# CATWEAZLEpro Software

Kühlwalda 1.05
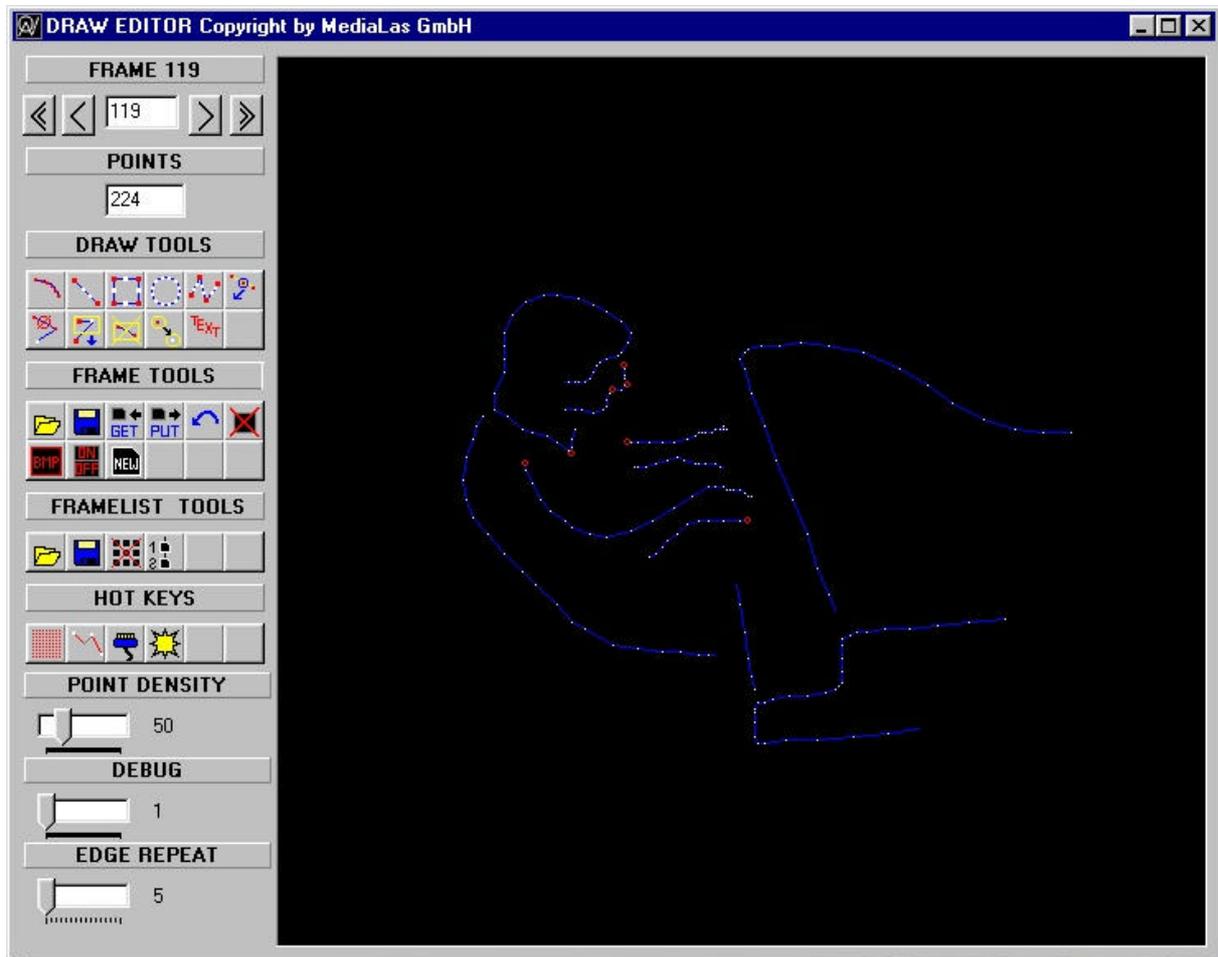
Frames (Pictures)

The DRAW-editor differences two kinds of picture formats, socalled "frames". A single frame can be stored to harddisk by using the frametool "save". A list of frame is stored by using the framelist-tool "save". A single frame file has the extension .FRM, a framelist extends by .FLM. In the editor single frames or entire framelists can be edited and saved individually.
The information within the frames or the framelist holds picture information only, no movement or animations

Drawings

For drawing new frames or editing existing frames there are several useful and powerful tools available. The following short description explains there use. The tools are self explaning with hints.
Important rule: In the drawing windows: First mouse click = Draw, second mouse click = fix.

