel value for the starting x coordinate of the light source.
- Use the "Light start y" edit box to set a pixel value for the starting y coordinate of the light source.
- Use the "Light end x" edit box to set a pixel value for the ending x coordinate of the light source.
- Use the "Light end y" edit box to set a pixel value for the ending y coordinate of the light source.

In the Light properties area:

- Use the "Shadow size" edit box to set a percentage value for the text shadow in relation to the text.
- Use the "Shadow intensity" edit box to set a value for the shadow intensity in relation to the text.

## Using the Flag Text Effect Dialog Box

The [Flag Text Effect](#) customization dialog box allows you to set the following options:

In the Text position area:

- Mark the "Center text" check box if you always want the text centered in the frame. Marking this check box will make the "Text left" and "Text top" edit boxes inactive.
- For uncentered text, use the "Text left" edit box to set a pixel value for the left edge of the text's bounding box.
- For uncentered text, use the "Text top" edit box to set a pixel value for the top edge of the text's bounding box.

In the Wave properties area:

- Use the "Wave angle" edit box to set a angle for the wave. Valid values range from –180 degrees to 180 degrees.
- Use the "Distortion angle" edit box to set an angle by which the "Wave angle" value will be distorted. Valid values range from –180 degrees to 180 degrees.
- Use the "Wavelength" edit box to set a value for the smoothness of the waves. Lower values result in a more broken up look to the text. Higher values result in a smoother, more readable look to the text. Valid values range from 1 to whichever is greater: the pixel height or pixel width of the text.
- Use the "Wave Height" edit box to set a height value for the waves. Valid values range from 1 to whichever is greater: the pixel height or pixel width of the text.

## Using the Highlight Text Effect Dialog Box

The [Highlight Text Effect](#) customization dialog box allows you to set the following options:

In the Text position area:

- Mark the "Center text" check box if you always want the text centered in the frame. Marking this check box will make the "Text left" and "Text top" edit boxes inactive.
- For uncentered text, use the "Text left" edit box to set a pixel value for the left edge of the text's bounding box.
- For uncentered text, use the "Text top" edit box to set a pixel value for the top edge of the text's bounding box.

In the Light movement area:

- Use the "Light start x" edit box to set a pixel value for the starting x coordinate of the light source.
- Use the "Light start y" edit box to set a pixel value for the starting y coordinate of the light source.
- Use the "Light end x" edit box to set a pixel value for the ending x coordinate of the light source.
- Use the "Light end y" edit box to set a pixel value for the ending y coordinate of the light source.

In the Light properties area:

- The current light color is displayed in the color box next to this option. Left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose the light color.
- Use the "Flare width" edit box to set how wide you wish the light flare to be.

### **RELATED TOPICS**



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)

## Using the Wheel Text Effect Dialog Box

The [Wheel Text Effect](#) customization dialog box allows you to set the following options:

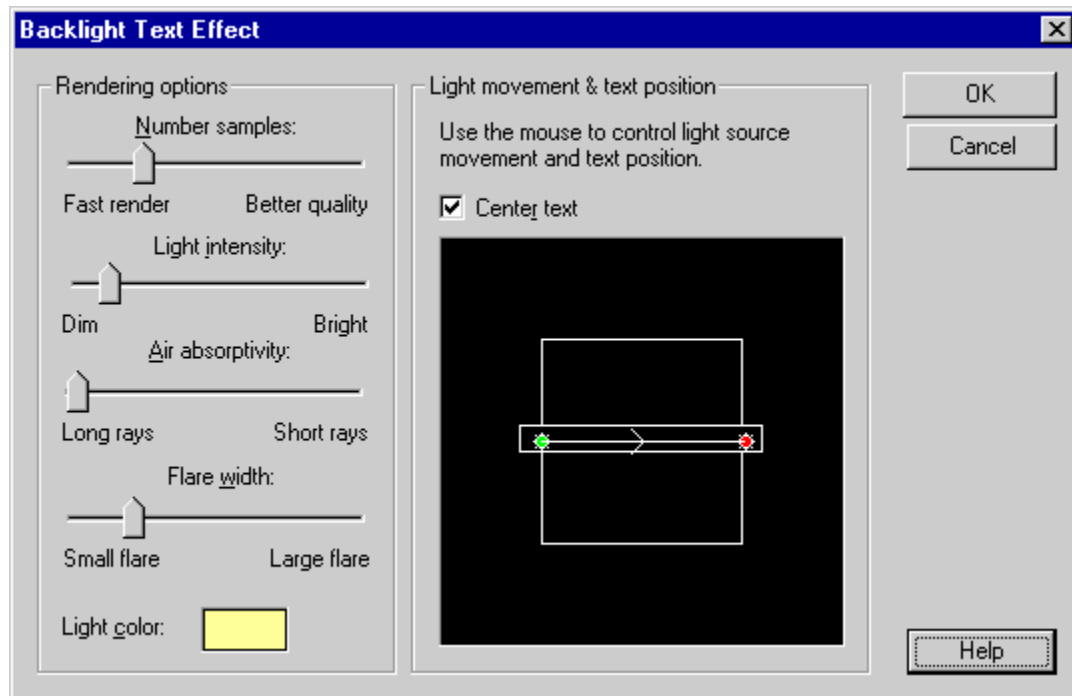
- Select the appropriate radio button to have the text rotate in a clockwise or counter-clockwise motion.

## Using the Marquee Text Effect Dialog Box

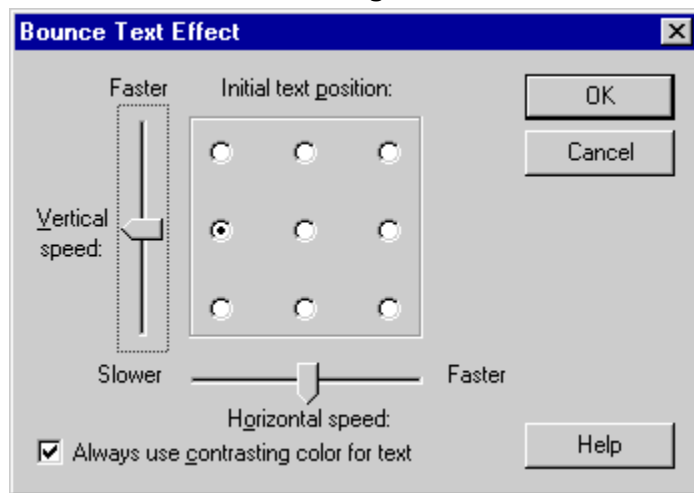
The [Marquee Text Effect](#) customization dialog box allows you to set the following options:

- Mark the "Center text vertically" check box if you want the text vertically centered in the frame. This will make the "Text top" edit box unavailable.
- If the "Center text vertically" check box is not marked, use the "Text top" edit box to define a pixel value for the top of the text.

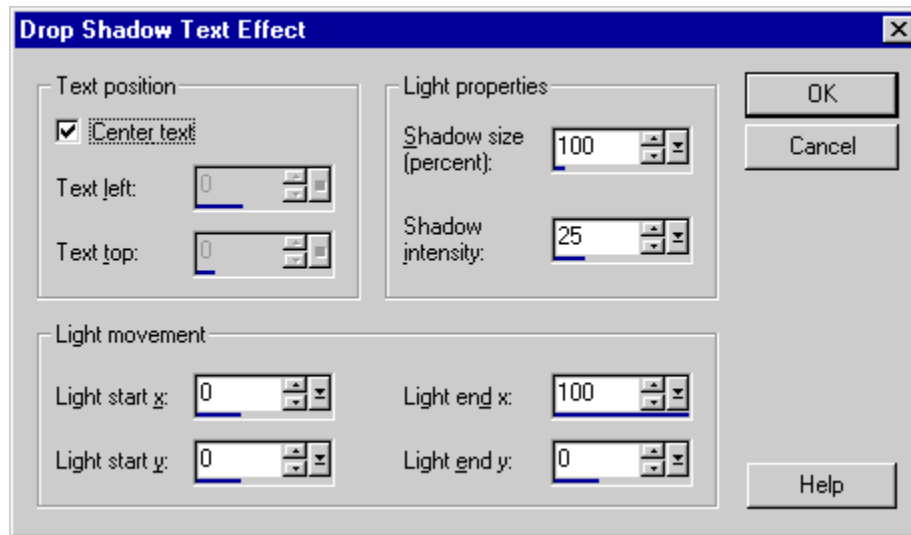
## Backlight Text Effect Dialog Box



## Bounce Text Effect Dialog Box



## Drop Shadow Text Effect Dialog Box



The dialog box is titled "Drop Shadow Text Effect" and features a standard Windows-style title bar with a close button. It is organized into three main sections: "Text position", "Light properties", and "Light movement".

**Text position:** This section includes a checked checkbox for "Center text". Below it are two numeric input fields: "Text left:" with a value of 0, and "Text top:" also with a value of 0. Each input field has small up/down arrow buttons and a reset button.

**Light properties:** This section contains two numeric input fields: "Shadow size (percent):" with a value of 100, and "Shadow intensity:" with a value of 25. Similar to the text position fields, these have up/down arrow buttons and a reset button.

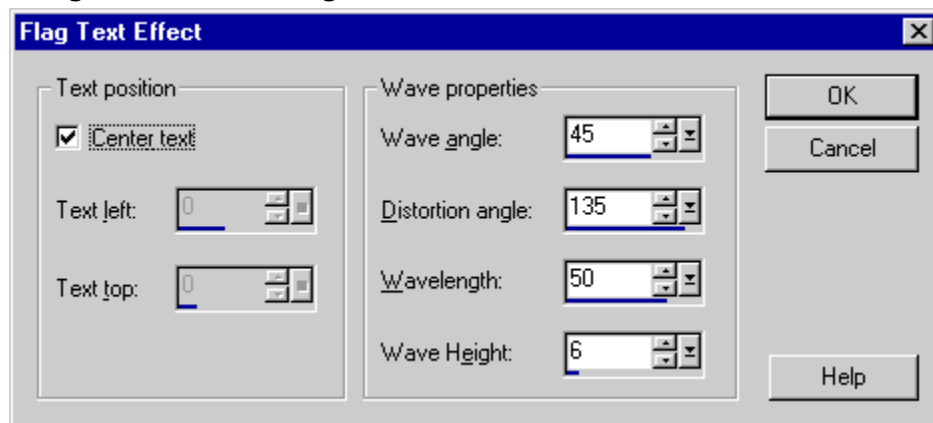
**Light movement:** This section contains four numeric input fields arranged in two pairs: "Light start x:" (0), "Light end x:" (100), "Light start y:" (0), and "Light end y:" (0). Each of these fields has up/down arrow buttons and a reset button.

On the right side of the dialog, there are three buttons: "OK" at the top, "Cancel" in the middle, and "Help" at the bottom.

Section	Property	Value
Text position	Center text	Checked
	Text left	0
Text position	Text top	0
	Light properties	Shadow size (percent)
Shadow intensity		25
Light movement	Light start x	0
	Light end x	100
	Light start y	0
	Light end y	0



## Flag Text Effect Dialog Box



The dialog box is titled "Flag Text Effect" and contains two main sections: "Text position" and "Wave properties".

**Text position:**

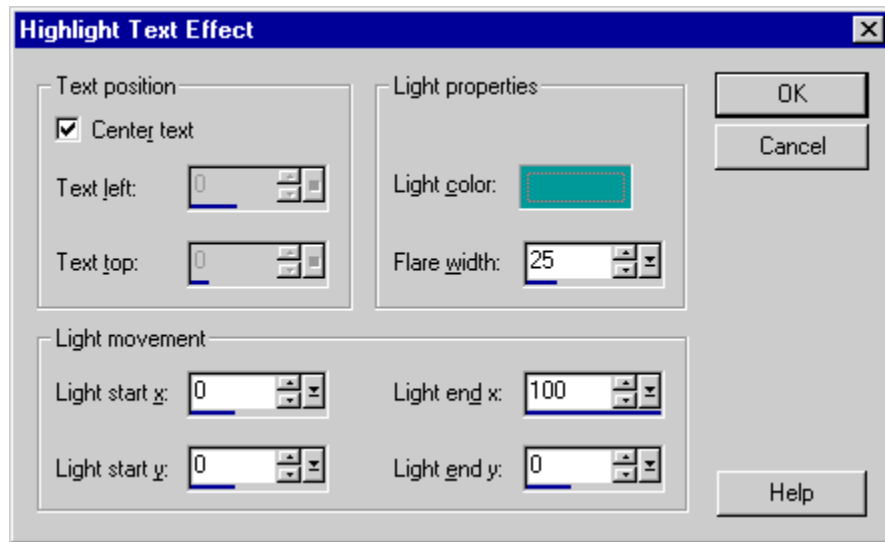
- ☒ Center text
- Text left: 0
- Text top: 0

**Wave properties:**

- Wave angle: 45
- Distortion angle: 135
- Wavelength: 50
- Wave Height: 6

Buttons: OK, Cancel, Help

## Highlight Text Effect Dialog Box



The image shows a Windows-style dialog box titled "Highlight Text Effect". It contains three main sections: "Text position", "Light properties", and "Light movement".

**Text position:**

- ☒ Center text
- Text left: 0
- Text top: 0

**Light properties:**

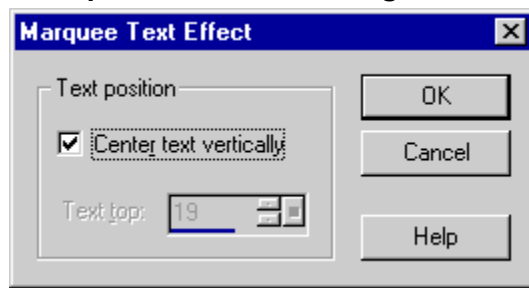
- Light color: (color selection box showing a teal color)
- Flare width: 25

**Light movement:**

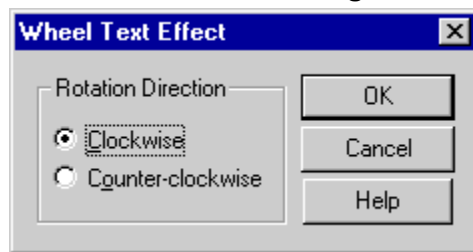
- Light start x: 0
- Light end x: 100
- Light start y: 0
- Light end y: 0

Buttons: OK, Cancel, Help

### Marquee Text Effect Dialog Box



### Wheel Text Effect Dialog Box



Modifying an Animation  
[info here]

## Moving Around an Animation

There are a number of ways to move among animation frames, including the following:

- Using the Go To Frame feature
- Using the horizontal scroll bar in the animation's Frame View window
- Using the left and right arrow keys on the keyboard

Also, if you are zoomed in enough, a vertical scroll bar will appear in each frame.



### Using the Go To Frame Feature

The Go To Frame feature allows you to move directly to a specified frame. Use this feature as follows:

1. Choose the Go To Frame menu item using one of the following methods:

- Choose **Edit > Go To Frame**
- Choose **Go to Frame** from the Animation context menu

The [Go To Frame](#) dialog box will appear.

2. Use this dialog box to select a frame to view.



### Using the Go To Frame Dialog Box

### Using the Horizontal Scroll Bar

To move through an animation quickly, place the cursor over the [slider button](#) inside the horizontal scroll bar, and then drag the button left or right. This is generally the fastest way to move among a large number of frames. Note that you can also click the [left scroll button](#) or the [right scroll button](#) to move left or right one frame at a time.

### Using the Vertical Scroll Bar

If you are sufficiently zoomed in enough such that the height of the frames exceeds the height of the Frame View window, a [vertical scroll bar](#) will appear. You can then use this scroll bar to move a frame's view up and down.

### Using the Arrow Keys

To move through an animation one frame at a time, press the left or right arrow key on the keyboard. The current frame changes in synch with the arrow key pressed. For example, if frame 3 is the current frame, pressing the right arrow key will make frame 4 the current frame.

### Using the Home and End Keys

To go to the first animation frame, press the **<Home>** key. To go to the last animation frame, press the **<End>** key.

## Using the Go To Frame Dialog Box



Use the [Go To Frame](#) dialog box as follows:

- In the "Frame number" edit box, enter the frame number you wish to view, and then click OK.  
Note that the frame you move to does not automatically become the currently selected frame.

## Using the Undo Feature

The Undo feature removes a modification or action you have just performed. Be aware that you cannot undo any modification that has been saved, nor can this feature undo changing the filename or file format.

After modifying the file and before saving it, you can undo a modification using any of these methods:

- Choosing **Edit > Undo**
- Clicking the Undo button  on the toolbar. When you place the mouse cursor over the Undo button, its tooltip will display the type of action that is next to be undone.
- Clicking the down arrow  on the toolbar (located directly to the right of the Undo button) and selecting the action you want to undo, from the undo history list
- Using the keyboard shortcut **<Ctrl> + <Z>**
- Choosing **Undo** in the Frame context menu

Using Undo will return the file to its state prior to the most recent operation. The number of operations you can undo depends on the settings in the "Undo" tab in the General Program Preferences dialog box. Refer to the link below for more information on using this tab.

### **RELATED TOPICS**



[Setting Undo Preferences](#)



[Reverting to the Previously Saved File](#)



[Using the Redo Feature](#)



## Emptying the Clipboard

When you use the Cut and Copy functions, the data you have cut or copied is placed on the Windows clipboard— an area of your computer’s memory used for temporary storage. You can then paste data from the clipboard to an animation. If the amount of data on the clipboard is very large, it can consume large amounts of memory and slow down your computer.

To empty (erase) the data in the clipboard, choose **Edit > Empty Clipboard**. Note, however, that this will remove the clipboard contents, making the data unavailable for pasting.

When you choose to exit Animation Shop with data still on the clipboard, you can choose to be prompted whether you wish to leave the data on the clipboard. Set this option in the [Miscellaneous](#) tab in General Program Preferences.

### **RELATED TOPIC**



[Setting Miscellaneous Preferences](#)

## Selecting Frames

Select an individual frame by clicking on it with the arrow tool .

To select a consecutive series of frames, click the first frame in the series, hold down the **<Shift>** key, and then click the last frame in the series— all frame in between will be selected.

To select every frame in the animation, choose **Edit > Select All**.

To select non-consecutive frames, click the first frame, hold down the **<Ctrl>** key, and then click the other frames you wish to select.


### ***DESELECTING FRAMES***

You can deselect any selected frame by clicking on it with the arrow tool.

To deselect all selected frames, choose **Edit > Select None**.


## Duplicating Frames

You can quickly duplicate a frame or series of frames using the Duplicate command as described below.


1. Select the frame or frames you want to duplicate. Note that if you are selecting multiple frames, they do not have to be adjacent.
2. Choose the Duplicate command using one of these methods:
  - Choose **Edit > Duplicate Selected**, or
  - Click the Duplicate button  on the toolbar, or
  - Right-click inside a frame to display the Frame context menu, and then choose **Duplicate Selected**
3. The duplicated frame(s) will be inserted directly after the last selected frame.

## Pasting Before / After Current Frame

Use one of the following methods to paste the frame(s) in the clipboard into new frames which are inserted before the current frame:

- Click the Paste Before Current button  on the toolbar, or
- Choose **Edit > Paste > Before Current Frame**, or
- Press the keyboard combination **<Ctrl> + <L>**, or
- Right-click inside an animation frame to display the Frame context menu, and then choose **Paste > Before Current Frame**

Use one of the following methods to paste the frame(s) in the clipboard into new frames which are inserted after the current frame:

- Click the Paste After Current button  on the toolbar, or
- Choose **Edit > Paste > After Current Frame**, or
- Press the keyboard combination **<Ctrl> +<Shift> + <L>**, or
- Right-click inside an animation frame to display the Frame context menu, and then choose **Paste > After Current Frame**

For both commands, once the pasted frames have been inserted into the animation, the pasted frames will be selected, all other frames will be unselected, the first of the pasted frames will be made current and anchor, and all the pasted frames will be made visible in the Frameview window. The frames will be pasted into the animation in the order they appeared in their source animation. Note also that the pasted frames will use the frame properties of the animation they are merged into.

## Reversing Frames

You can reverse the order of all frames in the animation or selected frames as follows:

1. Select two or more frames. The frames do not have to be in a series (for example, you could reverse just frames 1 and 5).
2. Choose **Animation > Reverse Frames**. The order of the selected frames will be reversed.

## Flipping Frames

You can flip a selected frame or frames vertically as follows:

1. Select the frame(s) to flip.
2. Choose **Animation > Flip Frames** or press **<Ctrl + I>**. The selected frame(s) will be flipped vertically.

## Mirroring Frames

You can mirror a selected frame or frames horizontally as follows:

1. Select the frame(s) to mirror.
2. Choose **Animation > Mirror Frames** or press **<Ctrl +M>**. The selected frame(s) will be mirrored horizontally.

## Replacing Colors

You can replace a color or transparent region within a selection of frames or a whole animation, either with another color or with a transparent region as follows:

1. Select the frame(s) on which you want to perform the color replacement.
2. Choose **Animation > Replace Color**. Animation Shop will open the [Replace Color](#) dialog box.
3. Use the radio buttons in the "Replace color in" panel to specify whether you wish to perform the color replacement on all the frames in the animation or just on the selected ones.
4. Select the color to be replaced by clicking on a specific area of a frame. The selected color will automatically appear in the "Replace" panel. You can also make your selection by clicking the colored box in the "Replace" panel and [choosing a color](#). Right-clicking this box will open the [Recent Colors](#) dialog box. If instead of replacing a color you wish to fill all the transparent regions inside the selected frames, select the appropriate radio button in the same panel. Use the Tolerance and Match Mode boxes to adjust the settings of the color replacement.
5. Select the replacement color by right clicking on a specific area of a frame. The selected color will automatically appear in the "With" panel. As in the previous step, you can also make your selection by clicking the colored rectangle in the "With" panel and [choosing a color](#) from the Color dialog box. Right-clicking this box will open the [Recent Colors](#) dialog box. If instead of using a color for your replacement you wish to use a transparent opacity, select the appropriate radio button in the "With" panel.
6. Click the OK button. Animation Shop will perform the color replacement according to the settings you selected.



## Rotating Frames

You can rotate a selected frame or frames as follows:

1. Select the frame(s) to rotate.
2. Choose **Animation > Rotate**. Animation Shop will open the [Rotate](#) dialog box.
3. Select the direction and a degree value for the rotation by choosing the appropriate radio buttons. If the degree value to want to apply is other than the ones included in the "Degrees" panel, type it in the "Free" text box.
4. Select the "Selected frames only" check box if you want to apply the rotation only to the frames you selected in the first step. Keep it empty if you want to rotate all the frames in the animation.
5. Use the "Expand canvas if needed" check box to control whether the canvas for all frames in the animation will be expanded if a rotation of angle other than 180 is specified.
6. Click the OK button. Animation Shop will rotate your animation according to the settings you selected.

## Resizing an Animation

Although the dimensions of an animation's frames are set when you initially create the animation, you can resize the frames at any time by using the Resize Animation command. You can resize the animation in a variety of ways.

Choose **Animation > Resize Animation**. The [Resize](#) dialog box will appear. Click the link below for details on using this dialog box.

 [Using the Resize Dialog Box](#)

### ***RELATED TOPIC***

 [Using the Crop Tool](#)

## Using the Resize Dialog Box

Use the [Resize](#) dialog box as described below.

### Choose a Resizing Method

Your options are:

- **Pixel Size:** Choose this option to resize the animation by entering new pixel values in the "Width" and "Height" edit boxes.
- **Percentage of Original:** Choose this option to resize the animation by entering new percentage values in the "Width" and "Height" edit boxes.
- **Actual/Print Size:** Choose this option to resize the animation by entering new values for each frame's actual size when printed (in the drop down box on the right, choose "Inches" or "cm" for measurement units). Optionally, you can enter a printing resolution- Animation Shop will automatically set the "Width" and "Height" values. The drop down box to the right of the resolution edit box gives you the option of "Pixels / inch" or "Pixels / cm". Note that the print dimensions and the print resolution are linked.

### Choose a Pixel Resizing Type

In the "Resize Type" drop down box, select one of the following methods Animation Shop will use to resize the animation pixels.


- **Smart size:** This method chooses the best algorithm based on the current animation characteristics.
- **Bilinear resample:** This method resizes each frame's pixels by applying a similar method as the Bicubic resample method below. Bilinear resampling is ideal for animations containing photo-realistic images and images that are irregular or complex.
- **Bicubic resample:** This method uses a process called interpolation to minimize the raggedness normally associated with resizing an image. As applied here, interpolation smoothes out rough spots by estimating how the "missing" pixels should appear, and then filling them with the appropriate color. Bicubic resampling produces better results when you are enlarging animations containing photo-realistic images and with images that are irregular or complex.
- **Pixel resize:** This method duplicates or removes pixels as necessary to achieve the desired width and height for the animation. Pixel resize is ideal when used with animations containing hard-edged images.

### Aspect Ratio

To always maintain the animation's original aspect ratio, mark the "Maintain aspect ratio" check box and use the default value  $n$  to 1, where  $n$  is the aspect ratio of the original width compared to the original height. To allow for nonsymmetrical resizing, you can either enter a value for  $n$  other than the default, or choose to not mark this check box.

## Deleting Frames

You can delete selected frames from the animation as follows:

1. Select the frame(s) to delete.
2. Do one of the following:
  - Click the Delete button  on the toolbar
  - Choose **Edit > Delete**
  - Press <Ctrl> + <X>
  - Press the <Delete> key (not the <Del> key on the numeric keypad)

Note that you can also use the Cut feature to remove the frame(s) from the animation and place them on the clipboard.

## Changing Frame Properties

Change frame properties by using the [Frame Properties](#) dialog box. This dialog box contains two tabs, labeled "Display Time" and "Comments". To access the Frame Properties dialog box, select at least one frame and then do one of the following:

- Choose **Animation > Frame Properties**, or
- Right-click anywhere inside the filmstrip border to display the [Frame context menu](#), then choose **Frame Properties**.

### Using the Display Time Tab

In the "Display time" field of the [Display Time](#) tab, set the desired display time and then click OK. Valid values range from 1 to 99,999. Setting the value to 100, for example, will display the frame for one second.

### Using the Comments Tab

Use the [Comments](#) tab by clicking inside the text entry area and typing comments or notes (such as copyright or author information) related to the selected frame.

## Changing Animation Properties

Change animation properties by using the [Animation Properties](#) dialog box. This dialog box contains three tabs, labeled "Looping", "Comments", and "Canvas Color". To access the Animation Properties dialog box, do one of the following:

- Choose **Animation > Animation Properties**, or
- Right-click anywhere inside or outside the filmstrip border to display the Animation context menu, then choose **Animation Properties**.

### Using the Looping Tab

Use the [Looping](#) tab as follows:

- Choose the "Repeat the animation indefinitely" option to continuously cycle the animation until you manually stop it (see the **Note** below).
- Choose the "Play it  $n$  times" option, and then enter a value for  $n$  in the edit box, to play the animation the specified number of times.

Ø **Note:** *Not all internet browsers currently support the loop feature.*

---

### Using the Comments Tab

Use the [Comments](#) tab by clicking inside the text entry area and typing comments or notes (such as copyright or author information) related to the animation.

### Using the Canvas Color Tab

Use the [Canvas Color](#) tab as follows:

- Choose the "Transparent" option to have a transparent canvas color.
- Select the "Opaque" option to have a non-transparent canvas color. The current canvas color appears in the color box. Left-click inside this color box to display the Color dialog box; right-click inside this color box to display the Recent Colors dialog box. Select the new canvas color using either of these dialog boxes.

#### RELATED TOPICS




[Using the Color Palette](#)




[Using the Recent Colors Dialog Box](#)

## Viewing Your Animation

You can see what your animation will look like when played by doing one of the following:

- Click the View Animation button  on the toolbar
- Choose **View > Animation**.
- Right click anywhere inside or outside the filmstrip border and select "View Animation" from the context menu.

The animation will play in a Play View window. You can stop the animation in any of the following ways:

- Click the View Animation button again
- Choose **View > Animation** again
- Click the Close button  in the upper right corner of the animation's Play View window.
- Right click anywhere inside or outside the filmstrip border and select "View Animation" from the context menu.

## Culling Frames

The Cull Animation feature provides a useful way to remove frames that you might consider unnecessary or redundant. This can be helpful to reduce the size of your animation when it contains a large number of frames, many of which are very similar and can be removed without dramatically affecting the look of the animation when it is played. Use the Cull Animation feature as follows.

1. Select multiple frames from which you can safely remove some of them, or do not select any frames in the animation.
2. Choose **Animation > Cull Animation**. The [Cull Animation](#) dialog box will appear. (See the Related Topic below.)
3. Make your selections in the Cull Animation dialog box to remove specified frames, and then click OK.

The frames will be removed from the animation.

### **RELATED TOPIC**

 [Using the Cull Animation Dialog Box](#)



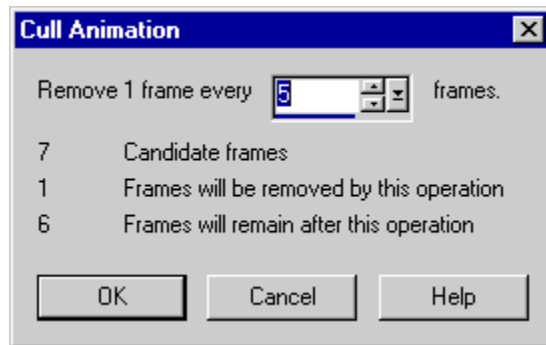
## Using the Cull Animation Dialog Box

Use the [Cull Animation](#) dialog box as follows:

- In the "Remove 1 frame for every  $n$  frames" edit box, enter a value for  $n$  to set the number of frames to remove from the candidate frames.

Note that listed below this edit box are the number of candidate frames, along with the number of frames removed and the number of frames remaining after the culling operation. These last two figures are automatically updated as you set the value for  $n$ .

## Cull Animation Dialog Box



The dialog box is titled "Cull Animation" in a blue header bar. It contains a label "Remove 1 frame every" followed by a spin box with the value "5" and a "frames." label. Below this, there are three lines of text: "7 Candidate frames", "1 Frames will be removed by this operation", and "6 Frames will remain after this operation". At the bottom, there are three buttons: "OK", "Cancel", and "Help".

Cull Animation

Remove 1 frame every  frames.

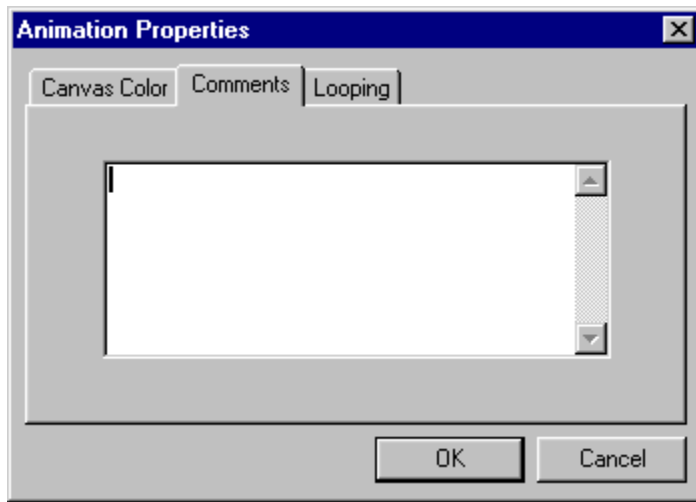
7 Candidate frames

1 Frames will be removed by this operation

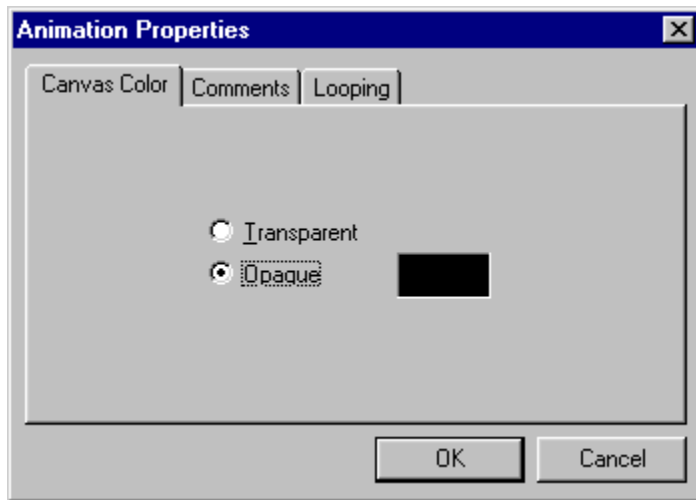
6 Frames will remain after this operation

OK Cancel Help

### Animation Properties - Comments Tab



## Animation Properties - Canvas Color Tab



## Animation Properties - Looping Tab

**Animation Properties** [X]

Canvas Color | Comments | **Looping**

☒ Repeat the animation indefinitely

☐ Play it  times

OK Cancel

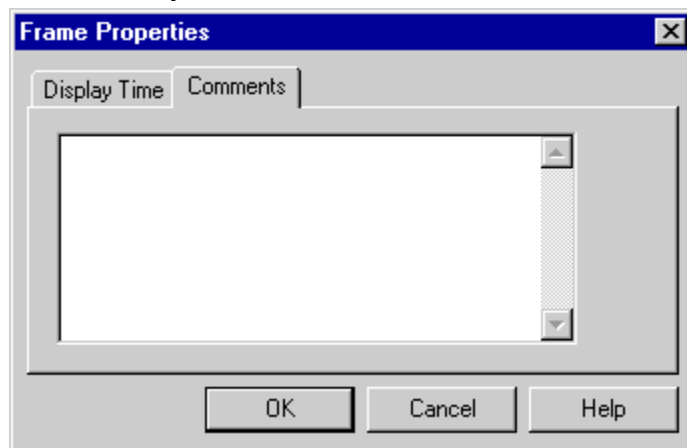
## Frame Properties Dialog Box



## Frame Properties - Display Time Tab



### Frame Properties - Comments Tab






## Cull Animation Dialog Box



## Using the Copy Feature


The Copy feature is used to copy one or more frames to the clipboard. You can then paste the frame(s) into another animation or another application. Use the Copy command as follows:

1. Select the frame or frames you want to copy.
2. Copy the frame(s) to the clipboard using one of the following methods:
  - Click the Copy button  on the toolbar, or
  - Choose **Edit > Copy**, or
  - Press the keyboard combination **<Ctrl> + <C>**, or
  - Right-click inside an animation frame to display the Frame context menu, and then choose **Copy**

The frame(s) will be copied to the clipboard.

## Using the Cut Feature


The Cut feature is used to remove one or more frames from an animation and place them on the clipboard. You can then paste the frame(s) into another animation or another application. Use the Cut command as follows:

1. Select the frame or frames you want to cut.
2. Cut the frame(s) from the animation and place them on the clipboard using one of the following methods:
  - Click the Cut button  on the toolbar, or
  - Choose **Edit > Cut**, or
  - Press the keyboard combination **<Ctrl> + <X>**, or
  - Right-click inside an animation frame to display the Frame context menu, and then choose **Cut**

The frame(s) will be removed from the animation and placed on the clipboard.

## Using the Paste Into Selected Frame Feature

The Paste Into Selected Frame feature is used to merge a frame from the clipboard into another frame either in the same animation or in a different animation. After it is pasted, the source frame (the frame you copied or cut to the clipboard) will use the properties of the target frame- this is useful to know when the source frame and target frame have different dimensions. Use the Paste Into Selected Frame feature as follows:

1. Select the frame you want to paste (the source frame).
2. Cut or copy the frame to the clipboard by using the Cut or Copy command.
3. Select the target frame into which you want to paste the frame on the clipboard.
4. Paste the clipboard frame into the target frame using one of the following methods:
  - Click the Paste Into Selected Frame button  on the toolbar, or
  - Choose **Edit > Paste > Into Selected Frame**, or
  - Press the keyboard combination <Ctrl> + <E>, or
  - Right-click inside the target frame to display the Frame context menu, and then choose **Paste > Into Selected Frame**

The source frame will be affected in the following ways:

- It will use the properties of the target frame.
- If necessary, it will be symmetrically resized to fit inside the target frame, and it will be positioned beginning in the top left corner.


## Using the Paste As New Animation Feature

The Paste As New Animation feature allows you to create a new animation from any of the following types of data residing on the clipboard:

- A frame or frames cut or copied to the clipboard
- Any image file that Animation Shop can open (including Windows bitmaps and metafiles)


For example, you could copy all or part of a Paint Shop Pro image to the clipboard, and then use the Paste As New Animation feature to create a new single-frame animation. Or you could copy some text from a Microsoft Word document and create a new single-frame animation consisting of just the text.

Paste the clipboard contents as a new animation using any of the following methods:


- Click the Paste As New Animation button  on the toolbar, or
- Choose **Edit > Paste > As New Animation**, or
- Press the keyboard combination **<Ctrl> + <V>**, or
- Right-click inside an animation frame to display the Frame context menu, and then choose **Paste > As New Animation**, or
- Right-click on any empty part of the workspace to display the **Paste As New Animation** command, and then choose this command. Note that if the clipboard contents are not recognized by Animation Shop as a valid image file, this command will be greyed out (unavailable).

## Using the Propagate Paste Feature

The Propagate Paste feature allows you to drag-and-drop one or more source frames into target frames all having the same selection state (either the target frames are all selected or all unselected). This feature is actually a "mode," meaning you are in this mode until you turn it off. You can use this feature on the same animation or between multiple animations. Propagate Paste is a very useful feature when you want to copy or move a frame into a number of target frames simultaneously. Use the Propagate Paste feature as follows:

1. Click the Propagate Paste button  on the toolbar to "turn on" this mode. You will be in Propagate Paste mode until you click the button again to turn it off. (When it is turned on, the Propagate Paste button appears recessed in the toolbar; when it is turned off, the button appears flat on the toolbar.)
2. Select the source frame(s) and use drag-and-drop to place it/them onto the first target frame. Be aware of these factors when using drag-and-drop:
  - Carefully consider the mouse pointer position when you begin dragging the source frame. This can affect how much of the source frame will appear in the target frames if the source frame is larger than the target frames.
  - Hold down the <Ctrl> key while dragging to copy the source frame(s)
  - Hold down the <Shift> key while dragging to move the source frame(s)
3. Position the source frame(s) as desired in the first target frame and release the mouse button. The source frame(s) will be placed in the same position in each frame that has the same selection state as the first target frame.

## Using the Onionskin Preview

The Onionskin Preview feature allows you to modify each selected frame in the active frameview by superimposing images from one or more adjacent or nearby frames on the frame being modified. This feature is especially helpful when painting specific frames with the contents of other frames. On applying the Onionskin Preview, your animation will be temporarily altered, as layers are "borrowed" from all frames participating in an overlay..The borrowed layers are returned to their original frames, as soon as each overlaid frame is painted. You can enable and disable the Onionskin preview by clicking its button on the toolbar  or by pressing **<Shift + O>**. Use the Onionskin Preview feature as follows:

1. Adjust the Onionskin Preview settings by choosing **View > Onionskin > Settings** or double-clicking the Onionskin button on the toolbar. Animation Shop will open the [Onionskin Settings](#) dialog box, in which you can select the following options:
  - The **Onionskin Preview checkbox** controls whether the entire feature is enabled or disabled. It is synchronized with the View > Onionskin > Enabled menu item and the Onionskin button on the toolbar. Its default value is unchecked.
  - The **Overlays Per Side radio-button group** controls the number of onionskin overlays which will be placed on top of an image from each side that is contributing overlays. There are buttons for 1, 2, and 3 overlays per side. A shortage of frames for overlay on one side of a frame will not reduce the number of frames which can be overlaid from the other side. If an insufficient number of frames on either side are available and the Wrap checkbox is checked, the missing frames will be made up from the other end of the animation. The default number of overlays per side is 1.
  - The **Direction group of radio buttons** have the following effects :
    - 4 If the **"From left"** radio button is checked, the specified number of overlays will be taken from the frames to the left of each frame being overlayed. For example, if frame 8 is to be overlayed with 2 overlays per side, it will be overlayed with frames 7 and 6 at reduced opacity.
    - 4 If the **"From right"** radio button is checked, the specified number of overlays will be taken from the frames to the right of each frame being overlayed. For example, if frame 8 is to be overlayed with 2 overlays per side, it will be overlayed with frames 9 and 10 at reduced opacity.
    - 4 If the **"From left and right"** checkboxes are checked, the specified number of overlays will be taken from the left and right of each frame being overlayed. For example, if frame 8 is to be overlayed with 1 overlay per side, it will be overlayed with frames 7 and 9 at reduced opacity.
  - The **opacity** of each overlay is controlled by setting the "One frame away", "Two frames away", and "Three frames away" numeric edit controls. The "Two frames away" control is enabled only if the number of overlays per side is 2 or 3. The "Three frames away" control is enabled only if the number of overlays per side is 3. Each of these controls specifies, as a percentage, the opacity multiplier that will be applied to the opacity of each layer in the frames being used for the overlay.
  - The **Proof button** will write the current settings to the registry and broadcast a request to all thumbviews to reload the Onionskin settings from the registry and then repaint their visible frames.
  - The **Revert button** will write the settings which were read from the registry when the dialog was opened back to the registry, change the controls to reflect these original settings, and broadcast a request to all thumbviews to reload the Onionskin settings from the registry and then repaint their visible frames.
  - The **Auto proof checkbox** controls whether any change in the Enabled, Overlays Per Side, Direction, Overlay Opacities, or Wrap controls will result in a "virtual" press of the Proof button, updating each of the thumbviews.

- The **Wrap checkbox** controls whether one end of each animation is thought to wrap around to its other end for the purpose of determining which frames are one, two, or three frames away during overlaying. For example, if an animation having 10 frames is being overlaid with Wrap unchecked, frame 1 of the animation has no frames to its left; if Wrap is checked, the frames to the left of frame 1 are 10, 9, and 8, and the frames to the right of frame 10 are 1, 2, and 3. Its default value is unchecked.
2. Select the OK button. Animation Shop will perform a "virtual" press of the Proof button, resulting in the settings being written out to the registry, all thumbviews being updated, and the dialog being closed.



## Arranging Frame View Windows

When you have multiple animations open in the workspace, you can arrange their windows by using the following **Window** menu items:

- **Cascade**: Choose **Window > Cascade** to stack the frame view windows from the upper left corner of the workspace toward the lower right corner.
- **Tile**: Choose **Window > Tile** to align the frame view windows in rows and/or columns, depending on the number of open animations and the current size of the workspace.

## Arranging Animation File Icons

When multiple animation files have been reduced to icons, you can arrange the icons along the bottom of the workspace. To do so, choose **Window > Arrange Icons**.

## Displaying Another Open Animation

Open animations are listed at the bottom of the Window menu. The currently active animation will have a check mark to the left of the file name.

To make an inactive animation the active animation, select its file name from the list in the Window menu.

## Minimizing All the Windows

The Minimize All command will minimize all non-minimized windows in the workspace and arrange them across the bottom of the workspace. Although this command is not undoable, you can restore or maximize each minimized window individually. To use the Minimize All command, choose **Window > Minimize All** in the main menu.



### *RELATED TOPIC*

 [Arranging Frame View Windows](#)

## Using the Redo Feature

The Redo feature re-applies the modification or action on which you have used the Undo feature.

To redo a modification that has been undone, use one of the following methods:

- Choose **Edit > Redo**
- Click the Redo button  on the toolbar. When you place the mouse cursor over the Redo button, its tooltip will display the type of action that is next to be redone.
- Clicking the down arrow  on the toolbar (located directly to the right of the Redo button) and selecting the action you want to redo, from the redo history list.
- Use the keyboard shortcut <Ctrl> + <Alt> + <Z>
- Choose **Redo** in the Frame context menu

### **RELATED TOPICS**

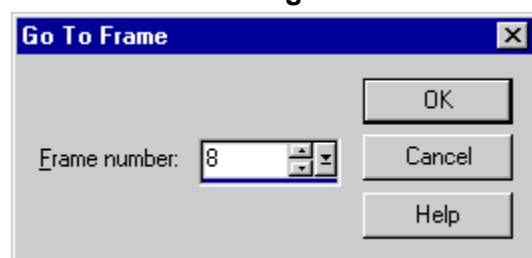


[Using the Undo Feature](#)



[Reverting to the Previously Saved File](#)

### Go To Frame Dialog Box



The image shows a 'Go To Frame' dialog box with a blue title bar and a close button. It contains a label 'Frame number:' followed by a text box with the number '8' and a spinner control. To the right are three buttons: 'OK', 'Cancel', and 'Help'.

Go To Frame

Frame number: 8

OK

Cancel

Help

## Scroll Bar Slider Button



## Resize Dialog Box

**Resize** [X]

☒ **Pixel Size**

Width  x Height

☐ **Percentage of Original**

Width  x Height

☐ **Actual / Print Size**

Width

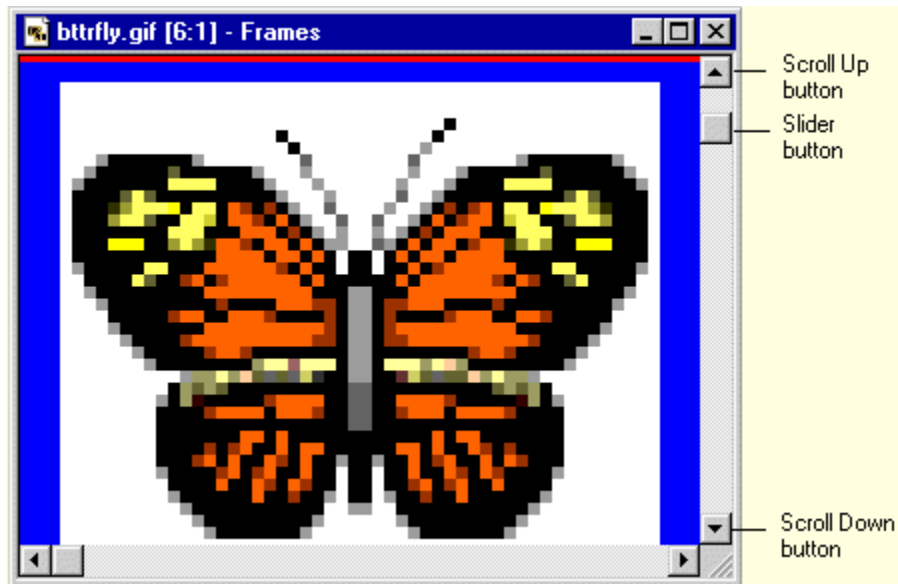
Height

Resolution

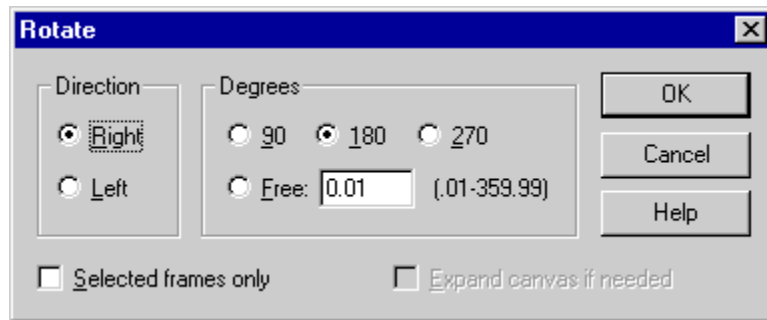
Resize Type

☒ **Maintain aspect ratio of**  **to 1**

## Vertical Scroll Bar



## Rotate Dialog Box



The image shows a 'Rotate' dialog box with a blue title bar and a close button. It contains two main sections: 'Direction' and 'Degrees'. The 'Direction' section has two radio buttons, 'Right' (selected) and 'Left'. The 'Degrees' section has three radio buttons: '90', '180' (selected), and '270'. Below these is a 'Free' option with a text input field containing '0.01' and a range '(0.01-359.99)'. On the right are 'OK', 'Cancel', and 'Help' buttons. At the bottom are two checkboxes: 'Selected frames only' and 'Expand canvas if needed'.

**Rotate** [X]

Direction

☒ Right

☐ Left

Degrees

☐ 90 ☒ 180 ☐ 270

☐ Free:  (.01-359.99)

OK

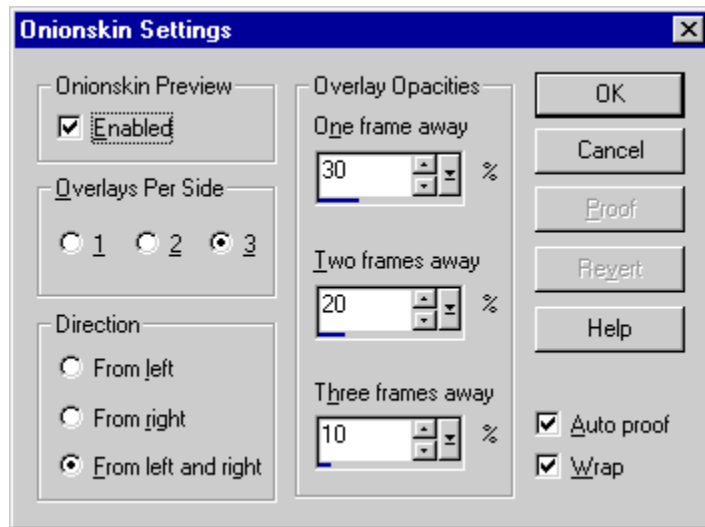
Cancel

Help

☐ Selected frames only ☐ Expand canvas if needed



## Onionskin Settings Dialog Box



The Onionskin Settings dialog box is a standard Windows-style window with a blue title bar and a close button. It is divided into several sections for configuring animation overlays. The 'Onionskin Preview' section has a checked 'Enabled' checkbox. The 'Overlays Per Side' section has three radio buttons, with '3' selected. The 'Direction' section has three radio buttons, with 'From left and right' selected. The 'Overlay Opacities' section contains three spinners for 'One frame away' (30%), 'Two frames away' (20%), and 'Three frames away' (10%). On the right side, there are five buttons: 'OK', 'Cancel', 'Proof', 'Revert', and 'Help'. At the bottom right, there are two checked checkboxes: 'Auto proof' and 'Wrap'.

**Onionskin Settings** [X]

**Onionskin Preview**  
☒ Enabled

**Overlays Per Side**  
☐ 1 ☐ 2 ☒ 3

**Direction**  
☐ From left  
☐ From right  
☒ From left and right

**Overlay Opacities**

One frame away  
30 %

Two frames away  
20 %

Three frames away  
10 %

OK  
Cancel  
Proof  
Revert  
Help

☒ Auto proof  
☒ Wrap

## Replace Color Dialog Box

**Replace Color** [X]


Replace color in:

☒ Selected frames ☐ All frames

Number of frames:

Replace

☐ All transparent regions


☒ Old Color: 

Tolerance:  [up/down arrows]

Match mode:  [dropdown arrow]

With

☐ Transparent opacity

☒ New Color: 

OK Cancel Help



















## **Modifying an Animation Frame**

[info here]

## Overview



Animation Shop offers a variety of tools you can use to modify and enhance animation frames. The options related to using the tool palette tools appear in the style bar, and the colors associated with the tools are specified in the color palette.

Click a topic below for more details, or use the Next (>>) and Previous (<<) buttons in this Help file to browse the topics.

-  [Selecting a Color Dialog box](#)
-  [Selecting a New Foreground Color](#)
-  [Selecting a New Background Color](#)
-  [Selecting a Recent Foreground Color](#)
-  [Selecting a Recent Background Color](#)
-  [Swaping the Foreground and the Background Colors](#)
-  [Using the Color Palette](#)
-  [Using the Recent Colors Dialog Box](#)
-  [Using the Arrow Tool](#)
-  [Using the Zoom Tool](#)
-  [Using the Registration Mark Tool](#)
-  [Using the Crop Tool](#)
-  [Using the Mover Tool](#)
-  [Using the Dropper Tool](#)
-  [Using the Paintbrush Tool](#)
-  [Using the Eraser Tool](#)
-  [Using the Flood Fill Tool](#)
-  [Using the Text Tool](#)
-  [Using the Line Tool](#)
-  [Using the Shape Tool](#)

## Using the Paintbrush Tool

The Paintbrush tool is used to paint on your animation frames. Use the Paintbrush tool as described below.





1. Select the Paintbrush tool  from the tool palette. When you move the cursor over the image, the cursor shape changes to a brush.
2. Set the paintbrush tool's [style bar options](#) to the desired settings as described below.
  - **Zoom** drop down box: Choose a magnification level for working on the frame. The options for zooming in range from 2:1 (two times the normal view) to 32:1 (thirty two times the normal view). The options for zooming out range from 1:2 (one half the normal view) to 1:24 (one twenty-fourth the normal view).
  - **Width** edit box: Set the width of the paintbrush. Valid values range from 1 to 200. Note that the brush shape is round.
3. Position the tip of the paintbrush cursor  where you want to begin painting, and then drag with the left mouse button to paint using the foreground color; drag with the right mouse button to paint using the background color. To choose different foreground and background colors, use the [color palette](#) and the [active colors panel](#) as necessary. (See the Related Topics below.)

### Drawing Lines with the Paintbrush Tool

Although the Line tool is intended for this purpose, you can also use the Paintbrush tool to draw lines on your animation frames. To do so:



1. Select the paintbrush tool from the tool palette.
2. Choose the color you wish to paint with.
3. Position the tip of the paintbrush cursor where you want to begin the line, then left-click once (to use the foreground color) or right-click once (to use the background color).
4. Hold down the <Shift> key and position the cursor where you want to end this line segment.
5. To draw just one line segment, click once more with the appropriate mouse button from step 3 and then release the <Shift> key. Continue holding down the <Shift> key and continue to click to create additional line segments.

#### RELATED TOPICS

-  [Selecting a Color Dialog box](#)
-  [Using the Color Palette](#)
-  [Using the Recent Colors Dialog Box](#)
-  [Using the Line Tool](#)

## Using the Eraser Tool

The Eraser tool is used to replace pixels in a frame with the canvas color. Use the Eraser tool as described below.

1. Select the Eraser tool  from the tool palette.
2. Set the [Style Bar options](#) to the desired settings as described below.
  - **Zoom** drop down box: Choose a magnification level for working on the frame. The options for zooming in range from 2:1 (two times the normal view) to 32:1 (thirty two times the normal view). The options for zooming out range from 1:2 (one half the normal view) to 1:24 (one twenty-fourth the normal view).
  - **Width** edit box: Set the width of the eraser. Valid values range from 1 to 200.
3. To erase the pixels, position the tip of the cursor  over the frame area you wish to erase, and then hold down either mouse button and drag the mouse. Release the mouse button when finished. The pixels will be replaced with the canvas color.

### Erasing in Straight Lines

You can also use the Eraser tool to erase in straight lines on your animation frames. To do so:



1. Select the Eraser tool from the tool palette.
2. Choose the color you wish to erase with.
3. Position the tip of the eraser cursor where you want to begin the line, and then click either mouse button.
4. Hold down the **<Shift>** key and position the cursor where you want to end this line segment.
5. To erase just one line segment, click once more and then release the **<Shift>** key. Continue holding down the **<Shift>** key and continue to click to erase additional line segments.

#### RELATED TOPIC

 [Selecting a Canvas Color](#)

## Using the Flood Fill Tool

The Flood Fill tool is used to fill an area on a frame with a color. Use the Flood Fill tool as described below.


