

NOTE #: 06 -024 -1

DATE: 6 February 2006

APPLICATION NOTE

SHARING INTELLIGENT SOLUTIONS

KEY WORDS:

| | |
|-----------------------------|---------------------------------|
| Title: | Animated Images |
| Products Applicable: | PICED, Schedule Plus & HomeGate |

Animated images in the form of bitmap strips can be displayed. A bitmap strip has a series of "frames" in the bitmap. These get displayed one after the other to give an animation effect. A text file with the same name as the bitmap is used to provide the details of the animation.

Note: please refer to the help file (V3.4) for animated image usage.

There are three ways to get animated images:-

- Use the installed sample animations.
- Use animations found on the Internet.
- Create your own animations.

1. Installed sample images

Some sample animated images are located in the Animated and Frames folder (C:\Clipsal\PICED\Image Library\Animated and C:\Clipsal\PICED\Image Library\Frames) as shown in Figure 1.

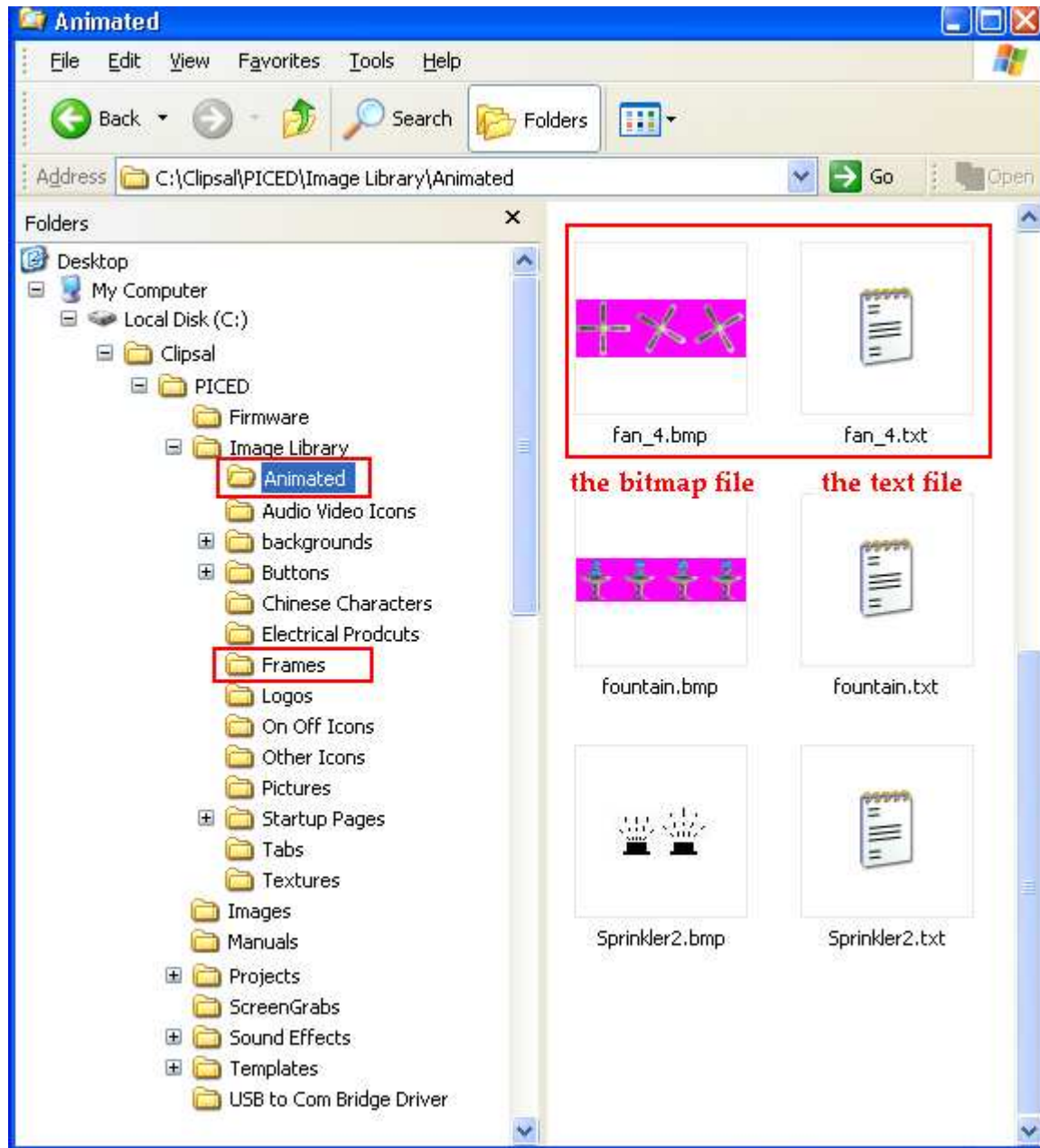


Figure 1 – Sample animated images are located in Animated and Frames folder

2. From Internet

There are various shareware programs available for converting animated GIF images into bitmap strips including Alchemy GIF Animator.

