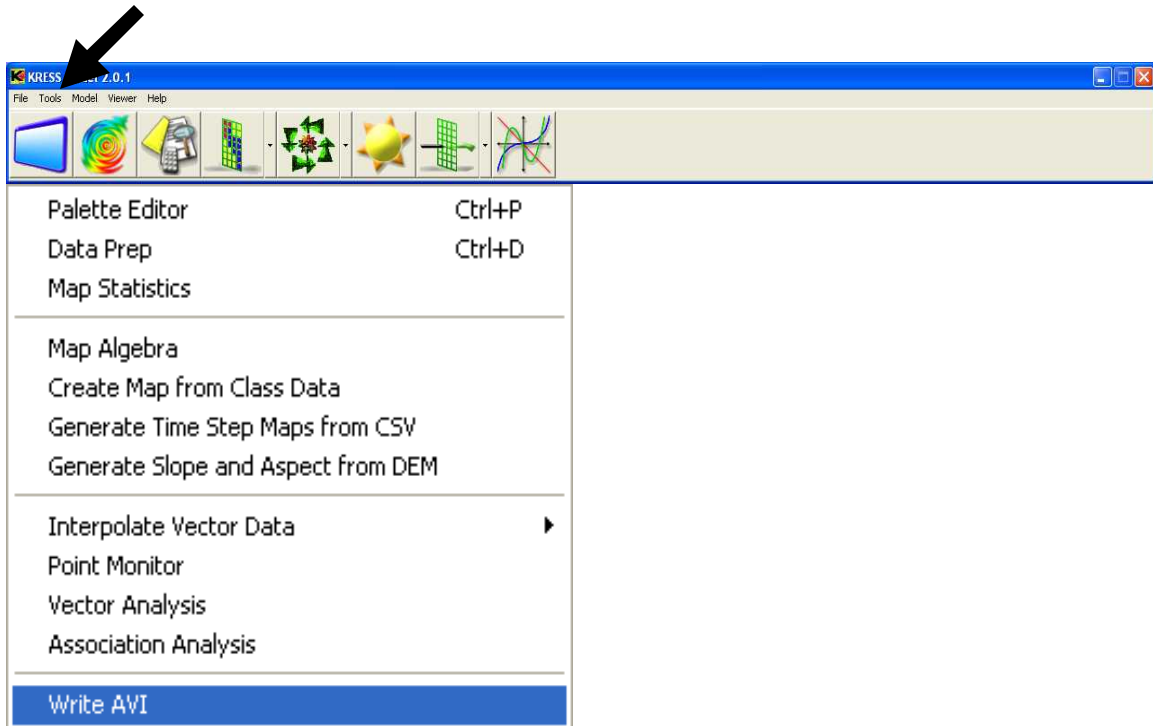
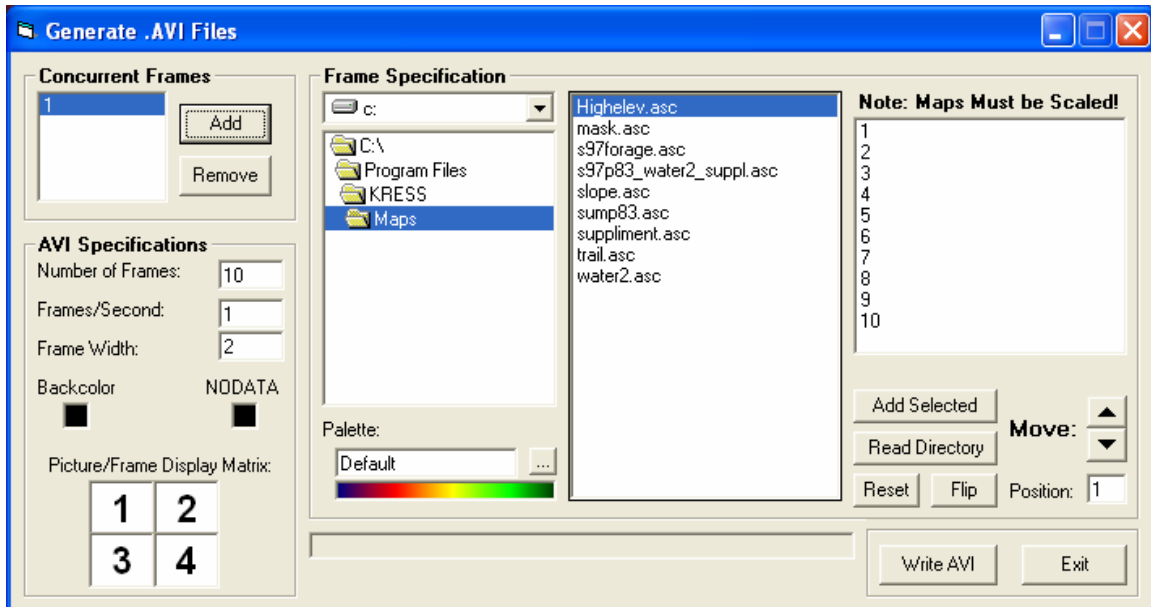


Write AVI

KRESS will allow users to create AVI files to view sequential data like comparing change over time. The AVI generator can be accessed by clicking **Write AVI** under the tools menu.



The user should first designate how many frames will be used in the AVI file by entering the number in the **Number of Frames** textbox. This should be equivalent to the number of files being loaded. To determine how long the AVI file will be, the user must designate a value in the **Frames Per Second** textbox. The more frames per second, the faster the AVI will progress through the data files. If the user wants more than one movie, or collection of data sets, showing simultaneously, they may add a **Concurrent Frame** by clicking the **Add** button at the top left of the screen. The user may designate up to four simultaneous data collections, but they all must have the same number of frames and frames per second. The **Frame Width** textbox allows the user to set the width of the border between the different concurrent frames. The larger the number, the bigger the gap between the simultaneous AVI files. The user can also choose which concurrent frame is placed where on the screen by typing in the frame number in the diagram at the bottom left of the screen. The **Backcolor** and **No Data** colors can be set by clicking on the color boxes below their respective labels.



To select the files to be included in the AVI file, the user must browse for them. The available files in each directory will appear in the text box near the center of the screen. These files may be added by double clicking the desired file, pressing the **Add Selected** button, or by pressing the **Read Directory** button, which will input all the files located in the selected directory. The **Reset** button will clear all files from the AVI Generator. The files must be put in sequential order. They can be moved by selecting the file and pressing the up or down arrows by the **Move** label. The user can also designate the desired frame number for a file by entering it in the **Position** text box. It will then be automatically repositioned on the list. The **Flip** button will reverse the order of the files.

It is important to note that each concurrent frame has its own list of files being used. After the file list has been set for concurrent frame number 1, the user must click on the next concurrent frame in the upper left hand corner of the screen to begin working on the list of files for the second concurrent frame. Also important is that the files used in the AVI Generator must have been previously scaled. This can be done using the data preparation module in KRESS.

The palette to be used for the AVI may be selected by clicking the “...” button under the palette label and browsing for a new palette. Palettes can be created by using the KRESS Palette Editor.

When everything is set, the user must click the **Write AVI** button. Upon clicking the button, the user will be prompted to select an output name and directory as well as given the option of several types of compression for the AVI file.