1. Select the Flood Fill tool  from the tool palette.
2. Set the [Style Bar options](#) to the desired settings as described below:
  - **Match Mode** drop down box: Choose the type of image pixels to fill. Choose "RGB value", "Hue", or "Brightness" to fill only the image pixels that match the RGB value, Hue value, or Brightness value of the pixels beneath the crosshair of the Flood Fill cursor. Choose "None" to fill all pixels in the frame with the color.
  - **Tolerance** edit box: Set the desired tolerance value to determine how close a pixel color must be to the pixel you click on in order to be overwritten. Valid values range from 0 (no tolerance – only pixels with a perfect match will be filled) to 200 (full tolerance – all contiguous pixels will be filled).
  - **To Canvas Color** check box: Mark this check box to use the animation's canvas color as the fill color. If the canvas is set to transparent, overwritten pixels will be transparent. If you do not mark this check box, pixels will be filled with the appropriate active color (the foreground or background color).
3. To fill the pixels, position the crosshair of the Flood Fill cursor  over the frame area you wish to fill, and then left-click to fill with the foreground color, or right-click to fill with the background color.  
**Note:** If the "To Canvas Color" check box is marked, clicking either mouse button will fill pixels with the canvas color instead of the foreground or background color.

### RELATED TOPICS

-  [Selecting a Color Dialog box](#)
-  [Using the Color Palette](#)
-  [Using the Recent Colors Dialog Box](#)
-  [Using the Paintbrush Tool](#)

## Using the Text Tool

The Text tool is used to add non-animated text to a frame. You can only add text one frame at a time. Unlike other tool palette tools, options for the Text tool are set in a dialog box, not on the Style Bar. Add text to a frame as follows:

1. Select the Text tool  from the tool palette. When moved into the frame the cursor's shape will change to this:



2. To determine the text color, left-click (to use the foreground color) or right-click (to use the background color) on the frame. The [Add Text](#) dialog box will appear.
3. Use the Add Text dialog box (see the Related Topic below) to enter the text and set text options.
4. Click the OK button. The text will appear on the frame and attached to your cursor. Move the cursor inside the frame to select the position of the text and click again to detach it.

Ø **Note:** *If you wish to change the text position or change the text color, use the Undo command and go back to step 2. You can also use the flood fill tool to change the text color.*

---

### RELATED TOPICS



[Using the Add Text Dialog Box](#)



[Inserting a Text Effect](#)



[Applying a Text Effect](#)



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)



## Using the Color Palette

There are two color dialog boxes from which you can select and define colors:

[Jasc Color Dialog Box](#)

[Standard Windows Color Dialog box](#)

When you first start up Animation Shop, the Jasc color dialog box is the default. You can change this by choosing to use the standard Windows color dialog box (refer to [Selecting a Color Dialog box](#)).

Choose the color dialog box below for instructions on using it to select and define colors.



[Using the Jasc Color Dialog Box](#)



[Using the Standard Windows Color Dialog Box](#)


### **RELATED TOPIC**



[Using the Recent Colors Dialog Box](#)

## Using the Recent Colors Dialog Box

The upper half of the [Recent Colors dialog box](#) displays the following ten standard colors: red, green, blue, dark grey, light grey, cyan, magenta, yellow, black, and white. The lower half displays the ten colors you have used most recently. After you have selected more than ten colors, each new color replaces the earliest color selected. Use this dialog box as described below.

- To select one of the colors, including either the foreground or background color, left-click the desired color box. The dialog box closes, and the color appears in the appropriate box in the active colors panel. **\*Note:** Hold the cursor over a color to display a popup hint listing that color's RGB values.
- Click the "Other" button to open the Color dialog box.
- To close the Recent Colors dialog box without using any of the colors, click the Close button  in the dialog box's upper right corner, or click anywhere outside the dialog box.

### RELATED TOPICS



[Selecting a Color Dialog box](#)



[Using the Color Palette](#)

## Using the Jasc Color Dialog Box

### Accessing the Color Dialog Box

To display the Color dialog box, click on either the foreground color or the background color in the [Active Colors panel](#). The Color dialog box will appear, and the foreground/background color will appear in the Color dialog box's current color information area. You can also display the Color dialog box by left-clicking inside any color box that appears in an Animation Shop dialog.

### Selecting One of the Standard Colors

In the upper left corner of the [Jasc Color dialog box](#) are 48 basic colors that are preset and cannot be modified. The first column displays the three primary additive colors and the three primary subtractive colors. The last column displays six lightness levels (grey levels). In between are the additive and subtractive primary colors at increasing lightness levels from left to right.

To select one of these 48 basic colors:

1. Move the cursor over the desired color square in the Basic Colors section of the dialog box (the cursor shape changes to a dropper). Click the desired color's square. The selected color, its RGB and HSL values, and its HTML code appear in the Current Color information area.
2. Click OK to close the Color dialog box. The new color appears in the appropriate box of the Active Colors panel.

### Using the Color Wheel and Saturation/Lightness Box

The Color Wheel modifies the current color's red, green, blue, and hue values. To adjust these values, place the cursor inside the Color Wheel. Its shape will change to the Dropper. Click on the desired Color Wheel area, or place the cursor over the small white circle inside the Color Wheel and drag the circle to the desired value.

The Saturation/Lightness box modifies the current color's red, green, blue, saturation, and lightness values. To adjust these values, place the cursor inside the Saturation/Lightness box. Its shape will change to the Dropper. Click on the desired Saturation/Lightness box area, or place the cursor over the small white circle inside the Saturation/Lightness box and drag the circle to the desired value. The RGB and HSL values of the selected color will automatically be entered in the edit boxes located in the Current Color panel.

**LINK COLORS CHECKBOX:** When you mark this checkbox, adjustments you make to any of the grouped color settings (RGB and HSL) will reflect the current setting for the other grouped settings. In effect, you can mark this checkbox if you wish to adjust these grouped color settings and see an accurate color preview. Do not mark this checkbox if you do not want to see an accurate color preview.

### Using the Current Color Box or the Old Color Box

The color displayed in the "Current Color" area will become the active foreground/background when you click OK and close this dialog box.

The color displayed in the "Old Color" box represents the foreground/background color you are modifying. If you decide instead that you want to use the old color, simply left-click the "Old Color" box (this will update the "Current Color" area) and then click OK.

### Creating a Custom Color

There are 16 custom color squares that you can fill with colors of your choice. Fill an empty square or replace a custom color square with a new color as described below.

1. Use any combination of the Color Wheel, the Saturation/Lightness box, or any of the Current Color information area edit boxes to customize the current color.
2. Click the Add Custom button. The color will appear in the "Custom Colors" area.
3. Click the OK button. The dialog box closes and the new color appears in the appropriate box of the Active Colors panel.

#### ***RELATED TOPICS***



[Using the Standard Windows Color Dialog Box](#)



[Using the Recent Colors Dialog Box](#)

## Using the Standard Windows Color Dialog Box

### Accessing the Color Dialog Box

To display the Color dialog box, click on either the foreground color or the background color in the [Active Colors panel](#). The Color dialog box will appear, and the foreground/background color will appear in the Color dialog box's current color information area. You can also display the Color dialog box by left-clicking inside any color box that appears in an Animation Shop dialog.

### Selecting a Standard Color

In the upper left corner of the the [standard Windows Color dialog box](#) are 48 standard colors that are preset and cannot be modified.

To select one of these 48 basic colors:

1. Click the desired color's square in the Basic Colors section of the dialog box. The selected color, its RGB and HSL values appear in the current color information area.
2. Click OK to close the Color dialog box. The new color appears in the appropriate box of the Active Colors panel.

### Using the Color Ribbon Box and Color Spectrum Box

The Color Ribbon box modifies the current color's red, green, blue, and luminance values. To adjust these values, place the cursor inside the Color Ribbon box and click, or drag the arrowhead to the right of the box up or down as desired.

The Color Spectrum box modifies the current color's red, green, blue, hue, and saturation values. To adjust these values, place the cursor inside the Color Spectrum box and click, or drag the crosshair pointer to the desired position.

### Creating a Custom Color

There are 16 custom color squares that you can fill with colors of your choice. Fill an empty square or replace a custom color square with a new color as described below.

1. Use any combination of the Color Ribbon box, the Color Spectrum box, or any of the current color information area edit boxes to customize the current color.
2. Click the Add to Custom Colors button. The color will appear in the "Custom Colors" area.
3. Click the OK button. The dialog box closes and the new color appears in the appropriate box of the Active Colors panel.

### RELATED TOPICS



[Using the Jasc Color Dialog Box](#)



[Using the Recent Colors Dialog Box](#)

## Selecting a Color Dialog Box

The Jasc Color dialog box is the default palette used to select and/or modify the foreground or background colors. You can, however, use the standard Windows Color dialog box. Select which color dialog box to use as follows:


1. Choose **File > Preferences > General Program Preferences**. The [Preferences](#) dialog box will appear.
2. Select the "[Color Palette](#)" tab.
3. Do one of the following:
  - To use the [standard Windows Color dialog box](#), mark the "Use standard Windows color picker" check box.
  - To use the [Jasc Color dialog box](#), do not mark the "Use standard Windows color picker" check box.
4. Click OK to close the Preferences dialog box.

### **RELATED TOPIC**

 [Using the Color Palette](#)

## Using the Dropper Tool

The Dropper tool is used to select a foreground or background color. The active foreground and background colors are displayed in the [Active Colors panel](#). Use the Dropper tool as described below.

1. Select the Dropper tool  from the tool palette.
2. Move the tool over a color in an animation frame, or over the [color palette](#). Note that the [Current Color panel](#) will simultaneously display the red, green, blue, and opacity values of the color beneath the dropper tool.
3. Select a foreground or background color as follows:
  - To select a foreground color, left-click on the desired color in an animation frame, or the desired color in the color palette.
  - To select a background color, right-click on the desired color in an animation frame, or the desired color in the color palette.

The Active Colors panel will display the new color.

### Activating the Dropper via Other Tools

You can also activate the Dropper tool by holding down the **<Ctrl>** key while using any of the following tools:

- Registration Mark
- Paintbrush
- Eraser
- Flood Fill
- Text
- Line
- Shape

You can then use the Dropper tool as described above.

### RELATED TOPICS



[Selecting a Color Dialog box](#)



[Using the Color Palette](#)




[Using the Recent Colors Dialog Box](#)

## Using the Registration Mark Tool

The Registration Mark tool is a useful way to mark a specified position on each animation frame as a visual reference aid. You could then use a tool (such as the paintbrush, line, or text tool, for example) to modify each frame in the same location. The registration mark itself does not become part of the animation when it is played or printed, and it can be cleared away at any time.

Use the Registration Mark tool as follows:

1. Select the Registration Mark tool  on the toolbar.
2. Use the tool's [Style Bar options](#) as follows:
  - In the "Mark Style" drop down box, choose Small Cross (10 pixels across from origin to the edge), Medium Cross (20 pixels across from the origin to the edge), or Spanning Cross (spans the width of each frame). Each cross is 1 pixel wide.
  - Mark the "Auto Color" check box to override the foreground and background color settings and draw the cross in a color that contrasts the underlying color. If you do not mark the "Auto Color" check box, the cross will be the foreground color (if you left-click) or the background color (if you right-click).
3. (\*You may want to zoom in on the animation for this step). Position the crosshairs cursor at the frame position you wish to mark, and then click. That position will be marked on each frame.

## Removing the Registration Mark

To remove the registration mark from the frames, click the Clear button in the Registration Mark style bar. Note that the Undo feature will not remove the registration mark from the frames.


## Aligning Registration Marks

By holding down the <Shift> key and dragging selected frames from one registration-marked animation to another registration-marked animation, you can snap the centerpoint of the dragged frames' registration mark to the centerpoint of the target frames' registration mark. This is very useful when you want to precisely combine elements from one animation into another.



## Using the Crop Tool

The Crop tool can be used to reduce the size of all animation frames, with the added effect of reducing the size of the animation file. Use the Crop tool as follows:

1. Click the Crop tool  on the toolbar. The style bar will display the [Crop tool buttons](#).
2. At this point, you can set the size of the crop area in a number of ways:
  - (\*You may want to zoom in on the animation for this step.) Position the crop tool cursor at the frame position you want to begin drawing the crop rectangle (for example, the upper left corner of the desired crop area). The crop rectangle will begin drawing from the center of the crop cursor. Using the left mouse button, drag the cursor to create the crop rectangle. The rectangle will appear in each animation frame.
  - Click the Crop button in the Style Bar to display the [Crop Options](#) dialog box. You can use this dialog box to specify the cropping area. Specify values for the Left, Right, Top, and Bottom positions. You can also click the "Surround the opaque area" button to automatically crop the frame to the least area which has all the opaque pixels in the animation. Or you can click the "Surround the animated area" button to automatically crop the frame to the least area containing pixels not constant for all frames. Note that clicking either button will update the Left, Right, Top, and Bottom pixel values in the "Current cropping rectangle" area of the dialog box.
  - Double-click on the Crop tool button in the toolbar to display the Crop Options dialog box. Use this dialog box as described above.
3. To crop the animation, click the Crop button in the style bar, or double-click inside the crop rectangle. Each animation frame will be cropped.


If you wish to undo the crop operation, use the Undo feature.

## Clearing the Crop Rectangle

To clear the crop rectangle without cropping the frame, click the Clear button in the Crop style bar.

## Using the Mover Tool

The Mover tool allows you to move the frame contents within the frame itself. Use the Mover tool as follows:


1. Click the Mover tool  on the toolbar. Note that the [Zoom indicator](#) is the only Style Bar option for this tool.
2. Place the Mover cursor into the frame, and drag inside the frame to move the contents.
3. When satisfied with the placement of the frame contents, release the left mouse button. The frame contents will be essentially clipped to reveal only the parts of the original contents that have not been moved off the frame.

To undo the move, use the Undo command.

### Moving the Contents Horizontally or Vertically

To move the contents horizontally, hold down <Ctrl> when moving. To move the contents vertically, hold down <Shift> when moving.

## Using the Arrow Tool

The Arrow tool  is normally just used to select animation frames. Methods of selecting frames are described in [Selecting Frames](#). The Arrow tool does, however, have additional functionality as described in the sections below.

### Moving a Frame

To move a frame's contents into another frame, place the arrow inside the frame and drag (press and hold the left mouse button) the contents into the desired frame. The frame whose contents you moved will be removed from the animation, and the remaining animation frames will automatically reposition themselves.

### Copying a Frame's Opaque Pixels

You can use the arrow tool to duplicate a frame's contents. To do so, hold down the <Ctrl> key and then drag the frame's contents into another frame. Other methods for doing this are described in [Duplicating Frames](#).

### Creating a New Animation


You can create a new animation by using a frame or frames from the current animation. To do so, select a frame or frames and drag them onto the workspace. If you do not hold down the <Ctrl> key while dragging the frame(s), the frame(s) will be removed from the current animation. If you hold down <Ctrl> while dragging, you are essentially copying the frame(s) to create the new animation. Other methods for creating a new animation are described in [Creating a New Animation](#).

### Accessing the Context Menus

The context menus contain easily accessible commands for modifying and manipulating frames or animations, as well as editing frame and animation properties. There are two context menus: the [Frame context menu](#), and the [Animation context menu](#). The illustration below shows where you need to right-click to display each context menu.



## Using the Zoom Tool

The Zoom tool  is used to zoom in or out on an animation. To use the tool, select it from the tool palette, move the cursor onto the animation, and then left-click to zoom in; or right-click to zoom out. The current zoom level will be reflected in the [Zoom indicator](#) on the style bar.

### Style Bar Option

The Zoom indicator on the style bar displays the current zoom level. Normal zoom level is 1:1. You can also use this to choose a magnification level for the current animation. The options for zooming in range from 2:1 (two times the normal view) to 32:1 (thirty two times the normal view). The options for zooming out range from 1:2 (one half the normal view) to 1:24 (one twenty-fourth the normal view).

### View Menu Options

The View menu contains several options for setting the zoom level, including:

- **Normal View (1:1)** – sets the zoom level to 1:1.
- **Zoom In By 1** – zooms in one more level from the current level.
- **Zoom In By 5** – zooms in 5 more levels from the current level.
- **Zoom Out By 1** – zooms out 1 more level from the current level.
- **Zoom Out By 5** – zooms out 5 more levels from the current level.

## **Strikeout Text Effect**

Choosing this text effect places a line through the text.

### **Underline Text Effect**

Choosing this text effect places a line underneath the text.

**Antialias Text Effect**



Choosing this text effect softens jagged character edges by using shades of the text's color. This effect is only available for grey scale images and images with 8-bit (256 colors) or greater color depth.

## Using the Line Tool

The Line tool is used to draw straight lines as well as Bezier curves. Use the Line tool as described below.

### Drawing Straight Lines



Draw straight lines as described below.

1. Select the Line tool  from the tool palette.
2. Set the [Style Bar options](#) to the desired settings as described below:
  - **Line Type** drop down box: Choose "Normal" to draw standard straight lines. (To draw Bezier curves, refer to the section below.)
  - **Width** edit box: Set the pixel width for the line. Valid values range from 1 to 100.
  - **Antialias** check box: Mark this check box to make line edges appear smoother.
3. To draw a line, position the crosshair center of the Line tool cursor  where you want to begin the line, and then drag with the mouse button to the where you want to end the line. Release the mouse button.
  - Drag with the left mouse button to draw with the foreground color.
  - Drag with the right mouse button to draw with the background color.



To draw lines in 45 degree increments, hold down the **<Shift>** key while dragging the mouse.

### Drawing Bezier Curves

Draw a Bezier curve as described below.

1. Select the Line tool  on the tool palette.
2. Set the [Style Bar options](#) to the desired settings as described below:
  - **Line Type** drop down box: Choose "Bezier" to draw Bezier curves.
  - **Width** edit box: Set the pixel width for the curve. Valid values range from 1 to 100.
  - **Antialias** check box: Mark this check box to make curve edges appear smoother.
3. To draw a Bezier curve, position the crosshair center of the Line tool cursor  where you want to begin the curve, and then drag with the mouse button to the where you want to end the curve. Release the mouse button. A line will appear as you drag the mouse.
  - Drag with the left mouse button to draw with the foreground color.
  - Drag with the right mouse button to draw with the background color.
4. Create the curve by clicking away from the line and dragging the mouse to the simultaneously shape the curve.
  - To create a semi-circular curve, click the mouse where you want to position the top of the curve, and drag the mouse to shape the curve.
  - To create an S-shaped curve, click and drag once on both sides of the line.
5. Click again to set the curve shape. The appropriate color will be applied.



#### RELATED TOPICS

-  [Selecting a Color Dialog box](#)
-  [Using the Color Palette](#)
-  [Using the Recent Colors Dialog Box](#)
-  [Using the Paintbrush Tool](#)



## Using the Shape Tool

The Shape tool is used to draw rectangles, squares, ellipses, and circles. Use the Shape tool as described below.

1. Select the Shape tool  from the tool palette.
2. Set the [Style Bar options](#) to the desired settings as described below.
  - **Shape** drop down box: Choose the desired shape, either "Rectangle", "Square", "Ellipse", or "Circle."
  - **Style** drop down box: Choose "Outlined" to draw just the outline of the shape. Choose "Filled" to fill the shape with either the foreground or background color.
  - **Outline Width** edit box: Set the pixel width for the shape outline. Valid values range from 1 to 100. This edit box is disabled when the "Filled" shape style is chosen.
  - **Antialias** check box: Mark this check box to make the shape's outline appear smoother.
3. To draw the shape, position the crosshair center of the Shape tool cursor  where you want to begin drawing. If you are drawing a rectangle or a square, drag from one corner to the opposite corner. If you are drawing an ellipse or a circle, drag from the center outward. An outline of the shape will appear as you drag the mouse.
  - Drag with the left mouse button to draw with the foreground color.
  - Drag with the right mouse button to draw with the background color.
4. Release the mouse button when the shape reaches the desired size. If you are drawing a filled shape, the shape will be filled with the appropriate color when you release the mouse button.

### Notes About Drawing

Be aware of the following points when drawing shapes:

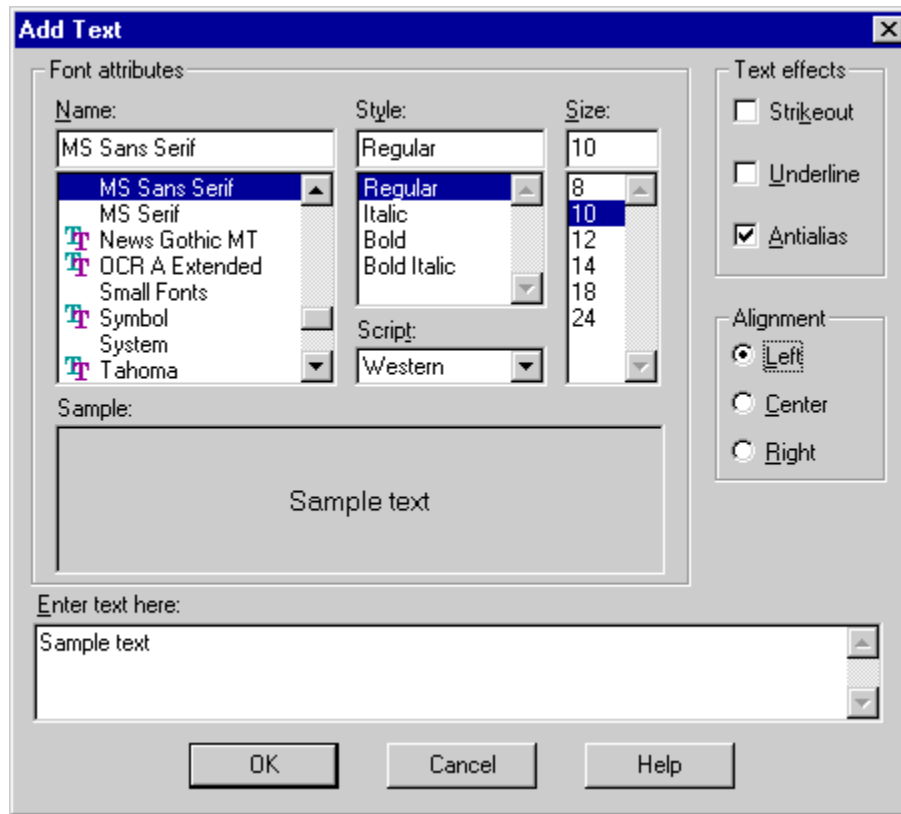
- If you choose the Rectangle or Ellipse shape, you can draw a square or circle by holding down the **<Shift>** key before drawing the shape.
- You can draw arcs by choosing either the Ellipse or Circle shape and dragging the cursor outside the frame edges.

## Using the Add Text Dialog Box

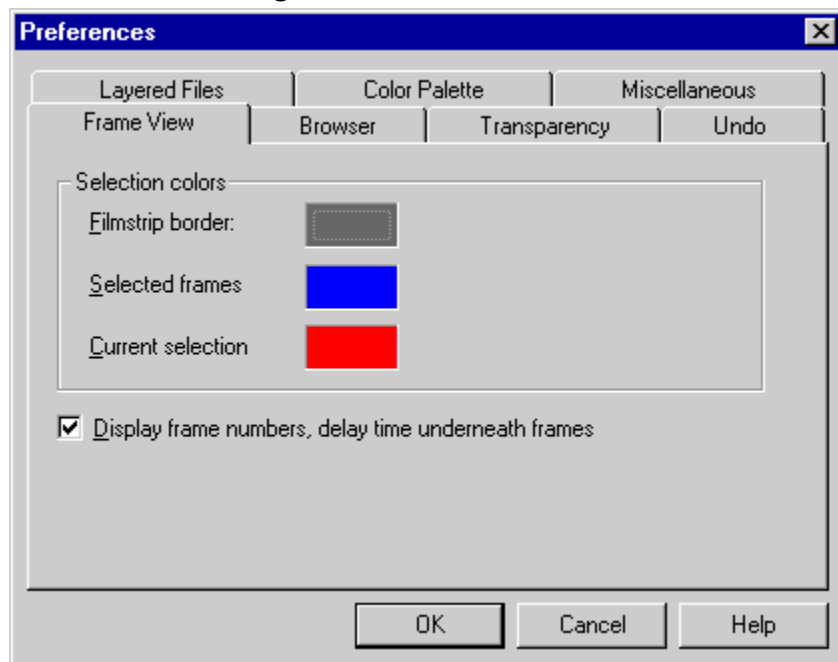
Use the [Add Text](#) dialog box as follows:

1. Select the desired Font Attributes, Text Effects, and Alignment options:
  - Font Attributes: Select a font "Name" (typeface), "Style", and "Size" from the list boxes provided.
  - Text Effects: Select any combination of the [Strikeout](#), [Underline](#), or [Antialias](#) effects by marking the check boxes.
  - Alignment: Select either the Left, Center, or Right alignment options.
2. In the "Enter text here" box, type the text to appear in the frame. Note that a preview of the text and the selected effects appears in the "Sample" area.

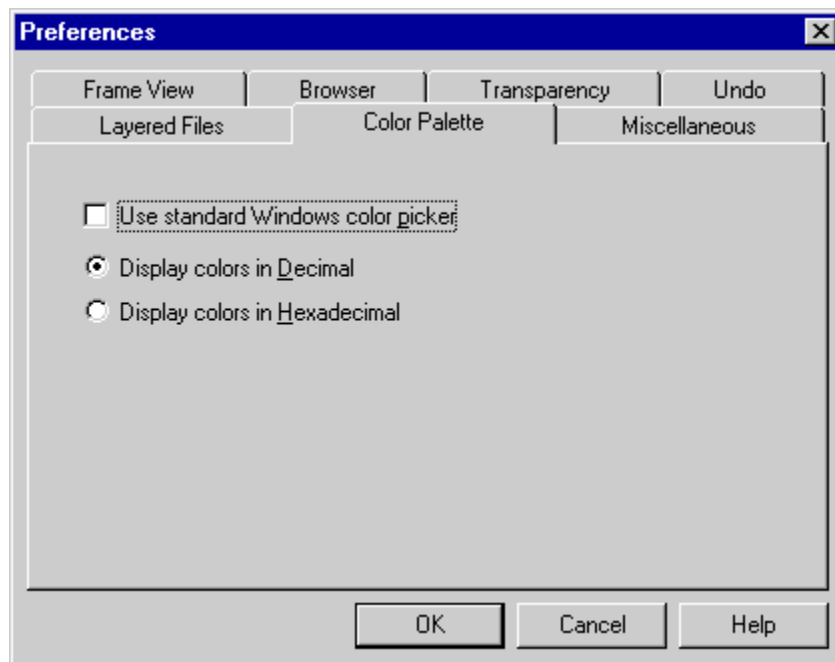
## Add Text Dialog Box



## Preferences Dialog Box



## Color Palette Preferences



The image shows a 'Color Palette Preferences' dialog box. It has a title bar with a close button. Below the title bar are several tabs: 'Frame View', 'Browser', 'Transparency', 'Undo', 'Layered Files', 'Color Palette', and 'Miscellaneous'. The 'Color Palette' tab is currently selected. The main area of the dialog contains three options: an unchecked checkbox for 'Use standard Windows color picker', a selected radio button for 'Display colors in Decimal', and an unselected radio button for 'Display colors in Hexadecimal'. At the bottom of the dialog are three buttons: 'OK', 'Cancel', and 'Help'.

Preferences

Frame View    Browser    Transparency    Undo

Layered Files    Color Palette    Miscellaneous

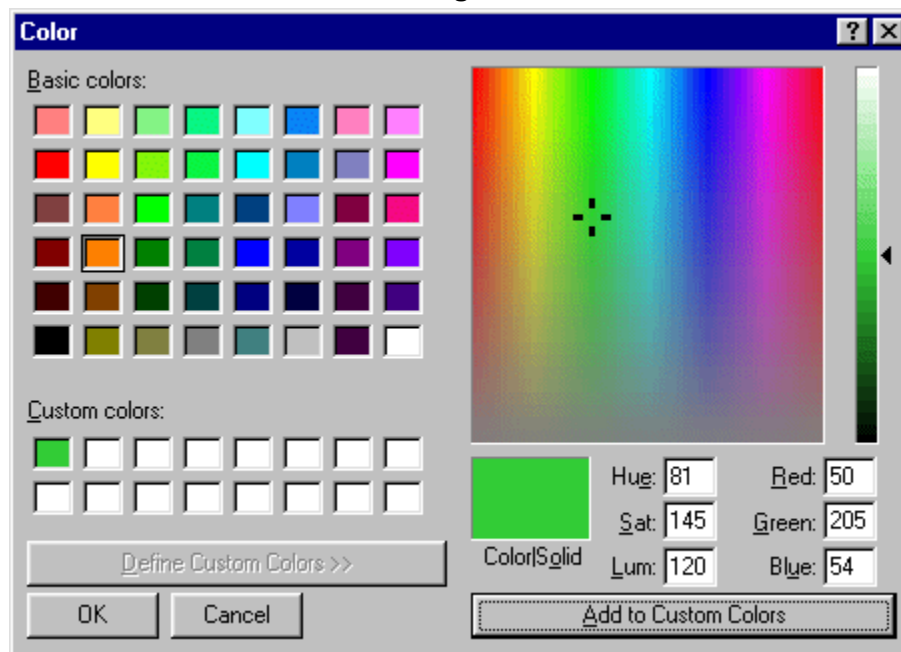
☐ Use standard Windows color picker

☒ Display colors in Decimal

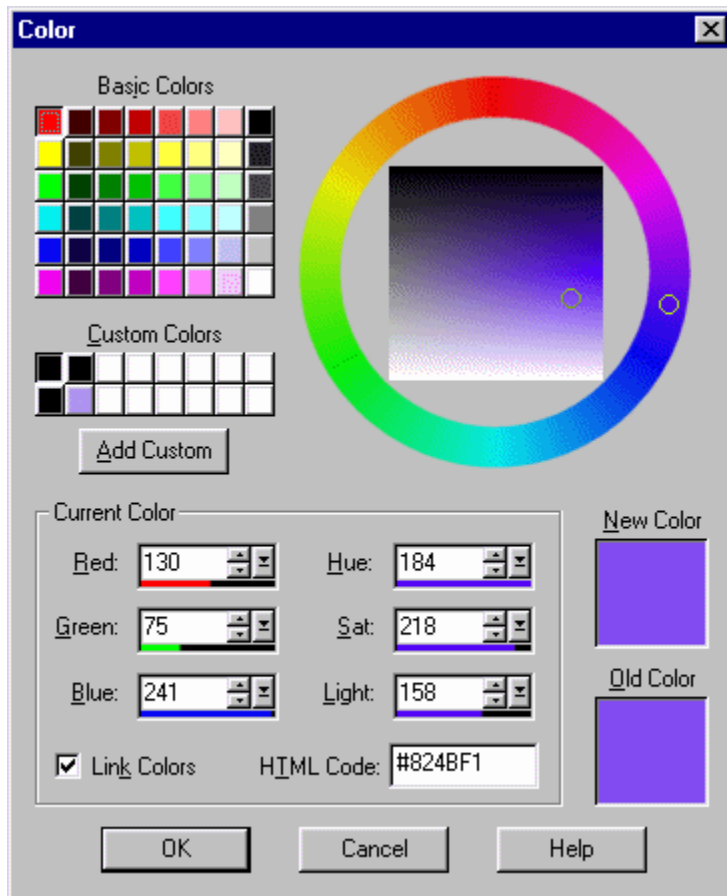
☐ Display colors in Hexadecimal

OK    Cancel    Help

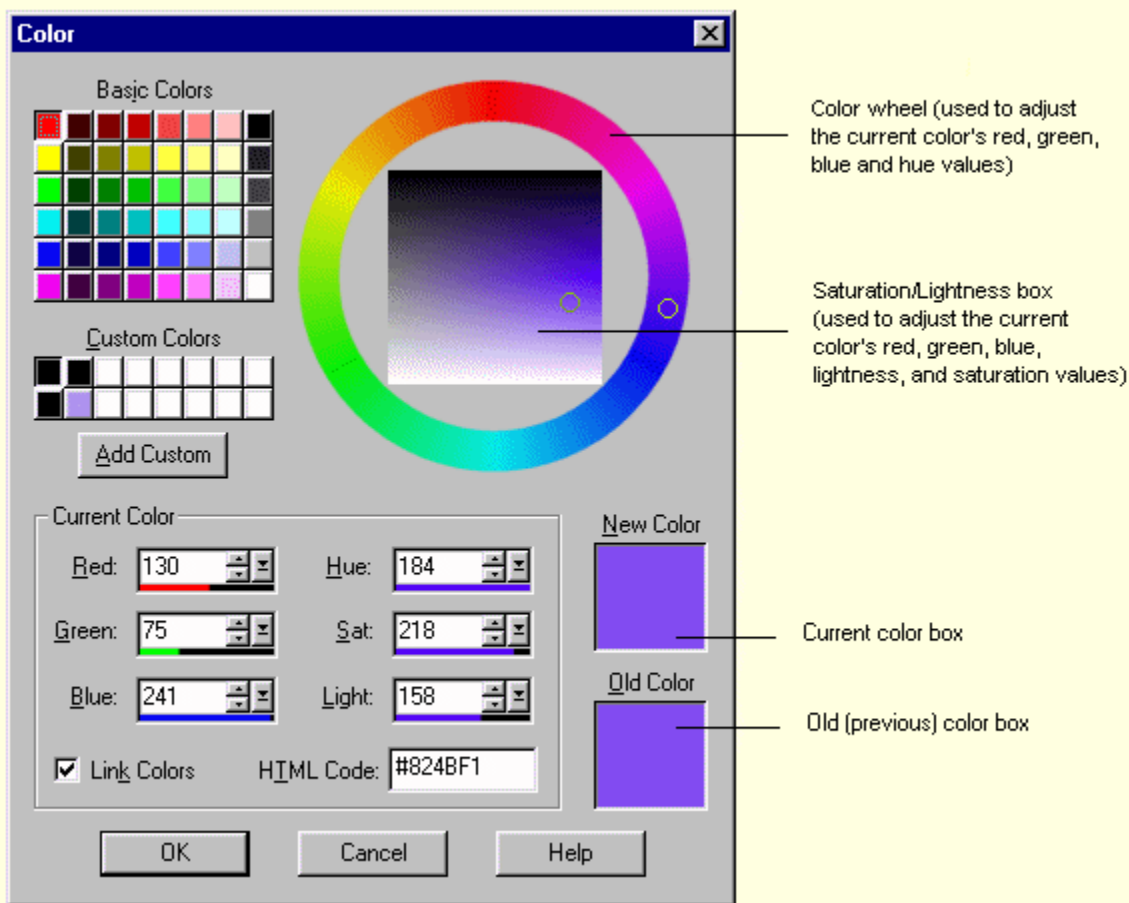
## Standard Windows Color Dialog Box



## Jasc Color Dialog Box

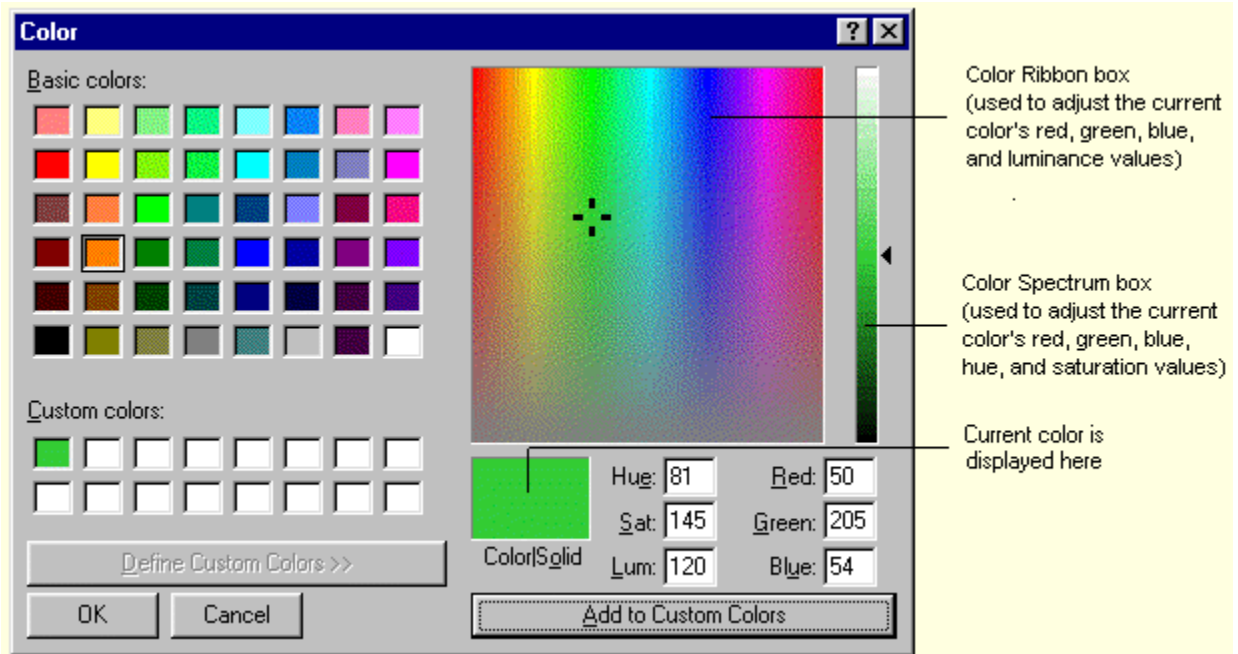


## Jasc Color Dialog Box - RGBHSL

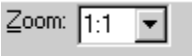




## Standard Windows Color Dialog Box - RGBHSL



**Zoom Indicator on the Style Bar**



### Registration Mark Style Bar Options

Mark Style: Large Cross ☒ Auto Color Clear

## Crop Options Dialog Box

**Crop Options** [X]

Canvas Size: 200 x 200

Current cropping rectangle

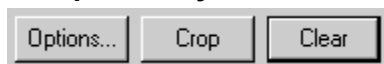
Position: (0, 0) to (200, 200)  
Size: 201 x 201 (1.000)

Left:    Right:

Top:    Bottom:

Determine cropping rectangle

### Crop Tool Style Bar Buttons



### Paintbrush Style Bar Options

Zoom: 1:1 Width: 10

### Flood Fill Style Bar Options

Match mode: RGB Value ▾ Tolerance: 20 ▴ ▾ ☐ To Canvas Color

### Eraser Style Bar Options

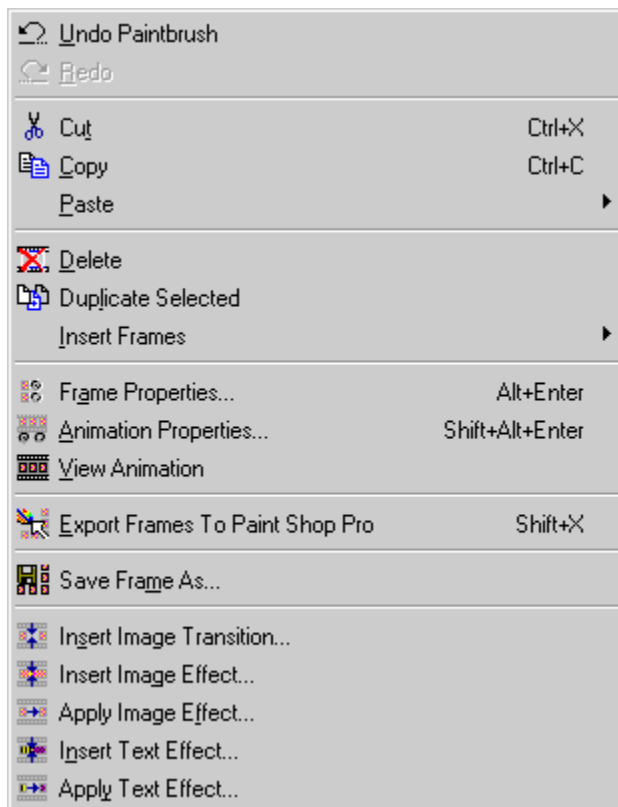
Zoom: 1:1 Width: 10



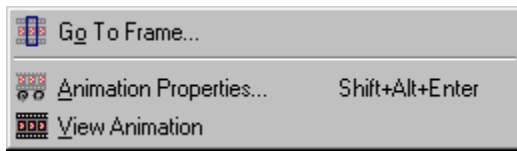
### Line Tool Style Bar Options

Line Type: Normal ▼ Width: 1 ▲ ▼ ☒ Antialias

## Frame Context Menu



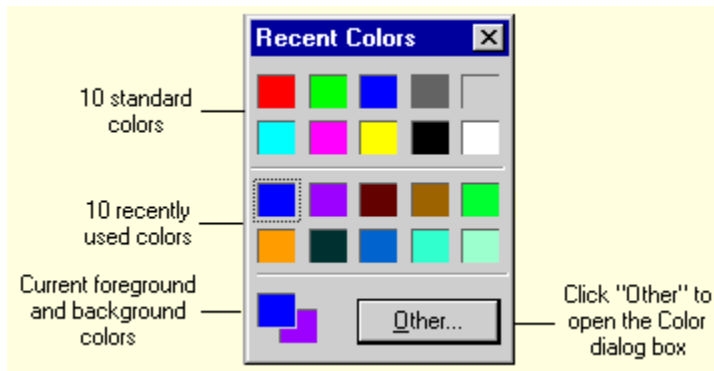
## Animation Context Menu



### Shape Tool Style Bar Options

Shape: Rectangle ▾ Style: Outlined ▾ Outline Width: 1 ▴ ▾ ☒ Antialias

## Recent Colors dialog box



## **Customizing Animation Shop**

[like the old prefs info]




## Setting General Program Preferences

The general program preferences are a number of settings and options used by Animation Shop to determine how you display and work with your animations.

You can view or change any setting in the Preferences dialog box as follows:

1. Choose **File > Preferences > General Program Preferences**. The Preferences dialog box will appear. This dialog box contains a number of tabbed screens.
2. Select the tab containing the preference information you are looking for.

For more information on using the options in each General Program Preferences tab, select one of the Preferences listed below.

-  [Setting Frame View Preferences](#)
-  [Setting Browser Preferences](#)
-  [Setting Transparency Preferences](#)
-  [Setting Undo Preferences](#)
-  [Setting Layered Files Preferences](#)
-  [Setting Color Palette Preferences](#)
-  [Setting Miscellaneous Preferences](#)

## Setting Frame View Preferences

Set preferences in the [Frame View](#) tab as follows:

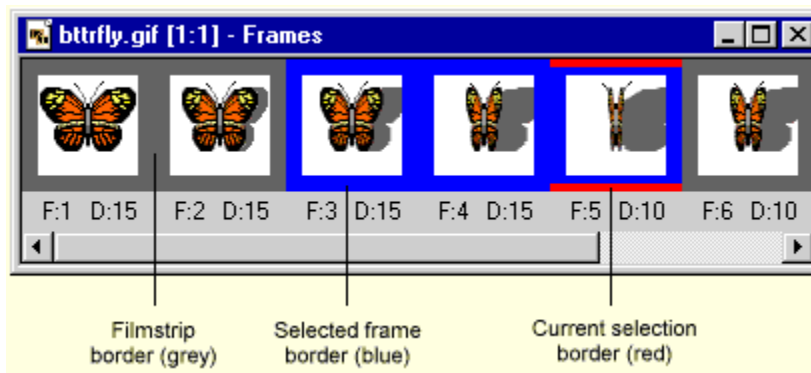
The "Filmstrip border" color is displayed in the color box next to this option. To change the color, left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose another color.

The "Selected frames" color is displayed in the color box next to this option. To change the color, left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose another color.





The "Current selection" color is displayed in the color box next to this option. To change the color, left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose another color.

The "Display frame numbers, delay time underneath frames" check box determines whether these two items will appear below each animation frame. Mark this check box to have them displayed; unmark this check box if you do not want them displayed.

The illustration below points out filmstrip border, selected frame border, and the current selection border.



### RELATED TOPICS

-  [Selecting a Color Dialog box](#)
-  [Using the Color Palette](#)
-  [Using the Recent Colors Dialog Box](#)
-  [Change the Duration of a Frame](#)



## Setting Browser Preferences

Set the preferences in the [Browser](#) tab as follows:

- In the "Thumbnail size" area, mark the "Symmetric" check box to force the thumbnail width and height to be the same. If you wish to set a custom, non-symmetrical thumbnail size, do not mark this check box; you would then use the "Width" and "Height" edit boxes to enter custom pixel sizes.
- In the "Appearance" area, the current highlight color used to denote a selected thumbnail appears in the color box. To change the selection color, click the color box. This will display the Color dialog box, which you can use to choose a different browser selection color. Right-clicking the color box will open the Recent colors dialog box. Click the "Use Windows colors, to use the color assigned by your Windows display settings.
- Mark the "Display flat style thumbnails" check box to have the Animation Shop browser display the thumbnails in a two-dimensional style. Clearing this box will add a three-dimensional look to the thumbnails displayed in the browser.
- Mark the "Save Browser files to disk" check box to save a file named PSPBRWSE.JBF to the folder you are browsing. As you view a folder using the Browser, Animation Shop saves the folder's image information and stores that file in the folder. When you next view the folder, the Browser reads and displays the information from the JBF file rather than the folder. This is much faster than having the Browser re-scan the folder's images. If you prefer not to have the program create and save a JBF file for each folder you browse, do not mark this check box.
- Mark the "Automatically update the thumbnails" check box to have Animation Shop update the JBF file each time you browse the folder. By updating the JBF file, the program compares the file's information to the images in the folder, checking for additions, deletions, and modifications, and then updates the thumbnails to reflect any changes. If you prefer not to automatically update the thumbnails, do not mark this check box.

### RELATED TOPICS



[Selecting a Color Dialog box](#)



[Using the Color Palette](#)

## Setting Transparency Preferences

Set preferences in the [Transparency](#) tab as follows:

- In the "Grid Size" drop down list, select one of the options for displaying the grid boxes used to visually represent transparency. The Preview area in the right side of the tab will display your grid size selection.
- In the "Grid Colors" area, select one of the preset grid box color schemes in the "Scheme" drop down list. To set your own color scheme, you can choose "Custom" (or any of the other color schemes) and then set colors via the "Color 1" or "Color 2" boxes. Left-click inside the box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose your own color. The Preview area in the right side of the tab will display your color selections.

### **RELATED TOPICS**



[Selecting a Color Dialog box](#)



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)

## Setting Undo Preferences

Set preferences in the [Undo](#) tab as follows:

- The "Enable the undo/redo system" check box determines whether the Undo and Redo commands are enabled or disabled. Mark this check box to enable the Undo and Redo commands; this enables the two options below this check box. Unmark this check box to disable the Undo and Redo commands; this disables the two options below this check box
- To set a value for the "Limit undo/redo memory usage ..." option, mark this check box, and then set a value in the "Mbytes of storage per animation" edit box. The value set in this box refers to the amount of physical RAM installed in your computer. If the value you set exceeds your computer's physical RAM, virtual memory will be used for the excess storage.
- To set a value for the "Limit undo/redo to ..." option, mark this check box, and then set a value in the "steps per open animation" edit box. This value determines how many steps you can perform in Animation Shop that can be undone or redone. For example, if you mark this check box, set the value to 3, and then perform four paint strokes, you can then undo the last three paint strokes, but not the first one. Valid values range from 1 to 99.

## Setting Layered Files Preferences

Set preferences in the [Layered Files](#) tab as follows:

Select the "Export frames to Paint Shop Pro as layered images" check box to have Paint Shop Pro create a single multilayered image in which each of the exported frames is turned into a layer. Deselecting this check box will revert into a separate image per exported frame.

Choose one of the following four options:

- Choose the "Keep layers as separate frames" option to open each layer of the multi-layer file into a separate frame. For example, if you have a 4-layer file (where the layers are A, B, C, and D), selecting this option will create an animation where the first frame will contain layer A, the second frame will contain layer B, the third frame will contain layer C, and the fourth frame will contain layer D. **\*Note:** This is the default setting.
- Choose the "Merge layers into a single frame" option to open the multi-layer file into one frame containing each layer. Using the example layer letters above, selecting this option will open each layer into one frame: A on top of B on top of C on top of D.
- Choose the "Each frame contains all previous layers" option to open each layer of the multi-layer file into frames containing successive layers. Using the example layer letters above, the first frame will contain layer A, the second frame will contain layers A and B, the third frame will contain layers A, B, and C, and the fourth frame will contain layers A, B, C, and D.
- Choose the "Each frame shows first and current layers" option to open each layer of the multi-layer file into frames containing the first and current layer. Using the example layer letters above, the first frame will contain layer A, the second frame will contain layers A and B, the third frame will contain layers A and C, and the fourth frame will contain layers A and D.

Set the "Preserve overall layer transparency" check box as follows:

- Mark the check box to retain the transparency level set for each layer.
- Unmark the check box to ignore each transparency level and instead set them all to 100% opaque.

## Setting Color Palette Preferences

Set preferences in the [Color Palette](#) tab as described below.

Set the "Use standard Windows color picker" check box as follows:

- Do not mark this check box if you wish to use the [Jasc Color dialog box](#) when selecting or modifying colors.
- Mark this check box if you wish to use the standard [Windows Color dialog box](#) when selecting or modifying colors.

Choose one of the following two options:

- Choose the "Display colors in Decimal" option to show [decimal values](#) in the Current Color panel.
- Choose the "Display colors in Hexadecimal" option to show [hexadecimal values](#) in the Current Color panel.

## Setting Miscellaneous Preferences

Set preferences in the [Miscellaneous](#) tab as follows:

- Do not mark the "Do not ask to save changes on Window Close All" check box if you want to be prompted to save modified animations when you choose **Window > Close All**. Mark this check box if you do not want to be prompted to save modified animations.
- Do not mark the "Do not ask to empty the clipboard on Exit" check box if you want to be prompted to manage the contents of the clipboard when you exit Animation Shop. Mark this check box if you do not want to be prompted to manage the clipboard contents.
- Do not mark the "Show splash screen when application starts" check box if you do not want to see the Animation Shop splash screen when starting the program. Mark this check box if you want to see the splash screen.
- Do not mark the "Display menu icons" check box if you do not want Animation Shop to display the icons associated with most menu items.
- Do not mark the "Show warning when reading PSD files containing adjustment layers" check box if you do not want to be warned when opening Photoshop files that contain adjustment layers. Mark this check box if you want to be warned when opening these files.
- The "Display frame count in window under animation" check box determines whether the frame number will appear below each animation frame as it runs in a Play View window. Mark this check box to have the frame number appear; unmark this check box if you do not want the frame number to appear.

## Understanding and Using File Associations

File associations allow you to associate (link) specific file types with Animation Shop. By associating a file type, double-clicking the file name in Windows Explorer or My Computer, for example, would automatically open up the file in Animation Shop.

When Animation Shop is first installed, you will be asked to select file types for association. The selected file types may be changed at any time using the [File Format Associations](#) dialog box. Access this dialog box by choosing **File > Preferences > File Associations**.

## Using the File Format Associations Dialog Box

Access the [File Format Associations](#) dialog box by choosing **File > Preferences > File Format Preferences**. Use this dialog box as follows:

- To select all of the file types listed on the left side dialog box, mark each file type's check box, or click the Select All button
- If some of the file types are selected and you want to select all of them, click the Select Unused button, or mark the remaining check boxes.
- If you do not want any of the selected file types associated with Animation Shop, click the Remove All button.
- To disassociate specific file types, unmark the file type's check box.
- To add or manage additional extensions associated with a file type, select the file type and then click the Extensions button. This will open the [Extensions dialog box](#).



## Using the Extensions Dialog Box

The [Extensions](#) dialog box allows you to add and manage additional file extensions for the specified format. This feature is useful if, for example, you want Animation Shop to recognize files with the extension ".jif" as valid GIF files. Use this dialog box as follows:

- To specify an additional file extension to be associated with the selected file type, click the Add button. This will open the [Define File Extension dialog box](#).
- To remove a file extension that has been associated (via the Add button) with the selected file type, select the file extension and click the Delete button.
- To move a file extension to the top of the Extensions list, select the extension and then click the Preferred button. This designates the extension as the primary file extension for the specified format.
- To set the extension back to its preset defaults, click the Reset button. This will remove any extensions you have added as associations with the specified file type.

## Using the Define File Extension Dialog Box

The [Define File Extension](#) dialog box allows you to add an additional file extension to be associated with the specified file type. To use this dialog box, simply type the extension in the "Define a new extension for the format" text entry box, and then click OK. The new extension will appear in the Extensions dialog box.

## Setting Special File Format Preferences

The file formats listed via the menu item **File > Preferences > File Format Preferences** warrant special user attention for reasons specific to each file format. Most file types can be opened in Animation Shop by using the **File > Open** menu item. Animation Shop can correctly display these files without special intervention from you. Other file types, however, such as PCD, PostScript, and WMF, warrant special attention because they may not contain all the information Animation Shop needs to display them correctly.

Select the file type below for information on setting its preferences.



PCD



PostScript



WMF

## Setting FITS File Format Preferences

Note: Support for the FITS file format was removed in A.S. version 2.0. Activate this topic only if/when FITS support is again supported.

Use the [FITS file format](#) preferences dialog box as described below.

In the Pixel Translation area, choose one of the following options:

- Choose the "Autoscale" option to automatically scale image pixels from 16-bit, 32-bit, or 64-bit grayscale to standard Jasc 8-bit grayscale format. Note that many images will require additional fine tuning (such as brightness and contrast adjustments) after applying this feature.
- Choose the "Histogram Equalization" option to spread histogram values evenly across the entire color range. Like the Histogram Equalize feature in Paint Shop Pro, this option produces an averaging of the image's brightness across the entire image.

Set the two remaining options as follows:

- In the "C-Value" edit box, set a floating point constant value for FITS images. Valid values range from 0.5 to 5.0. This value adjusts the image to reduce image artifacts ("noise").
- Click the Reset button to set the Pixel Translation selection and the C-Value back to their respective defaults. The default Pixel Translation is "Histogram Equalization"; the default C-Value is 3.

## Setting PCD File Format Preferences

Use the [PCD file format](#) preferences dialog box as follows:

- Choose one of the seven defined sizes (expressed as pixel width by pixel height) to open a Kodak Photo-CD image in that size.
- Choose the "Ask when loading each file" option to display this dialog box when loading a Kodak Photo-CD image; you would then select one of the available sizes.

## Setting WMF File Format Preferences

Use the [WMF file format](#) preferences dialog box as described below.

In the Load Options area, choose one of the following options:

- Choose the "Ask for size and options each time a file is opened" option to display the [Meta Picture Import](#) dialog box when opening a WMF file. Use this dialog box to enter the desired pixel width and height of the image. Note that entering a value in the Meta Picture Import dialog box's pixel "Width" field first will automatically update the pixel "Height" field to preserve the image's proper aspect ratio.



### [Using the Meta Picture Import Dialog Box](#)

- Choose the "Use file header information when available" option" to have Animation Shop read the image's header data and open the image in the appropriate size. If the necessary header data is not available, Animation Shop will open the image using the pixel width and height set below in the "Default size when header is not available" edit boxes.

Set the remaining option as follows:

- Enter a default pixel "Width" and "Height" in the appropriate edit box to use when opening a Windows Metafile that does not contain the necessary header information.

## Using the Meta Picture Import Dialog Box

When you choose to open a Windows Metafile image, the [Meta Picture Import](#) dialog box will appear if you chose the appropriate option in the WMF file format preferences dialog box. The Meta Picture Import dialog box allows you the option of opening the image using pixel dimensions that differ from the original dimensions. Use this dialog box as follows:

- To use the original pixel dimensions (listed in the "Original size" area), simply click the OK button at the bottom of the dialog box.
- In the "Import size" area, you can use different pixel dimensions by entering them in the "Width in pixels" and the "Height in pixels" edit boxes.
- Mark the "Maintain original aspect ratio" check box to automatically keep the width and height pixel values within the same aspect ratio as the original dimensions. Do not mark this check box if you wish to ignore the original aspect ratio when setting pixel values.

