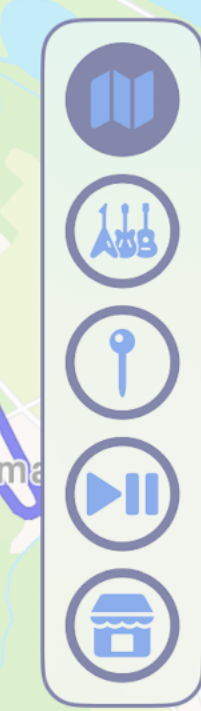


# AnnieMap

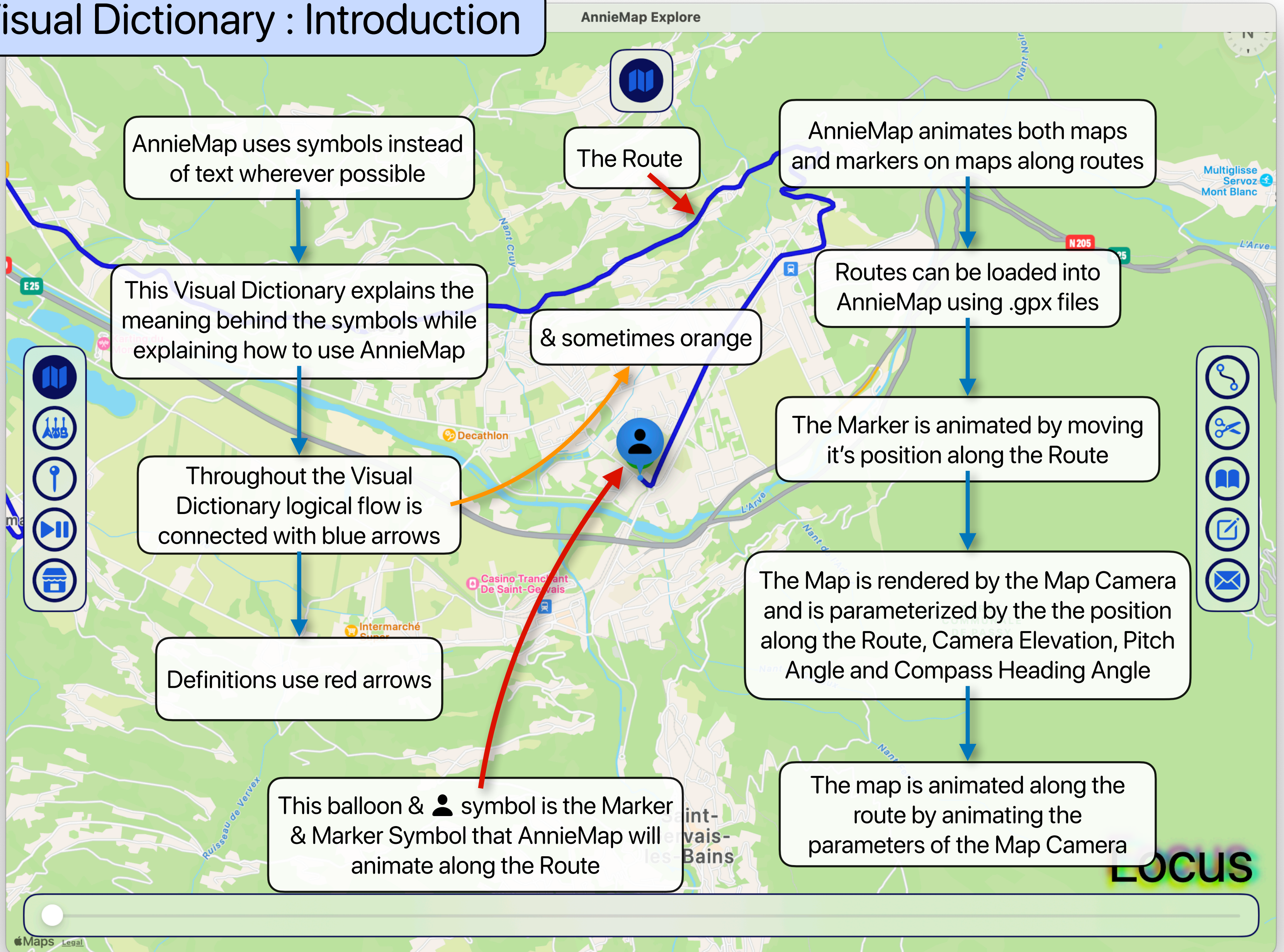


# Visual Dictionary





# Visual Dictionary : Introduction





# Map Controls

AnnieMap Explore

iOS

macOS

move up or down, left or right

- drag map with one finger

- press the arrow keys
- click and hold the mouse or trackpad, then drag the map
- on a trackpad, drag using two fingers

rotate the map

- touch and hold map with two fingers, then rotate your fingers

- press option & arrow keys
- click and hold the compass while dragging
- on a trackpad, rotate using two fingers
- press option & drag left and right using two fingers on a trackpad

tilt the map

- touch and hold map with two fingers, then drag up and down

- press option & drag up and down using two fingers on a trackpad
- press option & click and hold the mouse, then drag up and down

zoom the map

- double tap (leaving finger on screen after second tap), then drag up or down
- pinch with two fingers open or closed

- double click to zoom in (& option for out)
- press command & + keys
- on a trackpad, pinch with two fingers open or closed

online reference

<https://support.apple.com/guide/iphone/view-maps-iph10d7bdf26/ios>

<https://support.apple.com/guide/maps/keyboard-shortcuts-and-gestures-mps36380d1ed/mac>



# AnnieMap Mode Selector Panel






AnnieMap Explore

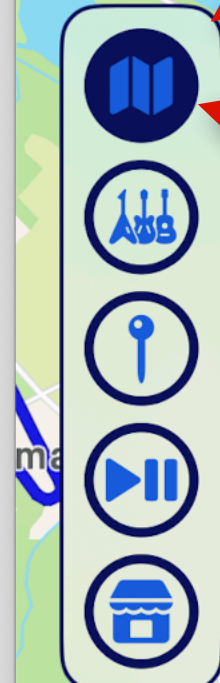
window title displays active mode on macOS

tapping a button in the App Mode Selector Panel changes AnnieMap's active mode

active mode has dark button

AnnieMap workflow runs from top to bottom

-  = Explore Mode
-  = Style Settings Mode
-  = Waypoints Mode
-  = Animation Mode
-  = Store Mode





**Locus**



# Explore Mode Switcher

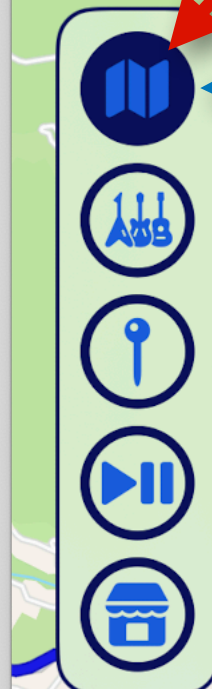
AnnieMap Explore

 = Explore Mode Switcher

 = Explore Mode

In Explore mode the Explore Mode Switcher button appears

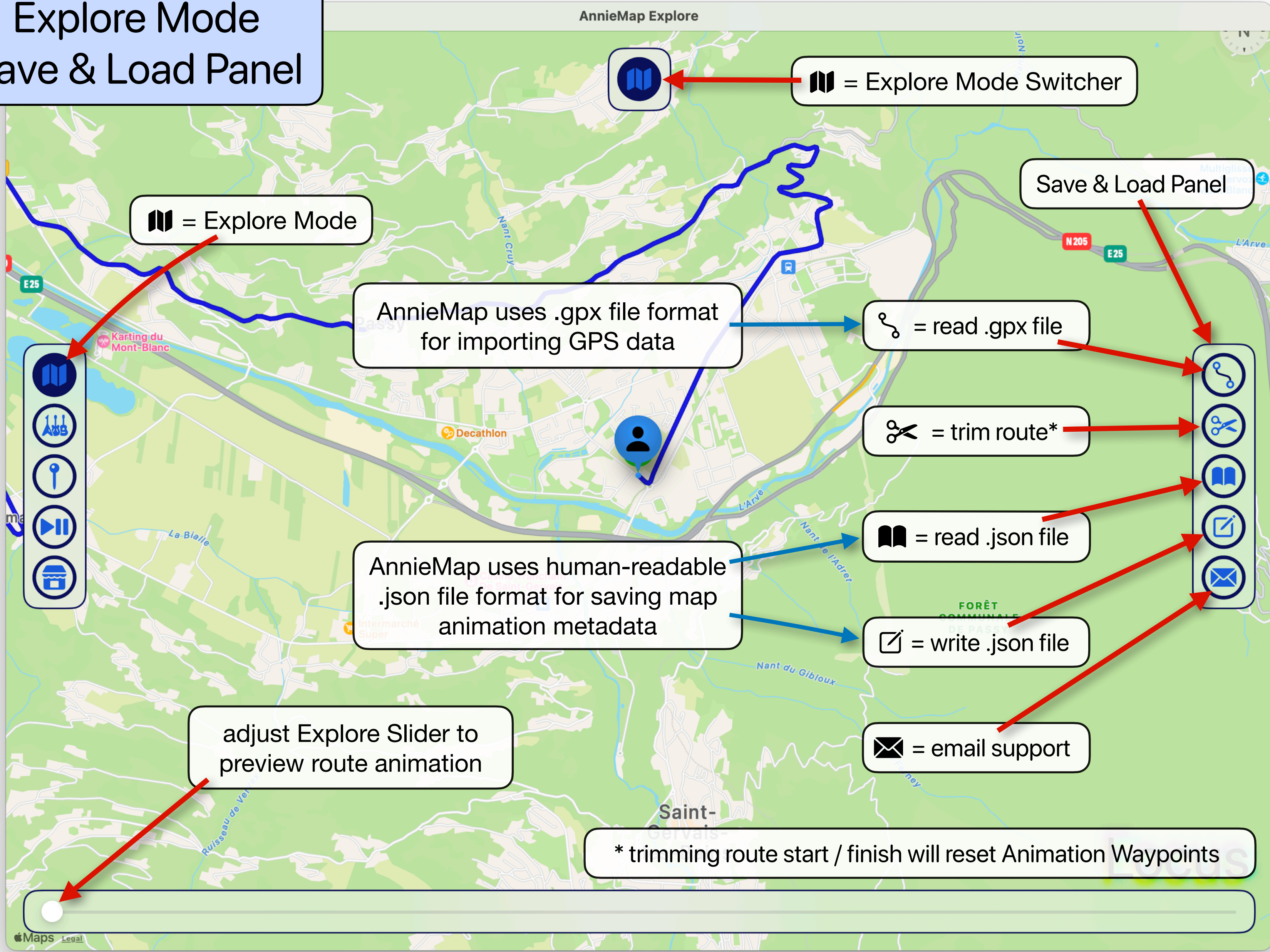
Tapping the Explore Mode Switcher button cycles through the three explore modes: Save & Load, Charts and Explore



**Eocus**



# Explore Mode Save & Load Panel



= Explore Mode Switcher

= Explore Mode

Save & Load Panel

AnnieMap uses .gpx file format for importing GPS data

= read .gpx file

= trim route\*

AnnieMap uses human-readable .json file format for saving map animation metadata

= read .json file

= write .json file

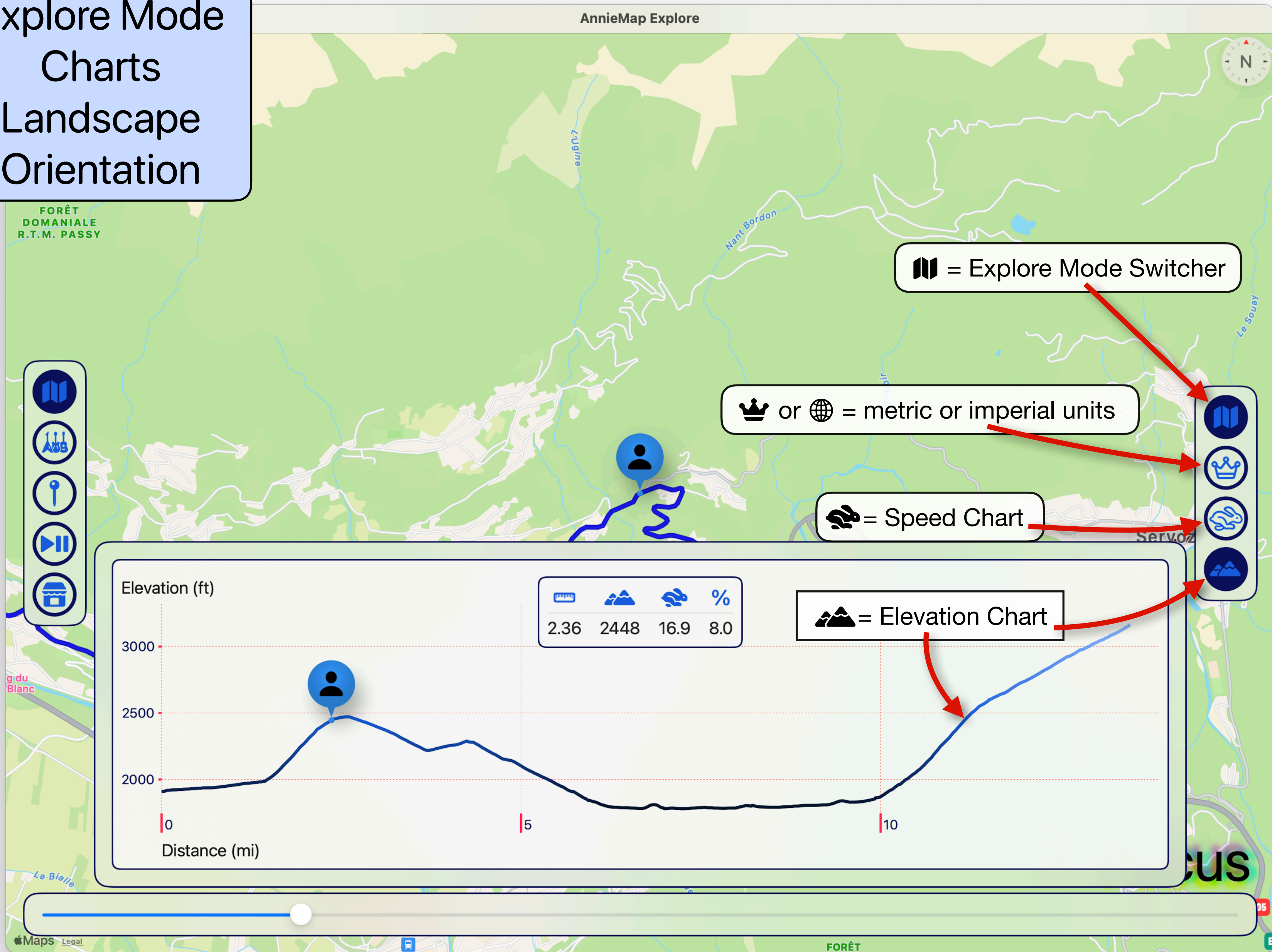
adjust Explore Slider to preview route animation

= email support

\* trimming route start / finish will reset Animation Waypoints

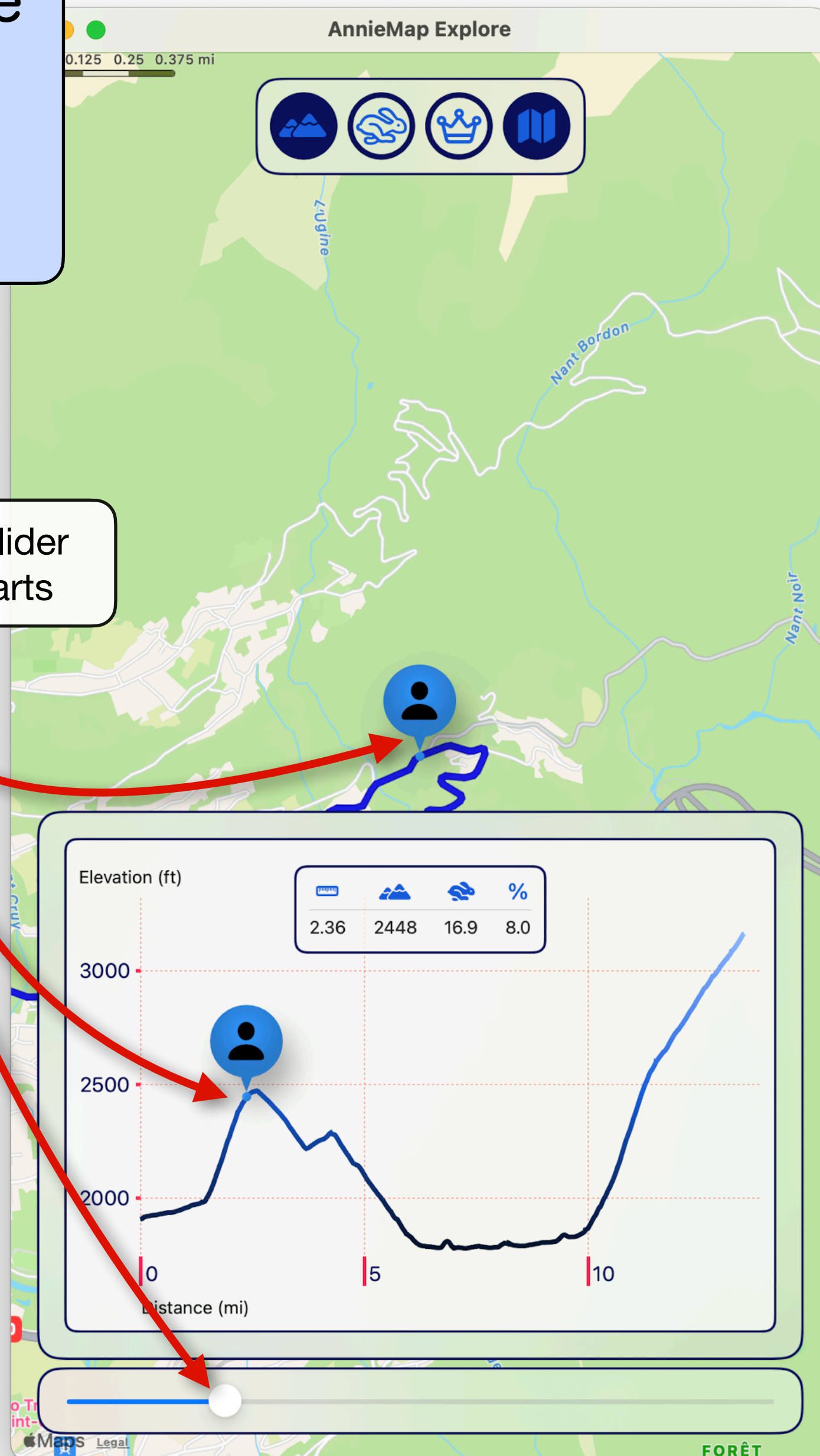


# Explore Mode Charts Landscape Orientation





# Explore Mode Charts Portrait Orientation



Adjusting Explore Slider updates map & charts

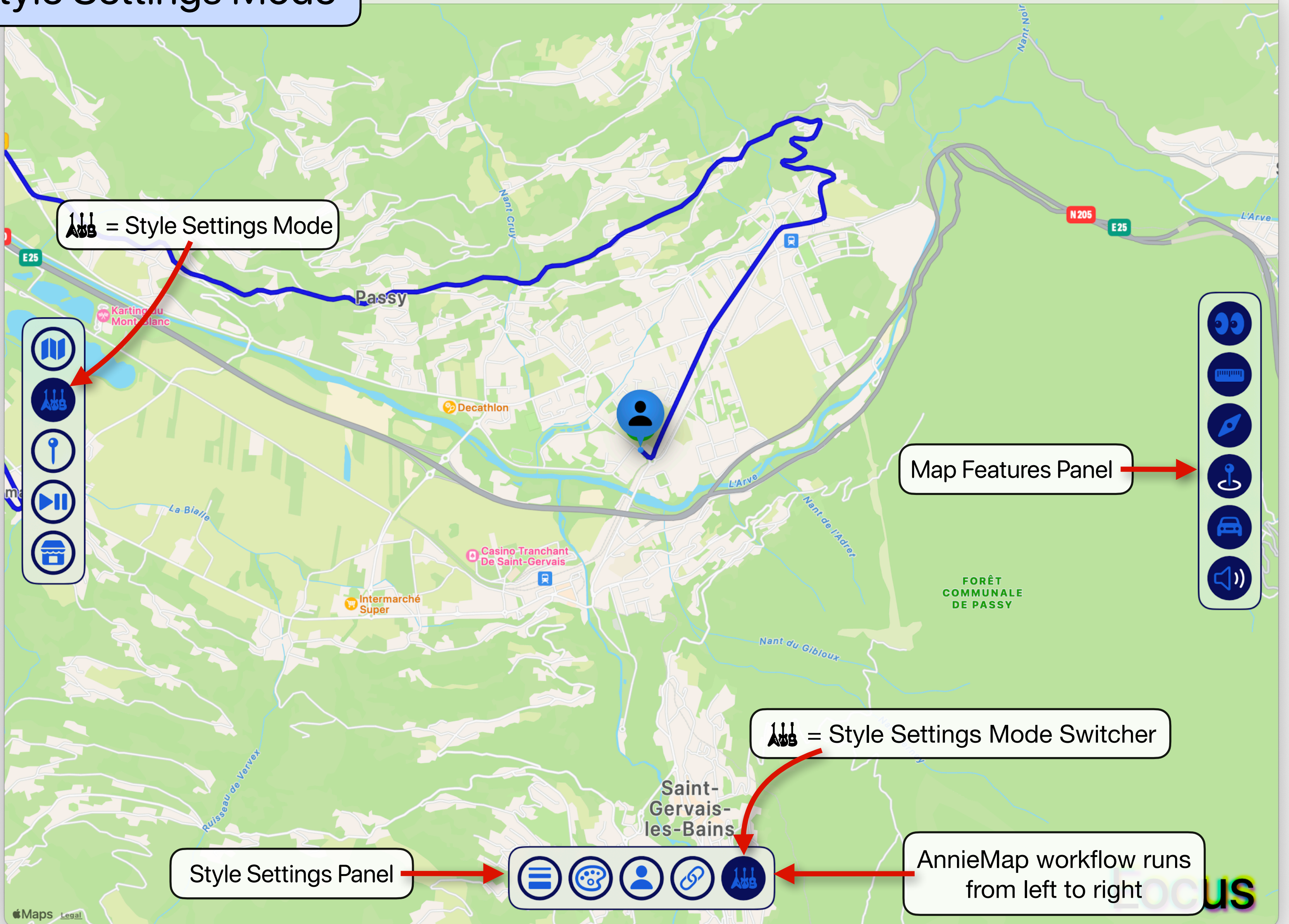
When AnnieMap is in portrait orientation the chart fills the lower half of the display so the user can see both the chart and the route simultaneously

