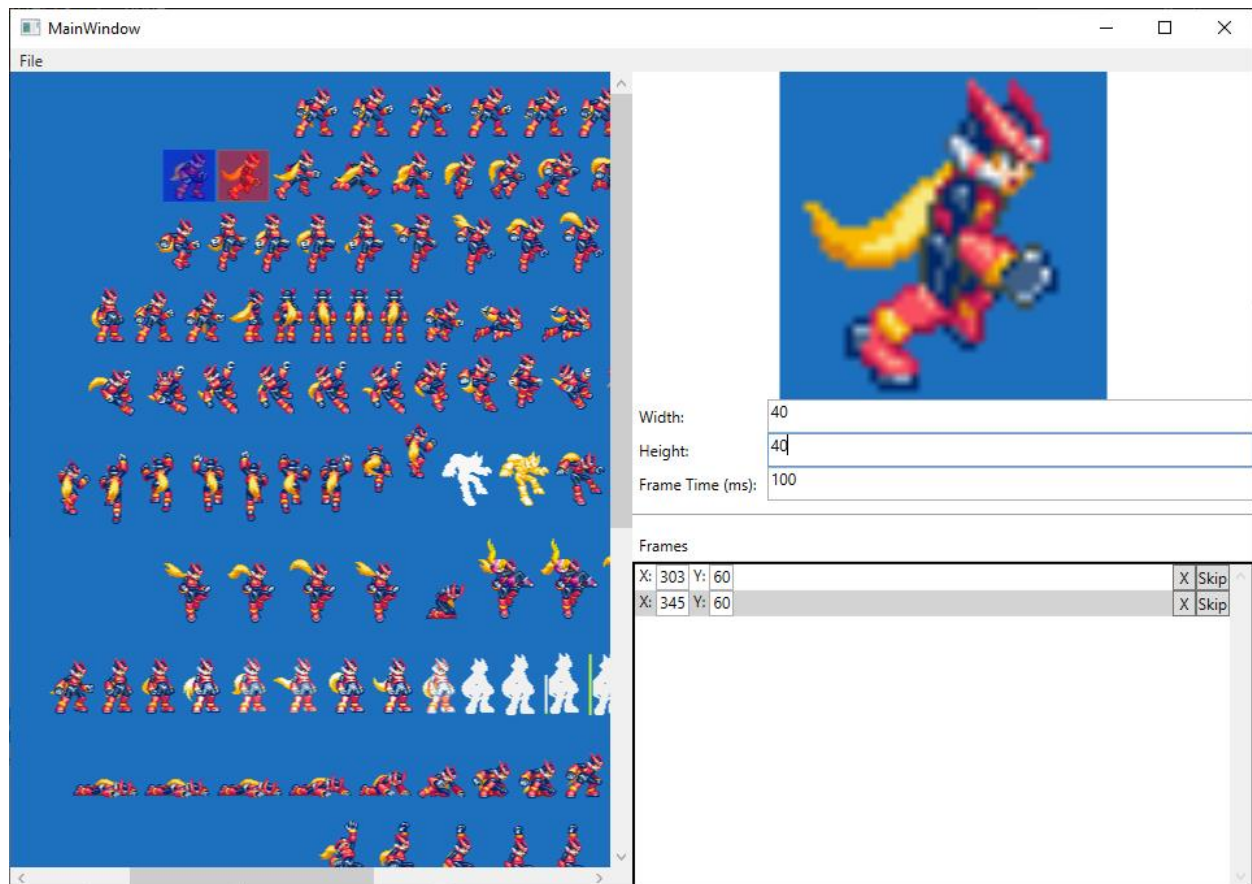# Animation Extractor Instructions

Thanks for trying out my program. I hope it saves you a lot of time and is enjoyable to use!

To start, here's an overview of what the program will look like on Windows (not that I even know if I want to port it to Mac or Linux...) with an image open.

This program is much simpler than a general image-editing program like GIMP or Photoshop. Hopefully, the visuals reflect that as well.

