

bdAnim

Linus McCabe

COLLABORATORS

	<i>TITLE :</i> bdAnim		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Linus McCabe	April 14, 2022	

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Chapter 1

bdAnim

1.1 bdAnim documentation - Contents

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1.2 bdAnim Introduction

Introduction

BackDropAnim is a simple animationplayer, that plays a 'busy-' or 'transfer-' animation on screen. It's primary use is to make the workbench a little more nice-looking, but it can also be useful due to it's usermenu-function and arexx functions (arexx-interface is quite limited at the moment).

I got the idea for this program from 'WBAnim' by Gaz/Dalnet a while ago. The ↵
problem

with WBAnim was that it didn't do any recalculation of the animation colours, and thus looked pretty bad on my cybergraphics screen. This version works, as far as I've tested, fine on both aga and graphicboard displays, using data-types to load the animations..

I also wanted a little more functionality of the program, so I added functions to start, stop and change speed via

```

    Arexx
    , the possibility to launch scripts or
programs via a
    usermenu
    and some
    tooltypes
    to make the client more configurable.

```

1.3 Requirements

Requirements

To use this program you need

\textdegree{} MUI, Magical User Interface by Stefan Stuntz. Available on ↵
Aminet.

\textdegree{} TransferAnim.mcc, From version 2 bdAnim makes use of ↵
TransferAnim.mcc for
displaying it's animations. It is however included in the archive.

\textdegree{} Datatypes, The program uses datatypes to load graphics, thus at ↵
least 3.0
is required.

I think that's it.

1.4 Installation

Installation

The program is easy to install, just

```
\textdegree{} Copy mui/TransferAnim.mc? to mui:libs/mui/
```

```
\textdegree{} Copy the 'bdAnim' and 'bdAnim.info' to the place you want it.
```

```
\textdegree{} If you want the about-window animations to show up, you also ↵
    need a drawer
    'anim.s' in the same directory, containing the supplied files 'about' and
    'aboutlogo'.
```

```
\textdegree{} I suggest you put your own animations in this drawer too, ↵
    although they
    can be placed anywhere, since the path and name is specified via
    ToolTypes
    .
```

```
\textdegree{} If you want the animation to show up everytime you boot, just ↵
    put bdAnim or
    a project icon linking to bdAnim in the WBStartup drawer.
```

```
\textdegree{} If you want to use the arexx scripts, copy them to your rexx: ↵
    drawer.
```

1.5 Usage

Usage

The program is very simple to use.

When you first unpack it, all you have to do is to launch one of it's icons. To make it fit your personal preferences better, you might want to change the configuration.

These are your options:

```
\textdegree{}
    Animations
    Make your own animations to use with
    bdAnim.
```

```
\textdegree{}
    ToolTypes
    , use Tooltypes to configure what animation
    to use, where to place it, speed, usermenus, etc.
```

```
\textdegree{}
    Arexx
    , use the Arexx interface to control your animation.
```

```
\textdegree{}
    User Menues
```

, Set up you own menus to launch programs and scripts.

1.6 Usage/Animations

Animations

The animations are quite simple to create. Just like transferanimations for your browser, the frames are put side by side in one wide image.

Any transferanimation from aminet should be possible to use.

If you do not specify the width of your animations with the correct ToolType

, the program will assume that each frame is as wide as the image is high.

The first image (the leftmost one) may or may not be a part of the animation. See the

Skipfirst
tooltype.

If you still don't have a clue of how to make your own animations, just look at the one's coming with the program in you favorite image-viewer, and you'll clearly see how they are built up.

1.7 Usage/ToolTypes

ToolTypes

There are at the moment a few tooltypes to help you configure your animations.

`\textdegree{ 'anim=<path/file>'` specifies what animationfile to use.
The animation image can be of any imageformat you have a datatype for.
(Only images at the moment, though)

Example: `'anim=anims/boing.jpg'`

`\textdegree{ 'width=<w>'` specifies the width of each frame in the image. This \leftrightarrow
tooltype is not
needed if each frame is as wide as its height (you have a square anim).

Example: `'width=64'`

`\textdegree{ 'height=<h>'` can be used to cut of the lower part of the \leftrightarrow
animation.

Example: `'height=12'`

`\textdegree{ 'top=<y>'` specifies on what vertical position the animation will \leftrightarrow
be positioned.

A positive integer specifies pixelposition.
 A value of -1 means in the middle of the screen.
 A value of -2 positions the animation at the (vertical) position the mouse is held
 A value of -3 positions it just below the titlebar, and -4 to -9 positions 1 to 6 pixels below the titlebar.
 Note that this tootype don't work if your animation is 'snaphot'ed

Example: 'top=-3'

\textdegree{} 'left=<x>' is the same as 'top' for horizontal positioning.
 A positive integer specifies the pixelposition.
 A value of -1 puts it on the middle of the screen.
 A valude of -2 positions it wherever the mouse is (horizontaly).
 Note that this tootype don't work if your animation is 'snaphot'ed

Example: 'left=-1'

\textdegree{} 'backdrop' makes the animation window a backdrop one.
 If this is not specified, other windows can fall behind the animation.
 For some reason, it seems that the window will fall behind the titlebar if its 'backdrop' on some systems (cgfx??)