On iPhone or iPad, simply rotate the device to change between portrait and landscape orientations. On Mac drag on the perimeter of the window to change the window size between portrait and landscape orientations.



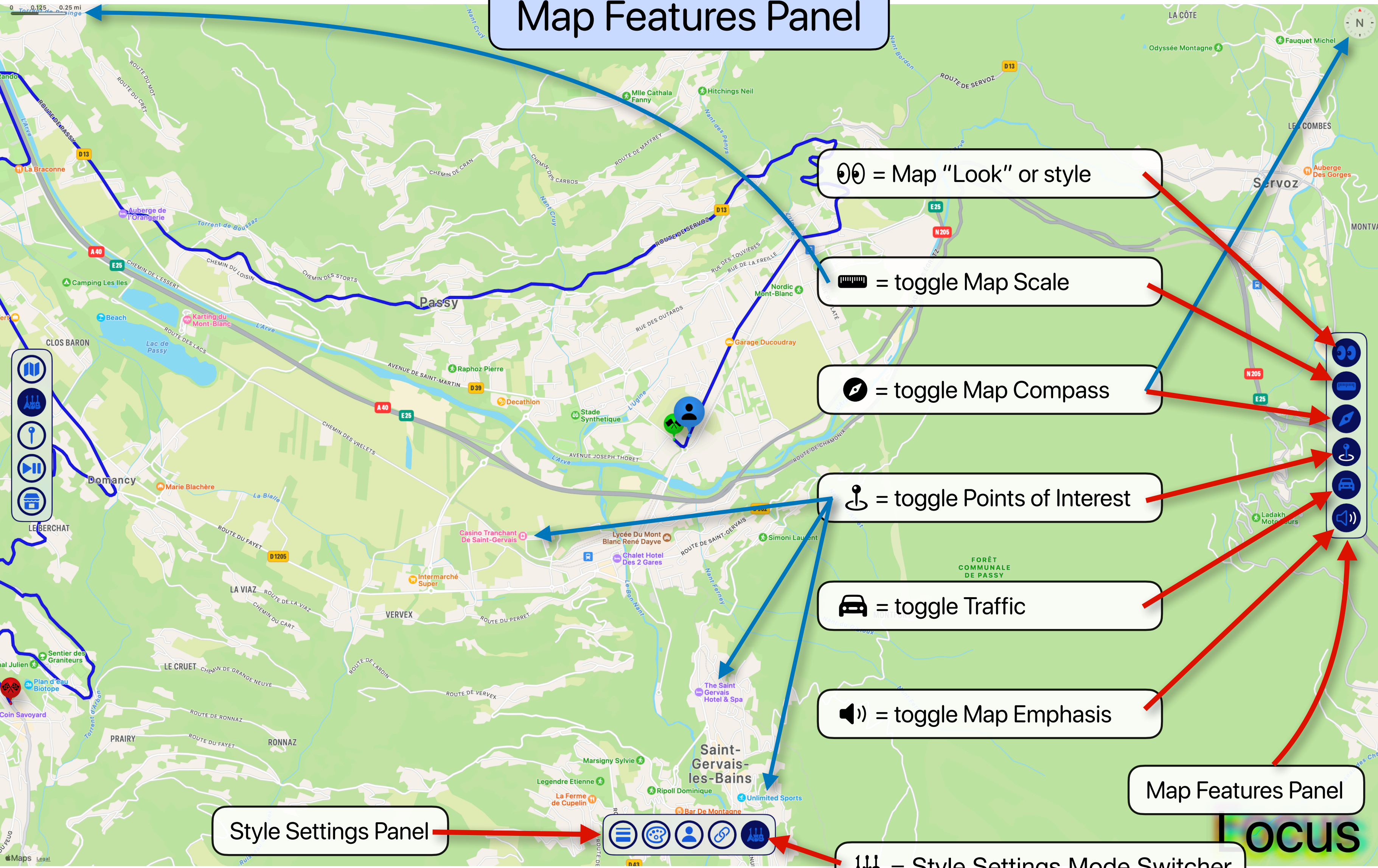
# Style Settings Mode

AnnieMap Style Settings





# Style Settings Mode Map Features Panel



= Map "Look" or style

= toggle Map Scale

= toggle Map Compass

= toggle Points of Interest

= toggle Traffic

= toggle Map Emphasis

Map Features Panel

Style Settings Panel

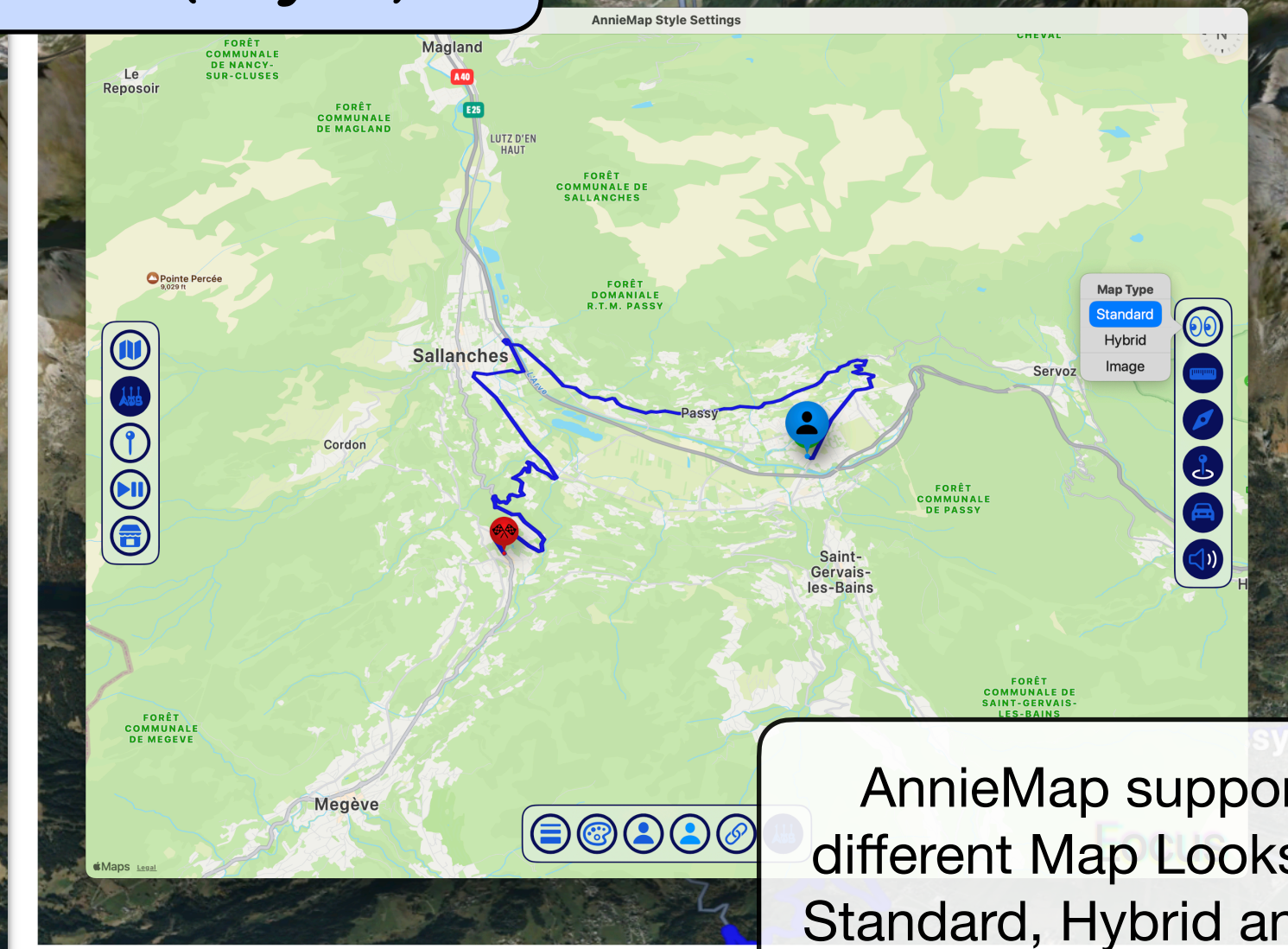
= Style Settings Mode Switcher

OCUS



# Style Settings Mode Map Look (style)

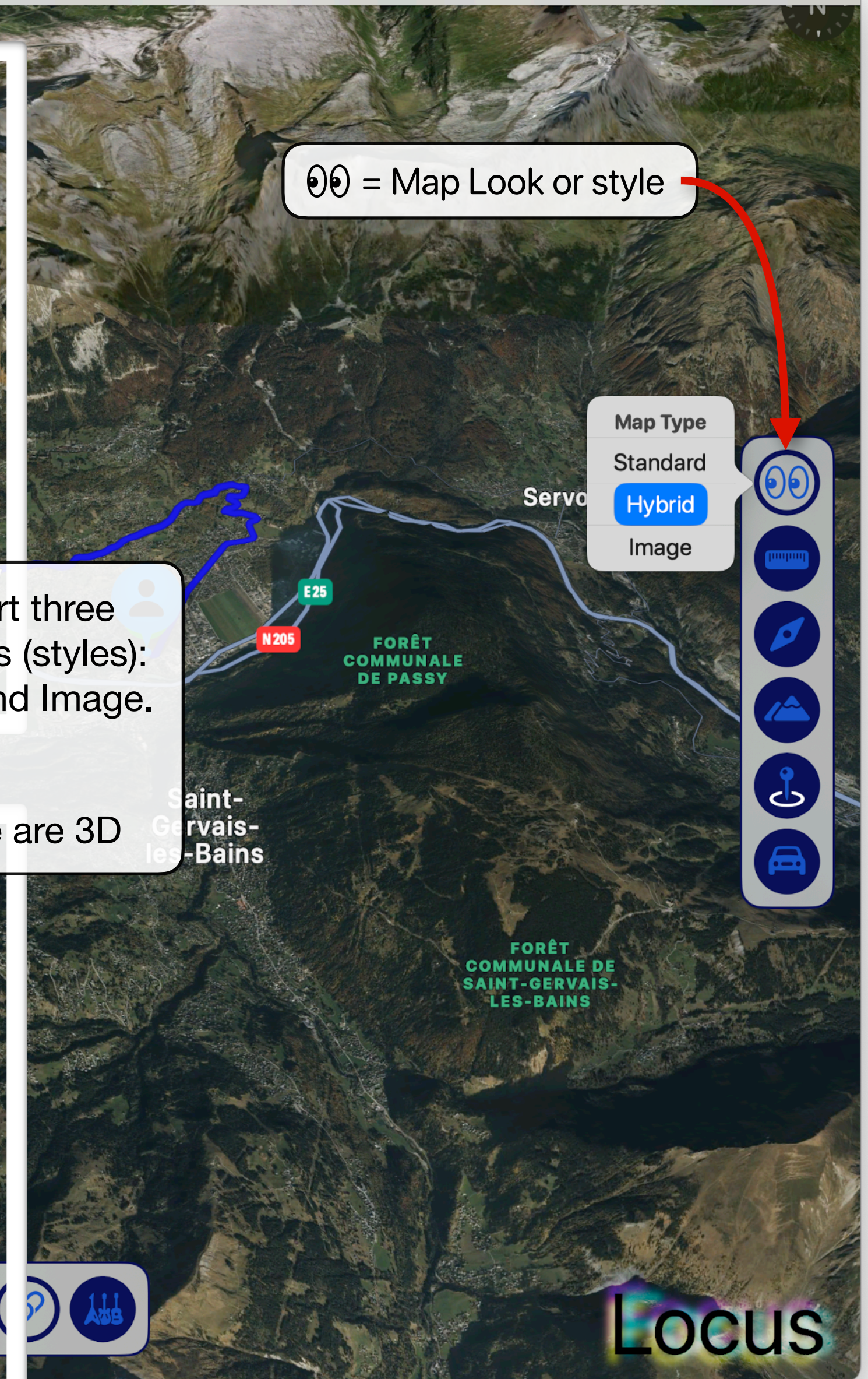
AnnieMap Style Settings



👁️ = Map Look or style

AnnieMap support three different Map Looks (styles): Standard, Hybrid and Image.

Hybrid and Image are 3D



Apple Maps Legal

Apple Maps Legal

Locus

Locus

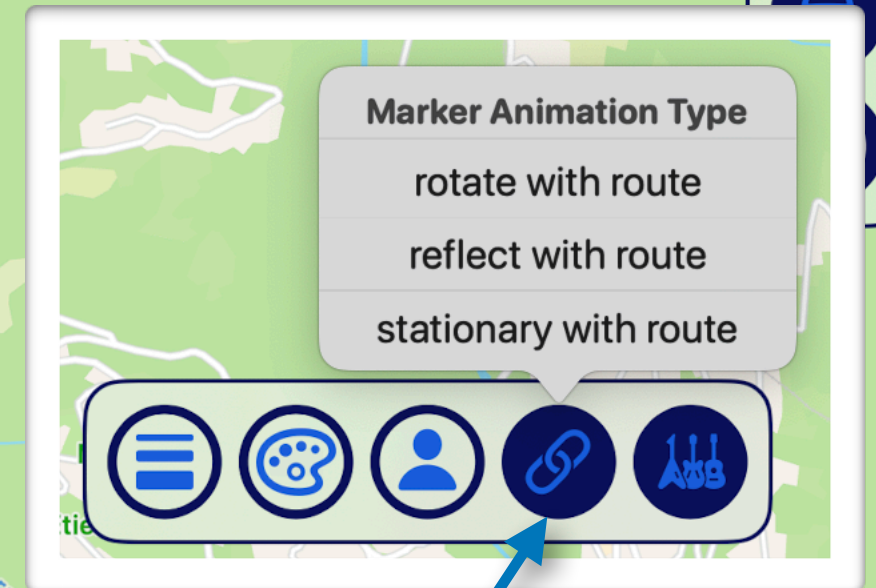
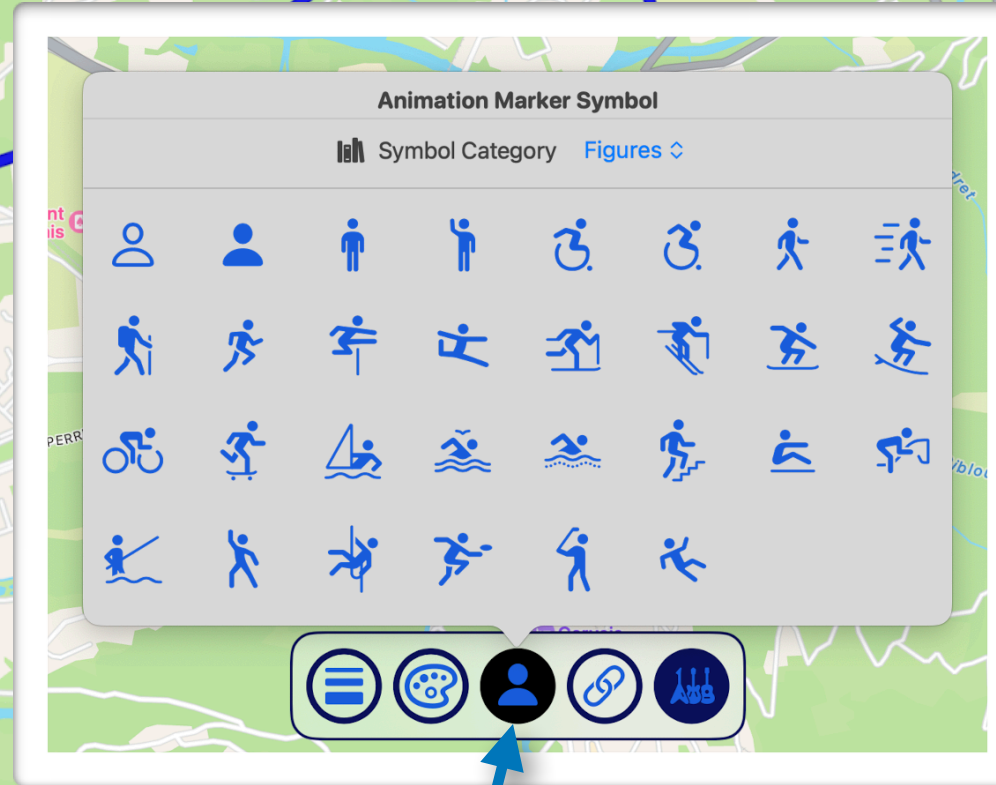
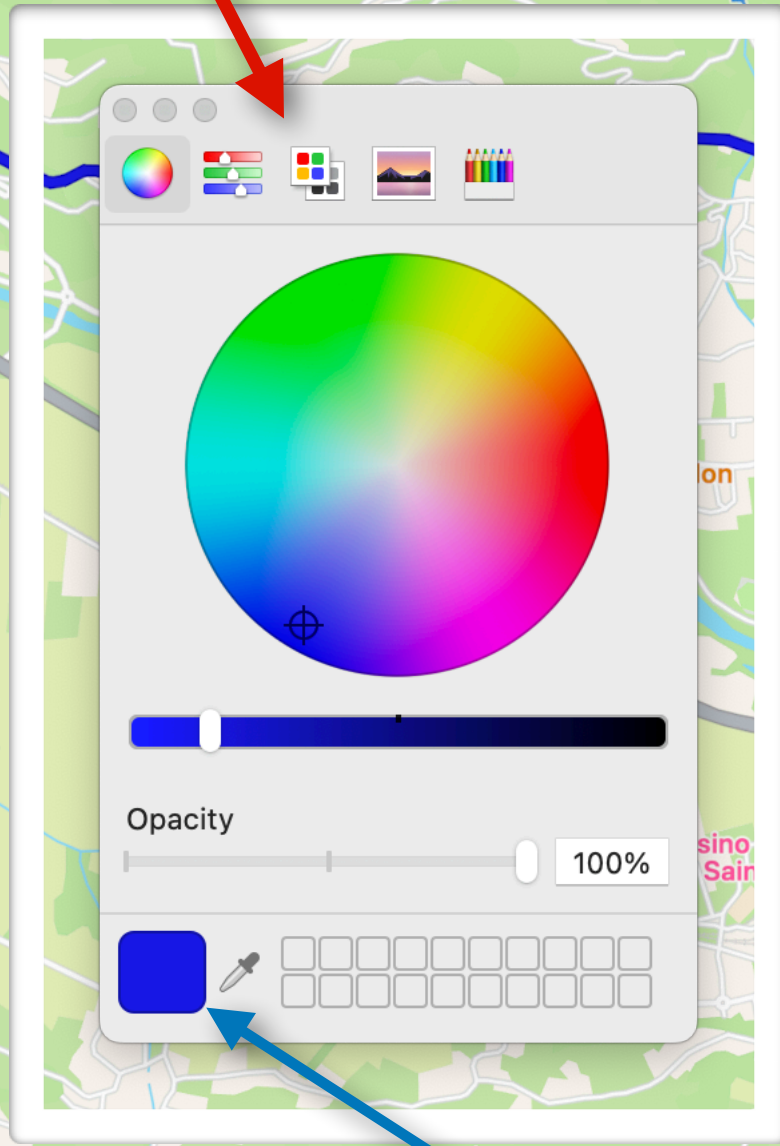


# Style Settings Mode Style Settings Panel

AnnieMap Style Settings

† On macOS, the Color Picker window is owned by the system and not owned by the AnnieMap app and as such the location where the Color Picker window appears may not be near the AnnieMap window, especially when using multiple displays.

