ANIMATEER

Version 2.0

User Guide

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Common Button Functions

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TIP

From the Animateer menu bar, select **View > Nav Key** for a quick reference to common button functions.

INTRODUCTION

Thank you for trying Animateer. Animateer is a high quality, full-featured application designed for creating custom hand-drawn animations on Palm OS® handhelds. With a little practice, you'll be creating animated sequences that will impress your family and friends. The only limitations are device memory and your own imagination.

Animateer can be purchased directly through Palmetto Logic Software's web site at www.palmettologic.com. You will also find it available for purchase at www.palmgear.com and www.handango.com. For more information, see Product Registration on page 13. Registered users receive full email support and free upgrades for a period of 3 years.

ⓘ NOTE

Each Animateer cell is stored as a database record. The words "database" and "animation" may be used interchangeably throughout this guide to refer to a complete series of drawings. The words "cell", "frame", and "record" may be used interchangeably to refer to a single drawing.

What's new in this version?

Version 2.0 adds the following features and updates:

- Palm OS® 5 compatibility
- VFS (Virtual File System) support for external expansion cards (see page 9)
    - o Save backups of your animations
    - o Restore previously saved animations
    - o Option to auto-save and auto-load animation to/from external expansion cards, thereby saving valuable device RAM
- *Animateer Utility* is no longer needed. These functions have been integrated into the main application.
- Auto-ID option automatically assigns sequential ID numbers to each new cell (see page 5)
- Three different line widths and an eraser function with separate dedicated buttons (see page 6)
- Six animation speed settings with speed indicator (see page 7)
- Assign a default background for all new cells (see page 8)
- "Warnings Min/Max" setting toggles frequent confirmation warnings on or off (see page 8)
- Single file registration key (no longer requires a separate download for the registered version)
- Self-expanding on-board installer simplifies installation and reduces download file size (also includes uninstaller)
- Automatically checks for minimum OS requirements to prevent device compatibility problems
- Includes optional sample animation

Installing Animateer

To install Animateer, load the self-expanding archive file **Animat2_Arc.prc** to your handheld using the Palm desktop install tool. (Refer to your Palm™ User's Guide for information on installing Palm programs). The first time you launch Animateer, the installer will unpack the necessary files before launching the application. The installer archive will automatically delete its self when finished.

Optional sample animation:

A sample animation is included in the zipped distribution file. To view this sample, use the Palm Desktop install tool to install the file **AnimateerDB.pdb**. *Please note that this will overwrite any existing Animateer animation on your handheld.*

Upgrading from previous versions of Animateer

It is not necessary to delete previous versions of Animateer before installing this version. (However, it's always a good idea to perform a HotSync® operation to backup your data first). To upgrade, simply follow the instructions in the previous *Installation* section to overwrite Animateer version 1.0 with version 2.0. If you are asked to overwrite any existing files on your handheld, tap the **Replace** button unless the file being replaced is newer then the file being installed. In this case, select **Cancel** to keep the existing file.

ⓘ NOTE

The Animateer Utility is no longer needed. This functionality has been incorporated into the main program. Therefore, you can safely delete this utility from your handheld.

ⓘ TIP

If needed, refer to Backing Up and Restoring from a PC on page 11 for more information about reinstalling an Animateer database from a previous HotSync backup.

Uninstalling Animateer

Animateer can be uninstalled by using <u>either</u> of the following two methods:

1). Select **App > Delete** from the menu bar in the Palm application launcher, select **Animateer** from the application list, then tap the **Delete** button at the bottom of the screen. *NOTE: This uninstall method will not delete the supporting files listed below. However, leaving these small files installed will do no harm. Since these files are shared by an increasing number of available applications, deleting these files could potentially cause loss of functionality in other applications if the files existed prior to installing Animateer.*

PDATAdvUtilsLib.prc	(18 Kb)	PDATRsrc.prc	(11 Kb)
PDATMcStoreLib.prc	(12 Kb)	PDATPELib.prc	(18 Kb)

2). Install and run the file **UninstallAnim_All.prc** included in the zipped distribution file. This will remove Animateer and all supporting files from your handheld, including those listed above.

MAIN VIEW

The *Main* view includes navigation buttons for first cell, previous cell, next cell, and last cell located along the bottom of the screen. The larger button in the lower left corner of the screen is the **Animate** button. This activates the animation sequence. The **ID** field at the top of the *Main* view is used by Animateer to sort the cell sequence. It is also used to help identify each cell in the *Sequence* list view.

