



Power-up & Power-down Animation Production Guide

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Contents

1. Introduction	1
1.1 Purpose	1
1.2 Requirements	1
1.3 Preparations	1
2. Producing Steps	2
3. Additional Instruction	7
4. Further Process	9
4.1 Creating Animation Package	9
4.2 Writing Animation Package	10

1. Introduction

1.1 Purpose

The DMR products (portable subscribers, mobile subscribers and repeaters) are designed with a specific power-up animation and power-down animation. If you want to use other animations, you can write them into your products through the CPS. This document is to introduce how to make GIF files for the animations.

1.2 Requirements

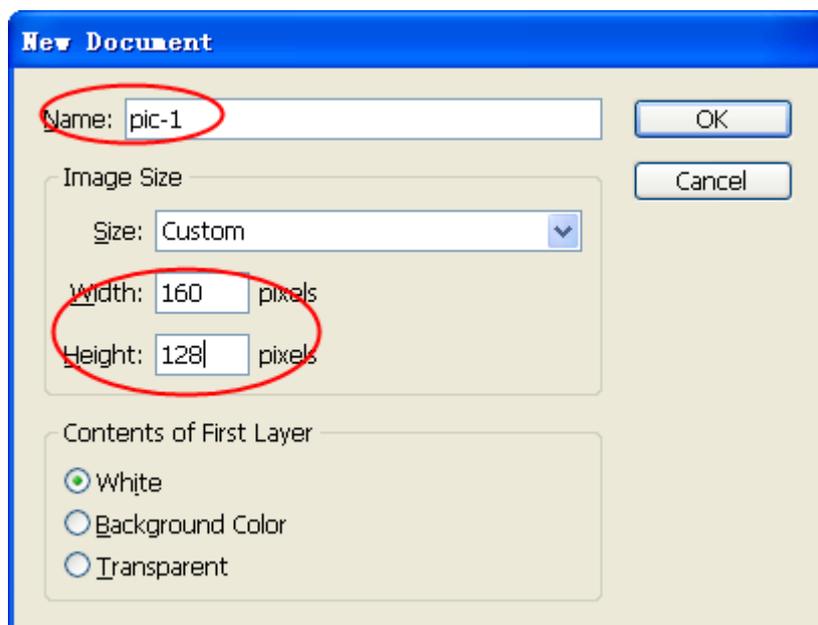
The GIF files you make must meet the following requirements.

- The total size of the power-up and power-down GIF files must be within 40Kb.
The animation made from the pictures compliant with the following pixel specifications will meet this requirement.
- The animation has no more than 3 frames, which means that no more than 3 pictures are played in the animation.

1.3 Preparations

- Install the Adobe Photoshop software, which has GIF making function. In this introduction, we are using Adobe Photoshop 9.0.
- Prepare pictures for the GIF files: for the portable subscriber, the pixel is 160*128; for the mobile subscriber and repeater, the pixel is 220*176.

It is suggested to build a new picture in the Adobe Photoshop.



2. Producing Steps

In this section, we take the power-up screen of the portable subscriber as an example. The following 3 pictures will be displayed one by one in this animation. Each picture will be displayed once for 2 seconds.



Producing steps:

Step 1 Start ImageReady of the Adobe Photoshop.

You can also use the Adobe Photoshop to make the GIF files directly.

Step 2 Open the prepared pictures.