## FITS Preferences

**File Format Preferences** [X]

FITS / Import | PCD | WMF / Import

Load options

Pixel Translation

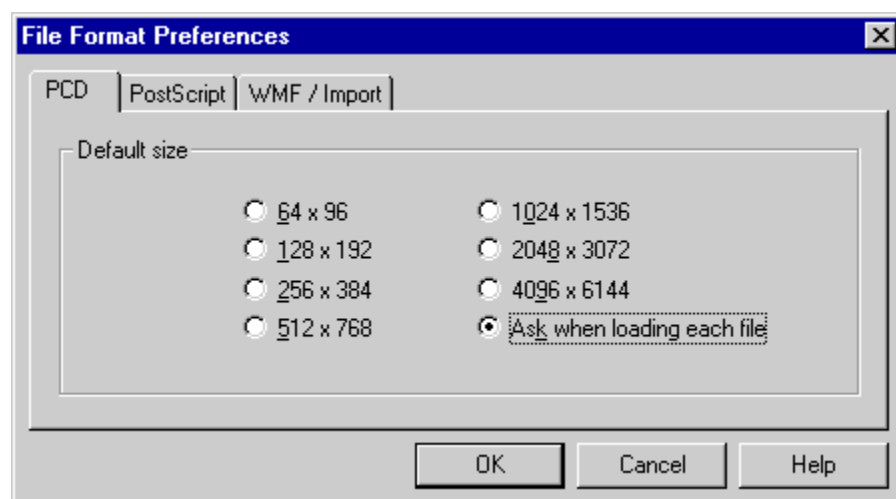
☐ Autoscale

☒ Histogram Equalization

C-Value:



## PCD Preferences



## WMF Preferences

**File Format Preferences** [X]

PCD | PostScript | **WMF / Import**

Load options

☒ Ask for size and options each time a file is opened

☐ Use file header information when available

Default size when header is not available

Width: 100 x Height: 100

OK Cancel Help

## Frame View Preferences



## Transparency Preferences

**Preferences** [X]

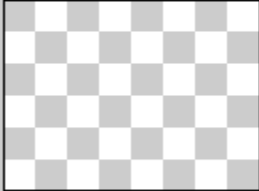
Layered Files   Color Palette   Miscellaneous  
Frame View   Browser   **Transparency**   Undo

Grid Size: Medium

Grid Colors  
Scheme: Light Grey

Color 1   Color 2

Preview



OK   Cancel   Help

## Undo Preferences

**Preferences** [X]

Layered Files   Color Palette   Miscellaneous  
Frame View   Browser   Transparency   **Undo**

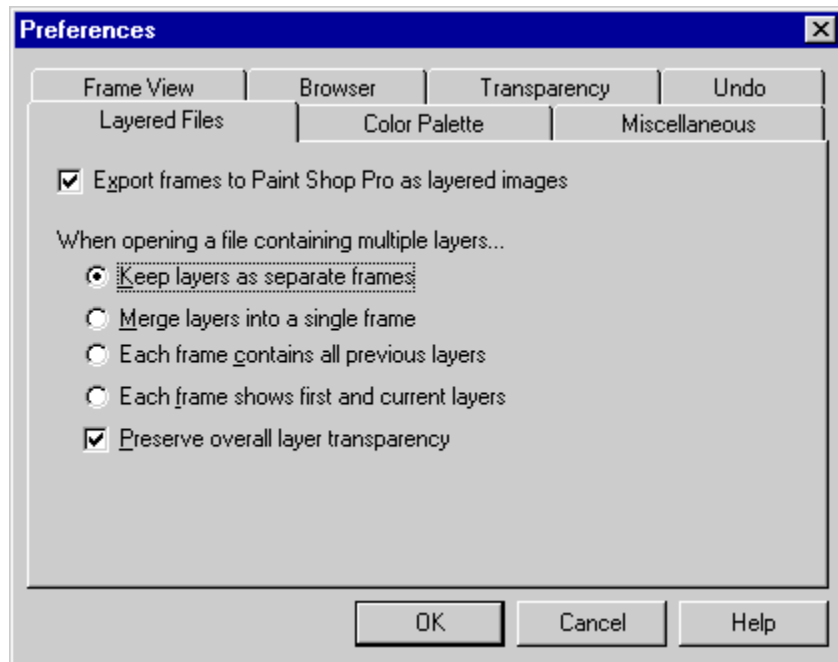
☒ **Enable the undo/redo system**

☒ Limit undo/redo memory to  MBytes of storage per animation.

☐ Limit undo/redo to  steps per open animation.

OK   Cancel   Help

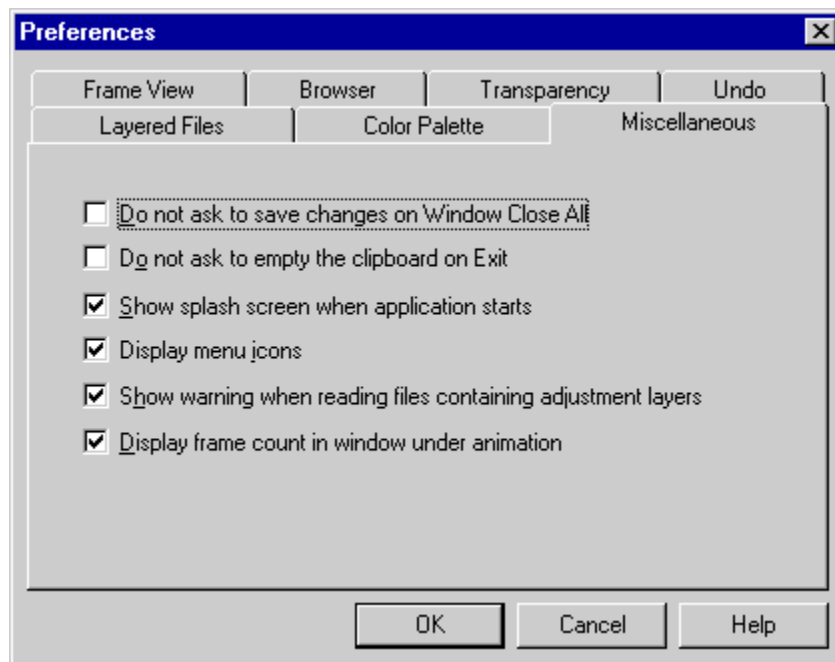
## Layered Files Preferences



## Color Palette Preferences



## Miscellaneous Preferences





## Jasc Color Dialog Box



## Standard Windows Color Dialog Box



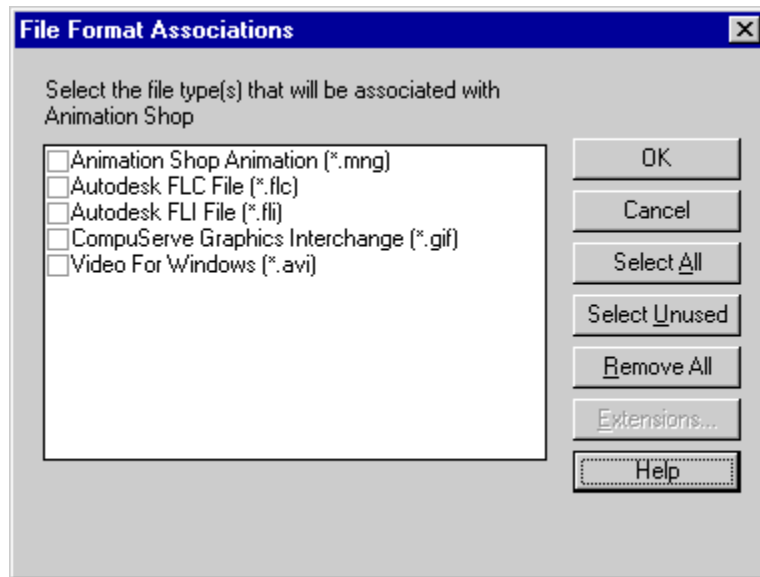
## Current Color Panel - Decimal Values



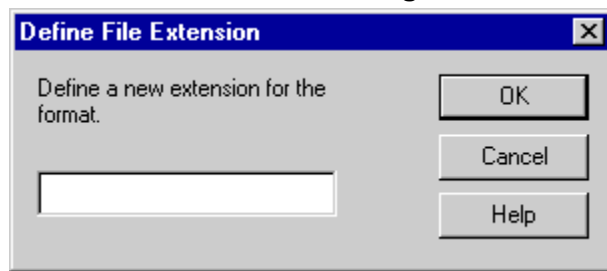
## Current Color Panel - Hexidecimal Values



## File Format Associations Dialog Box



### Define File Extension Dialog Box



The dialog box has a blue title bar with the text "Define File Extension" and a close button (X) on the right. The main area is light gray. On the left, there is a text label "Define a new extension for the format." followed by a white text input field. On the right, there are three buttons: "OK", "Cancel", and "Help", stacked vertically.

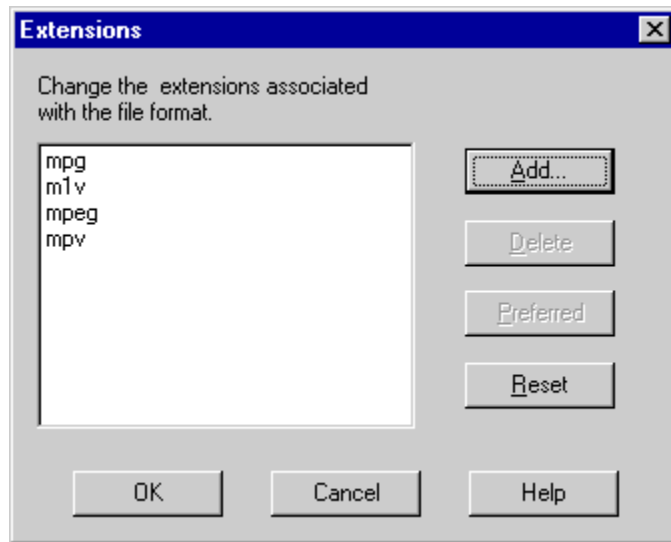
Define a new extension for the format.

OK

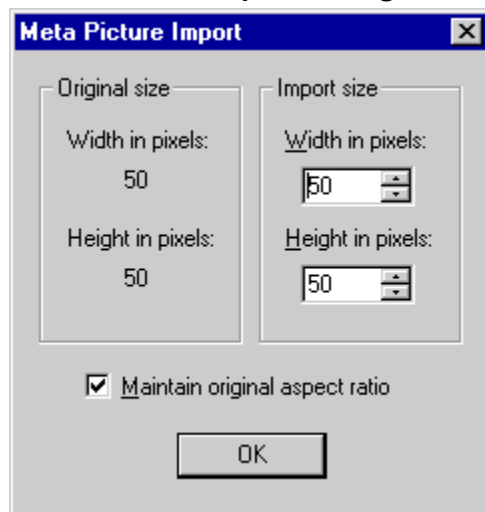
Cancel

Help

## Extensions Dialog Box



### Meta Picture Import Dialog Box



The dialog box is titled "Meta Picture Import" with a close button (X) in the top right corner. It contains two columns of settings. The left column, titled "Original size", shows "Width in pixels:" as 50 and "Height in pixels:" as 50. The right column, titled "Import size", shows "Width in pixels:" and "Height in pixels:" both as 50, with spinners for adjustment. Below these columns is a checked checkbox labeled "Maintain original aspect ratio". At the bottom is an "OK" button.

Original size	Import size
Width in pixels: 50	Width in pixels: 50
Height in pixels: 50	Height in pixels: 50

☒ Maintain original aspect ratio

OK



## Setting Integrated Edit Preferences

Note: The Integrated Edit preferences were removed from A.S. version 2.0.

Set preferences in the [Integrated Edit](#) tab as follows:

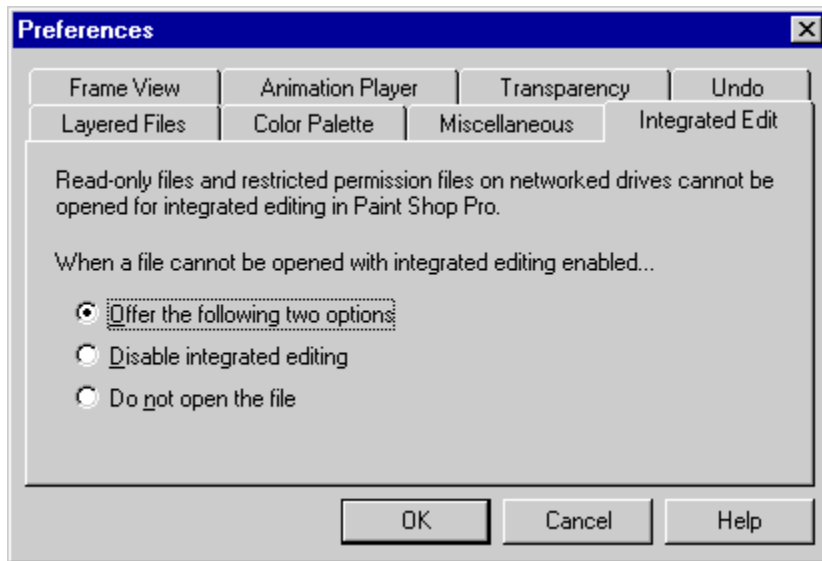
- Choose "Offer the following two options" to have Animation Shop prompt you with a message offering the two options below when you attempt to export frames from a read-only file or restricted permissions file on a networked drive for editing in Paint Shop Pro.
- Choose "Disable integrated editing" to disable Animation Shop's ability to automatically update the exported animation frames you have edited in Paint Shop Pro when the frames are from a read-only file or restricted permissions file on a networked drive.
- Choose "Do not open the file" to disable exported animation frames from being opened in Paint Shop Pro when the frames are from a read-only file or restricted permissions file on a networked drive.

### **RELATED TOPIC**

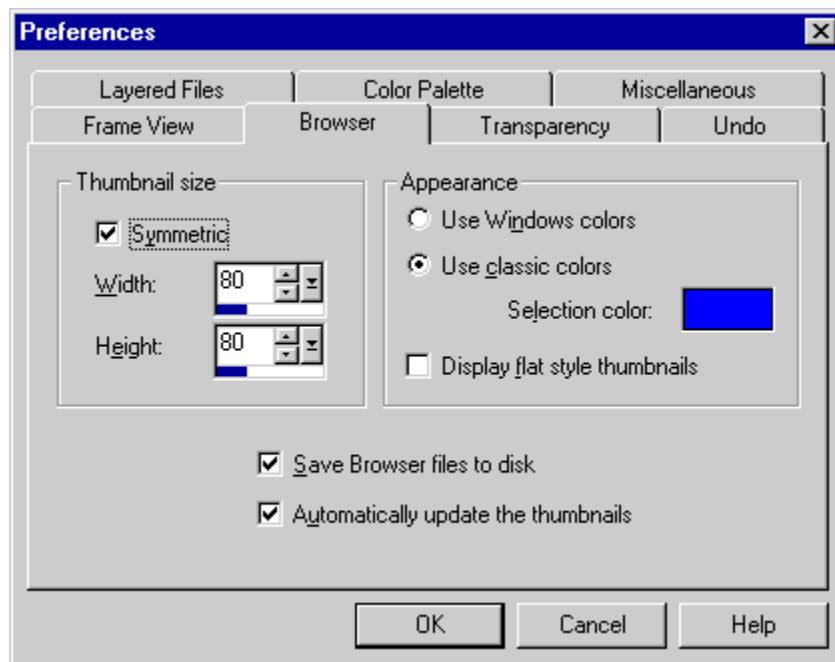


[Export an Animation Shop File to Paint Shop Pro](#)

## Integrated Edit Preferences



## Browser Preferences



## Setting PostScript File Format Preferences

Use the [PostScript file format](#) preferences dialog box as described below.

- Mark the "Prompt for size and options each time a PostScript file is opened" check box to display the "PostScript Renderer" dialog box whenever you open a PostScript file (a .ps or a .eps file) in Animation Shop. Note that if you are using this option, the settings in the "Size and options when not prompting" panel will be ignored.



### Using the PostScript Renderer Dialog Box

- Do not mark the "Prompt for size and options each time a PostScript file is opened" check box if you wish to open PostScript files using the options in the "Size and options when not prompting" panel. These options are described below.
- In the "Resolution" edit box, set a resolution for the image. The default setting is 72 dpi. Valid values range from 1 to 32767.
- In the "Page Size" drop down box, choose a paper size for the image.
- In the "Image Mode" drop down box, choose a color depth for the image. The choices are Monochrome (1-bit), Greyscale (8-bit), and RGB (24-bit).
- Mark the "Landscape" check box if you wish to use the landscape orientation. If you do not mark this check box, the default orientation, Portrait, will be used.
- Mark the "Antialiasing" check box to use this edge smoothing technique.
- If the image has a transparent background, mark the "Render Transparency" check box to retain the transparency. If you do not mark this check box, an image with a transparent background will instead have a white background.

## A Note About Opening and Saving PostScript Files in Animation Shop

Animation Shop can read PostScript files through Level 2 and convert them into raster information. It can convert up to 100 pages (depending on the memory in your computer), antialias the objects, and retain information on transparency. However, if you open a PostScript file in Animation Shop (or Paint Shop Pro) and then save it, the file is not identical to the original because the information has been converted into raster format.

## Using the PostScript Renderer Dialog Box

If you selected the "Prompt for size and options each time a PostScript file is opened" option in the File Format Preferences dialog box, Animation Shop displays the [PostScript Renderer](#) dialog box whenever you open a Postscript file. Use this dialog box as described below.

- In the "Resolution" edit box, set a resolution for the image. The default setting is 72 dpi. Valid values range from 1 to 32767.
- Mark the "Landscape" check box if you wish to use the landscape orientation. If you do not mark this check box, the default orientation, Portrait, will be used.
- In the "Page Size" drop down box, choose a paper size for the image.
- In the "Image Mode" drop down box, choose a color depth for the image. The choices are Monochrome (1-bit), Greyscale (8-bit), and RGB (24-bit).
- Mark the "Enable Antialiasing" check box to use this edge smoothing technique.
- If the image has a transparent background, mark the "Enable Transparency" check box to retain the transparency. If you do not mark this check box, an image with a transparent background will instead have a white background.

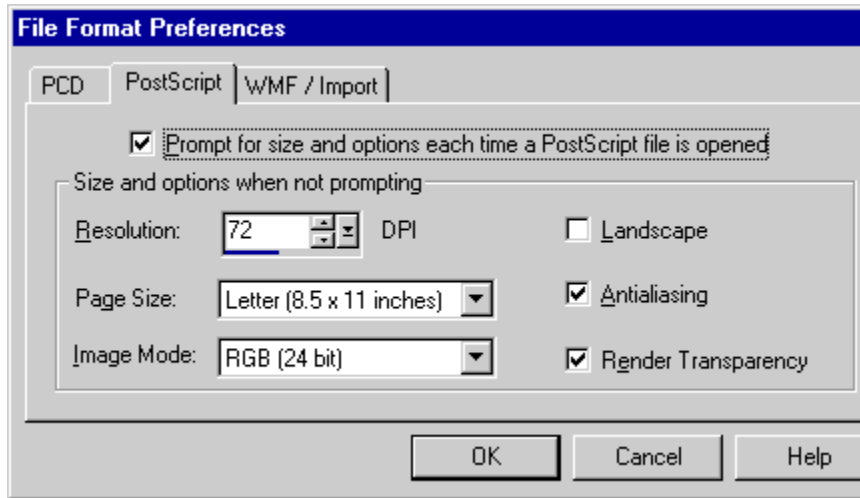
Click OK to close the dialog box and open the image.

### **RELATED TOPIC**



[Setting PostScript File Format Preferences](#)

## PostScript File Format Preferences Dialog Box



The image shows a 'File Format Preferences' dialog box with three tabs: 'PCD', 'PostScript', and 'WMF / Import'. The 'PostScript' tab is selected. Inside the dialog, there is a checked checkbox labeled 'Prompt for size and options each time a PostScript file is opened'. Below this, a group box titled 'Size and options when not prompting' contains several settings: 'Resolution' is set to 72 DPI, 'Page Size' is set to 'Letter (8.5 x 11 inches)', and 'Image Mode' is set to 'RGB (24 bit)'. To the right of these settings are three checkboxes: 'Landscape' (unchecked), 'Antialiasing' (checked), and 'Render Transparency' (checked). At the bottom of the dialog are three buttons: 'OK', 'Cancel', and 'Help'.

**File Format Preferences**

PCD PostScript WMF / Import

☒ Prompt for size and options each time a PostScript file is opened

Size and options when not prompting

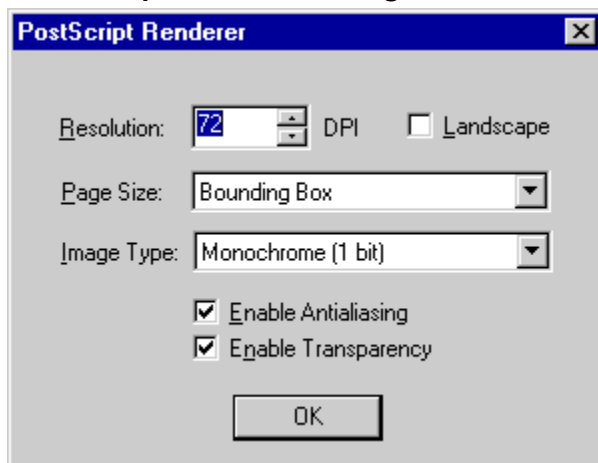
Resolution: 72 DPI ☐ Landscape

Page Size: Letter (8.5 x 11 inches) ☒ Antialiasing

Image Mode: RGB (24 bit) ☒ Render Transparency

OK Cancel Help

### PostScript Renderer dialog box



Glossary  
[glossary here]



## Glossary of Terms

### Additive Colors

Alpha Channel

Aspect Ratio

AVI

Background

Background Layer

Bevel

Bezier Curve

Bitmapped Image

Blend Modes

BMP

Browser

Canvas

Cap

Clone

CODEC

Color Channel

Color Palette

Colorize

Contour

Contrast

Crop

Data rate

Defloat

Defringe

DIB

Diffuse

Dithering

8-bit image

Em

Error Diffusion

15-bit image

Feather

Flip Command

Foreground Color

Frame

### Adjustment Layer

Antialias

Asymmetrical curve

Background Color

Batch Conversion

Bezier Control Points

Bit Depth

Blend

Blur

Brightness

Burn

Canvas size

Channel

CMYK

Color Bleeding

Color Depth

Color Wheel

Compression

Contract Command

Control Palette

Cusp

Decompression

Deformation

Delta Frame

Difference Frame

Digital Camera

DPI

Effect

Emboss

Expand a Selection

4-bit image

Filter

Float Command

FPS

Full Screen Preview

Gamma	Gamma Correction
GIF	Gradient Fill
Greyscale Image	Grid
Grow Command	
Halftone	Handles
Hexadecimal Color System	Highlight
Histogram	Histogram Equalizing
Histogram Stretching	HSL
Hue	Hue Mapping
Image Arithmetic function	Image resolution
Image Palette	Image Window
INDEO	Interlacing
Interpolated Resolution	
Join	JPEG
JPG File Format	
Kerning	Key Frame
Layer	Leading
Lightness	Line Art
Lossless Compression	Lossy Compression
Luminance	
Marquee	Mask
Matting	Metafile Formats
Midtones	Mirroring
Miter Limit	Monitor Gamma
Negative Image	Node
Noise Filter	
1-bit image	Octree Palette
OLE	Opacity
Optical Resolution (scanner)	Optimized Median Cut Palette
Palette	Palette Transparency
Paletted Image	Paper Texture
Path	Photo-CD File Format
Pixel	Pixel Depth
Planar Format	PNG
Posterize	PPI
Preserve Transparency	Primary Additive Colors

## Primary Subtractive Colors

### QuickTime

Raster Image

Replace Color command

Resize

RGB (Red/Green/Blue)

Rotate

RAW File Format

Resample

Resolution

RLE (Run Length Encoding)

16-bit image

Screen Capture

Segment

Shadow

Shear

Smudge

Sub-path

Source Window

Symmetrical Curve

Saturation

Seamless Pattern

Selection

Sharpen

Skew

Solarize

Subtractive Color

Stroke

24-bit image

Threshold level

TIFF

Toggle

Tool Palette

Transparency

Transparent Selection

TWAIN

Tangent

Thumbnail

Title Bar

Tone Balance

Toolbar

Transparent Color

True Color

Undo Buffer

Unsharp Mask

Vector Graphic

Watermark

Workspace

Zoom

**Additive Colors**

Emitted color light. The color used on computer monitors. When the primary additive colors (red, green, and blue) are combined, they produce white. The opposite of additive color is subtractive color.

**Adjustment Layer**

A layer used to apply color corrections to the layers below it.

**Alpha Channel**

A greyscale channel for storing selections and masks that can be reloaded into an image.

**Antialias**

The blending of the pixel colors along the edges to eliminate the stair-stepping look (called "jaggies") of curved and slanted lines. This feature is commonly used with text.

**Asymmetrical Curve**

A vector curve that can have direction handles of differing lengths. This results in a curve that is shaped differently on each side of the node.



**AVI**

Stands for Audio Video Interlaced. The file format for Microsoft Windows digital video and audio. This format is cross platform compatible, allowing AVI video files to be played on other computer platforms.

**Background**

The "canvas" on which you create an image in an image window.

**Background Layer**

The bottom layer in any non-transparent image. It can be promoted to a standard layer.

**Batch Conversion**

A process that converts multiple image files to a single file format.

**Bevel**

A three-dimensional edge on an object.

**Bezier Control Points**

Points on a vector object that determine the shape of bezier curves.

**Bezier Curve**

A smooth curve with anchor points and direction handles at both ends. The Bezier curve can be reshaped by moving the direction handles.

**Blend**

To combine two layers or areas of an image together.



## **Blend Modes**

Methods of combining the pixels from the current layer with the layers under it. The layers are not permanently combined, but this allows you to preview the way they will appear if combined.

**Blur**

Reduces areas of high contrast and softens the appearance of an image.

**BMP**

Stands for Bitmap. A standard Microsoft Windows image format. Supports paletted, 24-bit RGB color, and greyscale images. This format does not support alpha channels, layers or vector data.

**Brightness**

The amount of light in a hue-- how light or dark it is. See also Luminance.

## **Animation Shop Browser**

Windows Explorer-like interface that lets you quickly locate files and preview animations.

**Burn**

A blend mode option that darkens an image. The lightness values of the Blend layer's colors reduce the lightness of the underlying layers.

**Canvas**

The area on which an image or animation frame is displayed.

**Canvas size**

The size of the area within an image window that can be edited.



**Cap**

A shape added to the end points of a line.

**Channel**

Contains all of the pixel information for a single color. A greyscale image has one channel, an RGB image has three channels, and a CMYK image has four channels.

**Clone**

To duplicate a portion of an image.

**CMYK**

Stands for Cyan/Magenta/Yellow/Black. The four standard ink colors used in printing. Because of impurities in inks, cyan, magenta, and yellow produce a muddy brown when combined. Black (K) is often added. See also Subtractive Colors.

**CODEC**

Stands for Compression/Decompression. CODECs are algorithms used in multimedia.

**Color Bleeding**

An effect by which the colors of an image run and become mixed like dyes on wet cloth, causing an image loss at the edges. Error diffusion dithering causes colors to bleed from left to right.

**Color Channel**

See Channel.

**Color Depth**

The number of bits of color information available for each pixel. An 8-bit image can display 256 colors, a 16-bit image can display 65,536 colors, and a 24-bit image can display over 16.7 million colors.



**Color Palette**

Contains the selection of available colors and displays the active foreground and background colors. It appears on the right side of the window when you first start Paint Shop Pro or Animation Shop.

**Color Wheel**

The circular color spectrum located inside the Jasc Color Dialog Box, from which you can pick and create a custom color.

**Colorize**

Coverts an image or selection to a uniform hue and saturation while retaining its lightness. You can use it to create sepia tones (the brown seen in old photographs) and other single-color effects.

**Compression**

The process by which some of an image's data is either stored in patterns or eliminated in order to reduce file size.

**Contour**

Two or more nodes connected by line and/or curve segments.

**Contract Command**

Shrinks a selection by a specific number of pixels while retaining its original shape.

**Contrast**

The difference between the light and dark areas of an image.

**Tool Options Palette**

Contains the options for modifying the image-editing tools, as well as the controls for configuring brushes and access to custom brushes.



**Crop**

To remove part of an image outside a specified boundary.

**Cusp**

A corner on a vector object. The node defines the bend point and angles of the segments on either side.

**Data rate**

The number of bytes per second a device is capable of transferring. For CD-ROMs this is represented in multiples of 100 bytes per second. 1X equals 100 bytes per second, 2X equals 200 bytes per second, etc.

**Decompression**

To reverse the compression software algorithm to return data to its original size and condition. For files compressed with lossy compression, some data will not be restored.

**Defloat**

To merge a floating selection into a layer. After a selection is defloated, editing commands affect the entire image or layer.

**Deformation**

To change an image's appearance by moving data from one area to another. The result is a deformed version of the original image.

**Defringe**

To clean the edges of a selection by removing pixels of the background color.

**Delta Frame**

Animation frame that contains only the pixels different from the preceding Key Frame. Delta Frames reduce the overall size of the video clip to be stored on the output medium.



**DIB**

Stands for Device Independent Bitmap. This is a portable data format that is designed not to be limited to a specific type of display hardware.

## **Difference Frame**

See Delta Frame.

**Diffuse**

To randomly scatter colors to create an Impressionistic effect.

**Digital Camera**

A camera that takes pictures with a CCD (charge-coupled device) and stores them in a memory module or on removable media. The pictures can usually be transmitted to a computer.

**DPI**

Stands for Dots Per Inch. A unit used to measure the resolution of a printer. The more dots per inch, the sharper an image appears.

**8-bit image**

An image containing a maximum of 256 colors.

**Effect**

A graphic function that, when applied to an image or selection, creates a modified version of the image or selection. The differences between the source and the output images varies according to the type of effect being used.

**Em**

A unit of typographical measure equal to the width of the letter "M" in a given typeface.



**Emboss**

An effect that causes the foreground to appear raised from the background by suppressing color and tracing the edges in black.

**Error Diffusion**

A method of color reduction that spreads out the inaccuracies in representing a pixel's color to the surrounding pixels.

**Expand a Selection**

Increases the size of a selection by a specific number of pixels while retaining its original shape.

**15-bit image**

An image containing a maximum of 32,768 colors.

**4-bit image**

An image containing a maximum of 16 colors.

**Feather**

Fades an area on both sides of a selection marquee over a specified number of pixels.

**Filter**

A tool that applies special effects to an image.

**FITS**

Stands for Flexible Image Transport System. This is a file format used by astronomers. It can contain sensitive instrument data in addition to image information.



**Flip Command**

Reverses the selection, layer, or image vertically. What was the top becomes the bottom, and vice-versa.

**Float Command**

Temporarily separates a selection from an image or layer.

**Frame**

A single, complete image in a connected series of images such as an Animation Shop animation, a video recording, or a film recording.

**FPS**

Stands for Frames Per Second. This is the rate at which animations are displayed.

**Full Screen Preview**

Displays the selected image at the center of a black background that occupies the whole screen area.

**Gamma**

The range of color values a monitor, scanner, or printer can display.

**Gamma Correction**

Corrects the brightness levels in an image. On a computer monitor, a small change in brightness at a low brightness level is not equal to the same change at a high level. Gamma correction compensates for the inequality.

**GIF**

Stands for Graphic Interchange Format. This is a file format commonly used on the Internet. It uses lossless compression and creates images in 8-bit color. GIF supports single-color transparency and animation. GIF does not support layers or alpha channels.



**Gradient Fill**

A fill created by a gradual blending of colors together.

**Greyscale Image**

An image that uses up to 256 shades of grey to represent brightness.

**Grid**

An equally spaced series of vertical and horizontal lines to help you align your artwork and arrange image elements symmetrically. The grid spacing can be set at any size.

**Grow Command**

Adds color pixels adjacent to an active selection.

**Halftone**

A collection of black and white dots arranged to simulate the brightness values of greyscale images.

**Handles**

Control points attached to vector nodes that control the shape of line segments on either side of a vector node.

## **Hexidecimal Color System**

Describes color code values by means of different combinations of sixteen numbers and letters (0-9 and A-F) as part of the color palette.

**Highlight**

The lightest part of an image.



## **Histogram Equalizing**

Adjusts the Histogram by distributing the lightness values of the pixels evenly across the spectrum.

**Histogram Stretching**

Adjusts the Histogram by pulling the histogram graph from both ends so that it covers more of the spectrum.

## **HSL (Hue/Saturation/Lightness)**

A method for defining colors in an image.

## **Hue Mapping**

Replacing all the pixels of one hue with another hue.

**Image Arithmetic function**

Combines the color data from two images on a pixel by pixel basis according to an arithmetic function.

**Image resolution**

The number of pixels per unit of area. A display with a finer grid contains more pixels and thus has a higher resolution, capable of reproducing more detail in an image.

**Image Palette**

A collection of available colors in images with 8 bits of color or less. You can change a color in the palette, but not increase the number of colors.

**Image Window**

Active image area in which Paint Shop Pro places an image file when you open it.



**INDEO**

Intel's compression/decompression algorithm for scalable software playback video. Intel licenses Indeo technology to companies such as Microsoft who integrate it into products like Microsoft's Video for Windows. Indeo technology can record 8, 16, or 24-bit sequences and stores the sequence as 24-bit for scalability on high-end PCs.

**Interpolated Resolution**

Most commonly associated with image scanners, this is enhanced resolution, which adds to the data provided by the optical resolution. It analyzes image data such as color and brightness and makes up additional pixels based on that information to reach the selected resolution.

**Join**

Points where lines meet at angles other than 0 degrees or 360 degrees.

**JPEG**

Stands for Joint Photographics Experts Group. A compression technique that supports 24-bit images and can reduce a file's size by as much as 96%. It removes some color information, while retaining the brightness data. At higher compressions it can result in a visible loss of quality. It is best for photographs and for images that contain a variety of tonal values. JPG has been adapted to video, but it provides no frame compression.

**JPG File Format**

An image format commonly used on the web. It uses JPEG lossy compression and creates images up to 24-bit color. It does not support layers, transparency, or alpha channels.

**Kerning**

The distance between characters of text. Measured in units of 1/300th of an em.

**Key Frame**

A baseline frame against which other frames are compared for differences. If the clip has a large amount of motion, better playback will occur with every frame being a Key Frame. If there is very little motion, such as a narrator, a higher number of Delta Frames (intervening frames that are compressed based on differences from the key frames) will give satisfactory playback. In general making every 3rd frame a Key frame is a good choice with the current Indeo algorithm.

**Layer**

A discrete level of an image that can be edited independently from the rest of the image.



**Leading**

The distance between lines of text measured in 1/1000ths of a point. Positive values add leading, while negative values reduce leading.

**Lightness**

One of the components of H/S/L.

**Line Art**

An image composed entirely of lines of one color (no greyscale component).

**Marquee**

The animated, black and white border that surrounds a selection and defines its edges. This is also the name of a text effect in Animation Shop.

**Mask**

A device used to protect and isolate an area of a layer from changes applied to the rest of the layer.

**Matting**

To clean an image border by removing excess pixels included in a selection. When a layer is created by removing it from an image, some of the pixels surrounding the border are included, especially when it has been antialiased or feathered.

**Metafile Formats**

File formats that included several types of data. For example, a typical Windows metafile might contain a bitmap, vector information, and text, with the bitmap constituting the majority of the image, and the vector and text data providing annotation.

**Midtones**

The shades midway between the highlights and shadows.



**Mirroring**

Used to reverse the selection, layer, or image horizontally. What was the left side becomes the right side, and vice-versa.

**Miter Limit**

The miter limit is the maximum allowed ratio of the miter length to the line width. The miter length is the distance from the inside corner of the join to the outside point. If a Miter join exceeds the limit, the join is beveled at the limit point.

**Monitor Gamma**

Manages the amounts of red, blue, and green in an image to ensure that the on-screen and printed image match as closely as possible and that the colors will be consistent from image to image.

**Negative Image**

An image created by reversing the colors of the original. Each color is replaced by the one directly opposite it on the color wheel. The effect is the same as a photograph negative.

**Node**

A control point on a vector object. The type of each node dictates the shape of the line segment on either side of it.

**Noise Filter**

A grainy pattern created by the random re-coloring of pixels.

**1-bit image**

An image containing a maximum of 2 colors.

**Octree Palette**

One of the palette choices that Paint Shop Pro offers to decrease an image's color depth. It is accurate to 8-bits per channel, but it is not as good at weighting color importance as the optimized median cut palette.



**Opacity**

The density of a color or layer. A color or layer with an opacity of 0 is transparent; a color or layer with an opacity of 100 is complete opaque (solid).

**Optical Resolution (scanner)**

The actual physical number of pixels per inch at which a scanner is capable of capturing an image.

### **Optimized Median Cut Palette**

One of the palette choices that Paint Shop Pro offers to decrease an image's color depth. The palette uses occurrence of colors as weighting, and ranks accordingly. It is accurate only to 5-bits per channel.

**Palette**

As in a painter's palette, the different palettes included in Paint Shop Pro offer you the ability to select and mix colors, organize the different layers of paint on the canvas and pick a customized brush for a specific task.

**Palette Transparency**

Specific color in the palette that is assigned a transparent value. This is useful when working with some files formats, such as GIF and PNG

**Paletted Image**

An image with at most 256 colors.

**Paper Texture**

A variety of simulated surfaces to make it look as though you are painting on paper having that texture.

**Path**

One or more contours that form the guiding line for a vector object. It traces from a starting point to either an ending point or a closing point.



**Photo-CD File Format**

File format used by Kodak in digital cameras and Photo-CDs. When you open an image with a PCD file format, Paint Shop Pro may open a dialog box requesting additional information.

**Pixel Depth**

See color depth.

**Planar Format**

Formats that use color planes to determine an image's color. Most raster formats record color information on a pixel-by-pixel basis, but planar formats use color planes, which are sometimes called color channels. Each color plane contains all of the pixel information for a single color.

**PNG**

Stands for Portable Network Graphics. A file format designed for web graphics. It supports 24-bit color with lossless compression, one alpha channel, and alpha transparency.

**Posterize**

To reduce an image's colors or shades of grey to the lightest shade, darkest shade, and a few shades in between.

**PPI**

Stands for Pixels Per Inch. A unit used to measure the resolution of a computer monitor and scanner. The more pixels per inch, the sharper an image appears.

**Preserve Transparency**

A layer option that restricts the editing of a layer to the pixels that already contain data. You can edit this data, but you can not cover any transparent areas.

**Primary Additive Colors**

Red, green, and blue. When these three colors are combined, they produce white.



**Primary Subtractive Colors**

Cyan, magenta, and yellow. When these three colors are combined, they produce black.

**QuickTime**

Apple Computer's video environment. QuickTime video files must be converted to AVI format to run under Microsoft's Video for Windows, however Apple provides a QuickTime viewer for Windows. INDEO video is supported under Apple's Macintosh operating system.

**Raster Image**

See Bitmapped Graphic

**RAW File Format**

A file format that describes the colors in each pixel by means of an 8-bit system in which 255 equals white, and 0 equals black. The format's great flexibility allows you to transfer images between applications, recognizing its channels, CMYK, and RGB values.

**Replace Color command**

Allows you to select a specific color and replace it with any new color of your choice.

**Resample**

To change the resolution of an image. To resample down is to decrease the resolution. To resample up is to increase the resolution.

**Resize**

To change the width and height of an image or layer.

**Resolution**

The level of detail of an image, monitor, or printer. See Image Resolution.



**RGB (Red/Green/Blue)**

See Primary Additive Colors.

**RLE (Run Length Encoding)**

A method for reducing file size by compressing repetitive information. It discards continuous regions of duplicate color to compress most multi-layered image to about 75% of their original sizes.

**Rotate**

To spin a selection, layer, or image in either direction around its center point.

**16-bit image**

An image containing a maximum of 65,536 colors.

**Screen Capture**

A picture of elements on the screen. These pictures can be of an area you draw, of the entire screen, of an active window, of the contents of an active window, or of the controls of a program, such as a toolbar. Screen captures are often used extensively in user documentation as a way to describe a feature, command, or process.

**Seamless Pattern**

A converted selection which, when tiled over an area, will not show a seam. When Paint Shop Pro converts a selection to a seamless pattern, it uses the area surrounding the selection to eliminate the appearance of seams. If the selection is too close to the edge of the image, a message indicating this will appear. When you use this command, a new window is created with the seamless pattern and the original image is not affected.

**Segment**

The line between two vector nodes. This can be a straight line or a curve.

**Selection**

An area or object that has been isolated from the rest of the image and can be edited separately.



**Shadow**

The darkest area of an image.

**Sharpen**

To bring an image into better focus and increase the detail by increasing the contrast of adjacent pixels.

**Shear**

A deformation that controls the offset of a side.

**Skew**

A deformation that tilts an image or selection along its horizontal or vertical axis up to 45° in either direction.

**Smudge**

A retouch mode setting that spreads color from the starting point and picks up new color as it moves. The effect is similar to smearing paint.

**Solarize**

A function that inverts all the colors above a certain luminance value.

**Sub-path**

Several segments of a vector path.

**Subtractive Color**

Absorbs color light. The color used in printing. When the primary subtractive colors (cyan, magenta, and yellow) are combined, they produce black. The opposite of subtractive color is additive color.



**Source Window**

The image from which you can create a mask. It can be any image window open in the workspace.

**Stroke**

An outline placed on text.

**Symmetrical Curve**

A vector curve that has handles of identical lengths on either side of the node.

**24-bit image**

An image containing a maximum of 16,777,216 colors.

**Tangent**

A vector node that blends a curve and a line.

**Threshold level**

The lightness value above which colors are inverted in Adjustment layers, the Glowing Edges effect and the Solarize command. All colors with lightness values above the set level are turned into their inverse (on the 255 scale). At a Threshold level of 1, all colors except black change. As the Threshold level increases, colors must be increasingly lighter to invert themselves.

**Thumbnail**

A small representation of a larger image. Paint Shop Pro provides thumbnails in the browser so that you can preview images without opening the file.

**TIFF**

Stands for Tagged Image File Format. A file format used for scanning, storing, and interchanging color and greyscale images. It does not support layers or animation.



**Title Bar**

Located at the top of every window, this displays the program's name, as well as the control icon, the name of the open file, and the minimize, maximize, restore, and close buttons.

**Toggle**

To switch an item back and forth from one state to another, such as hiding and displaying a palette.

**Tone Balance**

Balances the Highlight, Midtone, and Shadow levels.

**Tool Palette**

Part of the Animation Shop and Paint Shop Pro interface that provides the image-editing tools. When you click a tool button, the Tool Options palette (in Paint Shop Pro) or the Style Bar (in Animation Shop) displays its usage options.

**Toolbar**

Part of the Animation Shop and Paint Shop Pro interface that provides buttons having the same functionality as some of the frequently used menu commands. If a command is unavailable, its button appears greyed-out.

**Transparency**

The degree of visibility assigned to a specific color or selection.

**Transparent Color**

An image palette color that is designated to allow the background to show through. Usually used when working with web formats like GIF and PNG. While working in Paint Shop Pro, the transparent color will remain visible until you choose the View Palette Transparency command.

**Transparent Selection**

A pasted selection that Paint Shop Pro adds to the current image as a selection after deselecting pixels that match the color and tolerance settings in the Transparent Color Select dialog box. Any deselected pixels are transparent.



**True Color**

The common name for 24-bit color. “True” is used because the human eye can distinguish among approximately six million different colors, which is fewer than the number of colors available in a 24-bit color system. 24-bit images use 8 bits for each RGB channel. With 32-bit color depth, another 8 bits are used for an Alpha Channel.

**TWAIN**

An industry-wide compatibility standard for devices such as scanners and digital cameras to communicate with applications like Paint Shop Pro, allowing you to import an image into Paint Shop Pro without leaving the program.

**Undo Buffer**

Storage area for undo information.

**Unsharp Mask**

A filter that sharpens an image by subtracting a blurred copy image from the original.

**Vector Graphic**

An image composed of a set of instructions for drawing objects such as shapes, lines, and text.

**Watermark**

Embedded information in an image. It can include such items as copyright and author information. It is imperceptible to humans, but readable by computers.

**Workspace**

In Paint Shop Pro and Animation Shop, this is the area of the main window where you work with images and the Browser.

**Zoom**

To increase or decrease the magnification of an object or image.



**Hue**

The shade or tint of a color. Also, one of the three components of the HSL color definition.

**Pixel**

A picture element; one of the individual squares that make up a raster image. This is also the smallest element that can be assigned a color.

**Lossless Compression**

A compression method that retains all of the original image data and reduces the file size by storing patterns of pixels in the image.

**Lossy Compression**

A compression method that eliminates data to reduce the file size.

**OLE**

Stands for Object Linking and Embedding. A Windows feature that enables two or more programs to work together and share files. A link is a pointer from a file in one application to a file that may be from a different program. Linking saves space on your hard drive. Embedding allows information from one program to be contained in a file from another program. Embedding lets you keep all parts of a document in a single file even if the parts come from several programs.

**Bit Depth**

See Color Depth

**Dithering**

A process to display colors not available on an output device by intermixing monochrome pixels with color pixels to produce shading and highlighting that appear to the eye as different colors.

**Luminance**

The brightness of a color. A color with a luminance of 100% is white; a color with a luminance of 0% is black.



**Background Color**

The "canvas" color on which you create an image. Also used as a secondary color for the painting and drawing tools. See also foreground color.

**Aspect Ratio**

The ratio of width to height. When an image is displayed on different screens, the aspect ratio must be kept the same to avoid "stretching" in either the vertical or horizontal direction.

**Foreground Color**

The primary color used by the painting and drawing tools. This is displayed in the Active Colors area of Paint Shop Pro and Animation Shop.

**Interlacing**

A method of displaying an image that lets the viewer see a rough, blurry copy of the image as it downloads. The image gradually sharpens as it loads.

**Bitmapped Image**

An image composed of an array of small squares, called pixels, arranged in rows and columns. Each pixel has a specific color value and location.

**Histogram**

A graph of an image's brightness levels. It records the number of pixels at each brightness level.

**Saturation**

The purity of a hue. A hue with a saturation of 100% is vivid; a hue with a saturation of 0% is grey. One of the three components of the HSL mode.

## **Using Effects and Transitions**

[info here]



## Overview

The five items in the Effects menu provide a variety of transitions and effects you can apply to your animations. (These five menu items are also available in the frame context menu.) By inserting and applying these transitions and effects, you can quickly, easily, and automatically create a sequence of dynamic animation frames.

The five menu items allow you to:

- [Insert an image transition](#)
- [Insert an image effect](#)
- [Apply an image effect](#)
- [Insert a text effect](#)
- [Apply a text effect](#)

## Inserting vs. Applying Effects

The task of *inserting* an effect or *applying* an effect are two slightly different tasks. The sections below provide an explanation of what each task does.

### Inserting an Effect

When you choose to *insert* an effect, you select one animation frame as a starting point and, via the Insert Image Effect dialog box, you choose options to modify the starting frame by adding additional frames using the effect you have selected. This function basically copies the source frame a specified number of times and applies the effect to the new frames. You can choose to add the frames either before or after the source frame.

#### AN EXAMPLE USAGE:

A good example use of the Insert Image Effect command would be if you had a frame that depicted a fish tank. If you wished to have the effect of sunlight dappling and water movement, the Underwater effect would be appropriate. In this case, a selected number of frames would be added to the single fish tank frame to create an animation of the fish tank.

### Applying an Effect

When you choose to *apply* an effect, you select one or more animation frames as a starting point and, via the Apply Image Effect dialog box, you choose options to replace the source frame(s) with frames incorporating the effect you have selected. Unlike the Insert Image Transition or Insert Image Effect menu items, no additional frames are added to the animation. You can choose how many frames will be affected as well as how you wish to apply the effect.

#### AN EXAMPLE USAGE:

A good example use of the Apply Text Effect command would be if you had an animation of the earth rotating and you wished to add the text “World Wide Web” and have it scroll through the animation while the earth continues to rotate behind it. The Marquee text effect would be appropriate. In this case, no new frames are added to the animation, but the scrolling text would be applied to each frame.

## Effects vs. Transitions

### Effects

The effects either create additional frames or modify selected frames by using an effect on the frames. The menu items **Effects > Insert Image Effect** and **Effects > Insert Text Effect** will create additional frames; the menu items **Effects > Apply Image Effect** and **Effects > Apply Text Effect** will modify existing frames. Note that these menu items can also be chosen in the frame context menu.

### Transitions

The transitions create additional frames, inserted between the source frame and the next frame, which serve as a transition between the frames. Transitions are created by choosing **Effects > Insert Image Transition**, or by choosing **Insert Image Transition** in the frame context menu.

## Inserting an Image Transition

Image transitions, as the name implies, move you from one image to another using a visual transformation. Transitions are created by rendering and adding frames to an animation. There are many different effects you can create using the various transitions offered by Animation Shop. Some transitions work best between two dissimilar images, and some work best with similar images. Experiment to find the effect that works best for your animation.

Insert an image transition as described below.

1. Open an animation.
2. Select one frame to which you want to apply the transition. This is called the “source” frame.
3. Choose **Effects > Insert Image Transition**, or right-click on the selected frame and choose **Insert Image Transition** from the context menu. The [Insert Image Transition dialog box](#) will appear.
4. Define the transition using the options in the Insert Image Transition dialog box.

 [List of Image Transitions](#)

Tip: Check the “Show Preview” check box to see a transition’s effect.

5. When finished defining the transition, click OK. The transition frames will be added after the source frame.

### **RELATED TOPICS**

 [Using the Insert Image Transition Dialog Box](#)

 [List of Image Transitions](#)

## Inserting an Image Effect

Inserting an image effect provides a way to create additional frames using a visual transformation. There are many different effects you can create using the various options offered by Animation Shop. Experiment to find the effect that works best for your animation.

Insert an image effect as described below.

1. Open an animation.
2. Select a frame to which you want to insert the effect either before or after. This is called the “Start with” or “source” frame. If multiple frames are selected, the effect will be inserted relative to the current frame (indicated by the “current selection” border color defined in the Frames View tab of the General Program Preferences). If no frames are selected, the most recently selected frame will be the source frame.
3. Choose **Effects > Insert Image Effect**, or right-click on the selected frame and choose **Insert Image Effect** from the frame context menu. The [Insert Image Effect](#) dialog box will appear. Define the effect using the options in the Insert Image Effects dialog box.

 [List of Image Effects](#)

Tip: Mark the “Show Preview” check box to see what the effect will look like.

4. When finished defining the effect, click OK. The new frames will be added to the animation.

### RELATED TOPICS

 [Using the Insert Image Effect Dialog Box](#)

 [List of Image Effects](#)

 [Applying an Image Effect](#)

## Applying an Image Effect

Applying an image effect provides a way to replace selected frames with frames using a visual transformation. There are many different effects you can apply using the various options offered by Animation Shop. Experiment to find the effect that works best for your animation.

Apply an image effect as described below.

1. Open an animation.
2. Select a frame or frames (called the “source” frame(s)) to which you want to apply the effect. Choose **Effects > Apply Image Effect**, or right-click on a selected frame and choose **Apply Image Effect** from the frame context menu. The [Apply Image Effect](#) dialog box will appear. Define the effect using the options in the Apply Image Effect dialog box.

 [List of Image Effects](#)

Tip: Mark the “Show Preview” check box to see what the effect will look like.

3. When finished defining the effect, click OK. The selected frame(s) will be replaced with frames containing the effect you applied.

### **RELATED TOPICS**

 [Using the Apply Image Effect Dialog Box](#)

 [List of Image Effects](#)

 [Inserting an Image Effect](#)

## Inserting a Text Effect

Inserting a text effect provides a way to create additional frames that provide an eye-catching textual transformation. There are a variety of text effects you can use. Experiment to find the effect that works best for your animation.

Insert a text effect as described below.

1. Open an animation.
2. Select a frame to which you want to insert the effect after. This is called the “Start with” or “source” frame. If multiple frames are selected, the effect will be inserted relative to the current frame (indicated by the “current selection” border color defined in the Frames View tab of the General Program Preferences). If no frames are selected, the most recently selected frame will be the source frame.
3. Choose **Effects > Insert Text Effect**, or right-click on the selected frame and choose **Insert Text Effect** from the Frame context menu. The [Insert Text Effect](#) dialog box will appear. Define the effect using the options in this dialog box.

 [List of Text Effects](#)

Tip: Mark the “Show Preview” check box to see what the effect will look like.

4. When finished defining the effect, click OK. The new frames will be added to the animation.

### **RELATED TOPICS**

 [Using the Insert Text Effect Dialog Box](#)

 [Applying a Text Effect](#)

## Using the Insert Text Effect Dialog Box

The [Insert Text Effect](#) dialog box is used to define an inserted text effect. Use this dialog box as follows:

- The “Start with” area displays the source frame for the effect. Choose the “Animation Frame” option to start the effect with the current frame. Choose the “Canvas Color” option to start the effect with the canvas color (if the canvas color is transparent, the first frame in the effect will be transparent.). Choose the “Custom Color” option to use a color of your own choice to start the effect. The current color is displayed in the color box below this option. Left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose your custom color.
- The “Effect” area shows what the effect will look like if the “Show Preview” check box, located in the “Define effect” area, is marked.
- The “Text Appearance” area displays the image that text will have when incorporated into the effect. Choose the “Animation Frame” option to apply the frame after the current frame to the text (the text will be a “cutout” of the animation frame). Choose the “Canvas Color” option to apply the opaque canvas color to the text. (\*Note that this option will be disabled if your canvas color is set to transparent.) Choose the “Custom Color” option to apply a color of your own choice to the text. The current color is displayed in the color box below this option. Left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose your custom color—the color you select will appear in the “Text Appearance” box.





In the “Define Text” area:

- Click the Font button and then use the [Add Text dialog box](#) to define the text in the effect. The text you enter in the Add Text dialog box will be displayed in this area.

In the “Define Effect” area:

- Set the “Effect length” slider to the number of seconds it will take to display the effect (this does not include the display time of the “Start with” frame). The range is from 0.1 to 10 seconds, and adjustments can be made in 0.1 second intervals. Note that as you adjust this slider, the message below the “Frames per second” slider will correspondingly update the total frames for the effect.
- Set the “Frames per second” slider to the desired display time for the effect frames. The range is from 1 to 50 in increments of 1. Note that as you adjust this slider, the message below the “Frames per second” slider will correspondingly update the total frames for the effect.
- From the Effect drop down list, choose an effect to use. If the effect can be customized, the Customize button will be active.
- To set custom parameters for the effect, click the Customize button and then use the effect’s customize dialog box.
- To preview what the effect will look like, mark the “Show Preview” check box. The preview will appear in the “Effect” area of the dialog box.

### RELATED TOPICS

-  [Using the Color Palette](#)
-  [Using the Recent Colors Dialog Box](#)
-  [Selecting a Canvas Color](#)
-  [List of Text Effects](#)



## Applying a Text Effect

Applying a text effect provides a way to replace selected frames with frames that provide an eye-catching textual transformation. There are a variety of effects you can apply using the various options offered by Animation Shop. Experiment to find the effect that works best for your animation.

Apply a text effect as described below.

1. Open an animation.
2. Select a frame or frames (called the “source” frame(s)) to which you want to apply the effect. Choose **Effects > Apply Text Effect**, or right-click on a selected frame and choose **Apply Text Effect** from the frame context menu. The [Apply Text Effect](#) dialog box will appear. Define the effect using the options in the Apply Text Effect dialog box.

