



Software Manual

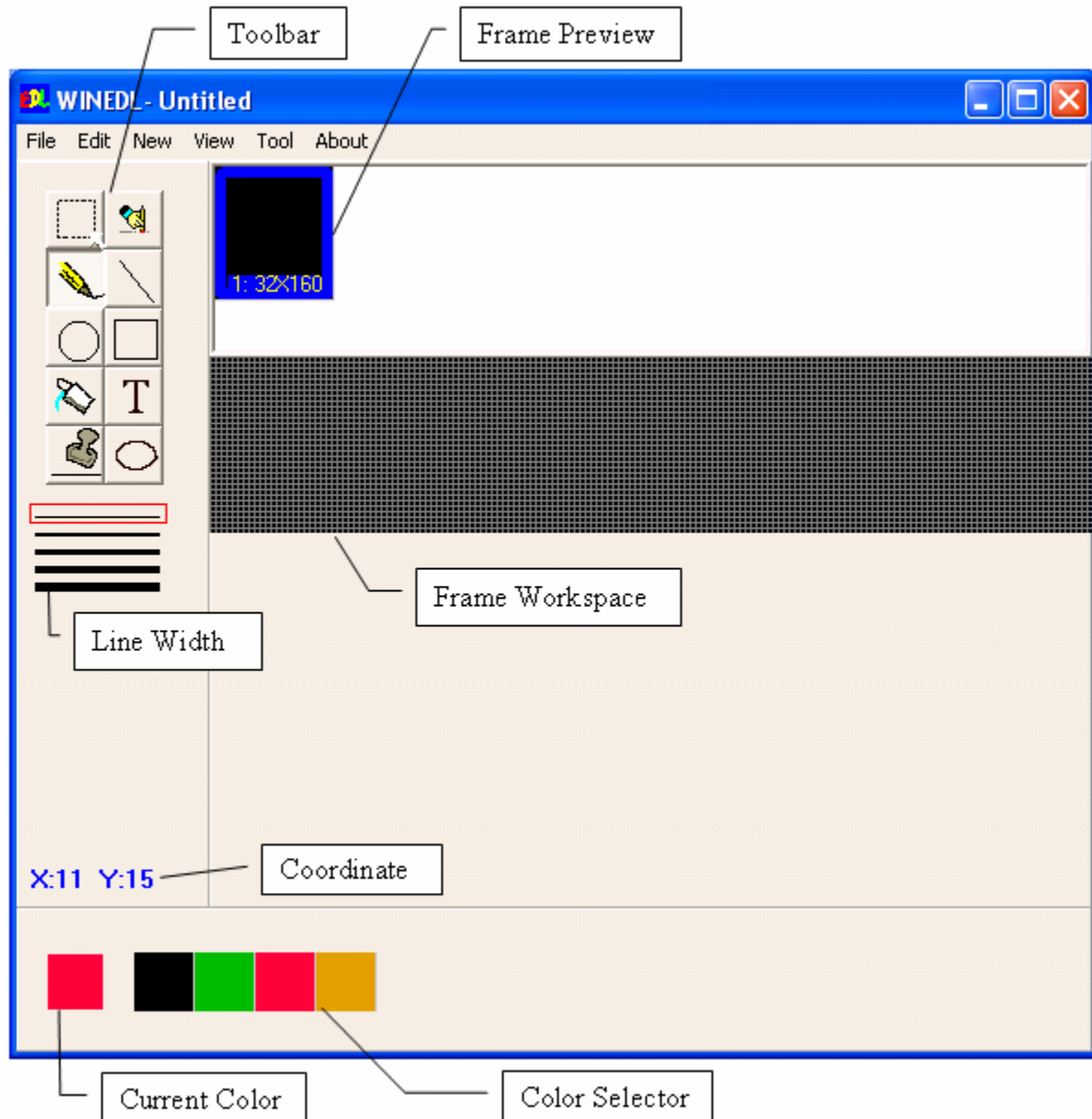
WinEDL 1.34

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WinEDL

Welcome to WinEDL program. It provides you to draw graphics and animation.



The Frame Workspace is an area where you can draw graphics and animations. Frame Preview is to see a thumbnail of each frame. The Coordinate shows the current mouse pointer position, X and Y coordinate on the frame. The coordinate changes on mouse-move. Click on any color in the Color Selector to change the Current Color of the drawing. Toolbar allows you to draw graphics. Line Width is to change the width of the line in pixels when you are drawing. The selected line width is shown with a red box around it.

Drawing

Use toolbar to draw graphics. Use Text Animation tools to draw text animation.

Using Toolbar

Toolbar allows you to draw lines, circles, ellipses, rectangles, text, stamps and custom shapes. You can change Line Width when you are drawing lines, circles, ellipses, rectangles and custom shapes.



The **Line** Tool allows you to create straight lines on the Frame Workspace.



The **Circle** Tool enables you to draw outlines of circles in the Frame Workspace. Click Circle Tool first. Then, in the Frame Workspace, left click and drag the mouse until you have the circle of the desired shape and size.



The **Ellipse** Tool allows you to draw outlines of ellipses in the Frame Workspace. Click Ellipse first. Then, in the Frame Workspace, left click and drag the mouse until you have the ellipse of the desired shape and size.