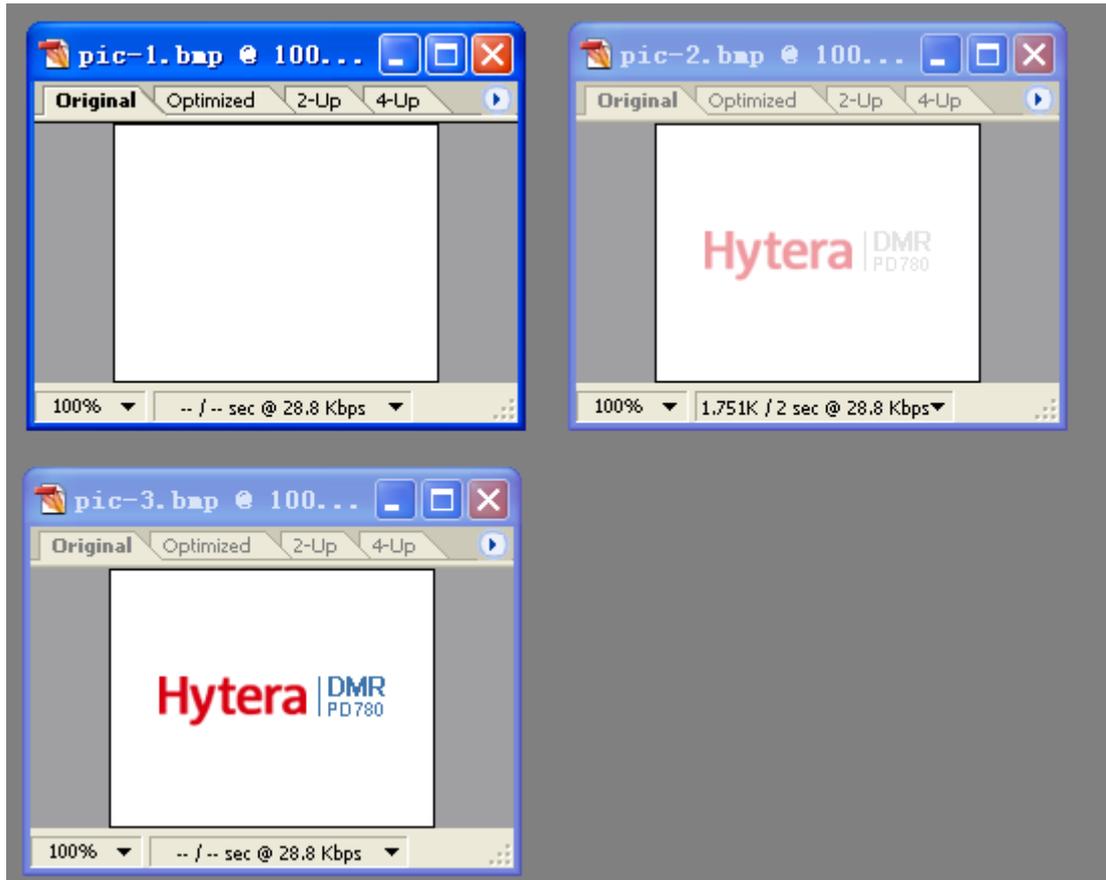
Tips:

You can drag the prepared pictures into the Adobe Photoshop directly to open them.

You can also open the prepared pictures in this way:

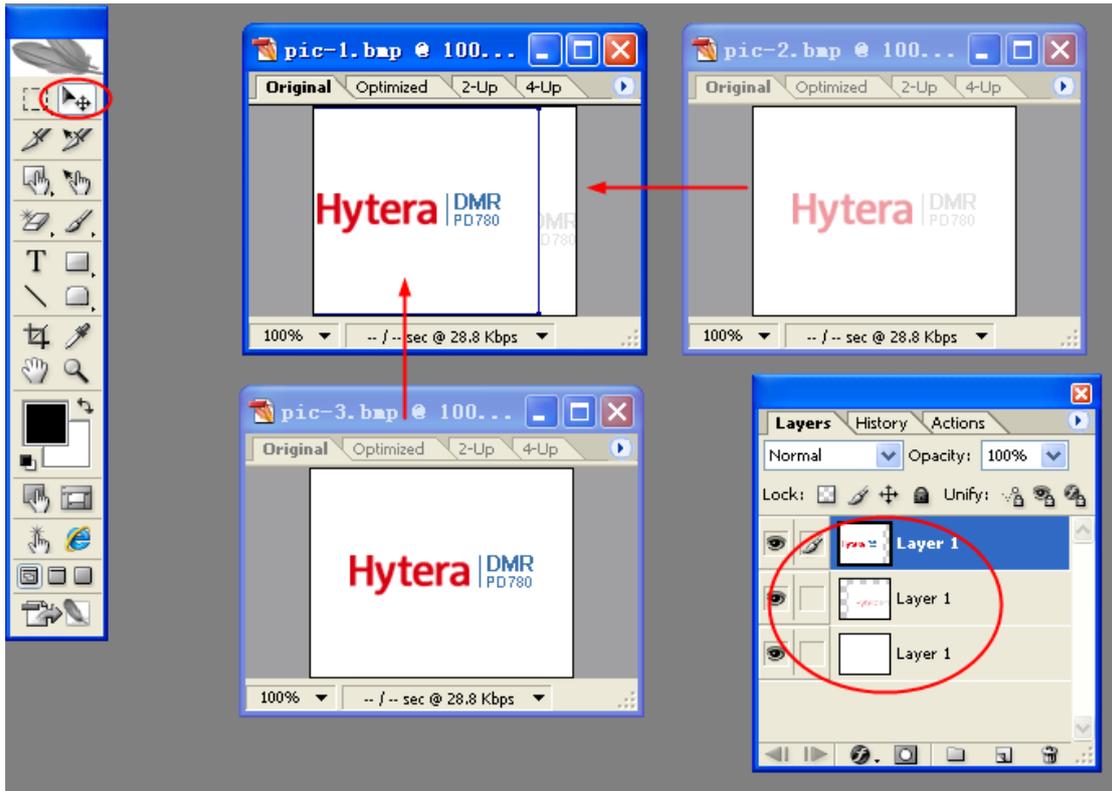
Select "File -> Open". Then press Ctrl to choose all the needed pictures from the pop-up window, and click "Open".

If you can't see all opened pictures, please click  to shrink the window.



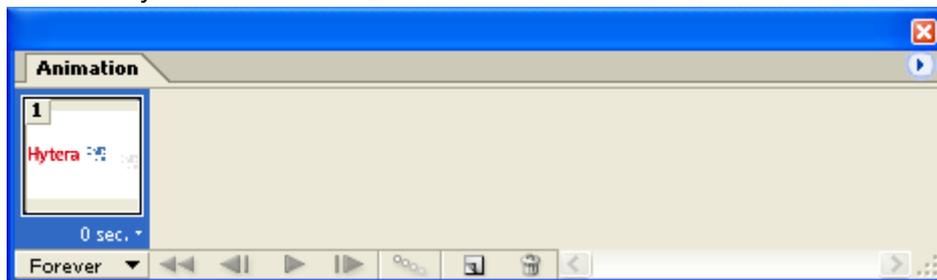
Step 3 Drag “pic-2” and “pic-3” into “pic-1”, so as to form 3 layers. Then all editing will be done on “pic-1”.

[How to drag the pictures]: Click  in the Toolbox. Then move the mouse to the original picture and click the left mouse button. When the mouse pointer turns into , hold the left mouse button and drag the picture into the target picture; release the mouse when it turns into .

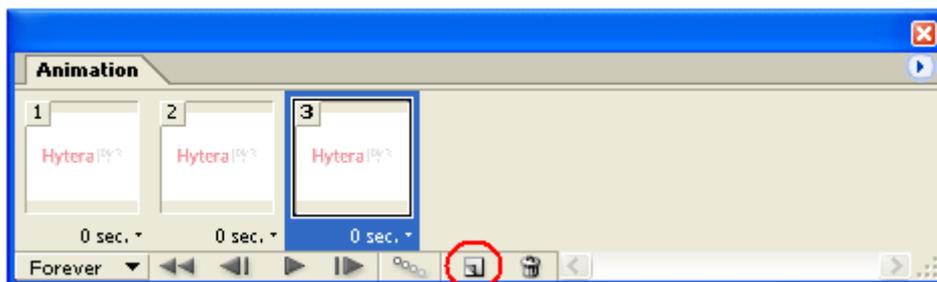


Step 4 Select "Window -> Animation" to open the Animation window.

You will see only one frame in the window.



