

Instruction on creating animation package

Purpose

The purpose of this instruction is to help user to convert the their preferred picture or logo into proper boot animation and rewrite the movie files into Hytera DMR radios (including portable, mobile and repeater models) via CPS. This document will tell you how to create animated GIF files.

Documentation requirements

- The recommended file size should be no more than 15Kb
- Three frames(screen) are required

Tips:

The animation only plays three screens in total. For the three frames, you can use three different pictures or only one picture with different transparency setting to create a gradient animation.

For example:

Welcome!

Welcome!

Welcome!

Preparation

- Install Adobe photoshop software in your computer first. And the version of the

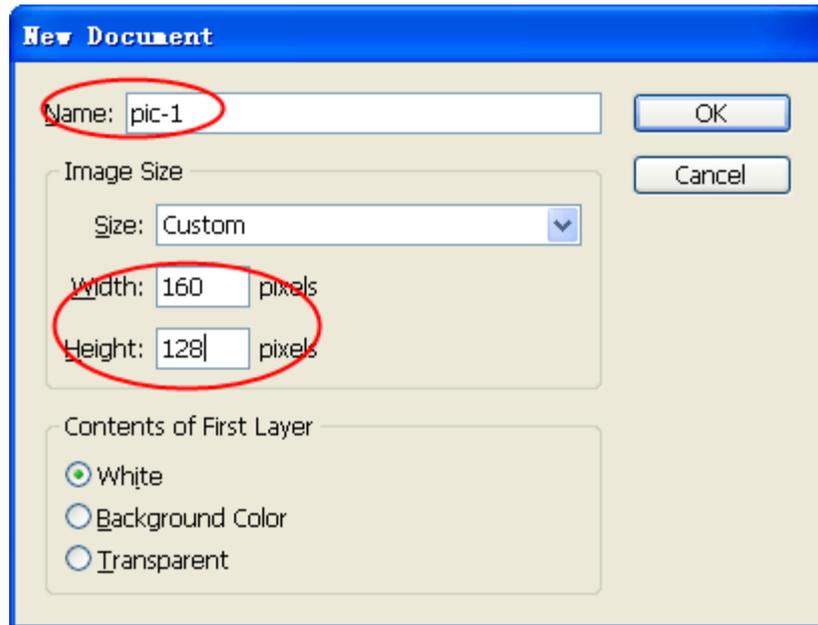
software should support GIF creating feature;

- Preparing the materials for creating animation:

- The portable terminal animation picture should be 160 pixels * 128 pixels;

- The mobile terminal and the repeater animation picture should be 220 pixels * 176 pixels

It is recommended to convert new image with Photoshop:



Process of creating animation package

Taking boot animation of the portable terminal as an example here, the animation will in turn play following three screens. And each screen will be displayed for 2 seconds and only once.