 [List of Text Effects](#)

Tip: Mark the “Show Preview” check box to see what the effect will look like.

3. When finished defining the effect, click OK. The selected frame(s) will be replaced with frames containing the effect you applied.

### **RELATED TOPICS**

 [Using the Apply Text Effect Dialog Box](#)

 [List of Text Effects](#)

 [Inserting a Text Effect](#)

## Using the Apply Text Effect Dialog Box

The [Apply Text Effect](#) dialog box is used to define a text effect that will be applied to selected frames. The “Source” area of the dialog box displays the frame(s) you have selected. Use this dialog box as follows:

In the “Text Appearance” area:

- This area displays the image that text will have when incorporated into the effect. Choose the “Animation Frame” option to apply the last selected frame to the text (the text will be a “cutout” of the animation frame). Choose the “Canvas Color” option to apply the opaque canvas color to the text. (\*Note that this option will be disabled if your canvas color is set to transparent.) Choose the “Custom Color” option to apply a color of your own choice to the text. The current color is displayed in the color box below this option. Left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose your custom color—the color you select will appear in the “Text Appearance” box.

In the “Apply effect by” area:

- Choose the “Frame index” option to apply the effect in an increasing intensity relative to the frame’s position (its “index” value) in the effect. ► [An illustrated example](#).
- Choose the “Elapsed time” option to apply the effect in an increasing intensity relative to the sum of the delay times of all frames in the effect, including the current frame. ► [An illustrated example](#).

In the “Define text” area:

- Click the Font button and then use the [Add Text dialog box](#) to define the text in the effect. The text you enter in the Add Text dialog box will be displayed in this area.

In the “Define effect” area:

- From the Effect drop down list, choose an effect to use. If the effect can be customized, the Customize button will be active.
- To set custom parameters for the effect, click the Customize button and then use the effect’s customize dialog box.
- To preview what the effect will look like, mark the “Show Preview” check box. The preview will appear in the “Effect” area of the dialog box.

### RELATED TOPICS



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)



[Selecting a Canvas Color](#)



[List of Text Effects](#)

## Using the Insert Image Transition Dialog Box

The [Insert Image Transition](#) dialog box is used to define an image transition. Select an animation frame and then use this dialog box as follows:

- The “Start with” area displays the source (first) image of the transition. Choose “Animation Frame” to use a selected frame in the current animation. Choose “Canvas Color” to use the canvas color as the starting image. Choose the “Custom Color” option to use a color of your own choice to start the transition. The current color is displayed in the color box below this option. Left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose your custom color.
- The “Transition” area displays a preview of the transition if the “Show Preview” check box, located toward the bottom of the dialog box, is marked.
- The “End with” area displays the ending image of the transition. Choose “Animation Frame” to use the next frame as the ending frame. Choose “Canvas Color” to use the canvas color as the ending image. Choose the “Custom Color” option to use a color of your own choice to end the transition. The current color is displayed in the color box below this option. Left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose your custom color.

Use the options in the Define Transition area as described below.

- Set the “Transition Length” slider to the number of seconds it will take to display the transition. Note that as you adjust this value the message below the “Frames per second” will correspondingly display the number of frames the transition will contain.
- Set the “Frames per second” slider to the number of frames to display in each second. Note that as you adjust this value the message below the “Frames per second” will correspondingly display the number of frames the transition will contain.
- From the Transition drop down list, choose a transition to use. If the transition can be customized, the Customize button will be active.
- To set custom parameters for the transition, click the Customize button and then use the transition’s customize dialog box.
- To preview what the transition will look like, mark the “Show Preview” check box. The preview will appear in the “Transition” area of the dialog box.

### RELATED TOPICS



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)



[List of Image Transitions](#)

## List of Image Transitions

Choose a transition from the list below for a popup description or for details on using the transition's Customize dialog box. (**Note:** "N/A" denotes a transition that does not have a Customize dialog box.).

Transition Description	Using the Transition's Customize Dialog Box
<a href="#">Blinds</a>	<a href="#">Blinds</a>
<a href="#">Checker Wipe</a>	<a href="#">Checker Wipe</a>
<a href="#">Clock Wipe</a>	<a href="#">Clock Wipe</a>
<a href="#">Curtains</a>	<a href="#">Curtains</a>
<a href="#">Dissolve</a>	N/A
<a href="#">Double Split</a>	N/A
<a href="#">Fade</a>	N/A
<a href="#">Hue Wipe</a>	<a href="#">Hue Wipe</a>
<a href="#">Iris Wipe</a>	<a href="#">Iris Wipe</a>
<a href="#">Luminance Wipe</a>	<a href="#">Luminance Wipe</a>
<a href="#">Morph</a>	<a href="#">Morph</a>
<a href="#">Mosaic</a>	<a href="#">Mosaic</a>
<a href="#">Page Turn</a>	<a href="#">Page Turn</a>
<a href="#">Pinwheel</a>	<a href="#">Pinwheel</a>
<a href="#">Saturation Wipe</a>	<a href="#">Saturation Wipe</a>
<a href="#">Slash Wipe</a>	<a href="#">Slash Wipe</a>
<a href="#">Slat Spin</a>	N/A
<a href="#">Slats</a>	<a href="#">Slats</a>
<a href="#">Sliding Boxes</a>	<a href="#">Sliding Boxes</a>
<a href="#">Spin</a>	<a href="#">Spin</a>
<a href="#">Split</a>	<a href="#">Split</a>
<a href="#">Star Wipe</a>	<a href="#">Star Wipe</a>
<a href="#">Twist</a>	<a href="#">Twist</a>
<a href="#">Wedge Wipe</a>	N/A
<a href="#">Wipe</a>	<a href="#">Wipe</a>
<a href="#">Zoom</a>	<a href="#">Zoom</a>

**Blinds**

The Blinds transition will change the source frame into the subsequent frame as if it is being swept or wiped across multiple rows or columns simultaneously. This transition works best between two dissimilar frames.

The Blinds transition is customizable.

**Checker Wipe**

The Checker Wipe transition wipes the source frame into the subsequent frame by using a checkerboard pattern. This transition works best between two dissimilar frames.

The Checker Wipe transition is customizable.

**Clock Wipe**

The Clock transition sweeps the image of the second frame radially over the source frame much like the hand of a clock sweeping around the dial.

The Clock Wipe transition is customizable.

## **Curtains**

The Curtains transition splits the source frame and slides the halves off the screen as if curtains were opening or closing, revealing the subsequent frame.

The Curtains transition is customizable.



**Dissolve**

The Dissolve transition replaces pixels in the source frame with pixels from the subsequent frame until the subsequent frame is completely in place. This is a good transition between frames containing images, but less than ideal for a transition between solid and transparent frames.

You cannot customize the Dissolve transition.

**Double Split**

The Double-Split transition slides quarters of the source frame off the frame diagonally, revealing the subsequent frame.

You cannot customize the Double-Split transition.

**Fade**

The Fade transition smoothly blends the colors of the source frame pixels to the colors of the subsequent frame's pixels until the second frame is completely visible. This is a good transition between two frames with images, but less than ideal for transitions between solid and transparent frames. It tends to produce larger file sizes because of the large number of colors required.

You cannot customize the Fade transition.

## **Hue Wipe**

The Hue Wipe transition wipes between frames based on the hue of the input frame's pixels. This is a good transition between two dissimilar frames. Note also that the Hue Wipe transition takes transparent pixels into consideration since they also have an associated hue value.

The Hue Wipe transition is customizable.

**Iris Wipe**

The Iris Wipe transition wipes between frames by using a polygon shape with a user-defined number of vertices. This is a good transition between two dissimilar frames.

The Iris Wipe transition is customizable.

## **Luminance Wipe**

The Luminance Wipe transition wipes between frames based on the luminance of the input frame's pixels. This is a good transition between two dissimilar frames. Note also that the Luminance Wipe transition takes transparent pixels into consideration since they also have an associated hue value. The Luminance Wipe transition is customizable.

**Mosaic**

The Mosaic transition replaces tiled sections of the source frame with the subsequent frame in a random pattern. This is a good transition between two similar frames.

The Mosaic transition is customizable.

**Page Turn**

The Page Turn transition automatically creates and inserts frames between two existing frames in the style of a page turning from the first frame to the last.

The Page Turn transition is customizable.



**Pinwheel**

The Pinwheel transition wipes between frames in the manner of a pinwheel. It is somewhat similar to the Clock Wipe transition, except that the wipe is occurring from multiple spots at the same time. This is a good transition between two dissimilar frames.

The Pinwheel transition is customizable.

**Saturation Wipe**

The Saturation Wipe transition wipes between frames based on the saturation of the input frame's pixels. This is a good transition between two dissimilar frames. Note also that the Saturation Wipe transition takes transparent pixels into consideration since they also have an associated hue value. The Saturation Wipe transition is customizable.

**Slash Wipe**

The Slash Wipe transition wipes between frames by dividing the end frame into diagonal sections, then sliding in those sections at random times and speeds. This transition works well between similar or dissimilar frames.

The Slash Wipe transition is customizable.

**Slat Spin**

The Slat Spin transition changes between frames by dividing the starting and ending frames into horizontal strips and rotating these strips on their respective y-axis, revealing the end frame strips on the back side of the start frame strips. This transition works well between similar or dissimilar frames. You cannot customize the Slat Spin transition.

**Slats**

The Slats transition changes the source frame into the subsequent frame as if slats were being opened to reveal the frame underneath. This transition is like a rotating version of the Slats transition. This transition works best between two dissimilar frames.

The Slats transition is customizable.

## **Sliding Boxes**

The Sliding Boxes transition changes between frames by sliding rectangular sections of the end frame over the starting frame, eventually assembling the end frame and completely covering the starting frame. This transition works well between similar or dissimilar frames.

The Sliding Boxes transition is customizable.

## **Spin**

The Spin transition twists the source frame as if on a central axis, flipping it over and revealing the subsequent frame as if it were on the backside of the source frame. This transition works well between similar or dissimilar frames.

The Spin transition is customizable.

**Split**

The Split transition slides sections of one frame onto or off another. This transition works well between similar or dissimilar frames.

The Split transition is customizable.



**Star Wipe**

The Star Wipe transition wipes between frames by using a symmetrical star shape. This transition works well between similar or dissimilar frames.

The Star Wipe transition is customizable.

**Twist**

The Twist transition switches between frames by appearing to twist the source frame over, revealing the subsequent frame on the back of the source frame. This transition works well between similar or dissimilar frames.

The Twist transition is customizable.

**Wedge Wipe**

The Wedge Wipe transition wipes between frames by using a wedge shape. This transition is somewhat similar to the Clock Wipe transition except that changes occur from two spots simultaneously. This transition works well between similar or dissimilar frames.

You cannot customize the Wedge Wipe transition.

**Wipe**

The Wipe transition slides one frame onto or off another. This transition is somewhat similar to the Clock Wipe transition except that changes occur from two spots simultaneously. This transition works best between two dissimilar frames.

The Wipe transition is customizable.

**Zoom**

The Zoom transition changes one frame to another by zooming in or out with the subsequent frame. This transition works well between similar or dissimilar frames.

The Zoom transition is customizable.

## Using the Blinds Transition Dialog Box

The [Blinds Transition](#) customization dialog box allows you to set the following options:

- In the “Number” edit box, set the number of blinds that will wipe across the screen.
- Choose either the Horizontal or Vertical option to set the blinds orientation.

## Using the Checker Wipe Dialog Box

The [Checker Wipe](#) customization dialog box allows you to set the following options:

- In the “Horizontal checkers” edit box, set the number of cells that will appear horizontally. You must set at least 2 cells.
- In the “Vertical checkers” edit box, set the number of cells that will appear vertically. You must set at least 2 cells.

## Using the Clock Wipe Dialog Box

The [Clock Wipe](#) customization dialog box allows you to set the following option:

- In the Clock Motion area, choose either the “Clockwise” or the “Counter-clockwise” option to set which direction the clock hand will sweep.



## Using the Curtains Dialog Box

The [Curtains](#) customization dialog box allows you to set the following options:

- In the Curtains Direction area, choose either the “Horizontal” or the “Vertical” option to set the direction the curtains will move across the frames.
- In the Curtains Action area, choose to open or close the curtains by choosing either the “Opening” or the “Closing” option.

## Using the Hue Wipe Dialog Box

The [Hue Wipe](#) customization dialog box allows you to set the following options:

- In the Hue area, set the “Starting hue” edit box to the desired value. Valid hue values are from 0 to 255. As you adjust the value, the slider below the color band will move to the corresponding color. The Hue value you choose will be the hue that is wiped first.
- In the Control area, choose which frame’s pixels will control the wipe by selecting either the “First frame only”, the “End frame only”, or the “Both frames” option.

## Using the Iris Wipe Dialog Box

The [Iris Wipe](#) customization dialog box allows you to set the following options:

- Set the “Number of vertices” edit box to the desired value. Valid values range from 3 to 100.
- Set the “Initial rotation” edit box to the desired starting rotation angle. Valid values range from 0 to 360.
- Set the “Rotation speed” edit box to the desired polygon rotation speed. This controls how fast the polygon rotates as the transition progresses. Valid values range from –360 degrees to 360 degrees.

## Using the Luminance Wipe Dialog Box

The [Luminance Wipe](#) customization dialog box allows you to set the following options:

- In the Order area, choose either the “Wipe brightest first” or the “Wipe darkest first” option to set which pixels will be wiped first.
- In the Control area, choose which frame’s pixels will control the wipe by selecting either the “First frame only”, the “End frame only”, or the “Both frames” option.

## Using the Morph Transition Dialog Box

The [Morph Transition](#) customization dialog box allows you to set a number of parameters that will affect the smoothness of the transition. Use this dialog box as described below.

### THE THREE IMAGE PANES

- The **larger image pane**, used to perform more precise control point editing, contains the frame specified by the current button selected below this pane. Choose the Start button to display the starting frame. Choose the Morphed button to display the middle transition frame. Choose the End button to display the ending frame.
- Depending on which button is selected below the larger image pane, the **upper right pane** will contain either the End frame (if the Start button is selected), or the Start frame (if the End or Morphed button is selected).
- The **lower right pane** contains a sample transition frame, the look of which is determined by the current Fade and Warp edit controls, as well as edits made to the control points. If the “Autoproof” checkbox is marked, the contents of this image pane will be updated whenever you adjust a control point, or change the setting of the Fade or Warp edit controls. If the “Autoproof” checkbox is not marked, you must click the Render button to update this pane’s contents.

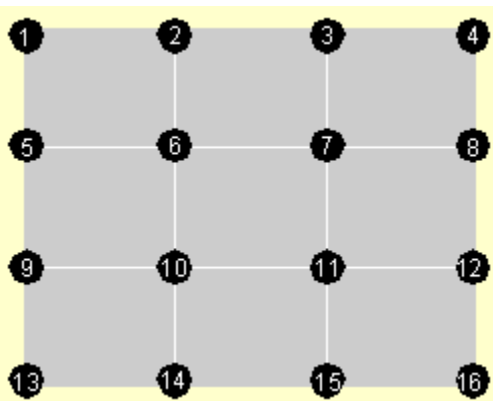
### THE START, MORPHED, AND END BUTTONS

These buttons control which image appears in the larger image pane.

- Choose Start to place the current frame in the larger image pane.
- Choose Morphed to place the middle transition frame in the larger image pane.
- Choose End to place the last frame in the larger image pane.

### EDITING THE CONTROL POINTS

The main purpose of the Morph Transition customization dialog box is to allow you to edit the control points on your starting and ending images. By default, there are 16 control points you can edit as shown below.



The control points are located at the intersections of the guide lines that are superimposed over the starting and ending images. To move a control point, simply move the cursor over an intersection (a dot will appear below the cursor), and drag the point to the desired position.

Ø **Note:** Using the numbered point positions in the graphic above, be aware that control points 1, 4, 13, and 16 cannot be moved, and that control points 2, 3, 5, 8, 9, 12, 14, and 15 can only be moved along their respective edge.

---

The idea is to place control points over matching areas of the two images, or surround matching image areas on both the starting and ending images with control points. For example, if your starting and

ending images are close-ups of faces, you can place multiple control points around the eye area on both images, thus creating a smoother morphing of the eyes during the transition. Be aware that you can move control points on both the image in the larger pane as well as the image in the smaller pane. Also, note that as you move a control point in one image pane, the corresponding control point will be highlighted in the other image pane. This helps you match control points from one image to the other.

#### **FADE AND WARP EDIT CONTROLS**

These numeric edit controls allow you to set the percentage of fading and the percentage of warping (distortion) between the start frame and end frame. You can use these two controls as a way to visually verify that the control point editing you've done has accurately lined up the finer features of the two images you are morphing.

Ø **Note:** *The Fade and Warp edit controls are for preview purposes only. Their settings have no effect on the rendered transition as it appears in the animation.*

---

#### **INCREASE POINTS BUTTON**

The Increase Points button is used to multiply the current number of control points by 4. For example, if there are currently 16 control points (the default), clicking Increase Points will create a total of 64 control points on both the image in the larger pane and the image in the upper right pane. Note that more control points result in smoother and more precise morph transitions, but they also result in longer rendering times.

#### **DECREASE POINTS BUTTON**

The Decrease Points button is used to reduce by a factor of 4 the number of control points. The minimum number of control points is 16, the default. For example, if you currently have 64 control points, pressing Decrease Points will reduce that number to 16.

#### **FADE EDIT CONTROL**

This sets the percentage in which the transition frames will fade between the start and end frames. Valid values range from 0 to 100.

#### **WARP EDIT CONTROL**

This sets the percentage in which the transition frames will be distorted between the start and end frames. Values range from 0 (no distortion) to 100 (maximum distortion).

#### **LINK FADE & WARP CHECKBOX**

When this checkbox is marked, the two edit controls are modified in tandem. To modify the two edit controls independently, do not mark this checkbox.

#### **AUTOPROOF CHECKBOX**

When this checkbox is marked, the bottom right image pane will automatically update to display the middle transition frame when control points are edited. (Note also that the Render button will be grayed out.) When this checkbox is not marked, you must click the Render button to update the bottom right image pane.

#### **RESET BUTTON**

The Reset button is used to reset the control point grid to the default 4x4, evenly spaced grid.

#### **RENDER BUTTON**

The Render button, which is only active when the "Autoproof" checkbox is not marked, is used to update the bottom right image pane when you are editing control points.

#### ***NOTES ON CREATING SMOOTHER MORPH TRANSITIONS***

- As necessary, resize one of the two similar images you wish to morph to each frame is exactly the same size. For example, if you want to create a Morph transition of two faces, and the image of one face is 200 x 300, and the image of the other face is 300 x 400, open both images in Animation Shop as separate 1-frame animations, and then resize one or the other frames to both have the exact same dimensions. You can then add an empty frame in one of the animations, add the frame of the second face, and then morph the two frames.
- You may also need to reposition (via the Mover tool) one or both images you wish to morph so that both images are in the same general position in their respective frames. This can create much smoother morphing since there is less pixel movement required as one frame transitions into the next.
- It helps to use two images with similar backgrounds colors. If necessary, adjust the background of one of the images to closely match the other as much as possible.

## Using the Mosaic Dialog Box

The [Mosaic](#) customization dialog box allows you to set the following options:

- Set the “Horizontal tiles” edit box to the desired number of tiles in the horizontal direction.
- Set the “Vertical tiles” edit box to the desired number of tiles in the vertical direction.

For example, if you set both values to 4, a total of 16 tiles (4 rows of 4) from the End With frame will replace the tiles from the Start With (source) frame in a random pattern.



## Using the Page Turn Dialog Box

The [Page Turn](#) customization dialog box allows you to set the following options:

- The radio buttons in the “Start Corner” panel give you the option to start the page turn from any of the frame’s four corners.
- The “Curl radius” edit box lets you select the degree of the curl. To reach a value, you can use the slider, arrows, or directly enter a number from 10 to 200 in the edit box.

## Using the Pinwheel Dialog Box

The [Pinwheel Wipe](#) customization dialog box allows you to set the following options:

- In the Number of Petals area, set the edit box to the desired number of spots from which the wipe will occur. Valid values range from 3 to 48.
- In the Motion area, choose either the “Clockwise” or the “Counter-clockwise” option to set the rotational direction for the wipe.

## Using the Saturation Wipe Dialog Box

The [Saturation Wipe](#) customization dialog box allows you to set the following options:

- In the Order area, choose the “Wipe color first” option to wipe the most color saturated pixels first. Choose the “Wipe grey first” option to wipe the least color saturated pixels first.
- In the Control area, choose which frame’s pixels will control the wipe by selecting either the “First frame only”, the “End frame only”, or the “Both frames” option.

## Using the Slash Wipe Dialog Box

The [Slash Wipe](#) customization dialog box allows you to set the following option:

- Set the “Number of slashes” edit box to the desired number of diagonal sections to which the End With frame will be wiped onto the Start With frame. The minimum number of sections is 2.

## Using the Slat Dialog Box

The [Slat](#) customization dialog box allows you to set the following options:

- Set the Number of Slat edit box to the desired number of slats to which the Start With frame will be divided into.
- In the Slat Orientation area, choose either the “Horizontal” or the “Vertical” option to set what type of slats to use.
- In the Slat Movement area, if you chose Horizontal orientation, choose either the “Top to bottom” or the “Bottom to top” option to set the direction the slats will move the Start With frame off the End With frame. If you chose Vertical orientation, choose either the “Left to right” or the “Right to left” option to set the direction the slats will move the Start With frame off the End With frame.

## Using the Sliding Boxes Dialog Box

The [Sliding Boxes](#) customization dialog box allows you to set the following options:

- In the Boxes area, set the “Number of boxes” edit box to the number of strips to divide the End With frame into. In the “Box spacing” edit box. Set the “Box spacing” edit box to the pixel space between the sliding strips.
- In the Slide Direction area, choose either the “Left to right”, the “Right to left”, the “Top to bottom”, or the “Bottom to top” option to set the direction the boxes will slide off the frames.
- In the Transparency area, mark the “Preserve transparency” check box if you wish the End With frame’s transparency information preserved as it passes over the Start With frame.

## Using the Spin Dialog Box

The [Spin](#) customization dialog box allows you to set the following options:

- In the Direction area, choose either the “Horizontal” or the “Vertical” option to set the spin direction.
- In the Fill Unused Pixels With area, choose the “Canvas color” option to fill unused transition pixels with the canvas color. Choose the “Custom color” option to define your own color to fill unused pixels. The current color is displayed in the color box next to this option. Left-click inside this box to display the Color dialog box; right-click inside this box to display the Recent Colors dialog box. You can then choose the custom color to use.

### **RELATED TOPICS**



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)

## Using the Split Dialog Box

The [Split](#) customization dialog box allows you to set the following options:

- Set the “Number of splits” edit box to the desired number of sections you slide. Valid values range from 2 to the pixel height (if you choose Horizontal) or the pixel width (if you choose Vertical).
- In the Split Orientation area, choose either the “Horizontal” or the “Vertical” option to set which direction the sections will slide.
- In the Split Movement area, mark the “Slide first frame” check box to slide off sections of the Start With frame to reveal the End With frame. Mark the “Slide last frame” check box to slide sections of the End With frame on top of the Start With frame. If you want sections of the Start With frame to slide off and sections of the End With frame to slide on, mark both check boxes.



## Using the Noise Dialog Box

The [Add Noise](#) customization dialog box allows you to set the following options:

- Set the “Noise Intensity” slider to adjust the the number or frequency of dots making up the “static rain”.
- Set the “Noise Opacity” slider to adjust the darkness of the dots making up the noise. You can also select the “Random Opacity” check box to use an uneven opacity made up by random levels.
- Select the appropriate radio button in the “Noise Color” group to decide whether the dots will be gray or made up from a random combination of colors.

## Using the TV Scanlines Dialog Box

The [TV Scanlines](#) customization dialog box allows you to set the following options:

- Set the “Scanline Interval” slider to adjust the distance between the scanlines. A high number will result in fewer lines added to the effect.
- Set the “Scanline Width” slider to adjust thickness of the lines added to the effect.
- Set the “Scanline Intensity” slider to adjust the darkness of the scan lines.

## Using the Star Wipe Dialog Box

The [Star Wipe](#) customization dialog box allows you to set the following options:

- In the Star Shape area, set the “Number of points” edit box to the desired number of vertices for the star. Valid values range from 3 to 100. Set the “Inner radius” edit box to define the sharpness of the vertices. Valid values range from 1 to 99.
- In the Star Rotation area, set the “Initial rotation” edit box to the desired initial rotation of the star. Valid values range from 0 to 360 degrees. Set the “Rotation speed” edit box to define the rotational speed of the star during the transition. Valid values range from +/- 360 degrees.

## Using the Twist Dialog Box

The [Twist](#) dialog box allows you to set the following options:

- In the Direction area, choose either the “Horizontal” or the “Vertical” option to set the twist direction.
- In the Fill Unused Pixels With area, choose the “Canvas color” option to fill unused transition pixels with the canvas color. Choose the “Custom color” option to define your own color to fill unused pixels. The current color is displayed in the color box next to this option. Left-click inside this box to display the Color dialog box; right-click inside this box to display the Recent Colors dialog box. You can then choose the custom color to use.

### **RELATED TOPICS**



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)

## Using the Wipe Dialog Box

The [Wipe](#) customization dialog box allows you to set the following options:

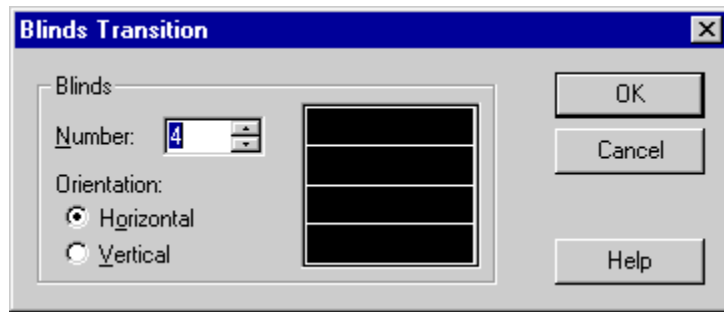
- In the Wipe Movement area, mark the “Slide first frame” check box to wipe the Start With frame to reveal the End With frame. Mark the “Slide last frame” check box to wipe the End With frame on top of the Start With frame. If you want the Start With frame to wipe off and the End With frame to wipe on, mark both check boxes.
- In the Wipe Direction area, choose either the “Horizontal” option or the “Vertical” option to set the wipe orientation, then choose either the “Left to right” or the “Right to left” option to set the wipe direction.
- In the Transparency area, mark this check box if you wish the End With frame’s transparency information preserved as it passes over the Start With frame.

## Using the Zoom Dialog Box

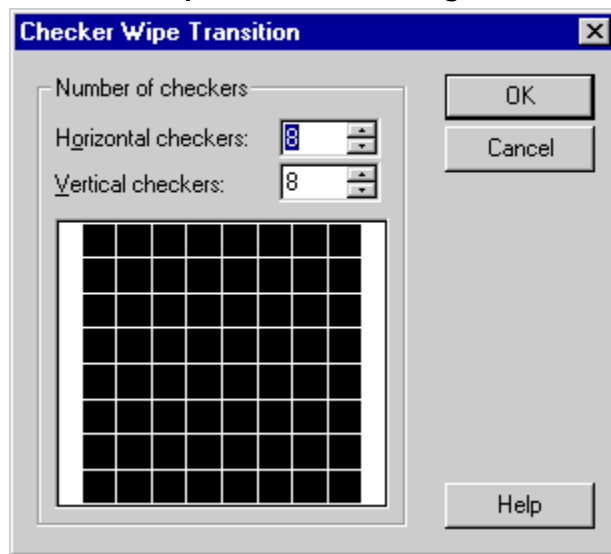
The [Zoom](#) customization dialog box allows you to set the following options:

- In the Zoom Direction area, choose either the “Zoom in” or the “Zoom out” option to set the type of zoom. “Zoom in” makes the End With frame appear to be getting larger on top of the Start With frame. “Zoom out” makes the Start With frame appear to be zooming away to reveal the End With frame.
- In the Transparency area, mark “Preserve top frame transparency” check box if you wish the top frame’s transparency information preserved as it passes over the bottom frame.
- In the Zoom Scaling area, mark the “Scaled” check box to set the zoom to be of the entire frame. Leaving this unchecked sets the zoom to gradually reveal the frame.

### Blinds Transition dialog box

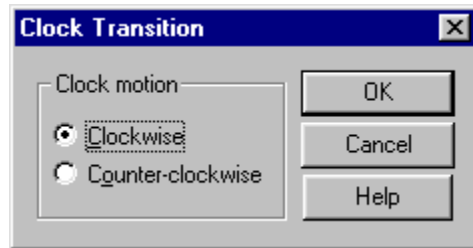


### Checker Wipe Transition dialog box

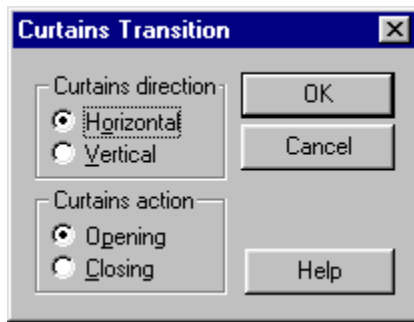




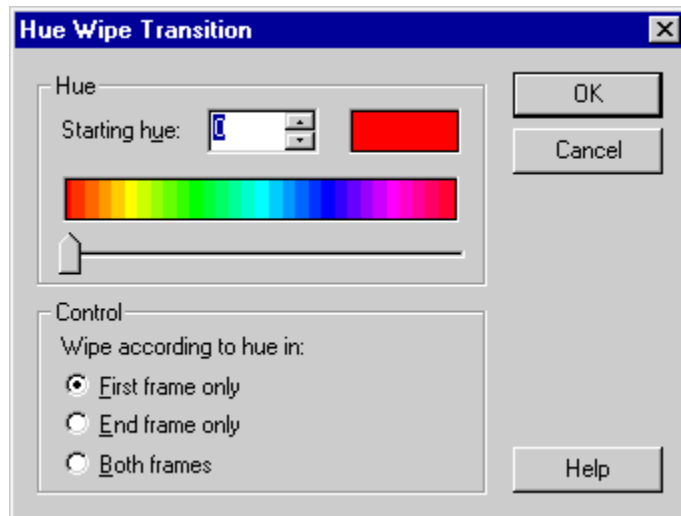
**Clock Wipe Transition dialog box**



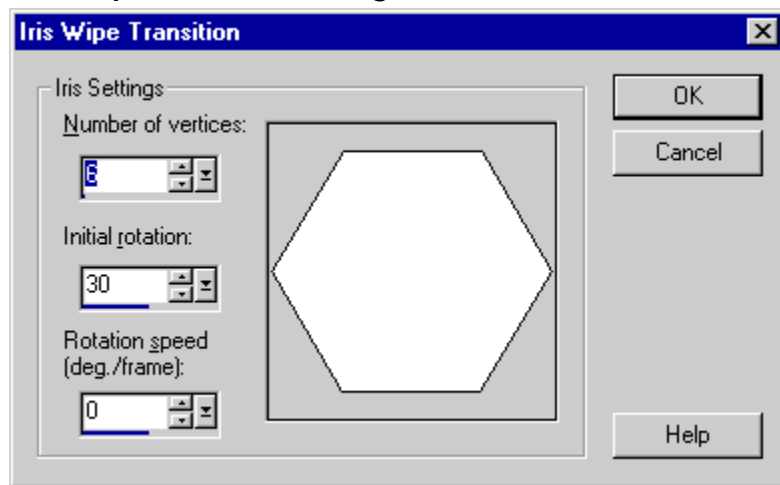
### Curtains Transition dialog box



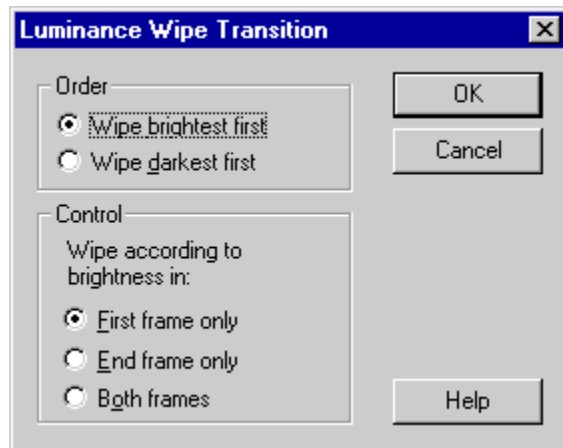
### Hue Wipe Transition dialog box



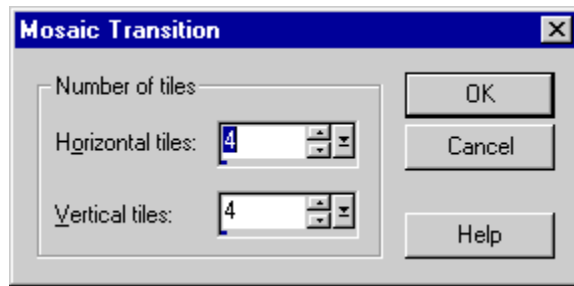
### Iris Wipe Transition dialog box



### Luminance Wipe Transition dialog box



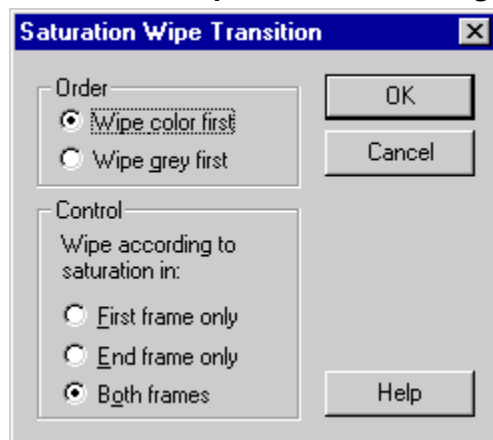
### Mosaic Transition dialog box



### Pinwheel Wipe Transition dialog box

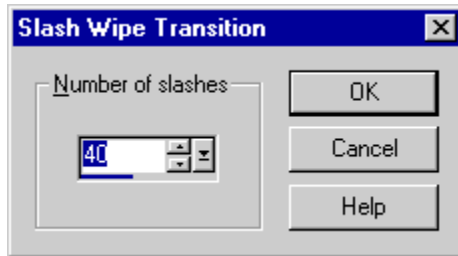


### Saturation Wipe Transition dialog box

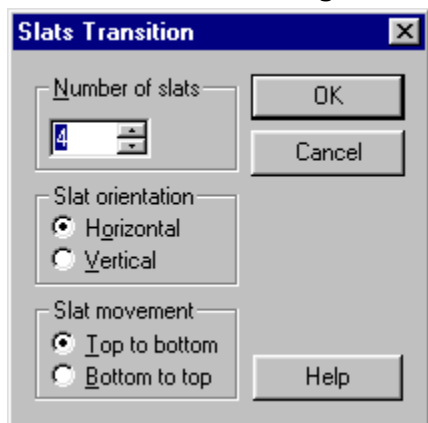




### Slash Wipe Transition dialog box



### Slats Transition dialog box



The dialog box is titled "Slats Transition" and features a standard Windows-style title bar with a close button. It contains three main configuration sections on the left and three action buttons on the right. The "Number of slats" section has a spin box currently set to 4. The "Slat orientation" section has two radio buttons, with "Horizontal" selected. The "Slat movement" section has two radio buttons, with "Top to bottom" selected.

**Slats Transition** [X]

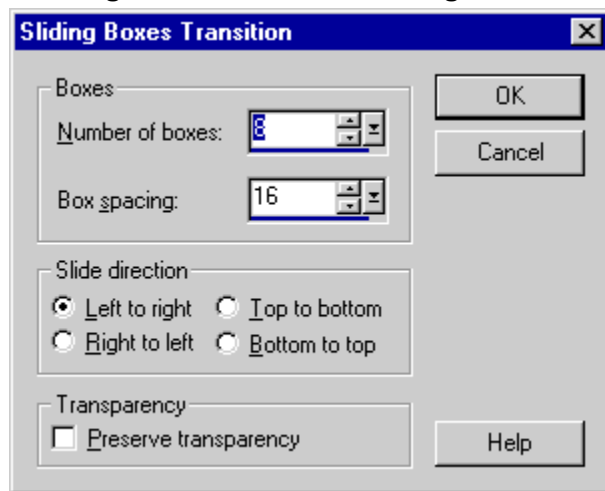
Number of slats: 4

Slat orientation:  
☒ Horizontal  
☐ Vertical

Slat movement:  
☒ Top to bottom  
☐ Bottom to top

OK  
Cancel  
Help

### Sliding Boxes Transition dialog box



The dialog box is titled "Sliding Boxes Transition" with a standard Windows window border. It contains three main sections: "Boxes", "Slide direction", and "Transparency".

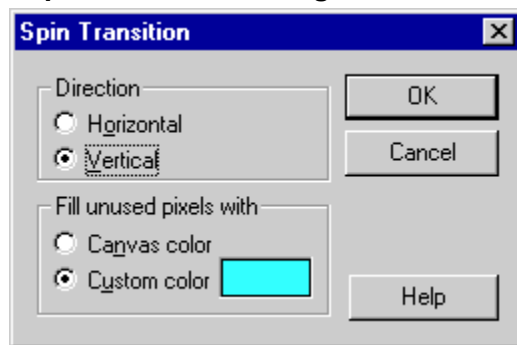
**Boxes section:** Contains two spinners. The first is labeled "Number of boxes:" and has the value "8". The second is labeled "Box spacing:" and has the value "16".

**Slide direction section:** Contains four radio buttons. The first two are "Left to right" (selected) and "Right to left". The next two are "Top to bottom" and "Bottom to top".

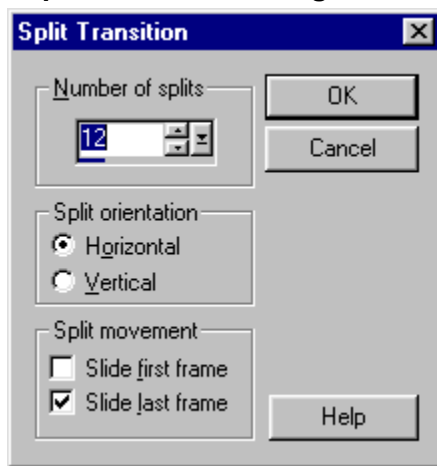
**Transparency section:** Contains a checkbox labeled "Preserve transparency" which is currently unchecked.

**Buttons:** There are three buttons on the right side: "OK" at the top, "Cancel" in the middle, and "Help" at the bottom.

### Spin Transition dialog box



### Split Transition dialog box



**Star Wipe Transition dialog box**

**Star Wipe Transition** [X]

Star shape

Number of points:

5

Inner radius:

50

Star Rotation

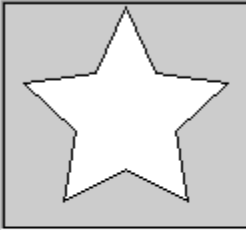
Initial rotation: 0

Rotation speed (deg./frame): 6

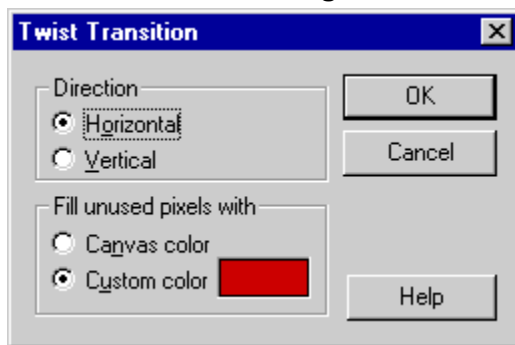
OK

Cancel

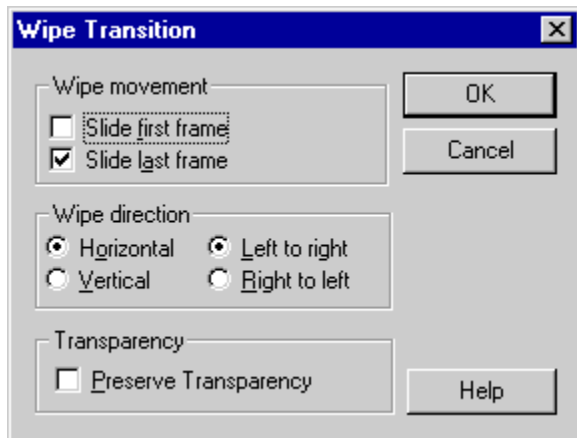
Help



**Twist Transition dialog box**

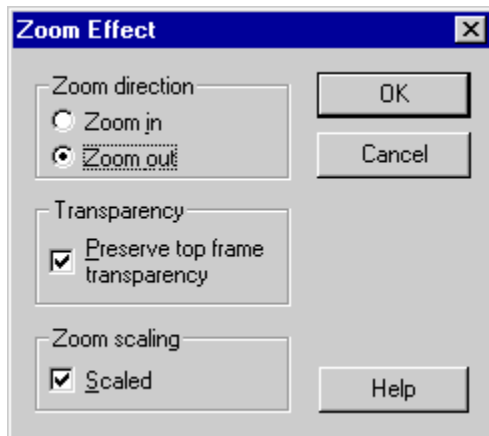


### Wipe Transition dialog box

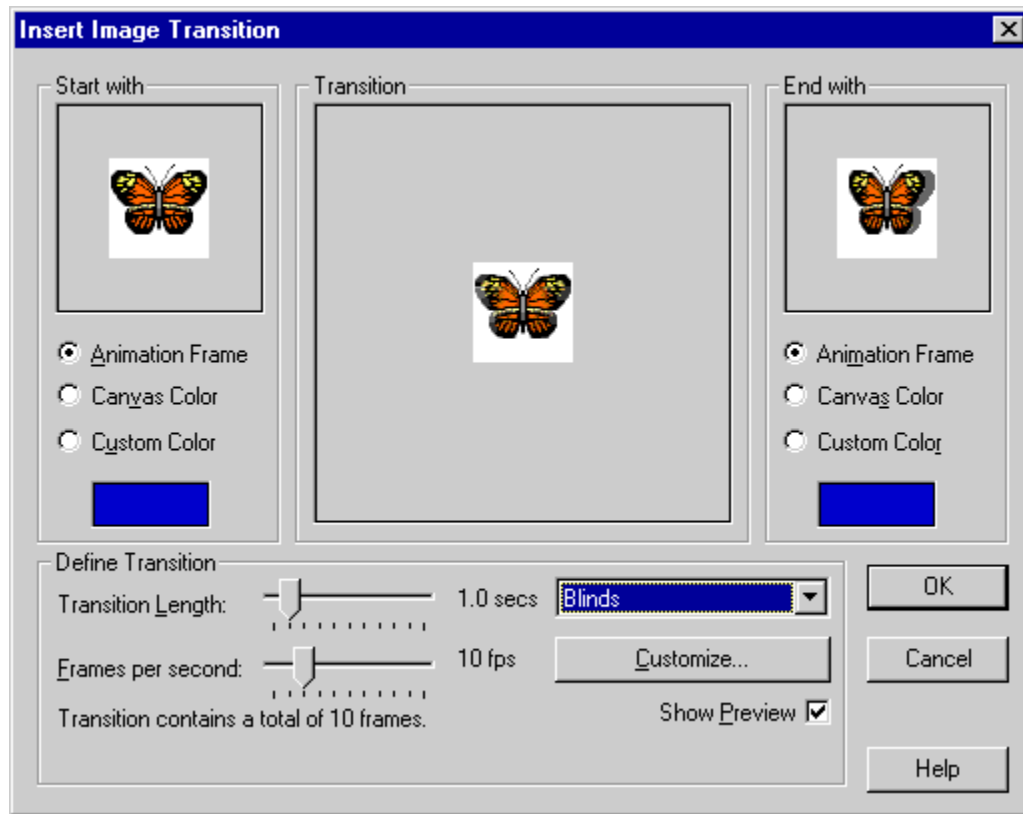




### Zoom Transition dialog box



## Insert Image Transition Dialog Box



## Using the Insert Image Effect Dialog Box





The [Insert Image Effect](#) dialog box is used to define an inserted image effect. Use this dialog box as follows:

- The “Start with” area displays the source frame for the effect. Choose the “Animation Frame” option to start the effect with the current frame. Choose the “Canvas Color” option to start the effect with the canvas color (if the canvas color is transparent, the first frame in the effect will be transparent.). Choose the “Custom Color” option to use a color of your own choice to start the effect. The current color is displayed in the color box below this option. Left-click inside this box to display the Color dialog box; right-click to display the Recent Colors dialog box. You can then choose your custom color.
- The “Effect” area shows what the effect will look like if the “Show Preview” check box, located in the “Define effect” area, is marked.
- In the “Direction” area, do not mark the “Run effect in reverse order” check box if you wish to insert the frames in their normal order after the “Start with” frame. Mark this check box to insert the frames in reverse order before the “Start with” frame. Note, however, that the “Effect” are will not preview the frames in reverse order.

Use the options in the Define Effect area as described below.

- Set the “Effect length” slider to the number of seconds it will take to display the effect (this does not include the display time of the “Start with” frame). The range is from 0.1 to 10 seconds, and adjustments can be made in 0.1 second intervals. Note that as you adjust this slider, the message below the “Frames per second” slider will correspondingly update the total frames for the effect.
- Set the “Frames per second” slider to the desired display time for the effect frames. The range is from 1 to 50 in increments of 1. Note that as you adjust this slider, the message below the “Frames per second” slider will correspondingly update the total frames for the effect.
- From the Effect drop down list, choose an effect to use. If the effect can be customized, the Customize button will be active.
- To set custom parameters for the effect, click the Customize button and then use the effect’s customize dialog box.
- To preview what the effect will look like, mark the “Show Preview” check box. The preview will appear in the “Effect” area of the dialog box.

### RELATED TOPICS

-  [Using the Color Palette](#)
-  [Using the Recent Colors Dialog Box](#)
-  [Selecting a Canvas Color](#)
-  [List of Image Effects](#)

## List of Image Effects

Choose an effect from the list below for a popup description or for details on using the effect's Customize dialog box. (**Note:** "N/A" denotes an effect that does not have a Customize dialog box.).

Effect Description	Using the Effect's Customize Dialog Box
<a href="#">Compress</a>	<a href="#">Compress</a>
<a href="#">Explode</a>	<a href="#">Explode</a>
<a href="#">Fade To Grey</a>	N/A
<a href="#">Gaussian Blur</a>	<a href="#">Gaussian Blur</a>
<a href="#">Motion Blur</a>	<a href="#">Motion Blur</a>
<a href="#">Noise</a>	<a href="#">Noise</a>
<a href="#">Pinch</a>	<a href="#">Pinch</a>
<a href="#">Pixelate</a>	N/A
<a href="#">Posterize</a>	<a href="#">Posterize</a>
<a href="#">Rotate</a>	<a href="#">Rotate</a>
<a href="#">Rotate Colors</a>	N/A
<a href="#">Scratches</a>	N/A
<a href="#">Shaky Cam</a>	<a href="#">Shaky Cam</a>
<a href="#">Shear</a>	<a href="#">Shear</a>
<a href="#">Spiral</a>	<a href="#">Spiral</a>
<a href="#">Stained Glass</a>	<a href="#">Stained Glass</a>
<a href="#">Stream</a>	N/A
<a href="#">Stretch</a>	<a href="#">Stretch</a>
<a href="#">TV Scanlines</a>	<a href="#">TV Scanlines</a>
<a href="#">Underwater</a>	<a href="#">Underwater</a>
<a href="#">Wave</a>	<a href="#">Wave</a>

## **Compress**

The Compress effect will compress an image toward the center of the frame in one direction, either horizontally or vertically. An effective use of this effect would be to use an animation with only one image that has a transparent canvas, setting the animation looping property to repeat only once. When the Compress effect is used, it would appear as if the image had compressed and disappeared.

The Compress effect is customizable.

**Explode**

The Explode effect scatters the source frame's pixels in random directions.

The Explode effect is customizable.

**Fade To Grey**

The Fade To Grey effect smoothly converts the source image in the source frame to greyscale. You cannot customize the Fade To Grey effect.

**Gaussian Blur**

The Gaussian Blur effect applies a blur to the source frame in increasing amounts until the maximum amount you have defined is reached.

The Gaussian Blur effect is customizable.



**Motion Blur**

The Motion Blur effect blurs the source frame image in increasing amounts until the maximum amount you have set is reached. The image also appears to jostle around as it blurs.

The Motion Blur effect is customizable.

**Pinch**

The Pinch effect compresses the source frame's image toward the center of the frame. The center of the image will be compressed more than the edges, appearing as if the image were being pinched.

The Pinch effect is customizable.

**Pixelate**

The Pixelate effect increases the apparent size of the source frame's pixels and averages their colors together.

You cannot customize the Pixelate effect.

**Posterize**

The Posterize effect transforms the color range of the source frame's image to solid blocks of color, making it look more like a "poster."

The Posterize effect is customizable.

**Rotate**

The Rotate effect spins the source frame's image in a clockwise direction around the center of its frame.

The Rotate effect is customizable.

## **Rotate Colors**

The Rotate Colors effect alters the colors of the source frame around the color wheel. For example, red will change to yellow, which will change to green, which will change to blue, and then back to red. If you have different colors in your image, each colored object will rotate independently of the other colored objects. For example, an image of a man with a red tie and a green shirt will rotate to a man with a yellow tie and a blue shirt, and then to a man with a green tie and a red shirt.

You cannot customize the Rotate Colors effect.

**Shaky Cam**

The ShakyCam effect causes the source frame to appear as if it had been filmed by a shaking camera. The Shaky Cam effect is customizable.

**Shear**

The Shear effect moves the pixels of the source frame to the degree you specify to create a warped image. You can also set whether the parts of the image that move off the frame as it is warped wrap to the other side of the frame or not.

The Shear effect is customizable.



**Spiral**

The Spiral effect rotates the source frame pixels by an amount which increases as the distance from the center of the image decreases, causing a spiraling effect on the image.

The Spiral effect is customizable.

**Stained Glass**

The Stained Glass effect gives the source frame the appearance of having light shining through it like a stained glass window.

The Stained Glass effect is customizable.

**Stream**

The Stream effect streaks or smears a portion of the source frame in downward direction. You cannot customize the Stream effect.

**Stretch**

The Stretch effect stretches the source frame by an amount you specify in a horizontal and/or vertical direction.

The Stretch effect is customizable.

**Underwater**

The Underwater effect gives the source frame the appearance of being immersed in water.

The Underwater effect is customizable.

**Wave**

The Wave effect distorts the source frame as if it were wavering, somewhat like bad television reception.

The Wave effect is customizable.

## Using the Compress Dialog Box

The [Compress Effect](#) customization dialog box allows you to set the following options:

- In the “Compress direction” area, choose the “Horizontal” option to compress the source frame from the left and right sides; or choose the “Vertical” option to compress the source frame from the top and bottom.
- In the “Fill unused pixels with” area, choose the “Canvas color” option to fill the area outside the compressed source image with the canvas color. Choose the “Custom color” option to fill the area outside the compressed source image with a custom color. The current color is displayed in the color box next to this option. Left-click inside this box to display the Color dialog box; right-click inside this box to display the Recent Colors dialog box. You can then choose the custom color to use.

### **RELATED TOPICS**



[Selecting a Canvas Color](#)



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)

## Using the Explode Dialog Box

The [Explode Effect](#) customization dialog box allows you to set the following options:

- In the “Fill unused pixels with” area, choose the “Canvas color” option to scatter unused source frame pixels with the canvas color. Choose the “Custom color” option to scatter unused source frame pixels with a custom color. The current color is displayed in the color box next to this option. Left-click inside this box to display the Color dialog box; right-click inside this box to display the Recent Colors dialog box. You can then choose the custom color to use.
- In the “Explosion speed” area, set the edit box to the desired scattering speed. Valid values range from 1 to 100.

### **RELATED TOPICS**



[Selecting a Canvas Color](#)



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)



## Using the Gaussian Blur Dialog Box

The [Gaussian Blur Effect](#) customization dialog box allows you to set the following options:

- Set the “Start” edit box to determine how blurry the source image will be at the start of the effect. Valid values range from 1 to 100. The green circle indicates the intensity of the start value; larger values yield a larger circle.
- Set the “End” edit box to determine how blurry the source image will be at the end of the effect. Valid values range from 1 to 100. The red circle indicates the intensity of the end value; larger values yield a larger circle.

If you want the effect frames to be the same “blurriness” through the effect, set both the “Start” and “End” edit boxes to equal values.

## Using the Motion Blur Dialog Box

The [Motion Blur Effect](#) customization dialog box allows you to set the following options:

- In the “Blur angle” area, indicate a direction for the blur by setting the Blur angle edit box or by clicking and dragging the radius bar inside the circle. Valid values range from –180 to 180 degrees.
- In the “Blur radius” area, set the edit box to the blurriness level for the source frame. Valid values range from 1 to 100.

## Using the Pinch Dialog Box

The [Pinch Effect](#) customization dialog box allows you to set the following options:

- In the “Pinch direction” area, choose the “Horizontal” option to pinch the source frame from the left and right sides; or choose the “Vertical” option to pinch the source frame from the top and bottom. The center will be pinched more than the edges for either Horizontal or Vertical.
- In the “Fill unused pixels with” area, choose the “Canvas color” option to fill the area outside the pinched source image with the canvas color. Choose the “Custom color” option to fill the area outside the pinched source image with a custom color. The current color is displayed in the color box next to this option. Left-click inside this box to display the Color dialog box; right-click inside this box to display the Recent Colors dialog box. You can then choose the custom color to use.

### **RELATED TOPICS**



[Selecting a Canvas Color](#)



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)

## Using the Posterize Dialog Box

The [Posterize Effect](#) customization dialog box allows you to set the following option:

- Set the “Number of levels” edit box to the desired posterization effect. Valid values range from 2 to 7. Lower values result in reduced color depth levels for the source image’s color, resulting in a flatter-looking image with more pronounced roughness in gradations.

## Using the Rotate Dialog Box

The [Rotate Effect](#) customization dialog box allows you to set the following options:

- Set the “Maximum angle” edit box to the desired degree to which the source frame will rotate.
- In the “Fill unused pixels with” area, choose the “Canvas color” option to fill the source frame’s non-rotated area with the canvas color. Choose the “Custom color” option to fill the source frame’s non-rotated area with a custom color. The current color is displayed in the color box next to this option. Left-click inside this box to display the Color dialog box; right-click inside this box to display the Recent Colors dialog box. You can then choose the custom color to use.

### **RELATED TOPICS**



[Selecting a Canvas Color](#)



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)

## Using the Shaky Cam Dialog Box

The [Shaky Cam Effect](#) customization dialog box allows you to set the following option:

- Set the “Shakiness” edit box to the desired level of intensity. Valid values range from 1 to 100.

## Using the Shear Dialog Box

The [Shear Effect](#) customization dialog box allows you to set the following options:

- Set the “Shear distance” edit box to the distance you wish to move the source frame pixels to create a shearing effect. Valid values range from –32767 to 32767.
- In the “Shear direction” area, choose the “Horizontal” option to shear the pixels horizontally. Choose the “Vertical” option to shear the pixels vertically.
- In the “Shear wrapping” area, mark the “Wrapped” check box to make sheared parts of the source frame wrap around to the opposite side of the frame and appear again.
- In the “Fill unused pixels with” area, choose the “Canvas color” option to fill the source frame’s non-sheared area with the canvas color. Choose the “Custom color” option to fill the source frame’s non-sheared area with a custom color. The current color is displayed in the color box next to this option. Left-click inside this box to display the Color dialog box; right-click inside this box to display the Recent Colors dialog box. You can then choose the custom color to use.

