

# Using Proof Animation

Third Edition





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# Preface

This book describes the Proof Animation family of products, including Proof Professional, Student Proof Animation, and library versions thereof that make it possible to built animations that run concurrently with simulation or other software. The book comprises nineteen chapters of tutorial material and five appendices of reference material.

Except for a few paragraphs in Chapter 2 that set forth limitations imposed on Student Proof, and except as otherwise noted, the material in this book applies to all versions of Proof.

Dan Brunner wrote the first edition of this book. Jim Henriksen wrote the Proof Animation software.

Nancy Earle, Joan Lopacki, Elizabeth Tucker, and Jim Henriksen edited the second edition, which reflected additions and enhancements made to Proof in software Releases 2 and 3.

Jim Henriksen edited the third edition and added a considerable amount of new material. The third edition reflects a virtual rewrite of Proof, in which the software was modified and significantly extended to take advantage of a Windows™ environment. SystemFlow Simulations edited significant portions of the book, under contract.

We believe that Proof Animation is the finest animation software of its kind. Proof is a simple, but powerful tool that can be used in endless ways. We welcome you to the community of Proof Animation users.

Jim Henriksen