FRAME 119

⟪ ⟨ `119` ⟩ ⟫
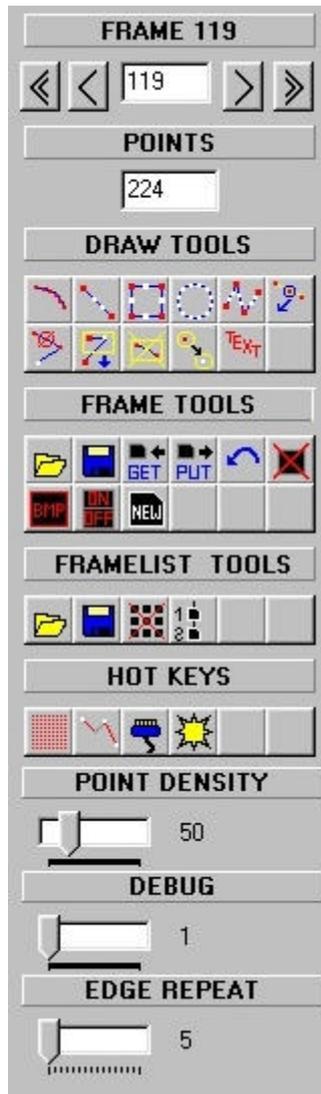
Number of frame displayed in drawing window.

POINTS

`224`

Number of points used in frames.

DRAW TOOLS

Drawing tools from left to right:
Freehand, line, rectangles, circles, polygones, move points.

Move points, move point groups, delete point group, convert point, edit text.

FRAME TOOLS

Single frame tools

Open frame, save frame, copy. paste, undo, delete,
load bitmap to background, switch on/off bitmap, add new empty frame

Framelist tools:

FRAMELIST TOOLS

Load, save, delete, append.
Attention: To append a framelist you have to create a new empty frame first.

HOT KEYS

Extra new functions

Grid, show blanked lines, transfer pic to CATWEAZLE, optimize

POINT DENSITY

`50`

Number of interpolated points

DEBUG

`1`

Shows order of points

EDGE REPEAT

Number of corner points. For test use only.