### **RELATED TOPICS**



[Selecting a Canvas Color](#)



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)

## Using the Spiral Dialog Box

The [Spiral Effect](#) customization dialog box allows you to set the following options:

- Set the “Maximum angle” edit box to the desired degree to rotate or spin the source frame’s pixels. Note that the pixels closer to the image center will rotate more than further from the image center.
- In the “Fill unused pixels with” area, choose the “Canvas color” option to fill the source frame’s non-rotated area with the canvas color. Choose the “Custom color” option to fill the source frame’s non-rotated area with a custom color. The current color is displayed in the color box next to this option. Left-click inside this box to display the Color dialog box; right-click inside this box to display the Recent Colors dialog box. You can then choose the custom color to use.

### **RELATED TOPICS**



[Selecting a Canvas Color](#)



[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)



## Using the Stained Glass Dialog Box

The [Stained Glass Effect](#) customization dialog box allows you to set the following options:

In the “Rendering options” area:

- Set the “Number of samples” slider to the desired image quality vs. rendering speed level. Move the slider towards “Fast render” to create faster rendering, lower image quality frames. Move the slider towards “Better quality” to create a smoother appearance with increased rendering times.
- Set the “Light intensity” slider to the desired brightness level.
- Set the “Air absorptivity” slider to the desired light ray length level. This determines the distance the light rays will travel before dissipating.
- In the “Blend mode” drop down box, choose “Normal” to give the standard effect of a light source passing through the entire source frame. Choose “Shadows” to have the light source pass through the darker parts of the source frame. Choose “Highlights” to have the light source pass through the lighter parts of the source frame.

In the “Light movement” area:

- The green dot indicates the starting position of the light source relative to the outline of the frame. Drag the green dot to the desired position, or enter a numeric value in the text boxes located at the right of the “Light movement” area.
- The red dot indicates the ending position of the light source relative to the outline of the frame. Drag the red dot to the desired position, or enter a numeric value in the text boxes located at the right of the “Light movement” area.

Note that you can drag the green dot and/or the red dot in the “Light movement” area outside the frame outline to create a sharper angle for the light source.

## Using the Stretch Dialog Box

The [Stretch Effect](#) customization dialog box allows you to set the following options:

- Set the “Horizontal stretch” edit box to the desired amount to stretch the source frame by its left and right edges. Valid values range from 0 to 32767.
- Set the “Vertical stretch” edit box to the desired amount to stretch the source frame by its top and bottom edges. Valid values range from 0 to 32767.

## Using the Underwater dialog box

The [Underwater Effect](#) customization dialog box allows you to set the following options:

In the “Effects” area:

- Choose the “Apply refractive distortion” option to apply a wavy water effect.
- Choose the “Apply sunlight dappling” option to apply moving areas of increased lightness.
- Choose the “Apply both” option to use the “Apply refractive distortion” and the “Apply sunlight dappling” options simultaneously.
- Set the “Sunlight intensity” edit box to the desired sun brightness level. Valid values range from 1 to 100.

In the “Liquid properties” area:

- Set the “Water depth” edit box to the desired depth level (greater values result in greater distortion). Valid values range from 1 to 100.

In the “Waves” area:

- Use the vectors panel to insert new waves in the effect by clicking over the central point and dragging it outward. The vector representing the wave will be completed once you release the mouse. As you add new waves, the Wave drop down box will add a new number to its list.
- The “X” and “Y” edit boxes will show the coordinates of the crest or outer point of the wave vector as you drag it. You can also see the “X” and “Y” coordinates of any of the created waves by clicking their outer point.
- To delete a wave vector, simply click its outer point and drag it outside the vectors panel. As an alternative way to delete vectors, select its number from the “Wave” edit box and click the “Remove Wave” button.

## Using the Wave Dialog Box

The [Wave Effect](#) customization dialog box allows you to set the following options:

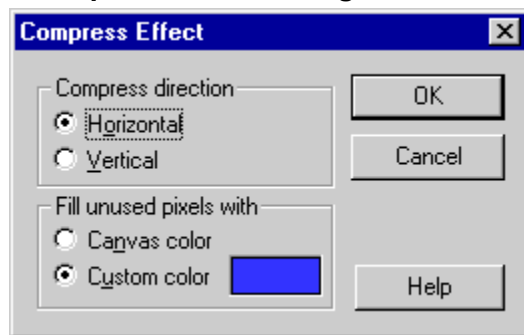
In the “Wave orientation” area:

- Choose the “Horizontal” option to create waves that travel along the horizontal axis.
- Choose the “Vertical” option to create waves that travel along the vertical axis.

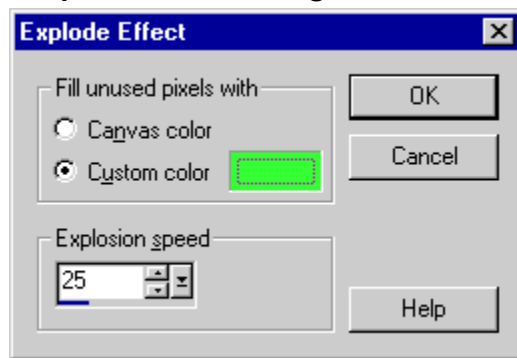
In the “Wave properties” area:

- Set the “Amplitude” edit box to the desired wave height. Valid values range from 2 to the pixel width (if you chose Vertical) or the pixel height (if you chose Horizontal).
- Set the “Wavelength” edit box to the desired wave width. Valid values range from 2 to  $x$  (where  $x$  is twice the pixel value of the height if you chose Vertical) or  $y$  (where  $y$  is twice the pixel value of the width if you chose Horizontal).

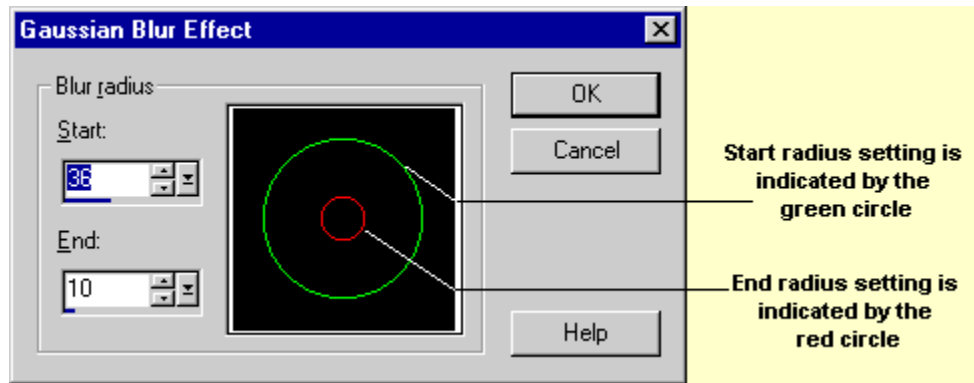
### Compress Effect Dialog Box



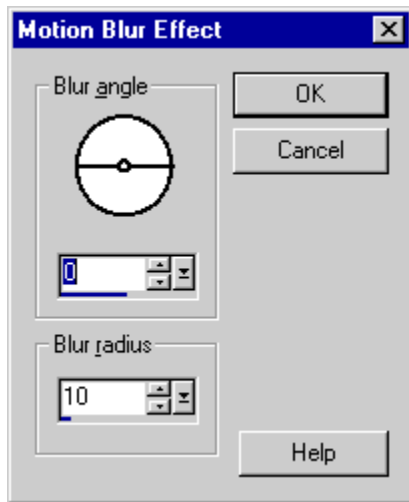
### Explode Effect Dialog Box



## Gaussian Blur Effect Dialog Box

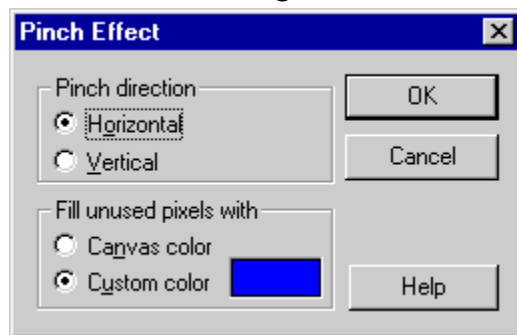


### Motion Blur Effect Dialog Box

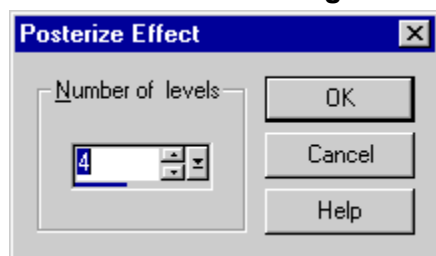




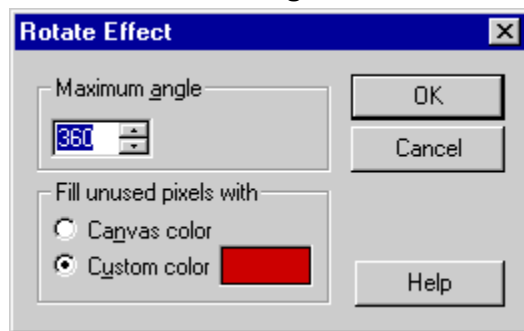
### Pinch Effect Dialog Box



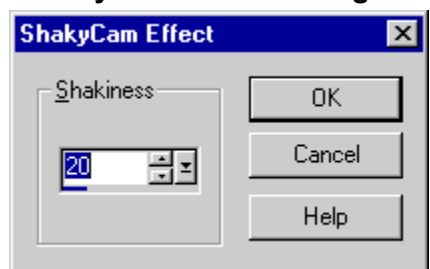
### Posterize Effect Dialog Box



### Rotate Effect Dialog box



### Shaky Cam Effect Dialog Box



### Shear Effect Dialog Box



The dialog box is titled "Shear Effect" with a standard Windows-style title bar (blue background, white text, and a close button). The main area is light gray and contains four grouped settings on the left and three buttons on the right. The "Shear distance" group has a text box with "50" and up/down arrows. The "Shear direction" group has two radio buttons: "Horizontal" (selected) and "Vertical". The "Shear wrapping" group has a checkbox labeled "Wrapped" which is unchecked. The "Fill unused pixels with" group has two radio buttons: "Canvas color" (selected) and "Custom color" (with a blue color swatch). The buttons "OK", "Cancel", and "Help" are arranged vertically on the right side.

**Shear Effect** [X]

Shear distance: 50

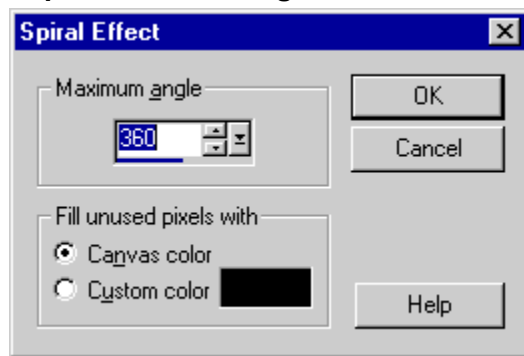
Shear direction:  
☒ Horizontal  
☐ Vertical

Shear wrapping:  
☐ Wrapped

Fill unused pixels with:  
☒ Canvas color  
☐ Custom color [Blue swatch]

OK  
Cancel  
Help

### Spiral Effect Dialog Box



The image shows a 'Spiral Effect' dialog box with a blue title bar and a close button. It contains two main sections: 'Maximum angle' with a numeric input set to 360, and 'Fill unused pixels with' with radio buttons for 'Canvas color' (selected) and 'Custom color' (with a black color swatch). Control buttons 'OK', 'Cancel', and 'Help' are on the right.

**Spiral Effect** [X]

Maximum angle

360

Fill unused pixels with

☒ Canvas color

☐ Custom color [Black swatch]

OK

Cancel

Help

## Stained Glass Effect Dialog Box

**Stained Glass Effect**

Rendering options

Number samples:

Fast render Better quality

Light intensity:

Dim Bright

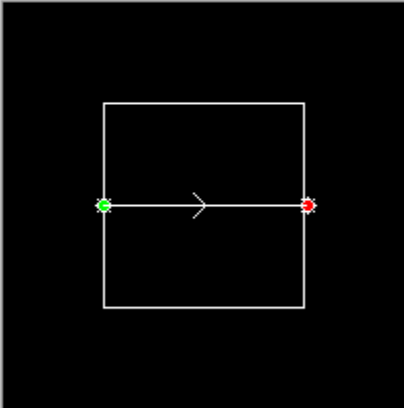
Air absorptivity:

Long rays Short rays

Blend mode: Highlights

Light movement

Use the mouse to control light source movement.



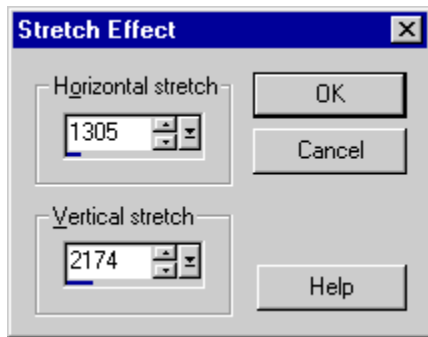
Light start x: 0

Light start y: 51

Light end x: 102

Light end y: 51

### Stretch Effect Dialog Box



The image shows a 'Stretch Effect' dialog box with a blue title bar and a close button. It contains two input fields: 'Horizontal stretch' with the value 1305 and 'Vertical stretch' with the value 2174. Each field has up and down arrow buttons. To the right of these fields are three buttons: 'OK', 'Cancel', and 'Help'.

Stretch Type	Value
Horizontal stretch	1305
Vertical stretch	2174

Buttons: OK, Cancel, Help



## Underwater Effect Dialog Box

**Underwater** [X]

**Effects**

☐ Apply refractive distortion

☐ Apply sunlight dappling

☒ Apply both

Sunlight intensity:

**Liquid properties**

Water depth:

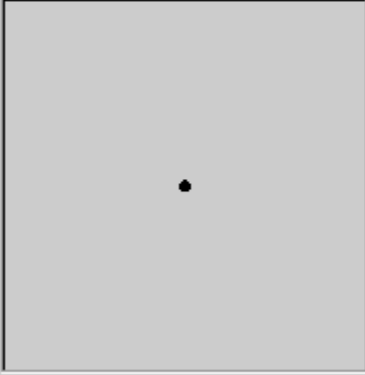
**Waves**

Use the mouse to create waves. Drag a wave vector off the pane to destroy it.

Wave:

X:

Y:



Wave Effect Dialog Box

Wave Effect

Wave orientation

☒Horizontal

☐Vertical

Wave properties

Amplitude:6

Wavelength:25

OK



Cancel

Help


## Insert Image Effect Dialog Box

**Insert Image Effect** [X]

**Start with**

 ☒ Animation Frame  
☐ Canvas Color  
☐ Custom Color  



**Effect**

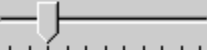


**Direction**

☐ Run effect in reverse direction

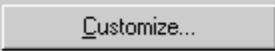
**Define effect**

Effect length:  2.0 secs

Frames per second:  10 fps

Effect contains a total of 20 frames.

Effect: **Compress** [v]

 Customize...

Show Preview ☒

OK Cancel Help

## List of Text Effects



Choose a text effect from the list below for a popup description or for details on using the effect's Customize dialog box. (**Note:** "N/A" denotes an effect that does not have a Customize dialog box.).

Effect Description	Using the Effect's Customize Dialog Box
<a href="#">Backlight</a>	<a href="#">Backlight</a>
<a href="#">Bouncing</a>	<a href="#">Bouncing</a>
<a href="#">Drop Shadow</a>	<a href="#">Drop Shadow</a>
<a href="#">Flag</a>	<a href="#">Flag</a>
<a href="#">Highlight</a>	<a href="#">Highlight</a>
<a href="#">Marquee</a>	<a href="#">Marquee</a>
<a href="#">Wheel</a>	<a href="#">Wheel</a>

## Using the Apply Image Effect Dialog Box

The [Apply Image Effect](#) dialog box is used to define an image effect that will be applied to selected frames. The "Source" area of the dialog box displays the frame(s) you have selected. Use this dialog box as follows:

In the "Apply effect by" area:

- Choose the "Frame index" option to apply the effect in an increasing intensity relative to the frame's position (its "index" value) in the effect.  [An illustrated example.](#)
- Choose the "Elapsed time" option to apply the effect in an increasing intensity relative to the sum of the delay times of all frames in the effect, including the current frame.  [An illustrated example.](#)

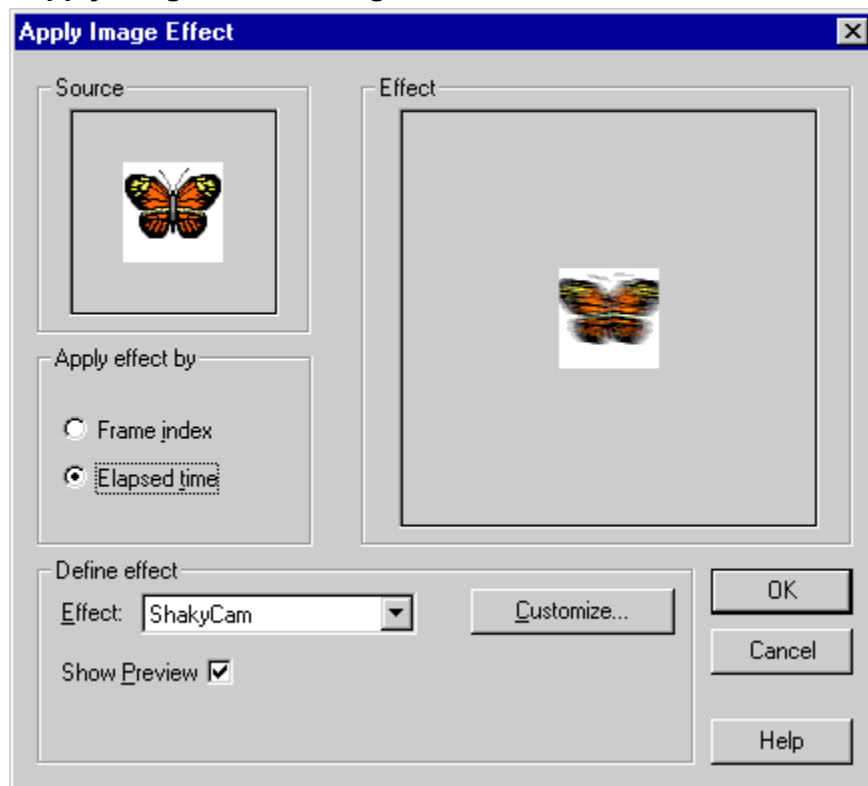
In the "Define effect" area:

- Choose an effect from the drop down list. If the effect can be customized, the Customize button will be active. To set custom parameters for the effect, click the Customize button and then use the effect's customize dialog box.
- Mark the "Show Preview" check box to display a preview in the "Effect" area of this dialog box.

### RELATED TOPIC

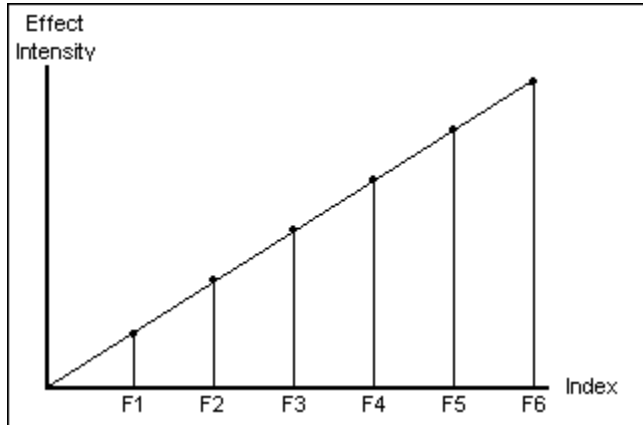
 [List of Image Effects](#)

## Apply Image Effect Dialog Box



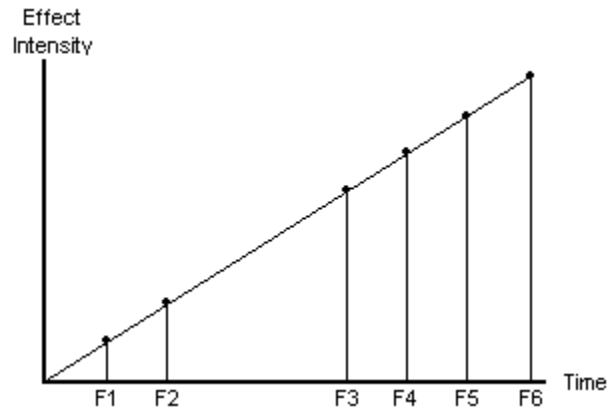
### Frame Index Example

An example: You choose to apply an effect to six frames. In order, the frames have the following frame delays: 10, 10, 50, 10, 10, and 10. Choosing the Frame Index option, the effect would be applied to each frame in equally increasing steps (regardless of each frame's delay time). This is shown in the graph below.

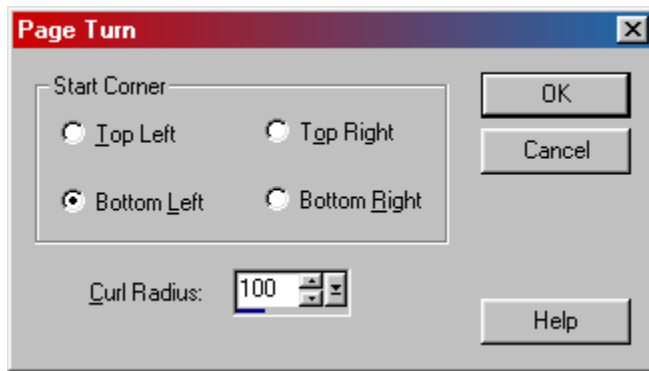


### Elapsed Time Example

An example: You choose to apply an effect to six frames. In order, the frames have the following frame delays: 10, 10, 50, 10, 10, and 10. Choosing the Elapsed Time option, the effect would be applied to frames 1 and 2 in equally increasing steps, but proportionally more to frame 3 due to its greater frame delay, and then again to frames 4, 5, and 6 in equally increasing steps. This is shown in the graph below.



### Page Turn Dialog Box



The dialog box is titled "Page Turn" in a red header bar. It contains a "Start Corner" group box with four radio buttons: "Top Left", "Top Right", "Bottom Left" (which is selected), and "Bottom Right". Below this group box is a "Curl Radius" label followed by a numeric input field showing "100" and a small spinner control. On the right side of the dialog, there are three buttons: "OK", "Cancel", and "Help".

Page Turn

Start Corner

☐ Top Left ☐ Top Right

☒ Bottom Left ☐ Bottom Right

Curl Radius: 100

OK

Cancel

Help



TV Scanlines Dialog Box

TV Scanlines

X

Scanline Interval:

5

Scanline Width:

2

Scanline Intensity:

50

OK

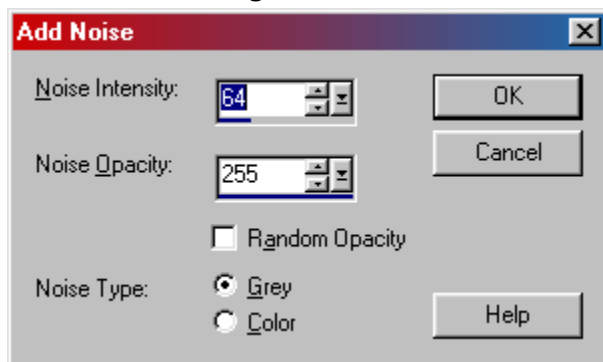
Cancel

Help

## **TV Scanlines**

The TV Scanlines image effect adds the appearance of scan lines on a television to frames. The TV Scanlines image effect is customizable.

### Add Noise Dialog Box



The image shows a standard Windows-style dialog box titled "Add Noise". It has a title bar with a red gradient and a close button (X) in the top right corner. The dialog contains three main settings: "Noise Intensity" with a value of 64, "Noise Opacity" with a value of 255, and "Noise Type" with radio buttons for "Grey" (selected) and "Color". There is also an unchecked checkbox for "Random Opacity". On the right side, there are three buttons: "OK", "Cancel", and "Help".

**Add Noise** [X]

Noise Intensity: 64 [OK]

Noise Opacity: 255 [Cancel]

☐ Random Opacity

Noise Type: ☒ Grey ☐ Color [Help]

## **Noise**

The Add Noise image effect creates the appearance of a poor television reception by adding noise or “static rain” to the frame.

The Add Noise image effect is customizable.

**Scratches**

The Scratches image effect adds the appearance of scratches on movie film to frames.  
The Scratches image effect is not customizable.

## **Morph**

The Morph transition allows you to blend one frame into the next, creating a customizable set of intermediary frames that determine the smoothness of the transition. This transition works best between two very similar frames, such as two close-ups of faces.

The Morph transition is customizable.

## Morph Transition Dialog Box



## **Color Issues**

[info here]



## Understanding Color Depth

Color depth, often referred to as bit depth, refers to the number of colors an image can display. As the bit depth increases, the number of colors increases. A 1-bit image can display 2 colors, black and white; an 8-bit image can display 256 colors (2 to the 8th power); a 16-bit image can display 65,536 colors (2 to the 16th power); a 24-bit image can display 16.7 million colors (2 to the 24th power).

Animation Shop works exclusively in 24-bit color depth. This means that even if you created an image in, for example, Paint Shop Pro, and the image's color depth is less than 24-bits per pixel, when you subsequently open that image in Animation Shop, the image will be "promoted" to 24-bit color depth.

The term greyscale image is used to indicate an 8-bit image with a palette that contains black, white, and 254 shades of grey. A black and white image of any other bit depth is not a greyscale image.

Unlike Animation Shop, many graphics editing applications such as Paint Shop Pro will only allow you to use features such as Deformations, Effects, and Filters commands, many of the color adjustments, and some of the painting tools with 24-bit and grey scale images. Because all images in Animation Shop are 24-bit, the painting and drawing tools as well as the effects and transitions are always available for use.

## **Dithering Methods**

Dithering is a technique for simulating colors that are missing from an image file's palette. The missing colors are simulated by intermingling pixels of two or more palette colors. If the unavailable color differs too greatly from the colors in the image's palette, dithering will produce a grainy or mottled appearance.

Error diffusion dithering is a popular dithering method. The "error" in the title refers to the cumulative difference between the actual values of pixels in the image and their "true" values if they were all set to their correct colors. By reducing this error, error diffusion dithering produces image quality that is superior to that achieved by non-error adjusted dithering.

The process starts at the first pixel in the image (the upper left corner). The algorithm finds the color in the palette that is nearest to the color of the pixel. It then compares the two colors' numerical values, saves the difference as the initial error, and applies the color from the palette to the pixel.

The process then proceeds to the second pixel. It finds this pixel's nearest color, and calculates the sum of the color and the error value from the last pixel. It sets the pixel to the color that is nearest to this sum. Any difference between the applied color and the sum becomes the new error value.

When the process reaches the third pixel, it repeats the procedure that was used to set the color for the second pixel. The algorithm cycles through the image's remaining pixels in the same manner. The error value is abandoned at the end of each row.

### **The Reduce Color Bleeding Option**

Error diffusion dithering causes colors to bleed from left to right. This is because the algorithm, and therefore the error value, travels in this direction. Color bleed is most noticeable in images with hard vertical edges, because the edges are softened by the traveling color.

Animation Shop functions that use error diffusion dithering include a Reduce Color Bleeding Option. This option lessens the left-to-right color bleed by applying a fractional coefficient to the error value. By reducing the error value, less color information is carried from one pixel to the next.

## Color Definition Methods

There are several methods for defining the projected colors that appear on a computer monitor. The two most common methods (which are also the methods used by Animation Shop's functions and dialog boxes) are red, green, and blue and hue, saturation, and lightness. The table below outlines the Color dialog box RGB and HSL settings for the standard white light color spectrum.

<u>Color</u>	<u>RGB Settings</u>			<u>HSL Settings</u>		
	Red	Green	Blue	Hue	Sat	Lum
Red	255	0	0	0	255	128
Orange	255	128	0	21	255	128
Yellow	255	255	0	42	255	128
Green	0	255	0	85	255	128
Azure	0	255	255	128	255	128
Indigo	0	0	255	170	255	128
Violet	255	0	255	200	255	128

### Red, Green, and Blue (RGB)

The most popular method for defining a projected color is as a combination of red, green, and blue. For example, pure red is defined by red = 100%, green = 0%, and blue = 0%. Pure black has red, green, and blue values of 0%, and pure white has red, green, and blue values of 100%.

### Hue, Saturation, and Lightness (HSL)

A projected color can be defined by the three components of hue, saturation, and lightness:

- Hue describes the color's shade or tint. It is measured on a circular spectrum running from red to green to blue and returning to red.
- Saturation describes the hue's purity. A color with a saturation of 100% is bright and vivid, and a color with a saturation of 0% is a shade of grey.
- Lightness describes the color's brightness. A color with lightness of 100% is always pure white, and a color with lightness of 0% is always pure black.

## Selecting a New Foreground Color

Choose **View > Controls > New Foreground Color** to select a [new foreground color](#) from the [color palette](#).

## Selecting a New Background Color

Choose **View > Controls > New Background Color** to select a [new background color](#) from the [color palette](#).

## Selecting a Recent Foreground Color

Choose **View > Controls > Recent Foreground Color** to select a [recent foreground color](#) from the [recent colors](#) dialog box.

## Selecting a Recent Background Color

Choose **View > Controls > Recent Background Color** to select a [recent background color](#) from the [recent colors](#) dialog box.

## Swapping the Foreground and the Background Colors

Choose **View > Controls > Swap Colors** to swap the foreground and the background colors.



## **File Formats**

[info here]

## Overview

Animation Shop directly supports a wide variety of file formats, including:

- 34 raster image formats
- 12 meta and vector image formats
- 7 animation formats

For detailed information on each of these formats, click the appropriate link below.



[Supported Raster Formats](#)



[Supported Meta and Vector Formats](#)



[Supported Animation Formats](#)

### **RELATED TOPICS**



[Open an Image or Animation](#)



[Save an Animation](#)



[Save an Animation in a Different Format](#)

## Supported Raster Formats

A raster format breaks an image into a grid of equally-sized pieces, called *pixels*, and records color information for each pixel. The number of colors the file contains is determined by the bits-per-pixel: the more information recorded for each pixel, the more shades and hues the file can contain.

Most raster formats support multiple bits-per-pixel levels, and therefore more than one level of color. The table below lists all of the bits-per-pixel ratios in the raster formats that Animation Shop supports, and shows the corresponding maximum number of colors.

### Bits-Per-Pixel and Color Depth

Bits-Per-Pixel	Maximum Number of Colors
1	2
4	16
8	256
16	32,768 or 65,536 (depends on format)
24	16,777,216
32	16,777,216

Most raster formats record color information on a pixel-by-pixel basis, but some formats use *color planes*. Each color plane contains all the pixel information for a single color. Color planes are also called *color channels*. Formats that use color planes/channels are called *planar* formats.

The bits-per-pixel are determined by multiplying the bits-per-plane by the number of planes. If the resulting number is not a power of two (expressible as  $2^x$ , where  $x$  is an integer), then the bits-per-pixel are "promoted" to the next highest power of two. For example, if there are two bits-per-plane and three planes, the bits-per-pixel are promoted to eight:

$$2 \times 3 = 6, \text{ and } 2^2 < 6 < 2^3$$

### Raster Image Formats

The table below shows the file formats Animation Shop can open and save.

Format	Sub-Format and Description	Bits-Per-Pixel and Color Type	
		<b>1 Open</b>	<b>&lt; Save</b>
BMP	RGB encoded (OS/2)	1-bit, 4-bit, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit
	RGB encoded (Windows)	1-bit, 4-bit, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit
	RLE encoded (Windows)	4-bit, 8-bit color	4-bit, 8-bit color
CLP	Clipboard bitmap (Windows)	1-bit, 4-bit, 8-bit color, 24-bit	
	Device-independent clipboard bitmap	1-bit, 4-bit, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit
CT	Continuous Tone CMYK (SciTex)	24-bit	24-bit
	Continuous Tone CMY (SciTex)	24-bit	24-bit
CUT	Dr. Halo	8-bit color	8-bit color
DCX	Multipage Paintbrush (Zsoft)	1-bit	
DIB	RGB encoded (OS/2)	1-bit, 4-bit, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit

	RGB encoded (Windows)	1-bit, 4-bit, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit
	RLE encoded (Windows)	4-bit, 8-bit color	4-bit, 8-bit color
EPS	Image only (Adobe)	1-bit, 8-bit grey, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit
FPX	Compressed (Kodak)	8-bit grey, 24-bit	8-bit grey, 24-bit
	Uncompressed (Kodak)	8-bit grey, 24-bit	8-bit grey, 24-bit
GIF	v. 87a Interlaced (Compuserve)	1-bit, 4-bit, 8-bit color	1-bit, 4-bit, 8-bit color
	v. 87a Non-interlaced (Compuserve)	1-bit, 4-bit, 8-bit color	1-bit, 4-bit, 8-bit color
	v. 89a Interlaced (Compuserve)	1-bit, 4-bit, 8-bit color	1-bit, 4-bit, 8-bit color
	v. 89a Non-interlaced (Compuserve)	1-bit, 4-bit, 8-bit color	1-bit, 4-bit, 8-bit color
<b>Format</b>	<b>Sub-Format and Description</b>	<b>Bits-Per-Pixel and Color Type</b>	
		<b>1 Open</b>	<b>&lt; Save</b>
IFF	Compressed (Electronic Arts)	1-bit, 4-bit, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit
	Uncompressed (Electronic Arts)	1-bit, 4-bit, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit
IMG	Old style (GEM Paint)	1-bit, 4-bit, 8-bit color	1-bit, 8-bit color
	New style (GEM Paint)	1-bit, 4-bit, 8-bit color	
JIF	Huffman compressed	8-bit grey, 24-bit	8-bit grey, 24-bit
JPG	Huffman compressed	8-bit grey, 24-bit	8-bit grey, 24-bit
	Progressive	8-bit grey, 24-bit	8-bit grey, 24-bit
KDC	Kodak digital camera	24-bit	
LBM	Compressed (Deluxe Paint)	1-bit, 4-bit, 8-bit color	1-bit, 4-bit, 8-bit color
	Uncompressed (Deluxe Paint)	1-bit, 4-bit, 8-bit color	1-bit, 4-bit, 8-bit color
MAC	With header (MacPaint)	1-bit	1-bit
	Without header (MacPaint)	1-bit	1-bit
MSP	Older version (MS Paint)	1-bit	
PBM	Portable bitmap (UNIX)	1-bit	1-bit
PCD	Photo-CD (Kodak)	24-bit	
PCT	PICT (Apple)	1-bit, 4-bit, 8-bit color, 16-bit, 24-bit, 32-bit	1-bit, 4-bit, 8-bit color, 24-bit
PCX	v. 0 (Zsoft Paintbrush)	1-bit	1-bit
	v. 2 with palette info (Zsoft)	1-bit, 4-bit	1-bit, 4-bit
	v. 3 without palette info (Zsoft)	1-bit, 4-bit	
	v. 5 (Zsoft)	1-bit, 4-bit, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit
PGM	Portable Graymap ASCII (UNIX)	8-bit grey	8-bit grey
	Portable Graymap	8-bit grey	8-bit grey

	Binary (UNIX)		
PIC	Pictor/PC Paint	1-bit, 4-bit, 8-bit color	1-bit, 4-bit, 8-bit color
PNG	Interlaced Portable Network Graphics	1-bit, 4-bit, 8-bit color, 16-bit, 24-bit, 32-bit	1-bit, 4-bit, 8-bit color, 16-bit, 24-bit, 32-bit
	Non-interlaced Portable Network Graphics	1-bit, 4-bit, 8-bit color, 16-bit, 24-bit, 32-bit	1-bit, 4-bit, 8-bit color, 16-bit, 24-bit, 32-bit
PPM	Portable Pixmap (UNIX)	24-bit	24-bit
PSD	Photoshop (RGB or Indexed)	1-bit, 8-bit color, 24-bit	1-bit, 8-bit color, 24-bit
<b>Format</b>	<b>Sub-Format and Description</b>	<b>Bits-Per-Pixel and Color Type</b>	
		<b>1 Open</b>	<b>&lt; Save</b>
PSP	RLE encoded (Paint Shop Pro)	1-bit, 4-bit, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit
	LZ77 compressed (Paint Shop Pro)	1-bit, 4-bit, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit
	Uncompressed (Paint Shop Pro)	1-bit, 4-bit, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit color, 24-bit
RAS	Type 1 Modern (Sun)	1-bit, 8-bit color, 24-bit, 32-bit	1-bit, 8-bit color, 24-bit
RLE	Compuserve	1-bit	
SCT	Continuous Tone CMYK	24-bit	24-bit
	Continuous Tone CMY	24-bit	24-bit
TGA	Uncompressed (Truevision)	8-bit color, 16-bit, 24-bit, 32-bit	8-bit color, 24-bit
	Compressed (Truevision)	8-bit color, 16-bit, 24-bit, 32-bit	8-bit color, 24-bit
TIF	Huffman compressed	1-bit	1-bit
	Uncompressed	1-bit, 4-bit, 8-bit grey, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit grey, 8-bit color, 24-bit
	Uncompressed CMYK	24-bit	24-bit
	Pack bits compressed	1-bit, 4-bit, 8-bit grey, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit grey, 8-bit color, 24-bit
	Pack bits compressed CMYK	24-bit	24-bit
	LZW compressed	1-bit, 4-bit, 8-bit grey, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit grey, 8-bit color, 24-bit
	LZW compressed CMYK	24-bit	24-bit
	Fax Group 3 compressed	1-bit	1-bit
	Fax Group 4 compressed	1-bit	
WPG	v. 5.0 (WordPerfect)	1-bit, 4-bit, 8-bit grey, 8-bit color	1-bit, 4-bit, 8-bit grey, 8-bit color
	v. 5.1 (WordPerfect)	1-bit, 4-bit, 8-bit grey, 8-bit color	1-bit, 4-bit, 8-bit grey, 8-bit color
	v. 6.0 (WordPerfect)	1-bit, 4-bit, 8-bit grey, 8-bit color, 24-bit	1-bit, 4-bit, 8-bit grey, 8-bit color, 24-bit

## Supported Meta and Vector Formats

Meta and vector image formats can both contain vector information. Vector information is a collection of geometric shapes that combine to make an image. The information is recorded as mathematical formulas. Vector data cannot reproduce photo-realistic images, but for other types of images it has two advantages over raster data:

- Scalability without distortion (the "jaggies" that come with re-sizing a bitmap)
- Smaller file sizes

In the strictest definition, a vector format can only contain vector information. In common practice, many formats that are considered to be vector allow the user to include non-vector data, such as raster images or text.

Meta formats explicitly allow more than just vector data. For example, a typical Windows metafile might contain a bitmap, vector information, and text, with the bitmap constituting the majority of the image, and the vector and text data providing annotation.

Ø **NOTE:** *Animation Shop can read vector data, but it cannot write vector data. When you view a vector image from Animation Shop, what you are seeing is a raster image based on the vector data. Animation Shop imports the vector image and converts it to an internal raster format. Animation Shop can write to the Windows metafile format, but the resulting files contain raster data only.*

---

## Meta and Vector Image Formats

The table below shows the meta and vector formats Animation Shop can open and save.

Format	Source/Standard	1 Open	< Save
CDR	CorelDRAW!	[	
CGM	Computer Graphics Metafile	[	
CMX	Corel Clipart	[	
DRW	Micrografx Draw	[	
DXF	Autodesk	[	
EMF	Windows Enhanced Metafile	[	[ *
GEM	Ventura/GEM	[	
HGL	H-P Graphics Language	[	
PCT	Apple PICT	[	[ *
PIC	Lotus Corp.	[	[ *
WMF	Windows Metafile	[	[ *
WPG	WordPerfect Graphic	[	[ *

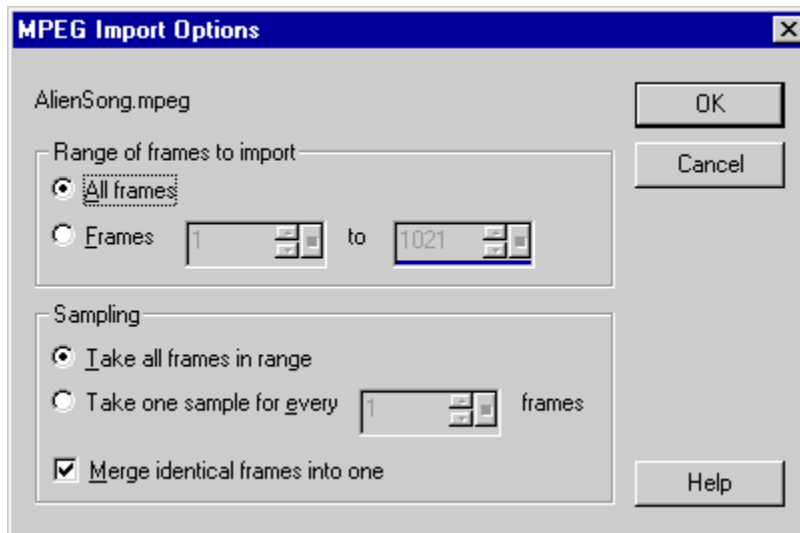
\* When you save data in these formats, the file contains raster data only.

## Supported Animation Formats

The table below shows the animation formats Animation Shop can open and save.

Format	Source/Standard	Bits-Per-Pixel and Color Type	
		1 Open	< Save
AVI	Microsoft	1-bit, 4-bit, 8-bit color, 24-bit	8-bit, 24-bit
FLC	Autodesk	1-bit, 4-bit, 8-bit color	1-bit, 4-bit, 8-bit color
FLI	Autodesk	1-bit, 4-bit, 8-bit color	1-bit, 4-bit, 8-bit color
GIF	Compuserve	1-bit, 4-bit, 8-bit color	1-bit, 4-bit, 8-bit color
MNG	Jasc	24-bit	24-bit
MPEG	Moving Picture Experts Group	24-bit	∅
ANI	Microsoft	1,4,8,16,24,32-bit	24-bit

## MPEG Import Options Dialog Box



Keyboard Shortcuts  
[info here]



## Using Keyboard Shortcuts

Keyboard shortcuts can be a quicker way to execute a command or display a menu than using the mouse. Many users find that familiarizing themselves with keyboard shortcuts saves a lot of time, especially when performing repetitive tasks.

Most keyboard shortcuts involve the **Alt**, **Ctrl**, or **Shift** key in combination with another key. Some shortcuts are activated by a Function key, such as pressing **F1** to display online help, or pressing **F12** to activate the **File Save As** command.

 [List of Keyboard Shortcuts](#)

### Displaying Menus

Notice that the menus in the menu bar have an underlined letter. Holding down the **Alt** key and then pressing the underlined letter will display the menu in the same way as clicking the menu in the menu bar.

For example, you can display the File menu by using the keyboard combination **Alt + F**.

### Executing Commands

Many menu items list the associated keyboard shortcut to the right of the menu item. Using this keyboard shortcut will execute the command in the same way as clicking the item in the menu.

For example, you can save the current animation by using the keyboard combination **Ctrl + S**.

### Hotkeys in Menus and Dialog Boxes

Another form of a keyboard shortcut is a hotkey: A one-character key that, when pressed, will select the associated menu item or shift focus to the associated dialog box item. Each menu and most dialog boxes have hotkeys.


For example, the first item in the File menu, Animation Wizard, has the hotkey "W", meaning that you can select this menu item by pressing **W** when the File menu is open.

**How Do I ...**  
[topics below]

## Opening an Image or Animation

You can open any supported animation file or any supported single image in Animation Shop. Note that when you open a single image file, Animation Shop will create a new animation consisting of just that frame.

You can open an animation or image using any of the following methods:

- Choose **File > Open**, press **<Ctrl +O>**, or click the Open button  on the toolbar, and then use the [Open dialog box](#).
- Choose a previously opened file in the [Most Recently Used list](#) at the bottom of the File menu.
- Choose **File > Browser**, navigate to the folder where the file is located and then double-click the thumbnail image of the file you want to open.
- Double-click the file from [Windows Explorer or My Computer](#).
- Enter the filename in the [Run dialog box](#).
- Open the file via [Drag-and-Drop](#).

### Opening an AVI, FLC, or FLI File

If you choose to open an AVI, FLC or FLI animation file, an import dialog box specific to that file type will appear, requesting additional information about the file. For more information, select the appropriate topic below:

 [Using the AVI Import Options Dialog Box](#)

 [Using the FLC/FLI Import Options Dialog Box](#)

 [Using the MPEG Import Options Dialog Box](#)

### A Note About Opening Large Files

If you attempt to open an extremely large animation file, a warning message will appear stating the following:


"This file will exceed available physical memory if opened as proposed, which could impact system performance. Do you wish to continue?"

You can choose to continue or to abort the file opening process. Be aware, however, that if you choose to continue the process of opening the file, you may experience a slowdown in your computer's performance.

#### **RELATED TOPIC**

 [Supported File Formats](#)

## Using the Open Dialog Box

After choosing **File > Open** (or clicking the Open button  on the toolbar) to display the [Open dialog box](#), use this dialog box as follows:

1. From the "Look in" drop down box, choose the folder where the file resides. Use the Up One Level button as necessary to help navigate.
2. If the file is not displayed in the contents list box, select the appropriate choice in the "Files of type" drop down box located toward the bottom of the dialog box. The option All Files will display all file types in the current folder.
3. From the contents list box, either double-click the filename to open it, or click it and then click Open. Note that additional information about the file will be available if the [Details](#) button in the "Image information" area is active. (This button usually becomes active when you are attempting to open a non-animated image file such as a PSP, BMP, or WMF file.)

Ø **Note:** *If you chose to open a WMF or PCD image file, Animation Shop will display a format-specific dialog box requesting additional information about the file.*

---

### Opening an AVI, FLC, or FLI File

If you choose to open an AVI, FLC or FLI animation file, an import dialog box specific to that file type will appear, requesting additional information about the file. For more information, select the appropriate topic below:

-  [Using the AVI Import Options Dialog Box](#)
-  [Using the FLC/FLI Import Options Dialog Box](#)
-  [Using the MPEG Import Options Dialog Box](#)

#### RELATED TOPIC

-  [Setting Special File Format Preferences](#)

## Viewing File Information Details

Use the [File Information](#) details window to view information on an image before opening it. The box contains information on the file format, location on your computer, compression method, memory requirements, and creation date.

## Opening a File via the Most Recently Used List

The [Most Recently Used list](#) contains the filenames most recently opened by Animation Shop. This list appears before the Exit item in the File menu. The list will be empty until you have opened a file in Animation Shop.

To open a file via the Most Recently Used list, simply click the filename in the list.

Ø **Note:** *If you chose to open a WMF or PCD image file, Animation Shop will display a format-specific dialog box requesting additional information about the file.*

---

### Opening an AVI, FLC, or FLI File

If you choose to open an AVI, FLC or FLI animation file, an import dialog box specific to that file type will appear, requesting additional information about the file. For more information, select the appropriate topic below:

 [Using the AVI Import Options Dialog Box](#)

 [Using the FLC/FLI Import Options Dialog Box](#)

 [Using the MPEG Import Options Dialog Box](#)

#### **RELATED TOPIC**

 [Setting Special File Format Preferences](#)

## Opening a File via Windows Explorer or My Computer

If the file's extension is associated with Animation Shop, you can open the file by double-clicking it in Windows Explorer or My Computer.

Ø **Note:** *If you chose to open a WMF or PCD image file, Animation Shop will display a format-specific dialog box requesting additional information about the file.*

---

### Opening an AVI, FLC, or FLI File

If you choose to open an AVI, FLC or FLI animation file, an import dialog box specific to that file type will appear, requesting additional information about the file. For more information, select the appropriate topic below:

 [Using the AVI Import Options Dialog Box](#)

 [Using the FLC/FLI Import Options Dialog Box](#)

 [Using the MPEG Import Options Dialog Box](#)

#### **RELATED TOPICS**

 [Setting Special File Format Preferences](#)

 [Understanding and Using File Associations](#)

## Opening a File via the Run Dialog Box

Open a file in Animation Shop via the Windows Run dialog box as follows:



1. Choose **Start** button > **Run**. The [Run dialog box](#) will open.
2. Type the path or use the Browse button to navigate to where the file resides.
3. Click OK to open the file in Animation Shop.

Ø **Note:** If you chose to open a WMF or PCD image file, Animation Shop will display a format-specific dialog box requesting additional information about the file.

---

## Opening an AVI, FLC, or FLI File

If you choose to open an AVI, FLC or FLI animation file, an import dialog box specific to that file type will appear, requesting additional information about the file. For more information, select the appropriate topic below:

-  [Using the AVI Import Options Dialog Box](#)
-  [Using the FLC/FLI Import Options Dialog Box](#)
-  [Using the MPEG Import Options Dialog Box](#)

### RELATED TOPICS

-  [Setting Special File Format Preferences](#)
-  [Understanding and Using File Associations](#)



## Opening a File via Drag-and-Drop

You can open any supported file in Animation Shop by dragging it from Windows Explorer, My Computer, or any application that supports Drag-and-Drop. Use the Drag-and-Drop method as follows:

1. Position the Animation Shop window and the Windows Explorer or My Computer windows so both can be seen. The Windows Explorer or My Computer window should be on top (active) since this is where you will "grab" the file.
2. Click on the file you want to open and then drag it to one of these items:
  - The Animation Shop window
  - The ANIM.EXE application executable file icon
  - A Windows desktop shortcut icon for Animation Shop
3. Drop the file by releasing the mouse button. Animation Shop will open the file.

Ø **Note:** *If you chose to open a WMF or PCD image file, Animation Shop will display a format-specific dialog box requesting additional information about the file.*

---

## Opening an AVI, FLC, or FLI File

If you choose to open an AVI, FLC or FLI animation file, an import dialog box specific to that file type will appear, requesting additional information about the file. For more information, select the appropriate topic below:

-  [Using the AVI Import Options Dialog Box](#)
-  [Using the FLC/FLI Import Options Dialog Box](#)
-  [Using the MPEG Import Options Dialog Box](#)

### RELATED TOPIC

-  [Setting Special File Format Preferences](#)

## Using the AVI Import Options Dialog Box

Opening AVI files in Animation Shop can be a drain on system resources. To work around this problem, when you choose to open an AVI animation file, the [AVI Import Options](#) dialog box will offer you the option to open only a subset of the frames in the file. Use this dialog box as described below.

In the Range of frames to import area:

- Choose the "All frames" option to import every frame in the animation.
- Choose the "Frames" option and then use the two edit boxes to set the first and last animation frame which define the range of frames to import.

In the Sampling area:

- Choose the "Take all frames in range" option to import every frame in the range you selected above.
- Choose the "Take one sample every  $n$  frames" option (use the edit box to set the value for  $n$ ) to import only one frame for every  $n$  frames in the range you selected above.
- Mark the "Merge identical frames into one" check box to import one frame for each identical frame. Do not mark this check box if you wish to import identical frames.

## Using the FLC/FLI Import Options Dialog Box

The [FLC/FLI Import Options](#) dialog box will appear when you choose to open an FLC or an FLI animation file. Use this dialog box as follows:

In the Range of frames to import area:

- Choose the "All frames" option to import every frame in the animation.
- Choose the "Frames" option and then use the two edit boxes to set the first and last animation frame which define the range of frames to import.

In the Sampling area:

- Choose the "Take all frames in range" option to import every frame in the range you selected above.
- Choose the "Take one sample every  $n$  frames" option (use the edit box to set the value for  $n$ ) to import one frame for every  $n$  frames in the animation.
- Mark the "Merge identical frames into one" check box to import one frame for each identical frame. Do not mark this check box if you wish to import identical frames.

## Using the MPEG Import Options Dialog Box

The [MPEG Import Options](#) dialog box will appear when you choose to open an MPEG animation file. Use this dialog box as follows:

In the Range of frames to import area:


- Choose the "All frames" option to import every frame in the animation.
- Choose the "Frames" option and then use the two edit boxes to set the first and last animation frame which define the range of frames to import.

In the Sampling area:

- Choose the "Take all frames in range" option to import every frame in the range you selected above.
- Choose the "Take one sample every  $n$  frames" option (use the edit box to set the value for  $n$ ) to import one frame for every  $n$  frames in the animation.

Mark the "Merge identical frames into one" check box to import one frame for each identical frame. Do not mark this check box if you wish to import identical frames.

## Saving an Animation

To save changes to an animation, choose **File > Save**, or click the Save button  on the toolbar. If you are saving modifications to a previously saved animation but are not choosing a different animation format, choosing Save will simply save the file to the hard disk.

If you are performing either of the following actions:

- Saving a new animation
- Saving an existing animation to another file format by choosing **File > Save As**

The [Save As](#) dialog box will appear. Available file formats include [GIF](#), [MNG](#), [AVI](#), [FLC](#), [ANI](#) and [FLI](#). Follow these steps to save the animation.

1. To save the file in a different directory, choose the new directory in the "Save in" drop down box. If necessary, use the Up One Level button to help navigate, or the Create New Folder button to create a new folder.
2. To rename the file, enter the new name in the "File name" field.
3. To choose a new file type, do so in the "Save as type" drop down box. (\***Note:** If saving in AVI format, refer to the section **Saving in the AVI File Format** below.)
4. Click the Save button. If you are saving the file in MNG format, the file will be saved and the dialog box will close. If you are saving in GIF, FLC, FLI, or AVI format, additional dialog boxes will appear as described below.

### Saving in the AVI File Format

When you choose to save an animation in the AVI file format, Animation Shop will launch a wizard consisting of a series of pages that let you save your opened frames [into a previously existing AVI file](#), or [as a new file](#). The saving of modifications made to a previously saved file which was opened using only a [subset of frames](#) will not result in a loss of any of the unopened frames.

### Optimizing the File

Saving an animation in GIF, FLC, FLI, or AVI format starts up Animation Shop's optimization process. Three optimization pages will appear in this order:

 [Animation Quality Versus Output Size](#)

 [Viewing Optimization Progress](#)

 [Viewing Optimization Results](#)

#### RELATED TOPIC

 [Saving an Individual Frame](#)

## Using the Save As Dialog Box

The [Save As](#) dialog box is displayed when you use either the Save or the Save As command. Use this dialog box as follows:




1. To save the file in a different directory, choose the new directory in the "Save in" drop down box. If necessary, use the Up One Level button to help navigate, or the Create New Folder button to create a new folder.
2. To rename the file, enter the new name in the "File name" field.
3. To choose a new file type, do so in the "Save as type" drop down box. (\***Note:** If saving in AVI format, refer to the section **Saving in the AVI File Format** below.)
4. Click the Save button. If you are saving the file in MNG format, the file will be saved and the dialog box will close. If you are saving in GIF, FLC, FLI, or AVI format, additional dialog boxes will appear as described below.

### Saving in the AVI File Format

When you choose to save an animation in the AVI file format, Animation Shop will launch a wizard consisting of a series of pages that let you save you opened frames [into a previously existing AVI file](#), or [as a new file](#). The saving of modifications made to a previously saved file which was opened using only a [subset of frames](#) will not result in a loss of any of the unopened frames.

