DANIMATOR

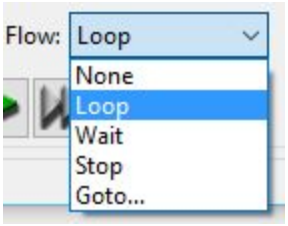
A friggin' ZDoom Animation Program

Quickstart guide

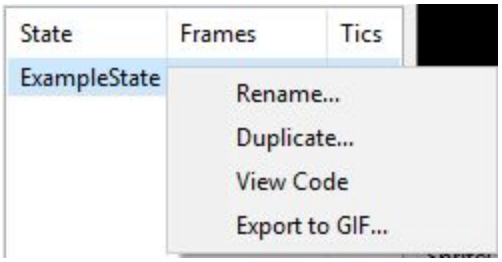
"Jump right into a project" steps:

1) Create a state, name it (Click this: )
2) Load some stuff (Drag and drop or click these:  )
   - Sounds require a SNDINFO alias.
3) Add or remove frames to the timeline:   
4) Double-click an asset to attach it to a frame, or click these:  
   - Repeat for all desired frames
5) Click and drag sprites around on the viewport, or use these to fine-tune alignment:

6) Set a frame's length: 

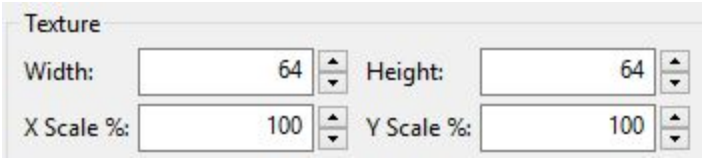
7) Look at the resulting state code: 
8) Modify the code's flow control: 

9) Right-click entries in the state manager for these options:

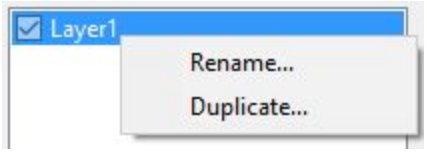


Using TEXTURES:

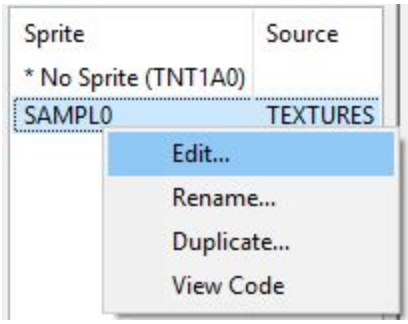
1) Ensure all desired graphics are loaded into project (additional ones can be added later)
2) Click this, use suggested naming convention or be your own man: 
3) Use these to determine the composite image's resulting size:



4) Add a layer by clicking this: 
5) Attach sprites to layers by double-clicking or clicking this with file selected: 
   - Repeat last two steps as desired
6) Manipulate layer order with these:  
7) Organize and duplicate your layers by right-clicking on them:



8) Click this when you're done: 
9) If you need to get back into the TEXTURES editor, right-click on your texture sprite in the file manager and click this:



10) And click this when you're ready to generate the TEXTURES lump for your project:

(Extra: You can use composite textures you define in TEXTURES as bases for new composite textures- as long as they're defined in Danimator first. Danimator will take care of the proper order for you automatically when generating the code. Parsing imported TEXTURES code may come in the future.)

Animator functionality:

Stencil) This hides sprites that go past the visible boundary of the screen.

Crosshair) Draws a crosshair in the center of the viewport to aid in offsetting frames.

Ghosting/**Ghost Frames**) Draws previous frames before the currently selected frame as "ghost" frames. Aids in offsetting moving frames.

Loop) Loop)

Settings:

Bilinear Filtering) Avoids certain viewport rendering artifacts. Can be disabled in settings.

TEXTURES functionality:

Namespace) Refer to http://zdoom.org/wiki/TEXTURES#Texture_properties

Color) Blend your layer's color to a specified RGB value.

Styles) Refer to http://zdoom.org/wiki/TEXTURES#Translucency

As of writing, currently the only supported styles are CopyAlpha, Copy, Translucent, and Add. Modify your exported lump if you need something unsupported.

Alpha) Amount of blending applied to the image. Remember that transparent parts can ONLY display pixels drawn beneath the composite! If a translucent pixel would render any part of the “game world”, it will instead blend with black.

CURRENT LIMITATIONS AND NOTES:

-No traditional Flash state support yet.

-Non-essential blending modes aren't implemented yet.

-Danimator ignores any embedded offsets.

FAQ:

-WILL THIS HELP ME MAKE SPRITES/SOUNDS/ETC FROM SCRATCH?

nope. you will still need to know how to use an image/sound editor and some idea of how DECORATE weapons work for that- Danimator's focus is on the code and animation aspect of decorate weapons.

if you're new and are looking to learn how to code weapons in zdoom, these two resources are a great starting point.

http://gunlabs.blogspot.com/2011/01/tutorials.html

http://zdoom.org/wiki/DECORATE

we've also included some example wads and project files.

-CAN YOU USE THIS IN OTHER SOURCE PORTS?

danimator targets zdoom-derivative ports with some decorate support (minimum A_Offset support) and optionally, textures support. you can use this tool with GLOOME and Zandronum.

additional source ports may or may not be supported in the future.

-WHAT FORMATS CAN I USE

danimator is built mostly on SFML, but danimator will only handle common formats ZDoom and SFML support.

images: png, jpeg (non-progressive, library limitation), tga

audio: wav, ogg/vorbis, flac

-HOTKEYS?

Space = play/stop animation

Ctrl+Space = play from start

Ctrl+S = Save

Ctrl+N = New Project

Ctrl+O = Open Project

Ctrl+Z = Undo

Ctrl+Y = Redo

Ctrl+C = Copy frame

Ctrl+V = Paste frame

-MY OFFSETS LOOK WRONG IN-GAME BUT LOOK FINE IN THE EDITOR

make sure the assets in your wad don't have embedded grAb offsets if your sprites are PNGs.

-THE SOUND IS WRONG/DOESN'T PLAY

make sure your SNDINFO lump aliases match your project's aliases and are properly imported.

ADVANCED OPERATION: DANIMALS ENJOYMENT GUIDE