



# Tech Info Library

## Apple Media Tool 2.0: How to Create Flipbooks (4/96)

Revised: 4/26/96  
Security: Everyone

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Article Created: 26 April 1996

TOPIC -----

This article contains directions for creating flipbooks in Apple Media Tool 2.0.

DISCUSSION -----

Here is a list of essential steps for quickly creating Flipbooks. A list of example files on the Apple Media Tool 2.0 CD that demonstrate how Flipbooks should work.

BEFORE YOU START  
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You need a Flipbook media item. Flipbook media items are pictures whose contents have been divided into equal-sized areas, known as frames. The frames can be arranged in one or more rows, but all rows must be the same height. Each row can be divided into multiple columns, all of which must be the same width.

HOW TO SET IT UP  
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Step 1  
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Open your project and add your Flipbook media item to the media list.

Step 2  
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Click and hold on the Flipbook media item until a pop-up menu appears.

Step 3  
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Choose "Flipbook" from the pop-up menu.

#### Step 4

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Double-click on the Flipbook media item in the media list to display its parameters.

#### Step 5

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Set the number of frames, columns, and rows by adjusting the values in the appropriate fields.

#### Step 6

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Set the column width and row height by adjusting the values in the appropriate fields. Click "OK" when finished.

#### Note:

You will need these values again later.

#### Step 7

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Add your Flipbook media item to a screen.

#### Step 8

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Double-click the Flipbook object in the object list to display its parameters.

#### Step 9

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Set the column width and row height by adjusting the values in the appropriate fields. Use the same values specified earlier.

#### Step 10

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Specify the rhythm of the Flipbook.

It's important to note that changing the rhythm of a Flipbook changes the way that Apple Media Tool counts the frame numbers for that Flipbook.

If a rhythm of two is specified, each frame is displayed twice. As a result, the first two frames displayed are the same image. The next two frames displayed are the next image, and so on. If a rhythm of ten is specified, the frames 0 to 9 display the first image from the Flipbook media object, frames 10 to 19 display the second image from the Flipbook media object, and so on.

If you want to tell Apple Media Tool to go to a specific frame, you need to adjust the frame number you specify by multiplying it by the rhythm. If you use a Flipbook media object with 3 frames, you would have the following results:

Begin\_Table

+=====+			
Image in	Frame Numbers if	Frame Numbers if	Frame Numbers if
Flipbook	Rhythm = 1	Rhythm = 2	Rhythm = 10
+=====+			
1	0	0-1	0-9
2	1	2-3	10-19
3	2	4-5	20-29
+-----+			

End\_Table

FINSIHING UP

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Add actions which control the Flipbook. Flipbook objects can perform the following commands:

- |                  |                   |
|------------------|-------------------|
| - Enable         | - Start-Stop      |
| - Enable-Disable | - Stop            |
| - Disable        | - Stop All        |
| - Move By        | - Go to Beginning |
| - Move To        | - Go to End       |
| - Start          | - Go to Time      |

EXAMPLES

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The Apple Media Tool 2.0 CD contains several files that demonstrate Flipbooks. Check these paths on the AMT 2.0 CD:

- An AMT project with Flipbooks:

```
Apple Media Tool
  New Features Demo Project
    New Features Demo
```

- Flipbook media objects:

```
Apple Media Tool
  New Features Demo Project
    MEDIA
      50$Bill.flipbk
      ALPHABET.PIC 40x40
      ambsnd.txt.fb
      AMT ColorTitle.flipbk 200x400
      AMTTitle.flipbk
      AppleScriptBtn.flipbk
      AudioBtn.PICT
      DUCKFLIP.PIC
      exit
      EYELID.PIC 62x73
```

FlipbooksBtn.flipbk  
qt fb  
QTVRBtn.flipbk  
QuickTimeBtn.flipbk  
Sportflip.flipbk  
stop.fb

This article was published in the 26 April 1996 issue of Information Alley.

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Tech Info Library Article Number:19665