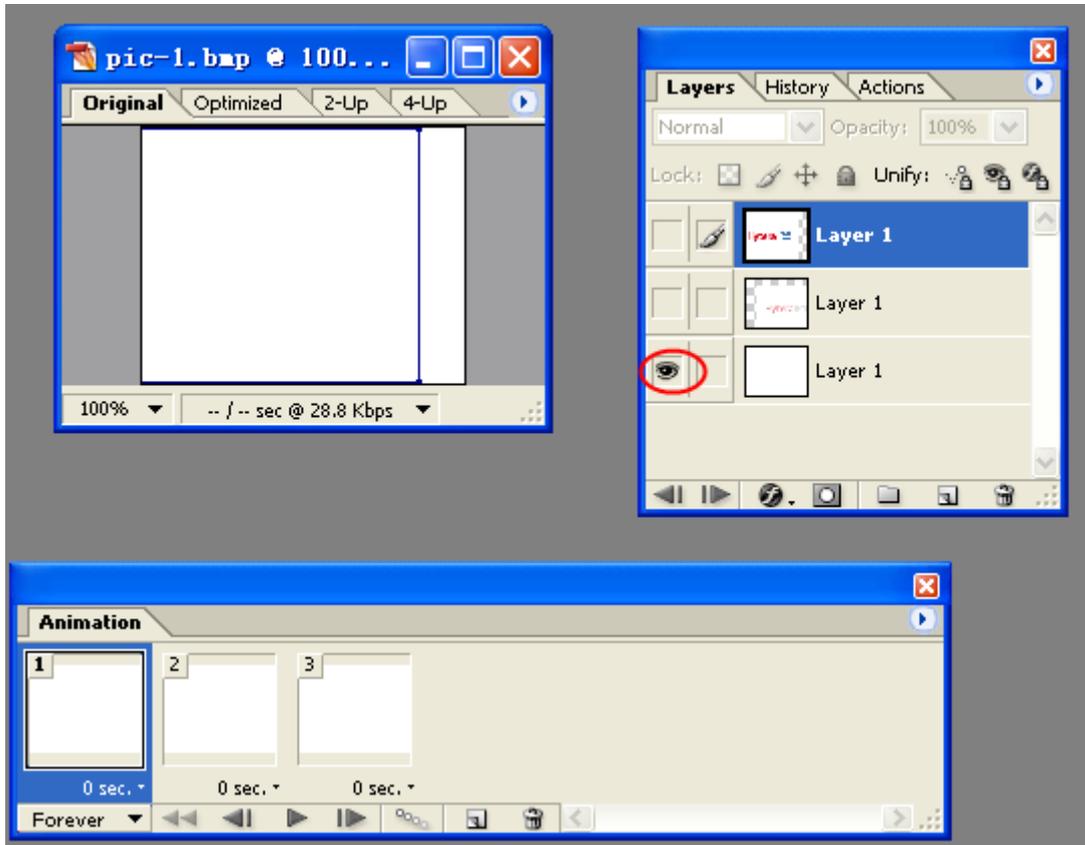
Step 5 Click  in the window twice to copy the current frame, and you will see 3 frames.



Step 6 Set the pictures displayed in the frames. Here we take the first frame as an example.

Select the frame, and click  in the Layers to hide unwanted layers.

The icon  displayed on the left of the layer means the layer is visible.

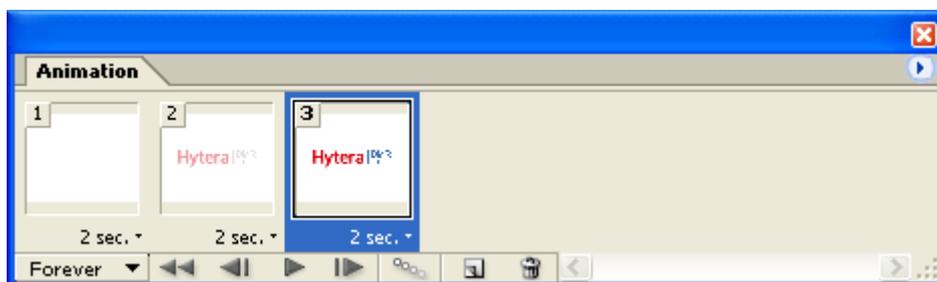


Tip:

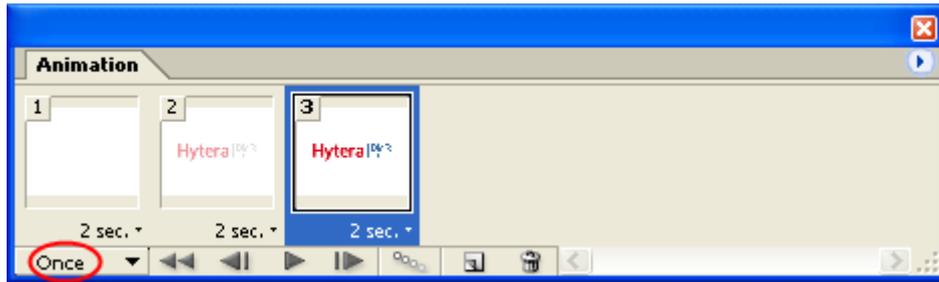
You can adjust the location of the pictures dragged into the target picture in this way:

Click to select the corresponding layer in the Layers and then click . Hold the left mouse button within the picture to adjust the picture's location.

Step 7 Set the delay time of each frame: click  beside "0 sec" under the frame, and select "2" in the dropdown menu.



Step 8 Set the play times: select "Once" in the "Selects looping options" menu.



Step 9 Click  to play the animation, and check the effects on “pic-1”.

Step 10 Select “File -> Save Optimized” to save the GIF file.

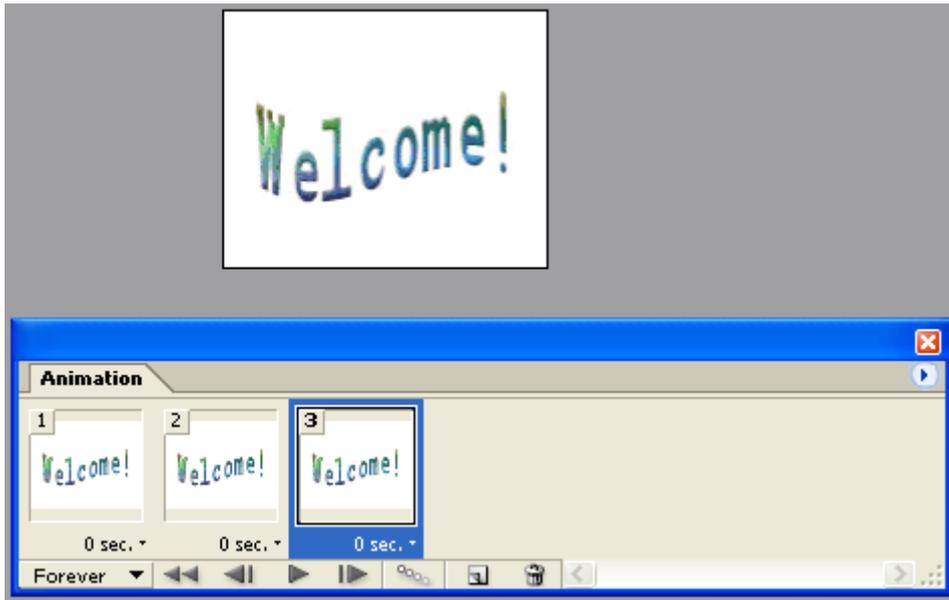
3. Additional Instruction

In this section, we will introduce another common way to make animation: use one picture only, and set different transparencies of it to make gradual change. For example, the greeting, “Welcome!”, comes out gradually on the power-up screen.

The word "Welcome!" is displayed in a light blue, slightly blurred font, representing the first frame of an animation where the text is barely visible.The word "Welcome!" is displayed in a medium blue, slightly blurred font, representing the second frame of an animation where the text is more visible.The word "Welcome!" is displayed in a clear, dark blue font, representing the third frame of an animation where the text is fully visible.

To make this animation, just use the picture as clear as the third picture, and create the gradual change effects by setting different transparencies of it.