Example: 'backdrop'

\textdegree{} 'fps=<fps>' specifies in how many frames per second the animation should be shown. 24 fps is usually a good choice.

Example: 'fps=24'

\textdegree{} 'millis=<millis>', an alternative way of setting the speed of the animation.
 This speciefies how many milliseconds are to pass between each frame.

Example: 'millis=41' (24 frames a sec)
 'millis=5000' (5 seconds between each frame)

\textdegree{} 'rexx=<name>' specifies the name of the arexx port. If this is not chosen, the port will have the name 'bdAnim.x' where x is the number of bdAnim started. If you chose something else, the '.x' will still be added to the portname. The name of the port is visible in the 'about' window'.

Example: 'rexx=AMIGA' (would give the arexxport 'AMIGA.1' the first time the program is launched)

\textdegree{} 'skipfirst' makes the animation skip the first frame while playing, and only showing it if the animation is paused. Many transferanims are made this way, with a separated first frame.
 The first frame will be the one shown when paused, if this tootype is there or not.

Example: 'skipfirst'

`\textdegree{} 'hide'` makes the animationwindow iconified when the animation is stopped.

The hiding method can be chosen in the MUI prefs, either `appicon`, `appmenu` or `nothing` (probably looks best).

Example: `'hide'`

`\textdegree{} 'noloop'` turns off animation looping. If you want to control your animation

from `arexx`, and only want it to play once, this is good.

Example: `'noloop'`

`\textdegree{} 'Delay=<millis>'` Tells the `animationplayer` to pause the animation `<millis>`

milliseconds before looping. If `'hide'` and `'noloop'` is chosen, it waits `<millis>` seconds before hiding.

Example: `'Delay=1000'` (for a one second wait)

`\textdegree{} 'sync=<port>'` Will make the program send a `sync` command to the `arexx port`

`<port>`, which should be another `bdAnim arexx-port`. This function will make it possible to have i e shadows synchronized with it's object etc.

`\textdegree{} 'syncstop'` When synchronization is used, this will also sync the stop of the

anims. So if the slave anim have been delayed by some reason, it will still stop when it's master will.

`\textdegree{} 'MenuTitle'` and `'MenuX'`, see the `UserMenues` section.

They are there to set up the user menus.

1.8 Usage/Arexx

Arexx

At the moment, the `arexx` interface is very limited, but seriously, I can't think of many functions to add. Suggestions are welcome

!

`\textdegree{} 'start'` (no args) starts the animation once it's paused.

`\textdegree{} 'stop'` or `'pause'` (no args) pauses the animation.

`\textdegree{} 'fps'` (FPS/N) sets the frames per second to `'FPS'`.

`\textdegree{} 'setframe'` (FRAME/N) set the current frame of the animation.

`\textdegree{} 'sync'` will restart the animation from frame 0. (and start playing if earlier

```

    paused)

\textdegree{} 'quit' kills the animation app.

\textdegree{} 'hide' iconifies the animation window. Iconify method can be ←
    altered in
    the MUI prefs.

```

A few example scripts can be found in the 'rexx' drawer.

1.9 Usage/User Menues

User Menues

The user menus shows up if you press the right mousebutton over the animtion-window when the window is activated.

You can easily put up your own menus to launch programs or scripts by the use of tooltypes.

The title of the menu is with the 'MenuTitle' tooltype, for example

```
'MenuTitle=Scripts'
```

The menu items are set up with the 'MenuX' tooltypes, where 'X' is an integer going from 1 to the number of menus.

```

'Menu1=Start|sys:rexxc/rx astart %s'
'Menu2=Stop|sys:rexxc/rx astop %s'
'Menu3=
'Menu4=Slow|sys:rexxc/rx afps %s 12'

```

The part of the tooltype left of the '|' will be the name of the menuitem. The right part will be the command executed. The '%s' will be translated to the name of the arexx-port of animation.

The example menues above would look like:

```

Scripts
-----
Start
Stop
-----
Slow

```

And they would execute the arexx scripts 'astart port', 'astop port' and 'afps port 12' respectively. As you see, the empty menu, number 3, turns out as a barlabel (or separator), this is also true for items that contains no label or command.

If the command to execute is not valid, nothing dangerous will happen. The command is executed with a
'run <nil: >nil: COMMAND >con:' where 'COMMAND' is your command.

(if this means nothing to you, never mind)

1.10 Usage/Menues

Menues

The menues are few and simple:

Backdrop Anim:

`\textdegree{} 'About'` shows some information about the program.

`\textdegree{} 'About MUI'` shows information about MUI.

`\textdegree{} 'Quit'`, guess what?? It quits the application.

Settings:

`\textdegree{} Position`, when this menu is checked, you can drag the window around with the mouse.

`\textdegree{} Un/Snapshot`, this choices saves and forgets the position of your animationwindow.

When the window is snapshot:ed, the top and left tooltypes are ignored.

`\textdegree{} 'MUI Prefs'` brings up the MUI preferences window.