ⓘ TIP

Many functions are only available as menu selections. Most menu selections also have associated shortcut strokes. See the Menu Command Summary provided on
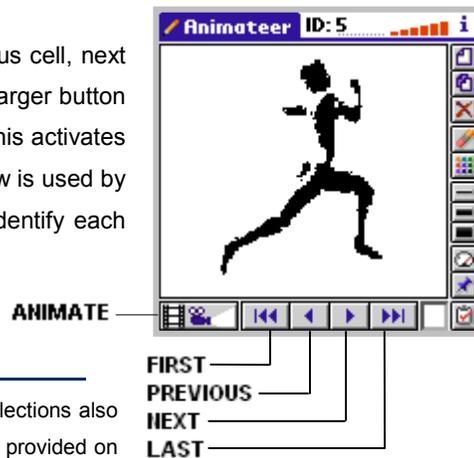
Cell ID numbering

Auto-ID

The Auto-ID feature automatically assigns ID numbers to each new cell. This feature is enabled by default. To disable Auto-ID, select **Prefs > Auto-ID On/Off** from the *Main* view menu bar. With Auto-ID disabled, you may notice a significantly reduced delay when Animateer creates a new cell, however you will need to manually enter the ID numbers yourself (see the following section). Auto-ID assigns numbers to each cell in increasing increments of 5. This is designed to allow room for inserting new cells in the sequence (refer to). Auto-ID uses the ID number of the last cell created to determine the ID assigned to the next new cell. Auto-ID cannot assign ID numbers in reverse order. If you attempt to create a new cell while the animation sequence is sorted in reverse order, Animateer will prevent the new cell from being created and display a dialog offering to restore the forward sort sequence. Animateer must restore the forward sequence to ensure sequential ID numbers are created. Tap **OK** to allow the sequence to be automatically restored. You may now create the new cell.

Manual cell numbering

With the Auto-ID feature disabled, a number representing each cell's order in the animation sequence should be *manually* entered in the **ID** field. If this field is left blank for a cell, that cell will get moved to the beginning or end of the sequence when forward or reverse sorting is applied. If this field is left blank for all cells, the cells will be sorted in the order they were created.

ⓘ TIP

When manually assigning cell numbers, it's a good idea to skip numbers in the ID sequence (for example: 5, 10, 15, etc.). This way you can easily go back and insert a cell later (see). This field will also accept decimal numbers.

Selecting colors

The default pen color is black. Tap the **Pen Color** button (or select **Edit >
Pen Color** from the menu bar) to access the color palette and choose
from 256 pen colors (16 shades for grayscale displays).

Line width and eraser mode

Line widths and eraser mode can be selected either from the designated toolbar buttons, from the *Edit*
menu, or with graffiti shift strokes. Normally, lines are two pixels wide. (A pixel is the smallest element of a
display that can be assigned a color.) A single graffiti shift (upward stroke) activates *fine line* mode for a line
width of one pixel. A double graffiti shift activates *heavy line* mode for a line width of five pixels. A single tap
activates the *eraser* mode. The graffiti shift indicator appears in the lower right corner of the *Main* view.
This serves as the line width/eraser mode indicator.

NOTE

On devices with Palm OS® v5.0 or later, the graffiti shift indicator and the selected line width may not always be
synchronized. This is a known issue in this version of Animateer.

New

The **New** button creates a new, blank cell at the end of the sequence.

TIP

Refer to Default backgrounds on page 8 for assigning default background images for new cells.

Copy

The **Copy** button copies the currently displayed cell to a new cell at the end of the sequence. This new cell
then becomes the currently active cell.

TIP

Use the **copy** button to repeatedly copy an existing cell to a new cell, making incremental changes to each copy.

Delete

The **Delete** button permanently deletes the currently displayed cell from the animation sequence.

Animation

The larger button in the lower left corner of the *Main* view is the **Animate** button. This function is also available from the menu bar under **View > Animate**. This will activate the animation sequence, displaying all cells (in the currently sorted order). *Once this mode is activated, it cannot be interrupted until all cells have been displayed.* A beep will sound after the last cell is displayed.

Animation speed

The animation speed can be set using the **speed** button. Tapping this button opens a list of available speeds*. The default setting of **100%** is the fastest speed. You may occasionally wish to slow down your animation to evaluate cell transitions or you may just want to compensate for a handheld with a fast processor. Slower speed settings can be selected down to **10%**. The speed gauge in the title bar area at the top of the screen provides visual indication of the current speed setting. Select **Cancel** to close the list without changing settings.

