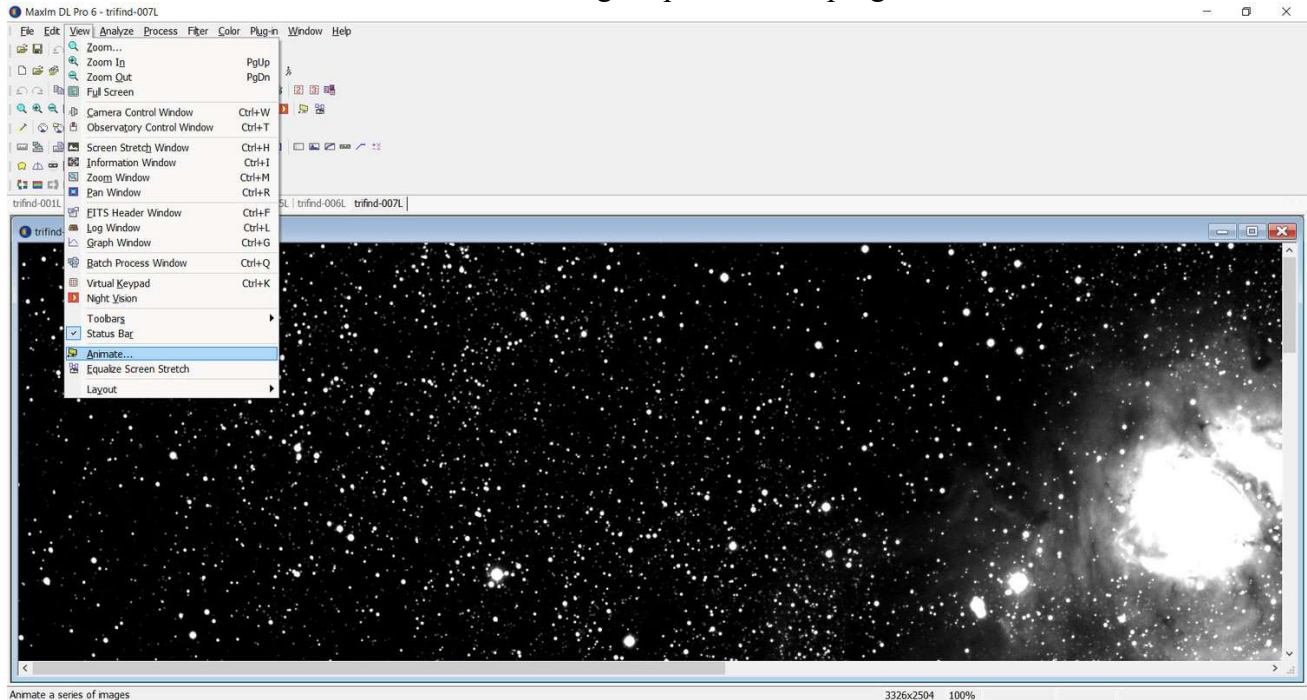


Maxim DL Tutorial

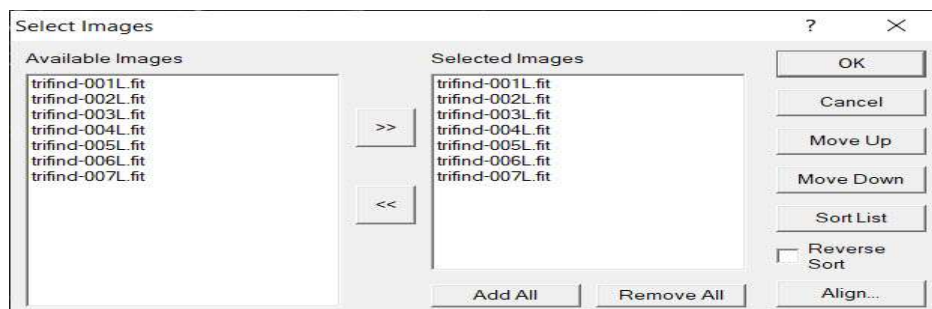
Maxin DL BLINKING :

Blinking your images in Maxim DL is very easy. You first want to start by opening all the images you want to Blink in Maxim. Unlike Pixinsight you cant select animate in the Maxim menu bar with no images opened in the program.