See the link: <http://www.5star-shareware.com/Windows/Graphics/Image-Animation/Image-Animation1.html>

3. Create your own animated images

Refer to the provided sample animated images in C:\Clipsal\PICED\Image Library\Animated\ fan_4.bmp. It has three frames of a rotating fan. Pink has been used as the transparency colour (see Figure 2)



Figure 2 – the animated fan image

To provide the necessary information about the animation, an accompanying file called "fan_4.txt" contains the following information:

```
# This file contains the animation details for the bitmap with the same file name.  
# Frame Count  
3  
# Frame Rate (milliseconds per frame)  
200
```

The lines starting with a # are just for information. The only data actually used is the number of **frames** (3 in this case) and the **animation rate** (200ms in this case). The animation rate must be a multiple of 100ms.

3.1 Create a bitmap file

Create frames using Microsoft Paint (see Figure 3) or other graphics program and save it to the Animated or Frames folder (see Figure 1).

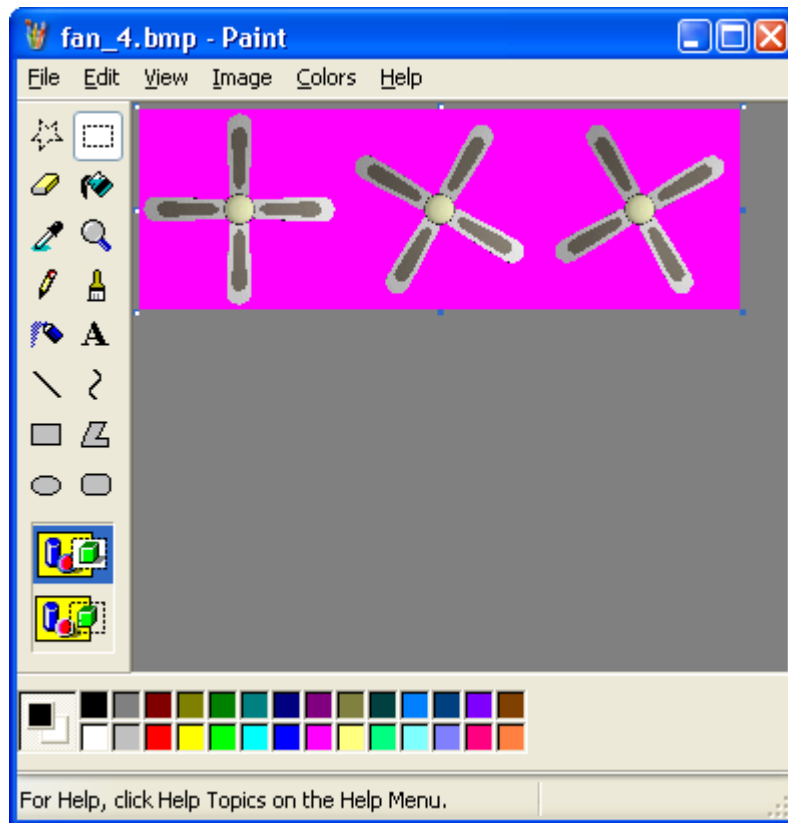


Figure 3 – Microsoft Paint.

3.2 Create a text file

Create a text file with the same name as the bitmap using Microsoft Notepad (see Figure 4) or other text editor and save it to the Animated or Frames folder (see Figure 1).

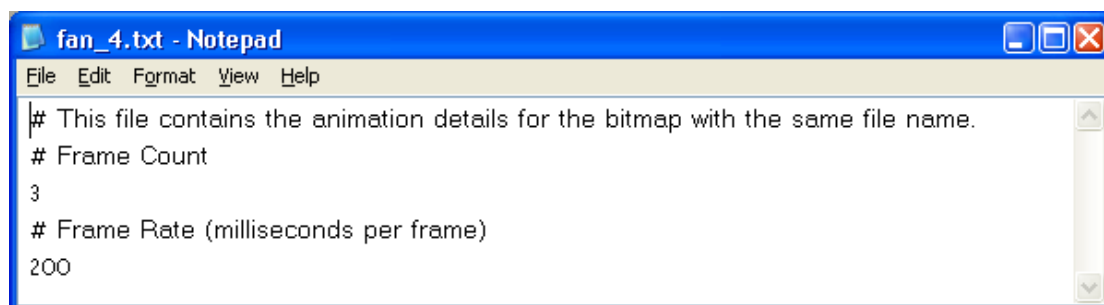


Figure 4 –Microsoft Notepad