* Forward and **Reverse** options are also provided in this list for your convenience. These functions are equivalent to forward and reverse sorting in *Sequence* view (see Sequence View & Sorting on page 10).

TIP

Some handheld devices run slower than others. If desired, the animation speed can be bumped up by using one of several different overclocking utilities available at your favorite Palm OS® download site.

Color themes

Select **Prefs > Themes...** from the *Main* view menu bar to change the color scheme of various UI (user interface) elements such as the title bars and dialog windows. The selected theme remains active until another theme is selected. Choose the **System** theme option to revert to the standard Palm system colors. Select **Cancel** to close the list without changing settings.
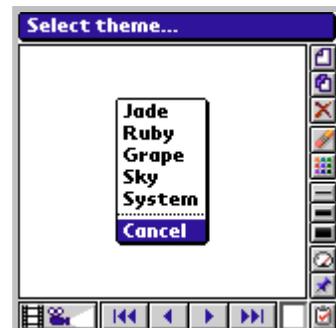
Background Images

Several pre-designed background images (shown below) may be inserted in a cell by **selecting Edit > Backgrounds** from the *Main* view menu bar. Refer to Default backgrounds on page 8 for assigning one of these background images as the default background for all new cells.
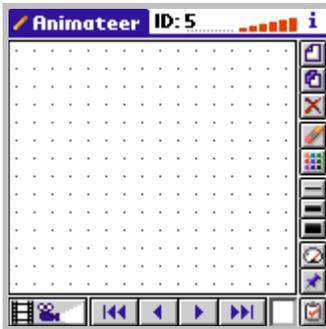
Dot Grid

Quadrille
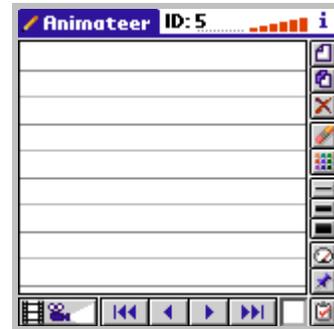
Ruled

Film (horizontal)

Film (vertical)

⚠ **CAUTION**

Always insert backgrounds *before* drawing, as this will overwrite anything previously drawn in the active cell.

Default backgrounds

Select **Prefs > Dflt Background…** from the *Main* view menu bar to assign a background to all new cells. Once a default background is assigned, Animateer will automatically apply the assigned background to each newly created cell (using the **New** button). To cancel default background assignment, select **Prefs > Dflt Background… > None** from the menu bar.

Minimizing confirmation warnings

Select **Prefs > Warnings Min/Max** from the *Main* view menu bar to toggle confirmation warnings on or off for frequently used functions. Warnings for most critical functions will remain on regardless of this setting.

ℹ **TIP**

We highly recommend leaving **All Warnings** enabled until familiarizing yourself with all of the Animateer functions.

Card/RAM Auto-Saving

Select **Prefs > Card/RAM** from the *Main* view menu bar to toggle between internal device memory (RAM) or an external expansion card (if equipped) for storing the Animateer database. With the expansion card selected, the database will be automatically saved **to** the card each time you exit Animateer and automatically loaded **from** the card each time Animateer is launched. This will cause the application to launch slower, but can save a significant amount of memory on your handheld device. This has no effect on devices without expansion card capability.

In the same manner in which the Palm OS® runs applications from an expansion card, Animateer temporarily copies the database from the card when the application starts and writes it back to the card after the application ends. This implies that there needs to be enough free memory for the database in the handheld's internal memory in order for Animateer to successfully load the database from the card. If there is not enough room for the database in the device's internal memory, an error message will be displayed informing you to make more room before running the application.

TIP

The Animateer database is stored on external expansion cards through the *Virtual File System* (VFS). When the expansion card options are used, Animateer saves the database to the card in the following folder: /PALM/Animateer/AnimateerDB.pdb.

NOTE

"External expansion card" refers to any VFS supported memory card media for Palm Powered™ organizers, such as the Sony Memory Stick (MS), Secure Digital (SD), Compact Flash (CF), or Multimedia (MMC) expansion cards.

Backing up to external expansion cards

Select **Card > Backup** from the menu bar to immediately save a backup copy of the current Animateer database to an expansion card. Only one database may be saved per expansion card, so each backup will overwrite the last copy backed up on the same card. If there is not enough room for the database on the expansion card, a message will be displayed and the database will not be copied.