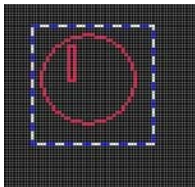
The **Box** Tool enables you to draw rectangles in the Frame Workspace. Click box, then left click and drag in the Frame Workspace to draw the rectangle of the desired shape and size.



The **Fill** Tool allows you to fill in an enclosed area with a selected color. For example, you can have a completely filled-in circle by first drawing the outline of the circle by using the **Circle** tool. Then, click the **Fill** tool, and click the center of the circle to fill the circle with the selected color.



The **Edit** Tool allows you to make a selection in the Frame Workspace. Click Edit, then left click and drag the mouse around the area you want to select. You can then **copy/cut** the selection into the clipboard, or click and drag on the center of the selection to move the selection. The selection area is indicated by a blue and white dotted border.



Using Eraser



The **Eraser** Tool enables you to erase selected areas you do not want on the Frame Workspace. Click Eraser and drag through the area you want to erase. Then the pixels of the

selected area are returned to black color.

Using Pen Tool

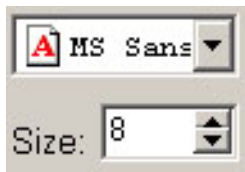


The **Pen** Tool allows you to make freehand drawings to draw custom shapes in the Frame Workspace. Click it, then left click and drag the mouse on the Frame Workspace.

Using Text Tool



The **Text** Tool enables you to create text messages on the Frame Workspace.

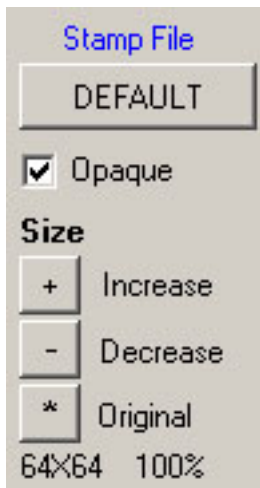


After you click on it, a text option shows below it. Choose the font name and font size that you want to use. Then click on a location of the Frame Workspace to type your text message.

Using Stamp Tool



The **Stamp** Tool is a tool that allows you to choose from a wide selection of pictures from the stamp toolbar as shown below. You can then use the selected stamp and click on the Frame Workspace to stamp an image in the frame workspace.



After you click the **Stamp** Tool, a stamp option will be shown below it.

The “Default” Button allows you to choose the stamp file that contains the stamp images. For example, Click on “DEFAULT”, and choose stamp file as “AA_BIRD.CX4”, then “DEFAULT” will be changed to “AA_BIRD.CX4”.

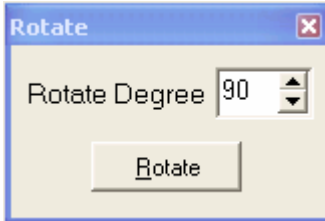
The “Opaque” checkbox lets you choose whether or not the stamp image is opaque or transparent. If the “Opaque” checkbox is unchecked, the amber color of the icon will become transparent.

The stamp images can be resized by using the “+” and “-“ buttons. The “+” button is to increase the size of the selected stamp image, while the “-“ button is to decrease the size of the selected stamp image. If you want to go back to the original size, click on the “*” button. The size of the currently selected stamp image is show below the “*” button. For example, the stamp image that we have selected is currently at a size of 64 x 64, which is 100% of its original size.

Rotating Image

You can rotate a selected area in an image frame. Follow the steps below,

1. Use **Edit** Tool to select an area in the frame.
2. Click “**Tool**” – “**Rotate Image**” from the menu. Then a “Rotate” screen appears below.



3. Click up or down arrow to change the **Rotate Degree**.
4. Click **Rotate**.
5. Then the selected area rotates counterclockwise if degree is positive and rotates clockwise if degree is negative.

Edit



Undo

You can undo your changes if you decided that the changes that you have made isn't exactly what you wanted by going to the **Edit** Menu and choosing “Undo”. Another way to undo your changes is by using the keyboard shortcut. The shortcut key for “Undo” is to hold down Ctrl and Z at the same time.

Cut

You can cut a certain portion of the drawing in your Frame Workspace and put it in the clipboard. To select the portion of the drawing to cut, use the “**Edit**” Tool as discussed in the **Toolbar** section of this manual (page 2). Then go to the Edit Menu and select “Cut”. You can also select “Cut” by using the keyboard and pressing Ctrl and X at the same time. Once you have selected cut, the portion of the drawing you have selected will disappear. You can then use “Paste” from the Edit Menu to retrieve the drawing in the clipboard as discussed below.

Copy

Copy is similar to cut, except that the selected portion of the drawing does not disappear once you copy. Select the portion that you want to copy by using the “**Edit**” Tool as discussed in the **Toolbar** section of this manual (page 2). Then, go to the Edit Menu and select “Copy”, or use the keyboard and press Ctrl and C at the same time. The portion of the drawing that you have selected will now be placed in the clipboard. You can later retrieve from the drawing from the clipboard by using the “Paste” command from the Edit Menu as discussed below.