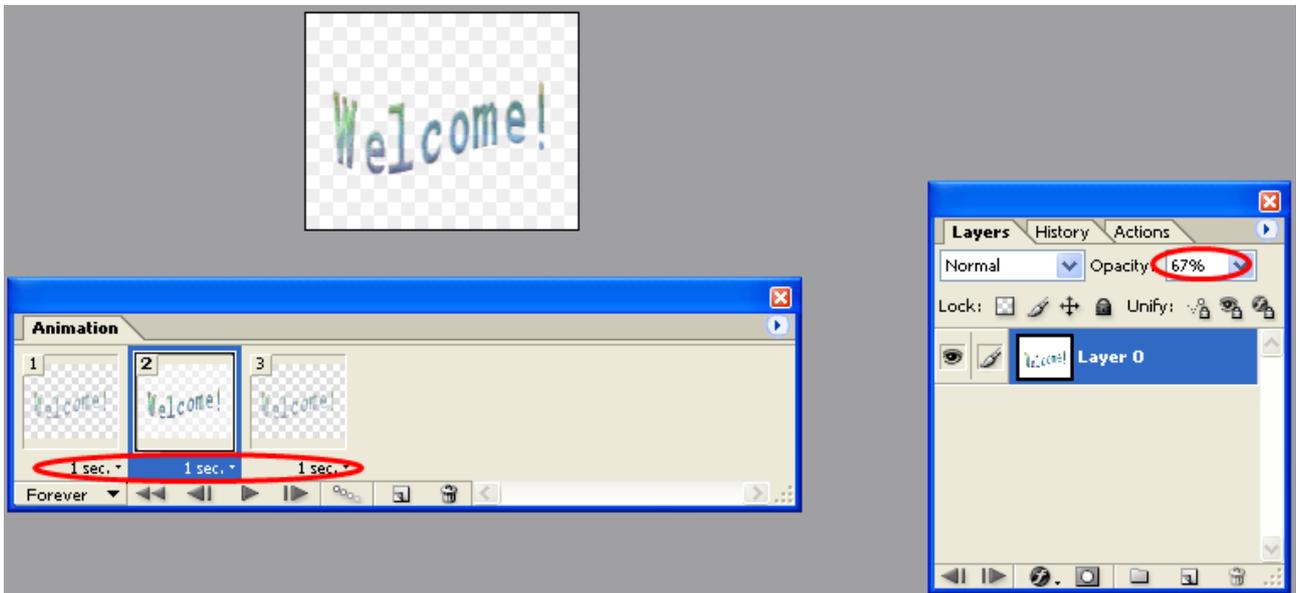
Step 1 Click  twice in the Animation window to create the second and third frames.



Step 2 Set the transparency of the pictures in the frames, to have a gradual change effect.

Transparence: 33% (frame 1), 67% (frame 2), and 100% (frame 3).

Step 3 Set the delay time to “1sec” for each frame.



Step 4 Finish the production as the steps in previous introduction.