Color Picker window on macOS



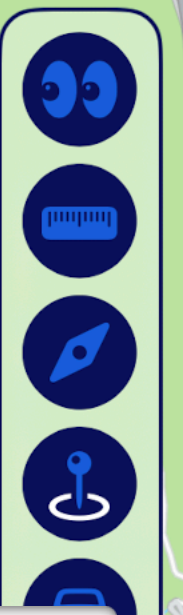
👤 = select Marker Symbol

🎨 = select Route Line Color†

≡ = select Route Line Weight

🔗 = select Marker Animation Type

👤 = Style Settings Mode Switcher





# Style Settings Mode Style Settings Panel

AnnieMap Style Settings

Animation Marker Symbol

Symbol Category Figures

1

Menu, Palette, Person, Link, ABB


After selecting a Marker Symbol 1 the "select Marker Color" button will appear displaying the selected Marker Symbol and will match the current selected Color

Tapping the select Marker Color button will bring up a color picker 2

2

Color Picker

Opacity 100%


 = select Marker Color button

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# Style Settings Mode Style Settings Panel

AnnieMap Style Settings

Tapping the  Style Settings Mode Switcher cycles through the various modes of the Style Settings




 = Start Marker Symbol

 = Start Marker Color

 = Finish Marker Symbol

 = Finish Marker Color

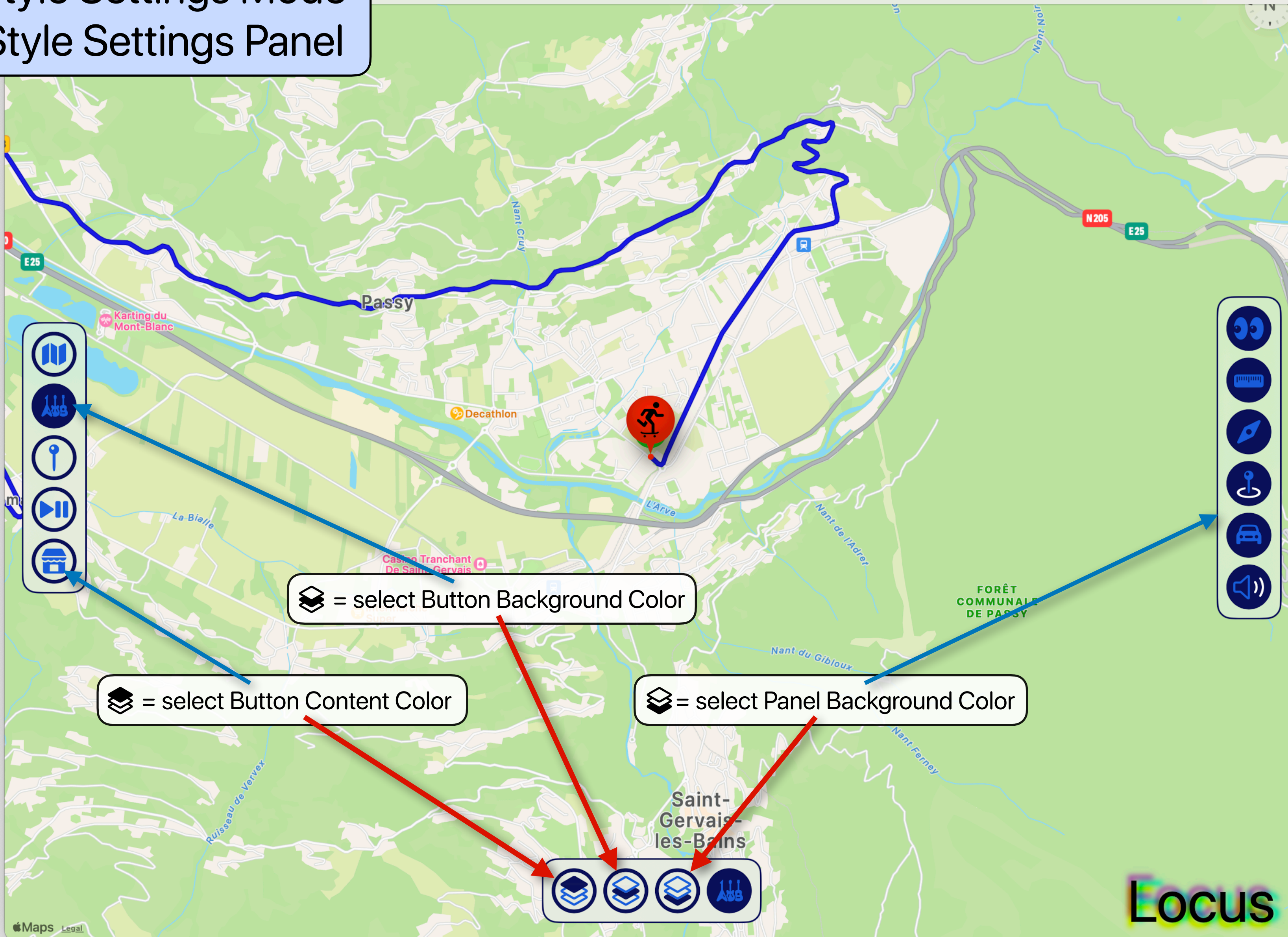


 = Style Settings Mode Switcher



# Style Settings Mode Style Settings Panel

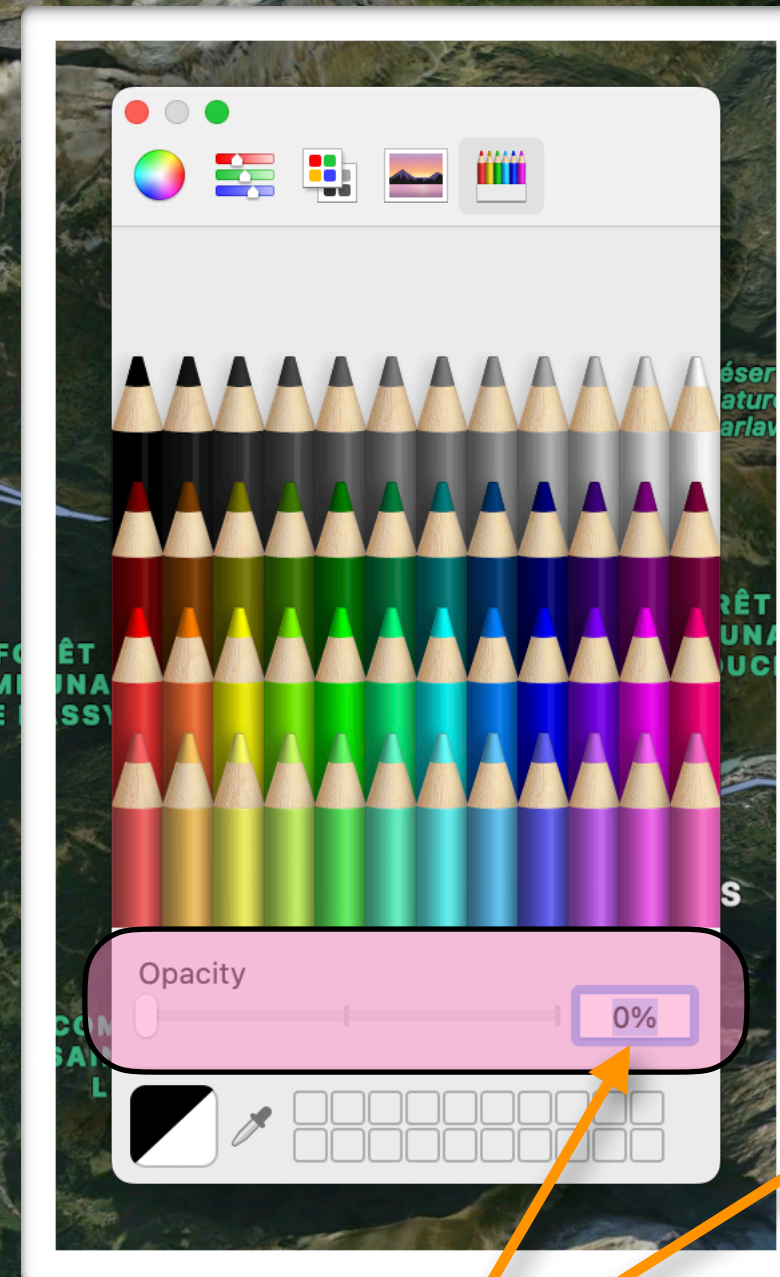
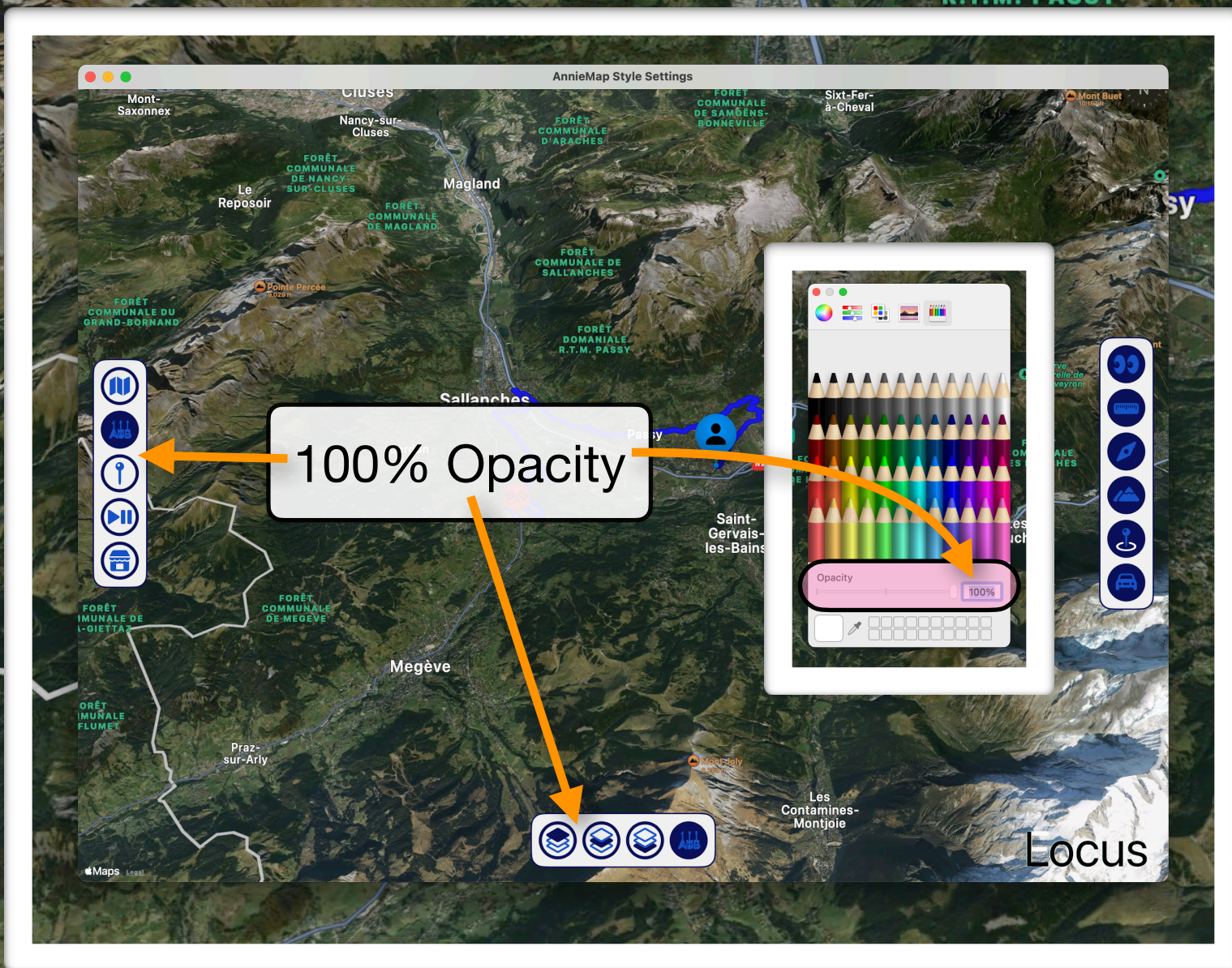
AnnieMap Style Settings






# Style Settings Mode Style Settings Panel Panel Background Color

Adjust the Panel Background Color's opacity to transform between high-contrast & frosted-glass user interfaces



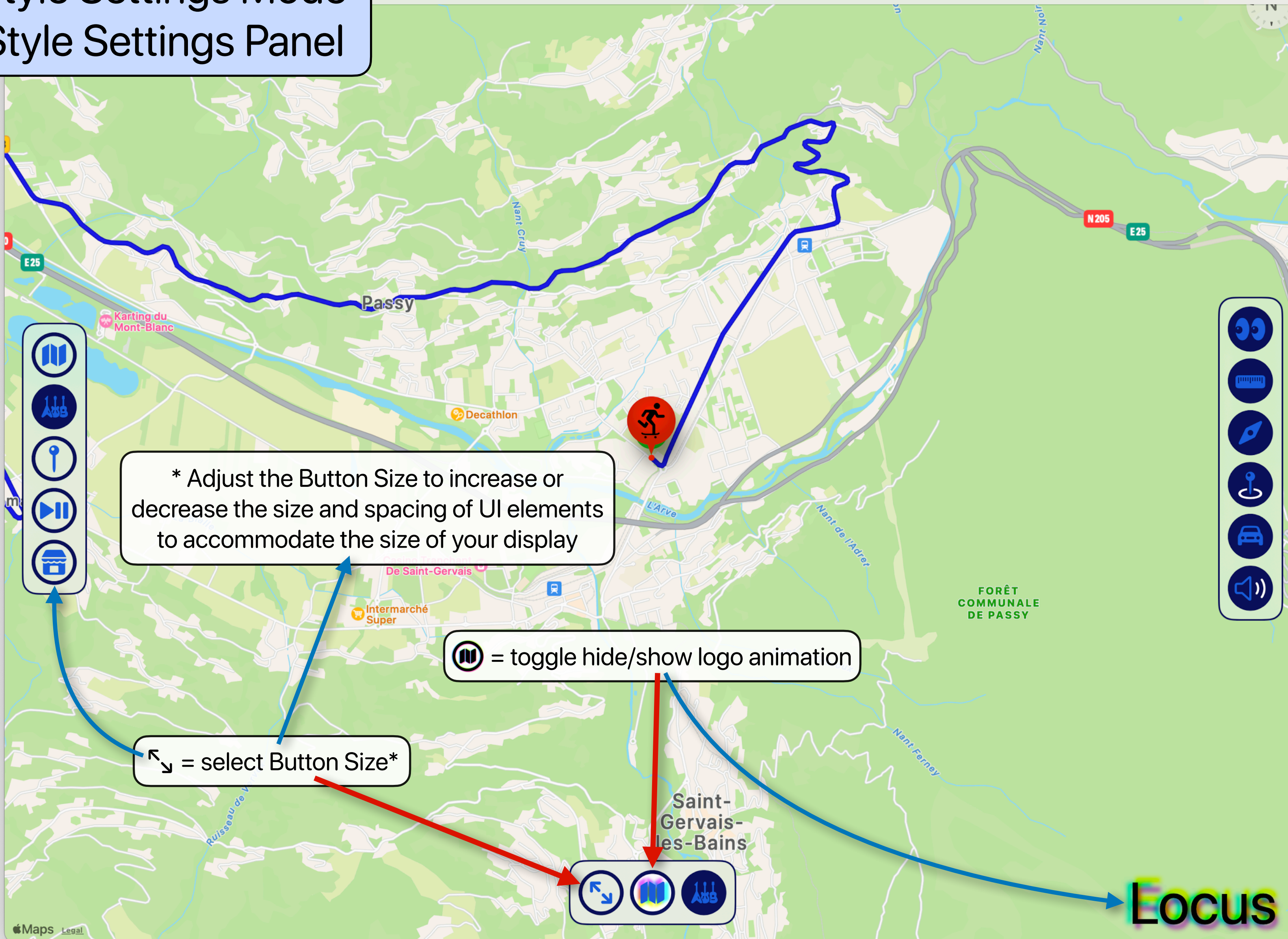
 = select Panel Background Color





# Style Settings Mode Style Settings Panel

AnnieMap Style Settings



\* Adjust the Button Size to increase or decrease the size and spacing of UI elements to accommodate the size of your display

 = toggle hide/show logo animation

 = select Button Size\*



Eocus



# Waypoints Mode Waypoints Panel






 = toggle hide/show  
Waypoints Charts

Waypoints Panel

 = toggle hide/show Slope Controls



Waypoints Table

<input checked="" type="checkbox"/>	# 0	 12000	 0	 0
<input checked="" type="checkbox"/>	# 2081	 12000	 0	 0

 = Waypoints Mode

 = toggle hide/show Waypoints Table



## AnnieMap animates the Map's Camera using Waypoints

Waypoints are points along the GPS route where the Map's Camera is specified by its Camera Parameters: Elevation, Pitch Angle and Compass Heading

AnnieMap animates the Map Camera by smoothly varying the Camera Parameters between Waypoints and the flight of the Map Camera can be visualized using the Waypoints Charts

Every animation has at least two waypoints: Start and Finish

The Camera Parameters of each Waypoint can be edited using the Waypoints Table

To add additional Waypoints:

- 1 Use the Map Controls to set the Map Camera's perspective
- 2 Tap the map along the route to place the waypoint
- 3 Fine-tune the waypoint as needed using either the Waypoints Table or by Observing the Waypoint while interacting with the map
- 4 Visualize the flight of the Map Camera through the waypoints using the Waypoint Charts