Paste

The “Paste” command from the Edit Menu allows you to place the content of the clipboard into

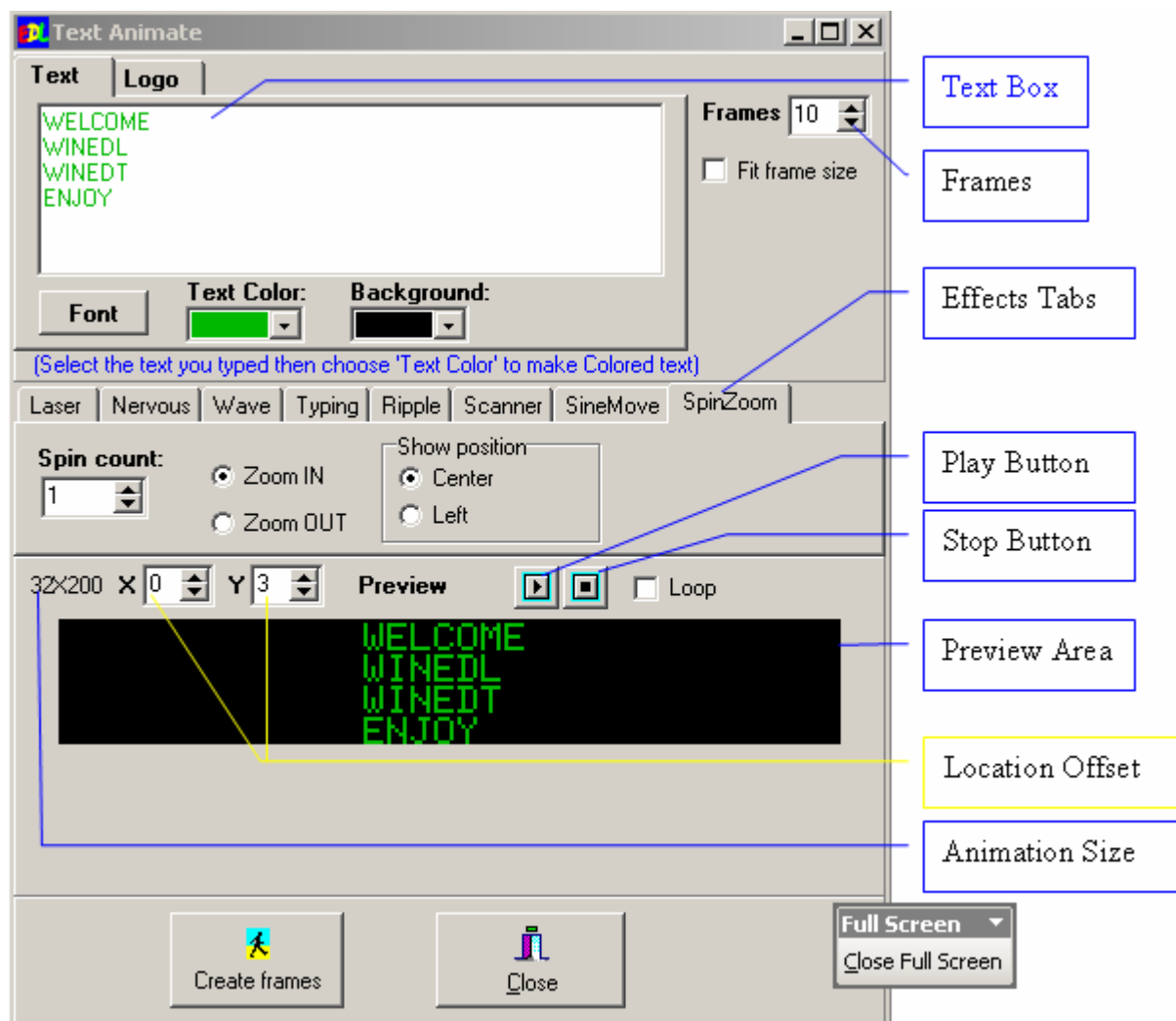
the Frame Workspace. You can then move the content in the frame workspace dragging it to the desired position as discussed in the “Edit” Tool on page 2.

Text Animation

Text Animation allows you to create fancy text animations.



Click “Tool” - “Text Animate frames” from the menu. Then a new screen will appear titled “Text Animate”. Click “Text” on the top of the new screen.



Textbox is to type in **multi-line** or single line text you want to have animated. You can change the “Text Color” from available colors. Highlight your text with the mouse by dragging over the text and change the text color. You can also select the “Background” color of the text. Click on the “Font” button to change the font and size.

The **Effects Tabs** let you choose the effect to animate. It includes Wave, Typing, Ripple, Scanner, SineMove, SpinZoom.

“**Frames**” specifies the number of frames needed for the effects to be completed.

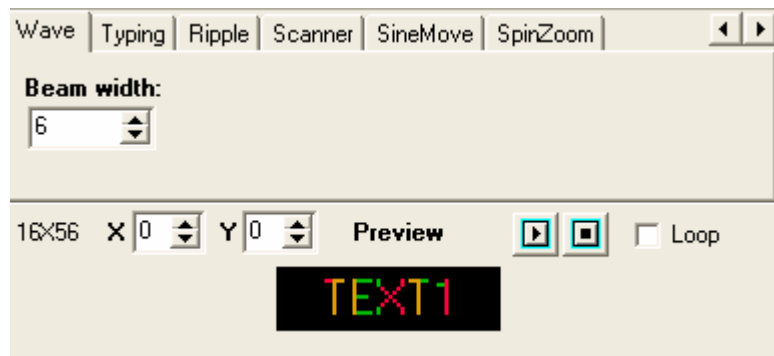
The preview of the animation will be shown on the **Preview Area** if you click on the **Play Button**. If you check the **Loop** option, the preview will play infinitely until you click the **Stop Button**.