1.11 Bugs

Bugs

There is no known bugs at the moment, but please report bugs to me! Contact info is at the

Author
page.

1.12 Todo

Todo

There are a few things I could add if there is a request:

`\textdegree{} Play random animation`. The program choses a random animation ←
from
a directory instead of always playing the same one.

`\textdegree{} Use animation.datatype` as well. I don't really feel like implementing this, but if there is a big demand, then maybe.

\textdegree{} Possibility to have a separate still image. This is already possible by having the chosen image as the first frame and using the 'skipfirst'

Tooltype

.

\textdegree{} A separate preferences program to make configuration more easy.

\textdegree{} Let one bdAnim app control several animations, instead of starting one program for each anim.

\textdegree{} A possibility not to use datatypes for pre 3.0 users. This is now a matter of whether TransferAnim.mcc supports pre 3.0...

\textdegree{} Possibility to have scripts executed when the animation is clicked, double-, middle- and rightclicked.

\textdegree{} Option to choose whether frame 1, the first frame or the last frame should be displayed while delaying.

Note that I probably won't implement anything of these options unless

users request them. So if you want one of these, or any other function, drop me a

line
!

1.13 History

History

\textdegree{} Version 2.0.

Changed to use TransferAnim.mcc for loading/displaying of the animations.

Added 'Millis' tooltype for animations that play slower than one frame a second.

Added option to snap and unsnapshot the window position as well as the possibility to move the window around. This makes the top and left tooltypes kind of obsolete, but they still work as long as the window is not snapshotted.

\textdegree{} Fixed bug that occurred when subclassing of TransferAnim.mcc was not possible.

(This existed even before I used TransferAnim.mcc, but then I subclassed Area, which is quite unlikely to fail)

```
\textdegree{} Version 1.15b.  
    Recompilation due to a 'might have been' bug.  
  
\textdegree{} Version 1.15.  
    Fixed CyberGuard hits from About-window, sync-function and unspecified  
    animation file.  
    Fixed to work with both 'tool' and 'projects' icontype. I thought this was  
    already the case.  
  
\textdegree{} Version 1.1.  
    Added 'sync' tooltype and 'setframe' arexx command.  
    The .mcc is developing fine, most of the code is made.  
  
\textdegree{} Version 1.0, third public and first non beta.  
    Files not being unlocked bug fixed.  
    Started making a public distributable customclass (.mcc) of my class.  
  
\textdegree{} Version 0.9 $\beta$ , second public.  
    Added the 'noloop' and 'delay' tooltypes.  
  
\textdegree{} Version 0.8 $\beta$ , first public version.
```

1.14 Disclaimer

Disclaimer

The author is can not be held responsible for any damage, loss of data or other bieffects caused by this program.

1.15 Copyright

Copyright

bdAnim is programmed and copyrights © by Linus McCabe, 1998.

It is to be considered 'freeware', meaning that it can be copied and used by anyone who likes it.

It is also possible to put this programs on coverdiscs, compilations, etc, but I would like to be notified about it and I wouldn't mind a free copy.

MUI is copyright 1992-99 by Stefan Stuntz.

TransferAnim.mcc is copyright 1999 by Linus McCabe.

The program must not be sold without the authors written permission.

If you like this program, I'd be happy if you dropped me a
line

.

1.16 Thanx

Thanx go out to

Jessica, for bringing light to my life
Ai, for being a good friend
Mårta, for always helping out

UMBRO, for the bdAnim logo

Whomever made the icons I stole (Frank Stohl?)

The folks at the MUI mailinglist for all the help,
throughout the years.

Tecsoft for releasing TVPaint for free.

Greetings to

Snipey, TJOMME, redpirk, GAZ, Mzzleboy, HighScore, ChaoZer,
__44, Raven-X, MrXZY, Bauglir, Trazer, TOHOHO,
RawHeadREx, MiLD, Tipop, UMBRO, fredde and the rest of
the folks at #amiga/DalNet.

1.17 Author

Author

Feel free to contact me for any reason, bugreports, requests, etc.
I'd also like to be notified of nice animations to use with the program.

I prefer emails at:
Sparkle@hehe.com, but also Houses-of.the.holy@mbox318.swipnet.se works.

My homepage can be found on

<http://Come.To/Sparkle>
<http://Sparkle.Amiga.TM>

I'm also often at #Amiga/DalNet at about 18-20 GMT

For my snailmail address, contact me by email first.

1.18 Examples

Provided examples

For version 2.0 I decided to ditch the old examples and include a new one. It looks like crap, but I'm a crappy artist. If you have a nice background with fitting animation, send it to me, and I'll include it in the next release.

\textdegree{} bdAnim and bdAnim_o2o will show a tiny rotating boingball on the ←
title-
bar of your workbench screen.
There are two sizes of this animation, one 16 and one 20
pixels heigh to fit different titlebar sizes.

\textdegree{} Reflection, Bitd and Fish are to be used with the 'anim/sunset. ←
jpg'
picture as background on your wb. It's mainly for demonstration, cause
it's really ugly :)
Put the sunset.jpg as your background then start the animations.