



User's Guide

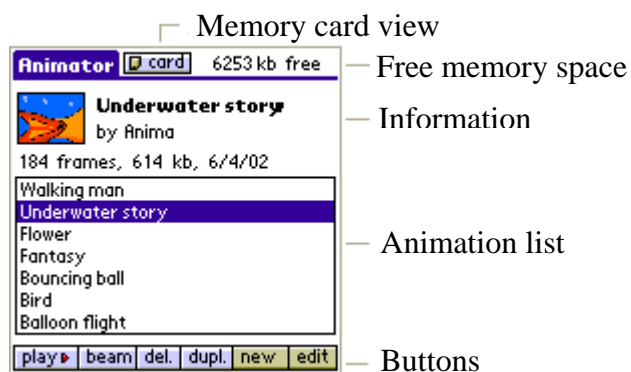
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1. Index Screen

The first screen that appears in NoviiAnimator 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 new ones, or obtain the information about an animation.

You can navigate in the animations list using the up/down buttons or the joystick on your handheld.










By selecting one of the animations, you can view information about it, including: a small thumbnail representation, 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.

In order to copy/move animations to/from the memory card, tap Menu on your device and then the desired operation.



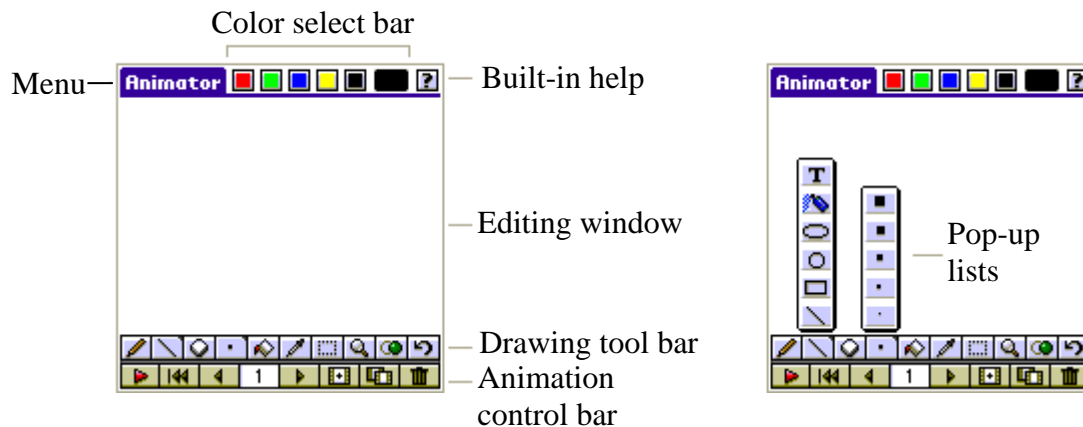
2. Buttons

	Play - plays the currently selected animation in “theater view”.
	Beam - Beams the currently selected animation by IR to another PalmOS device. Another device should also have NoviiAnimator installed to play the beamed file.
	Del. (Delete) - Removes the currently selected animation permanently from your database. Since this file cannot be restored, you are asked for a confirmation of this action.
	Dupl. (Duplicate) - Makes a copy of the currently selected animation and adds a number to the duplicate's name. Useful for creating new versions of an animation.
	New - Creates a new animation in your database. The new animation will be entitled “New animation”, and can be renamed once it has been created. Your animations should have different names, otherwise a number will be added to the end of the title. For example: “New animation1”, “New animation2”, and so on.
	Edit - Opens the currently selected animation for editing.
	Card view toggle - toggles the memory card/device view.



3. Edit Screen

The edit screen provides an interface for creating or modifying animations. If you are not a registered user you will be limited to editing and creating five frame animations only. To register the product, please visit our website at www.novii.com/animator.



At the top of the display, locate the color select bar and the help button.

In the middle of the display, you will see the editing window, which shows the current frame image.

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



4. Color Select Bar


















At the top of the screen, the color select bar allows you to define frequently used colors or select the color directly.

The first five rectangles are the definable colors. Tap on the color rectangle to select the corresponding color. The rectangle's frame will become bold. Tapping there once more will show the Color Palette, where you can choose the color to be assigned to the selected rectangle.

The sixth rectangle (the largest one) displays the currently active color. Tapping on it will show the Color Palette where you can choose the current color.











