CONTENTS OF ANIMATED ICONS DISKS (3)

DISK1 /AnimatedIcons1 contains 18 folders of C0 art in
HyperStudio format. (# of frames) Includes:

Train (6)	Bird (24)	Blink (12)
TV (4)	HourGlass (12)	Bomb (6)
Book (6)	Candle (16)	Frog (15)
Gallery (8)	Chopper (4)	Eyes (10)
Compression (13)	Flag (12)	Fan (3)
Flower (12)	Faucet (9)	Fire (4)

DISK2 /AnimatedIcons2 contains one HyperCard IIGS
Stack titled "Anim.Icons"(760k).

DISK3 /AnimatedIcons3 contains additional 7 folders of
C0 art in HyperStudio format. (# of frames) Includes:

Pump (20)	Inflator (35)	Laser (9)
Racer (16)	Ice Cream (21)	Eyes (10)
Swing (12)		

Additional HyperCard IIGS Stack: Anim.Icons2
(156K) and a HyperStudio "QUICKTIP" tutorial
Stack.

The HyperStuff Collection ™

Animated Icons ™

for HYPERSTUDIO and HYPERCARD IIGS

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GETTING STARTED

It is assumed that the user has a basic knowledge and understanding of HyperStudio and HyperCard IIGS.

HyperCard IIGS

The Animations used in the HyperCard IIGS Stacks are based on the "Icon overlay" method. The overlay method replaces the Icon of a button with the next Icon Sequence, much like a storyboard illustration.

To use these animations; create a new button and select the first Icon in the set. From here, you can perform any number of effects using HyperTalk, or you can copy the background script from the Animation Stack. The background script uses a handler called "On Animate". To animate a sequence with the handler, the syntax would be: "Animate Name, Frame, Loops, Delay".

Name is the name of the Icon to Animate (Icons should be named Bird1, Bird2, etc. Train1, Train2, etc).
Frames are the number of Icons in the set.
Loops are how many times to play the animation sequence.
Delay (optional) is the time in seconds to delay between Icon Overlays.

E.g. to Animate the Icon set "Flag" which has 12 Icons in the sequence, the syntax would be: Animate "Flag",12,2,0. *To copy Icons to other stacks*; From the message box type "MoveIt". From here you can select the Icons you want to copy and the destination stack where they will be placed.

HyperStudio

The animations used in HyperStudio are based on the "cel" method. The cel method uses a series of pictures shown one at a time quickly to give the feel of movement.

To use these animations create a new button and select Animate from the selection window. You will see a standard Get File Dialog. Select the first frame of the animation you would like to use and press return (you will return to the card to place the animation). Drag the animation to its location and size the window. Be careful that you leave the window big enough so that all the pictures will be shown. The pink border around the first frame indicates the largest size the animation needs. When everything is the way you want it, click outside the animation and the frames will compile. Test the animation. If it doesn't fit in the window, delete the button and try again.

ADVANCED USERS: As an advanced user you can set the animation speed and the number of times it will play. For more information on this refer to your HyperStudio manual.