Location Offset “X” and “Y” is the location of where to put the text in the frame. The default values of both “X” and “Y” are 0. If you increase or decrease the “X” value, then you are moving the text towards the right or left. If you increase or decrease the value of “Y”, you are moving the text toward the bottom or top. Click on the **Play Button** to see if the text is position in the correct place. If you like what you see in the **Preview Area**, click on the “Create frames” button at the bottom to use the animation.

Effects Tab

When you use Effects tab, you can slow down or speed up effects by changing the number of frames in “**Frames**”. Increasing number of frames slows down the effect. Decreasing number of frames speed up the effect.

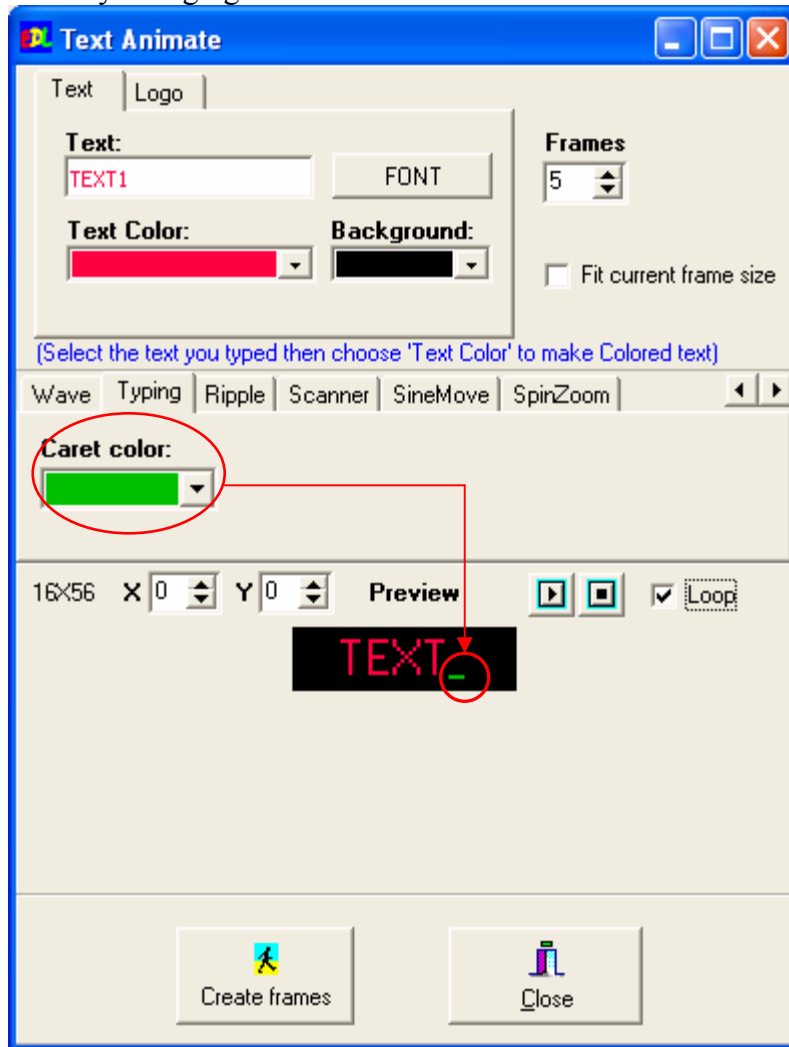
Wave



The Wave effect makes a wave of vertical beams of colors to go across your text. The width of the beam can be altered by changing the “Beam width”. The higher the “Beam width”, the thicker the vertical beams will be.