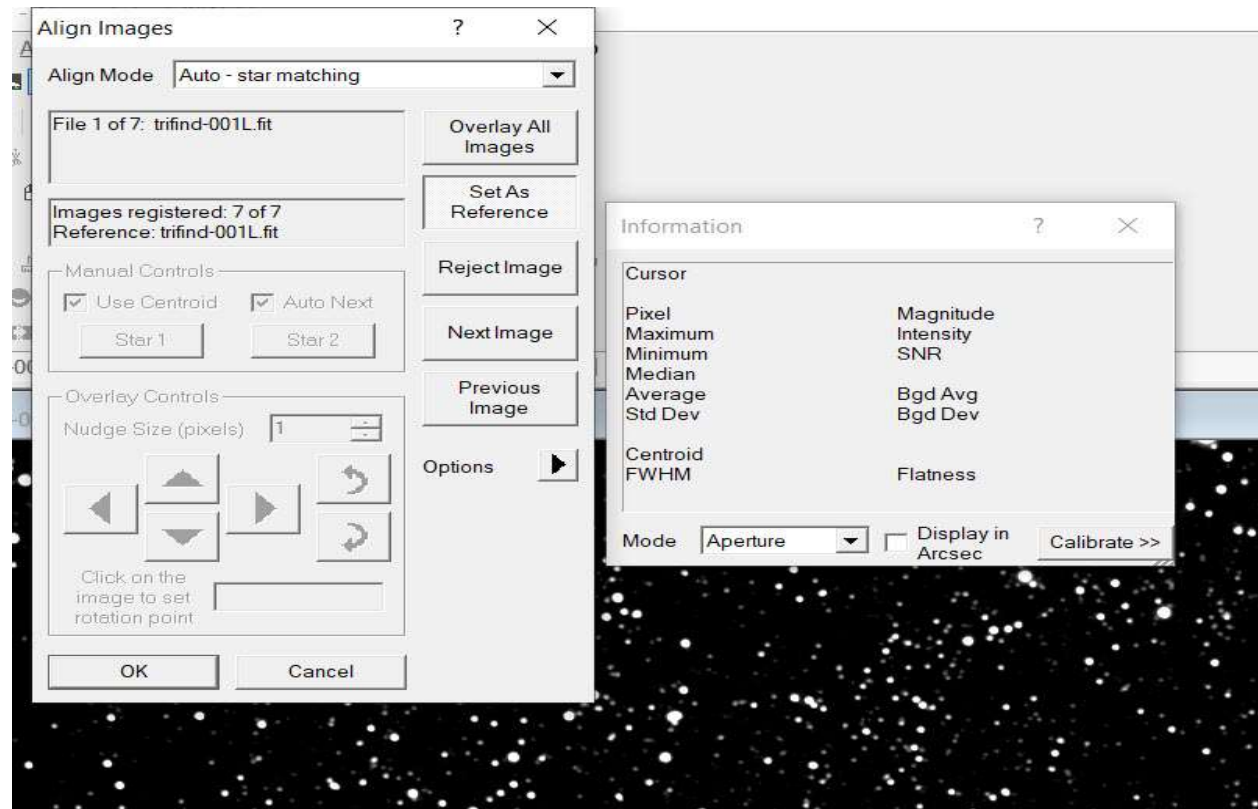


After you click animate in the drop down menu a window will open with all the images you have open in Maxim listed. You have several options here. You can click the Add All button to add all your images or you can click on each image you want to add and push the >> button. If you have images you don't want in the animated video that you accidentally added then select that image and click the << button to remove them.





The other options are to Sort the list, which will order the files numerically. You also have move up and move down to adjust the order of the images.