The production process is as follows,

1. Start ImageReady of Photoshop
2. Open the animation materials

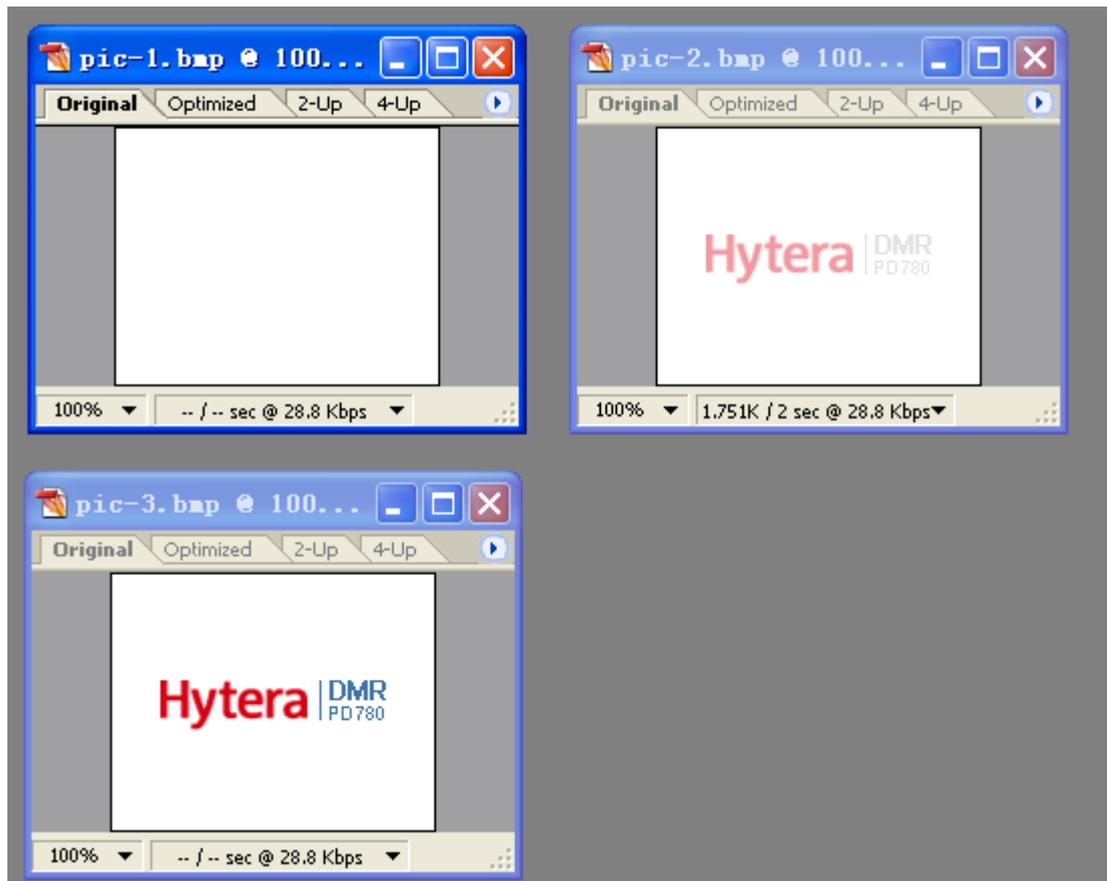
Tip:

You can directly select the three files to be opened directly onto the Photoshop window. Just

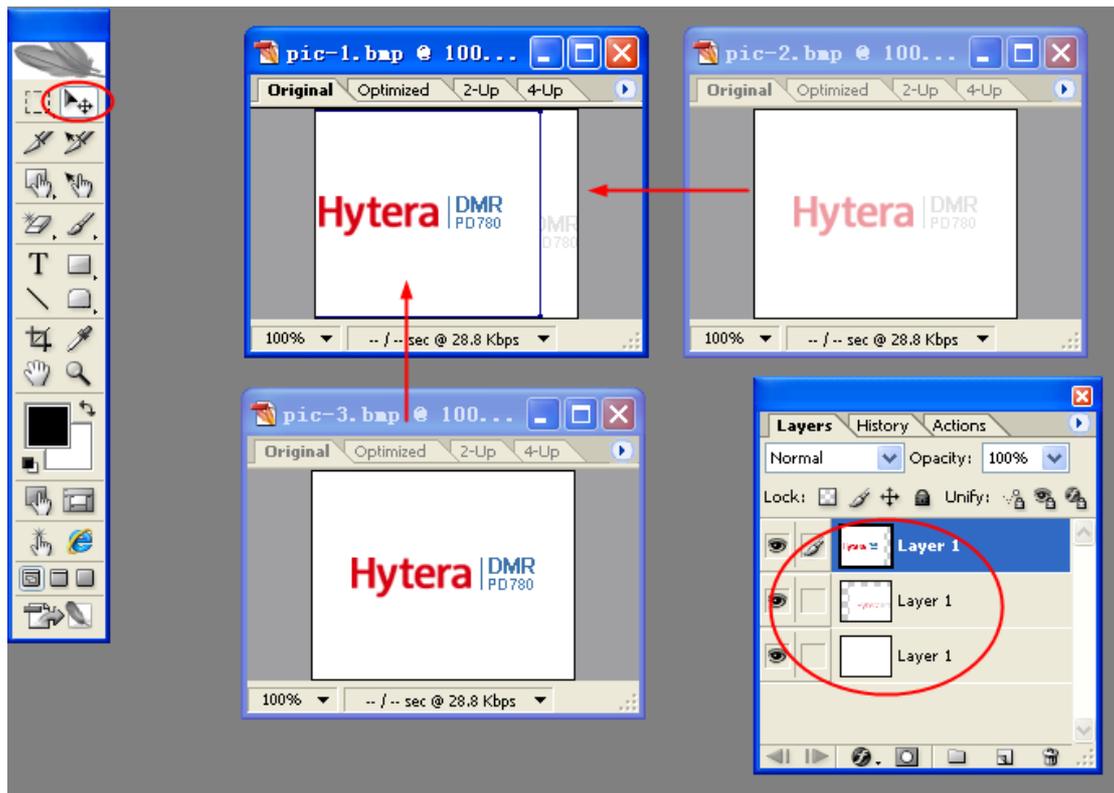
release the mouse when the mouse changes into .

