MUDDYGLASS animator

Version 1.0

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DESCRIPTION

MuddyGlass Animator is the best animation program available for PalmOS platform.
You will be able to create sophisticated animations thanks to it's advanced features like "Onion Skin" mode, different drawing tools, ability to set animation speed up to 24 fps and faster, and lot's of other exciting possibilities.

Main features include:

> Color and grayscale support
> Onion skin modes
> Wide range of playback speeds
> Animation compression
> Unlimited frames
> Smooth drawing technology
> Reverse and loop playback
> Animation credits view
> Zoom mode
> Image mirroring
> Copy/paste operations
> Region select tool
> Flood Fill tool
> Undo
> Built-in help

Demo version of the program is limited to creating five-frames animation only.

LICENCE AGREEMENT

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YOU ARE ENTITLED TO USE THE DEMO VERSION IN THE MANNER INTENDED. THAT IS, YOU ARE NOT ENTITLED TO CREATE AND EDIT MORE THAN FIVE-FRAME ANIMATIONS WITHOUT REGISTERING THE APPLICATION. REGISTERING THE APPLICATION GIVES YOU THE RIGHT TO USE ALL FEATURES OF THE APPLICATION, ON ONE DEVICE.

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GETTING STARTED

SYSTEM REQUIREMENTS.

- Palm compatible handheld with PalmOS version 3.5 or higher
- 60kb memory needed for main program

INSTALLING MUDDYGLASS ANIMATOR.

This archive contains the following files:

Anidemo.prc The MuddyGlass program file

Underwater_story.pdb The "Underwater story" cartoon
Walking_man.pdb The "Walking man" animation
Flower.pdb The "Flower" animation

Anidoc.pdf This document in Adobe Acrobat (PDF) format
Anidoc.txt This document in TXT format (without illustrations)

Extract these files from the archive, and follow the standard Palm installation procedure. When you next Hotsync your device, you will see the following icon in your "Unfiled" category.
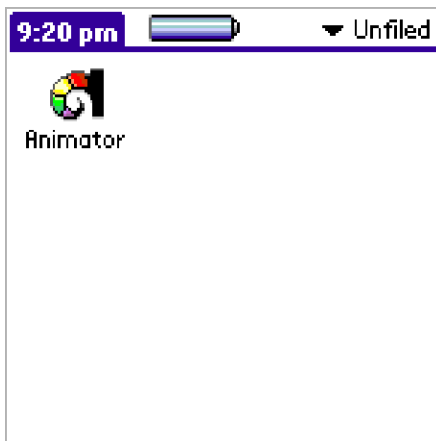
Tap the Animator icon to get started.

UNINSTALLING MUDDYGLASS ANIMATOR.

If for any reason you wish to remove MuddyGlass Animator from your device, select "Delete" from App menu launcher, and find it in the list. You will also need to delete the animation files (.pdb) named by their title.

USER'S INTERFACE.

INDEX SCREEN.

The first screen which appears in MuddyGlass Animator is the Index screen. This is where you manage your animations. From here you can play, beam, delete, duplicate or edit one of your animations, create a new ones, or obtain the information of an animation.

By selecting one of the animations you can view information about it, including: the small thumbnail representations, animation title, author, amount of frames, file size and the date of last editing.

The amount of free memory available on your Handheld is displayed in the top-right corner of the screen.

— Free memory space
— Information
— Animations list
— Buttons
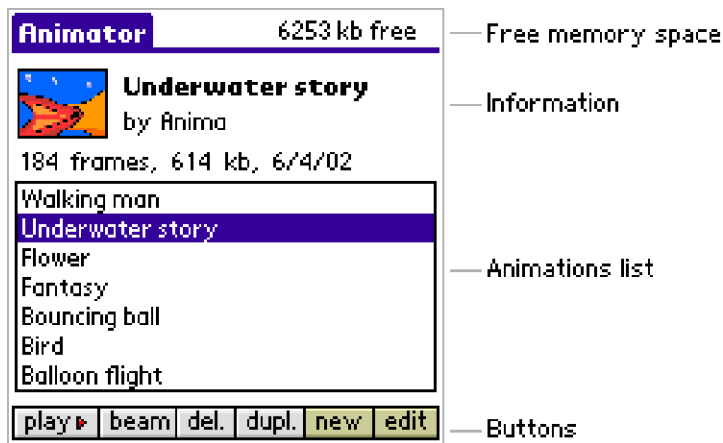
BUTTONS

play ▶ **Play** Plays the currently selected animation in "Theatre view".