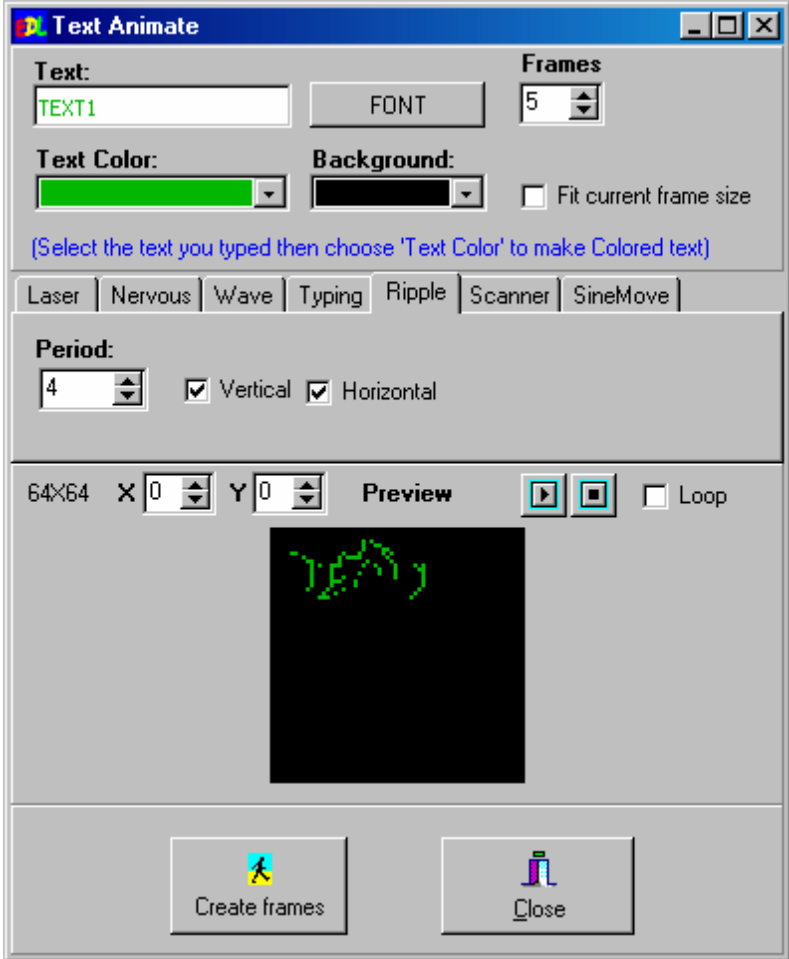
Typing

The Typing effect makes your text appeared as if it is being typed. The caret can have its own color by changing the “Caret color”.



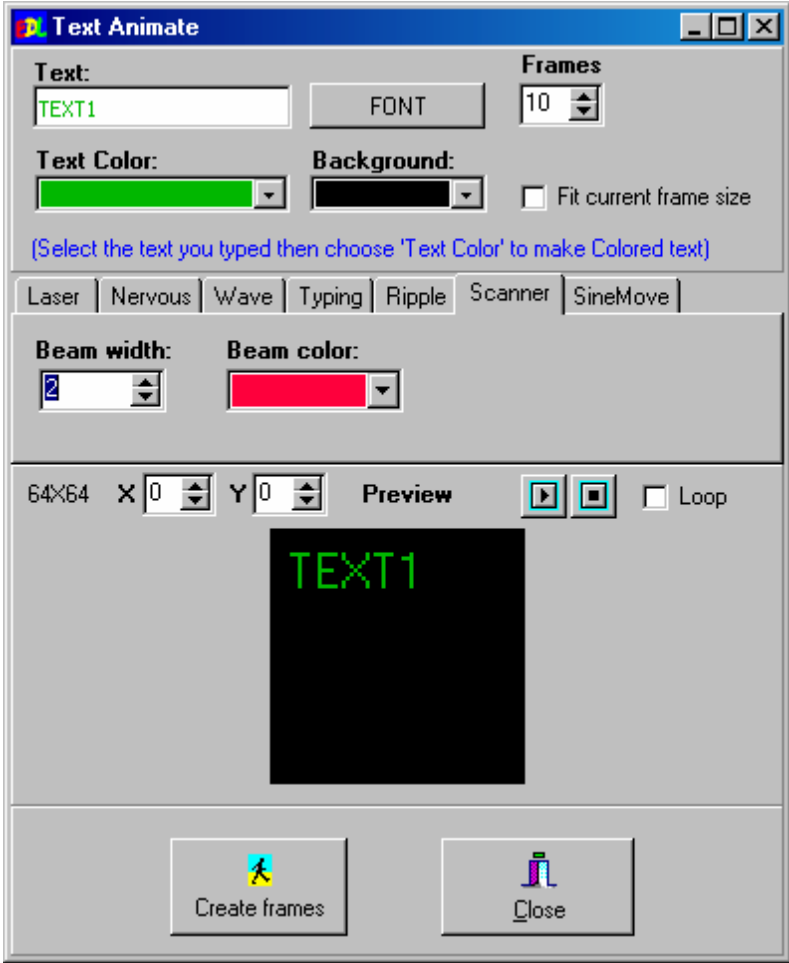
Ripple

The Ripple effect makes your text ripple like a flag. You can make it ripple in both “Vertical” and “Horizontal” direction by checking both options, or you can have it ripple only vertically or only horizontally by unchecking one of the directions. If you unchecked both “Vertical” and “Horizontal”, then your text will remain still. The “Period” specifies how big the ripple is. The bigger the “Period”, the bigger the ripple, but the fewer ripples there are.