You can also click "File" -> "Open", hold down "Ctrl" button to select multiple files in the pop-up window, and then click "open".

After opening the file, if not all the files are shown in the window, pls click the narrow window icon .

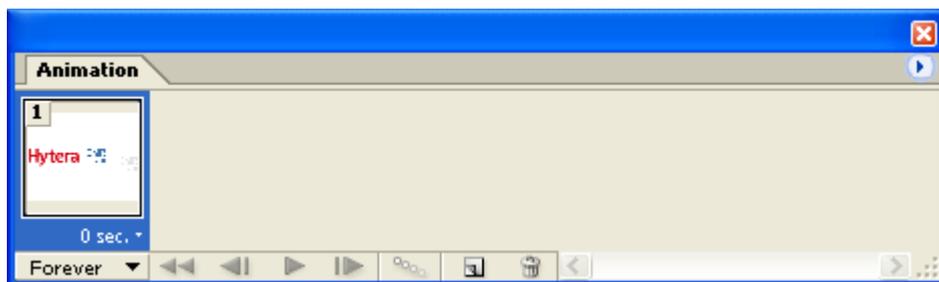


3. Drag "pic-2" and "pic-3" into the file of "pic-1" by using  in order to form three layers. Here in the following, all the editing is performed on "pic-1".

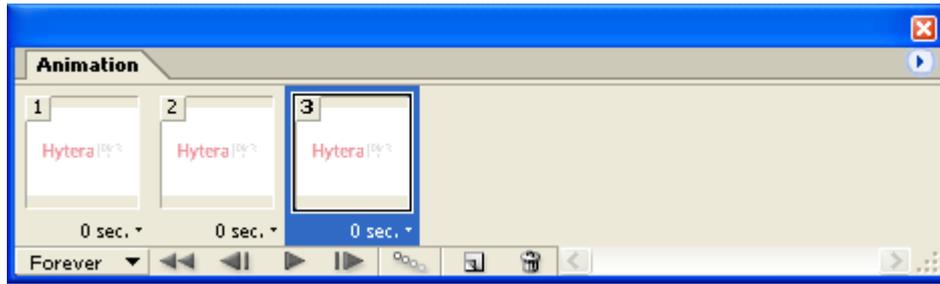


4. Select "Windows →Animation" in order to open the animation window.

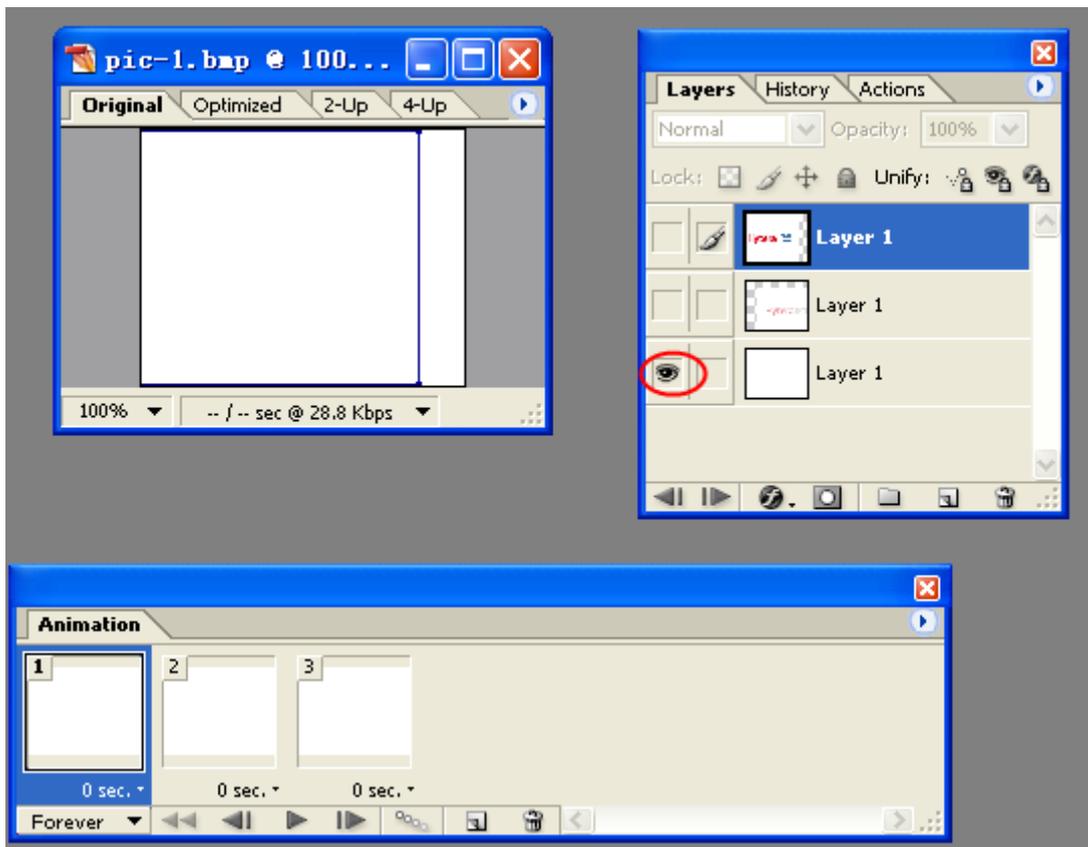
Only one frame is available in current animation window (see as following picture),