Area Names

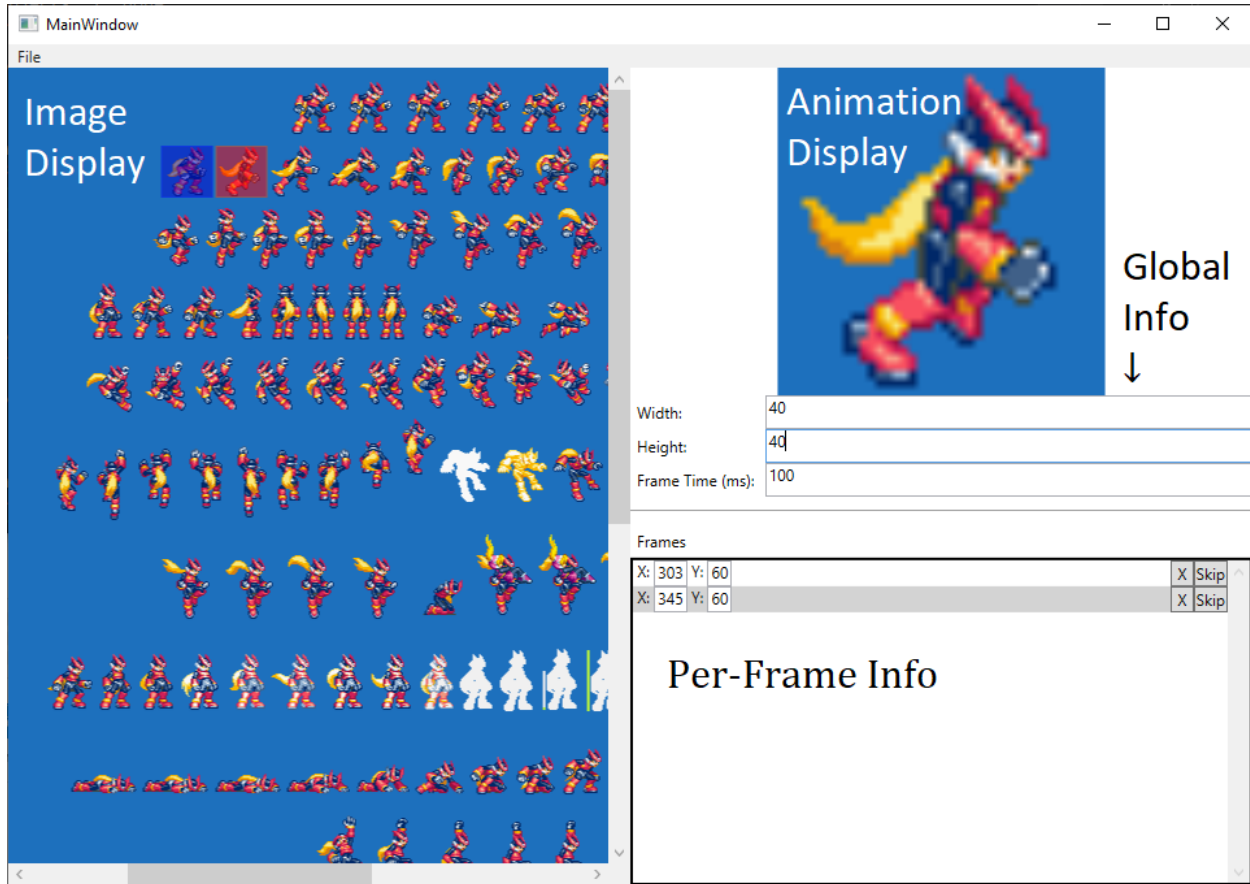There are certain names to certain areas in the GUI that I'll refer to.

Image display has the image you're currently working on extracting animations from.

Animation display will play the animation in real-time!

Global info contains the width and height of all frames and the time it takes for all frames to complete.

