Open and Edit a Cursor File

1　Click Open from the File menu.
2　Browse to the folder that contains the file.
3　Double click on the cursor image.
4　Animator will open the image, and place it in the grid area, ready to be edited.
_____

{button ,AL(`ani_open_and_edit_cursor',0,"",)} Related Topics

Insert a New Frame

1   Click New Frame from the Edit menu, or click the New Frame button from the tool bar.
2   You will be prompted to choose the number of frames, the order, and contents of the new frame.
3   Animator will paste selections into the new frame for editing.

_____

{button ,AL(`ani_insert_new_frame',0,"",)} <u>Related Topics</u>

Set Hotspot for a Cursor

1   Click the Set Hotspot button from the tool bar.
2   The current hotspot for the selected frame will begin to blink.
3   The cursor will change to a cross-hair view.
4   Click on the pixel to be set as the hotspot.
5   The pixel chosen as the new hotspot will blink briefly.

Note:

• You may only choose one pixel as a hotspot, per frame.   The hotspot may be different for each frame.

_____

{button ,AL(`ani_set_hotspot',0,"",)} <u>Related Topics</u>

Create a Cursor Frame From an Icon Resource

1 Click Browser from the File menu.
2 Click Icons tab.
3 Browse to the folder that contains the icon resource file (16 color only).
4 Double click on image to open in the Studio component.
5 Use the selection frame to select the graphics to be used in the cursor.
6 Copy the selection to the clipboard.
7 Close Studio component.
8 Select frame in Animator to paste the image from the Clipboard.
9 Use selection frame to select area to paste into, then click the paste button from tool bar.
_____
{button ,AL(`ani_frame_from_icon',0,"",)} <u>Related Topics</u>

Create a Cursor Frame From an Icon in a Library

1   Click Browser from the File menu.
2   Click Libraries tab.
3   Browse to the folder that contains the icon library.
4   Double click on image to open in the Librarian component.
5   Double click on image, to open in the Studio component.
6   Use the selection frame to select the graphics to be used in the cursor.
7   Copy the selection to the clipboard.
8   Close the Studio component.
9   Close the Librarian component.
10   Select frame in Animator to paste the image from the Clipboard.
11   Use selection frame to select area to paste into, then click the Paste Special from the edit menu.

_____

{button ,AL(`ani_frame_from_library',0,"",)} <u>Related Topics</u>

Edit the Speed of a Frame

1   Select frame with one click of your mouse.
2   Select the text in the jifs field.
3   Change the speed by typing a new number.

Note:

• Using the Global Speed Adjustment will adjust the speed of all frames in the file.

_____

{button ,AL(`ani_edit_speed',0,"",)} Related Topics

Create Frame from Bitmap Image

1 Click Open Bitmap as Frame from the Edit menu.
2 Browse to the folder which contains the bitmap file.
3 Select the file, and click Open.
4 Bitmap image will be pasted into the current frame.

Tip:

• You may also convert a BMP file into a frame, by pasting it to the Clipboard, and using the Paste Special option on the Edit menu.   However, if your bitmap uses colors that are not available in the currently active palette, the Animator will substitute the closest color available from the currently active palette.   To ensure color integrity, use the Open Bitmap As Frame, found on the Edit menu.

_____

{button ,AL(`ani_frame_from_bitmap',0,"",)} Related Topics

Create a Cursor File

1   Click New from the File menu, then choose the color depth (16 or 256 colors).
2   Microangelo Animator will open with a blank grid area to start creating a new animated cursor.
3   Once drawing has been completed, click Save As from the File menu.

_____

{button ,AL(`ani_create_ani_cursor',0,"",)} <u>Related Topics</u>

Open Animated Cursor file from the Explorer

1   From the Explorer, move to the folder that contains the cursor file.
2   Double click on the file.   It will open in the Animator.
3   Make any editing changes.
4   Select Save from the File menu, and Exit.

_____

{button ,AL(`ani_open_from_explorer',0,"",)} Related Topics