T018: DEFORM Animation Player and Editor

Introduction

This document introduces DEFORM's animation player and editor modules.

Problem Description

The DEFORM player (DefPlay.exe) can be found in the DEFORM installation directory in the '2D' and '3D' folders. This player does not require a license and can be distributed freely. DefPlay.exe plays the *.Pre format animations that DEFORM creates by default.

DEFORM's animation editor (DefDemo.exe) can be obtained from the support staff and requires additional licensing. This editor will allow you to modify *.Pre animation files.

Background Information

DEFORM creates animations by saving an image file for each selected step in the Post Processor. These images are linked together with the *.Pre file. The *.Pre animation file simply references the *.Png image files one by one. Therefore it is necessary to keep the image files and the animation file together in the same folder. The player looks to the *.Pre file to determine the image order and how long each image will be shown.

The Editor allows you to edit the *Pre file. The image time increment can be adjusted for the entire animation sequence or just one frame at a time. Image files can be removed or added to the animation at any point in the progression. The editor can also group several *.Pre animation files into a *.Qst file. These *.Qst files can be opened with the DEFORM player. This format provides an easy interface for viewing several animations.

Solution

*Opening a *.Pre file with the DEFORM player*

1) Find the *.Pre file in Windows Explorer. Right mouse click on it and select the 'Open With' option. Use the 'Choose Default Program..." option. Use the

'Browse' button to find the DefPlay.exe in the 2D or 3D folder. Once you do this you can double click on a *.Pre file (in Windows) to open it with the DEFORM player.

2) Drag a *.Pre file onto the DEFORM player executable in Windows Explorer to open it with the player.

3) Double click the player executable to open it. Select 'File' > 'Open' and then browse for the *.Pre file

The same methodology above will work for *.Qst files as well.

Player Functionality

Once you open an animation it will begin to play immediately. You can use your mouse to click on the screen to gain access to the player controls. These DVD like controls will let you stop the animation and play forward or backwards step-by-step or jump to the beginning or end of the animation. When the animation controls are present you can press the red 'X' to exit the animation viewer. When the controls are not present you can press the 'Esc' key on your keyboard to leave the play mode.

Opening a *.Qst file adds an extra layer. When you open the *.Qst file you will see an image representing each animation. You can click on an image to enter the play mode. Pressing 'Esc' or 'X" will take you back a level.

*Editing *.Pre files*

Start by opening an existing *.Pre file with the DefDemo.exe file. Go to 'Edit' > 'Edit Presentation'. You can delete a slide by selecting it and then pressing the red 'X' button. Add one or more slides by clicking the 'Add Several New Slides' option. The slides will be added after the currently selected slide. You can also change the time stepping controls by selecting a slide and then going to the 'Slide' tab. Change the Advance > 'Automatically after' field to change the amount of time that the slide will be displayed. Click 'Apply to All' and all the slides will be changed to the selected time step. When you are done editing the file go to the 'File' menu to save the *.Pre file.

*Editing *.Qst files*

Open DefDemo.exe and select 'File' > 'New' > 'Quick Start List' > 'OK'. You will be taken to a blank, black screen. Right click and 'Add Presentation'. You can add a *.Pre file. Once you do this you will see an image representing that animation. Rpeat this procedure to add multiple animation files to the *.Qst. Right click on an image and go to 'Properties'. Here you can change the description text or choose another image file to represent the animation. When

you are done you can press 'Esc' on your keyboard and you will be asked to save the *.Qst file.