

Moving Cast Member

A cast member that is made up of multiple pictures that make up animated picture sequences.

When you paste a picture into a Hero or Obstacle window you have the option of adding the pasted picture to the existing picture. This leaves the current runs and frames intact allowing the builder to easily add on to an existing moving cast member. If the builder chooses the "Replace" button the current picture is replaced and all the current runs are erased. When replacing or adding a picture to the cast member, a dialog box appears that says "Calculating Animation Cells..." The program finds separate images in the picture.

A separate image is a group of pixels that are completely surrounded by white pixels. Watch carefully the outlines drawn in the dialog box to make sure the images are separated the way you wanted.

If there seems to be a problem, make sure that all the pixels in what you want to be a separate image are touching each other. Make sure also that the rectangles drawn around the images don't overlap other rectangles. You can repeatedly paste the same picture into the window if you need to look at the separating process again.

* Maximum number of animation cells for each moving cast member: 32