# Waypoints Mode Waypoints Table

AnnieMap Waypoints

Waypoints Table



\* The Start and Finish Waypoints cannot be disabled

<input checked="" type="checkbox"/>	# 0	12000	0	0
<input checked="" type="checkbox"/>	# 2081	12000	0	0

= Waypoints Mode

or  = enable or disable Waypoint\*

# = GPS Sample Index

= Map Camera Elevation

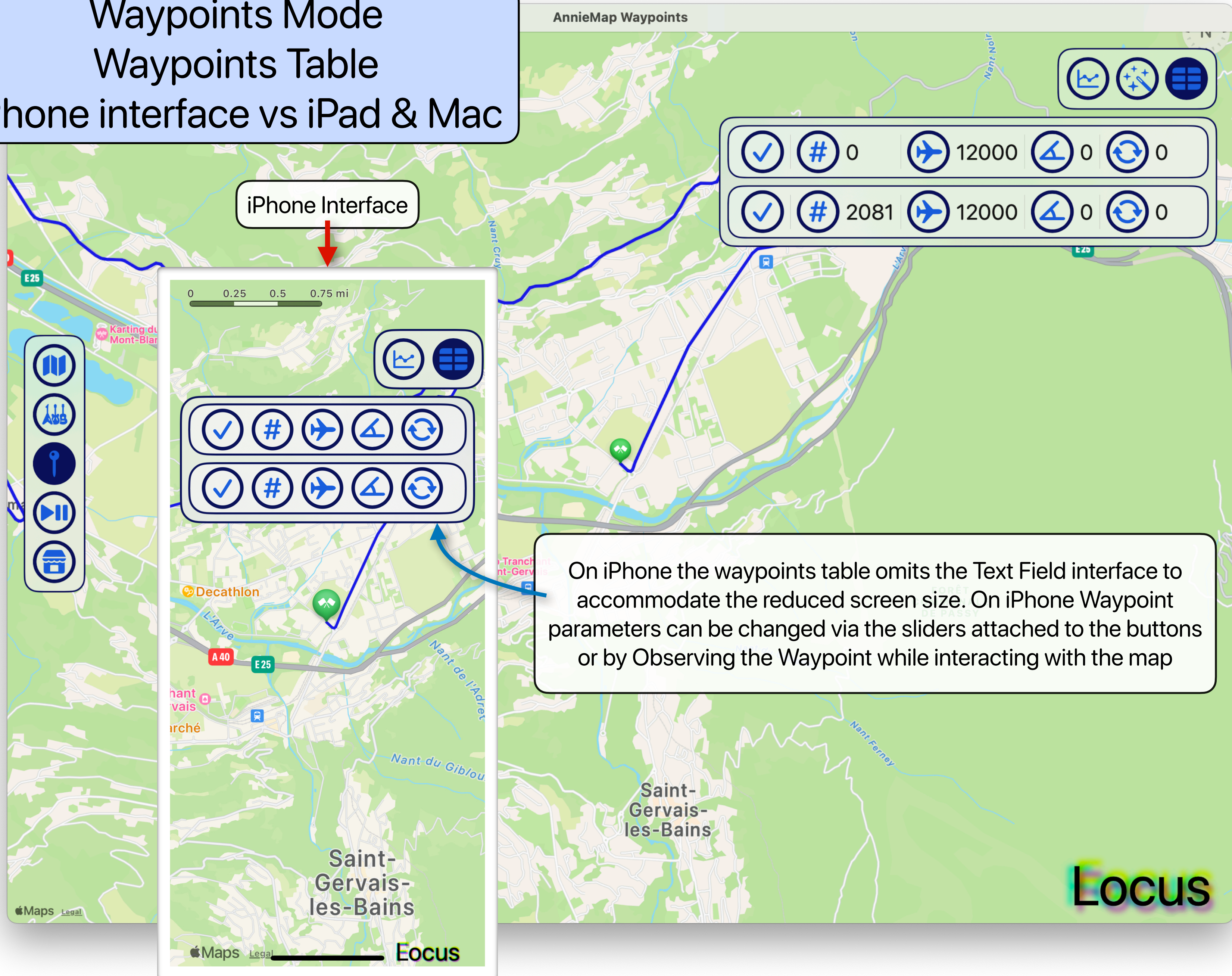
= Map Camera Pitch Angle

= Map Camera Compass Heading





# Waypoints Mode Waypoints Table iPhone interface vs iPad & Mac



On iPhone the waypoints table omits the Text Field interface to accommodate the reduced screen size. On iPhone Waypoint parameters can be changed via the sliders attached to the buttons or by Observing the Waypoint while interacting with the map



# Waypoints Mode

## Entering values into the Waypoints Table

AnnieMap Waypoints

✦ = toggle hide/show Slope Controls

Waypoints Table

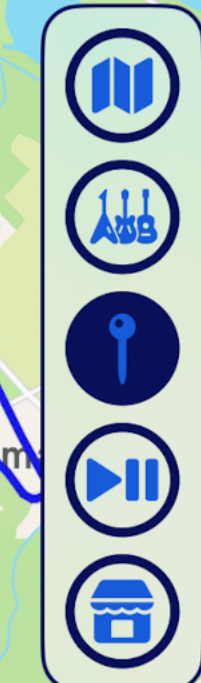
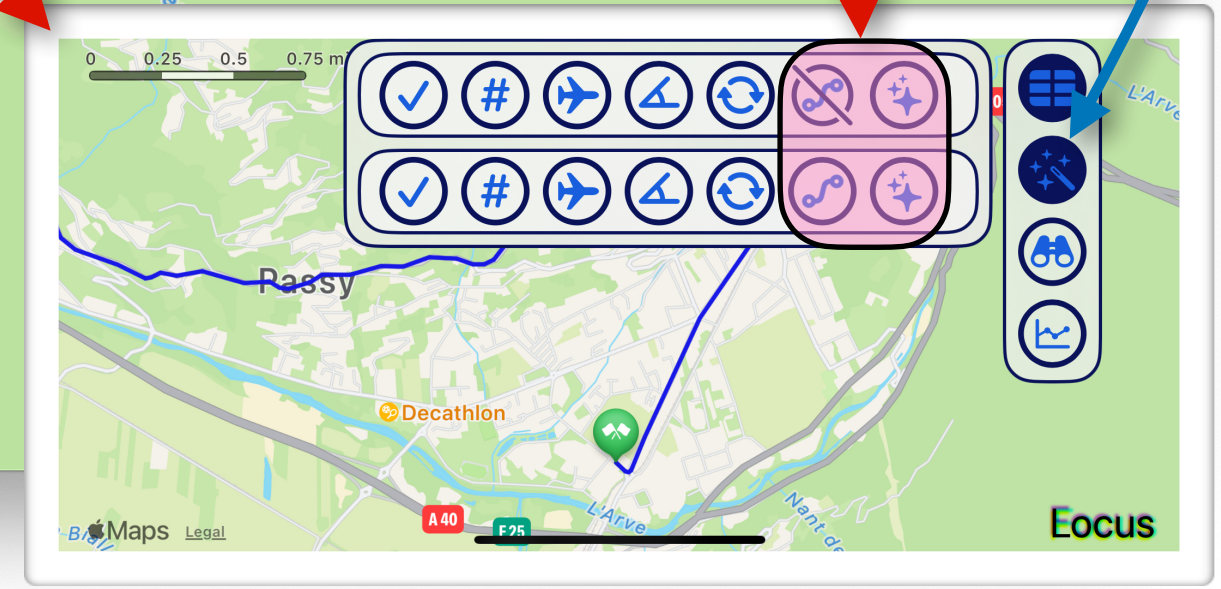
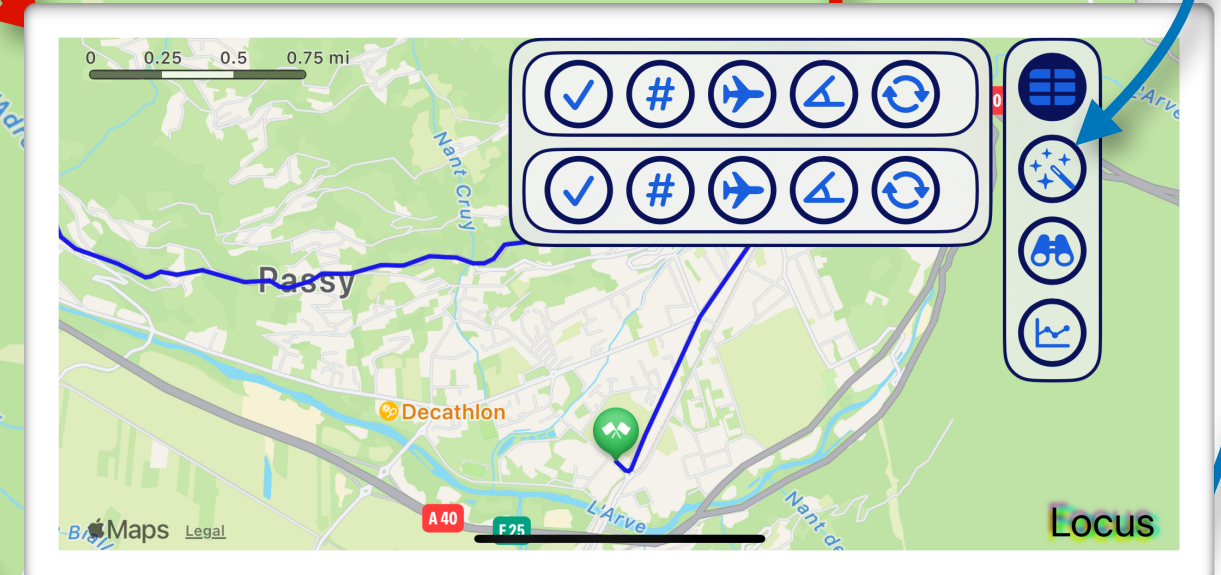
✓	# 0	✈ 12000	∠ 0	↻ 0	✦	✦
✓	# 2081	✈ 12000	∠ 0	↻ 0	✦	✦

- All circles in the Waypoints Table are buttons
- Tapping on #, ✈, ∠, ↻ or ✦ will bring up a slider the user can interact with to change the corresponding value
  - Tapping on ✓ or ✕ will disable or enable the waypoint
  - Tapping on ⤵ or / will toggle the curve type
- All numbers in the Waypoints Table are editable text fields
- Tapping on any number allows you to edit the value with the keyboard
  - Make sure to press "return" after editing or else AnnieMap won't recognize the edit
- The first and last waypoints are required and cannot be disabled and their GPS index cannot be edited
- If you need to change the GPS index of either the first or last waypoint go to the Settings Mode and Trim the route using ✂

iPhone Interface

Slope Controls

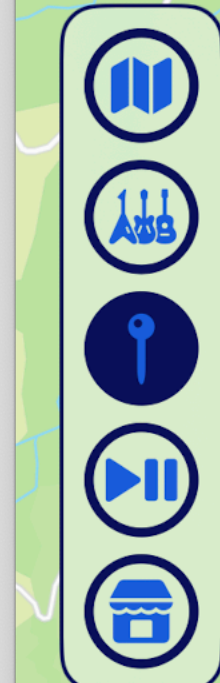
On iPhone Slope Controls ✦ are enabled in landscape orientation







Waypoints Mode  
Waypoints Table  
Observe Waypoint

 = Observe Waypoint



<input type="checkbox"/>	# 0	 12000	 0	 0
<input checked="" type="checkbox"/>	# 690	 12000	 0	 0
<input type="checkbox"/>	# 2081	 12000	 0	 0

selected waypoint

When a waypoint is selected, by tapping a row in the table, the Waypoints Table the Observe Waypoint button will appear in the Waypoints Panel and the selected waypoint will be enlarged on the map

When the Observe Waypoint button is tapped AnnieMap will:

- 1) hide the Waypoints Table & App Mode Selector Panel
- 2) track the user's changes to the map's camera
- 3) record the camera parameters into the waypoints table

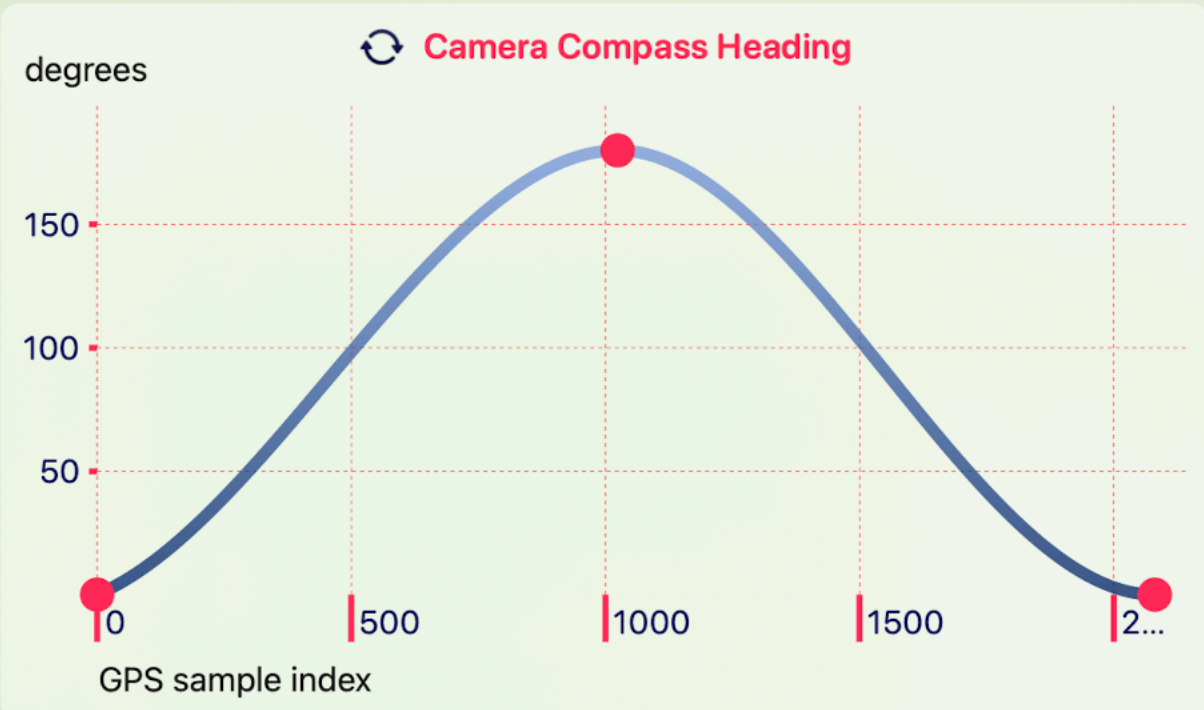
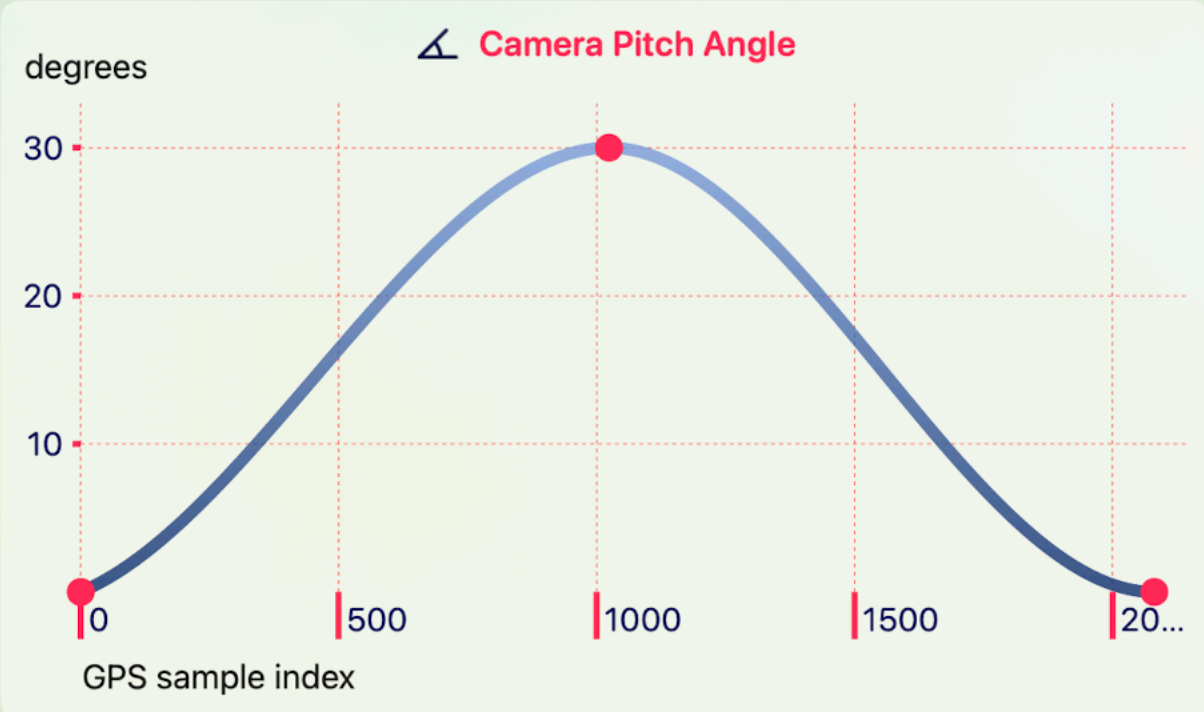
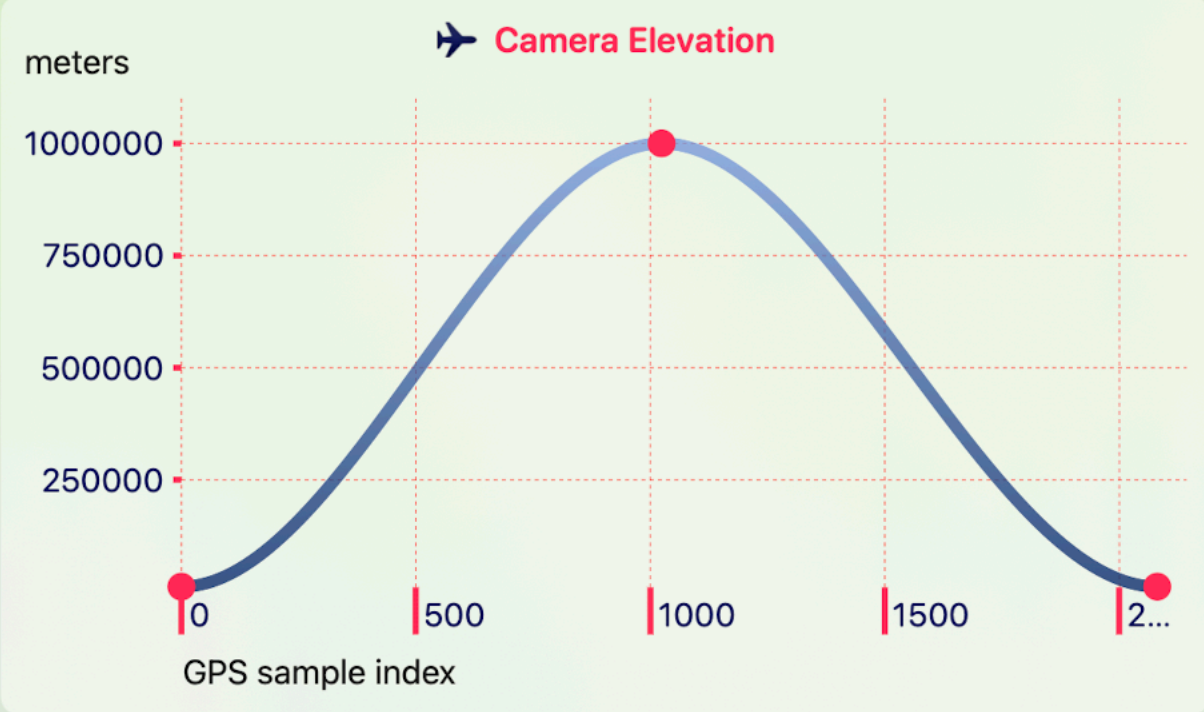
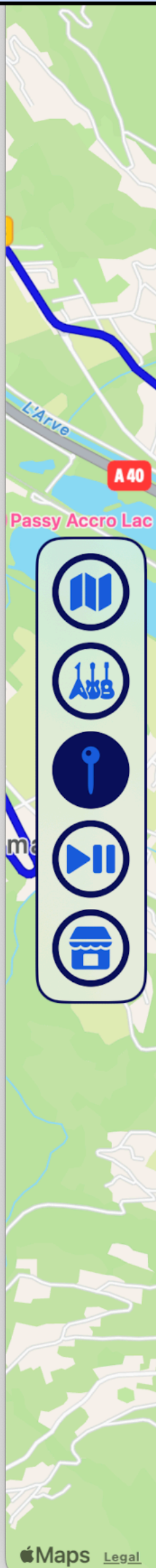
Tapping the Observe Waypoint button a second time will disable Observation (map camera tracking and recording)

