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Take ONE

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Information and Registration

Take ONE is a program to create bitmap-images and animations for small Presentations, Slide Shows, Cartoons and more. This Shareware version should give you the opportunity to test Take ONE. If you find it useful to process your bitmaps or if you want to create your own animations you have to register. You will then get the licensed version which allows you to use Take ONE and the runtime module RUNTAKE e.g. to send your animations to friends or clients.

The licensed version also provides several additional features (such as modifyable fill patterns, frame height up to 768 pixels, simultaneous processing of several frames,...), which support you editing your frames and it provides more opportunities to use your animations (e.g. as a screensaver or an application starter).

You will also get a detailed printed documentation and some more interesting animations. To order the licensed version send your check or money order for \$40 plus \$5 shipping and handling to:

Pearl America Inc.
4128½ California Ave SW
Seattle WA 98116
CIS: 71043,674 Tel: 206-938-0336 Fax: 206-938-0338

WA state residents please add 8.2% sales tax!
Pearl America Inc. is an approved member of the Association of Shareware Professionals (ASP).

If you have got any problems, technical questions or suggestions write to:

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Take ONE was developed between November '91 and July '92 and took me about 1500 hours of time. The English version was developed during Christmas '92.

I hope you enjoy Take ONE and I would be pleased if you would send me some of your own animations.

Finally I would like to thank my girlfriend Elke Mühlshlegel for her patience and the creation of this helpfile and to all the people in Coventry who helped me improve my English.

The runtime module RUNTAKE

RUNTAKE allows you to play the animations you have created with Take ONE and to install them directly under Windows so they can be executed from the program manager.

To do that you have to activate the group window first which should contain the animation icon. Afterwards select NEW in the FILE-Menu of the program manager and select PROGRAM in the appearing dialog box. In the following dialog box you have to enter the path and name of RUNTAKE followed by a space character and the path and name of the sequence file (.ANS).

e.g. **C:\TAKEONE\RUNTAKE.EXE BALL.ANS**

The icon for RUNTAKE then appears in the selected group window. A double click on the icon then runs the animation (if it does not, there may be something wrong with the sequence path or name).

RUNTAKE tries to find the required files in its own directory first. Just if they can not be found there, it loads the files from the directories specified in the sequence file (.ANS). Hence the files required for an animation can be put on a disk together with RUNTAKE and be started from there.

RUNTAKE also allows to chain several animations, so each animation can call another when it is finished. To achieve this select Define Cycle --> Additional Options from the Take ONE menu.

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Magnification Buttons

Magnification Buttons x2, x4, x8

These Buttons determine whether the current frame is displayed two, four or eight times larger in the edit window.

At a magnification of four or eight a Grid can be shown.

Dot



draws a pixel in the current color.

Pressing the right button on the mouse draws a pixel in the transparent color.

Line



draws a line from the point where the mouse button was pressed to the point where the mouse button is released.

If the beginning and endpoint of a line to be drawn are not within the area shown in the edit window, then the click at the beginning point and move the cursor out of the edit window with the mouse button pressed. Outside the edit window the mouse button can be released and the area which contains the end point can be moved into the edit window by using the scrollbars or pressing the right mouse button on the film. Afterwards press the left mouse button again outside the edit window and move the cursor back in, onto the destination point. After releasing the button the line is drawn.

This technique can also be used using other tools.

Rectangle



draws a rectangle in the current color. The rectangle will be filled using the current fill color if the option Fill Shapes is active

✓ .

Ellipse



draws an ellipse. The center of the ellipse can be determined to be on the point or on the grid in the OPTIONS menu -> Circle Center.

The ellipse will be filled using the current fill color if the option Fill Shapes is active
✓ .

Polygon



draws a polygon. The polygon will just be drawn in the edit window until it is closed. It will be automatically closed if you press the right mouse button.

The polygon will be filled using the current fill color, if the option Fill Shapes is active

✓ .

Fill tool



fills an area with the current color.

Spraygun



sprays dots of the current color on an area. The size of the area can be selected from the menu under OPTIONS Spraygun Size. It can be small (area of 3*3), medium (area of 5*5) or large (area of 7*7).

Text



writes text in the current color at the selected location.

A dialog box is displayed, where the text can be typed in. It also allows the user to choose the font type, size and attributes such as bold, italic and underlined.

By clicking the OPTIONS button you can also determine the alignment of the text and the character spacing. Positive character spacing means larger spaces, negative values provide less space between the characters.

Selection tool



the selection tool selects an area within the frame for further actions.

The selected area can be cut, copied and modified.

