

Weather Defender

# Tutorial 4: Animation

Step-by-Step Guide

Trial Version

Software Version 1.1

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## Lesson 4: Animation



A video of this tutorial is available at: [www.weatherdefender.com/tutorials.aspx](http://www.weatherdefender.com/tutorials.aspx)

In this lesson, you will learn:

- What the Animation feature does
- How it works
- How to customize Animation Settings

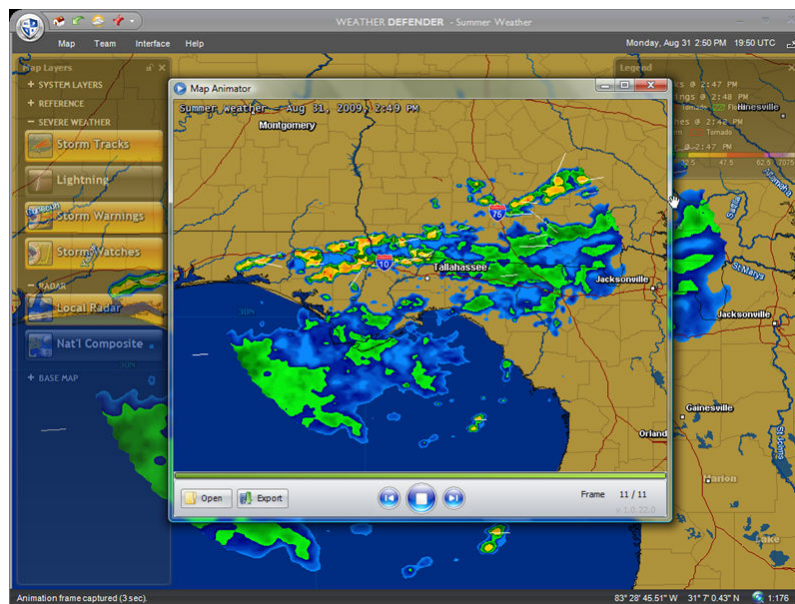
### What is the Map Animator?

The **Map Animator** can tell you where storms have been, where they are going, and when it is safe to sound the all-clear.

### How it works

Every few minutes, Weather Defender captures a screenshot of the local weather activity and adds it to a **video file** on your computer.

Just click the **Animation** button on the **Map** toolbar to launch the **Map Animator** and a new window will appear displaying the animation.



Animations begin building the moment you start Weather Defender on your computer. The longer you leave it running, the longer your animation will run. This also means that you won't be able to see footage from an hour ago if the program has only been up for 10 minutes.

### **Your Animation Settings**

**Animation Settings** may be accessed from the **Animation** button on the **Map** toolbar. These will allow you to modify the size, duration, and geographic coordinates of your animation.

To **lock your animation** to a specific geographic coordinate – even if you reposition the screen – click the “**Capture at fixed coordinates**” option and enter the desired latitude and longitude dimensions. Or, click **Use Current** to lock the animation to your current screen's view.

The **window size** of the animation may be adjusted under the **Frame Size** section. The default is 640 pixels wide by 480 pixels high. If you increase this number, be careful not to set it too high, or animation captures will take longer and degrade performance.

The **update interval** (which determines how often screens are captured) and the total length of the animation may be modified under the **Capture Frame** section. The larger the update interval, the faster the animation will appear to be, because more time elapses between each capture.

Finally, the **Image Effect** tab allows you to superimpose custom text and imagery over the animation video.