### Optimizing the File

Saving an animation in GIF, FLC, FLI, or AVI format starts up Animation Shop's optimization process. Three optimization pages will appear in this order:

-  [Animation Quality Versus Output Size](#)
-  [Viewing Optimization Progress](#)
-  [Viewing Optimization Results](#)

#### RELATED TOPIC

-  [%Save\\_an\\_Individual\\_Frame](#) [Saving an Individual Frame](#) [%Save\\_an\\_Individual\\_Frame](#)

## Saving frames Into an Existing AVI

This wizard will offer you a variety of options for fine-tuning the look and size of the animation you are about to save. Use the Save Wizard as follows:

1. Start up the wizard by choosing **File > Save**. The first wizard page, [Choose Export Type](#), will let you select how the animation frames are to be saved. Select the "Insert frames into existing AVI " radio button and then choose one of the following options:
  - **Overwrite existing frames.** This option will overwrite any frames in the target output file. If the animation has more frames than the file, frames will be added to the file. If the file has more frames than the animation, some frames will not be overwritten and will thus remain in the file unchanged.
  - **Insert before existing frames.** This option will insert animation frames before the frames already present in the target output file. Frames in the file will be unchanged except for their position within the animation.
  - **Insert between existing frames.** This option will insert animation frames between frames already existing in the target output file (the exact position of the new frames is set in one of the next wizard pages). Frames before the insert point will be unchanged. Frames after the insert point will be unchanged except for their position in time.
  - **Insert after existing frames.** This option will insert animation frames after the frames already present in the target output file. Frames in the file will be unchanged.
2. When you finish using this page, click the Next button to [move to the next wizard page](#).

## Choose Compressor Wizard Page

The [Choose Compressor wizard page](#) allows you to specify the compressor to use when saving frames to an existing AVI file.

1. Select an option for each of the boxes in the page, according to the following information:
  - **Compressor** specifies which [codec](#) file to use.
  - **Compression Quality** sets the overall quality vs. size of output.
  - **Key frame every** sets the keyframe interval in the output file.
  - **Data rate** sets the data rate (in bits per second) of the video stream in the output file.
2. When you finish using this page, click the Next button to [move to the next wizard page](#)



## Choose Exported Frames Position Wizard Page

The [Choose Exported Frames Position wizard page](#) allows you to specify the frame rate for the exported frames. Type in a number or use the slider bar to reach a value and click the Next button to [move to the next wizard page](#).

## Choose Compressor Wizard Page

The [Choose Compressor wizard page](#) allows you to specify the compressor to use when saving frames to an existing AVI file.

1. Select an option for each of the boxes in the page, according to the following information:
  - **Compressor** specifies which [codec](#) file to use.
  - **Compression Quality** sets the overall quality vs. size of output.
  - **Key frame every** sets the keyframe interval in the output file.
  - **Data rate** sets the data rate (in bits per second) of the video stream in the output file.
2. When you finish using this page, click the Next button to [move to the next wizard page](#)

## **Generating Paletted Frames Wizard Page**

The [Generating Paletted Frames wizard page](#) shows the progress of generating frames suitable for the chosen type of output. The Finish button will not be enabled until all the output frames have been generated.

## **Saving a File as a New AVI**

This wizard will offer you a variety of options for fine-tuning the look and size of the animation you are about to save. Use the Save Wizard as follows:

Start up the wizard by choosing **File > Save**. The first wizard page, [Choose Export Type](#), will let you select how the animation frames are to be saved. Select the "Create new or overwrite existing AVI file" radio button and then click the Next button to [move to the next wizard page](#).

## Choosing Color Depth Wizard Page

The [Choose Color Depth wizard page](#) allows you to specify the color depth of the output file's frames. 24 and 8 bits per pixel are the only supported options at this time, being 24 the default value. After selecting one of the color depth options, click the Next button to move to the next wizard page. Selecting 24 bits per pixels option will take you to the [Choose Compressor Wizard Page](#). Selecting the 8 bits per pixel option will take you to the [Choose Paletting Method Wizard Page](#).

## Choose Paletting Method

The [Choose Paletting Method wizard page](#) allows you to specify the method you would like to use to generate paletted frames. Select one of the palettes in the "Create Palette by" panel and use the right panel to choose the method that Animation Shop will use to reduce the number of colors used in the animation frames. After making your selections, click the Next button to [move to the next wizard page](#).

## Optimizing an Animation

To optimize an animation before using it on a web page or in a presentation, use the Optimization Wizard. This will offer you a variety of options for fine-tuning the look and size of the animation. Use the Optimization Wizard as follows:

1. Start up the wizard by choosing **File > Optimization Wizard**. The first wizard page, [Optimized Output](#), will appear.
2. Use this wizard page, and then click the Next button to move to the second wizard page. The final wizard page will display details on the optimized animation.






### **RELATED TOPIC**

 [Using the Optimization Wizard](#)

## Using a Transition or Effect


1. Select an animation frame. This will be the starting point for the transition or effect.
2. From the Effects menu or from the Frame context menu, choose one of these five items:
  - [Insert Image Transition](#)
  - [Insert Image Effect](#)
  - [Apply Image Effect](#)
  - [Insert Text Effect](#)
  - [Apply Text Effect](#)
3. Using the appropriate dialog box listed above, define your transition or effect as desired.


### **RELATED TOPICS**

-  [Inserting an Image Transition](#)
-  [Inserting an Image Effect](#)
-  [Applying an Image Effect](#)
-  [Inserting a Text Effect](#)
-  [Applying a Text Effect](#)



## Placing Text in a Frame

The text tool  is used to add non-animated text to a frame. You can only add text one frame at a time. Unlike other tool palette tools, options for the text tool are set in a dialog box, not on the Style Bar. Add text to a frame as follows:

1. Select the text tool on the tool palette. When moved into the frame, the cursor's shape will change to this: 
2. To determine text color, left-click (to use the foreground color) or right-click (to use the background color) on the frame. The [Add Text](#) dialog box will appear.
3. Use the Add Text dialog box (see the Related Topic below) to enter the text and set text options.
4. Click the OK button. Animation Shop will close the Add Text dialog box and the text will be attached to the mouse cursor and into the target frame.
5. The next click of any mouse button will detach the data from the mouse cursor and merge it into the target frame at the point where the mouse was clicked.

Ø **Note:** *If you wish to change the text position or change the text color, use the Undo command and go back to step 2. You can also use the flood fill tool to change the text color.*


---

### RELATED TOPIC

 [Using the Add Text Dialog Box](#)

## Making an Animated Banner

The Banner Wizard provides an easy way to create an animated text banner. To do this:

1. Start up the Banner Wizard in one of two ways:
  - Choose **File > Banner Wizard**, or
  - Click the Banner Wizard button  on the toolbar.

The first page of the Banner Wizard will appear.

2. Use the Banner Wizard pages to define the animated text banner.

### ***RELATED TOPIC***

 [Using the Banner Wizard](#)

## Working with Layers in an Animation

When you open an image file that contains multiple layers, you need to be aware of the current setting in the [Layered Files](#) page in the General Program Preferences.

For example, if you are expecting Animation Shop to open each layer in a separate frame, you'll want to make sure the "Keep layers as separate frames" option is selected in the Layered Files preferences page. But if you are expecting Animation Shop to merge each layer into one frame, you'll want to make sure the "Merge layers into a single frame" option is selected.

Note also that any layer transparency information you set can be maintained when opening the image in Animation Shop by marking the "Preserve overall layer transparency" check box.

### **RELATED TOPIC**






[Setting Layered Files Preferences](#)

## Overview








The topics in the How Do I section of the help file provide step by step instructions on completing common tasks, as well as tasks that describe how to take advantage of some of the more powerful features in Animation Shop.

As listed below, the How Do I tasks are divided into three groups: Basic Topics, File Manipulation Topics, and Advanced Topics.









### Basic Topics:

-  [Open an Image or Animation](#)
-  [Save an Animation](#)
-  [Save an Animation in a Different](#)

#### [Format](#)

-  [Save an Individual Frame](#)
-  [Reverting to the Previously Saved File](#)
-  [Set Up a Page for Printing](#)
-  [Preview a Printed Animation](#)
-  [Print an Animation](#)
-  [Close an Animation](#)
-  [Delete an Animation](#)



### File Manipulation Topics:

-  [Optimize an Animation](#)
-  [Select a Canvas Color](#)
-  [Use a Transition or Effect](#)
-  [Place Text in a Frame](#)
-  [Make an Animated Banner](#)
-  [Insert Frames into an Animation](#)
-  [Change the Duration of a Frame](#)
-  [Export an Animation Shop File to](#)

#### [Paint Shop Pro](#)

-  [View an Animation's HTML Code](#)

### Advanced Topics:


-  [Work with Layers in an Animation](#)
-  [Drag and Drop With Paint Shop Pro](#)

## Printing an Animation

There are three ways to print an animation or animation frames:

- Click the **Print** button on the toolbar
- Choose **File > Print > Animation** to print animation frames
- Choose **File > Print > Frames** to print individual frames

### Using the Print Button

A quick way to print animation frames is to click the Print button  on the toolbar. No dialog box or prompt will appear. The frames will print in the same way as choosing **File > Print > Animation**, and then choosing "All" in the "Print range" area of the Print dialog box.



### Printing Animation Frames

When you choose **File > Print > Animation**, the [Print](#) dialog box appears. Use this dialog box as described below.

In the "Printer" area:

- Select a printer from the "Name" drop down box.

In the "Print range" area:

- Choose the "All" option to print all animation frames, where each printed page contains multiple frames.
- Choose the "Pages" option, and then enter a page range, to print selected pages.
- Choose the "Selection" option to print selected frames. If no frames are selected, this option will be greyed out (unavailable).

In the "Copies" area:

- If you want to print multiple copies, set the "Number of copies" edit box to the desired value.

When you click the Print button, the printed page(s) will use the settings in the Page Setup dialog box accessed by choosing **File > Page Setup > Animation**.



### Printing Individual Frames

When you choose **File > Print > Frames**, the [Print](#) dialog box appears. Use this dialog box as described below.

In the "Printer" area:

- Select a printer from the "Name" drop down box.

In the "Print range" area:

- Choose the "All" option to print all animation frames, where each printed page contains a single frame.
- Choose the "Pages" option, and then enter a page range, to print selected pages.
- Choose the "Selection" option to print selected frames. If no frames are selected, this option will be greyed out (unavailable).

In the "Copies" area:

- If you want to print multiple copies, set the "Number of copies" edit box to the desired value.

When you click the Print button, the printed page(s) will use the settings in the Page Setup dialog box accessed by choosing **File > Page Setup > Frames**.

## Changing the Duration of a Frame

Change the duration (display time) for a frame or group of selected frames as follows:

1. Select the frame(s).
2. Select the menu item **Animation > Frame Properties**. This will display the Frame Properties dialog box.
3. If it is not already selected, select the Display Time tab.



4. In the "Display time" field, set the desired display time and then click OK. Valid values range from 1 to 32,767. Setting the value to 100 will display the frame for one second.

## Setting Up a Page for Printing

Setting up a page for printing involves determining the paper source and the placement of the image(s) on the printed page. There are two options available when using the **Page Setup** item in the **File** menu:

- Choose **File > Page Setup > Animation** to print multiple frames on each page.
- Choose **File > Page Setup > Frames** to print individual frames on each page.



### Page Setup for an Animation

When you choose **File > Page Setup > Animation**, the [Page Setup](#) dialog box appears. (This dialog box looks slightly different than the identically titled dialog box for setting up frames.) Use this dialog box as follows:

In the "Paper" area:

- Choose a paper size in the "Size" drop down box.
- Choose a paper source in the "Source" drop down box.

In the "Orientation" area:

- Choose either "Portrait" or "Landscape" for the orientation. Note that the thumbnail image at the top of the dialog box reflects the current setting.

In the "Margins" area:

- Click inside the "Left", "Right", "Top", and "Bottom" edit boxes to set the desired values.

Ø **Note:** To switch from "inches" to metric measurements, go into the Windows Control Panel, select *Regional Settings*, select the *Numbers* tab, and set the *Measurement System* setting to "metric."

---

Click the Printer button to select a printer other than the current default printer.



### Page Setup for Frames

When you choose **File > Page Setup > Frames**, the [Page Setup](#) dialog box appears. (This dialog box looks slightly different than the identically titled dialog box for setting up an animation.) Use this dialog box as follows:

In the "Paper" area:

- Choose a paper size in the "Size" drop down box.
- Choose a paper source in the "Source" drop down box.

In the "Orientation" area:

- Choose either "Portrait" or "Landscape" for the orientation. Note that the thumbnail image at the top of the dialog box reflects the current setting.

In the "Options" area:

Ø **Note:** You can choose any combination of options. Different combinations will produce different results and may override "Image size" and "Margins" settings.

---

- Mark the "Maintain aspect ratio" check box to preserve the image's original width to height ratio.
- Mark the "Use full page" check box to fill as much of the printed page with the image.
- Mark the "Center on page" check box to center the image on the printed page.

In the "Image size" area:

- Click inside the "Width" and "Height" edit boxes to set the desired values.

In the "Margins" area:

- Click inside the "Left", "Right", "Top", and "Bottom" edit boxes to set the desired values.

Ø **Note:** To switch from "inches" to metric measurements, go into the Windows Control Panel, select *Regional Settings*, select the *Numbers* tab, and set the *Measurement System* setting to "metric."

---


Click the Printer button to select a printer other than the current default printer.

## Closing an Animation


To close an open animation, choose **File > Close**. If you have modified the animation but have not yet saved the changes, the [Save File window](#) will appear.

- Click Yes to save the changes and close the animation.
- Click No to close the animation without saving the changes.
- Click Cancel leave the animation open without saving the changes.

## Using the Close Button

You can also close an animation by [clicking the Close button](#)  in the upper right corner of the animation's title bar.

## Using the File Control Icon

Another way to close an animation is by using the File Control icon , located in the left corner of the animation's title bar. Double-click this icon to close the animation, or click it to display the Control menu, and choose **Close**.


## Closing All Open Animations

To close all open animations, choose **Window > Close All**. If you have modified any of the open animations but have not yet saved the changes, the [Save File window](#) will appear.

- Click Yes to save the changes and close the animation.
- Click No to close the animation without saving the changes.
- Click Cancel leave the animation open without saving the changes.



## Closing an Animation Via the Close Button


Another way to close an animation is to click the Close button  in the upper right corner of the animation's title bar. If you have modified the animation but have not yet saved the changes, the [Save File window](#) will appear.

- Click Yes to save the changes and close the animation.
- Click No to close the animation without saving the changes.
- Click Cancel leave the animation open without saving the changes.

## Deleting an Animation

To delete an open animation from within Animation Shop, choose **File > Delete**. The [Confirm File Delete window](#) will appear.

- Click Yes to close the file, delete it from its current folder, and place it in the Recycle Bin.
- Click No to abort the deletion.

Ø **Note:** The Delete button  on the toolbar and the Delete item in the Frame context menu do not delete an animation, but only selected frames.

---

## Previewing a Printed Animation

To preview a page before printing, choose one of the two options available when using the **Print Preview** item in the **File** menu:

- Choose **File > Print Preview > Animation** to preview multiple frames on each page.
- Choose **File > Print Preview > Frames** to preview each frame on a separate page.

### Previewing a Printed Animation

When you choose **File > Print Preview > Animation**, the [animation print preview](#) window appears. Use this window as follows:

- Click the Print button to close the print preview window and display the Print dialog box.
- Click the Setup button to close the print preview window and display the Page Setup dialog box.
- If your animation spans multiple pages, click the Prev Page and Next Page buttons to navigate between pages.
- The button next to the Next Page button is labeled One Page or Two Page. When your animation spans multiple pages, click this button to toggle between previewing one page at a time or two pages.
- To zoom in and out, click the Zoom In or Zoom Out buttons. You can also click anywhere inside the preview window (the cursor will be shaped like a magnifying glass) to zoom.

### Previewing Printed Frames

When you choose **File > Print Preview > Frames**, the [frames print preview](#) window appears. Use this window as follows:

- Click the Print button to close the print preview window and display the Print dialog box.
- Click the Setup button to close the print preview window and display the Page Setup dialog box.
- Click the Prev Page and Next Page buttons to navigate between frames.
- The button next to the Next Page button is labeled One Page or Two Page. Click this button to toggle between previewing one frame at a time or two frames.
- To zoom in and out, click the Zoom In or Zoom Out buttons. You can also click anywhere inside the preview window (the cursor will be shaped like a magnifying glass) to zoom.

## Inserting Frames into an Animation

There are two basic ways to insert frames into an animation. You can insert empty frames, or frames from another animation or image. Choose one of the topics below:



[Inserting Empty Frames](#)



[Inserting Animation or Image Frames](#)

## Inserting Empty Frames

You can insert empty frames into an animation using any of the following methods:

- Press the **<Insert>** key on the keyboard
- Choose **Animation > Insert Frames > Empty**
- Right-click to display the context menu, then choose **Add > Empty Frames**
- Drag-and-Drop an empty frame from one animation into another
- Copy an empty frame from one animation and paste it into another

Ø **Note:** You can also use the keyboard accelerators **<Ctrl + T>** and **<Ctrl + Shift + T>** to insert empty frames before and after the current frame respectively.

---

### Via the <Insert> Key

When inserting blank frames via **<Insert>** key, they are placed before the current frame. The empty frames will use the current canvas color as well as the display time of the preceding frame. If there is no preceding frame, the empty frame will use the default display time of 10.

### Via the Animation Menu Item

Choose **Animation > Insert Frames > Empty**. The [Insert Empty Frames](#) dialog box appears. Use this dialog box as follows:

- In the "Number of frames" edit box, enter the number of empty frames to insert.
- In the "Insert before frame" edit box, enter the frame number to insert the empty frame(s) before.
- In the "Frame delay time", set the display time for the empty frame(s).
- In the "Contents of new frames" area, choose the "Blank to canvas color" option to fill the empty frame(s) with the current canvas color. Choose the "Carry forward contents of preceding frame" to copy the preceding frame's contents into the inserted frame(s).

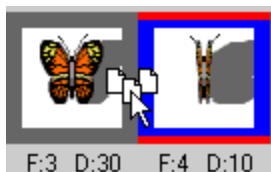
### Via the Context Menu Item

Right-click inside filmstrip border to display the Frame context menu, then choose **Add > Empty Frames**. The [Insert Empty Frames](#) dialog box appears. Use this dialog box as described in "Via the Animation Menu Item" above.

### Via Drag-and-Drop

If another open animation contains an empty frame, you can use the Drag-and-Drop feature to add (actually, you'll be copying) the empty frame to another animation as follows:

1. Position both animations so they are visible in the workspace.
2. Select the empty frame in the first animation and hold down the **<Ctrl>** key while holding down the left mouse button.
3. Drag the cursor into the second animation and position it between the frame that will be before and the frame that will be after the inserted frame. The cursor shape will appear like the cursor in this example:



4. Release the **<Ctrl>** key and the mouse button to insert the empty frame. \*Note that by holding down the **<Ctrl>** key during this operation, you are copying the empty frame from the first animation. If you do not hold down the **<Ctrl>** key, you will be removing the empty frame from the first animation.

## Via Copy and Paste

If another animation contains an empty frame, you can copy the empty frame and then paste it into another animation as follows:

1. Select the empty frame and choose **Edit > Copy** (or press <Ctrl> + <C>).
2. In the animation you wish to insert the empty frame, select the frame that will be after the empty frame you copied in step 1.
3. Paste the frame into the animation by choosing **Edit > Paste > As New Frames** (or press <Ctrl> + <L>).

### ***RELATED TOPICS***



[Changing Animation Properties](#)



[Changing Frame Properties](#)

## Inserting Animation or Image Frames

You can insert frames from another animation or image into an animation using any of the following methods:

- Choose **Animation > Insert Frames > From File**
- Right-click to display the context menu, then choose **Add > From File**
- Drag-and-Drop an image or a frame from one animation into another
- Copy an image or a frame from one animation and paste it into another

### Via the Animation Menu Item

Choose **Animation > Insert Frames > From File**. The [Insert Frames from Files](#) dialog box appears. Use this dialog box as follows:

- Click Add File button. The [Open](#) dialog box appears. Use the Open dialog box to choose the frames or image file you wish to add. Click the Open button to return to the Insert Frames from File dialog box. The file(s) you add will appear in the list box. If you added multiple files, you can use the Move Up and Move Down buttons to rearrange the order the files will be added. To remove a file from the list, select the file and then click the Remove File button.

In the "Placement of new frames" area:

- Use the "Insert before" edit box to select the frame that will come before the new frames.
- Use the "Delay time" edit box to set the delay time for the added frames.

In the "Images with different size/aspect ratio than animation" area:

- Set the location for the contents of the added frames by choosing either the "Upper left corner" option or the "Centered" option.
- Choose what to fill the rest of the frame with by choosing either the "Canvas color" option or the "Preceding frame's contents" option.
- Mark the "Scale frames to fit" check box to symmetrically scale the added frames to fit inside animation frame size.

### Via the Context Menu Item

Right-click inside the filmstrip border to display the Frame context menu, and then choose **Add > From File**. The [Insert Frames from Files](#) dialog box appears. Use this dialog box as described in "Via the Animation Menu Item" above.

### Via Drag-and-Drop

Use the Drag-and-Drop feature to add frames to another animation as follows:

1. Position both animations so they are visible in the workspace.
2. Select the frame in the first animation and continue holding down the left mouse button.
3. Drag the cursor into the second animation and position it between the frame that will be before and the frame that will be after the inserted frame. The cursor shape will appear like the cursor in this example:



4. Release the mouse button to insert the frame.

### Via Copy and Paste

Copy a frame and then paste it into another animation as follows:

1. Select the frame to copy and choose **Edit > Copy** (or press **<Ctrl> + <C>**).
2. In the animation you wish to insert the frame, select the frame that will be after the frame you copied in step 1.
3. Paste the empty frame into the animation by choosing **Edit > Paste > As New Frames** (or press **<Ctrl> + <L>**).

#### ***RELATED TOPICS***



[Changing Animation Properties](#)



[Changing Frame Properties](#)



## Selecting a Canvas Color

Select or change the canvas color for an animation as follows:

1. Choose **Animation > Animation Properties**. The [Animation Properties](#) dialog box will appear.
2. Select the [Canvas Color](#) tab.
3. Use the Canvas Color tab as follows:
  - Select the "Transparent" option to have a transparent canvas color.
  - Select the "Opaque" option to have a non-transparent canvas color. The current canvas color appears in the color box. Left-click inside this color box to display the Color dialog box; right-click inside this color box to display the Recent Colors dialog box. Select the new canvas color using either of these dialog boxes. (See the Related Topics below for more information on using the Color dialog box and the Recent Colors dialog box).
4. In the Animation Properties dialog box, click OK to return to your animation.

### **RELATED TOPICS**



[Selecting a Color Dialog box](#)




[Using the Color Palette](#)



[Using the Recent Colors Dialog Box](#)

## Saving an Individual Frame

Save an individual animation frame or multiple frames to any of the supported output file formats as follows:

1. Select the frame(s).
2. Choose the Save Frame As command in one of the following ways:
  - Choose **File > Save Frames As**, or
  - Click the Save Frames As button  on the toolbar, or
  - Place the arrow tool inside the selected frame, right-click to display the Frame context menu, and choose **Save Frames As**




The Save Frame As dialog box will open.

Ø **Note:** *If you selected multiple frames, the command will be labeled "Save Frames As."*

---


3. Use this dialog box to save the frame(s), and then click OK.

### RELATED TOPICS

-  [Using the Save Frame As Dialog Box](#)
-  [Save an Animation](#)
-  [Supported File Formats](#)

## Using the Save Frame As Dialog Box

Use the [Save Frame As](#) dialog box as follows:

1. If you want to save the frame(s) in a folder different from the current folder, choose the new location in the "Save in" drop down box. To create a new folder, click the Create New Folder button  next to the "Save in" drop down box.
2. In the "File name" field, enter a name for the file.
3. In the "Save as type" drop down box, choose a file format for the frame. Be aware that some file formats have Save options available. Click the Options button in the Save Frame As dialog box to access these options. Listed below are the file formats that have options.
4. Use the "File name formatting options" as follows:
  - Choose the "Long file names" option if you want to use more than 8 characters in the root file name. The maximum number of characters is 256.
  - Choose the "DOS 8.3 file names" option if you want to use DOS-compliant file names consisting of a maximum of 8 characters in the root and 3 characters in the extension.
  - (\*Note: This option is only available when saving a single frame.) Mark the "Save frame number in file name" check box to append the frame number to the file name.
  - Mark the "Append leading zeros to frame index" check box to add an appropriate number of zeros (if the animation contains 10 or more frames) to the file name as a way to sort the files in explorer views. For example, if you are saving frames 1, 2 and 3 in a 100-frame animation, the digits "001", "002", and "003" respectively would be added to the file names for frames 1, 2, and 3.
  - Mark the "Save total frame count in file name" option to append a hyphen (-) character and the total frame count to the file name. **\*Note:** This option is not available if you chose the "DOS 8.3 file names" option.
  - Mark the "Save comment in file name" option to append the only the legal characters of the frame's comments to the file name. (Frame comments are applied by selecting a frame and choosing **Animation > Frame Properties** (or by choosing **Properties** in the frame context menu), clicking the Comments tab, and entering comments for the selected frame.) **\*Note:** This option is not available if you chose the "DOS 8.3 file names" option.

Ø **Note:** If you have chosen to include leading zeros, the frame count, and frame comments in the file name and the resulting file name exceeds 256 characters, the comments characters will be shortened first, followed by the source animation name, until the name becomes less than or equal to 256 characters. Frame numbers will not be altered.

Ø **Note:** When you decide to save more than one frame in the .psp file format the [Save Frames As](#) dialog box will offer you the option to create a separate image for each of the selected frames, or a single multilayered image in which each of the selected frames is turned into a layer. Select or unselect the appropriate check box accordingly.

---

## Save Options for the Various File Formats

Click one of the file formats listed below for details on using its Save Options dialog box.

[BMP, DIB](#)

[EPS](#)

[FPX](#)

[GIF](#)

[IFF, LBM](#)

[JPG](#)

[MAC](#)

[PBM, PGM, PPM](#)

[PCX](#)

[PNG](#)

[PSP](#)

[RLE](#)

[SCT](#)

[TGA](#)

[TIF](#)

[WPG](#)

WMF

***RELATED TOPIC***



File Formats

## Drag and Drop With Paint Shop Pro

Animation Shop 2 and Paint Shop Pro 6 allow you to drag-and-drop files between the two applications. Use this feature as described below.

### Dragging from Animation Shop into Paint Shop Pro

The easiest way to do this is to have both application windows visible on your screen.

1. Select a frame (or frames).

**Hold down the <Ctrl> key, place the cursor inside the frame, and then drag the selected frame(s) into the Paint Shop Pro workspace.**

2. Release the mouse button. The frame(s) will open in Paint Shop Pro as an individual image (or images).

Ø **Note:** *Using drag-and-drop means that the frames are not linked to their associated animation in Animation Shop. Thus, any modifications you make in Paint Shop Pro will not be reflected in Animation Shop.*

---

### Dragging from Paint Shop Pro into Animation Shop

The easiest way to do this is to have both application windows visible on your screen.

1. Select an image (or images).
2. Hold down the <Ctrl> key, place the cursor inside the image, and then drag the selected frame(s) into the Animation Shop.
3. Drop the images under the following conditions:
  - Drop an image onto an empty part of the Animation Shop workspace to create a new animation. If the image has multiple layers, depending on the setting of the "Layered Files" tab in the General Program Preferences, the new animation could consist of one or more frames.
  - Drop an image onto an animation frame to overlay that frame.
  - Drop an image between animation frames to insert it as a new frame.

#### RELATED TOPICS



[Setting Layered Files Preferences](#)

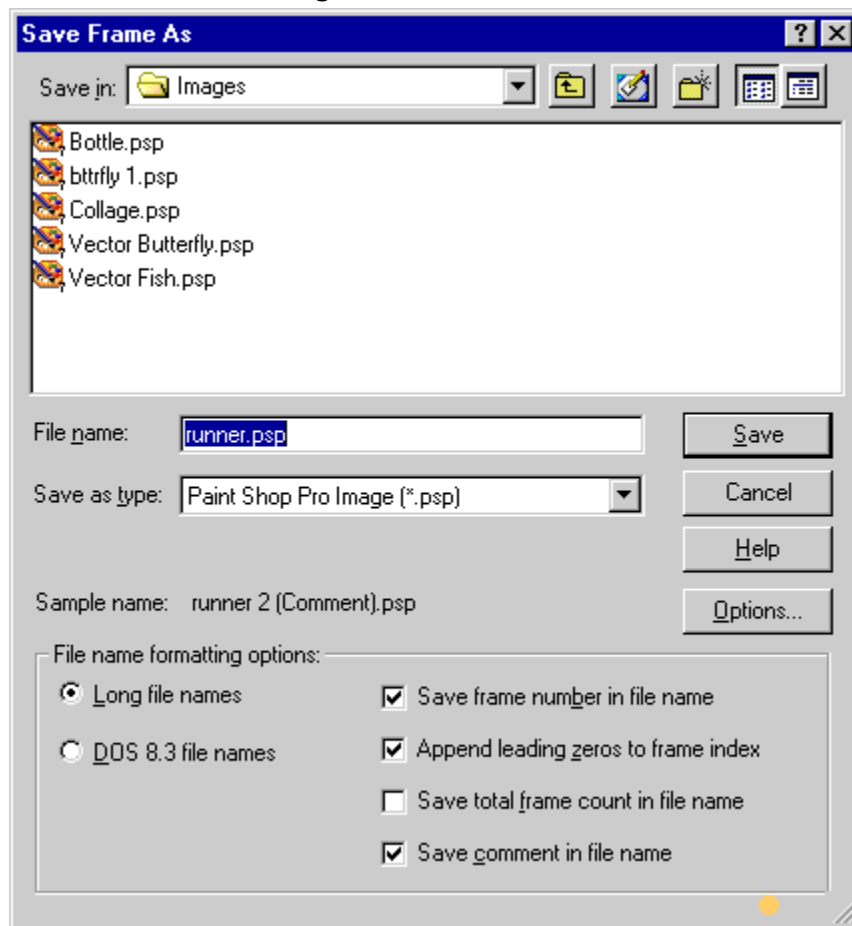


[Exporting Animation Frames to Paint Shop Pro](#)

## Animation Properties Dialog Box



## Save Frame As Dialog Box



## Saving an Animation in a Different Format

To save an animation in a file format different from its original file format, choose **File > Save As**. The [Save As](#) dialog box will appear. Use this dialog box as follows:




1. To save the file in a different directory, choose the new directory in the "Save in" drop down box. If necessary, use the Up One Level button to help navigate, or the Create New Folder button to create a new folder.
2. If you wish to rename the file, enter the new name in the "File name" field.
3. If you wish to choose a new file type, do so in the "Save as type" drop down box. (\***Note**: If saving in AVI format, refer to the section **Saving in the AVI File Format** below.)
4. Click the Save button. If you are saving the file in MNG format, the file will be saved and the dialog box will close. If you are saving in GIF, FLC, FLI, or AVI format, additional dialog boxes will appear, allowing you to optimize the file as described below.

### Saving in the AVI File Format

When you choose to save an animation in the AVI file format, Animation Shop will launch a wizard consisting of a series of pages that let you save you opened frames [into a previously existing AVI file](#), or [as a new file](#). The saving of modifications made to a previously saved file which was opened using only a [subset of frames](#) will not result in a loss of any of the unopened frames.

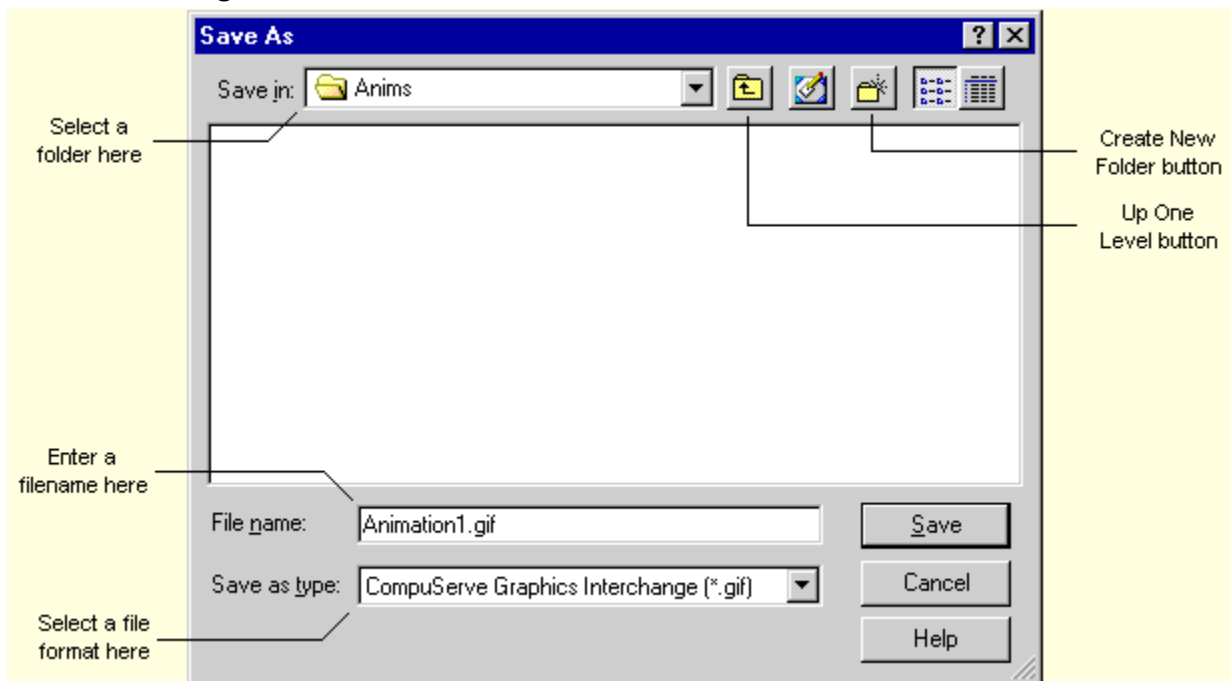
### Optimizing the File

Saving an animation in GIF, FLC, FLI, or AVI format starts up Animation Shop's optimization process. Three optimization pages will appear in this order:

-  [Animation Quality Versus Output Size](#)
-  [Viewing Optimization Progress](#)
-  [Viewing Optimization Results](#)



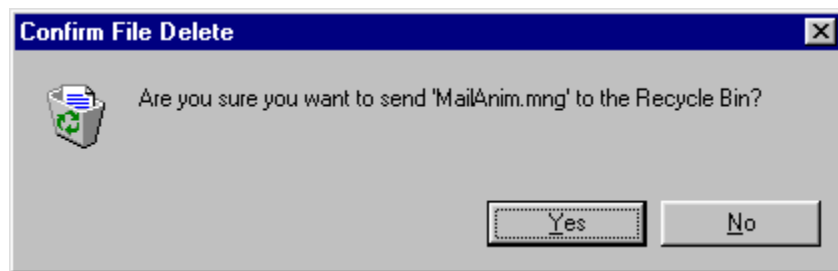
## Save As Dialog Box



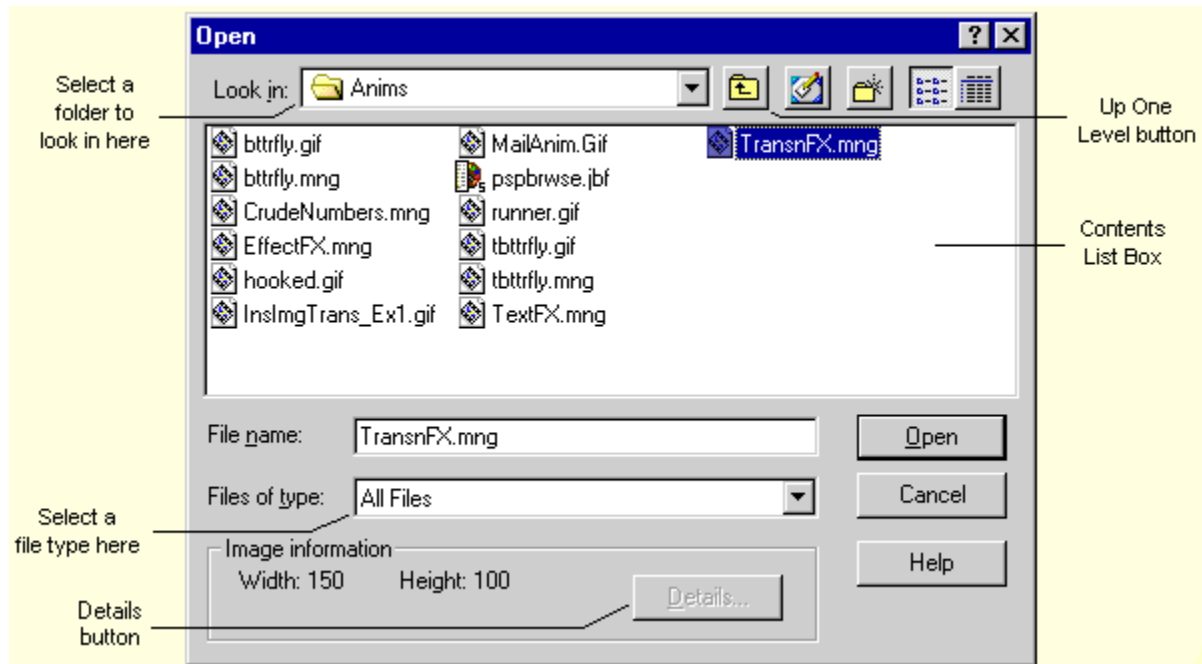
## Save File Window



### Confirm File Delete Window




## Open Dialog Box



Most Recently Used List

Most Recently Used list


Export Frames ▶

 Run Paint Shop Pro

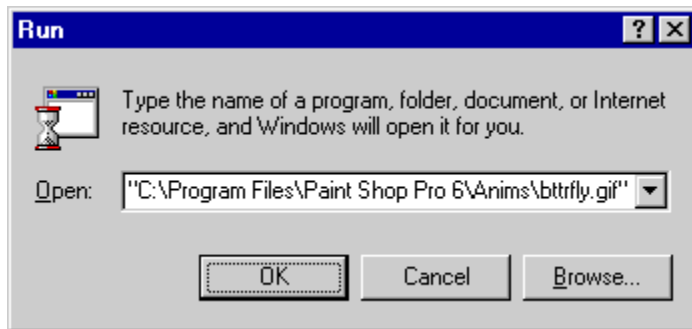
Preferences ▶

1 butterfly.gif

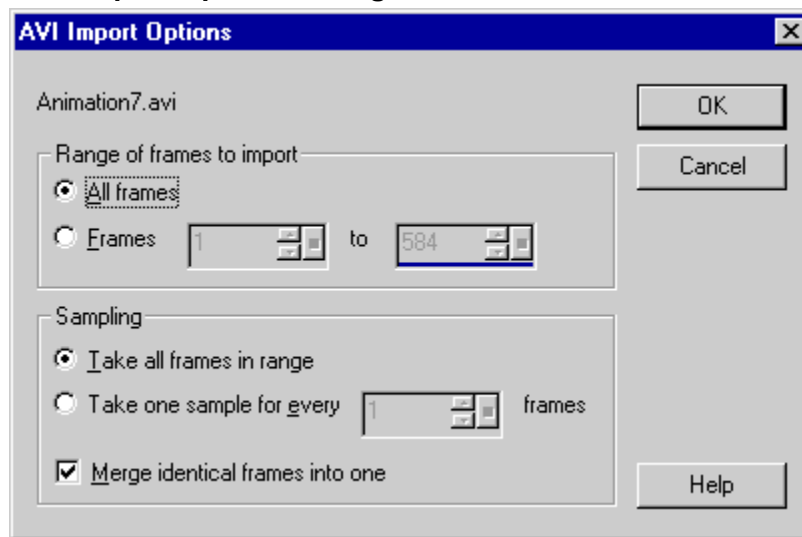
2 butterfly.ani

 Exit Alt+F4

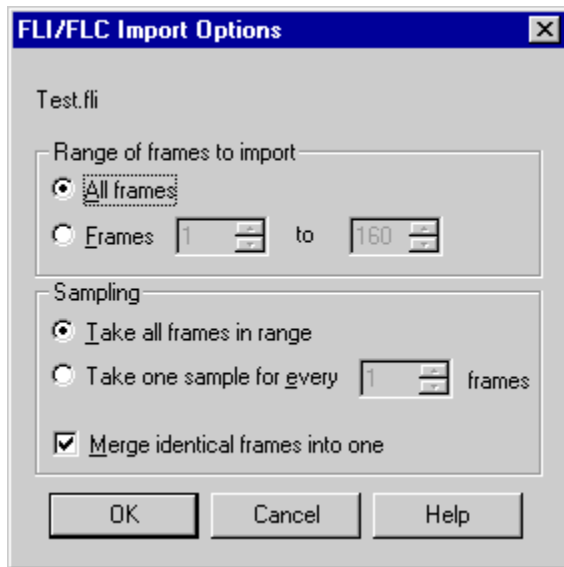
## Run Dialog Box



## AVI Import Options Dialog Box



### FLC/FLI Import Options Dialog Box



The dialog box is titled "FLI/FLC Import Options" with a close button (X) in the top right corner. The main content area is labeled "Test.fli". It contains two sections: "Range of frames to import" and "Sampling". In the "Range of frames to import" section, the "All frames" radio button is selected, and the "Frames" radio button is unselected. The "Frames" option has input fields for "1" and "160" with "frames" labels. In the "Sampling" section, the "Take all frames in range" radio button is selected, and the "Take one sample for every" radio button is unselected. The "Take one sample for every" option has an input field for "1" with "frames" label. A checked checkbox labeled "Merge identical frames into one" is also present. At the bottom, there are three buttons: "OK", "Cancel", and "Help".

FLI/FLC Import Options

Test.fli

Range of frames to import

☒ All frames

☐ Frames  frames to  frames

Sampling

☒ Take all frames in range

☐ Take one sample for every  frames

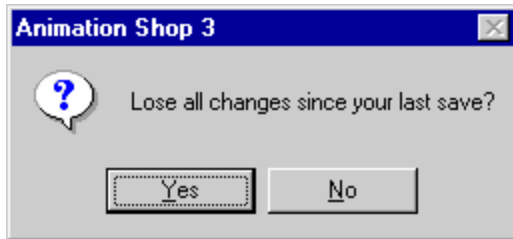
☒ Merge identical frames into one

OK Cancel Help



## Reverting to the Previously Saved File

To abandon all modifications to the current file since it was last saved, choose **File > Revert**. The following prompt will appear:



- Click Yes to abandon all modifications since the file was last saved.
- Click No to cancel the Revert operation.

Ø **Note:** *Revert only works on an animation. If you open a single-image file you must save it as an animation before using Revert to abandon modifications.*

---

### RELATED TOPIC

 [Using the Undo Feature](#)

## Exporting Animation Shop Frames to Paint Shop Pro

Export selected animation frames into Paint Shop Pro as described below.

1. Select the frame(s) you want to export into Paint Shop Pro.
2. Export the selected frame(s) using any of the following methods:
  - Choose **File > Export Frames > To Paint Shop Pro**, or
  - Click the **Export Frames to Paint Shop Pro** button on the toolbar, or
  - Right-click anywhere inside the animation to display the Frame context menu, and then choose **Export Frames to Paint Shop Pro**

If it is not already running, the Paint Shop Pro application will start up and the selected frame(s) will open. You can then modify these frames as you would any other image in Paint Shop Pro.

Ø **Note:** You cannot modify the animation in Animation Shop until you close the exported frame(s) in Paint Shop Pro. To indicate that exported frames remain open, the Animation Shop cursor shape will change to an hourglass when placed over any frame currently open in Paint Shop Pro.

---

## Using Paint Shop Pro-modified Images in Animation Shop

After modifying exported frames in Paint Shop Pro, you can incorporate the modified frames by doing one of the following steps in Paint Shop Pro:

- Choose **Edit > Update Back to Animation Shop**. This will update the frame to reflect your modifications. This will not close the file in Paint Shop Pro.
- Choose **File > Exit**. When prompted to update the frame before closing the file, choose Yes. The Animation Shop frame will be updated and Paint Shop Pro will close the file.


## Breaking the Link to Paint Shop Pro

When a frame or frames has been exported to Paint Shop Pro, this establishes a link between Animation Shop and Paint Shop Pro. This link prevents you from working on the animation. You can break the link using one of the following methods:

- In Animation Shop, choose **File > Export Frames > Break Link With Exported Frames**. This closes the file in Paint Shop Pro, exits Paint Shop Pro, and does not update the frame in Animation Shop.
- In Paint Shop Pro, choose **Edit > Update Back to Animation Shop**. This will update the frame to reflect your modifications. This will not close the file in Paint Shop Pro.
- In Paint Shop Pro, close the file. You'll be asked to save changes and update the frame in Animation Shop. Choose Yes to update the frames; choose No to close the file and not update the frames.
- Using the keyboard shortcut **<Ctrl> + <PAUSE>**.

## Undoing PSP-modified Frames

You can undo a frame's Paint Shop Pro modifications using any of these methods in Animation Shop:

- Click the Undo button  on the Animation Shop toolbar
- Use the keyboard shortcut **<Ctrl> + <Z>**
- Choose **Edit > Undo**
- Right-click to display the frame context menu, and choose **Undo Update from Paint Shop Pro**

### RELATED TOPIC

 [Starting Up Paint Shop Pro Within Animation Shop](#)

## Viewing an Animation's HTML Code

To view the HTML code required to insert a saved animation onto a web page, choose **View > HTML Code**. The [HTML Code](#) dialog box will appear. Use this dialog box as follows:

Ø **Note:** *This feature is only available after you have saved the animation.*

---

- Click the "Copy to Clipboard" button to copy the HTML code to the clipboard. From there, you can use the Paste feature in your HTML editor to place the code onto a web page.
- Click the Close button to close the HTML Code dialog box.

## Previewing an Animation in a Web Browser

To preview an image/animation in a single or multiple web browsers, choose **View > Preview in Web Browser**. The [Preview in WWW Browser](#) dialog box will appear. Use this dialog box as follows:

1. The "Formats" field box offers you the different animation formats that your web browser will use to display your image or animation. Select the file format in which you want your web browser to display your current image or animation. Any images or animations whose original file format differs from the one you choose will be converted to match your file format selection.
2. Select the Browser you wish to use for your preview from the listbox "Web Browser". If this box is empty or if you want to add a browser to this list, click the "Edit Web Browser" button to open the [File Locations](#) dialog box. Click the Browse button for the entry you wish to add or modify and use the [Browse for Web Viewer](#) dialog box to search for the Browser's .EXE file. After selecting the .EXE file, click the OK button to close the dialog box and return to the [Browse for Web Viewer](#) dialog box.
3. Select the width and the height of the animation from the "Size" panel. You can always go back the original dimensions of your image or animation by selecting the Default check box.
4. Use the "Background color" box to select the HTML page background color. Left-clicking this box opens the [Color](#) dialog box from the Color dialog box. Right-clicking it will open the [Recent Colors](#) dialog box.
5. Click the "Preview" button and move through the next optimization dialog boxes by clicking the "Next button". When the optimization process is completed, click the Finish button. Animation Shop will start your web browser application to display your animation, according to the settings you selected.

### RELATED TOPICS



[Preview a Printed Animation](#)



[View an Animation's HTML Code](#)



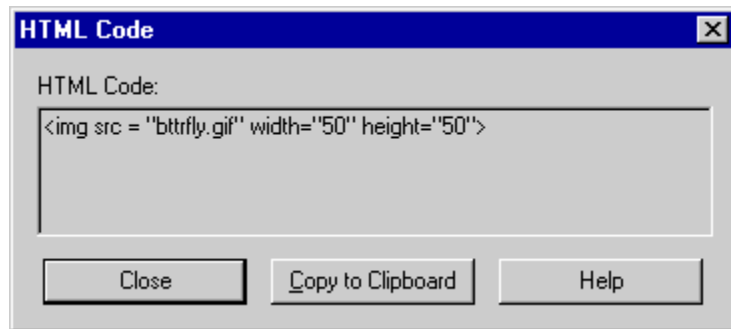
[Viewing the Resulting Animation](#)

## Undo/Temporary Files / Web Browsers

Use the File Locations dialog box as follows

- The [Undo/Temporary Files](#) tab in the File Locations dialog box, allows you to select the location of the Animation Shop temporary and undo files. Enter the path of the location you wish to select in the text box, or click the Browse button to navigate to the desired location using the [Browse for Folder](#) dialog box.
- The [Web Browsers tab](#) allows you to add a browser to the list of browsers you use to [preview your animations](#). Click the Browse button for the entry you wish to add or modify and use the [Browse for Web Viewer](#) dialog box to search for the Browser's .EXE file. After selecting the .EXE file, click the OK button to close the dialog box.

## HTML Code Dialog Box



## Insert Image Transition Dialog Box



## Insert Image Effect Dialog Box





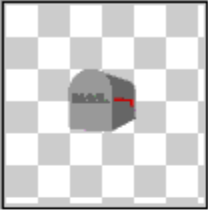
## Apply Image Effect Dialog Box

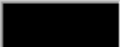


## Insert Text Effect Dialog Box


**Insert Text Effect** [X]

**Start with**





☒ Animation Frame  
☐ Canvas Color  
☐ Custom Color  


**Effect**




**Text appearance**




☐ Animation Frame  
☐ Canvas Color  
☒ Custom Color  


**Define text**

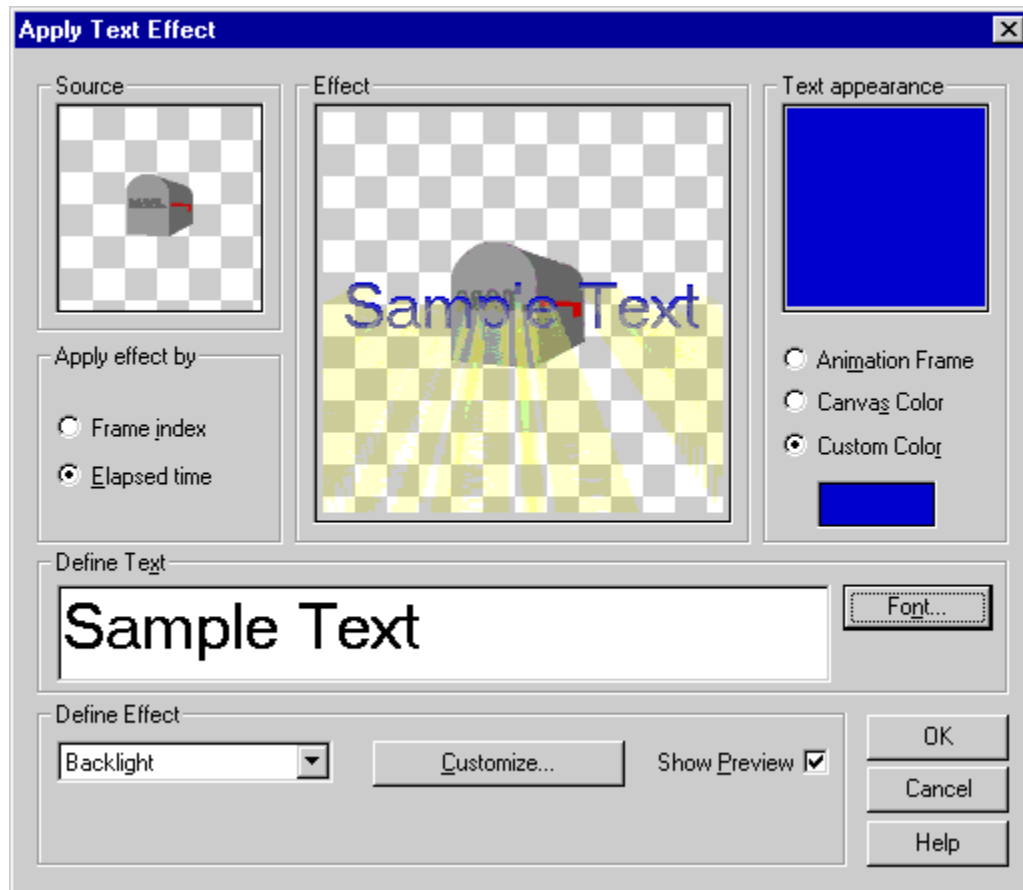
**Define effect**

Effect Length:  0.6 secs

Frames Per Second:  12 fps

Transition contains a total of 7 frames. ☒ Show Preview

## Apply Text Effect Dialog Box




## Page Setup - Animation



## Page Setup - Frames

**Page Setup** [X]



**Paper**

Size: Letter (8 1/2 x 11 in) [v]

Source: Auto Select [v]

**Orientation**

☒ Portrait

☐ Landscape

**Options**

☐ Maintain aspect ratio

☐ Use full page

☐ Center on page

**Image size**

Width: 3"

Height: 3"

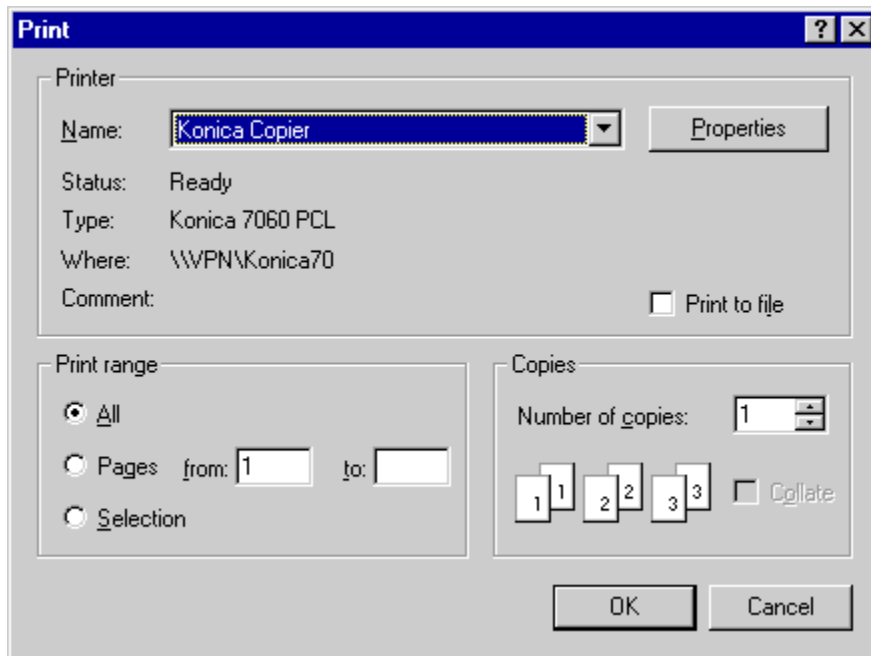
**Margins (inches)**

Left: 0.17" Right: 5.33"

Top: 0.17" Bottom: 7.83"

OK Cancel Help Printer...

## Print Dialog Box



The image shows a standard Windows-style print dialog box. The title bar is blue with the text 'Print' and standard window controls. The main area is divided into several sections. The 'Printer' section at the top contains a dropdown menu for the printer name, which is currently set to 'Konica Copier'. To the right of this dropdown is a 'Properties' button. Below the printer name, the status is 'Ready', the type is 'Konica 7060 PCL', and the location is '\\WPN\\Konica70'. There is also a 'Comment' field and a checkbox for 'Print to file'. The 'Print range' section on the left has three radio buttons: 'All' (selected), 'Pages' (with 'from' and 'to' input fields), and 'Selection'. The 'Copies' section on the right has a 'Number of copies' spinner set to 1, a visual representation of three pages (1, 2, 3) each with a copy count, and a 'Collate' checkbox. At the bottom are 'OK' and 'Cancel' buttons.

