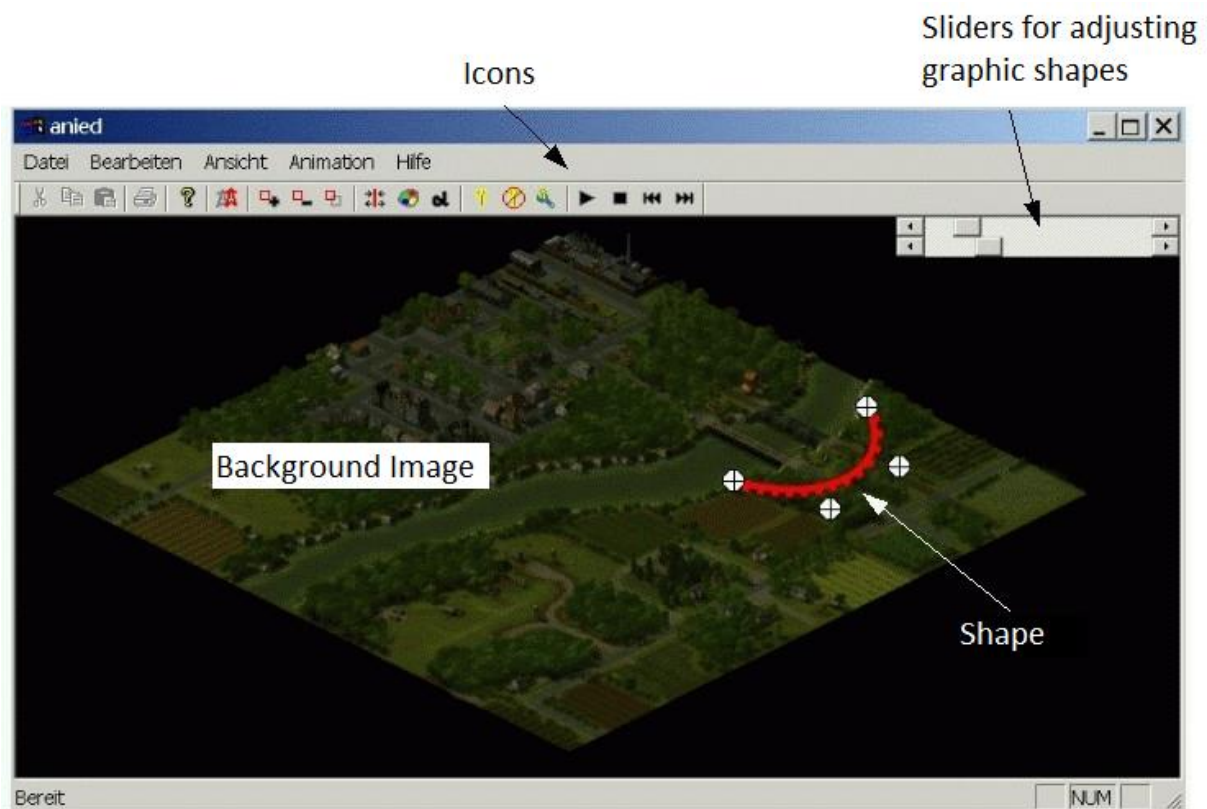


# AniEd (SuSt II Briefing Editor) – Short Introduction

## User Interface



White circles around the shape show that the shape is currently selected. They can also be used to change orientation and size of the shape.

The sliders on the upper right are used to adjust the look of the shape.

The icons are used to select the functions of AniEd:



Info: Shows copyright message



Change active shape: Shapes can not be selected by clicking. So use this to change the active shape



Add shape



Delete active shape



Copy active shape: Inserts a copy at the same position



Line width for active shape



Color of active shape



Alpha value: Changing the alpha value is used to fade in/fade out a shape. 0 means completely transparent (invisible), 1 means no transparency. Decrease values for fading out, increase them for fading in.



Add key frame: Adds a key frame for the active shape



Delete key frame: Deletes the active key frame for the active shape



Edit key frames: Shows the dialogue for editing key frames



Play animation: Starts the briefing animation



Stop animation: Halts the briefing animation



Previous key frame: Jumps back one key frame for the active shape



Next key frame: Jumps forward one key frame for the active shape

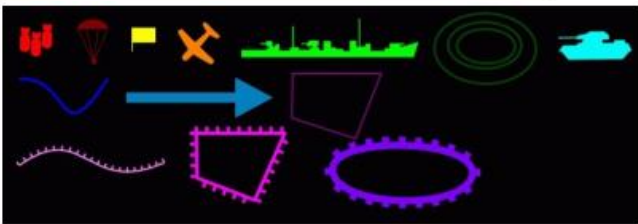
### Loading a background image

Save a background image in the map and mission editor. Change the size of the image to 780x390 pixels (seems to fit the briefing animation). Then the image can be loaded into AniEd (Datei > Hintergrund laden, in english version of AniEd this might be File > Load background image).


### Working with shapes

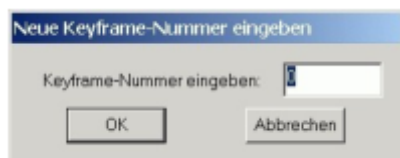


adds a shape. Select the shape you want in the “Add Shape” dialogue and click OK.



Examples of shapes

Before moving or editing the shape you must add one key frame for the shape.  or [+] on the numpad. Use number 0 for the first key frame.