If the desired area exceeds the displayed area, then click at the beginning point and move the cursor out of the edit window with the mouse button pressed. Outside the edit window the mouse button can be released and the area which contains the end point can be moved into the edit window by using the scrollbars or pressing the right mouse button on the film. Afterwards press the left mouse button again outside the edit window and move the cursor back in, onto the destination point.

Selecting Colors

The number of available colors depends firstly on the installed video driver and secondly on the format of the frames. The frame format can be altered under SEQUENCE Frame Format.

Using two or 16 colors, the palette window shows all available colors. In 256 color mode just 16 colors are displayed which are the 16 basic colors at the beginning. Each color in the palette window, except black and white, can be replaced with another from a choice of 256. Therefore double click the color to be replaced and select another color in the appearing dialog box. It is recommended to place dark colors in the left column and light colors in the right column of the palette window.

Another way to get a color into the palette window (in 256 color mode) is to select the desired color within the frame shown in the edit window, by pressing SHIFT and left mouse button simultaneously. The color in the palette window will only be replaced, if the color is not already in the palette window.

Magnification

To determine how many times larger a frame is displayed in the edit window one of the following buttons can be pressed:

200% zoom



400% zoom



800% zoom



The edit window

In the edit window the current frame is displayed magnified depending on the selected magnification.

Mouse functions:

left button: activates the selected tool using the current color.
After selecting Paste from the EDIT menu a frame appears which can be dragged to the location where the image in the clipboard should be pasted.

right button: if working with the polygon tool, the polygon will be closed automatically and drawn into the frame.
Otherwise a pixel is set in the transparent color.

SHIFT+left button: If the frame format is set to 256 colors, then this will put the color of the current pixel into the palette window. The color will replace the current color, if it is not black or white.

The cursor can also be moved using the cursor keys.

Film

On the film all the frames of a sequence are shown in increasing order. The number of the frames is counted starting from 0. The currently selected frame is surrounded by a green border.

Mouse functions:

- left button: takes the selected frame as the current frame and displays it in the edit window. The location of the displayed area remains unchanged.
- right button: selects the area of the frame to be displayed in the edit window. This is an alternative to using the scrollbars.

New frame

Creates a new blank frame of the selected format (size and colors). If an image is available in the clipboard the size of this image is viewed, otherwise the default is 100*100 pixels.

The given name will be used to save the frame, and it can contain a path. The name should contain the characters %d (Numberstore). This provides the automatic numbering of the frames.

The frame can be saved by selecting Save as... or Save all Frames from the FILE menu.

The Numberstore "%d"

If the name of a frame contains the characters "%d" (designated Numberstore) the frames will be automatically numbered when saved. This is a convenient way to manage the frames in a sequence.

e.g.: Name of the **first** frame: FRAME%D.BMP
 Frame is saved as: FRAME**0**.BMP

 Name of the **second** frame: FRAME%D.BMP
 Frame is saved as: FRAME**1**.BMP

Names of frames can be modified within the Offset-Dialog available in the ANIMATION menu.

Open frame

Opens a WINDOWS bitmap file (usually .BMP) and takes it as the first frame in a sequence. The format (size and number of colors) of this frame determines the format of all frames in the sequence.

The name of the frame can be modified by selecting Offsets from the ANIMATION menu.

Add Frame

Opens a WINDOWS bitmap file (usually .BMP) and adds it to the end of the sequence. The format of the frame is adapted to the format of the first frame.

The frame can be moved within the sequence by selecting Swap Frame with... or Move Frame to... in the SEQUENCE menu.

Save as...

Saves the current frame in the WINDOWS bitmap format. If a new name is given it is recommended to add the Numberstore %d which is then saved together with the sequence file under Save Sequence in the FILE menu.

Save all Frames

Saves all frames of the sequence. Remember that the sequence data must be saved separately by selecting Save Sequence in the FILE menu.

Open Sequence

Opens a sequence file created by Take ONE (usually .ANS) and all frames which belong to the sequence.

Save Sequence

Saves the sequence data to a file, but not the frames which belong to the sequence. They must be saved separately by selecting Save all Frames from the FILE menu.

Sequence data

The Sequence data contains:

- the adjustment of the animation window
- the adjustment of the Sequence Animation
- the Cycle definition
- the Offsets
- the names of all frames which belong to the sequence

Since the sequence data is used to administrate the numbering of the frames, their names should contain the Numberstore %d.

Quit

If sequence data or frames are modified you are asked whether they should be saved before leaving Take ONE.

Undo

Restores the most recent action which modified the current frame.

Cut


Transfers the selected area to the clipboard. From the clipboard it can be pasted in again to another location in the same frame, to another frame or transferred to other applications.