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# Waypoints Mode : Charts

AnnieMap Waypoints



<input checked="" type="checkbox"/>	# 0	<input checked="" type="checkbox"/> 12000	<input checked="" type="checkbox"/> 0	<input checked="" type="checkbox"/> 0
<input checked="" type="checkbox"/>	# 1024	<input checked="" type="checkbox"/> 1000000	<input checked="" type="checkbox"/> 30	<input checked="" type="checkbox"/> 180
<input checked="" type="checkbox"/>	# 2081	<input checked="" type="checkbox"/> 12000	<input checked="" type="checkbox"/> 0	<input checked="" type="checkbox"/> 0



= toggle hide/show Waypoints Charts

= toggle hide/show Elevation Charts

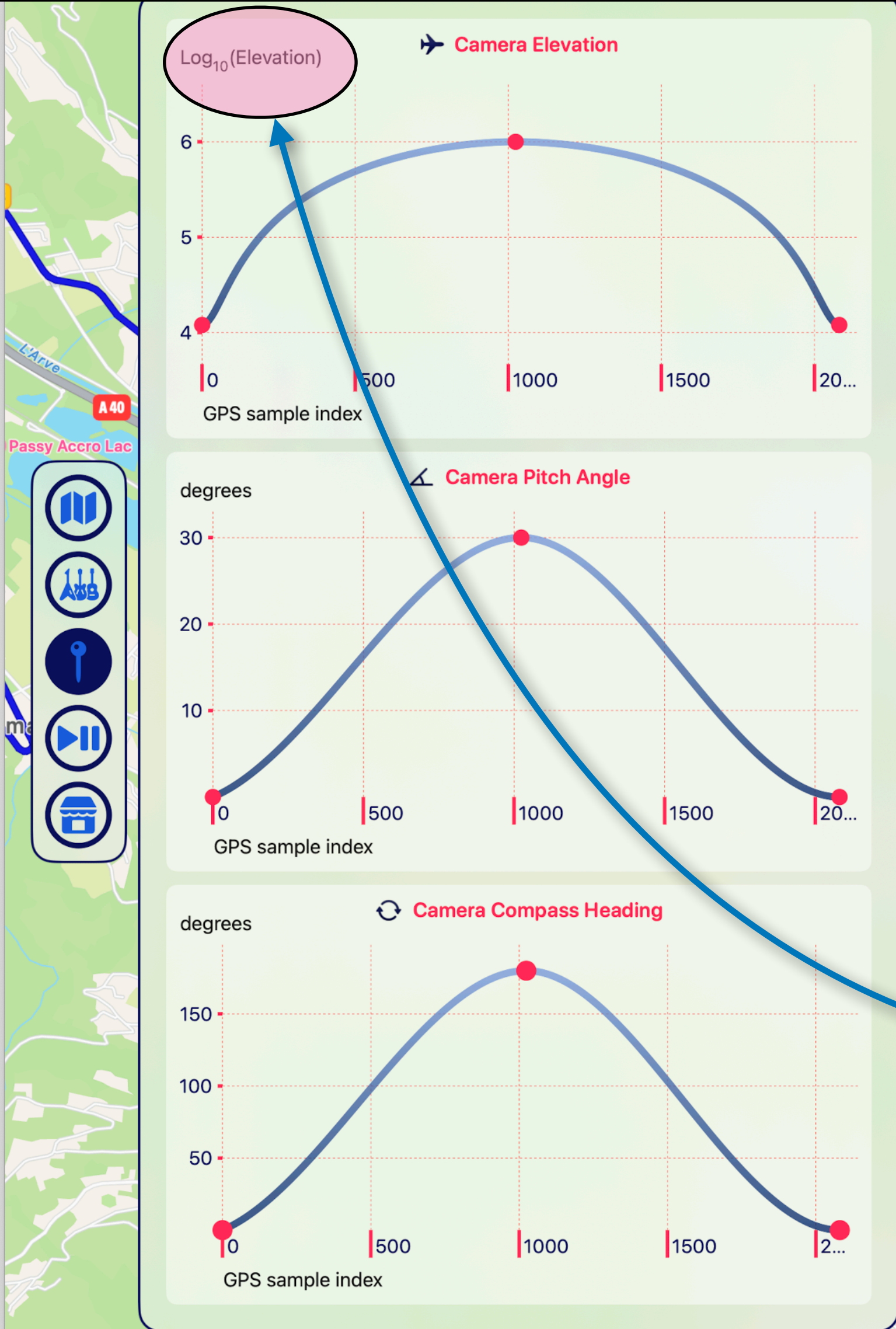
= toggle hide/show Pitch Chart

= toggle hide/show Heading Chart

Charts respond in real time to change in the camera parameters in the Waypoints Table



# Waypoints Mode : Charts : Log Elevation



<input checked="" type="checkbox"/>	# 0	<input checked="" type="checkbox"/> 12000	<input type="checkbox"/> 0	<input type="checkbox"/> 0
<input checked="" type="checkbox"/>	# 1024	<input checked="" type="checkbox"/> 1000000	<input type="checkbox"/> 30	<input type="checkbox"/> 180
<input checked="" type="checkbox"/>	# 2081	<input checked="" type="checkbox"/> 12000	<input type="checkbox"/> 0	<input type="checkbox"/> 0

When the range of elevations across the Waypoints is very large (12,000 to 1,000,000 meters in this example) it can become difficult to visualize the elevation profile. Toggling the Elevation Chart into Log mode can help in this case.

= toggle hide/show Elevation Charts

long-press to toggle between linear and log Elevation Chart



# Waypoints Mode : Charts : Log Elevation : Motivation

in space

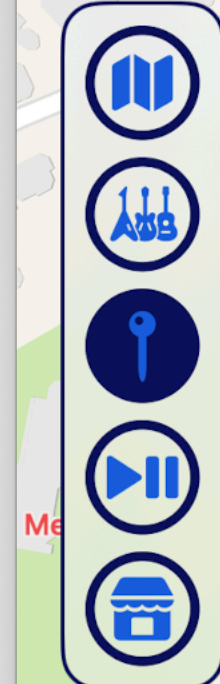
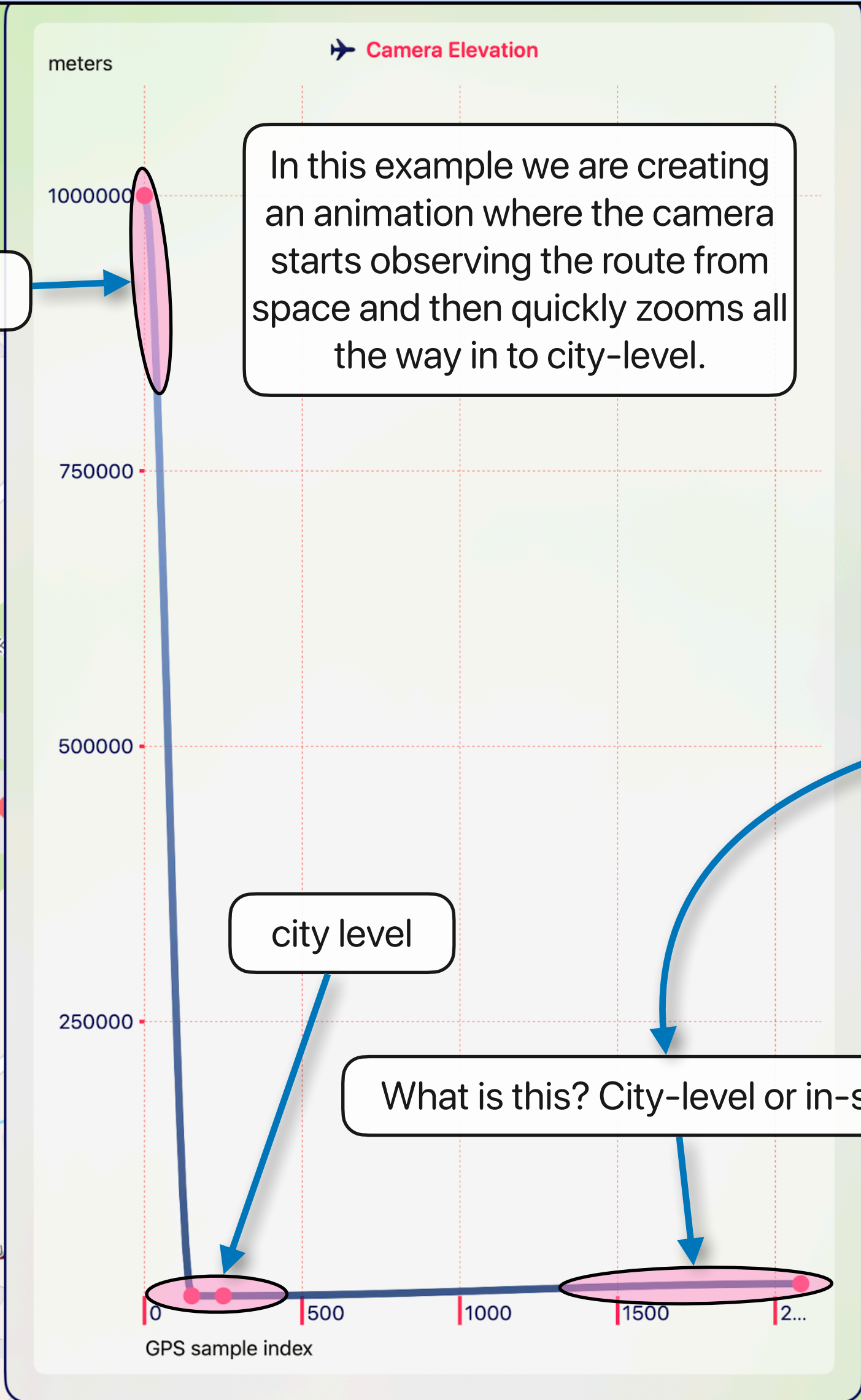
In this example we are creating an animation where the camera starts observing the route from space and then quickly zooms all the way in to city-level.

city level

What is this? City-level or in-space?

<input checked="" type="checkbox"/>	# 0	<input checked="" type="checkbox"/> 1000000	<input type="checkbox"/> 0	<input type="checkbox"/> 0
<input checked="" type="checkbox"/>	# 150	<input checked="" type="checkbox"/> 1000	<input type="checkbox"/> 0	<input type="checkbox"/> 0
<input checked="" type="checkbox"/>	# 250	<input checked="" type="checkbox"/> 1000	<input type="checkbox"/> 0	<input type="checkbox"/> 0
<input checked="" type="checkbox"/>	# 2081	<input checked="" type="checkbox"/> 12000	<input type="checkbox"/> 0	<input type="checkbox"/> 0

When the range of elevations across the Waypoints is very large (1,000 to 1,000,000 meters in this example) it can become difficult to visualize the elevation profile as the variation appears flat compared to the 1,000,000. Toggling the Elevation Chart into Log mode (next page) helps make the chart meaningful

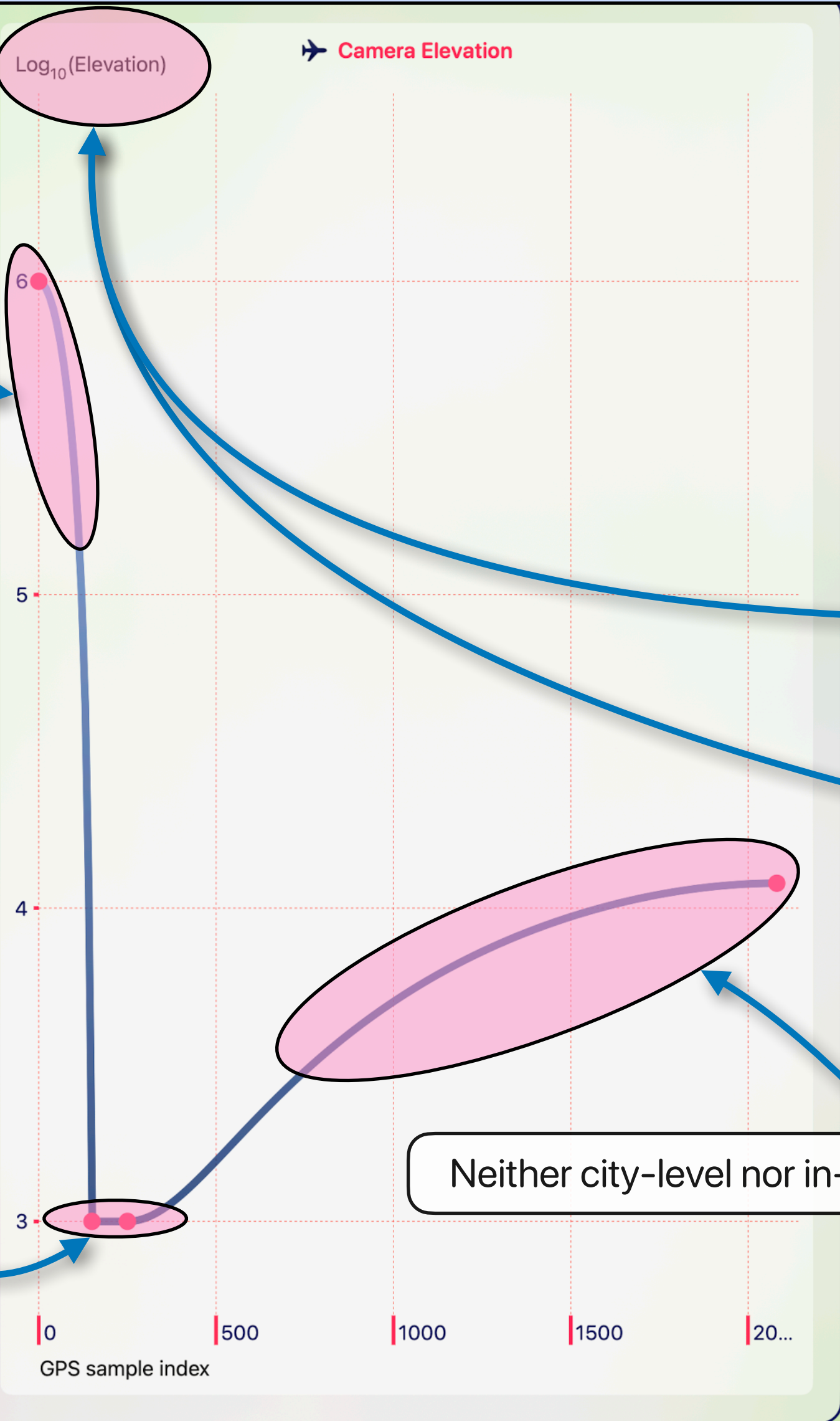




# Waypoints Mode : Charts : Log Elevation : Variation


in-space

city-level



<input checked="" type="checkbox"/>	# 0	<input checked="" type="checkbox"/> 1000000	<input type="checkbox"/> 0	<input type="checkbox"/> 0
<input checked="" type="checkbox"/>	# 150	<input checked="" type="checkbox"/> 1000	<input type="checkbox"/> 0	<input type="checkbox"/> 0
<input checked="" type="checkbox"/>	# 250	<input checked="" type="checkbox"/> 1000	<input type="checkbox"/> 0	<input type="checkbox"/> 0
<input checked="" type="checkbox"/>	# 2081	<input checked="" type="checkbox"/> 12000	<input type="checkbox"/> 0	<input type="checkbox"/> 0

Charting the Camera Elevation using Logs makes it easy to see the variation

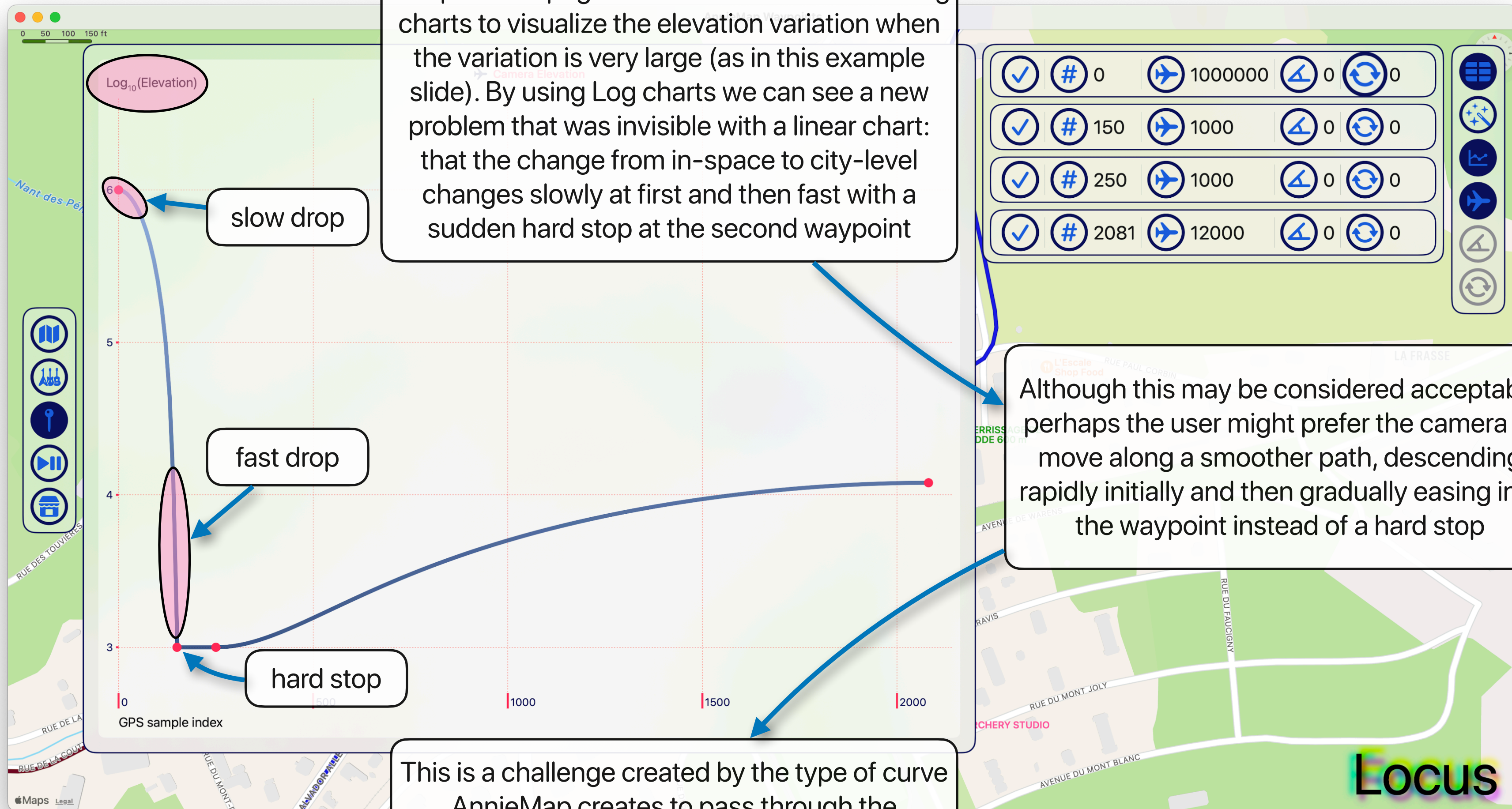
long-press  to toggle between linear and log Elevation Chart