Restoring from external expansion cards

Select **Card > Restore** from the menu bar to copy a backed-up Animateer database from an expansion card to the device's internal memory. Animateer first checks to see if the database being copied already exists in the device's memory. If so, you will be prompted to confirm that you wish to overwrite the database on the device. If there is not enough room for the database in the device's internal memory, a message will be displayed and the database will not be copied. In this case, the database currently residing on the device will be left intact.

Deleting from external expansion cards

Select **Card > Delete** from the menu bar to delete an Animateer database stored on an expansion card. This has no effect on the database currently residing on the device.

Beaming animations

Selecting **Sequence > Beam DB** from the *Sequence* view menu bar will attempt to beam the entire animation to another device. The receiving device must also have *Animateer* installed.

⚠️ **CAUTION**

Accepting a beamed animation will replace any previous animation residing on the receiving device. Beaming of images created on a color device to a non-color device is NOT recommended.

Attaching notes

The *Note Editor* may be used to attach additional information to each cell. Palm's on-board keyboard and edit functions (cut, copy, paste, etc.) are accessible from the **Edit** menu. If a note is longer than what can be displayed on the screen, a scrollbar will appear on the right. Alternately, you can use your device's up/down hardware keys (or jog dial, if equipped) to scroll up or down. Tap the **Clear** button to clear the contents of the current note. Tap the **OK** button to return to the *Main* view.
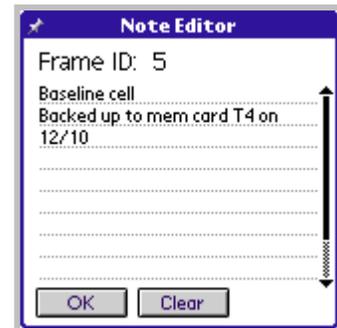
SEQUENCE VIEW & SORTING

The *Sequence* view lists the cell ID and creation date for all cells in the animation. This view *always* lists the cells in animation sequence order. Tapping the column heading will sort the cells in ascending order (0-9) by ID number. A second tap sorts the cells in descending order (9-0). If no ID numbers have been added, your animation sequence will be ordered by each cell's date and time of creation. You can scroll up or down in the list by tapping the up/down arrows located at the bottom of the screen. Alternately, you can use your device's up/down hardware keys (or jog dial, if equipped). Tap any cell in the list to open it in the *Main* view. The **Back** icon (left arrow) returns to the previous view. The **Top of List** icon (up arrow) returns to the top when scrolling through a list that is longer than what will fit the screen.
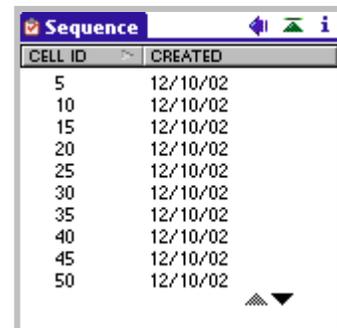
Inserting Cells

Let's say, for example, you have a series of cells created and you've already assigned ID number of 5, 10, 15, 20, etc. to each cell. Now you want to add two *new* cells between cell numbers 15 and 20. No problem, just create the two new cells in the *Main* view and assign ID numbers of 16 and 17. (These could just as

well be 18 and 19; or 15.1 and 15.2; etc.). Next, tap the **Speed** button and select the **Forward** option to reorder the sequence. Now if you return to the *Sequence* view, you should see the new cells in their proper place.

Deleting animations

Select **Clear All** from the menu to delete all cells at once. This option can be found in the *Main* view's **Edit** menu or the *Sequence* view's **Sequence** menu. This is convenient when you wish to start a new animation sequence from scratch.

BACKING UP AND RESTORING FROM A PC

Each HotSync® operation will back up the Animateer database file **AnimateerDB.pdb** to your Palm backup folder. To preserve it, simply copy the file from the backup folder to any other folder (Windows desktop, for example) before the next HotSync operation can overwrite it. The Palm backup folder is typically located at **C:\Palm\<your HotSync ID>\Backups** or for Sony® handhelds this may be **C:\Sony\<your HotSync ID>\Backups.** (Note that the HotSync ID folder name may be a slightly modified version of your HotSync ID.) To reinstall a database file to your handheld, simply click the **Install** button from your Palm Desktop software, and then use the **Browse** button to locate and add the file **AnimateerDB.pdb** for installation at the next HotSync operation.