Copy

Copies the selected area to the clipboard. From the clipboard it can be pasted in again to another location in the same frame, to another frame or transferred to other applications.

Paste

Inserts an image from the clipboard into the current frame. To determine the location where the image should be copied to, press the left mouse button and drag the focus rectangle to the desired location. After releasing the button the image is copied in.

If the option Paste Transparent in the OPTIONS menu is active , pixels in transparent color appear transparent (i.e. they are not copied).

Clear Frame

Clears the content of the current frame by setting all pixels to the transparent color.


Replace Frame with...

Replaces the content of a frame with a bitmap from a file. The format and the name of the frame remain unchanged.

Ellipse Center

Determines the center of the ellipse when using the ellipse tool. It can be either the selected pixel or the point on the grid of the upper left corner.

Spraygun Size

Determines the size of the spraygun .

It can be:

- small (area of about 3*3 pixels)
- medium (area of about 5*5 pixels)
- large (area of about 7*7 pixels)


Edit Palette...

Allows to modify the palette in 256 color mode, by altering the values for red, green and blue. The palette is saved together with the frames.

Loading the first frame or a sequence Take ONE always uses its default palette, except if the CTRL-key is pressed. In this case Take ONE uses the saved palette.

related topics: [Selecting Colors](#)

Fill shapes

Determines whether a rectangle, ellipse or polygon is filled  after drawing.

The shape is filled using the current fill color, which is indicated in the palette window by the H -character. It can be set to another color by pressing the right mouse button.

Paste Transparent

Determines whether pixels in transparent_color appear transparent when pasting an image from the clipboard into the current frame.

Transparent color


Pixels in transparent color appear transparent in the animation.

The default for the transparent color is white, but can be set to black by selecting Window in the ANIMATION menu.

The transparent color is also used from:

- Paste, if Paste Transparent in the OPTIONS menu is active.
- Clear Frame in the EDIT menu.
- Drawing a pixel using the right mouse button

Grid

This menu item determines whether a grid is shown . The grid can only be shown if the magnification factor is set to 4 or 8.

Insert Frame

Inserts an empty frame into the sequence after the current frame.

If the name of the current frame contains the Numberstore the new frame gets the same name. Otherwise the name of the new frame is set to FRAME%d.BMP.

Insert and Copy

Inserts a copy of the current frame into the sequence after the current frame.

If the name of the current frame contains the Numberstore the new frame gets the same name. Otherwise the name of the new frame is set to FRAME%d.BMP.

Remove Frame

Removes the current frame from the sequence.

Frame Format

Allows the format (size, number of colors) of all frames to be altered. To use 256 colors the format has to be set to 256 colors first (this requires an appropriate video device driver).

If *adapt to size* is selected the content of the frame is stretched to the new size.

Move Frame to...

Moves a frame within the sequence to a new position.

After selecting this menu item, select the frame which is at the desired position on the film.

related topics: [Swap Frame with...](#)

Swap Frame with...

Exchanges two frames within the sequence.

After selecting this menu item, select the frame to be exchanged with the current one on the film.

related topics: [Move Frame to...](#)

Scroll

Scrolls the affected area by one row up or down, or one column left or right. The vacant row or column is not erased.

If the affected area needs to be scrolled for more than one row or column in the same direction, it is recommended to use the appropriate cursor key on the keyboard whilst pressing the CTRL-key.

Mirror horizontally

Reverses the contents of the affected area from left to right.

Mirror vertically

Reverses the contents of the affected area from top to bottom.

Rotate Right 90°

Rotates the affected area clockwise by 90 degrees.


If the affected area is not square, a warning appears where it can be decided to rotate the largest possible squared area.


Rotate Left 90°

Rotates the affected area anti-clockwise by 90 degrees.

If the affected area is not square, a warning appears where it can be decided to rotate the largest possible squared area.

The affected area

The affected area is either the whole content of a frame or a portion of it (selected area). It depends on whether the menu item Selected Area is active  or not.

To constrain the affected area, an area must be selected using the Selection tool . If an area is selected, the menu item Selected Area is active automatically.

The affected area affects all functions of the MODIFY menu.

Enlarge / Reduce

Enlarges or reduces the contents of the affected area.

If the dialog box is terminated by clicking the OK button, the result is inserted at the given location or centred in the current frame (whichever is selected).

If the PASTE button is clicked the result is transferred to the clipboard and can be inserted into the current frame by pressing the left mouse button while in the edit window and then dragging the appearing focus rectangle to the desired location.

Replace Color with

Replaces the current color within the affected area with another color to be selected in the appearing palette window.

Selected Area

An area within a frame can be selected using the Selection tool .