Per-frame info shows the x and y position of all frames and allows you to delete frames (this is important because the program will allow frames to be out-of-bounds. However, you can't view past image bounds. If there is a bug or human error which places frames outside of image bounds, you have a way to manually delete frames outside of the image bounds. They're also easy to identify based on position).

File Menu

There is a window menu bar. It only has one option for now (File). There are several options to choose from after clicking on it.
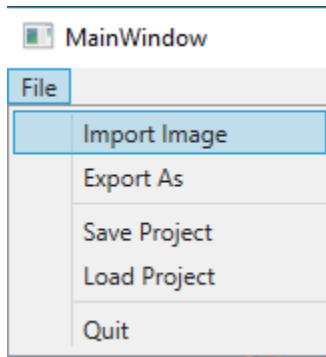
"Import Image" starts a new project and uses the image you select as a base. You may select any image to import. However, GIF and TIFF images will only have the first frame used if there are multiple in the file.

"Export As" exports the animation as an image. After you pick a file name, you'll have a new window showing you the dimensions.

"Save Project" and "Load Project" will save the current frames you have as XML and load the frames you saved, respectively. It also saves the path to the image. If you move the image, you must also change the path. The program does not deal with changed or malformed paths and will reject your project outright rather than ask your input for the path. Luckily, the project is in XML, so it should be straightforward to change, even if it is annoying.

"Quit" quits the program. Not much to say about that.

Overview of Frame States

A frame can be selected or unselected. In addition, a frame can also be skipped or unskipped.

Any time a selected frame is dragged, which is initiated by pressing the left mouse button on it, all selected frames get dragged along with the mouse pointer until the left mouse button is released.

If a frame is skipped, it won't show up in the animation display. This is much more useful than it sounds as it allows focusing on a few frames to make sure that animation checks out without having to wait for the rest of the animation to play out and/or distract the user.

Red frames are selected and not skipped, blue frames are unselected and not skipped, green frames are both selected and skipped, and violet frames are unselected and skipped. The colors are shown below.

Overview of Commands and Shortcuts

To execute a command, you must click on the image display with a mouse button. Shortcuts are either done by holding the shift key or holding a combination of CTRL+<key>.

Commands:

- Add Frame: Right mouse button (RMB) click.
  - Selects frame afterwards
- Select Frame: Left mouse button (LMB) click
  - Moving the mouse will move the selected frames along with it.

Shortcuts:

- Format: Description
  - LMB: This happens on LMB click
  - RMB: This happens on RMB click
- Toggle Shortcut: Hold Shift
  - RMB: Add frame and select but don't deselect other frames
  - LMB: Toggle selection of frame just clicked
- Skip Shortcut: Hold CTRL+S
  - RMB: Adds frame and skips it along with selecting it.
  - LMB: If it would concern selection, it now concerns skipping.
- Delete Shortcut: Hold CTRL+D
  - RMB: Funnily enough, this is ignored and will just add the frame as usual.
  - LMB: If it would concern selection, delete instead.
- Box Shortcut: Hold CTRL+B
  - RMB: This is ignored
  - LMB: Trigger box select mode. You can now select multiple frames using a box.
    - You must hold down LMB to stay in this mode.
    - You no longer must hold CTRL+B after this is triggered
    - You stay in this mode until you let go of LMB.
    - By default, all frames are first deselected, then frames inside box are selected.
    - This is like Blender's box select mo↓de. The box is yellow.
  - Shortcuts for LMB after release:
    - Skip: Instead of selecting or deselecting, enable or disable skip.
    - Delete: Delete all rectangles inside box. Don't deselect anything.
    - Toggle: Do not toggle. Instead, select all in box, but don't deselect anything.
- Move Increment Shortcut: Hold CTRL+<VI Keys!>
  - CTRL+H decreases the X component of selection by 1
  - CTRL+J increases the Y component of selection by 1
  - CTRL+K decreases the Y component of selection by 1
  - CTRL+L increases the X component of selection by 1
  - This is similar to moving the cursor in VI with HJKL.