**Print** [?] [X]

**Printer**

Name: Konica Copier [v] [Properties]

Status: Ready

Type: Konica 7060 PCL

Where: \\WPN\\Konica70

Comment: ☐ Print to file

**Print range**

☒ All

☐ Pages from: 1 to:

☐ Selection

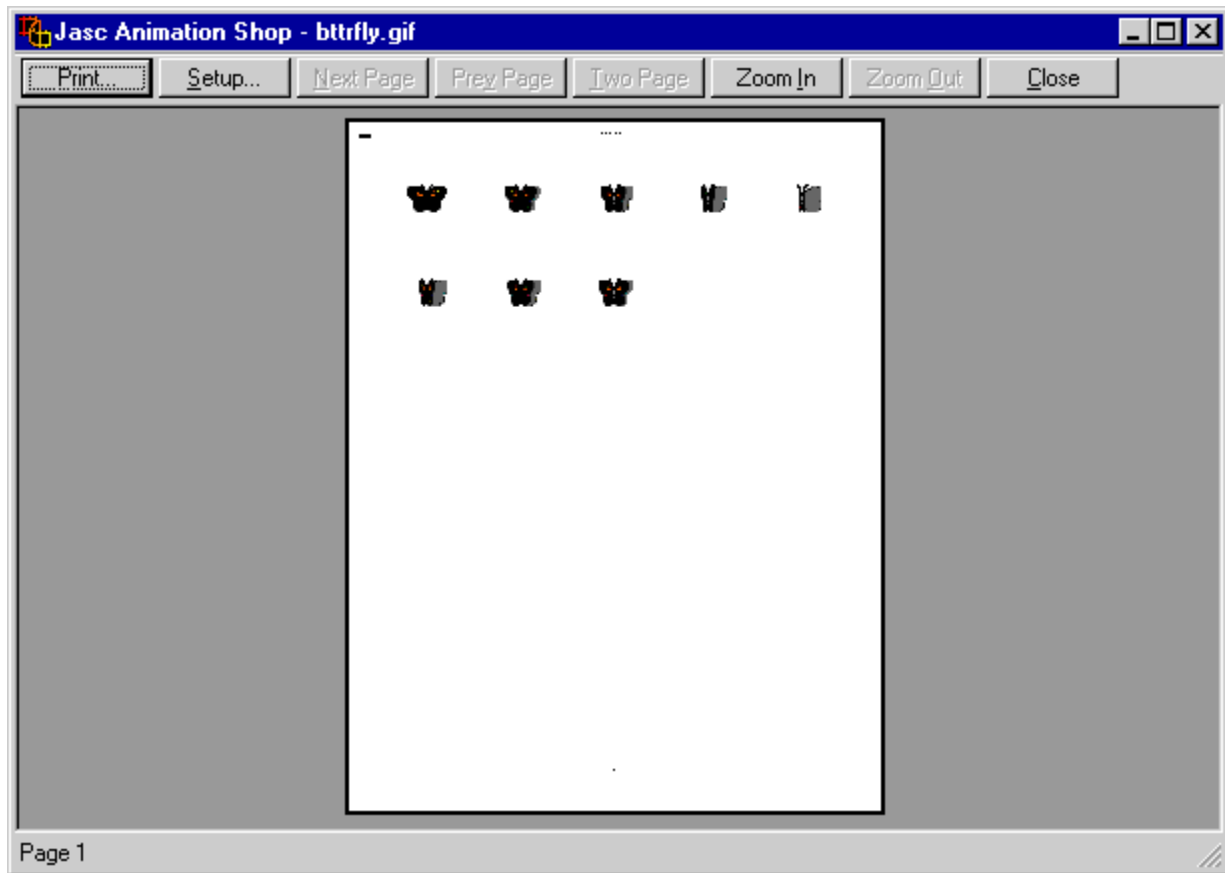
**Copies**

Number of copies: 1

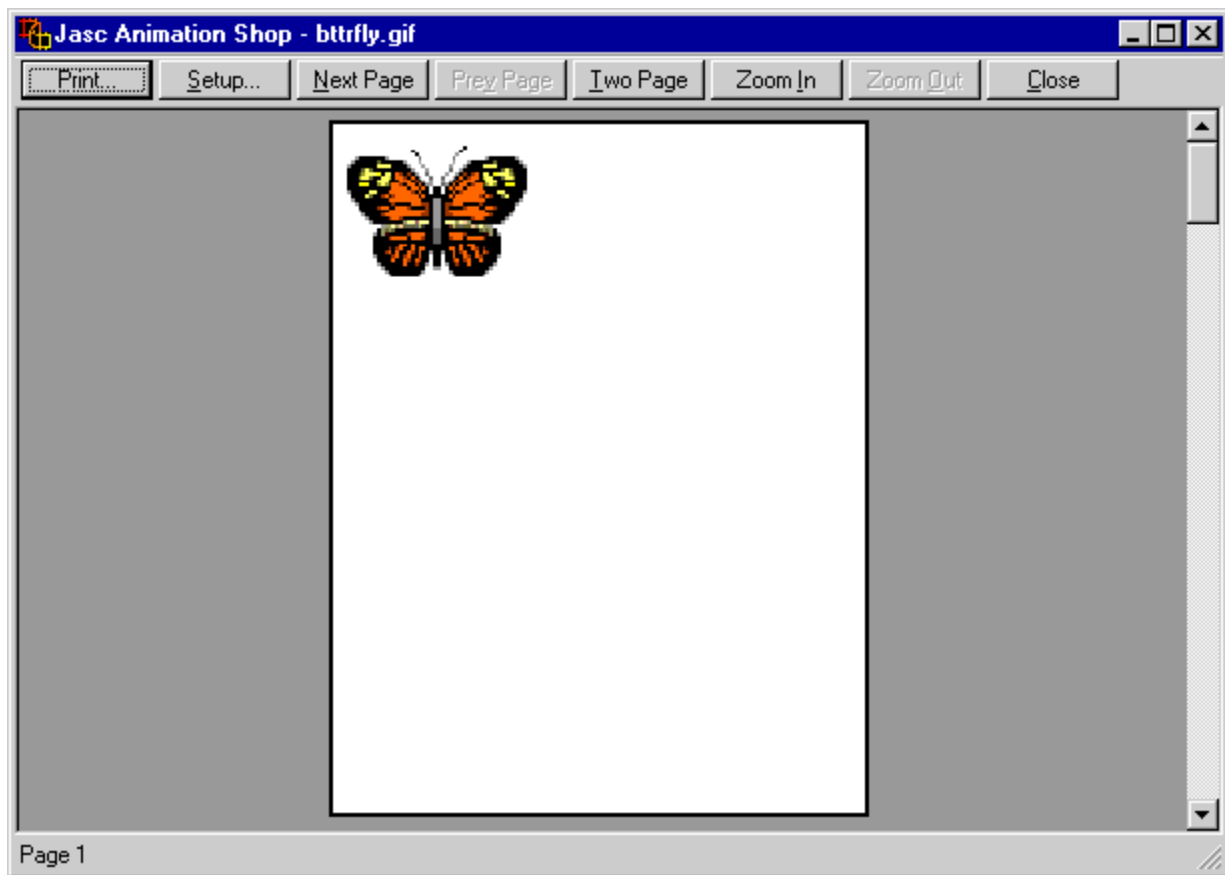
1 1 2 2 3 3 ☐ Collate

[OK] [Cancel]

## Animation Print Preview Window

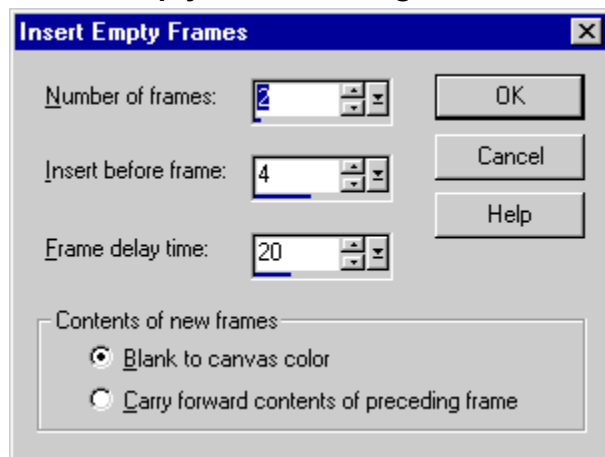


## Frames Print Preview Window





## Insert Empty Frames Dialog Box



The dialog box is titled "Insert Empty Frames" with a close button (X) in the top right corner. It contains three input fields with spinners, three buttons, and a section for selecting the contents of new frames.

Number of frames:

Insert before frame:

Frame delay time:

OK

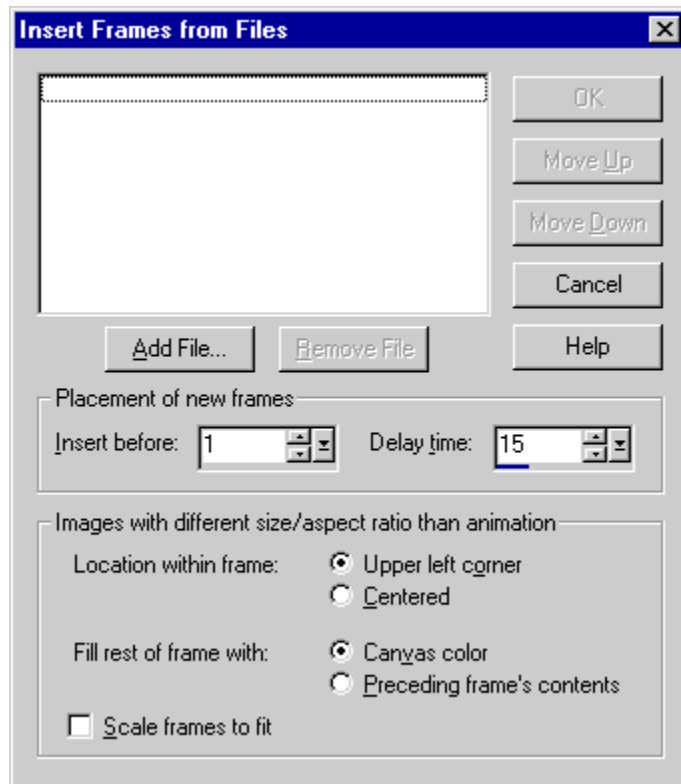
Cancel

Help

Contents of new frames

- ☒ Blank to canvas color
- ☐ Carry forward contents of preceding frame

## Insert Frames from Files Dialog Box



The dialog box is titled "Insert Frames from Files" with a close button (X) in the top right corner. It features a large empty rectangular area on the left for displaying file thumbnails. To the right of this area are five buttons: "OK", "Move Up", "Move Down", "Cancel", and "Help". Below the thumbnail area are two buttons: "Add File..." and "Remove File".

Below the buttons, there is a section titled "Placement of new frames" containing two spinners: "Insert before:" with a value of 1, and "Delay time:" with a value of 15.

The bottom section is titled "Images with different size/aspect ratio than animation" and contains three radio button options:

- Location within frame:
  - ☒ Upper left corner
  - ☐ Centered
- Fill rest of frame with:
  - ☒ Canvas color
  - ☐ Preceding frame's contents
- ☐ Scale frames to fit

## Save Options for BMP and DIB Files

The BMP (Bitmap) format is the native image format for the Windows series and OS/2 operating systems. It does not support transparency or layers. Use the [BMP Save Options](#) dialog box as follows:

In the "Format" area:

- Choose the "OS/2" option to use the file on an OS/2 workstation.
- Choose the "Windows" option to use the file on a Windows workstation.

In the "Encoding" area:

- Choose the "RGB" option to save the image with the Red, Green, and Blue values for each pixel.
- Choose the "Run length encoding" option to compress the file by grouping large blocks of color.

## Save Options for EPS Files

The EPS (Encapsulated PostScript) format is essentially a PostScript file with a bitmap included. This format is often used for images placed in page layout applications; the bitmap is discarded when the page is printed, as the printer uses the PostScript instructions instead. Use the [EPS Save Options](#) dialog box as follows:

In the "Color" area:

- Choose the "Color" option to save the image's color information.
- Choose the "Monochrome" option to save the image in varying shades of one color.

In the "Preview" area:

- Choose the "Preview" option to include a raster preview of the image.
- Choose the "No Preview" option to not include a preview.

## Save Options for FPX Files

The FPX (FlashPix) format originated from the Digital Image Group, and it uses compression techniques similar to JPG. FPX is often used to store images on Kodak digital cameras. Use the [FPX Save Options](#) dialog box as follows:

- Choose the "Compressed" option to apply JPG compression to the image. You should then enter a compression value in the "Compression factor" edit box, or adjust the slider to the desired value. Values range from 1 to 99.
- Choose the "Uncompressed" option to not compress the image.

## Save Options for GIF Files

The GIF (Graphics Interchange) format is one of the two most popular image formats used on the Internet. It supports images with color depth up to 8 bit (256 colors), and is optimized for high contrast images and blocks of color. Use the [GIF Save Options](#) dialog box as follows:

In the "Version" area:

- Choose the "Version 87a" option to use this earlier version of the GIF format. Note that this version does not support transparency or animation.
- Choose the "Version 89a" option to use the more recent version of the GIF format. This version does support transparency and animation.

In the "Interlacing" area:

- Choose the "Interlacing" option to view the image on the internet as rough and blurry at first, and then gradually sharper as it downloads.
- Choose the "Noninterlaced" option to view the image from top to bottom as it is displayed on the internet.

## **Save Options for IFF and LBM Files**

The Electronic Arts Interchange File Format (IFF) can save bitmap, audio, and multimedia files. The Deluxe Paint (LBM) format uses the same options as the IFF format. Use the [IFF and LBM Save Options](#) dialog box as follows:

- Choose the "Compressed" option to compress the file using Packbits Compression, a subset of the Postscript Level 2 printer language.
- Choose the "Uncompressed" option to not use compression when saving the file.

## Save Options for JPG Files

The JPG format, or JPEG (Joint Photographic Experts Group), is one of the two most popular image formats used on the Internet. It is optimized for 24-bit images, photographs, and other continuous tone images. It is not an ideal format for line art, screenshots, cartoons and other high contrast images. Use the [JPG Save Options](#) dialog box as follows:

In the "Encoding" area:

- Choose the "Standard encoding" option to view the image from top to bottom as it is displayed on the internet.
- Choose the "Progressive encoding" option to view the image on the internet as rough and blurry at first, and then gradually sharper as it downloads.

In the "Compression" area:

- Set the "Compression factor" by entering a value in the edit box, or by adjust the slider to update the value. Values range from 1 to 99.



## **Save Options for MAC Files**

The MAC format is derived from the MacPaint image editing program on the Macintosh. The file format only allows 1-bit per pixel, black and white images. Use the [MAC Save Options](#) dialog box as follows:

- Choose the "Header" option to include the header information necessary to open the file on a Macintosh.
- Choose the "No header" option to not include the header information. You can then only open the file on a Windows workstation.

## **Save Options for PBM, PGM, and PPM Files**

The PBM, PGM, and PPM formats are UNIX native formats for exchanging images in color and grayscale. Use the [PBM, PGM, and PPM Save Options](#) dialog box as follows:

- Choose the "Ascii" option to save image information as letters and numbers.
- Choose the "Binary" option to save image information as computer-readable 1s and 0s.

## **Save Options for PCX Files**

The PCX format is derived from the Windows image editing program Zsoft Paintbrush. Use the [PCX Save Options](#) dialog box as follows:

- Choose a version number to make the file compatible with by selecting the "Version 0", "Version 2", or the "Version 5" option.

## Save Options for PNG Files

The PNG (Portable Network Graphics) format is used to transmit and store bitmapped images. It was created specifically for the Internet and other networks. It provides alpha transparency, high color support, and slightly better compression than the GIF format. As of this writing, the current generation of Netscape Navigator and Microsoft Internet Explorer may not completely support PNG, and previous browsers do not support it at all. While the PNG format supports alpha channels and creator information, it does not support layers. Use the [PNG Save Options](#) dialog box as follows:

In the "Interlacing" area:

- Choose the "Interlaced" option to view the image on the internet as rough and blurry at first, and then gradually sharper as it downloads.
- Choose the "Noninterlaced" option to view the image from top to bottom as it is displayed on the internet.

In the "File size optimization" area:

- Choose the "Optimized palette" option to reduce the image's palette to contain only those colors present in the image. The palette colors are also re-arranged so that any transparent color comes first. These steps reduce the file size.
- Choose the "Nonoptimized palette" option to use the image's palette as is.

## **Save Options for PSP Files**

The PSP (Paint Shop Pro) format is the native image format for Paint Shop Pro. It can contain layer, mask, and selection information. Additionally, the PSP format provides optional lossless compression to create smaller files. Use the [PSP Save Options](#) dialog box as follows:

### ***COMPRESSION OPTIONS***

- Choose the "Run length encoding" option to compress repetitive information in the file. This resulting file size is not much smaller than that of the Uncompressed option.
- Choose the "LZ77 compression" option to compress the file in a much greater manner. This option produces the smallest file size.
- Choose the "Uncompressed" option to not compress saved file.

### ***VERSION OPTIONS***

- Choose the "Save as PSP 5 compatible file" option to make the file compatible with Paint Shop Pro version 5.
- Choose the "Save as PSP 6 compatible file" option to make the file compatible with Paint Shop Pro version 6.
- Choose the "Save as PSP 7 compatible file" option to make the file compatible with Paint Shop Pro version 7.

## **Save Options for RLE Files**

The RLE (Run Length Encoding) format provides an option for Compuserve or Microsoft Windows. Use the [RLE Save Options](#) dialog box as follows:

- Choose the "Compuserve" option to save the file in black and white with no gray information.
- Choose the "Windows" format to save the file in 4-bit (for images originally less than 8-bit color depth) or 8-bit color (for images originally 8-bit or greater color depth).

## Save Options for SCT Files

The SCT (SciTex) format is most often used to store high-color images for professional printing. Use the [SCT Save Options](#) dialog box as follows:

- Choose the "CMYK" option to save color channel information on the cyan, magenta, yellow, and black (K) channels.
- Choose the "CMY" option to save color channel information on the cyan, magenta, and yellow channels, but not on the black (K) channel.

## Save Options for TGA Files

The TGA (Truevision Targa) format is most often used to store high-color images. It does not support transparency or layers. Use the [TGA Save Options](#) dialog box as follows:

In the "Bit depth" area:

- Choose either the "8 bits", "16 bits", or the "24 bits" option.
- In the "Compression" area:
- Choose the "Compressed" option to use RLE file compression. This option compresses repetitive information in the file, resulting in a file size only slightly smaller than that of the Uncompressed option.
- Choose the "Uncompressed" option to not use compression when saving the file.



## Save Options for TIF Files

The TIF (Tagged Image File) format is a widely used file format created by Aldus Corporation. Use the [TIF Save Options](#) dialog box as follows:

In the "Compression area:

- Choose the "FAX – CCITT 3" option to use the same compression method as fax machines, reducing the image to black and white.
- Choose the "Huffman encoding" option to use a lossless compression method that replaces the most common image elements with smaller shorthand codes and a key to decode them.
- Choose the "LZW compression" option to use a lossless compression method that groups blocks of color together, similar to a GIF file.
- Choose the "Packbits compression" option to use a compression method that is a subset of the Postscript Level 2 printer language.
- Choose the "Uncompressed" option to not use compression when saving the file.

In the "Color channels" area:

- Choose the "RGB" option if you plan to use the file for computer display, or when printing to a personal desktop printer.
- Choose the "CMYK" option if you plan to print the file via a service bureau or color separation printer.

## **Save Options for WMF Files**

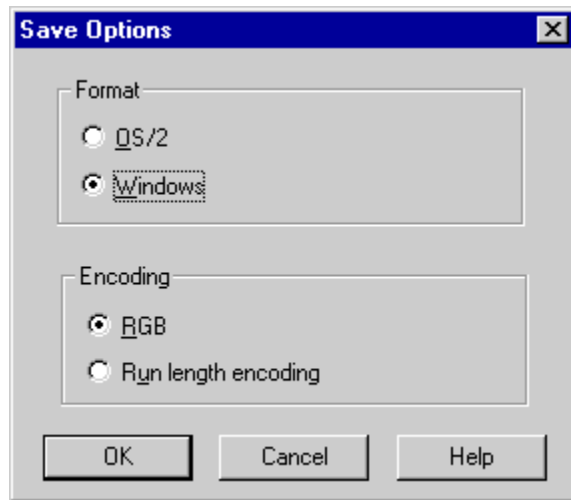
The WMF (Windows Metafile Format) format is used to exchange graphics information between Microsoft Windows applications. Although WMF files can hold both vector and bit-mapped images, Animation Shop does not support vector data at this time.

## **Save Options for WPG Files**

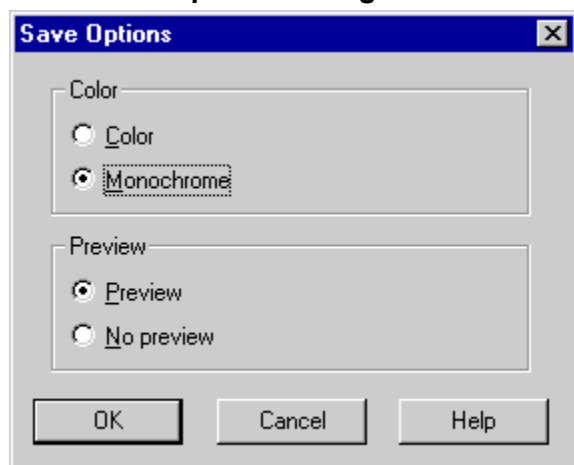
The WPG (WordPerfect Graphics) format is the clip art format for the Windows word processing program WordPerfect. Use the [WPG Save Options](#) dialog box as follows:

- Choose either the "Version 5.0", "Version 5.1", or the "Version 6.0" option to set a compatibility level for the file.

### BMP Save Options Dialog Box



### EPS Save Options Dialog Box



The dialog box is titled "Save Options" in a blue header bar with a close button (X) on the right. It contains two sections: "Color" and "Preview". The "Color" section has two radio buttons: "Color" (unselected) and "Monochrome" (selected). The "Preview" section has two radio buttons: "Preview" (selected) and "No preview" (unselected). At the bottom, there are three buttons: "OK", "Cancel", and "Help".

**Save Options** [X]

Color

☐ Color

☒ Monochrome

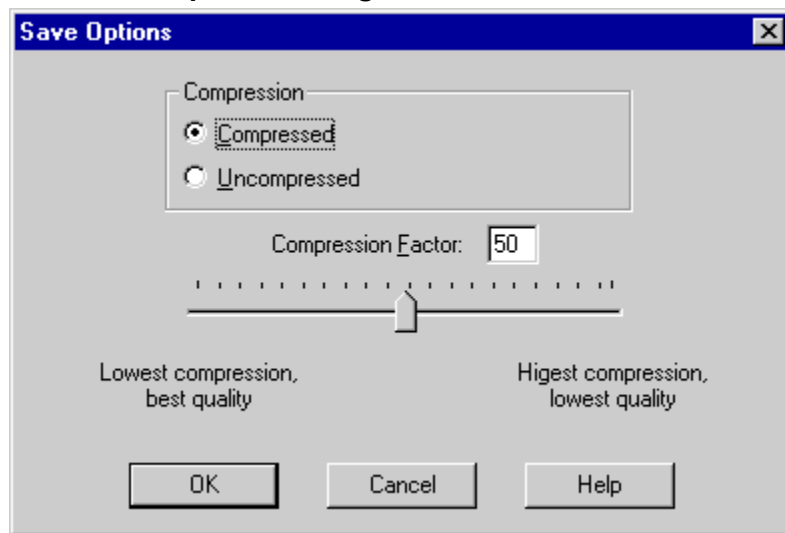
Preview

☒ Preview

☐ No preview

OK Cancel Help

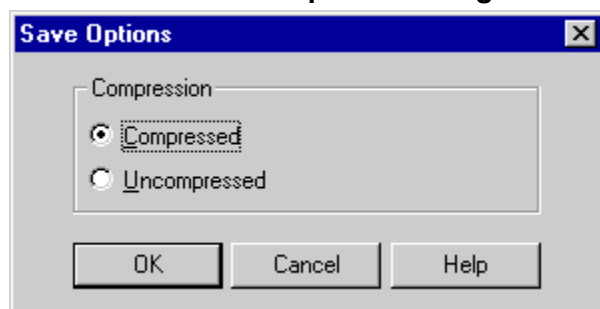
## FPX Save Options Dialog Box



### GIF Save Options Dialog Box

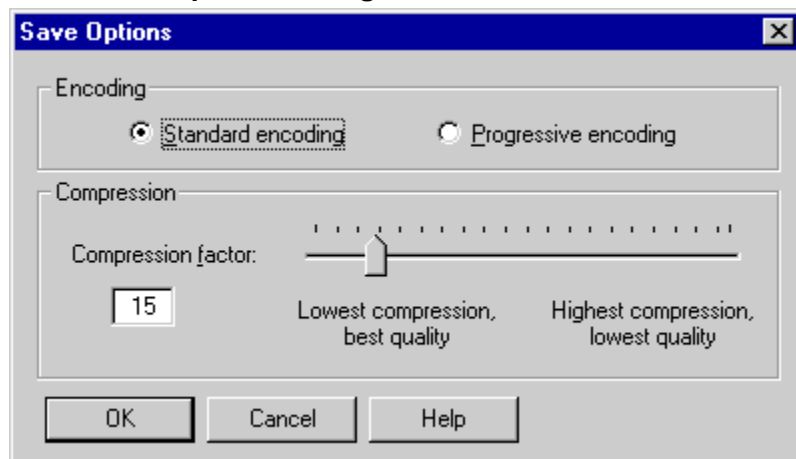


### IFF and LBM Save Options Dialog Box

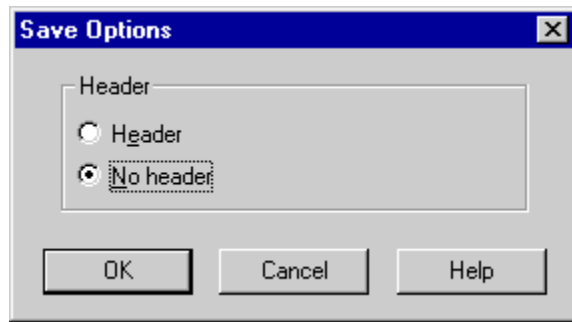




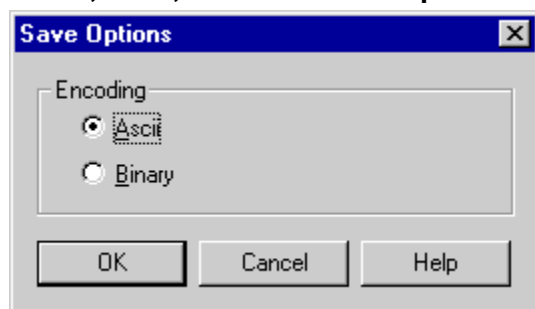
## JPG Save Options Dialog Box



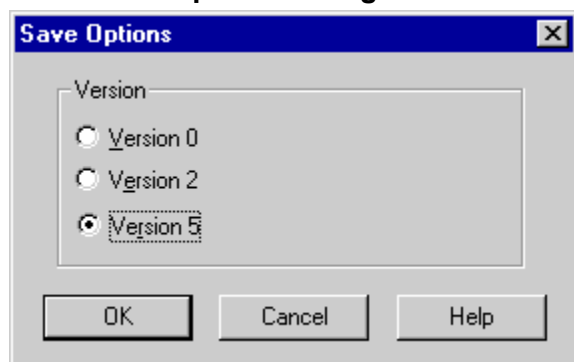
### MAC Save Options Dialog Box



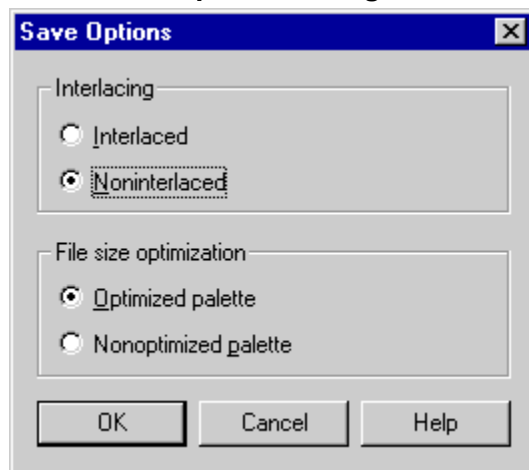
### PBM, PGM, and PPM Save Options Dialog Box



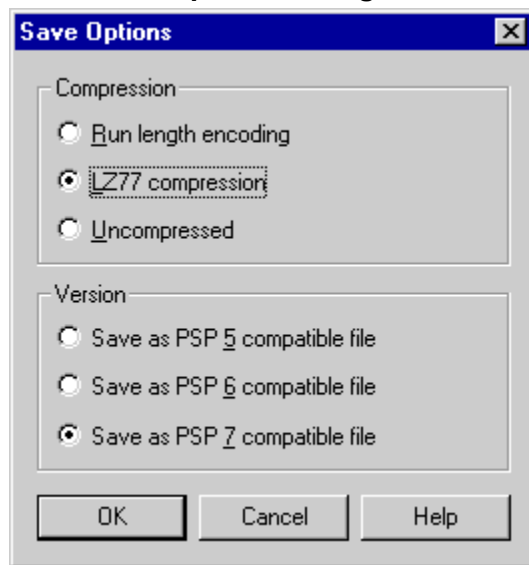
### PCX Save Options Dialog Box



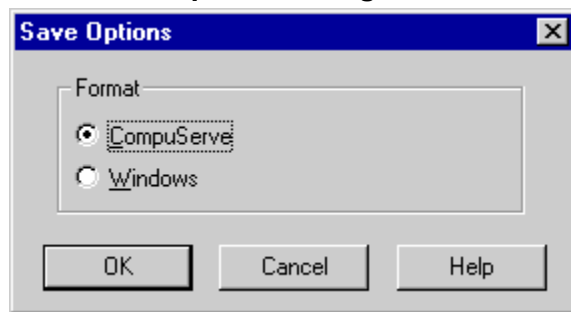
### PNG Save Options Dialog Box



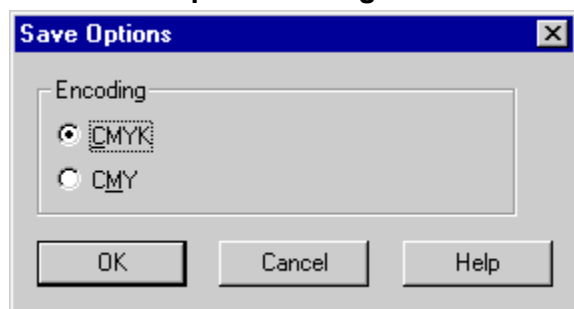
### PSP Save Options Dialog Box



### RLE Save Options Dialog Box

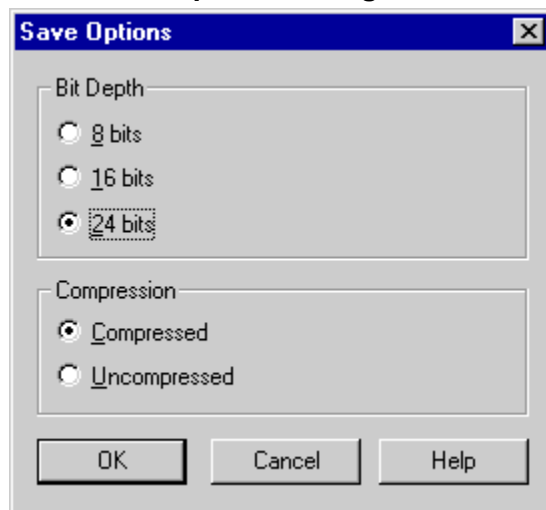


### SCT Save Options Dialog Box





### TGA Save Options Dialog Box



The image shows a 'Save Options' dialog box with a blue title bar and a close button. It contains two sections: 'Bit Depth' and 'Compression'. The 'Bit Depth' section has three radio buttons: '8 bits', '16 bits', and '24 bits', with '24 bits' selected. The 'Compression' section has two radio buttons: 'Compressed' and 'Uncompressed', with 'Compressed' selected. At the bottom are three buttons: 'OK', 'Cancel', and 'Help'.

**Save Options** [X]

Bit Depth

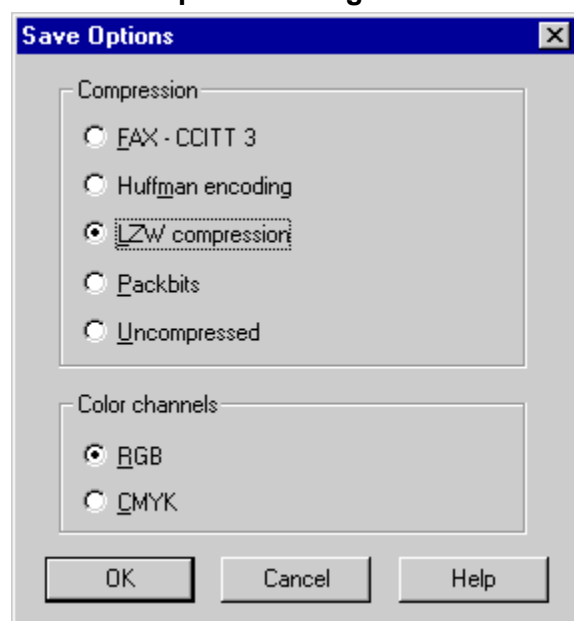
- ☐ 8 bits
- ☐ 16 bits
- ☒ 24 bits

Compression

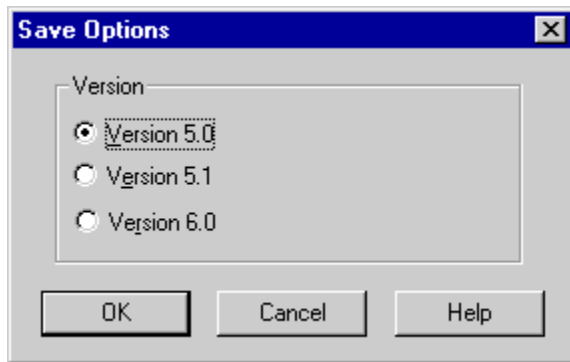
- ☒ Compressed
- ☐ Uncompressed

OK Cancel Help

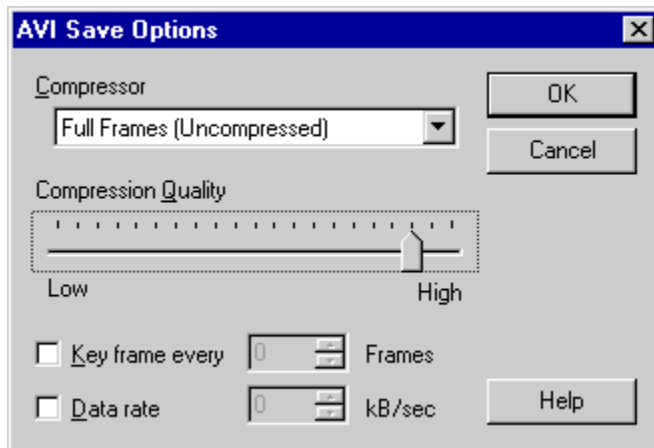
### TIF Save Options Dialog Box



### WPG Save Options Dialog Box



### AVI Save Options Dialog Box



The image shows a classic Windows-style dialog box titled "AVI Save Options". It has a blue title bar with a close button (X) in the top right corner. The dialog is divided into several sections. The first section is labeled "Compressor" and contains a dropdown menu currently set to "Full Frames (Uncompressed)". To the right of this section are two buttons: "OK" and "Cancel". The second section is labeled "Compression Quality" and features a horizontal slider control. The slider has tick marks along its length, with "Low" at the left end and "High" at the right end. The slider's handle is positioned approximately three-quarters of the way towards the "High" end. Below the slider, there are two unchecked checkboxes. The first is labeled "Key frame every" followed by a small numeric input field containing the value "0" and the word "Frames". The second is labeled "Data rate" followed by another small numeric input field containing the value "0" and the text "kB/sec". To the right of these checkboxes is a "Help" button.

**AVI Save Options** [X]

Compressor  
Full Frames (Uncompressed) ▼

OK  
Cancel

Compression Quality

Low High

☐ Key frame every 0 Frames

☐ Data rate 0 kB/sec

Help

## File Information Details Window

The screenshot shows a Windows-style dialog box titled "bfly5.wmf". It contains three main sections: "Image format", "Image characteristics", and "File information".

**Image format**

Version:	Aldus Placeable
Compression:	None

**Image characteristics**

Dimensions:	50 x 50 Pixels
Pixels Per Inch:	Unknown
Bits per plane:	24
# of planes:	1
Max # of colors:	16,777,216

**File information**

Disk ID:

Folder:

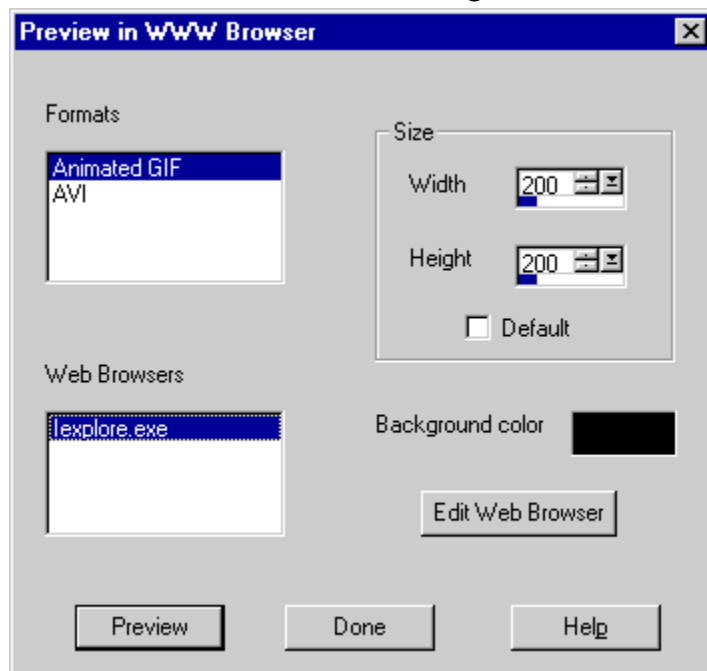
C:\Program Files\Paint Shop Pro 6\Anims

File size: 4,814

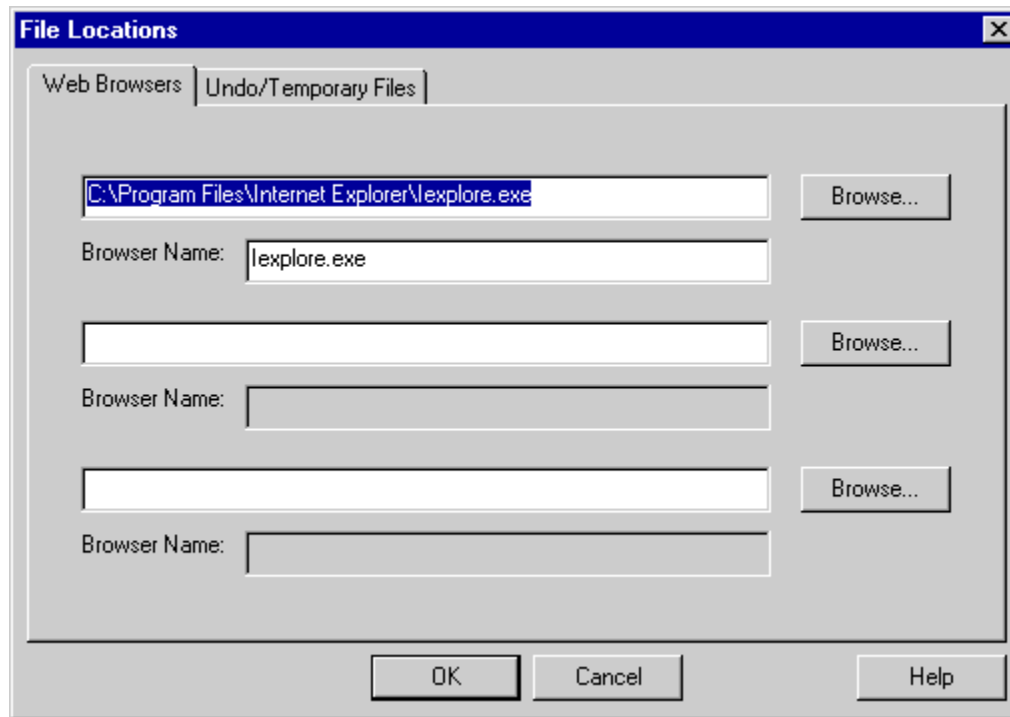
File date: Jul 06, 1999 - 12:58:02

At the bottom, there are two buttons: "OK" and "Help".

## Preview in WWW Browser Dialog Box



## File Locations Dialog Box



The image shows a Windows-style dialog box titled "File Locations". It has a blue title bar with a close button (X) in the top right corner. Below the title bar, there are two tabs: "Web Browsers" (which is selected) and "Undo/Temporary Files". The main area of the dialog contains three rows of input fields. Each row consists of a text box for a file path, a "Browse..." button to its right, a label "Browser Name:" followed by a text box, and another empty text box below the "Browser Name:" label. The first row has the path "C:\Program Files\Internet Explorer\Iexplore.exe" in the first text box and "Iexplore.exe" in the "Browser Name:" text box. The second and third rows have empty text boxes. At the bottom of the dialog, there are three buttons: "OK", "Cancel", and "Help".

**File Locations** [X]

Web Browsers | Undo/Temporary Files

C:\Program Files\Internet Explorer\Iexplore.exe Browse...

Browser Name: Iexplore.exe

Browse...

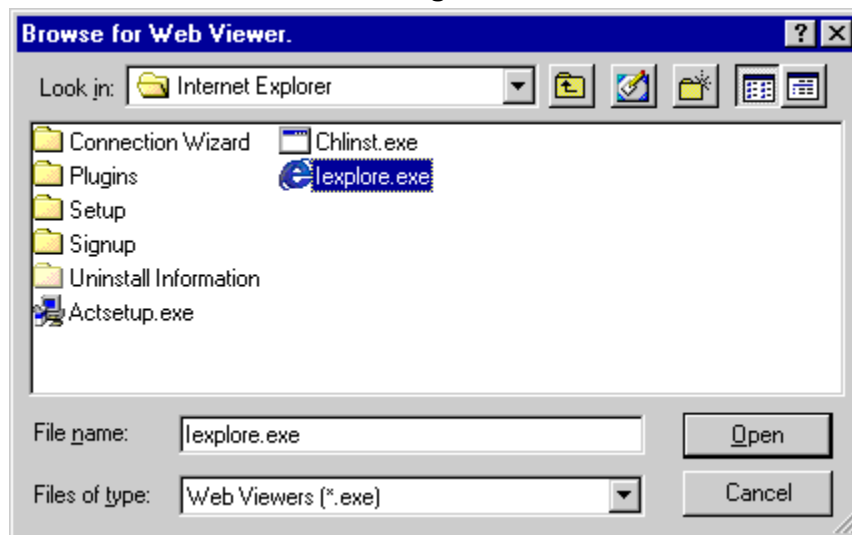
Browser Name:

Browse...

Browser Name:

OK Cancel Help

## Browse for Web Viewer Dialog Box





## Choose Export Type Wizard Page

**Choose Export Type** [X]

Choose how you would like to export your animation's frames into the AVI file.

- ☐ Create new or overwrite existing AVI file
- ☒ Insert frames into existing AVI file
  - ☐ Overwrite existing frames
  - ☒ Insert before existing frames
  - ☐ Insert between existing frames
  - ☐ Insert after existing frames

---

< Back   Next >   Cancel   Help

## Choose Color Depth Wizard Page

**Choose Color Depth** [X]

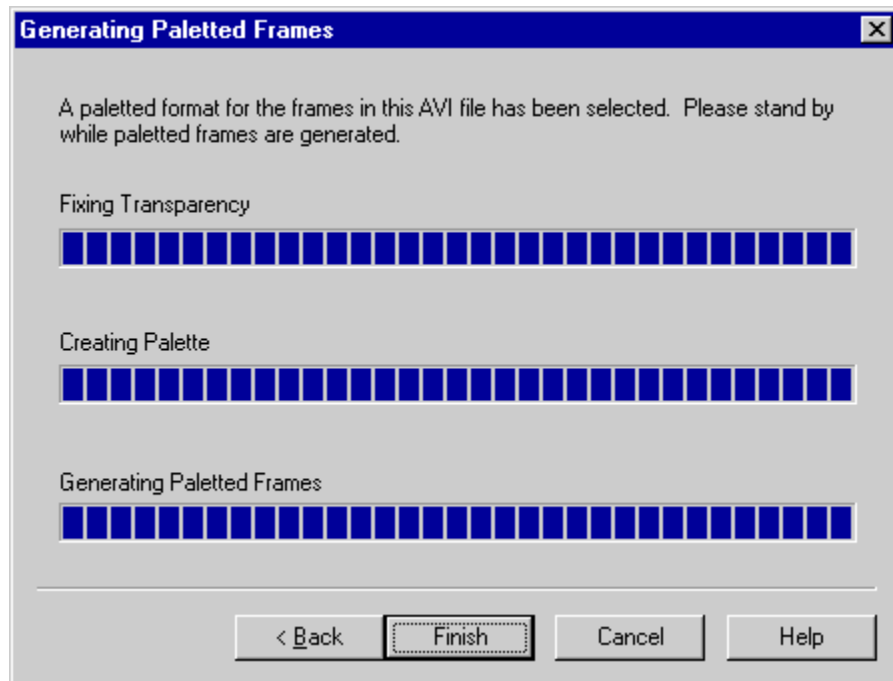
Choose the color depth you would like for the AVI file.

Bits per pixel

---

< Back   Next >   Cancel   Help

## Generating Paletted Frames Wizard Page



## Choose Compressor Wizard Pop

**Choose Compressor** [X]

Choose the compressor you would like to use for the AVI file.

Compressor: Full Frames (Uncompressed) ▼

Compression Quality: 900 [▲] [▼]

☐ Key frame every 1 [▲] [▼] Frames

☐ Data rate 0 [▲] [▼] kB/sec

---

< Back Next > Cancel Help

## Choose Exported Frames Position Wizard Page

**Choose Exported Frames Position** [X]

Choose the frame rate you would like for the AVI file.

[Up] [Down] Frames per second

---

< Back   Next >   Cancel   Help

## MPEG Import Options Dialog Box



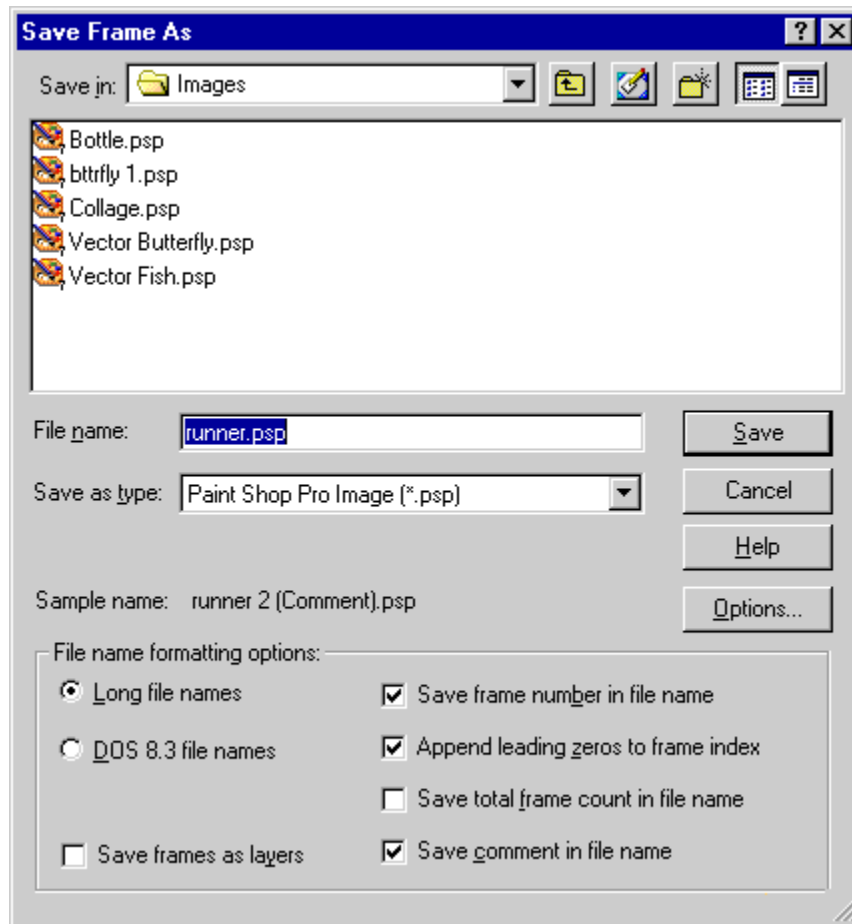
## Undo/Temporary Files Tab

**File Locations** ✕

Web Browsers Undo/Temporary Files

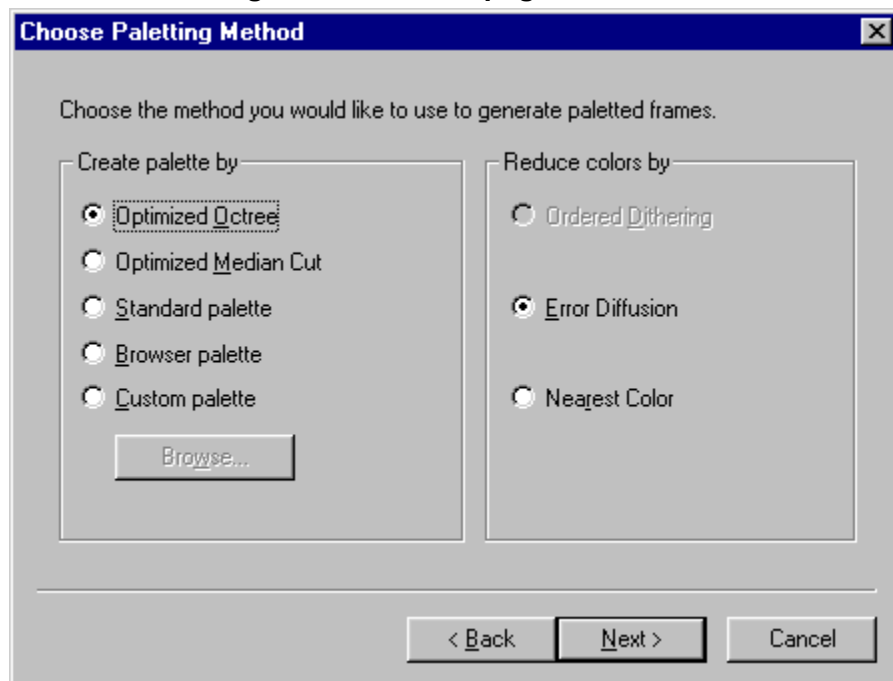
Location of Undo / Temporary Files

## Save Frames As Dialog Box (.PSP)





## Choose Paletting Method wizard page



The image shows a Windows-style dialog box titled "Choose Paletting Method". The title bar is dark blue with a close button (X) on the right. The main area has a light gray background. At the top, it says "Choose the method you would like to use to generate paletted frames." Below this, there are two main sections: "Create palette by" and "Reduce colors by". The "Create palette by" section has five radio buttons: "Optimized Octree" (selected), "Optimized Median Cut", "Standard palette", "Browser palette", and "Custom palette". Below these is a "Browse..." button. The "Reduce colors by" section has three radio buttons: "Ordered Dithering", "Error Diffusion" (selected), and "Nearest Color". At the bottom, there are three buttons: "< Back", "Next >", and "Cancel".

Choose the method you would like to use to generate paletted frames.

Create palette by

- ☒ Optimized Octree
- ☐ Optimized Median Cut
- ☐ Standard palette
- ☐ Browser palette
- ☐ Custom palette

Browse...

Reduce colors by

- ☐ Ordered Dithering
- ☒ Error Diffusion
- ☐ Nearest Color

< Back   Next >   Cancel

Interoperability Issues  
[topics below]

## Starting Up Paint Shop Pro Within Animation Shop

To start up Paint Shop Pro 7 from within Animation Shop, choose **File > Run Paint Shop Pro**. Paint Shop Pro 7 will start up, and you can edit images for importing into Animation Shop.

Note that you can also start up Paint Shop Pro by selecting a frame and then choosing **File > Export Frames to Paint Shop Pro**. (See the Related Topic below.)

### RELATED TOPIC

 [Exporting Animation Frames to Paint Shop Pro](#)

## Breaking the Link with Exported Frames

When a frame or frames has been exported to Paint Shop Pro, this establishes a link between Animation Shop and Paint Shop Pro. This link prevents you from working on the animation until the link is broken. You can break the link using one of the following methods:

- In Animation Shop, choose **File > Export Frames > Break Link With Exported Frames** or press **<Ctrl + Pause>**. This closes the file in Paint Shop Pro, exits Paint Shop Pro, and does not update the frame in Animation Shop.
- In Paint Shop Pro, choose **Edit > Update Back to Animation Shop**. This will update the frame to reflect your modifications. This will not close the file in Paint Shop Pro.
- In Paint Shop Pro, close the file. You'll be asked to save changes and update the frame in Animation Shop. Choose Yes to update the frames; choose No to close the file and not update the frames.

### RELATED TOPICS



[Exporting Animation Frames to Paint Shop Pro](#)

## Updating the Exported Frames

After modifying exported frames in Paint Shop Pro, you can incorporate the modifications into the associated frames by doing one of the following steps:


- In Paint Shop Pro, choose **Edit > Update Back to Animation Shop**. This will update the frame to reflect your modifications. \*Note that this will not close the file in Paint Shop Pro.
- In Paint Shop Pro, choose **File > Exit** . When prompted to update the frame before closing the file, choose **Yes**. The Animation Shop frame will be updated and Paint Shop Pro will close the file.
- In Paint Shop Pro, close the file. You'll be asked to save changes and update the frame in Animation Shop. Choose **Yes** to update the frames and close the file.

### RELATED TOPICS

 [Exporting Animation Frames to Paint Shop Pro](#)

## Exporting Animation Frames to Paint Shop Pro

Export selected animation frames into Paint Shop Pro as described below.

1. Select the frame(s) you want to export into Paint Shop Pro.
2. Export the selected frame(s) using any of the following methods:
  - Choose **File > Export Frames > To Paint Shop Pro**, or
  - Click the **Export Frames to Paint Shop Pro** button  on the toolbar, or
  - Right-click anywhere inside the animation to display the Frame context menu, and then choose **Export Frames to Paint Shop Pro**.

If it is not already running, the Paint Shop Pro application will start up and the selected frame(s) will open. You can then modify these frames as you would any other image in Paint Shop Pro.

Ø **Note:** *You cannot modify the animation in Animation Shop until you close the exported frame(s) in Paint Shop Pro. To indicate that exported frames remain open, the Animation Shop cursor shape will change to a wait icon when placed over any animation frame.*

---

### RELATED TOPICS



[Updating the Exported Frames](#)



[Using Drag-and-Drop Between Animation Shop and Paint Shop Pro](#)

## Using Drag-and-Drop Between Animation Shop and Paint Shop Pro

Animation Shop 3 and Paint Shop Pro 7 allow you to drag-and-drop files between the two applications. Use this feature as described below.

### Dragging from Animation Shop into Paint Shop Pro

The easiest way to do this is to have both application windows visible on your screen.

1. Using the Arrow tool, select a frame (or frames).
2. Hold down the **<Ctrl>** key, place the cursor inside the frame, and then drag the selected frame(s) into the Paint Shop Pro workspace.
3. Release the mouse button. The frame(s) will open in Paint Shop Pro as an individual image (or images).

