Igors, May 2008

Mouse Tracker
Mouse tracker is an EI plug-in to record animation directly from mouse-drag input. The plug in will record a real- time mouse drag event and convert this data into custom animation frames which can then be applied to an object.

How to use
- Add the plug-in to the project, a modeless window with 3 buttons appears.

- Click "Start Record" button. (It will change to "Stop Record" button).

- In any EI Window select an object and drag it. THAT drag is stored. You can then select this (or another) object and drag it again. A new drag is appended to previous, anything between drags is ignored.

- Click "Stop Record" button in plug-in modeless window (It will change to "Start Record" button).

- Click "Apply" button. Select an animated object from list. If animation is not enabled for at least one object you can click the enable animation check box/arrow next to an object in the project window without closing the plugin window.

Set desired frame range to apply the animation. Click Ok. The saved animation fills animation frames of the object with the recorded movement (similar to what XP does).