Neither city-level nor in-space but somewhere in-between



# Waypoints Mode : Charts : Log Elevation : Challenge

The previous page showed how we can use Log charts to visualize the elevation variation when the variation is very large (as in this example slide). By using Log charts we can see a new problem that was invisible with a linear chart: that the change from in-space to city-level changes slowly at first and then fast with a sudden hard stop at the second waypoint



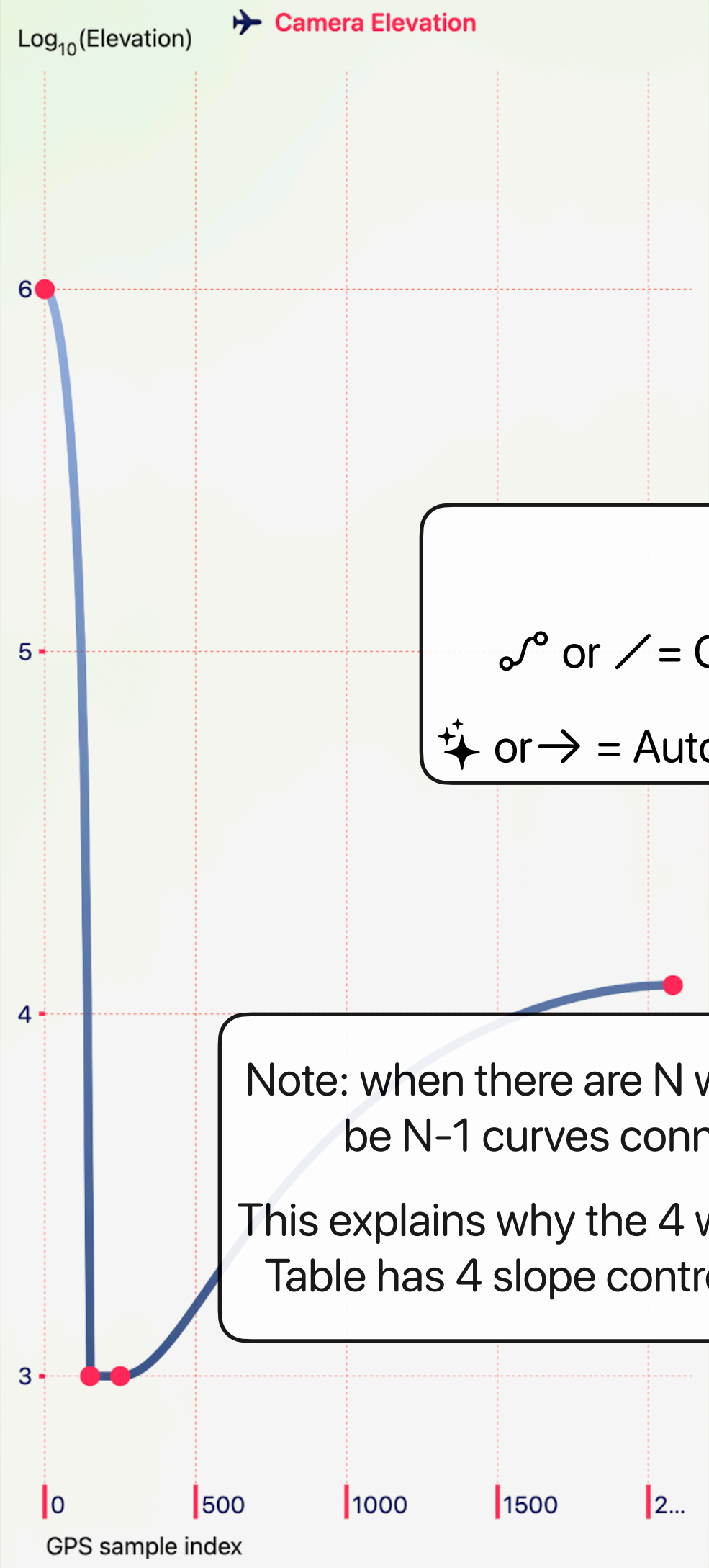
This is a challenge created by the type of curve AnnieMap creates to pass through the waypoints. AnnieMap gives some tools to help customize the curve by specifying the slope of the curve at the waypoints (next page)



# Waypoints Mode : Charts : Curve Control

✦ = toggle hide/show Slope Controls

<input checked="" type="checkbox"/>	# 0	<input checked="" type="checkbox"/>	1000000	<input checked="" type="checkbox"/>	0	<input checked="" type="checkbox"/>	0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	# 150	<input checked="" type="checkbox"/>	1000	<input checked="" type="checkbox"/>	0	<input checked="" type="checkbox"/>	0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	# 250	<input checked="" type="checkbox"/>	1000	<input checked="" type="checkbox"/>	0	<input checked="" type="checkbox"/>	0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	# 2081	<input checked="" type="checkbox"/>	12000	<input checked="" type="checkbox"/>	0	<input checked="" type="checkbox"/>	0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>



Curve Controls  
⤿ or / = Cubic or Linear Curve Type  
✦ or → = Automatic or Custom Slope Control

Note: when there are N waypoints there will always be N-1 curves connecting the waypoints  
This explains why the 4 waypoints in the Waypoints Table has 4 slope controls but only 3 curve types

AnnieMap can connect neighboring waypoints with either a line or a cubic spline curve\*  
When the connection is cubic the shape of the curve can either be automatically calculated (the default) or the user can specify a custom slope for the curve at the waypoint by tapping ✦

\* Read more about Cubic Splines: [https://en.wikipedia.org/wiki/Cubic\\_Hermite\\_spline](https://en.wikipedia.org/wiki/Cubic_Hermite_spline)





# Waypoints Mode : Charts : Log Elevation : Challenge : Linear Solution

meters **Camera Elevation**

1000000

750000

500000

250000

constant drop rate



Negative Camera Elevation!

0

0

500

1000

1500

...

GPS sample index

✓	# 0	✈️ 1000000	∠ 0	↻ 0	🚫
✓	# 150	✈️ 1000	∠ 0	↻ 0	↗️
✓	# 250	✈️ 1000	∠ 0	↻ 0	🌀
✓	# 2081	✈️ 12000	∠ 0	↻ 0	🌀

Set second waypoint's Curve Type to / to connect the first and second waypoints with a line rather than a cubic curve

On potential solution to the challenge of the slow-drop from in-space followed by the fast-drop and hard stop at city-level is to change the curve type between the first two waypoints from a cubic curve into a straight line

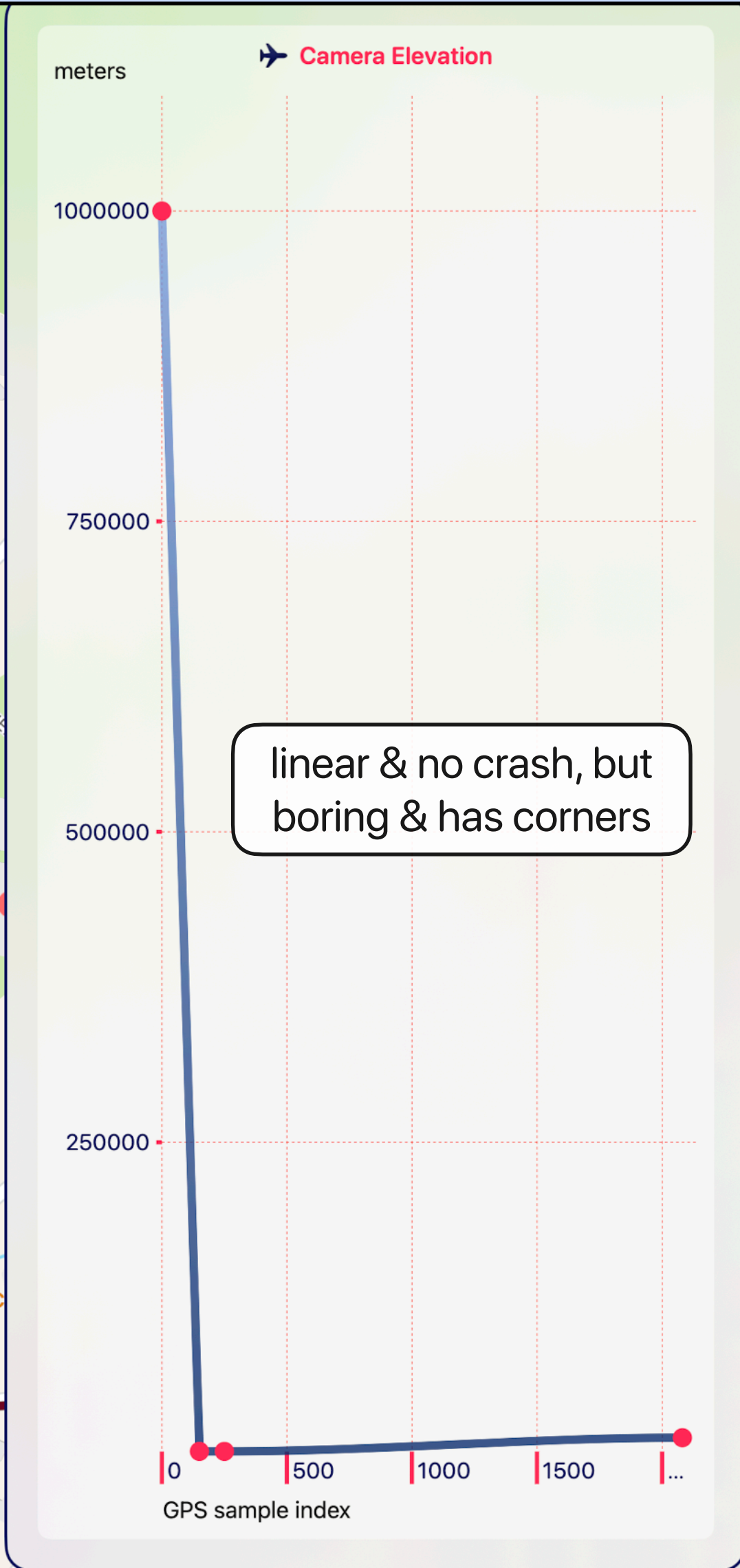
This solution however has a problem: the Camera Elevation goes negative between the second and third waypoints. The camera has crashed into the ground!

AnnieMap shades the Camera Elevation Chart red when the elevation is negative, letting the user know that curve control is required to prevent the camera from crashing



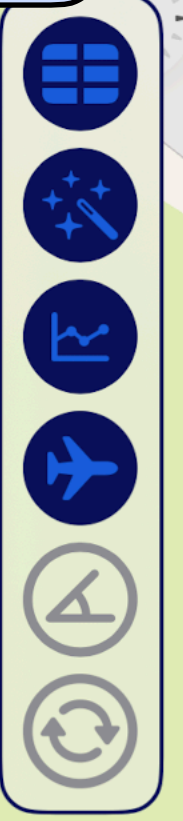
# Waypoints Mode : Charts : Log Elevation : Challenge : Linear Solution

✓	# 0	✈️ 1000000	⚡ 0	🔄 0	🚫
✓	# 150	✈️ 1000	⚡ 0	🔄 0	↘
✓	# 250	✈️ 1000	⚡ 0	🔄 0	↘
✓	# 2081	✈️ 12000	⚡ 0	🔄 0	🌀



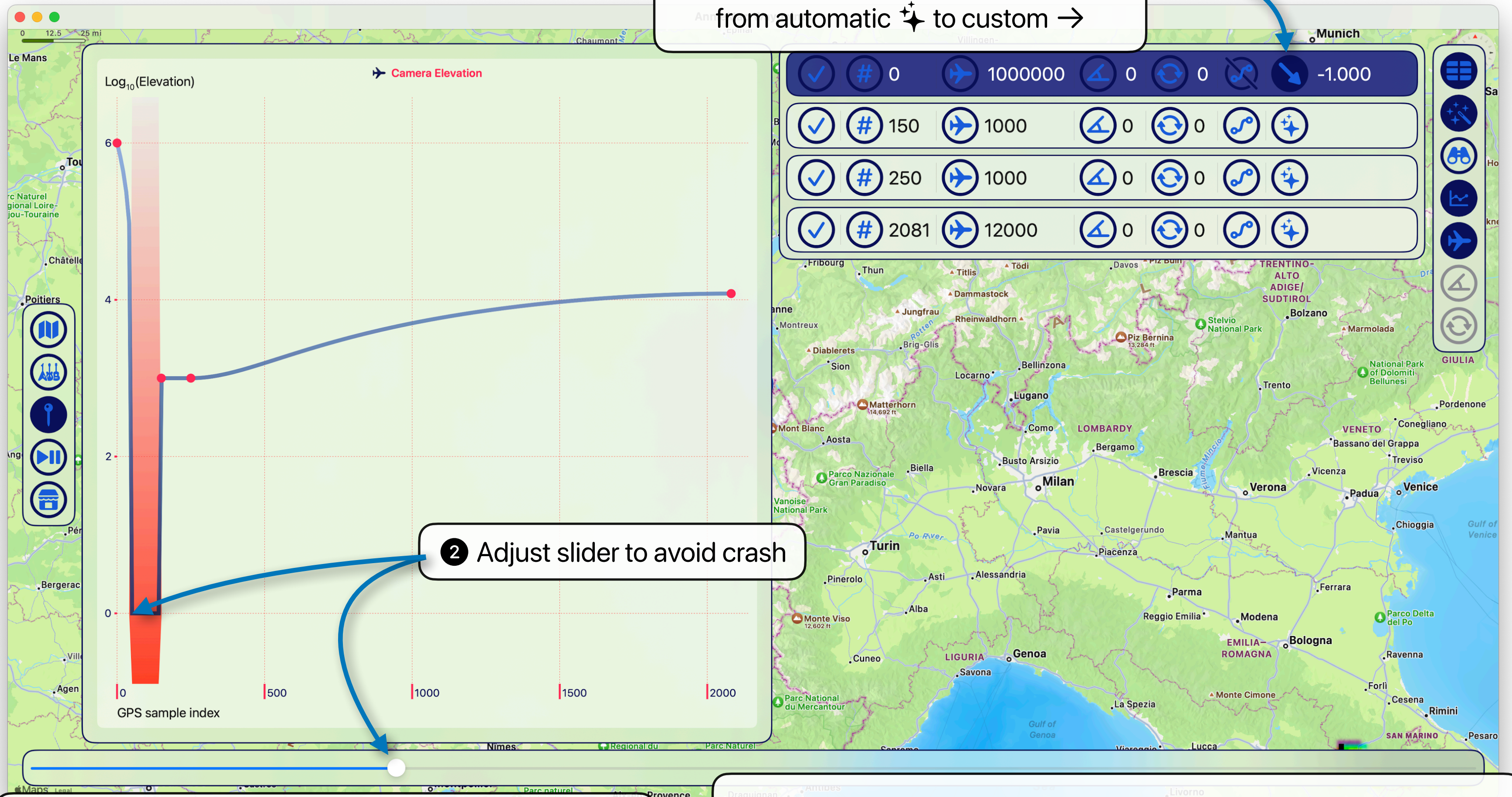
In the previous page we saw that setting the second waypoint's Curve Type to / to connect the first and second waypoints with a line rather than a cubic curve resulted in the camera crashing into the ground between the second and third waypoints

Changing the third waypoint's Curve Type to / fixes the crash but is a boring solution and the camera motion will have corners instead of smooth motion... we need a better solution to the challenge!





# Waypoints Mode : Charts : Curve Control : Custom Slope Control Solution



1 Toggle first waypoint's Slope Control from automatic ✨ to custom →

2 Adjust slider to avoid crash

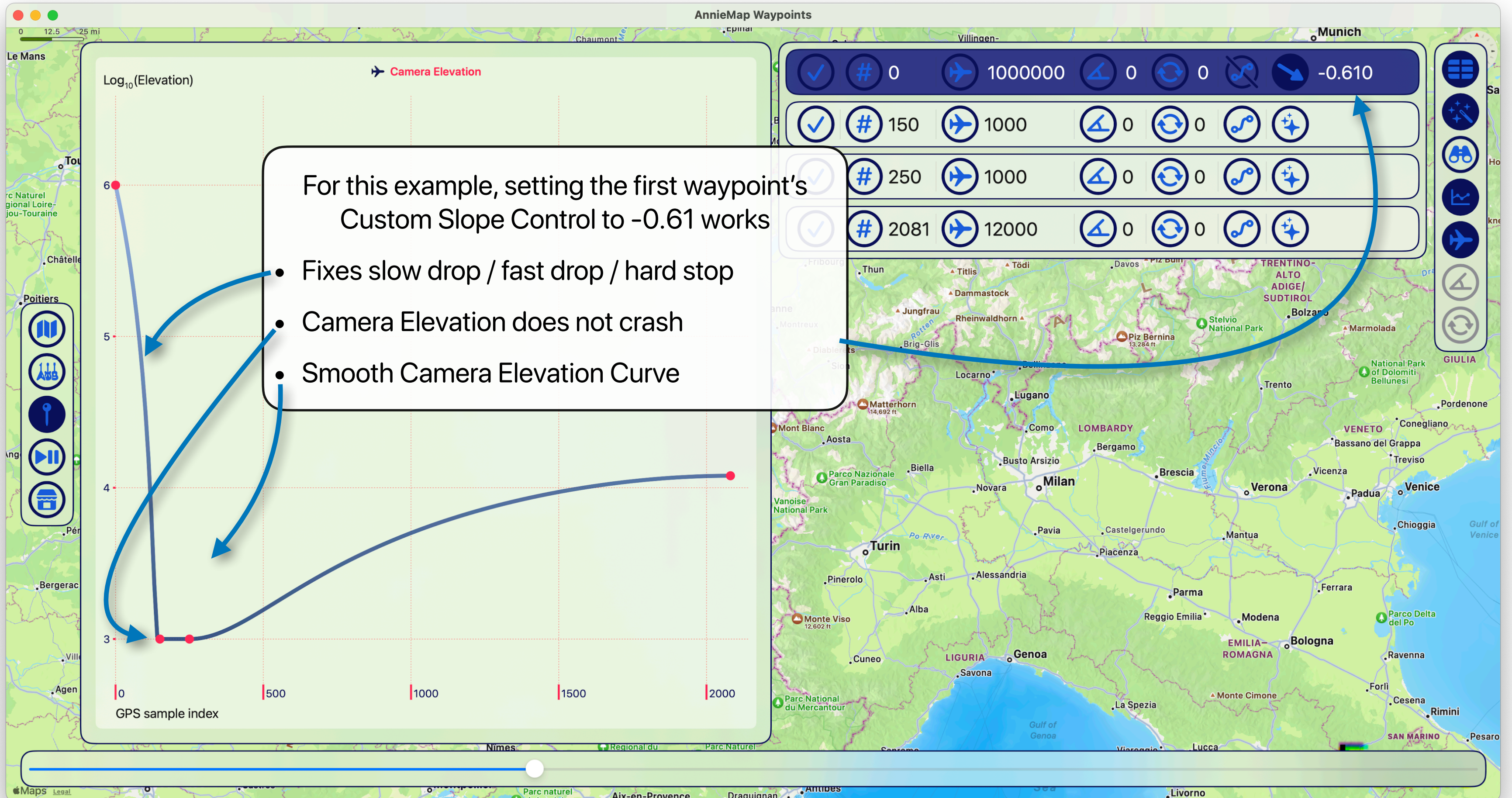
Our goal in this example is to change the Camera Elevation curve from the slow drop, fast drop and hard stop from the previous pages into something that first descends fast, then slow and smoothes the hard stop

We can accomplish this using AnnieMap's Curve Controls by:

- 1 changing the first waypoint from automatic ✨ to custom →
- 2 adjusting the slider until we find the most-negative slope that does not crash the camera