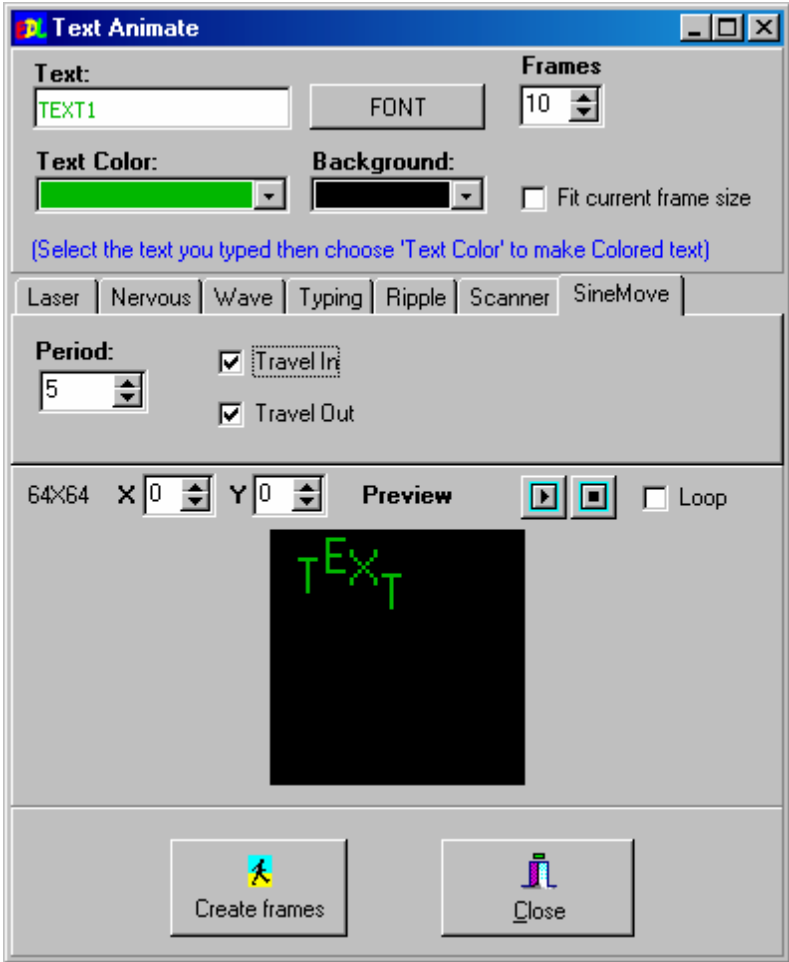
Scanner

The Scanner effect creates a beam of vertical light that goes across your text. The width of the beam is specified by the “Beam width”. The color of the beam is specified by “Beam color”. If the “Beam color” is the same as your “Text Color”, then you will not be able to notice a beam going across your text.



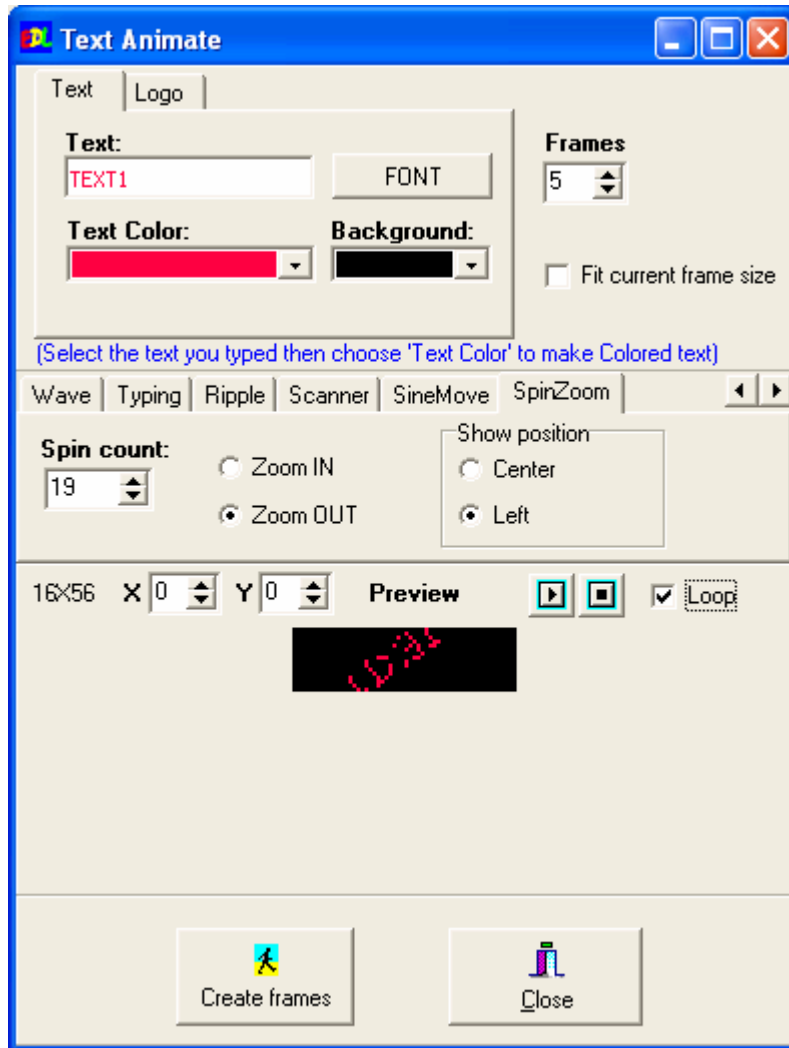
SineMove

The SineMove effect lets your text move in a sine wave. The “Travel In” checkbox allows your text to appear from the right and the “Travel Out” option lets your text disappear to the left. The “Period” specifies how big the sine wave is. The bigger the “Period” the bigger the wave is.