`5`
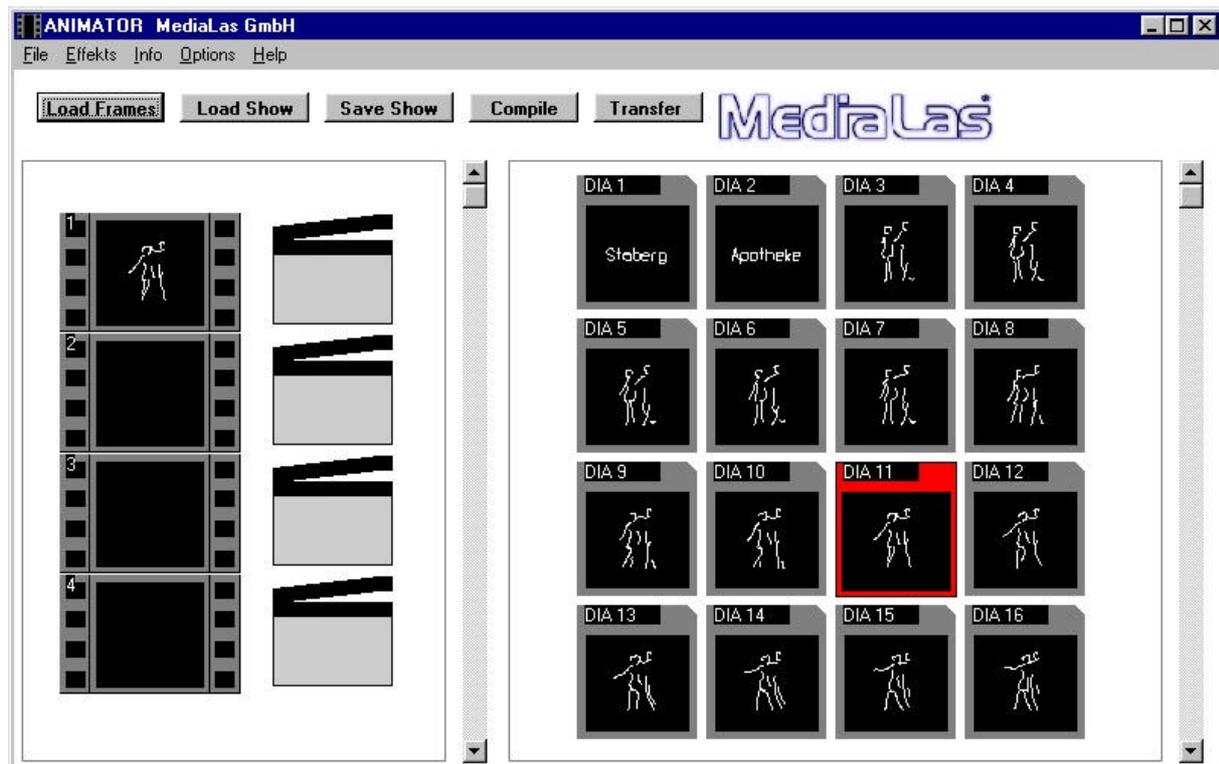
The ANIMATOR

Drwan frames (framelists) are loaded into the ANIMATOR and grouped on the right frame-windows to create animations via the scene-editor. Up to 3000 frames can be loaded into the ANIMATOR at the same time. Each frame or framelist can be individually set into max. 100 different animation scenes. Each scene is an individual runtime-routine with different animation capabilities. Several different effects, set by sliders on the screen, helps to create powerful animations easily.

How to create an animation

First load a framelist via the button „Load frames". The frames are showed in the right frame window. During loading time you will see the cursor changing to an hourglass. To move a frame to a sceneline just click on a frame. It turns red which means the frame is selected. Now click on a sceneline to move the selected frame to the sceneline

Now click on the effect symbol on the right side of the sceneline. The effect editor opens. Move the sliders to see the animations in the start- and end-windows. Read more about the effect-editor later.

Please do not forget to save a show via „SAVE SHOW". The effects are saved in an extra file called *.sho.

Compiling and transferring the show

After creating a show the result has to be compiled to fit into the CATWEAZLE pro´s flash-memory. It is possible to get compression rates of 1:8. This means, 4 Megs of ILDA-animation fits into 512k CATWEAZLE-memory. The compiled file is transferred via parallel port to the CATWEAZLE pro. To do this you have to switch the speed knob on the CATWEAZLE to the download position. Now you can transfer by clicking the transfer-button. If you do not chose a special file the actual default file will be transferred. Otherwise please chose a file and click „start".

The effect editor

All possible effects such as rotations, scrolling, animations, movements or running text are preselected in this effect window. The start- and endframe of the movement is visible in the preview windows. The lower left window shows the full animation. Just click direct on the window to start the preview.

Each effectline offers the full features in animation. Adjust tje start- and endframe with the interactive sliders. If you are satisfied with what you see please chose the step rate. This number describes the amount of steps of the animation. The more steps you chose the longer will the animation run.
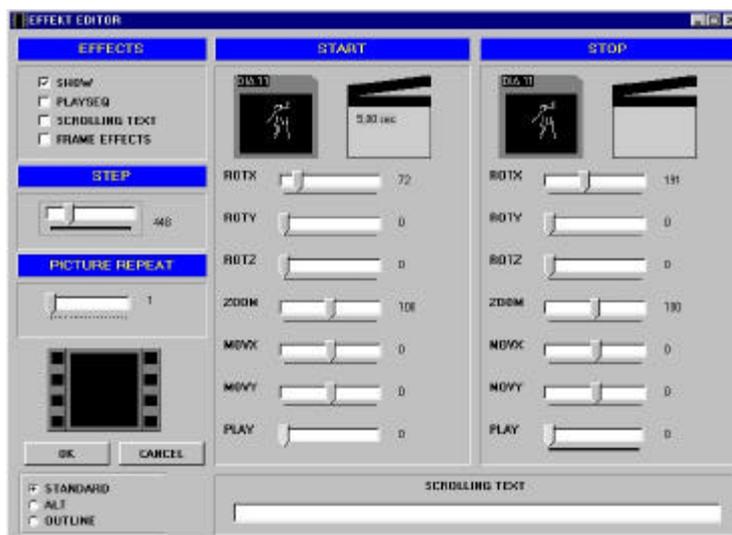
Now click on the preview window to watch the animation running. If you are satisfied with your work klick OK.

The „show"-function stands for a single picture with a long running time. If you want to show a logo for seconds or minutes, then chose this function.

Playseq is a sequence-player for framelist-sequences. Chose the first and last frame of the sequence via sliders. Picture repeat is for slowing down the animation by playing each frame a number of times.

The latest feature in the Kühlwalda 1.05 is the scrolling text. After selecting you are able to type in a text and to display it in three different fonts.

Importing of ILDA-frames

Via a special import-filter it is possible to open the world of ILDA-animations. Start the program IMPORT.EXE. Now chose an ILDA-framelist, chose your destination file and start the import. Now all frames are transferred into Kühlwalda´s framelist .FLM.

Attention !

If your compiled file has more than 512k it will not fit into the memory. In this case you will get a warning after the compiling. Please change your animation in this case.

Have fun !

Updates via http://www.showlaser.com/download.htm