After selecting an area it becomes the affected area for modifications, since the menu item Selected Area in the MODIFY menu is active automatically.

Window

Here all adjustments for the animation window such as size, background color and title can be set.

The list of background colors also contains the option *Bitmap* to use an existing Bitmap image as background. Therefore you have to select a file when you click on the OK Button.

You can also decide whether the transparent color should be black or white, but the animation only provides a transparent color if the option *Build in memory* is selected.

An adjusted animation window is necessary to access the other functions of the ANIMATION menu and Save Sequence in the FILE menu.

Sequence Animation

Provides a simple type of animation, since the frames are shown in the order they are on the film. You can define a frame cycle, the motion of the frames and their speed. The sequence animation settings are just used for animation, if no cycle is defined and the option *Use Definition* in the Define Cycle-dialog is not selected respectively.

The frame cycle determines how an animation is continued after the last frame, and it can be set to *repeat* or *reverse*.

A repeating cycle shows the frames in increasing order and begins again with the first frame, after the last frame of the sequence has been shown. You can choose to set a solid border so the frames "bounce back" i.e. the motion is reversed if a frame reaches the border. This can be combined with reversing the cycle direction i.e. the frames are then shown in decreasing order.

A reversed cycle shows the frames first in increasing order till the last frame is reached. Afterwards it continues in decreasing order until it reaches the first frame (frame 0) again, where it switches over to increasing order and so on. The change of the cycle direction can be combined with a movement direction change or with a solid border.

Clicking the RUN button starts the animation and allows all values to be altered while the animation is running. However to activate the altered values the SET button must be clicked.

Define Cycle

Provides a more complex type of animation as the cycle can be completely defined including when and where a particular frame appears. At the top of the dialog box the sequence tape with all available frames is shown. These can be selected and added or inserted to the current cycle definition. If a cycle is defined and the option *Use Definition* is selected, the cycle definition is used to run the animation.

The cycle tape on the bottom indicates the order in which the frames appear during animation. Each position can have its own absolute location or relative movement according to the X and Y values given, and a delay time. The option *Integrate* allows to fix a frame i.e. it becomes a part of the background.

In addition a condition can be defined, on which the cycle jumps to another position than the next, if the condition becomes true. The condition *if counter less than [no]* provides a loop where one or more positions within the cycle can be repeated a number of times. Activating the mouse button conditions allows action by the viewer at that point e.g. to wait until the left mouse button is pressed or released within the animation window.

All inputs only become valid, if one of the following buttons is pressed: *Set*, *Add*, *Insert* or *Replace*.

To add a frame from the sequence to the cycle, the frame can also be selected by pressing the SHIFT-key and selecting the desired frame on the sequence tape.

[More information about keyboard use](#)

[Additional Options](#)

Keyboard functions during cycle definition

To support the cycle definition the following keys can be used:

Cursor left / Cursor right:	moves the position pointer to the previous / next position.
Home / End:	winds the cycle tape to the beginning / to the end and sets the position pointer to the first / last position in the cycle definition.
Page up / Page down:	winds the cycle tape back / forwards. The position pointer remains unchanged.
Return:	sets the values for the current position and moves the position pointer to the next position.

The SHIFT-key in combination with the left mouse button provides the following functions:

on the sequence tape:	adds the selected frame to the cycle definition
on the cycle tape:	if a condition is selected, the position to be branched to will be set to the selected position.

Additional Options

These options decide how the cycle is continued after it has finished. Running the animation within Take ONE will only support the options *Repeat Cycle* and *Close Window*.

The following options are only available if the runtime module RUNTAKE is used to run an animation:

- Load Next Sequence - Maintain Window: Continues by running another animation. The current window and background remain unchanged so a background can be created and used for the next sequence.
- Load Next Sequence - New Window: Continues by running another animation in a new window as defined in sequence data of the new animation.

Offsets

Each frame has got a horizontal and vertical offset which indicates how much a frame is shifted when it appears in the animation window. This can be useful to define the relative distance between the particular frames (e.g. bouncing ball) and can be seen as local location/ movement whereas the sequence animation or the cycle definition define global location and movement.

In this dialog box the file names of the frames can also be altered.

Run...

After selecting this menu item the animation is executed. This is also provided in the SYSTEM MENU of the application window.

Another way to run an animation is to add the name of the sequence file to the command line of RUNTAKE in the following way:

e.g.: **C:\TAKEONE\RUNTAKE.EXE BALL.ANS**

This runs the animation **BALL.ANS** when the RUNTAKE icon is double clicked.

Running animations using RUNTAKE offers some additional options which can be set in the Cycle Definition.

It is possible to run several animations simultaneously by calling Take ONE or RUNTAKE several times.