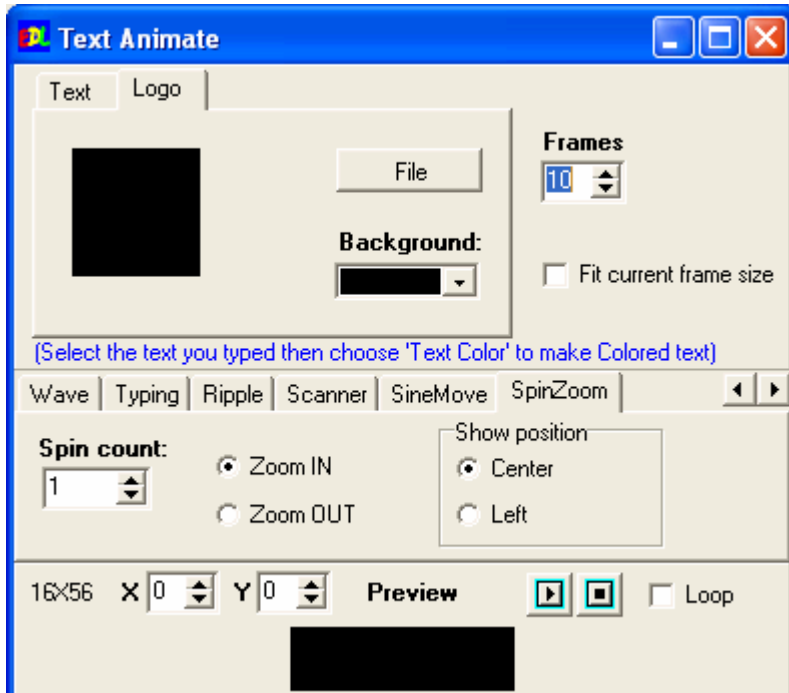
SpinZoom

The SpinZoom effect lets your text spin and zoom in/out. Select either “Zoom IN” or “Zoom OUT” to zoom in or out. Show position “center” or “left” is to select starting position of the effect as center or left.

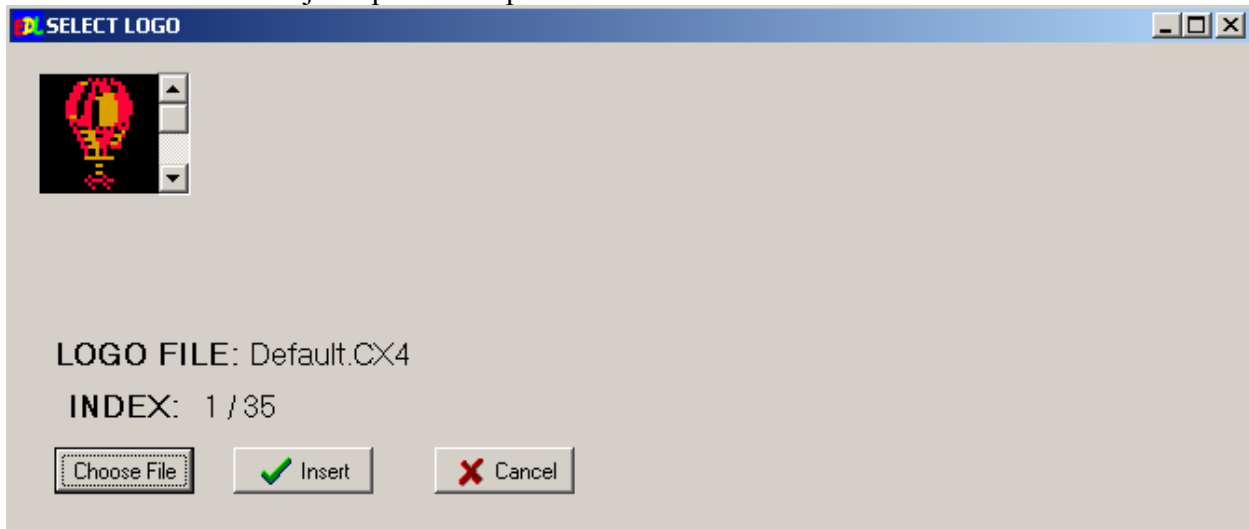


Logo Animation

Animation can be created with logo file. Go to “Tool” – “Text Animation” on the menu. Then select “Logo” tab.



Then click “File” button to insert logo file. Use effects tab to change the effects. Change the number of frames to adjust speed. The procedures are similar to Text Animation.



Working with Frames

Animation is created by using many frames, with each frame slightly different than the next frame. In this section, you will learn to manipulate frames and create animation.

Creating New Frame

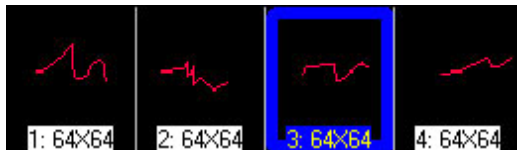


You can create a new frame by going to the “New” – “New Image” on the menu. Then a new frame will be created.

Repeating Frame

Repeating frame is to copy an existing frame and create a new frame with the same drawing. Go to “New” – “Repeat Frame” on the menu.

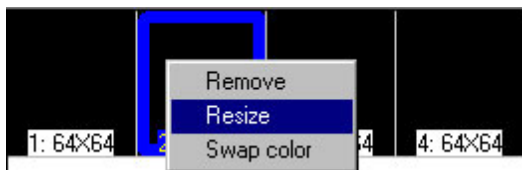
Selecting Frame



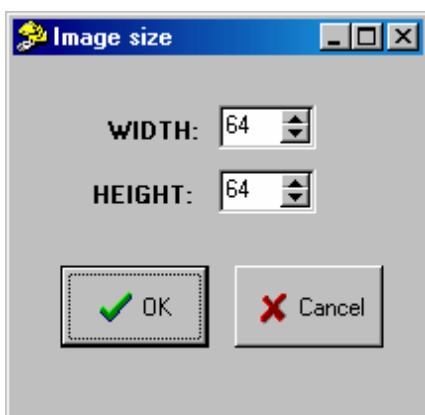
The frame that you draw in the Frame Workspace is the frame you have selected in the Frame Preview. The selected frame is indicated by a blue border around the Frame Preview. Each time you left click on one of the thumbnails in the Frame Preview, you are selecting a different frame.