# Waypoints Mode : Charts : Curve Control : Custom Slope Control Solution



AnnieMap uses a home-cooked "quasi-normalized" slope for the Custom Slope Controls

The slope values should generally be between -1 and +1



# Animation Mode

AnnieMap Animate

▶|| = Animation Mode

↶ = Reset Animation

● = Record Animation

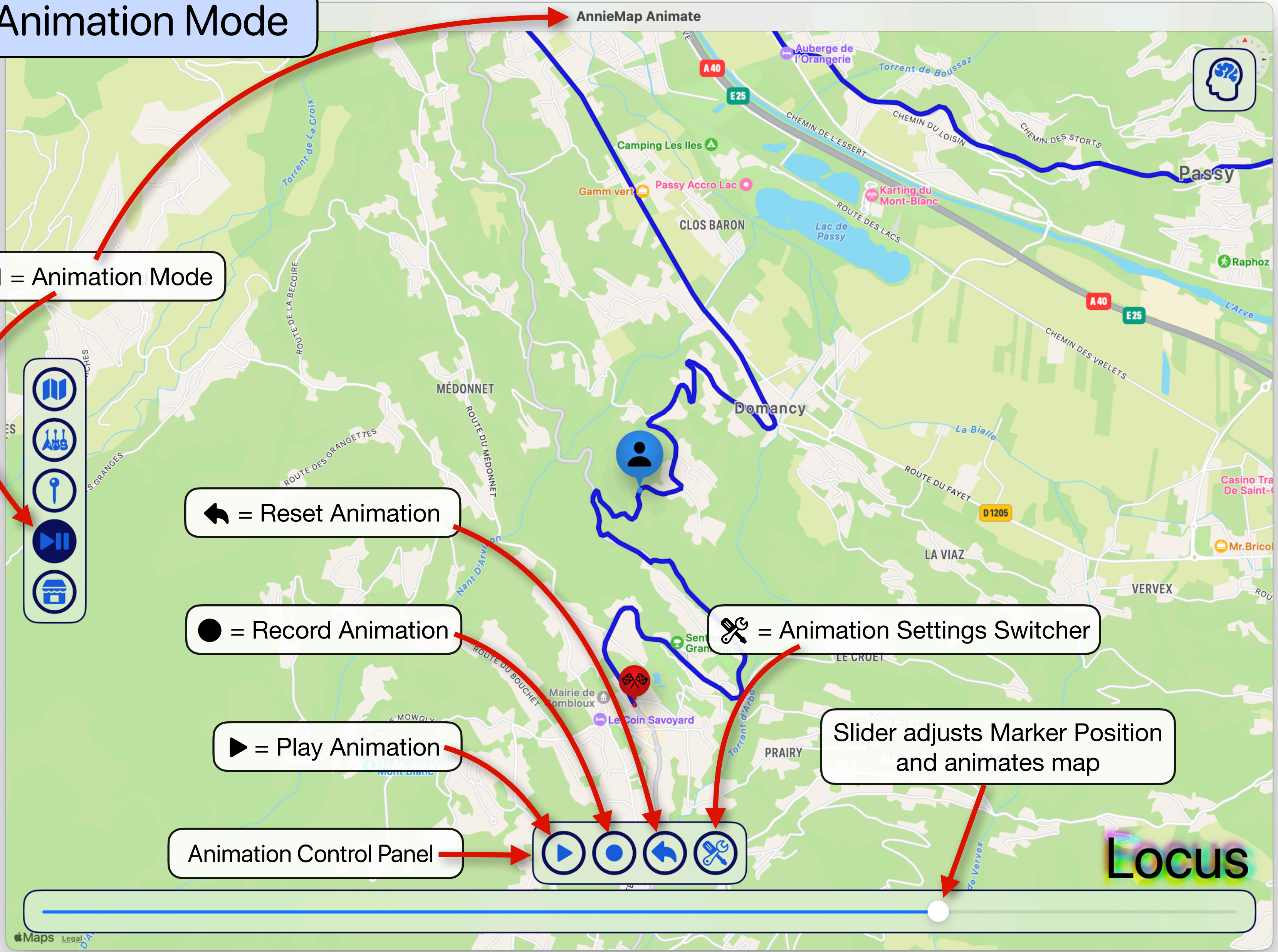
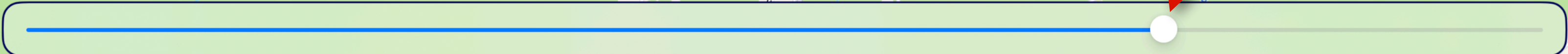
▶ = Play Animation

Animation Control Panel

🔧 = Animation Settings Switcher


Slider adjusts Marker Position and animates map

# LOCUS





# Animation Mode Animation Settings Switcher

Tapping the Animation Settings Switcher  toggles the buttons in the panel between the Animation Control Panel and Animation Settings Panel




 = Camera Motion Filtering (decoupling)

 = Animation Speed

 = Camera Motion Type

Animation Settings Panel →





←  = Animation Settings Switcher

SI





# Animation Mode Animation Speed

When the Animation Speed is  $> 1$  the symbol  is presented


Use Animation Speed  $> 1$   when the GPS sampling is dense relative to the camera and the Marker animation is smooth

AnnieMap is skipping or leaping over GPS samples

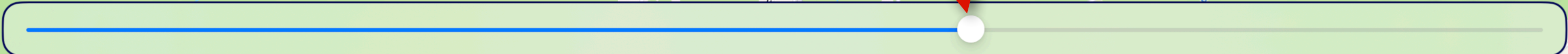
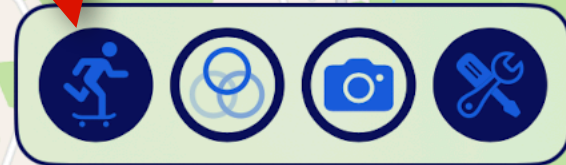
When the Animation Speed is  $< 1$  the symbol  is presented

Use Animation Speed  $< 1$   when the GPS sampling is sparse relative to the camera and the Marker animation is jittery

AnnieMap is interpolating or smoothing GPS samples

Tapping the Animation Speed  button sets the slider to adjust the animation speed

2x




LOCUS



# Animation Mode Camera Motion Filtering

Use Camera Motion Filtering to introduce a decoupling between the Marker animation and the animated map center position\*

Camera Motion Filtering applies a convolution filter to the GPS data so that the camera can follow a smoothed-version of the GPS route

Tapping the Camera Motion Filter (decoupling)  button sets the slider to adjust the Camera Motion Filter size

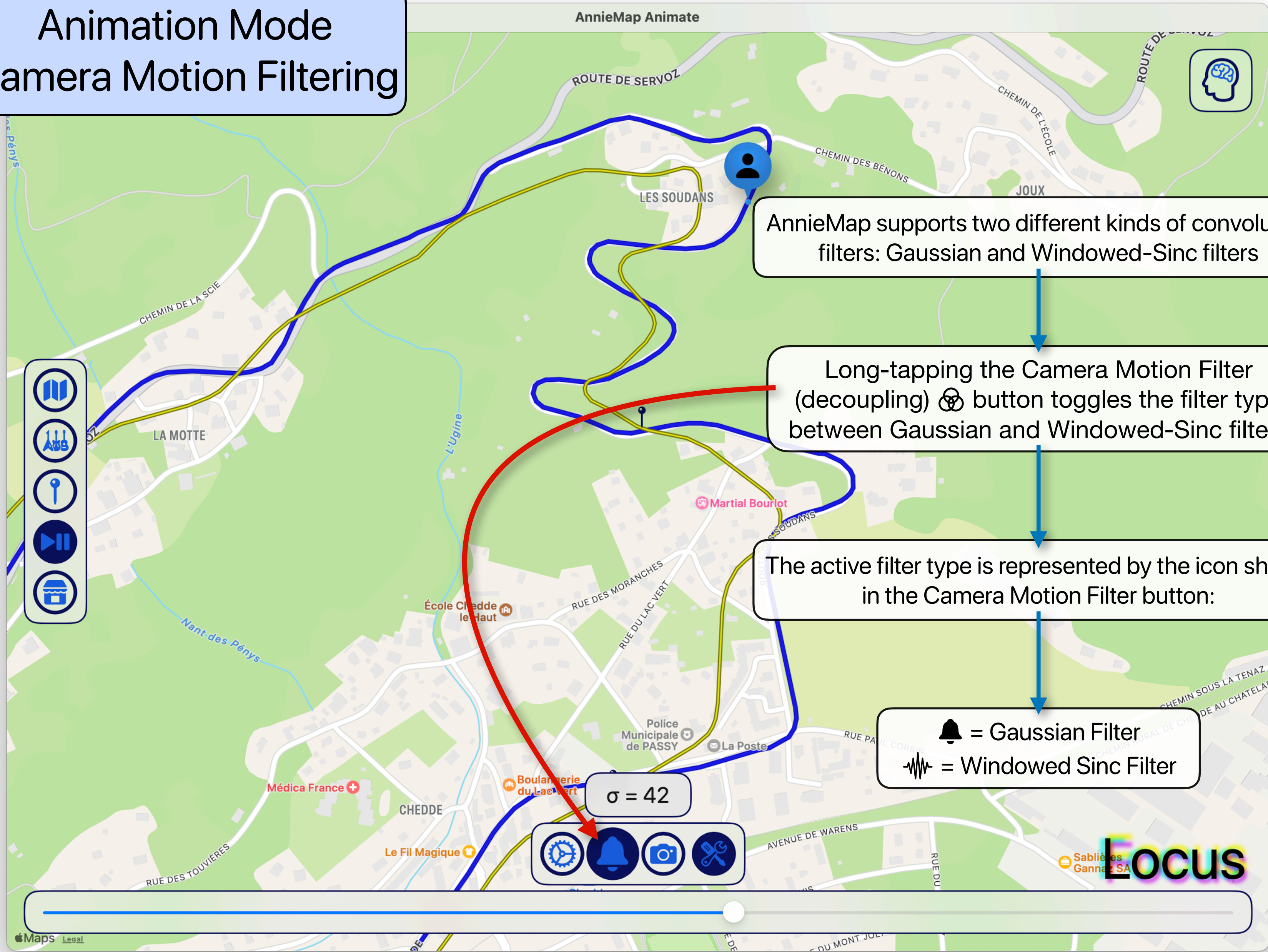
The filtered route is drawn on the map so the user can visualize the effect of filtering. The filtered route is drawn using a complementary color to the color of the route

$\tau = 42$







# Animation Mode Camera Motion Filtering




AnnieMap supports two different kinds of convolution filters: Gaussian and Windowed-Sinc filters

Long-tapping the Camera Motion Filter (decoupling)  button toggles the filter type between Gaussian and Windowed-Sinc filters

The active filter type is represented by the icon shown in the Camera Motion Filter button:

-  = Gaussian Filter
-  = Windowed Sinc Filter

$\sigma = 42$

Toolbar icons: Gear,  (active), Camera, Wrench

**Eocus**



# Animation Mode Camera Motion Type

AnnieMap supports three different types of Camera Motion:

✕ = camera does not change through animation

$f(x)$  = camera does not move but camera parameters are interpolated from Waypoints Table

🐦 = camera follows GPS route and camera parameters are interpolated from Waypoints Table



**Camera Motion Type**

- position & parameters stationary
- position tracks & parameters interpolate
- position stationary & parameters interpolate



# Animation Mode Animation Brain

AnnieMap Animate

🧠 or 🧠 = Animation Brain Status

🧠 = Ready

🧠 = Not Ready

When AnnieMap is first launched or when the animation settings have changed the Animation Brain Status will be in the 🧠 Not Ready state

Tapping the ▶ Play Animation button will start the animation and will give AnnieMap a chance to determine the ideal Animation Synchronization Fudge Factor

While AnnieMap is determining the ideal Animation Synchronization Fudge Factor the Animation Brain Status will pulse

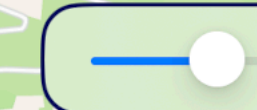
Changing either the Animation Speed ⚙️ or the Camera Motion Step 🚶 will reset the Animation Brain Status to Not Ready 🧠

When AnnieMap has determined the ideal Animation Synchronization Fudge Factor the Animation Brain Status will change to the 🧠 Ready state



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Once the Animation Brain Status is 🧠 Ready you can begin recording by tapping ● Record Animation




Apple Maps Legal



# Animation Mode Animation Brain

AnnieMap Animate

 or  = Animation Brain Status<sup>†</sup>

 = Ready

 = Not Ready





<sup>†</sup> AnnieMap works by concurrently running two asynchronous SwiftUI animations (Map Camera and Marker) and AnnieMap determines how to synchronize these system-dependent animations.

AnnieMap synchronizes these two animations using a "Animation Fudge Factor"

When either Animation Speed or Camera Motion Decoupling parameters change AnnieMap will "forget" the Animation Fudge Factor and the Animation Brain Status will change to 

Tapping on the Animation Brain Status will "forget" and  will change to 

Long-tapping  or  will "forget" User Settings when AnnieMap is next relaunched and a "?" will briefly replace the brain to let the user know the User Settings are being forgotten

When the Animation Brain is Not Ready  the Animation Control Panel does not have a Record Animation Button 

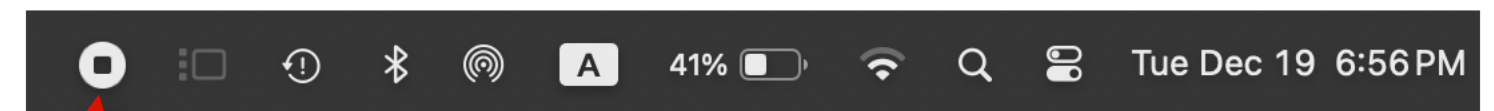
Animation Control Panel



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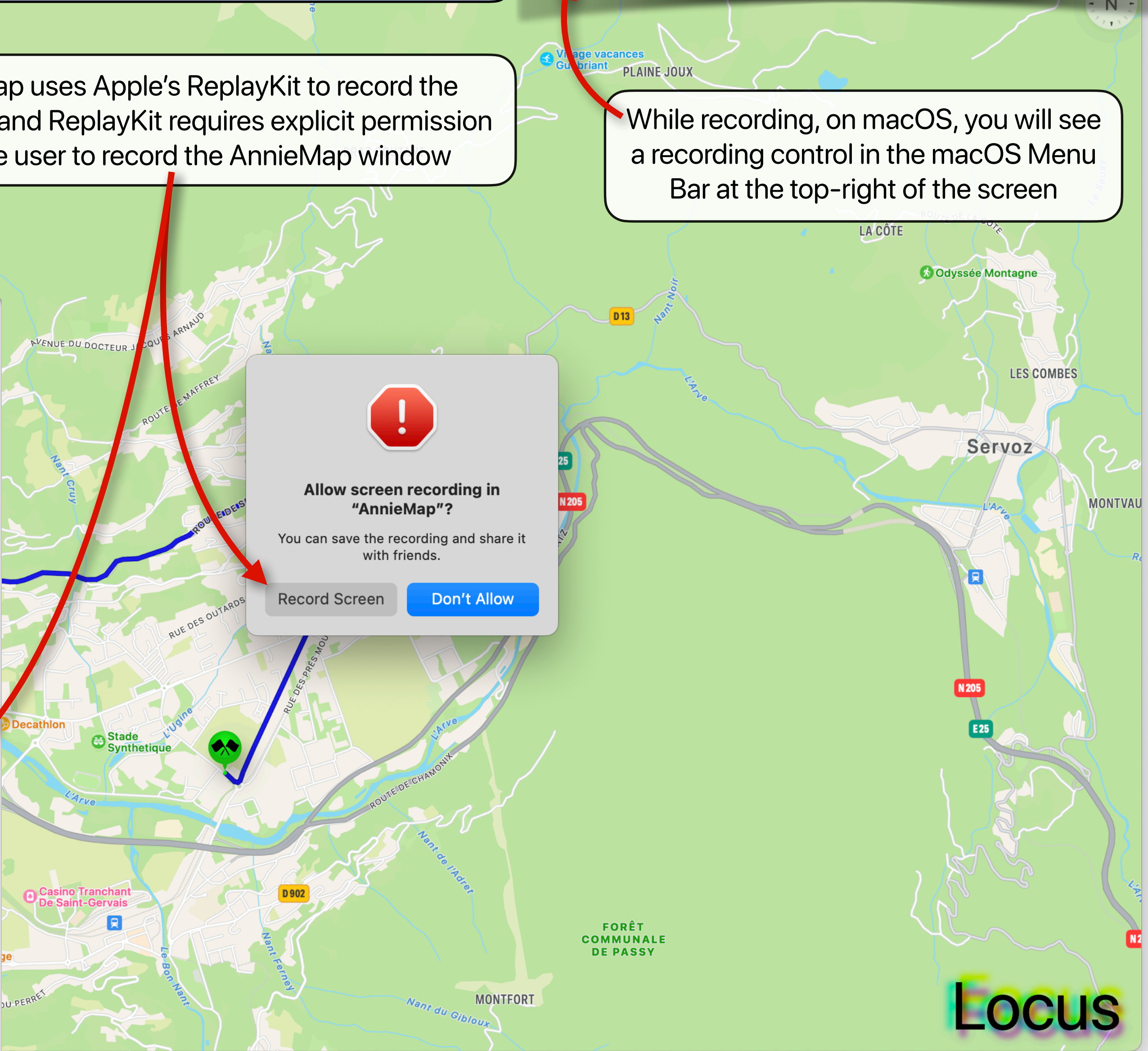
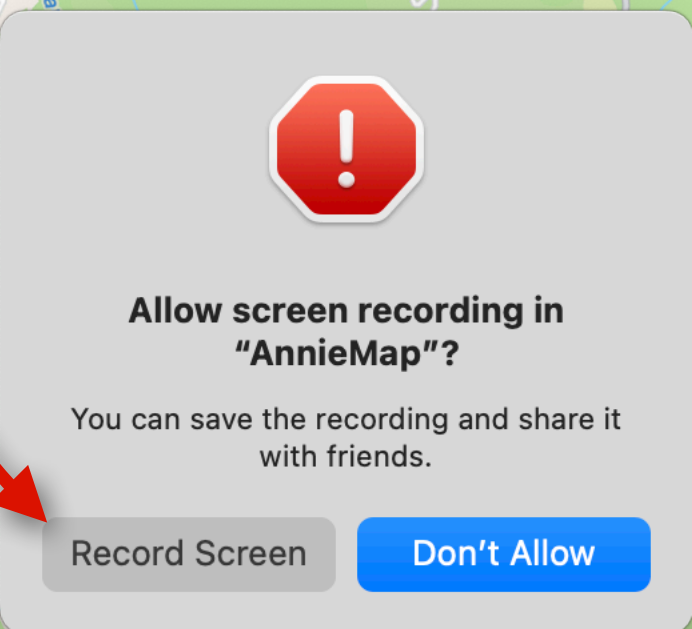
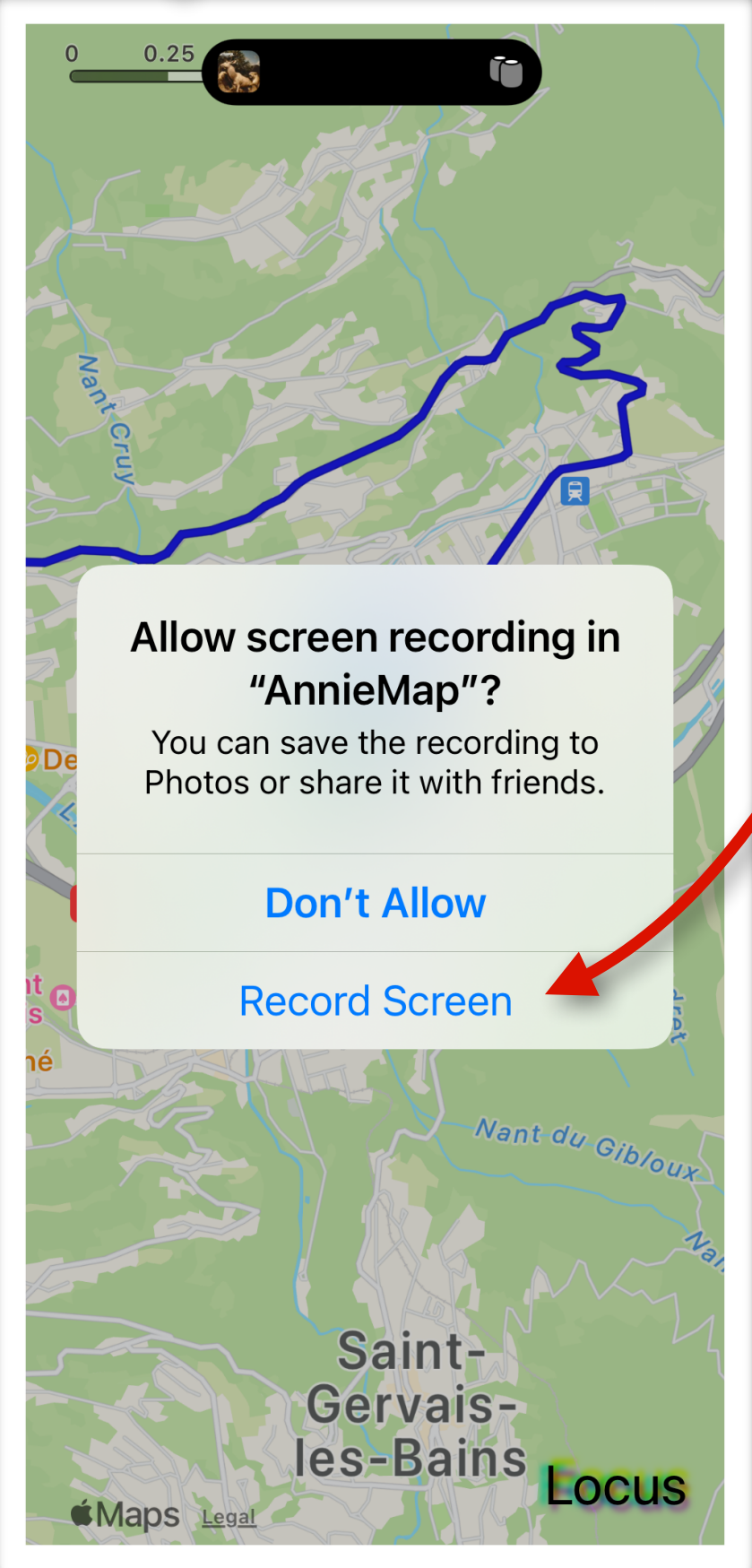
# Animation Mode : Recording : Permission