4. Further Process

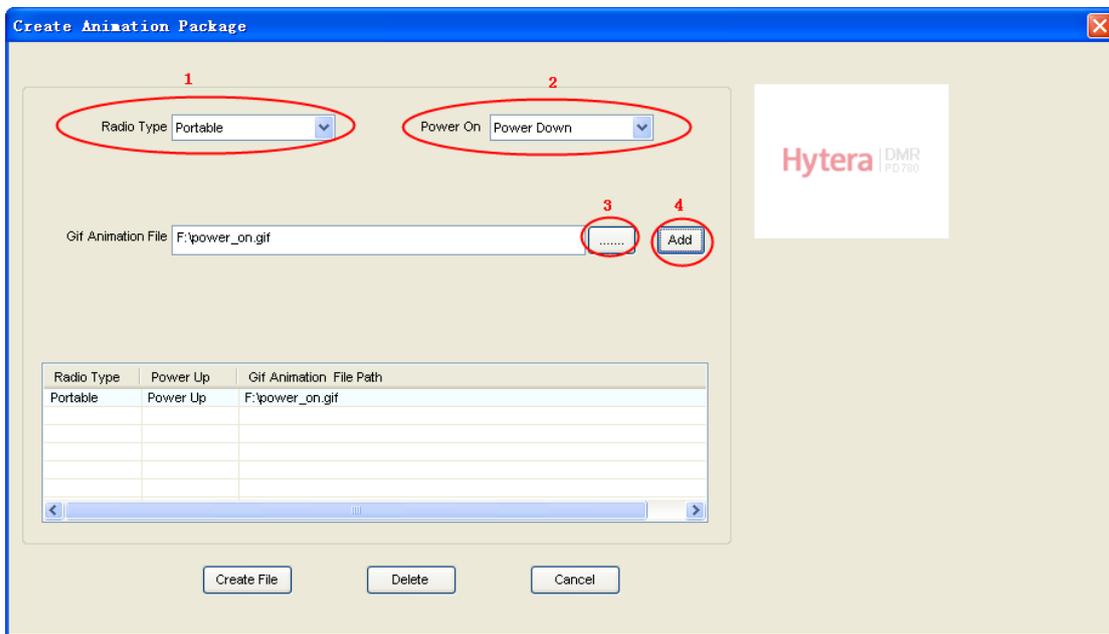
After the GIF files are produced, you can convert the file to the animation package in the CPS of V4.05 or a newer version, and then write it into the products via the following steps.

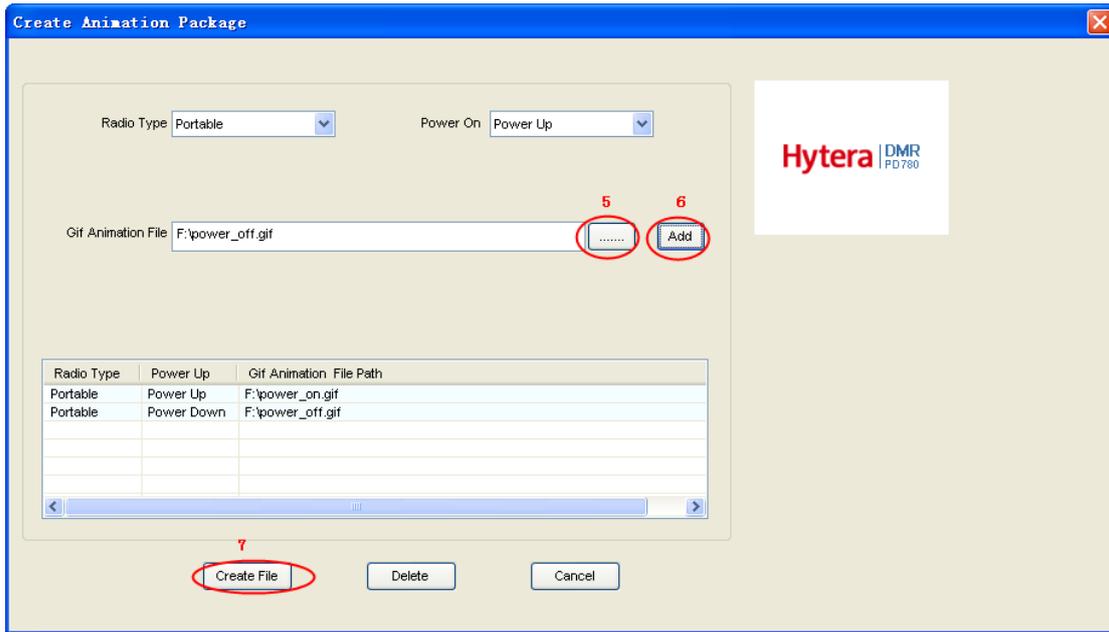
4.1 Creating Animation Package

Select “Tools -> Create Animation Package” in the CPS, and add the GIF file from the pop-up window.

Note:

You can not create the animation package until the GIF files are added into it.





4.2 Writing Animation Package

Select “Tools -> Load Animation And Language Package”, and choose the communication port from the pop-up window. Then you can write the animation package into the product.