5. Drawing Tool Bar

	The pencil tool - paints strokes. to draw straight vertical/horizontal lines, push and hold the "up"/"down" button while drawing.
	The Text tool - allows you to type multi-line text using several fonts.
	Use the Spray tool - to acquire the air brush-like effect.
	Ellipse tool.
	Circle tool.
	Rectangle tool.
	Line tool.
	The Eraser tool - erases pixels of an image.
	The Brush size selector - customizes pencil, eraser, ellipse, circle, rectangle, line and spray tools.
	The Fill tool - fills similarly colored areas with the current color. To clear the area, fill it with the white color.
	The Pick color tool - samples colors in an image.
	The Region select tool - makes rectangular selections that can be moved or mirrored/cleared/copied/pasted. To move selections in the straight vertical/horizontal direction, push and hold the 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 animations, viewing two or three frames on the screen at once. The current frame appears in full color, while the previous and/or next frame is dimmed. Dimmed frames cannot be edited. The Onion skin options are available from the menu.
	The Undo/Redo tool - cancels the last operation.



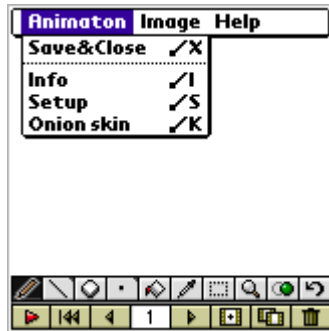
6. Animation Control Bar

	Play animation - plays the current animation. If you are not a registered user you will be able to play only the 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 the 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 the last frame, as it always displays its 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.



7. Menu Commands

"ANIMATION" DROP-DOWN MENU



Save&Close – saves all changes done and goes to the index screen.
Info – shows the Info dialog where you can define the animation title, author's 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 the playback.

Onion Skin - shows the Onion Skin dialog where you can select from 3 different modes: view the previous frame, view the next frame or view both previous and next frames.

"IMAGE" DROP-DOWN MENU



Clear – Erases the current frame or selection.

Copy – Stores a copy of the current frame or selection.

Paste – Inserts the copied frame or selection into the current image.

Mirror vert. – Mirrors the current frame or selection vertically.

Mirror horiz. – Mirrors the 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.



8. NoviiAnimator Tips and Tricks

- Use the Duplicate function in the index screen to make a reserve copy of the animation, so you may edit it without fear of making a wrong move.
- While creating an animation using the Onion Skin feature, sometimes it is more convenient to draw the whole animation in contours first, then fill it in. The reason is that through contours only, you can see the previous/next frame more clearly than through the filled areas.
- Try using 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.



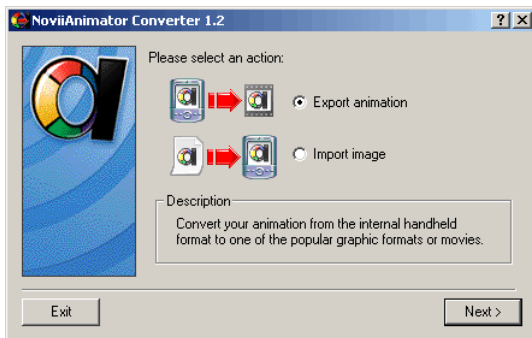
9. NoviiAnimator Converter

The NoviiAnimator Converter is a software program for your PC which works in combination with NoviiAnimator, and allows you to convert animations created in NoviiAnimator to various graphic and movie file formats, as well as import pictures into the NoviiAnimator.

Our goal was to create a convenient, wizard-like program that will make the process of converting animations fun and easy.

NOTE: The NoviiAnimator Converter currently does not work on Mac computers.

INDEX SCREEN



Select an action: Export an animation or Import an image.

The Export function converts your animation from the internal handheld format to one of the popular graphic or movie formats.

The Import function converts a graphic image from PC format to a single-frame animation.



EXPORTING ANIMATION



Export - Step 1.

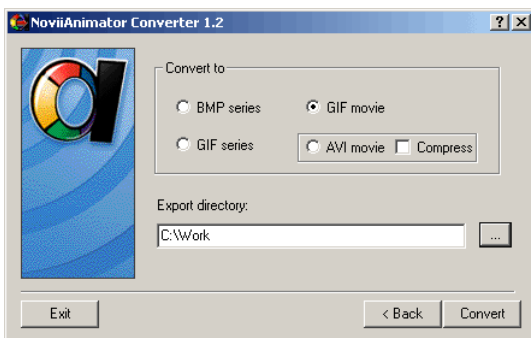
Select a user account name of your handheld or pick a folder where your animations are located.