AnnieMap uses Apple's ReplayKit to record the animation, and ReplayKit requires explicit permission from the user to record the AnnieMap window

While recording, on macOS, you will see a recording control in the macOS Menu Bar at the top-right of the screen


iPhone Interface

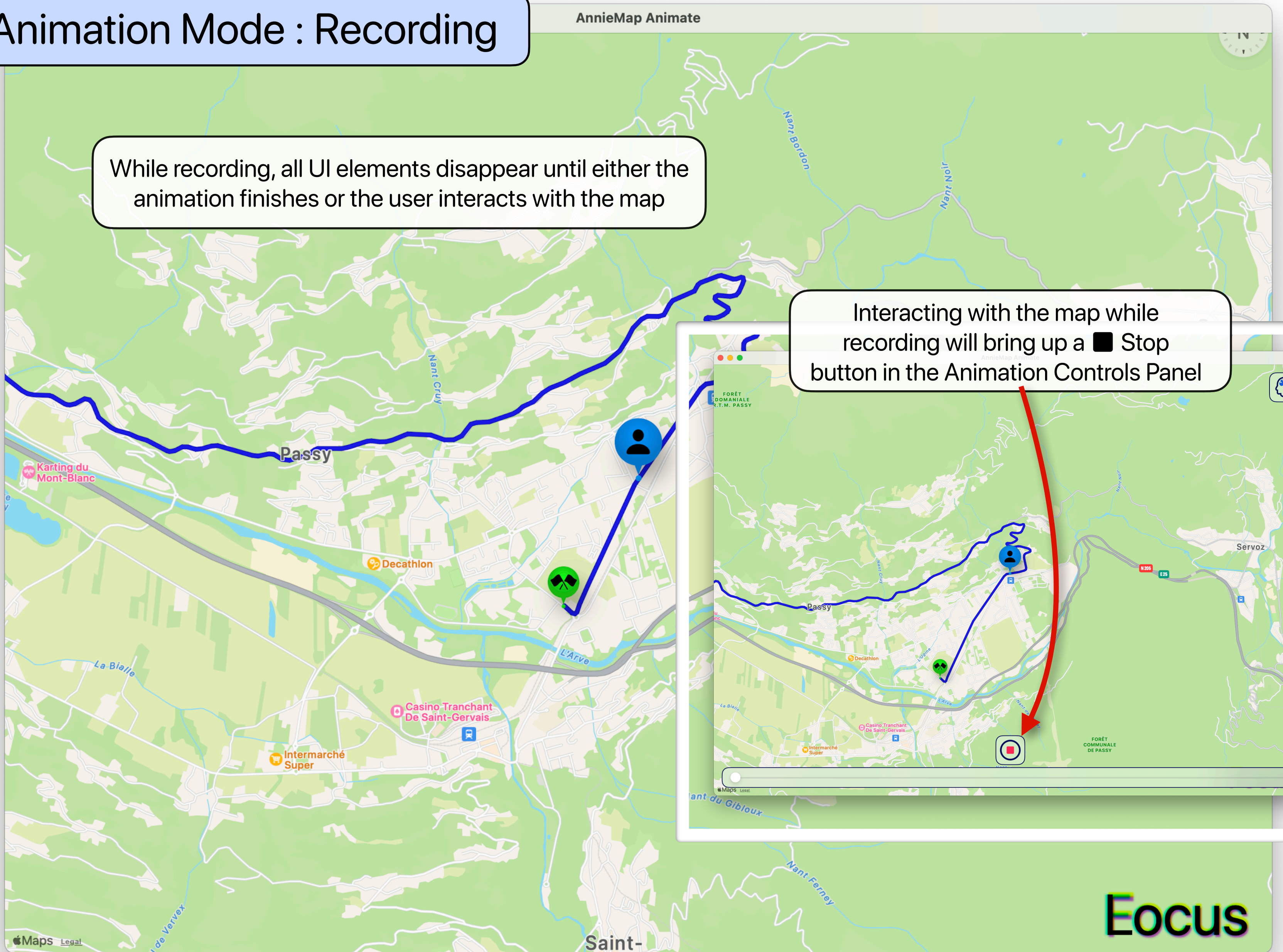




# Animation Mode : Recording

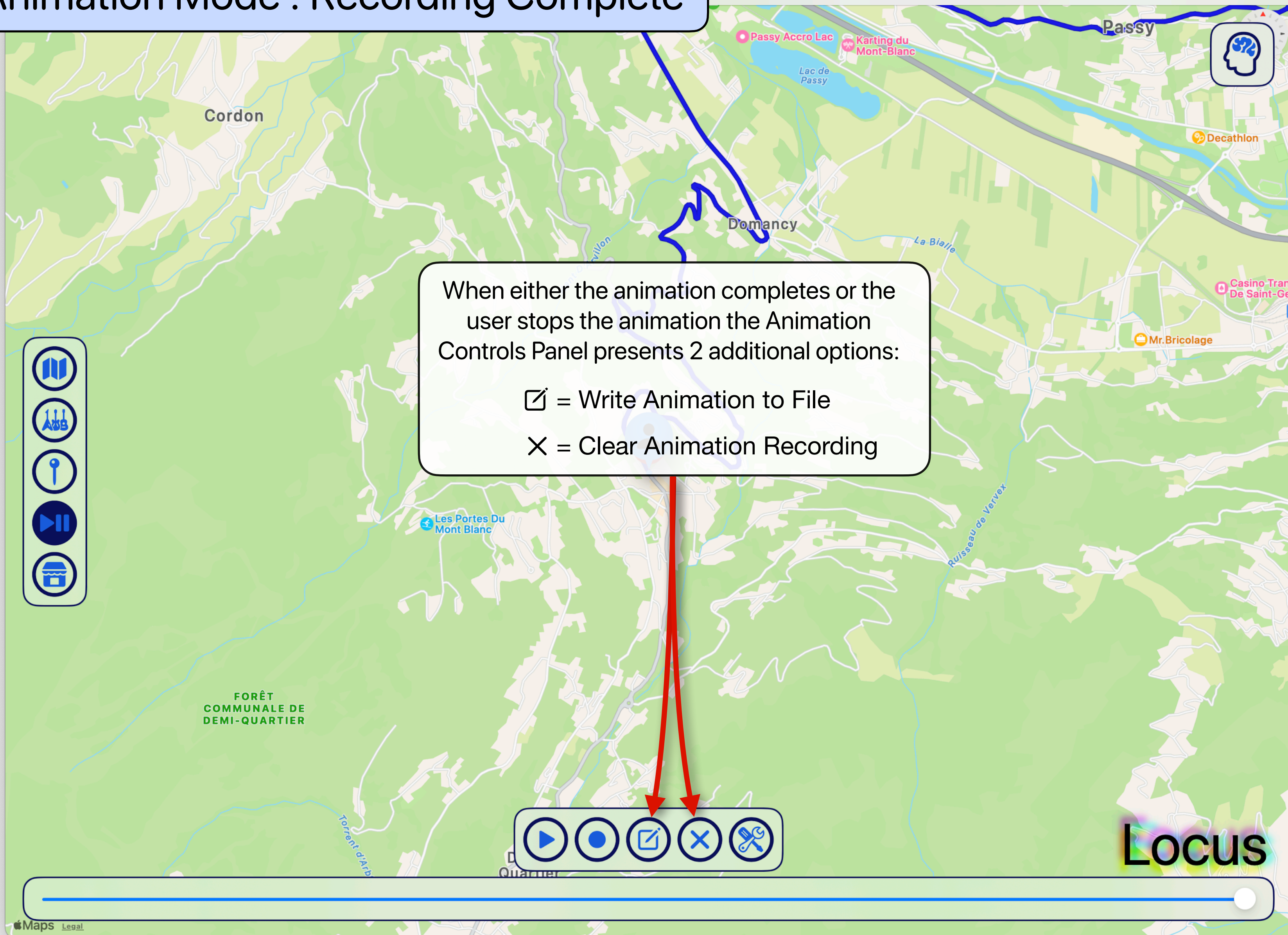
While recording, all UI elements disappear until either the animation finishes or the user interacts with the map

Interacting with the map while recording will bring up a  Stop button in the Animation Controls Panel





# Animation Mode : Recording Complete



When either the animation completes or the user stops the animation the Animation Controls Panel presents 2 additional options:

- ✍ = Write Animation to File
- ✕ = Clear Animation Recording



Locus



# Animation Mode : Write File Panel


After tapping  Write Animation to File in the Animation Control Panel the user is presented with two options for saving

= Save Animation As Is

 = Compress Animation in Time

Write File Panel

Save Animation As Is directly writes the recording of the animation to a .mov file. This option is fast but the duration and frame rate of the video will be system dependent

 = Compress Animation in Time presents the user with options for specifying the frame rate and duration of the animation's .mov file

Tapping  Save Animation As Is will present the user with the standard macOS or iOS "Save File" interface

Tapping  Compress Animation in Time will add additional buttons to the Write File Panel (next page)

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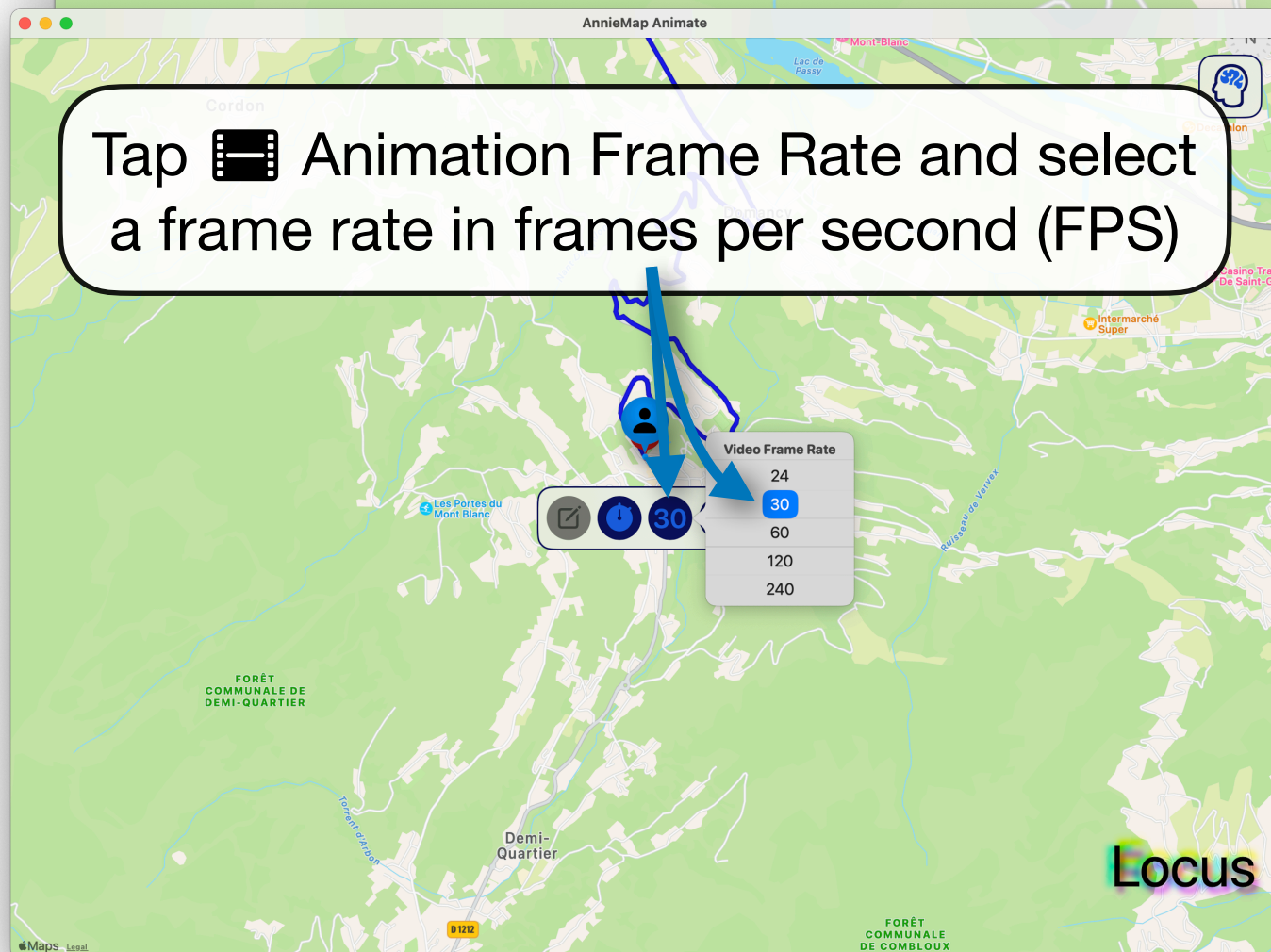
# Animation Mode : Write File Panel : Compress Animation Options

After tapping ⌚ Compress Animation in Time from the Write File Panel the  Save Animation As Is button will be disabled until the user has specified the time compression options:

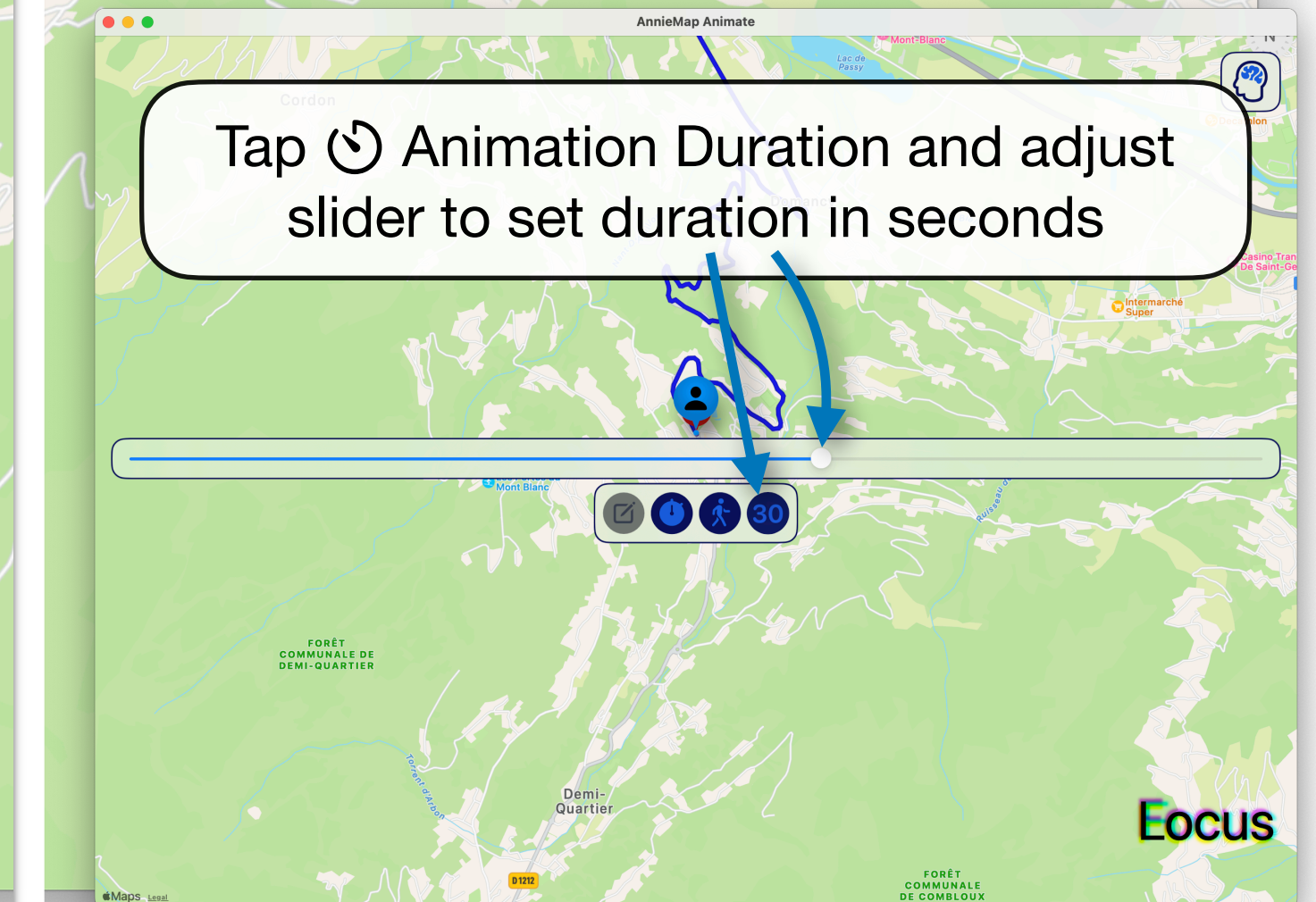
🎬 = Animation Frame Rate

⌚ = Animation Duration

Tap 🎬 Animation Frame Rate and select a frame rate in frames per second (FPS)



Tap ⌚ Animation Duration and adjust slider to set duration in seconds

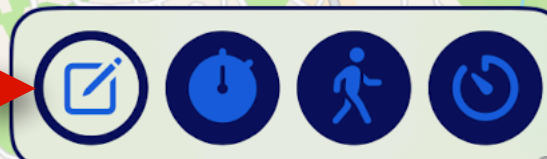





# Animation Mode : Write File Panel : Save Compressed Animation

After setting both  Animation Frame Rate and  Animation Duration the  Save Animation button will be enabled

 = Write (save) Compressed Animation



Tapping  Save Compressed Animation brings up a standard macOS or iOS Save