Changing the Frame Size

You can change the size of a frame by right clicking on the desired frame on the Frame Preview. A menu will appear where you can select “Resize”.



After you selected “Resize”, a new screen will appear with the title “Image Size”.



Use up/down arrows to change the width and height to the size you want. Then click “OK” to change size. Click on “Cancel” if you do not want to change the size of the image.

Note: When you change the size of the frame, the drawn image inside the frame does not resize. If you make the frame smaller, you may end up cropping part of the image within the frame.

Swapping Colors Within a Frame



When you right click on a thumbnail on the Frame Preview, you will see an option where you can swap the color within the frame. Select the “**Swap color**” option, you will see a screen to swap colors.

Swap color is to allow Color1 to become Color2 and Color2 to become Color1. In this example, green swap with black, thus any black in the frame will become green and any green in the screen will become black.

Removing a Frame

If you want to remove a frame, you can right click on the frame you want to remove on the Frame Preview. Then, choose “Remove” from the menu that appears. The frame you have selected to be removed will be gone.

Files

Creating a New File

To create a new file, go to “File” - “New file” on the menu. If you have any unsaved changes, the program will ask you if you want to save the changes. If you choose “Yes”, then changes will be saved. If you choose “No”, any changes that you have made will be lost.

Then a new screen will appear asking you to specify the size of the image for the new file. You can either type in the width and height or use the up and down arrows to change it.

Opening a File

To open a file that have been saved by WinEDL, go to “File” - “Open file” on the menu. If you have any unsaved changes in your current work, you will be prompted to either save or discard any changes you have made. If you choose “Yes”, then you will be able to save your changes to a file. If you choose “No”, any changes that you have made will be lost. The program will then load up the drawing or animation that was previously created in WinEDL.

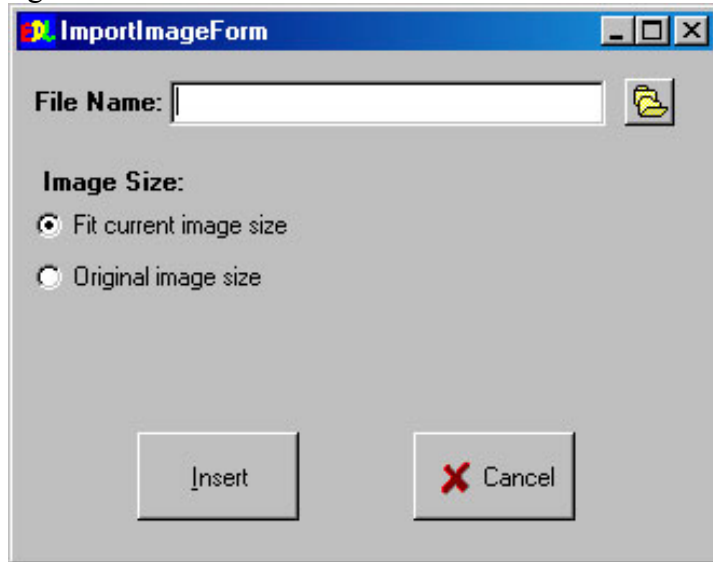
Saving a File


To save your work, go to “File” - “Save” or “Save As” on the menu. Choosing “Save As” will cause the program to prompt you for a name of the file to save to. If you made changes to a

completely new document, the choosing “Save” will behave the same way as “Save As”. If you are making changes to a previously saved work, choosing “Save” will overwrite the previously saved document with the new changes.

Importing Images

WinEDL allows you to import images that were created in other programs. The file formats that WinEDL can import are **.gif, .bmp, .ico, .wmf, and .emf** files. To import an image, go to “File” - “**Import Image**” on the menu. A screen with the title “ImportImageForm” will appear like the figure below.



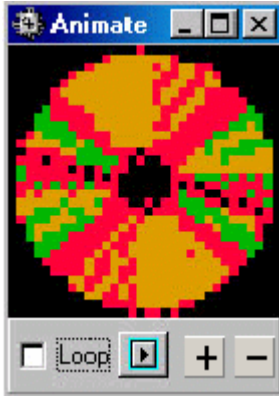
To import an image file, click  button and find the image you want. You can have your image fit to the size of the current frame by selecting “Fit current image size”. You can also choose to have the image keep its original size by selecting “Original image size”. Click on the “Insert” button to import the image into WinEDL, or click on “Cancel” if you decide that you do not want to import any image.


Note: If your image file is an animated .gif file, then all frames in the animated .gif file will be imported.

View Menu

Previewing Animation

You can preview the animation that you have at the moment by going to “View” - “Animate” on the menu.



Click  Play Button to play current animation. If you checked "Loop", then the animation will play continuously.

Click  Zoom In Button or  Zoom Out button to adjust the animation view.

Zoom

You can select how far you have zoomed into the image by choosing menu "View", then "2X", "4X", "6X", or "8X". The smallest amount you can zoom in is "2X" which means two times the original image size.