Export - Step 2.

Choose an animation to export.

Various information about the selected animation is presented in “Animation info” window.



Export - Step 3.

Select the format for the exported file:

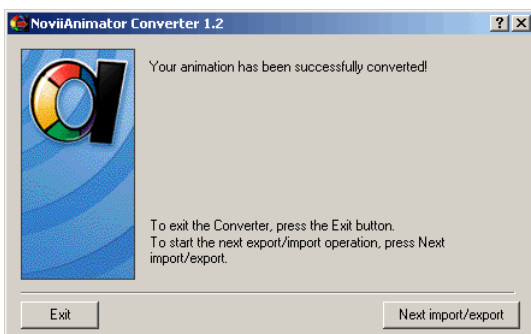
BMP series - Each frame of the animation will be converted to a .BMP file.

GIF series - Each frame of the animation will be converted to a .GIF file.

GIF movie – The animation will be converted to the animated GIF format (GIF89A).

AVI movie – The animation will be converted to the AVI movie format. Mark the “Compress” checkbox if you'd like your AVI file to be compressed.

Pick a folder where your animation will be exported.

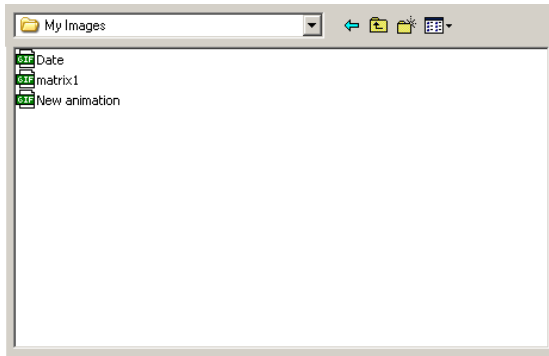


Export - Step 4.

The animation has been converted and saved to the folder you have selected in previous step. To exit the Converter, press the Exit button. To start the next export/import operation, press Next import/export.



IMPORTING ANIMATION



Import – Step 1.

Choose an image to import from your PC to your handheld.



Import – Step 2.

Select a user account name of your handheld.



Import – Step 3.

The image has been successfully converted to a 1-frame animation.

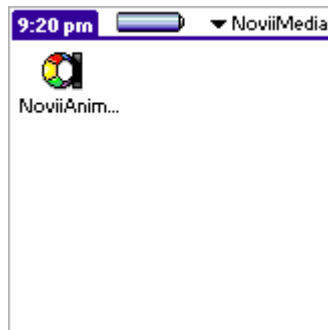
PLEASE NOTE! It will be installed on your handheld during the next HotSync operation. The imported animation will automatically appear in the list of animations within NoviiAnimator.

To exit the Converter, press the Exit button. To start the next export/import operation, press Next import/export.



10. Installing NoviiAnimator and the NoviiAnimator Converter

1. Run **NA1_2_Setup.exe** and follow the onscreen instructions. First, the NoviiAnimator Converter will be installed on your PC. Then the NoviiAnimator software installer for your handheld will appear.
2. After completing the installation process, Hotsync your device, and you will see the NoviiAnimator icon in the “NoviiMedia” category.
3. Tap the NoviiAnimator icon to get started.



To launch the Converter on your PC, locate it in the “Programs” menu of Windows and run.



11. Uninstalling NoviiAnimator and the NoviiAnimator Converter

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

To remove the NoviiAnimator Converter from your PC, you should use the “Add/Remove Programs” control panel in Windows. Do this by selecting “Start -> Settings -> Control Panel -> Add/Remove Programs” from the Windows Start menu. In the listbox that is presented to you, choose “NoviiAnimator Converter” and click “remove”.



12. System Requirements

- Palm compatible handheld with PalmOS version 3.5 or higher
- 120kb memory needed for main program.



13. About NoviiMedia

NoviiMedia is engaged in the development of several lines of products for handheld computers. We are committed to delivering high quality solutions to the growing number of handheld owners who use their devices for fun and entertainment.

With origins in software development for PCs, NoviiMedia is poised to expand its operations through offices in the United States, Europe and Asia.

Please direct all customer inquiries to service_na@novii.com

Serious business development inquiries may be directed to info@novii.com

NoviiMedia web-site: www.novii.com

NoviiAnimator product web-site: www.novii.com/animator/