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/* #####
/* #####          ROUTINE TAKE_SCREEN_SHOT          #####
/* #####

/* THIS PART OF THE CODE IS A PARTIAL COPY OF THE createimages
/* routine WRITEN BY STEPHEN LEAD IN THE animate.aml

/* IMPORTANT: I HAD TO CHANGE MY SCREEN DISPLAY TO 'TRUE COLORS'
/* (NOT 256 OR 65536 COLORS)
/* CREATE A TEMPORARY SCREENSHOT IMAGE, CONVERT TO SUNRASTER.
/* OMIT THE CONVERSION STAGE IF YOU ARE NOT USING WINDOWS NT.

&SV tempimage [scratchname -file]

/* screensave command:IN WINDOWS NT THE IMAGE IS SAVED AS A BMP FILE
/* UNLESS OTHERWISE SPECIFIED. SINCE JPEG IS ALREADY A COMPRESSED
/* IMAGE, AND THIS IMAGE WILL BE FURTHER COMPRESSED IN THE MPEG
/* ENCODER (THUS, LOOSING RESOLUTION) WE SAVE THE FILES AS SUNRASTER

SCREENSAVE %tempimage%
&SV rimage [scratchname -file]
ARC CONVERTIMAGE %tempimage% %rimage% sunraster none
&SV delstat [delete %tempimage% -file]
&SV delstat [delete %tempimage%w -file]

/* NOTE: ANOTHER WAY TO CREATE AN ANIMATED FILE IS TO CREATE GIF
/* OR JPEG FILES AND TO USE A PROGRAM TO CREATE AN ANIMATED GIF.
/* ADVANTAGE: EASY TO USE, VERY VERSATIL. DISADVANTAGE: SOFTWARE
/* NOT FOR FREE. A GOOD STARTING POINT TO LEARN ABOUT ANIMATED GIFS
/* AND COMPARE SOFTWARE: http://www.webreference.com/dev/gifanim/
/* IN CASE THAT YOU DECIDE TO CREATE AN ANIMATED GIF, YOU CAN END
/* THE AML HERE. NO NEED TO EXECUTE THE animate SUBROUTINE.

/* COPY THIS IMAGE A NUMBER OF TIMES TO PROVIDE MULTIPLE FRAMES,
/* ELSE THE IMAGE ONLY APPEARS FOR A SPLIT SECOND IN THE MPEG FILE.
/* SETTING THE APPROXIMATE NUMBER OF FRAMES PER SECOND TO 40 FRAMES
/* SEEMS TO RESULT IN EACH IMAGE LASTING ABOUT 1 SECOND.
/* THE LARGER NUMBER OF repeats

&SV repeats 4

&TYPE Copying the image 4 times

&do a = 1 &to %repeats%
  &SV .iter [calc %.iter% + 1]
  &SV image%.iter% [scratchname -prefix %.MovieName% -file]
  &SV copystat [copy %rimage% [value image%.iter%] -file]
  &if %copystat% > 0 &then
    &do
      &s str Error copying image file...; &call bailout
    &end
&end

/* DELETE TEMPORARY FILES
&s delstat [delete %rimage% -file]
&s delstat [delete %rimage%w -file]

&RETURN

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/* #####  
/* #####          ROUTINE BAIL_OUT          #####  
/* #####
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&ROUTINE bailout

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&IF NOT [variable str] &THEN &S str Bailing out of %aml$file%  
&RETURN; &RETURN &WARNING %str%
```

&RETURN