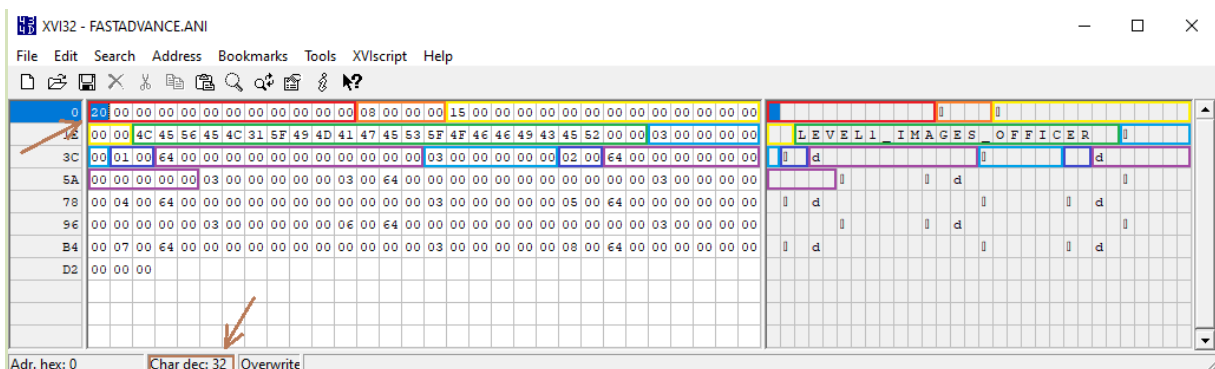


PENITI

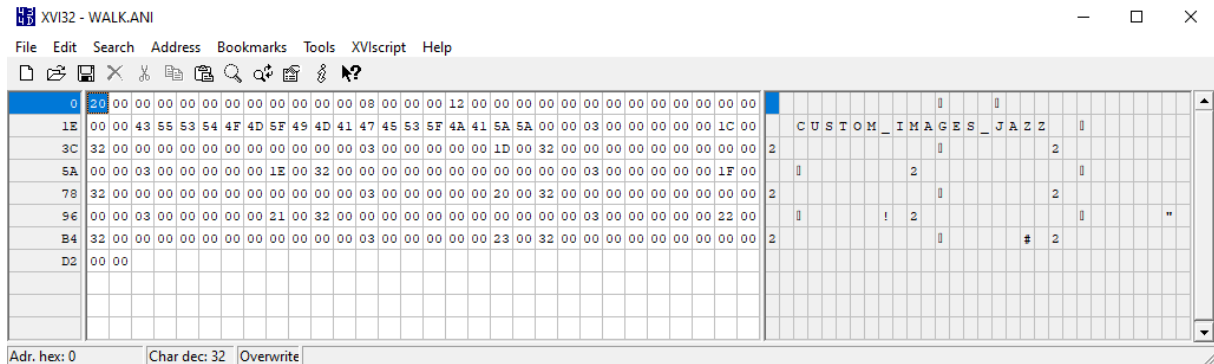
version: final, author: Pejti

ANI files contain information about where images are (localization) and how many frames animation has. Used app: Hex Editor XVI32. Remember, we type values in hexadecimal system.

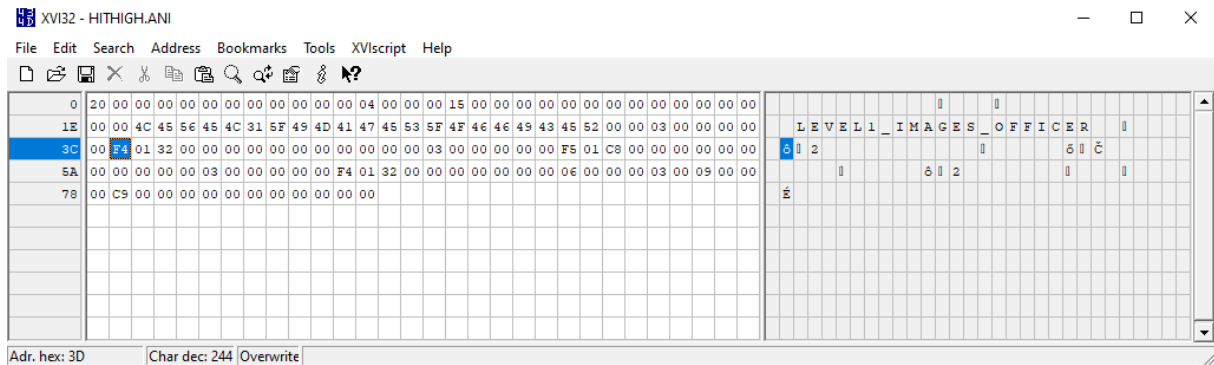


- **Red** color - 12 Bytes, value: 0x20
- **Orange** color - 4 Bytes, value: number of animation frames
- **Yellow** color - 16 Bytes, value: number of localization (number of letters)
- **Green** color - X Bytes (LOCALIZATION) + 2 Bytes, value: X + 2 empty Bytes
- **Turquoise** color - 6 Bytes, value: 0x3
- **Indigo** color - 2 Bytes, value: current frame
- **Purple** color - 12 Bytes, value: space between frames in ms
- **Brown** color - value Dec/Hex

Below you can see example for Custom images:



As you can see creating ANI file is mainly change existing values. You do not need advanced knowledge how to do this but remember if value is **greater** than 255 you have to type it from the end. See next example:



Value **500** (01 F4) we save as F4 01. Good luck ☺.