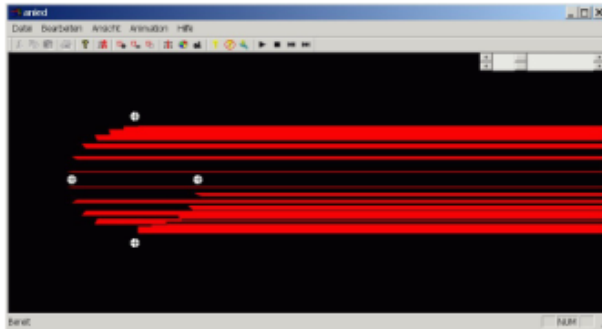


You can delete shapes  or copy them . Copies of shapes must also have at least one key frame before they can be edited.

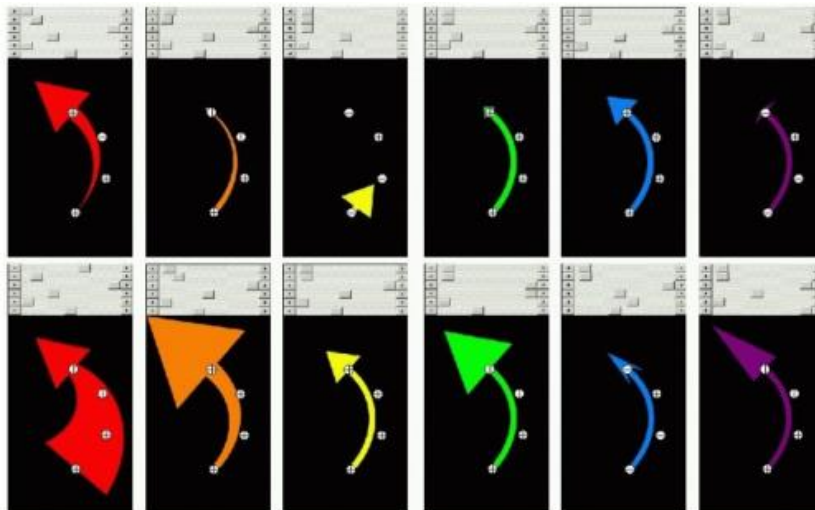
## Edit Shapes

Attention: Changes are always made only for the active key frame of the shape!

Clicking on one of the control points (white circles) key around the active shape and holding the mouse button enables editing orientation and size of the shape. Moving the mouse with pressed mouse button with the mouse pointer hovering over the shape lets you move the shape to another position. Sometimes shapes look weird. This can often be corrected by selecting another line width. For example the following picture shows a defense position with line width 0. With line width >0 it looks OK.



Shapes have one or more sliders for editing the appearance of the shape, for example arrows have six sliders. Effects are shown for sliders from top to bottom:



## Key frames

A briefing animation shows several single images per second (just like a movie). You don't need to draw all the images yourself. Instead you generate key frames and AniEd calculates all the images needed between the key frames.

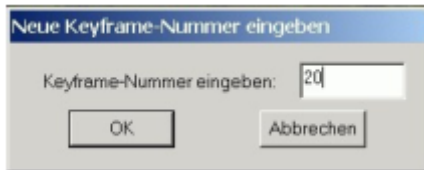
For example: if you want a plane to move from A to B in the briefing you move the shape to position A, set a key frame, then move the plane to position B and set another key frame. Then you enter the number of frames (images) between the two key frames and AniEd will do the rest of the work. If on the other hand you want a shape to appear abruptly you also set two key frames but with no or only a few frames between.

## Editing key frames

AniEd allows editing of key frames only for a single shape not the whole animation. Numbering of the frames (not the key frames!) is the same for all shapes though. That means that for all shapes frame number x will be shown at the same moment. Rule of thumb: 20 frames will play for about one second.



sets a new key frame for the active shape. In the dialogue you can enter the number of the key frame.



The same kind of dialogue opens when you want to delete a key frame . Here you enter the number of the key frame to be deleted.

Sometimes you want to insert a sequence into the briefing. So you will have to shift existing key



frames to make room for new ones. This is done by editing key frames . Just enter the number of the key frame and the number it should have. The following screenshot shows key frame number 20 being shifted to number 40. If you multiply all key frame numbers by 2 you will get a briefing animation running at half the speed.



You can also display an overview for key frames permanently (Ansicht > Keyframes bearbeiten, in English version of AniEd this maybe menu View > Edit key frames):



This is a bit more comfortable because you can see all key frames for the active shape in the frame list (the slider in the middle). You can also select a key frame by sliding. What's more: By selecting a frame you will see what the briefing will display in this frame (for all shapes, not only the active one). Changes of the active shape will always be done to the selected key frame for that shape.

## Rendering the briefing animation

The animation can be saved (Datei > Sequenz speichern, english: File > Save sequence) and loaded again (Datei > Sequenz laden, english: File > Load sequence). To attach the animation to your mission you must render it (Animation > Animation rendern, english: Animation > Render animation). In the dialogue appearing you select the directory containing your mission editor file.



Below the directory you can enter up to three frame numbers. The animation is thus divided in up to four parts corresponding with the four buttons shown during the briefing. The picture above shows a

briefing with two parts, the first containing the frames 0-59, the second 60-100. The last frame number (100) is also entered in all other boxes. If all went right you will find files partX.dat and partX.off in your mission directory where X is 0, 1, 2 or 3 (depending on the part of the briefing).

The text displayed in the briefing is entered in the mission editor. For each briefing part you have defined in the dialogue above you can append a short description that will be displayed while the corresponding part of the briefing animation is shown. The text for part 1, 2, 3 and 4 has to begin with ~1, ~2, ~3 and ~4 respectively. For example you could define text like this:

~1. Cross the river using pontoon bridges.



In the briefing, when button number 1 is clicked, the text  
1. Cross the river using pontoon bridges.  
will be displayed.