



## User's Guide

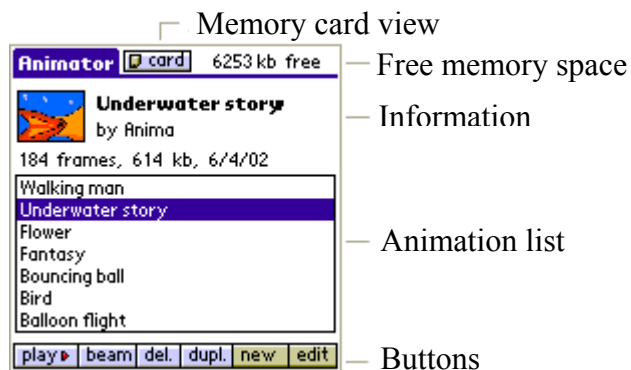
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## 1. Index Screen

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 of an animation.

You can navigate in the animations list using the up/down buttons or Tungsten T's 5-way joystick.










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.

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



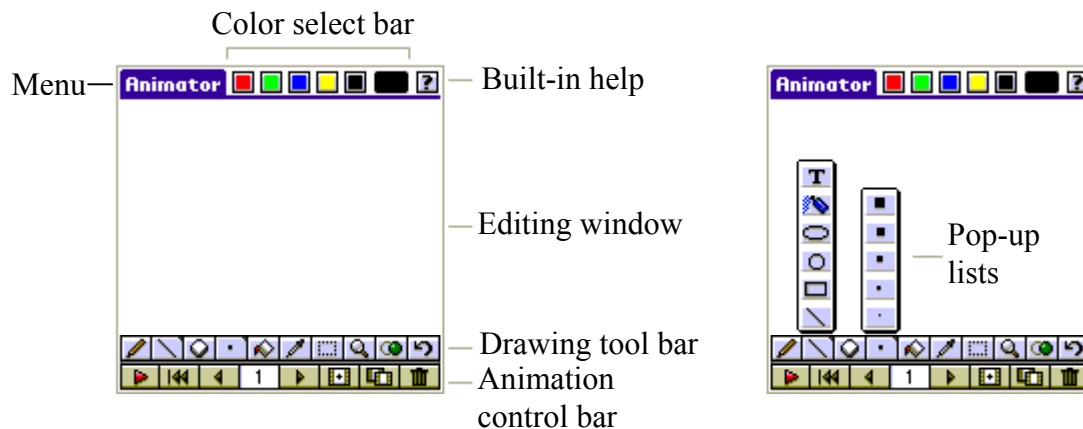
## 2. Buttons

	<b>Play</b> - plays the currently selected animation in “theater view”.
	<b>Beam</b> - Beams the currently selected animation by IR to another PalmOS device. Another device should also have the NoviiAnimator installed to play the beamed file.
	<b>Del. (Delete)</b> - Removes the currently selected animation permanently from your database. Since this file cannot be restored, you are asked for a confirmation of this action.
	<b>Dupl. (Duplicate)</b> - Makes a copy of the currently selected animation and adds a number to the duplicate's name.
	<b>New</b> - Creates a new animation in your database. The new animation will be entitled “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.
	<b>Edit</b> - Opens the currently selected animation for editing.
	<b>Card view toggle</b> - 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.



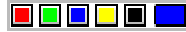
At the top of the display there are the color select bar and the help button.

In the middle of the display there is 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 one is the Animation control bar.



#### 4. Color Select Bar


















In the top of the screen there is the color select bar, where you can define the 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. Taping on it will show the Color Palette where you can choose the current color.











## 5. Drawing Tool Bar

	<b>The pencil tool</b> - paints strokes. to draw straight vertical/horizontal lines, push and hold the "up"/"down" button while drawing.
	<b>The Text tool</b> - allows you to type multi-line text using several fonts.
	<b>Use the Spray tool</b> - to acquire the air brush-like effect.
	<b>Ellipse tool.</b>
	<b>Circle tool.</b>
	<b>Rectangle tool.</b>
	<b>Line tool.</b>
	<b>The Eraser tool</b> - erases pixels of an image.
	<b>The Brush size selector</b> - customizes pencil, eraser, ellipse, circle, rectangle, line and spray tools.
	<b>The Fill tool</b> - fills similarly colored areas with the current color. To clear the area, fill it with the white color.
	<b>The Pick color tool</b> - samples colors in an image.
	<b>The Region select tool</b> - 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.
	<b>The Zoom tool</b> - magnifies (x2) and reduces the view of an image.
	<b>The Onion skin tool</b> - 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.
	<b>The Undo/Redo tool</b> - cancels the last operation.



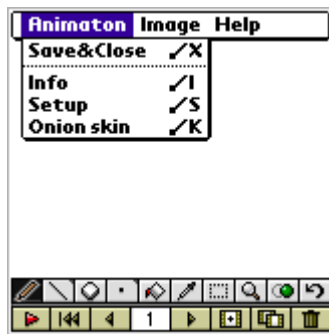
## 6. Animation Control Bar

	<b>Play animation</b> - 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.
	<b>Go to first frame</b> - goes to the first frame in the animation.
	<b>Go to previous frame</b> - goes to the previous frame in the animation.
	<b>Number of the current frame / go to frame menu</b> - 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.
	<b>Go to next frame</b> - goes to the next frame in the animation.
	<b>Add a new frame</b> - inserts a new clear frame after the current one and goes to it.
	<b>Duplicate a frame</b> - creates a copy of the current frame (after it) and goes to it.
	<b>Delete or clear frame</b> - 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.





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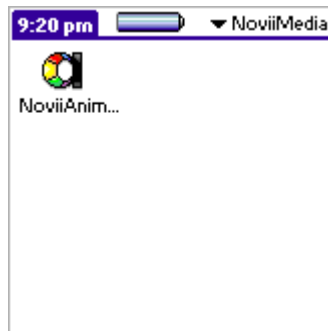
## 8. Tips and Tricks

- ✓ 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 an animation using the 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 the 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.



## 9. Installing NoviiAnimator

1. Run **NoviiAnimatorSetup.exe** and follow the onscreen instructions.
2. After completing the installation process Hotsync your device, and you will see the NoviiAnimator icon in your “NoviiMedia” category.
3. Tap the NoviiAnimator icon to get started.



## 10. Uninstalling NoviiAnimator

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



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## 11. System Requirements

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



## 12. 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](mailto:service_na@novii.com)

Serious business development inquiries may be directed to [info@novii.com](mailto:info@novii.com)

NoviiMedia web-site: [www.novii.com](http://www.novii.com)

NoviiAnimator product web-site: [www.novii.com/animator/](http://www.novii.com/animator/)