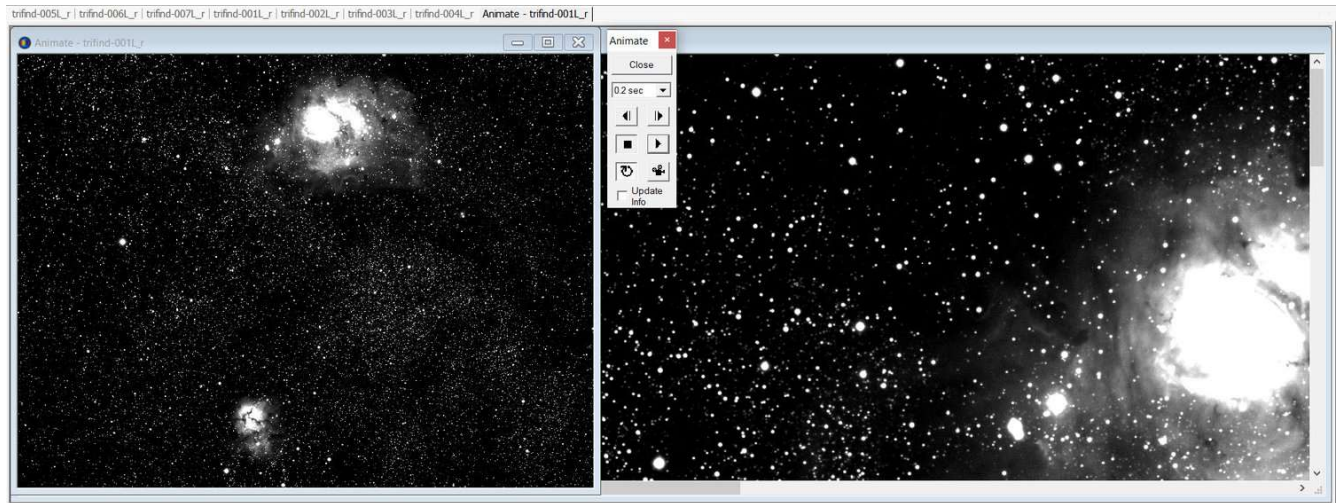


Once you have the image added click the Align button. If you pre-aligned your image you can select none for the alignment. If you didn't align this has a nice feature Pixinsight doesn't have and you can align prior to the video being created. You can align anyway you want but the easiest would probably be one star Auto Alignment.

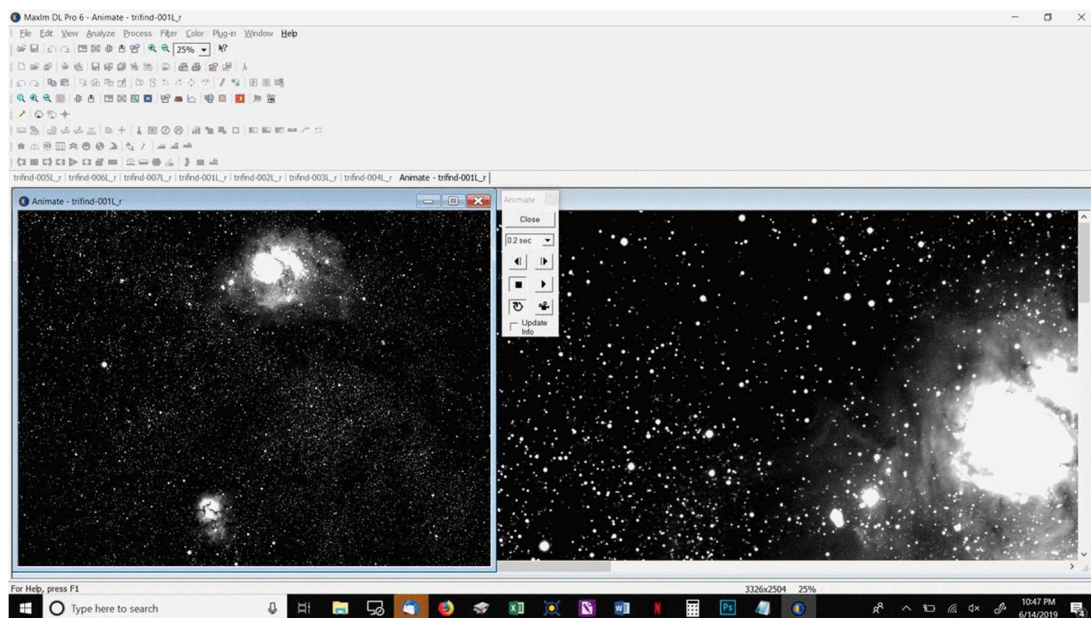


When you finish the alignment the screen will go back to the Animate window and click OK. A new image window will open labeled Animate as well as a video control window. The image will be at 100% view so you may want to reduce the percentage to 50% or less to see the entire image.

The control box lets you scroll individually using the arrow buttons  . The stop button will stop the video. The play button will let you play the animation. The arrow circle button  when pushed allows for a continuous infinite loop of the animation. Lastly the movie projector lets you export the animated movie .



Here is the Maxim Blink Animation. You can see in the Animated tab as the blinking moves through each image.



If you want to save your blinked images as a video you can click on the movie projector button



and select the options you want such as frame rate and click ok. A window will open up to save the AVI to a specified location and your done.