beam **Beam** Beams the currently selected animation by IR to another PalmOS device. The another device should also have the MuddyGlass Animator installed to play the beamed file.

del. **Del.** (Delete) Removes the currently selected animation permanently from your database. Because this file can not be restored, you are asked for confirmation of this action.

dupl. **Dupl.** (Duplicate) Makes a copy of the currently selected animation and adds a number to the duplicate's name.

new **New** Creates a new animation in your database. The new animation will be called "New animation", and can be renamed once it has been created. The animations should have different names otherwise the number will be added to the end of the title. For example: "New animation1", "New animation2", and so on.

edit **Edit** Opens the currently selected animation for editing.

If you are not a registered user you will be limited to editing and creating five frame animations only.

EDIT SCREEN

The edit screen provides an interface for creating or modifying animations.

Menu —
— Built-in help
— Editing window
— Drawing tool bar
— Animation control bar
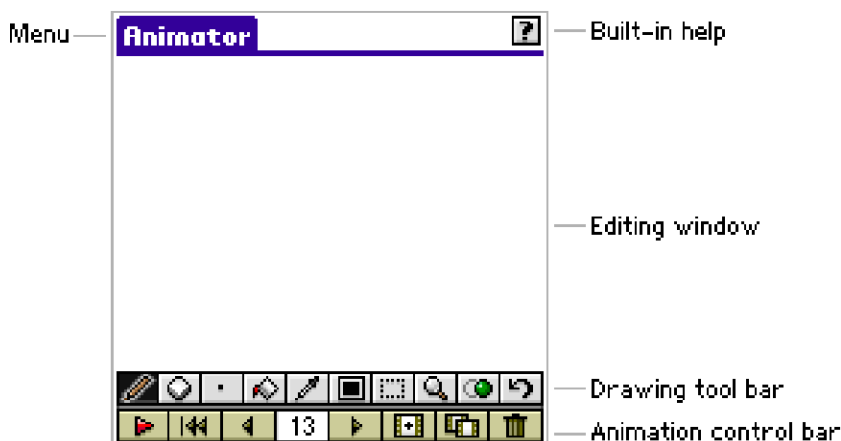
At the middle of the display is the editing window, which shows the current frame image.

At the top of the display there are help button and register button (if the program is not registered).

At the bottom of the display there are drawing tools and options. The first line of buttons is the Drawing tool bar. The second one is Animation control bar.

DRAWING TOOL BAR.

The **pencil tool** paints strokes. To draw straight vertical/horizontal lines push and hold "up"/"down" button while drawing.

The **eraser tool** erases pixels of an image.

The **brush size selector** customizes pencil and eraser tool.

The **fill tool** fills similarly colored areas with the current color. To clear the area fill is with the white color.

The **pick color tool** samples colors in an image.

The **color select tool** opens Color Palette for selecting from 256 (Color devices) or 4 (Gray devices) colors.

The **region select tool** makes rectangular selections and moves or mirrors/clears/copies/pastes them. To move selections in straight vertical/horizontal direction push and hold up/down button while moving.

The **zoom tool** magnifies (x2) and reduces the view of an image.

The **onion skin tool** helps to position and edit animation, viewing two or three frames on the screen at once. The current frame appears in full color, while the previous or/and next frame is dimmed. Dimmed frames cannot be edited. The onion skin options are available from the menu.

The **undo tool** - undo the last operation.

ANIMATION CONTROL BAR

Play animation plays the current animation. If you are not registered user you will be able to play only first five frames of the animation in the Edit mode.

Go to first frame goes to the first frame in the animation.

Go to previous frame goes to the previous frame in the animation.