5. Double click  in the animation window to copy the current frame, and then three frames will be available in the animation window.



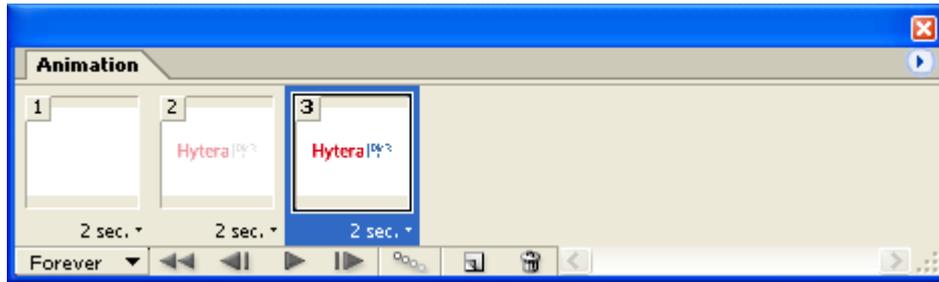
- Set each display frame. Taking the first frame as an example, select the frame to be set, click the  to hide the layers which needn't to show.



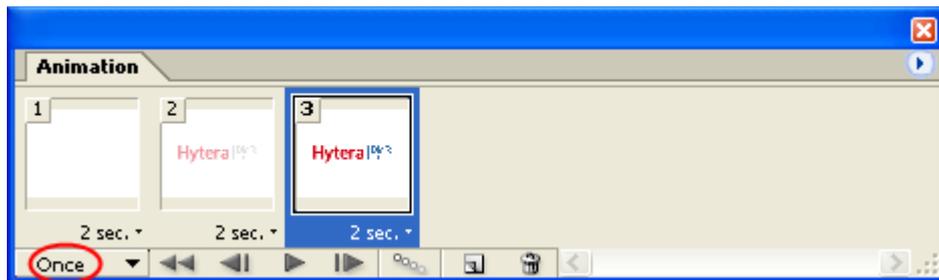
Tips:

If the current picture position is offset, you can select the layer (ie layer with可选中该图层blue shading) and adjust the position of the picture by using .

- To set the playback duration of each frame, click  next to "0 sec.", and select "2" in the drop-down option.



8. Set the animation to play only once.



9. Click  to play the animation in order to check the effects.
10. Select "File→Save optimized" in order to save the GIF file.

