

# What is it?

An application to view Flash animations running on *timestep engine* and also to convert those animations into an HTML friendly format.

## As a viewer

It lets artists visualize their animations when running with the *timestep engine*. It also lets the artists test the skinning/substitution system before passing the animation to the developers.

It also lets developers visualize content of an already converted animation file (under json format).

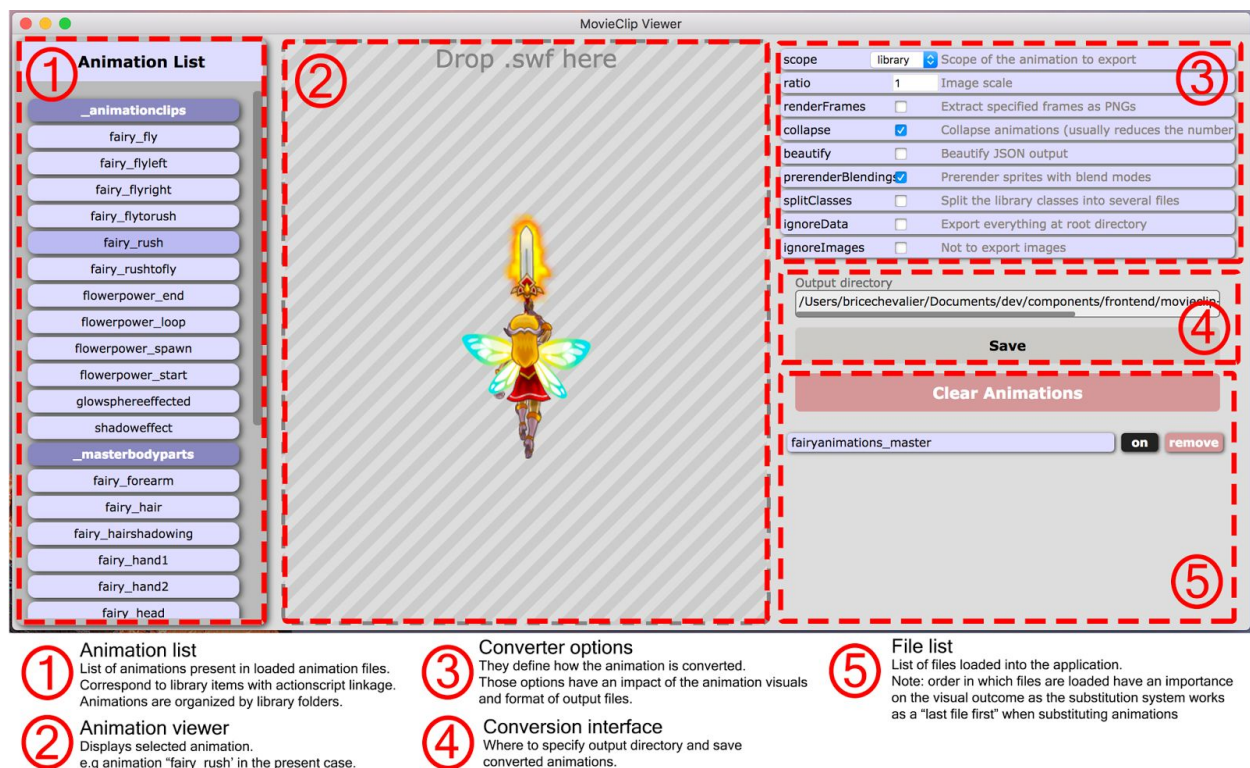
## As a converter

It can be used by developers to convert SWF animations provided by the artists.

# Manual

## User Interface Overview

Refer to document "[1 - user-interface.png](#)" to get an overview of the viewer's features:



## Viewing an animation

Demonstration video: ["2 - dropping a SWF.mp4"](#)

Simply drag and drop a SWF file into the application (you can also use converted *JEFF* animations under JSON format).

You can then select any desired animation from the animation list to view it.

## Substitution system (aka skinnig system)

Demonstration video: ["3 - substitution system.mp4"](#)

Drag and drop animation files into the application (either SWF or JSON).

If parts of the currently playing animation can be substituted by items in the newly added animation file then the substitution will take place.

The logic is the same as implemented in games: items in last added animation file will have precedence over previously added animation items.

Note: the order in which animations are added into the viewer have a importance on the visual outcome.

## Converting files

Demonstration video: ["4 - converting files.mp4"](#)

Make sure all the files you want to convert are present in the file list.

Then select a destination folder to hold converted files then press.

Finally press the "Save" button. The process may take a few seconds to complete.

A popup should display to convey whether the conversion process was successful.