Number of current frame / go to frame menu displays the current frame number and shows the "go to frame" menu on tap. You can also use this dialog in order to perform a quick jump to last frame, as it always displays it's number by default.

Go to next frame goes to the next frame in the animation.
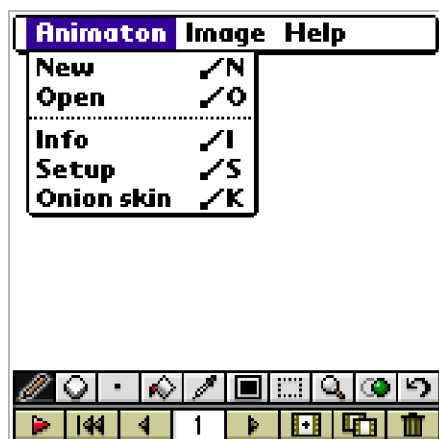
Add a new frame inserts a new clear frame after the current one and goes to it.

Duplicate a frame creates a copy of the current frame (after it) and goes to it.

Delete or clear frame opens the dialog where you can choose from deleting or just clearing the frame.

MENU COMMANDS

"ANIMATION" DROP-DOWN MENU.

New – Creates a new animation.
Open – goes to the index screen.
Info – shows the Info dialog where you can define animation title, author name and comments. You can also force credits to appear before the animation.
Setup – shows the Setup dialog where you can set the animation speed and activate reverse and/or loop playback. Speed number and the walking man animation display the speed of animation.
Onion Skin - shows the Onion Skin dialog where you can select from 3 different modes: view previous frame, view next frame or view both previous and next frames.

"IMAGE" DROP-DOWN MENU.

Clear – Erases current frame or selection.
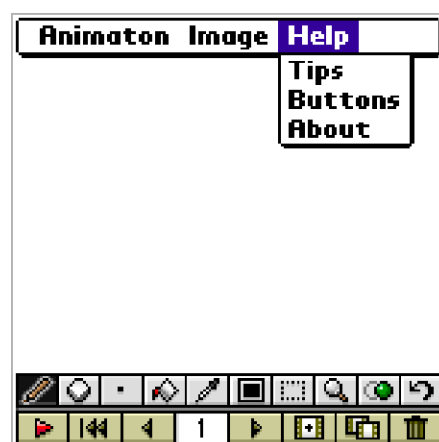**Copy** – Stores copy of current frame or selection.
Paste – Inserts copied frame or selection into the current image.
Mirror vert. – Mirrors current frame or selection vertically.
Mirror horiz. – Mirrors current frame or selection horizontally.

"HELP" DROP-DOWN MENU.

Tips - Shows the Tips text.
Buttons - Shows the help on buttons.
About - Shows the program credits.

TIPS AND TRICKS

- You can use the Duplicate function in the Index screen to make a reserve copy of the animation, so you will be able to edit it without a fear of making something wrong.

- While creating animation using Onion Skin feature, sometimes it is more convenient to draw the whole animation in contours first, then fill it. The reason is that through the contours you can see previous/next frame clearer than through the filled areas.

- You can use the professional mode of Onion Skin, where both the previous and the next frame are viewed. In this mode you can draw the first and the last frame of the animation sequence, and then create intermediate frames.

- Shortcuts for most menu functions are available, so you can use them to work faster.

PURCHASE AND REGISTRATION

If you like MuddyGlass Animator please register it at www.palmgear.com or at our website, www.muddyglass.com. Also you can use the phone number 817.640.6558 and the fax number 817.640.6614 for ordering.

Registration fee is $17.95 (US).

Registration allows you to create animations with unlimited number of frames (limited only by the memory of your device), free 1.x updates and support.

CREDITS

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We would like to thank:
Patrick Bird
Roland
Peter Hellyer
Marcus Tong
…And all others who helped us to create this software.

You can find many animations, tutorial and some additional information about MuddyGlass Animator at our web-site: www.muddyglass.com

You are also encouraged to send us your own animations to be posted in our gallery.
Find the desired .pdb file in your HotSync backup directory and send it to support@muddyglass.com.

MuddyGlass, 2002.