Subsequence processing

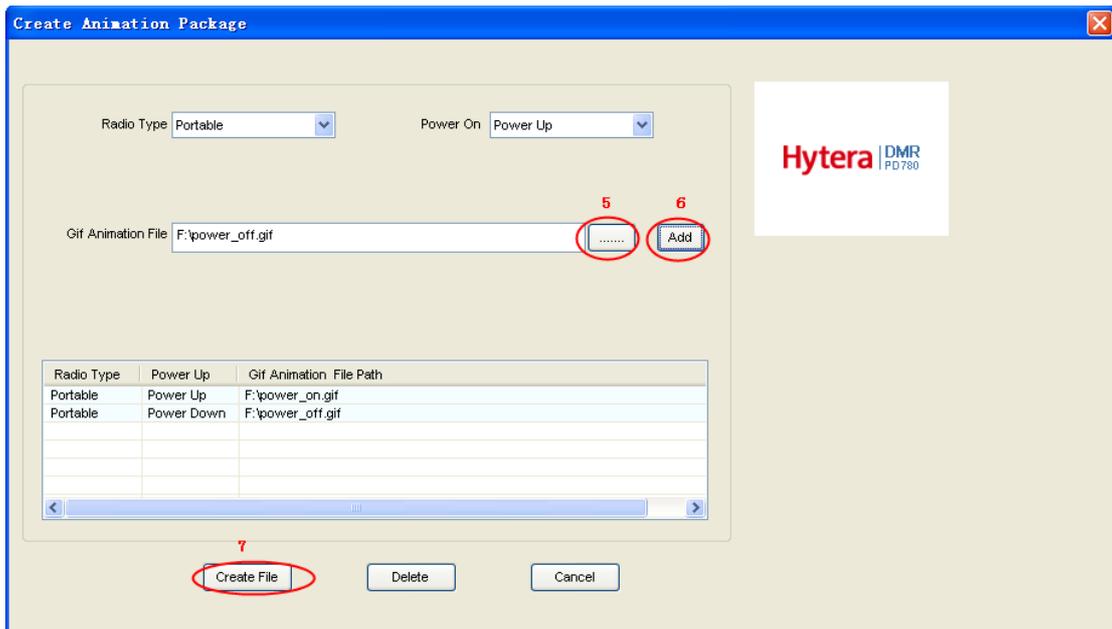
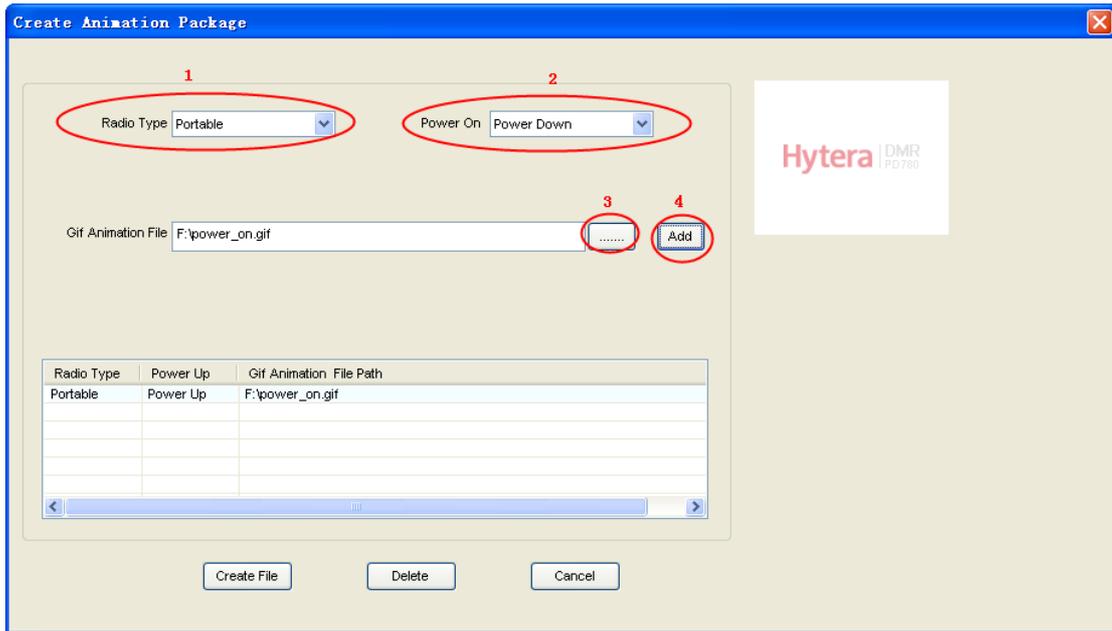
Once the GIF files are ready, you can follow the following guidance to convert the GIF files into the animation package and reload it into corresponding products via CPS.

Creating animation package

Select "Tools→create animation package", load the GIF files into the pop up window.

Notes

Only after loading all the power on and power off animation, you can press "create" to create the animation package.



Loading the animation package

Select “Tools→ load animation and language package”, and then write the corresponding animation package into the products via the pop up window.