 NOTE

Databases stored on expansion cards are normally not backed up when performing a HotSync operation.

 CAUTION

Reinstalling an Animateer database will overwrite the existing copy on your handheld.

 CAUTION

The Animateer application itself should only be run from the handheld's internal memory unless facilitated by a third party utility designed for this purpose.

MENU COMMAND SUMMARY
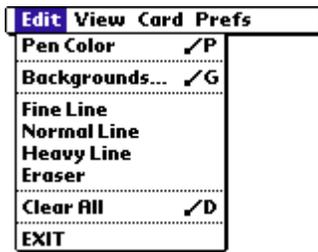
Pen Color - Opens the color palette for selecting pen colors

Backgrounds - Allows insertion of pre-designed backgrounds

Fine Line - Sets the line width equal to 1 pixel

Normal Line - Sets the line width equal to 2 pixels

Heavy Line - Sets the line width equal to 5 pixels

Eraser - Selects eraser mode (equal to 5 pixels)

Clear All - Deletes all cells at once

EXIT - Exits the application
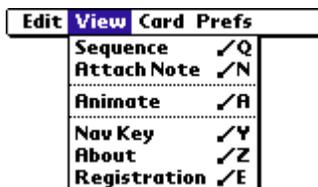
Sequence – Opens the *Sequence* list view

Attach Note – Opens the *Note Editor*

Animate - Activates the animation sequence

Nav Key - Navigation key reference

About - Version, purchase information, etc.

Registration - Enter or view registration code
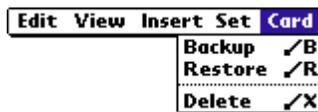
Backup - Copies the current database to an expansion card.

Restore - Restores a database from an expansion card.

Delete - Deletes a database from an expansion card.

Anim Speed - Allows changes to the animation speed

Themes - Allows theme changes to the UI (user interface) colors

Dflt Background - Allows selection of a background image as the default background for all new records

Auto-ID On/Off - Toggles the Auto-ID feature on or off

Warnings Min/Max - Toggles confirmation warnings on or off for frequently used functions

Card/RAM - Toggles between storing the database on the device or on an expansion card
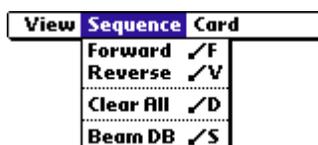
Forward - Resorts the cell sequence by ID in ascending order (0-9)

Reverse - Resorts the cell sequence by ID in descending order (9-0)

Clear All - Deletes all cells at once

Beam DB - Beams the entire animation to another device

PRODUCT REGISTRATION

Animateer can be purchased directly through our web site at www.palmettologic.com. You will also find it available for purchase at www.palmgear.com and www.handango.com. Registered users receive full email support and free upgrades for a period of 3 years

When registering, be sure to provide your Palm HotSync ID (a.k.a. Palm User Name). **The Palm HotSync ID is case sensitive (Bob is not the same as BOB)**. This ID is necessary to generate the registration key code. To locate your Palm HotSync ID, select **View > Registration** from the Animateer menu bar. Your HotSync ID name should be displayed in the registration dialog. Alternately, tap the HotSync icon in the Palm application launcher. Your HotSync ID should be shown in the upper right corner of the display.

Shortly after registering (usually within 24 hours), you will receive your registration key code via email. From the Animateer menu bar, select **View > Registration**. Enter the code exactly as provided and tap the **OK** button to disable the trial mode and enable full registered use of the application.

SPECIFICATIONS

System Requirements

✓   Palm OS® 3.5 or later (either color or grayscale)
✓   Minimum* 92 KB of available RAM (plus an additional 59 KB for associated support files).

* Additional memory is required for your animation (each cell uses approximately 17.5 KB of memory. The table below outlines the memory requirements for initial installation. A sample animation file is also included with the distribution zip file. This 160 KB file may be installed separately at your option.

Original Install Configuration	Memory Used (KB)
Application file [†]	92
Support files [†]	59
Installer overhead (*temporary*)	11
Total	162 KB

[†] Required files

Unregistered Limitations

Animateer is fully functional but will expire after 30 days unless registered.

Version History

See What's new in this version? on page 3. For complete version history, see the **History.txt** file included in the zipped distribution file.

Please report any bugs to the author at palmettousa@hotmail.com. Feature requests are also welcome.