Ø **Note:** *Using Drag-and-Drop means that the frames are not linked to their associated animation in Animation Shop. Thus, any modifications you make in Paint Shop Pro will not be reflected in Animation Shop.*

---

### Dragging from Paint Shop Pro into Animation Shop

The easiest way to do this is to have both application windows visible on your screen.

1. Open an image, or activate the image you wish to drag into Animation Shop.
2. Select the Arrow tool.
3. Hold down the **<Ctrl>** key, place the cursor inside the image, and then drag the selected image into the Animation Shop workspace.
4. Drop the image under the following conditions:
  - Drop an image onto an empty part of the Animation Shop workspace to create a new animation. If the image has multiple layers, depending on the setting of the "Layered Files" tab in the General Program Preferences, the new animation could consist of one or more frames.
  - Drop an image onto an animation frame to overlay that frame.
  - Drop an image between animation frames to insert it as a new frame.

#### RELATED TOPICS



[Setting Layered Files Preferences](#)



[Exporting Animation Frames to Paint Shop Pro](#)



[Dragging from Paint Shop Pro's Layer Palette](#)

## Dragging from Paint Shop Pro's Layer Palette

The redesigned Layer Palette in Paint Shop Pro 7 allows you to drag a layer into Animation Shop under the following conditions:

- Drop an image onto an empty part of the Animation Shop workspace to create a new animation. If the image has multiple layers, depending on the setting of the "Layered Files" tab in the General Program Preferences, the new animation could consist of one or more frames.
- Drop an image onto an animation frame to overlay that frame.
- Drop an image between animation frames to insert it as a new frame.

Refer to the *Getting Started Guide*, the *Reference Guide*, or the Paint Shop Pro 7 Help file for more information on using the Layer Palette.

### RELATED TOPICS



[Setting Layered Files Preferences](#)



[Using Drag-and-Drop Between Animation Shop and Paint Shop Pro](#)



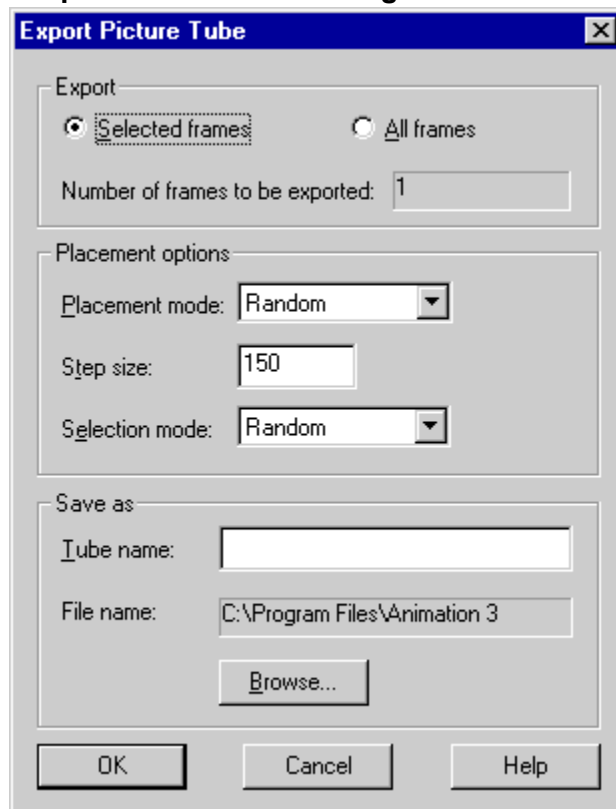
## Exporting Animation Frames as Paint Shop Pro Tubes

The "Export to Picture Tube" tool allows you to use all or some of the frames in your animation to create Paint Shop Pro picture tubes. Follow the steps below:

1. Select the frames that you want to turn into Paint Shop Pro picture tubes by holding the <Ctrl> key and clicking inside each of the frames.
2. Choose **File > Export Frames > To Picture Tube** or press **<Shift + U>**. Animation Shop will open the [Export Picture Tube](#) dialog box.
3. Select an option for the three following text panels:
  - **Export:** Select the appropriate radio button according to whether you want to export all the frames in the animation or just the selected ones.
  - **Placement options:**
    - Select Random or Continuous placement mode to control whether the Picture Tubes appear in the image at random or equal intervals.
    - Type a step size. As you decrease the step size, the distance between the intervals at which the tubes appear in the image decreases.
    - Paint Shop Pro selects the cells (images) it paints based on the mode you choose from the Selection Mode list:

<b>Random</b>	The Random mode randomly selects images in the tube.
<b>Incremental</b>	The Incremental mode selects the first image in the tube and repeats it only after it has selected all the images.
<b>Angular</b>	The Angular mode selects images based on the direction you drag the cursor as you paint.
<b>Pressure</b>	The Pressure mode uses pressure from a pressure sensitive pad to determine which image to select.
<b>Velocity</b>	The Velocity mode selects images based on the speed you drag the cursor as you paint.
  - **Save as:**
    - Use the Tube name text box to type a name for your new tube.
    - Use the File name text box to type the path in which the Paint Shop Pro Tubes folder resides. You can also use the Browse button to navigate to the exact location of the Paint Shop Pro Tubes folder.
4. Click the OK button. Animation Shop will close the Export Picture Tube dialog box and include your newly created tube in the list of available picture tubes of Paint Shop Pro.

## Export Picture Tube Dialog Box



The dialog box is titled "Export Picture Tube" with a standard Windows window border and a close button (X) in the top right corner. It is divided into three main sections: "Export", "Placement options", and "Save as".

**Export section:** Contains two radio buttons. The first is labeled "Selected frames" and is selected (indicated by a filled circle). The second is labeled "All frames" and is unselected (indicated by an empty circle). Below these is a text field labeled "Number of frames to be exported:" with the value "1" entered.

**Placement options section:** Contains three controls. The first is a label "Placement mode:" followed by a dropdown menu showing "Random". The second is a label "Step size:" followed by a text field containing "150". The third is a label "Selection mode:" followed by a dropdown menu showing "Random".

**Save as section:** Contains two text fields. The first is labeled "Tube name:" and is empty. The second is labeled "File name:" and contains the path "C:\Program Files\Animation 3". Below the "File name:" field is a "Browse..." button.

**Buttons:** At the bottom of the dialog are three buttons: "OK", "Cancel", and "Help".

Frequently Asked Questions  
[info here]

## Frequently Asked Questions

***Whenever I save a frame as an individual image file, it automatically generates a filename and adds frame numbers to it. Can I customize this behavior?***

Yes. When saving the frame, be aware of the options at the bottom of the Save Frame As dialog box. These options give you control over how the filename is generated.

***Can I generate a new animation from one or more selected frames of an existing animation?***

Yes. Select the desired frames, choose the **Copy** command, and then choose **Edit > Paste > As New Animation**.

***Is there a listing of all the keyboard shortcuts available in Animation Shop 3?***

Yes. Refer to the "Keyboard Shortcuts" section of the "Important Things to Know" chapter in the Help file.

 [List of Keyboard Shortcuts](#)

***Can I create vector shapes and text in Animation Shop 3 like I can in Paint Shop Pro 7?***

No. Animation Shop's Line, Shape, and Text tools only support raster output. If Paint Shop Pro 7 is installed on your computer, however, you can utilize the new Paint Shop Pro 7/Animation Shop 3 interoperability features to use Paint Shop Pro's vector capabilities. Images edited in Paint Shop Pro 7 can then be exported back to Animation Shop as animation frames. For more information on Paint Shop Pro 7/Animation Shop 3 interoperability, refer to the "Animation Shop and Paint Shop Pro Interoperability" section of the "Important Things to Know" chapter in the Animation Shop Help file.

 [Exporting Animation Frames to Paint Shop Pro](#)

***After I export and modify a frame in Paint Shop Pro 7, can I see how it will look in the source animation?***

Yes. While modifying the frame in Paint Shop Pro, choose **Edit > Update Back to Animation Shop** in Paint Shop Pro. You can then view the modified animation frames.

***When animation frames are exported to Paint Shop Pro 7, why can't I do anything to the animation in Animation Shop?***

You will not be able to work on an animation until you break the link that was established when the frames were exported to Paint Shop Pro. To break the link without updating the frames, choose **File > Break Link with Exported Frames** in Animation Shop.

Or, to update the frames and then break the link, in Paint Shop Pro choose **Edit > Update Back to Animation Shop**, and then in Animation Shop choose **File > Break Link with Exported Frames**.

***Why do I get an error when attempting to open some AVI files?***

The most common reason you may encounter an error when attempting to open an AVI is that the file is encoded using a video compression codec that is not installed on your computer. Animation Shop 3, like most other programs that support AVI files, uses video compression codecs installed under Microsoft Windows to open and save AVIs. If you encounter an error when attempting to open an AVI file, ask the creator of the file for more information on how to obtain the necessary codec. Most common video compression codecs can be obtained on the Internet for little or no cost. For more information on using and installing video compression codecs, refer to the documentation included with your computer's version of the Windows operating system.

***I used the Optimization Wizard to create an animated GIF. When I look at the animation in different Web browsers on the same computer, it looks fine in one of***

***them but appears poorly in the other. What's causing the problem?***

The Optimization Wizard uses several frame disposal methods to provide the best possible compression without sacrificing the visual quality of the optimized animation. Not all Web browsers support these frame disposal methods. If you encounter this problem, run the Optimization Wizard again and make sure you disable the "Enable Browser-Specific Optimizations" option. Refer to the "Optimizing an Animation" chapter in this help file for more information on this setting.

 [Optimizing an Animation](#)

***Can I edit or play audio tracks in AVI or MPEG files with Animation Shop 3?***

No. Animation Shop 3 only supports AVI and MPEG video streams.

{ewl RoboEx32.dll, WinHelp2000, }

## Purchasing Jasc Software Products

Please select the appropriate option to display purchasing information and an order form:



[USA](#)



[All Other Countries](#)

## United States

To print this form, click the Print Button above or press <Alt> + <P>.

**NOTE:** Please use this form only if the product will be shipped inside the United States. Using this form to place an order to be shipped outside the United States may cause delays in processing your order properly, additional shipping costs, and imposition of applicable taxes. If you have not selected the appropriate form, please click the link below and select the correct country from the list:



[International Master Representatives](#)

You can purchase this product by check, credit card, or money order. All checks must be in U.S. funds drawn from a U.S. bank and made payable to Jasc Software, Inc. We accept American Express, MasterCard, and Visa.

You can place your order using any of the following methods:

Fax this order form to (952) 930-9172 (Credit card only; please include your credit card number and expiration date on the form)

Mail this order form along with your payment (check or credit card information) to:

Jasc Software, Inc.

Attn: Orders

PO Box 44997

Eden Prairie, MN 55344 USA

For additional purchasing information and options, please visit <http://www.jasc.com/orderjasc.asp>

You can also purchase this product from major retail stores and Internet and catalog retailers. Volume and site license pricing are also available. Please visit the "Where to Purchase Jasc Software Products" page at <http://www.jasc.com/order.asp> or call us at 1-800-622-2793 for further information on these purchasing options.

NAME	
COMPANY	
ADDRESS	
CITY	
STATE	ZIP
EMAIL ADDRESS	TELEPHONE
CREDIT CARD TYPE	EXPIRATION DATE
CREDIT CARD NUMBER	
SIGNATURE	NAME ON CREDIT CARD



<b>Product</b>	<b>Price (USD)</b>	<b># of Copies</b>	<b>Total Price</b>
Paint Shop Pro 7 (includes Animation Shop 3) <i>CD-ROM Required</i>	\$109.00		\$
Minnesota Residents add 6.5% sales tax	x 6.5%		\$
California Residents add 7.5% sales tax	x 7.5%		\$
Ohio Residents add 5% sales tax	x 5.0%		\$
*Shipping/Handling (single copy)	\$8.00		\$
*Shipping/Handling (each additional copy)	\$5.00/copy		\$
<b>TOTAL</b>			\$

Please allow extra processing time for orders submitted by mail.

Please do not use PO Box addresses for the billing address.

\* All orders are shipped via Priority Mail unless other arrangements are made with us prior to shipment. For shipping prices on multiple copies of the product or other shipping alternatives, please see <http://www.jasc.com/pricing2.asp> or contact us at 1-800-622-2793.

Prices are subject to change without notice.

## **Canada**

To place your order, please call us toll-free at 1-800-385-9859 (24 hours a day/7 days a week).

## International Master Representatives

For international ordering information, select the country from the following list:

**Country:**

[Australia](#)

[Belgium](#)

[Canada](#)

[Denmark](#)

[Finland](#)

[France, Belgium \(French\), Luxembourg, French Switzerland](#)

[Germany, Austria, German Switzerland](#)

[Hungary](#)

[India](#)

[Ireland](#)

[Israel](#)

[Italy](#)

[Japan](#)

[Korea](#)

[Malaysia](#)

[Netherlands, Belgium \(Flemish\)](#)

[New Zealand](#)

[Norway](#)

[Singapore](#)

[Spain](#)

[Sweden](#)

[United Kingdom](#)

[United States](#)

If your country is not covered by one of our international representatives, you can place your order [directly with us.](#)

## Jasc Software, Inc. (All Other Countries)

To print this form, click the Print Button above, or press <Alt> + <P>.

**NOTE:** Please use this form only if the product will be shipped outside the United States. Using this form to place an order inside the United may cause delays in processing your order properly, overpayment of shipping costs, and imposition of applicable taxes.

If you are ordering the product to be shipped within the United States, please click the link below to go to the appropriate form:



Although you can purchase this product directly from Jasc Software, Inc., you can also order it from our international representatives. To obtain contact information for our international representatives, please visit our web site at <http://www.jasc.com/world.asp> or select the appropriate country from our [International Master Representatives list](#).

You can purchase this product from Jasc Software, Inc. by check or credit card. All checks must be in U.S. funds drawn from a U.S. bank and made payable to Jasc Software, Inc. We accept American Express, MasterCard, and Visa.

You can place your order using any of the following methods:

- Call us at +1 (952) 930-9800
- Fax this order form to +1 (952) 930-9172 (Credit card only; please include your credit card number and expiration date on the form)
- Mail this order form along with your payment (check or credit card information) to:

Jasc Software, Inc.  
Attn: Orders  
PO Box 44997  
Eden Prairie, MN 55344 USA

For additional purchasing information and options, please visit <http://www.jasc.com/orderjasc.asp>

You can also purchase this product from major retail stores and Internet and catalog retailers. Volume and site license pricing are also available. Please visit the "Where to Purchase Jasc Software Products" page at <http://www.jasc.com/order.asp>, call us at +1 (952) 930-9800, or contact your local international representative for further information on these purchasing options.

NAME	
COMPANY	
ADDRESS	
CITY	
COUNTY/PROVINCE	POSTAL CODE
COUNTRY	
EMAIL ADDRESS	TELEPHONE
CREDIT CARD TYPE	EXPIRATION DATE
CREDIT CARD NUMBER	NAME ON CREDIT CARD

<b>Product</b>	<b>Price (USD)</b>	<b># of Copies</b>	<b>Total Price</b>
Paint Shop Pro 7 (includes Animation Shop 3) <i>CD-ROM Required</i>	\$109.00		\$
*Shipping/Handling (single copy)	\$32.00		\$
<b>TOTAL</b>			\$

Please allow extra processing time for orders submitted by mail.

Please do not use PO Box addresses for the billing address.

\* All orders are shipped via Air Mail unless other arrangements are made with us prior to shipment. For shipping prices on multiple copies of the product or other shipping alternatives, please contact us at +1 (952) 930-9800.

Prices are subject to change without notice.

Please note that if you live in Europe and purchase a Jasc Software product from a distributor outside of Europe, you will be liable for the VAT and customs charges.

## Communique Software-Australia

### PAINT SHOP PRO 7 ORDER FORM (AUSTRALIA)

**Communique Software**

**P.O. Box 777, Blacktown, N.S.W. 2148, Australia**

**20 Harvey Rd., Kings Park N.S.W. 2148, Australia**

To print this form, click the Print Button above, or press <Alt> + <P>.

You can place your order with Communique Software, by payment with cheque or credit card (Visa, Mastercard, Bankcard or American Express) or by money order. To order your copy of Paint Shop Pro 7, please contact us at 1800 008 777, fax your order 02 9671 5624, or visit our web-site at [www.comm-unique.com.au](http://www.comm-unique.com.au).

NAME \_\_\_\_\_

COMPANY \_\_\_\_\_

ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_

COUNTRY \_\_\_\_\_

POST CODE \_\_\_\_\_

EMAIL \_\_\_\_\_ TELEPHONE \_\_\_\_\_

FAX \_\_\_\_\_

CREDIT CARD NAME \_\_\_\_\_

EXPIRATION DATE \_\_\_\_\_

CREDIT CARD NUMBER \_\_\_\_\_

AMEX ID NO.: \_\_\_\_\_

SIGNATURE \_\_\_\_\_

Product	Price in AUS\$	# of Copies:	Total Price
Paint Shop Pro 7 (includes Animation Shop 3)	\$239.00 (inc. GST)	_____	\$ _____
<b>CD-ROM drive required</b>			
Shipping/Handling (per order).	\$11.00 (inc. GST)		\$ \$11.00
TOTAL in AUS\$			\$ _____

Please allow extra processing time for orders submitted by mail. All orders shipped same day if received before 2:30pm. Orders are sent by courier.

### Site Licensing Programs for Paint Shop Pro

Site licensing programs for Paint Shop Pro are available. Communique Software offers a wide range of site licensing options to meet your specific requirements. Corporate, educational and government inquiries welcomed. Please contact us by phone, fax, or e-mail for more information:

Phone: 1800 008 777

Fax: 02 9671 5624

E-mail: [sales@comm-unique.com.au](mailto:sales@comm-unique.com.au)

***Thank you for your order!***

## BroCo Software

### PAINT SHOP PRO 7 ORDER FORM (BELGIUM)

**BroCo Software**  
**Postbus 446**  
**3760 AK Soest**  
**Nederland**

Selecteer de knop Afdrukken, of gebruik de toetsen <ALT> + <P> om dit formulier te printen.

BroCo software accepteert als betaling: een Eurocheque; een Euro/MasterCard of VISA creditcard; overmaken naar bankrekening 172.13.06.755.45 (Rabobank Antwerpen) op naam van BroCo software te Soest, Nederland.

U kunt uw exemplaar van Paint Shop Pro 7 ook bestellen via telefoon +31 35 6026650 of fax +31 35 6014012 of bezoek onze website op [www.broco.nl](http://www.broco.nl).

NAAM \_\_\_\_\_ M / V

BEDRIJF \_\_\_\_\_

ADRES \_\_\_\_\_

PLAATS \_\_\_\_\_

LAND: BELGIE POSTCODE \_\_\_\_\_

E-MAIL \_\_\_\_\_ TELEFOON \_\_\_\_\_

FAX \_\_\_\_\_ BTW NUMMER \_\_\_\_\_

#### BETALINGSWIJZE

( ) Overmaking bank België 172-1306755-45

BroCo software Soest Nederland, levering na ontvangst van uw betaling

( ) Euro/MasterCard of VISA

geen andere creditkaarten, altijd 16 cijfers opgeven

CREDITCARD KAARTHOUDER \_\_\_\_\_

CREDITCARD NUMMER \_\_\_\_\_

CREDITCARD VERVALDATUM \_\_\_\_\_

HANDTEKENING \_\_\_\_\_

Adres kaarthouder, indien afwijkend

KAARTHOUDER \_\_\_\_\_

HUISNUMMER \_\_\_\_\_

POSTCODE \_\_\_\_\_

Product	Prijs	Aantal:	Bedrag
Paint Shop Pro 7 NL (inclusief Animation Shop 3)	Bef 6022	_____	Bef _____



Paint Shop Pro 7 UK (inclusief Animation Shop 3)

Bef 6022 \_\_\_\_\_

Bef \_\_\_\_\_

Verzendkosten

Bef 458

Totaalbedrag

Bef \_\_\_\_\_

### **Site Licenties door Paint Shop Pro**

Site licenties, andere producten van Jasc software en upgrades zijn beschikbaar. BroCo software biedt een groot aantal licentiemogelijkheden om tegemoet te komen aan uw specifieke wensen. Levering op factuurbasis naar bedrijven, educatieve instellingen en overheidsinstanties mogelijk. Alle prijzen zijn inclusief 17.5% BTW. Voor aanvullende informatie kunt u contact opnemen met de afdeling verkoop via telefoon, fax of E-mail.

Telefoon: +31 35 6026650

Fax: +31 35 6014012

E-mail: [verkoop@broco.nl](mailto:verkoop@broco.nl)

***Hartelijk dank voor uw bestelling!***

## Pro Soft

### PAINT SHOP PRO 7 ORDER FORM (DENMARK)

Pro Soft

Roskildevej 384

4100 Ringsted, Denmark

To print this form, click the Print Button above, or press <Alt> + <P>.

You can place your order with Pro Soft, by payment with opkrav, check or credit card. To order your copy of Paint Shop Pro 7, please contact us at (+45) 5752 9390, fax your order (+45) 5752 9391, or visit our website at [www.prosoft.dk](http://www.prosoft.dk), email: [support@prosoft.dk](mailto:support@prosoft.dk)

NAME \_\_\_\_\_

COMPANY \_\_\_\_\_

ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ POSTAL CODE \_\_\_\_\_

EMAIL ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_ FAX \_\_\_\_\_

We will pay with: ☐ Credit-card, ☐ Invoice (Approved Comp. & Public offices)

☐ Prepayment to Danish Giro, ☐ Opkrav (+50,00 dkk)

CREDIT CARD NAME \_\_\_\_\_ EXPIRATION DATE \_\_\_\_\_

CREDIT CARD NUMBER \_\_\_\_\_

SIGNATURE \_\_\_\_\_

Product	Price in DKK	# of Copies:	Total Price
---------	--------------	--------------	-------------

Paint Shop Pro 7 (includes Animation Shop 3)	dkk 923,00	_____	dkk _____
--	------------	-------	-----------

#### CD-ROM drive required

*Shipping/Handling	(single copy)	dkk 40,00	dkk _____
--------------------	---------------	-----------	-----------

	(multiple copies)	Ask	dkk _____
--	-------------------	-----	-----------

VAT	(25%)	dkk _____
-----	-------	-----------

TOTAL	dkk _____
-------	-----------

Please allow extra processing time for orders submitted by mail. All orders shipped same day if received before 15:00. Orders sent by Postal system.

## Site Licensing Programs for Paint Shop Pro

Site licensing programs for Paint Shop Pro are available. Pro Soft offers a wide range of site licensing options to meet your specific requirements. Corporate, educational, and government inquiries welcomed. Please contact us by phone, fax, or e-mail for more information:

Phone: (+45) 5752 9390

Fax: (+45) 5752 9391

E-mail: [support@prosoft.dk](mailto:support@prosoft.dk)

***Thank you for your order!***

# Pro Soft

## PAINT SHOP PRO 7 ORDER FORM/FINLAND

Pro Soft

Roskildevej 384

DK-4100 Ringsted, Denmark

To print this form, click the Print Button above, or press <Alt> + <P>.

You can place your order with Pro Soft, by payment with invoice, prepayment or credit card. To order your copy of Paint Shop Pro 7, please contact us at (+45) 5752 9390, fax your order (+45) 5752 9391, or visit our website at [www.prosoft.dk](http://www.prosoft.dk); email: [support@prosoft.dk](mailto:support@prosoft.dk).

NAME \_\_\_\_\_

COMPANY \_\_\_\_\_

ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ POSTAL CODE \_\_\_\_\_

VAT-number \_\_\_\_\_ EMAIL ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_ FAX \_\_\_\_\_

We will pay with: ☐ Credit-card, ☐ Invoice (Approved Comp. & Public offices)

☐ Prepayment to Danish Giro

CREDIT CARD NAME \_\_\_\_\_ EXPIRATION DATE \_\_\_\_\_

CREDIT CARD NUMBER \_\_\_\_\_

SIGNATURE \_\_\_\_\_

Product	Price in DKK	# of Copies:	Total Price
---------	--------------	--------------	-------------

Paint Shop Pro 7 (includes Animation Shop 3)	dkk 923,00	_____	dkk _____
--	------------	-------	-----------

### CD-ROM drive required

*Shipping/Handling	(single copy)	dkk 110,00	dkk _____
--------------------	---------------	------------	-----------

(multiple copies)	Ask		dkk _____
-------------------	-----	--	-----------

VAT (None if VAT-number is available) (25%)		dkk _____
---	--	-----------

TOTAL		dkk _____
-------	--	-----------

Please allow extra processing time for orders submitted by mail. All orders shipped same day if received before 15:00. Orders sent by Postal system.

## Site Licensing Programs for Paint Shop Pro

Site licensing programs for Paint Shop Pro are available. Pro Soft offers a wide range of site licensing options to meet your specific requirements. Corporate, educational, and government inquiries welcomed. Please contact us by phone, fax, or e-mail

for more information:

Phone: (+45) 5752 9390

Fax: (+45) 5752 9391

E-mail: [support@prosoft.dk](mailto:support@prosoft.dk)

***Thank you for your order!***

## Editions WSKA

**BON DE COMMANDE DE PAINT SHOP PRO 7  
(FRANCE, BELGIQUE, LUXEMBOURG, SUISSE)**

**Editions WSKA  
3, rue Joseph Cugnot  
F – 57070 METZ**

Pour imprimer ce bon de commande, cliquez sur le bouton Imprimer ci-dessus ou pressez sur <Alt> + <P>.

Vous pouvez adresser votre commande aux Editions WSKA, en joignant votre paiement par chèque ou en indiquant les coordonnées de votre carte de crédit. Pour commander votre copie de Paint Shop Pro 7, veuillez nous contacter au (+33) 03 87 18 78 00, faxer votre bon de commande au (+33) 03 87 18 78 01 ou visiter notre site Web à l'adresse <http://www.wska.com>.

NOM \_\_\_\_\_ PRENOM \_\_\_\_\_

SOCIETE \_\_\_\_\_

ADRESSE \_\_\_\_\_

\_\_\_\_\_

CODE POSTAL \_\_\_\_\_ VILLE \_\_\_\_\_

PAYS \_\_\_\_\_

ADRESSE E-MAIL \_\_\_\_\_

TELEPHONE \_\_\_\_\_ FAX \_\_\_\_\_

NOM DE LA CARTE (Visa ou EuroCard) \_\_\_\_\_

**NUMERO DE CARTE**

**DATE D'EXPIRATION**

SIGNATURE \_\_\_\_\_ DATE DE COMMANDE \_\_\_\_\_

Produit	Prix en FF	Nb d'exemplaires :	Prix total
Paint Shop Pro 7 sur CD-ROM (Animation Shop 3 inclus)	999 FF TTC (835,28 FF HT)	_____	FF _____

[TVA à 19,6 %]

soit TOTAL TTC en FF FF \_\_\_\_\_

Les commandes reçues avant 12H00 sont traitées dans la journée.

**Licences sur site**

Les Editions WSKA proposent de nombreuses solutions de licences sur site pour répondre aux besoins spécifiques (entreprise, milieu éducatif ou administration).

Veuillez nous contacter par téléphone, par fax ou par courrier électronique pour obtenir davantage d'informations :

Téléphone : (+33) 03 87 18 78 00

Fax : (+33) 03 87 18 78 01

E-mail : [ventes@wska.com](mailto:ventes@wska.com)

***Merci de votre commande !***

NB : les prix sont susceptibles d'être modifiés sans préavis

## **Microbasic GmbH**

### **PAINT SHOP PRO 7 ORDER INFORMATION (GERMANY, AUSTRIA, GERMAN SWITZERLAND)**

For orders in Germany, Austria or German Switzerland, please contact our German representative. Their contact information is as follows:

MicroBasic GmbH  
Am Sommerfeld 11  
D - 85622 Weißenfeld  
Business Phone +49 (0) 89 90 49 90 49  
Business Fax +49 (0) 89 90 49 90 90  
E-mail: [service@microbasic.de](mailto:service@microbasic.de)  
Web-site: <http://www.microbasic.de>  
or: <http://www.jasc.de>



## **Questar-Hungary**

### **PAINT SHOP PRO 7 ORDER INFORMATION (HUNGARY)**

For orders in Hungary, please contact:

Questar  
Országbiro u. 62.  
H-1135 Budapest  
Hungary  
Business Phone +36 (1) 397-5020  
Business Fax +36 (1) 397-5020  
E-mail: [questar@questar.hu](mailto:questar@questar.hu)  
Web-site: <http://www.questar.hu>

## India

### PAINT SHOP PRO 7 ORDER INFORMATION (INDIA)

For orders in India, please contact our representative. Their contact information is as follows:

The Bird Group  
E-9, Connaught House  
Connaught Place  
New Delhi-110001  
India  
Business Phone +91(0) 11 332 9199  
Business Fax +91(0) 11 614 2999  
E-mail: [alpana.chaturvedi@thebirdgroup.com](mailto:alpana.chaturvedi@thebirdgroup.com)

# Digital Workshop

## PAINT SHOP PRO 7 ORDER FORM (IRELAND)

Digital Workshop  
42-44 North Bar Street, Banbury,  
Oxfordshire, England, OX16 0TH

To print this form, click the Print Button above, or press <Alt> + <P>.

Place your order by faxing or e-mailing Digital Workshop with credit card or switch details, or send cheques and postal orders to the above address. For bank transfer details, purchase order conditions, or further information contact Digital Workshop on the details at the base of the page. You can also visit our web-site on [www.digitalworkshop.co.uk](http://www.digitalworkshop.co.uk). For a direct download without waiting for delivery visit [www.digitalworkshop.co.uk/psp7/](http://www.digitalworkshop.co.uk/psp7/).

NAME \_\_\_\_\_

COMPANY (if applicable) \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ COUNTY \_\_\_\_\_

COUNTRY \_\_\_\_\_ POSTAL CODE \_\_\_\_\_

EMAIL ADDRESS \_\_\_\_\_ TEL: \_\_\_\_\_ FAX \_\_\_\_\_

METHOD OF PAYMENT: CHEQUE / POSTAL ORDER / CREDIT CARD / BANK TRANSFER  
(Please make cheques payable to Digital Workshop)

TYPE OF CARD: SWITCH/AMEX/MASTERCARD/VISA

NAME ON CARD \_\_\_\_\_

CARD NUMBER \_\_\_\_\_ ISSUE NO \_\_\_\_\_

EXPIRY DATE \_\_\_\_\_

SIGNATURE \_\_\_\_\_

Product	Price in £UK	No of Copies:	Total Price
Paint Shop Pro 6 (includes Animation Shop 2)	£79.94	_____	£ _____ UK
<b>CD-ROM drive required</b>			
*Shipping/Handling	Standard: £ 5.00		£ _____ UK
	or		
	Next day: £ 10.00		£ _____ UK

VAT (17.5%) £ \_\_\_\_\_ UK

TOTAL £ \_\_\_\_\_ UK

Please allow extra processing time for orders submitted by mail. All orders shipped same day if received before 15.30. Orders sent by Royal Mail, Interlink or TNT dependent on delivery option.

\* For shipping prices on five or more copies or other shipping alternatives, please contact us on: 01295 258335.

## **Licenses for Paint Shop Pro**

Multiple-user licenses are available for Paint Shop Pro. Please contact Digital Workshop to discuss your specific requirements. Corporate, educational and government inquiries welcomed. You can contact us by phone, fax, or e-mail for more information:

Phone: 01295 258335

Fax: 01295 254590

E-mail: [sales@digitalworkshop.co.uk](mailto:sales@digitalworkshop.co.uk)

Web-site: <http://www.digitalworkshop.co.uk>

***Thank you for your order!***

## Bernisoft

### PAINT SHOP PRO 7 ORDER FORM (ISRAEL)

**Bernisoft**  
33, Hayarden St.  
Ramat-Hasharon, 47204  
ISRAEL

To print this form, click the Print Button above, or press <Alt> + <P>.

You can place your order with **Bernisoft** by payment with Check or Credit Cards. To order your copy of Paint Shop Pro 7, please contact us at 03-5401550, fax your order 03-5471483 or visit our website at <http://www.bernisoft.co.il>

NAME \_\_\_\_\_

COMPANY \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ POSTAL CODE \_\_\_\_\_

EMAIL ADDRESS \_\_\_\_\_ TELEPHONE \_\_\_\_\_

FAX \_\_\_\_\_

CREDIT CARD NAME \_\_\_\_\_ EXPIRATION DATE \_\_\_\_\_

CREDIT CARD NUMBER \_\_\_\_\_

SIGNATURE \_\_\_\_\_

Product	Price of 1Copy:	Total Price
Paint Shop Pro 7 (includes Animation Shop 3)	\$129.00	\$ 129.-
<b>CD-ROM drive required</b>		
*Shipping/Handling (single copy)	18.00 NIS	
VAT (17%) Not Included.		

Please allow extra processing time for orders submitted by mail. All orders shipped same day if received before 15:00. Orders sent by Registered mail.

\* For shipping prices on five or more copies or other shipping alternatives, please contact us at 03-5401550.

### Site Licensing Programs for Paint Shop Pro

Site licensing programs for Paint Shop Pro are available. **Bernisoft** offers a wide range of site licensing options to meet your specific requirements. Corporate, educational and government inquiries welcomed. Please contact us by phone, fax, or e-mail for more information:

Phone: 03-5401550

Fax: 03-5471483

E-mail: [order@bernisoft.co.il](mailto:order@bernisoft.co.il)

***Thank you for your order!***

## Questar-Italy

### PAINT SHOP PRO 7 ORDER INFORMATION/ITALY

For orders in Italy, please contact our Italian representative. Their contact information is as follows:

Questar  
Via Maglio del Lotto, 2  
24126 Bergamo  
Italy  
Numero verde (Toll Free): 800-QUESTAR (800-783-7827)  
Business Phone +39 (035) 420 1499  
Business Fax: +39 (035) 420 1498  
E-mail: [ordini@questar.it](mailto:ordini@questar.it)  
Website: [www.questar.it](http://www.questar.it)

## P & A

### PAINT SHOP PRO 6 ORDER FORM (JAPAN)

P. & A. Inc.

Fudoya Bldg 4F

2-10-01 Akebono, Tachikawa

Tokyo 190-0012 JAPAN

To print this form, click the Print Button above, or press <Alt> + <P>.

You can place your order for the English or the Japanese version of Paint Shop Pro 7 with P. & A., Inc. by payment with credit card, bank transfer, postal transfer, cash or COD (call or write for detail). To order your copy of Paint Shop Pro 7, please contact us at +81-42-525-9501, fax your order 042-525-9502, email at [info@panda.co.jp](mailto:info@panda.co.jp) or visit our web-site at [www.panda.co.jp](http://www.panda.co.jp).

NAME \_\_\_\_\_

COMPANY \_\_\_\_\_

ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

COUNTRY \_\_\_\_\_ POSTAL CODE \_\_\_\_\_

EMAIL ADDRESS \_\_\_\_\_ TELEPHONE \_\_\_\_\_

FAX \_\_\_\_\_

CREDIT CARD NAME \_\_\_\_\_ EXPIRATION DATE \_\_\_\_\_

CREDIT CARD NUMBER \_\_\_\_\_

SIGNATURE \_\_\_\_\_

Product	Price in Yen	# of Copies:	Total Price
[ ] Paint Shop Pro 7 ( <b>English</b> ) (includes Animation Shop 3)	Yen 12,800	_____	Yen _____

[ ] Paint Shop Pro 7J ( <b>Japanese</b> ) (includes Animation Shop 3)	Yen 12,800	_____	Yen _____
---	------------	-------	-----------

**CD-ROM drive required**

(Prices include shipping in Japan)

Consumption Taxes	(5%)	Yen _____
-------------------	------	-----------

TOTAL (in Yen)	Yen _____
----------------	-----------

Please allow extra processing time for orders submitted by mail. All orders shipped same day if received before 12:00. Orders are sent by takkyubin.

## Site Licensing Programs for Paint Shop Pro

Site licensing programs for Paint Shop Pro are available. P. & A., Inc. offers a wide range of site licensing options to meet your specific requirements. Corporate, educational and government inquiries welcomed. Please contact us by phone, fax, or e-mail for more information:

Phone: 042-525-9501

Fax: 042-525-9502

E-mail: [info@panda.co.jp](mailto:info@panda.co.jp)

***Thank you for your order!***



## **Hanmi Information & Communications Co., Ltd.**

### **PAINT SHOP PRO 7 ORDER INFORMATION/KOREA**

For orders in South Korea, please contact our representative in that area. Their contact information is as follows:

HANMI Information & Communications Co., LTD

Chungsan B/D 4F

#1-48 Shingye-dong

Yongsan-gu, Seoul

Korea

Business Phone: +82 (0) 2-3273-3524

Business Fax: +82 (0) 2-3273-3523

E-mail: [hanmi56k@unitel.co.kr](mailto:hanmi56k@unitel.co.kr)

Website: [www.softmall.co.kr](http://www.softmall.co.kr)

## Communique Software Sdn Bhd

### PAINT SHOP PRO 7 ORDER FORM (MALAYSIA)

Communique Software Sdn Bhd  
2020 Cyberview Garden  
63000 Cyberjaya  
Selangor, Malaysia

To print this form, click the Print Button above, or press <Alt> + <P>.

You can place your order with Communique Software by payment with Cheque, Bank Draft or Credit Card. To order your copy of Paint Shop Pro 6, please contact us at (603) 83127320, fax your order (603) 83127322 or Email to [asia.sales@comm-unique.com.au](mailto:asia.sales@comm-unique.com.au)

NAME \_\_\_\_\_

COMPANY \_\_\_\_\_

ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ PROVINCE \_\_\_\_\_

COUNTRY \_\_\_\_\_ POST CODE \_\_\_\_\_

EMAIL \_\_\_\_\_ TELEPHONE \_\_\_\_\_

FAX \_\_\_\_\_

CREDIT CARD NAME \_\_\_\_\_

EXPIRATION DATE \_\_\_\_\_

CREDIT CARD NUMBER \_\_\_\_\_

SIGNATURE \_\_\_\_\_

Product	Price in RM	#of Copies:	Total Price
---------	-------------	-------------	-------------

Paint Shop Pro 7 (includes Animation Shop 3)	RM480.00	_____ \$ _____	
--	----------	----------------	--

#### CD-ROM drive required

*Shipping/Handling	(single copy)	RM12.00	\$ _____
--------------------	---------------	---------	----------

	(multiple copies)	RM9.00 per additional copy	\$ _____
--	-------------------	----------------------------	----------

TOTAL in (Malaysian Ringgit)	\$ _____
------------------------------	----------

Please allow extra processing time for orders submitted by mail. Where possible all orders shipped same day if received before 11.00am.

\* For shipping prices on five or more copies or other shipping alternatives, please contact us at (603) 83127320 or email [asia.sales@comm-unique.com.au](mailto:asia.sales@comm-unique.com.au).

### Site Licensing Programs for Paint Shop Pro

Site licensing programs for Paint Shop Pro are available. Communique Software offers a wide range of site licensing options to meet your specific requirements. Corporate, educational and government inquiries welcomed. Please contact us by phone, fax,

or e-mail for more information:

Phone: (603) 83127320

Fax: (603) 83127322

E-mail: [asia.sales@comm-unique.com.au](mailto:asia.sales@comm-unique.com.au)

***Thank you for your order!***

## BroCo Software

### PAINT SHOP PRO 7 BESTELFORMULIER (NEDERLAND)

BroCo software

Antwoordnummer 2049

3760 VB Soest

Selecteer de knop Afdrukken, of gebruik de toetsen <ALT> + <P> om dit formulier te printen.

BroCo software accepteert als betaling: een girobetaalkaart; een Eurocheque; een Euro/MasterCard of VISA creditcard; overmaken naar bankrekening 37.99.42.844 of girorekening 28.39.530, beide op naam van BroCo software te Soest; of verzending onder rembours.

U kunt uw exemplaar van Paint Shop Pro ook bestellen via telefoon 035 6026650 of fax 035 6014012 of bezoek onze website op [www.broco.nl](http://www.broco.nl).

NAAM \_\_\_\_\_ M / V

BEDRIJF \_\_\_\_\_

ADRES \_\_\_\_\_

PLAATS \_\_\_\_\_

LAND: NEDERLAND POSTCODE \_\_\_\_\_

E-MAIL \_\_\_\_\_ TELEFOON \_\_\_\_\_

FAX \_\_\_\_\_

#### BETALINGSWIJZE

( ) Overmaking postbank 28.39.530

op naam van BroCo software te Soest, levering na ontvangst van uw betaling

( ) Overmaking Rabobank 37.99.42.844

op naam van BroCo software te Soest, levering na ontvangst van uw betaling

( ) Onder rembours, betaling aan postbode

( ) Euro/MasterCard of VISA

geen andere creditkaarten, altijd 16 cijfers opgeven

CREDITCARD KAARTHOUDER \_\_\_\_\_

CREDITCARD NUMMER \_\_\_\_\_

CREDITCARD VERVALDATUM \_\_\_\_\_

HANDTEKENING \_\_\_\_\_

Adres kaarthouder, indien afwijkend

KAARTHOUDER \_\_\_\_\_

HUISNUMMER \_\_\_\_\_

POSTCODE \_\_\_\_\_

Product	Prijs	Aantal:	Bedrag
Paint Shop Pro 7 NL (inclusief Animation Shop 3)	FL 329,00	FL _____	
Paint Shop Pro 7 UK (inclusief Animation Shop 3)	FL 329,00	FL _____	FL _____
Verzendkosten			FL 15,00
Totaalbedrag			FL _____

### Site Licenties voor Paint Shop Pro

Site licenties, andere producten van Jasc software en upgrades zijn beschikbaar. BroCo software biedt een groot aantal licentiemogelijkheden om tegemoet te komen aan uw specifieke wensen. Levering op factuurbasis naar bedrijven, educatieve instellingen en overheidsinstanties mogelijk. Alle prijzen zijn inclusief 17.5% BTW. Voor aanvullende informatie kunt u contact opnemen met de afdeling verkoop via telefoon, fax of E-mail.

Telefoon: 035 6026650      Fax: 035 6014012      E-mail: [verkoop@broco.nl](mailto:verkoop@broco.nl)

***Hartelijk dank voor uw bestelling!***

## Communique Software

### PAINT SHOP PRO 7 ORDER FORM (NEW ZEALAND)

#### Communique Software

P.O. Box 25 747, St Heliers, Auckland New Zealand

144 West Tamaki Road, St Heliers, Auckland, New Zealand

To print this form, click the Print Button above, or press <Alt> + <P>.

You can place your order with Communique Software, by payment with cheque or credit card (Visa, Mastercard, or American Express) or by money order. To order your copy of Paint Shop Pro 7, please contact us at 0800 577 776, fax your order 09 5286 919, or visit our website at [www.comm-unique.co.nz](http://www.comm-unique.co.nz).

NAME \_\_\_\_\_

COMPANY \_\_\_\_\_

ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

COUNTRY \_\_\_\_\_ POST CODE \_\_\_\_\_

EMAIL \_\_\_\_\_ TELEPHONE \_\_\_\_\_

FAX \_\_\_\_\_

CREDIT CARD NAME \_\_\_\_\_

EXPIRATION DATE \_\_\_\_\_

CREDIT CARD NUMBER \_\_\_\_\_

AMEX ID NO.: \_\_\_\_\_

SIGNATURE \_\_\_\_\_

Product	Price in NZ\$	# of Copies:	Total Price
---------	---------------	--------------	-------------

Paint Shop Pro 7 (includes Animation Shop 3)	\$266	_____	\$ _____
--	-------	-------	----------

#### CD-ROM drive required

Shipping/Handling (per order).	\$10.00		<u>\$10.00</u>
--------------------------------	---------	--	----------------

TOTAL in NZ\$	+ 12.5% GST		\$ _____
---------------	-------------	--	----------

Please allow extra processing time for orders submitted by mail. All orders shipped same day if received before 3.00pm. Orders are sent by courier.

## Site Licensing Programs for Paint Shop Pro

Site licensing programs for Paint Shop Pro are available. Communique Software offers a wide range of site licensing options to meet your specific requirements. Corporate, educational and government inquiries welcomed. Please contact us by phone, fax, or e-mail for more information:

Phone: 0800-577-776

Fax: 09 5286-919

E-mail: [sales@comm-unique.co.nz](mailto:sales@comm-unique.co.nz)

***Thank you for your order!***

## Pro Soft Norge

### PAINT SHOP PRO 7 ORDER FORM (NORWAY)

Pro Soft Norge  
Fosseløkka 12  
1792 Tistedal

To print this form, click the Print Button above, or press <Alt> + <P>.

You can place your order with Pro Soft Norge, by payment with opkrav, invoice or prepayment. To order your copy of Paint Shop Pro 7, please contact us at 6917 5505, fax your order 6917 5875, or visit our website at [www.pro-soft.no](http://www.pro-soft.no), email: [post@pro-soft.no](mailto:post@pro-soft.no).

NAME \_\_\_\_\_

COMPANY \_\_\_\_\_

ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ POSTAL CODE \_\_\_\_\_

EMAIL ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_ FAX \_\_\_\_\_

We will pay with: ☐ Invoice (Approved Comp. & Public offices) ☐ Prepayment to Norwegian Bank  
☐ Opkrav (+35,00 nok)

Product	Price in NOK	# of Copies:	Total Price
Paint Shop Pro 7 (includes Animation Shop 3)	nok 1015,30	_____	nok _____
<b>CD-ROM drive required</b>			
*Shipping/Handling	(single copy)	nok 50,00	nok _____
	(multiple copies)	Ask	nok _____
VAT	(23%)		nok _____
TOTAL			nok _____

Please allow extra processing time for orders submitted by mail. All orders shipped same day if received before 15:00. Orders sent by Postal system.

### Site Licensing Programs for Paint Shop Pro

Site licensing programs for Paint Shop Pro are available. Pro Soft Norge offers a wide range of site licensing options to meet your specific requirements. Corporate, educational and government inquiries welcomed. Please contact us by phone, fax, or e-mail [support@prosoft.dk](mailto:support@prosoft.dk), for more information:

Phone: 6917 5505

Fax: 6917 5875

E-mail: [post@pro-soft.no](mailto:post@pro-soft.no)

***Thank you for your order!***



## Communique Software Sdn Bhd-Singapore Orders

### PAINT SHOP PRO 7 ORDER FORM (SINGAPORE)

Communique Software Sdn Bhd  
2020 Cyberview Garden  
63000 Cyberjaya  
Selangor, Malaysia

To print this form, click the Print Button above, or press <Alt> + <P>.

You can place your order with Communique Software by payment with Cheque, Bank Draft or Credit Card. To order your copy of Paint Shop Pro 6, please contact us at (603) 83127320, fax your order (603) 83127322, or Email to [asia.sales@comm-unique.com.au](mailto:asia.sales@comm-unique.com.au).

NAME \_\_\_\_\_

COMPANY \_\_\_\_\_

ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ PROVINCE \_\_\_\_\_

COUNTRY \_\_\_\_\_ POST CODE \_\_\_\_\_

EMAIL \_\_\_\_\_ TELEPHONE \_\_\_\_\_

FAX \_\_\_\_\_

CREDIT CARD NAME \_\_\_\_\_

EXPIRATION DATE \_\_\_\_\_

CREDIT CARD NUMBER \_\_\_\_\_

SIGNATURE \_\_\_\_\_

Product	Price in Sing\$	#of Copies:	Total Price
Paint Shop Pro 7 (includes Animation Shop 3)	Sing\$212.00	_____	\$ _____
<b>CD-ROM drive required</b>			
*Shipping/Handling	(single copy) Sing\$20.00		\$ _____
	(multiple copies) Sing\$15.00 per additional copy		\$ _____
TOTAL (in Singapore Dollars)			\$ _____

Please allow extra processing time for orders submitted by mail. Where possible all orders shipped same day if received before 11.00am.

\* For shipping prices on five or more copies or other shipping alternatives, please contact us at (603) 83127320 or email [asia.sales@comm-unique.com.au](mailto:asia.sales@comm-unique.com.au).

### Site Licensing Programs for Paint Shop Pro

Site licensing programs for Paint Shop Pro are available. Communique Software offers a wide range of site licensing options to meet your specific requirements. Corporate, educational and government inquiries welcomed. Please contact us by phone, fax,

or e-mail for more information:

Phone: (603) 83127320

Fax: (603) 83127322

E-mail: [asia.sales@comm-unique.com.au](mailto:asia.sales@comm-unique.com.au)

***Thank you for your order!***

## WSKA Ediciones sl

### FORMULARIO DE PEDIDO PARA PAINT SHOP PRO 7 (ESPAÑA)

#### WSKA EDICIONES

C/ ISLA ALEGRANZA 6, NAVE 35

POLÍGONO INDUSTRIAL NORTE

28709 SAN SEBASTIÁN DE LOS REYES (MADRID)

Para imprimir este formulario, haga clic en el botón o pulse <Alt> + <P>.

Puede hacer su pedido a WSKA Ediciones, realizando el pago mediante cheque o tarjeta de crédito. Para adquirir su programa Paint Shop Pro 6, puede contactar con nosotros llamando al teléfono (+34) 91 623 94 99, enviando su pedido por fax al número (+34) 91 623 85 92, o visitando nuestra página web <http://www.wska.com>.

NOMBRE \_\_\_\_\_

COMPañÍA \_\_\_\_\_

DIRECCIÓN \_\_\_\_\_

DIRECCIÓN \_\_\_\_\_

CIUDAD \_\_\_\_\_ PROVINCIA \_\_\_\_\_

PAÍS \_\_\_\_\_ CÓDIGO POSTAL \_\_\_\_\_

EMAIL \_\_\_\_\_ TELÉFONO \_\_\_\_\_ FAX \_\_\_\_\_

NOMBRE TARJETA DE CRÉDITO \_\_\_\_\_

NÚMERO TARJETA DE CRÉDITO \_\_\_\_\_

CADUCIDAD \_\_\_\_\_

FIRMA \_\_\_\_\_

Producto	Precio unitario (Pesetas):	Cantidad:	Precio Total
----------	----------------------------	-----------	--------------

Paint Shop Pro 7 (incluye Animation Shop 3) Pta 24.975 IVA incluido			
---	--	--	--

(Versión en inglés)

**Requiere unidad de CD-ROM**

[IVA 16%]

TOTAL en Pesetas \_\_\_\_\_ Ptas.

Los pedidos recibidos por correo tendrán un periodo extra de tramitación. Todos los pedidos se enviarán el mismo día de recepción de la orden si esta se recibe antes de las 12 horas. Los pedidos se enviarán por correo.

### Licencias Paint Shop Pro

WSKA Ediciones le ofrece una amplia gama de opciones para trabajar con licencias según sus necesidades específicas (Ya sea una empresa, un centro educativo o una administración). Por favor contacte con nosotros por teléfono, fax o e-mail para más información:

Teléfono: (+34) 91 623 94 99

Fax: (+34) 91 623 85 92

E-mail: [sales@wska.com](mailto:sales@wska.com)

***Gracias por su pedido!***

## Pro Soft

### PAINT SHOP PRO 7 ORDER FORM (SWEDISH)

Pro Soft

Roskildevej 384

DK-4100 Ringsted, Denmark

To print this form, click the Print Button above, or press <Alt> + <P>.

You can place your order with Pro Soft, by payment with invoice, prepayment or credit card. To order your copy of Paint Shop Pro 7, please contact us at (+45) 5752 9390, fax your order (+45) 5752 9391, or visit our web-site at [www.prosoft.dk](http://www.prosoft.dk), email: [support@prosoft.dk](mailto:support@prosoft.dk).

NAME \_\_\_\_\_

COMPANY \_\_\_\_\_

ADDRESS \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ POSTAL CODE \_\_\_\_\_

VAT-number SE \_\_\_\_\_ EMAIL ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_ FAX \_\_\_\_\_

We will pay with: ☐ Credit-card, ☐ Invoice (Approved Comp. & Public offices)  
☐ Prepayment to Swedish Giro

CREDIT CARD NAME \_\_\_\_\_ EXPIRATION DATE \_\_\_\_\_

CREDIT CARD NUMBER \_\_\_\_\_

SIGNATURE \_\_\_\_\_

Product	Price in DKK	# of Copies:	Total Price
Paint Shop Pro 7 (includes Animation Shop 3)	dkk 923,00	_____	dkk _____
<b>CD-ROM drive required</b>			
*Shipping/Handling (single copy)	dkk 110,00		dkk _____
(multiple copies) Ask			dkk _____
VAT (None if VAT-number is available) (25%)			dkk _____
TOTAL			dkk _____

Please allow extra processing time for orders submitted by mail. All orders shipped same day if received before 15:00. Orders sent by Postal system.

### Site Licensing Programs for Paint Shop Pro

Site licensing programs for Paint Shop Pro are available. Pro Soft offers a wide range of site licensing options to meet your specific requirements. Corporate, educational and government inquiries welcomed. Please contact us by phone, fax, or e-mail for more information:

Phone: (+45) 5752 9390

Fax: (+45) 5752 9391

E-mail: [support@prosoft.dk](mailto:support@prosoft.dk)

***Thank you for your order!***

# Digital Workshop

## PAINT SHOP PRO 7 ORDER FORM (UNITED KINGDOM)

Digital Workshop  
42-44 North Bar Street, Banbury,  
Oxfordshire, England, OX16 0TH

To print this form, click the Print Button above, or press <Alt> + <P>.

Place your order by faxing or e-mailing Digital Workshop with credit card or switch details, or send cheques and postal orders to the above address. For bank transfer details, purchase order conditions, or further information contact Digital Workshop on the details at the base of the page. You can also visit our web-site on <http://www.digitalworkshop.co.uk>. For a direct download without waiting for delivery visit <http://www.digitalworkshop.co.uk/psp7>.

NAME \_\_\_\_\_

COMPANY (if applicable) \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ COUNTY \_\_\_\_\_

COUNTRY \_\_\_\_\_ POSTAL CODE \_\_\_\_\_

EMAIL ADDRESS \_\_\_\_\_ TEL: \_\_\_\_\_ FAX \_\_\_\_\_

METHOD OF PAYMENT: CHEQUE / POSTAL ORDER / CREDIT CARD / BANK TRANSFER  
(Please make cheques payable to Digital Workshop)

TYPE OF CARD: SWITCH/AMEX/MASTERCARD/VISA

NAME ON CARD \_\_\_\_\_

CARD NUMBER \_\_\_\_\_ ISSUE NO \_\_\_\_\_

EXPIRY DATE \_\_\_\_\_

SIGNATURE \_\_\_\_\_

Product	Price in £UK	No of Copies:	Total Price
Paint Shop Pro 7 (includes Animation Shop 3)	£79.95	_____	£ _____ UK
<b>CD-ROM drive required</b>			
*Shipping/Handling	Standard: £ 5.00		£ _____ UK
	or		
	Next day: £ 7.00		£ _____ UK
VAT	(17.5%)		£ _____ UK
TOTAL			£ _____ UK

Please allow extra processing time for orders submitted by mail. All orders shipped same day if received before 15.30. Orders sent by Royal Mail, Interlink or TNT dependent on delivery option.

\* For shipping prices on five or more copies or other shipping alternatives, please contact us on: 01295 258335.

## **Licenses for Paint Shop Pro**

Multiple-user licenses are available for Paint Shop Pro. Please contact Digital Workshop to discuss your specific requirements. Corporate, educational and government inquiries welcomed. You can contact us by phone, fax, or e-mail for more information:

Phone: 01295 258335

Fax: 01295 254590

E-mail: [sales@digitalworkshop.co.uk](mailto:sales@digitalworkshop.co.uk)

Web-site: <http://www.digitalworkshop.co.uk>

***Thank you for your order!***

