

**BT**

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# Chapter 1

## BT

### 1.1 BT User Manual

B L U F F T I T L E R 1 . 1

A Realtime 3D Titling System for the Amiga Computer

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Introduction  
System Requirements  
Installing  
How to make a Simple Show

Gadget Functions  
Menu Functions  
Program History  
FAQs

### 1.2 BT Introduction

Introduction

BLUFFTITLER is a Realtime 3D Titling Program. It allows you to animate 3D texts in all sorts of 3D effects using a simple to use graphical interface.

BLUFFTITER can be used in the following ways :

1)Computer Presentations

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You can start BLUFFTITLER animations from an Amiga DOS script by using a BLUFFTITLER animation file as an argument.

2)Video Titling without Genlock

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It's easy to connect a VCR to your Amiga and record the animation to tape.

### 3) Video Titling with Genlock

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If you got a Genlock you can overlay BLUFFTITLER animations onto video sources.

You no longer have to use difficult, expensive and slow 3D rendering software to make those stunning 3D leaders. All you need is BLUFFTITLER !!!

And because BLUFFTITLER works in realtime, you can immediately start recording your leader to video . No more heavy disk operations, memory problems and single frame recorders : simply start BLUFFTITLER and press the record button on your video !!!

Since computer power is limited you can't expect broadcast quality from a realtime titler, but the result is perfectly suitable for:

- computer presentations
- home video's
- semi-professional productions
- cable networks

Another BLUFFTITLER Bonus over 3D rendering programs is the use of Amiga's Copper chip. BLUFFTITLER uses this chip to produce a shaded background and to simulate shading of the characters. On AGA machines this results in more than 400 different colours on screen at the same time !!!

There are 4 reasons why you can't do this on a PC:

- 1)The Amiga is capable of producing Overscan
- 2)The Amiga can be easily connected to a TV/VCR/Genlock
- 3)You won't find the Copper Chip inside a PC
- 4)SVGA is limited to 18 bit colours (64 grey tones instead of 256)

## 1.3 BT How to make a Simple Show

How to make a Simple Show

First select the Menu Item 'New Show'. A requester will be presented allowing you to enter the total Show Length. Since this is an example let's limit ourselves and enter 3 seconds.

Then use the 'Text Gadget' in the upper right to enter the text you want to animate. Type in the word 'Test' and don't forget to press <RETURN>. Your text is now visible in the preview box.

Now is the time to think out the 3D effect you want to make. Let's make a simple zoom. We need 2 keys to do that.

To make the first key, set the 'Time Slider' to 0. Set the 'Editmode Gadget' below the 'Text Gadget' to 'Eye Position' and set the 'Depth Slider' to -16000. The text will now appear very small. Press the 'Create Key Button' and the first key is stored. A small vertical line representing this key is

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now visible above the 'Time Slider'.

Then drag the 'Time Slider' to the right to last position and drag the 'Depth Slider' until the text fills the whole preview box. Don't forget to store this second key by pressing the 'Create Key' button.

You have now defined 2 keys and it is time to watch the preview. Set the 'Time Slider' back to the beginning, press the 'Preview Button' and watch the result.

If everything looks fine, press the 'Start Button' and enjoy your show in all it's glory !

If you start experimenting with more exciting effects, always remember to use the right sequence to make a key:

- 1) Drag the 'Time Slider' to the time you want to create a new key
- 2) Use the 'Editmode CycleGadget' and the 3 Sliders below to get the right picture
- 3) Press the 'Create Key Button'.

## 1.4 LSD System Requirements

### System Requirements

BLUFFTTITLER requires - a 68020 CPU or higher  
- Amiga DOS 2.0 or higher  
- a 15 KHz monitor or TV

AGA users will enjoy 24 bit colours, 256 grey tones and more then 400 colours on screen at the same time ! Non-AGA machines are limited to 12 bit colours (16 grey tones).

You can make your animation more smooth by installing :

- fast ram
- 32 bit ram
- a faster/newer processor

-BLUFFTTITLER is not very memory hungry, but be sure to have some fast ram because it's twice as fast !

-Since this program uses integer maths the use of a mathematical coprocessor will not affect performance at all.

## 1.5 BT Installing

How to install BLUFFTTITLER

To install BLUFFTTITLER simple drag the BLUFFTTITLER Drawer to the desired

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place on your HardDisk.

The workbench files you need are:

-asl.library in the libs directory

## 1.6 BT Gadgets Functions

### Summary of Gadget Functions

#### Time Slider

Indicates the current time. Everytime you drag the time slider, the preview window will be updated. Left to the slider is the time printed in standard time code format: minutes:seconds.frames.

#### Text Gadget

Type here the text you want to animate. Don't forget to press <RETURN>

If the 'All Keys' Button Gadget is checked, the text is copied to all the keys. If this Button is not checked you can change the text during the show allowing you to make short stories.

BLUFFTITLER supports the complete ABC, all the numbers 0,1,...,9 the characters !"#\$%&+'-./\|\_`;<>() ? and the following exotic characters :

#### Character Key Combination

À alt g,a  
 Á alt f,a  
 Â alt h,a  
 Ã alt j,a  
 Ä alt k,a  
 Å alt q,a  
 Æ alt a

Ç alt c

È alt g,e  
 É alt f,e  
 Ê alt h,e  
 Ë alt k,e

Ì alt g,i  
 Í alt f,i  
 Î alt h,i  
 Ï alt k,i

Ñ alt j,n

Ò alt g,o  
 Ó alt f,o  
 Ô alt h,o

Õ alt j,o  
Ö alt k,o

Û alt g,u  
Ú alt f,u  
Ů alt h,u  
Ü alt k,u

ß alt s

Use the key combination '<Right Amiga> x' to delete the entire text.

Use the special character '@' to start a new line.

#### Editmode Cycle Gadget

-----

The effect of the 3 sliders below this gadget depends on the state of this gadget.

You can choose 4 editmodes:

- 1 Text Position
- 2 Text Rotation
- 3 Camera Position = Eye Position = Observer Position
- 4 Camera Rotation = Eye Rotation = Viewdirection

If you hold the shift key down while clicking, the list will cycle backwards.

#### VR Mode Button

-----

It is also possible to change the eye position and eye rotation in this Virtual Reality mode. Use your mouse to navigate, press <Esc> to quit.

- Use mouse up/down to walk forward/backwards
- Use mouse left/right to change direction
- Use mouse left/right with right Button pressed to step to the left/right
- Use mouse up/down with left Button pressed to look up/down
- Use mouse up/down with both Buttons pressed to control height

Use the + and - keys to adjust your speed.

Also try out the following keys:

- <F1> Walk Mode
- <F2> Drive Mode
- <F3> Fly Mode

#### Create Key Button

-----

Stores the current key. Memory is reserved for 100 keys.

#### Delete Key Button

-----

Deletes the current key. Use the Prev/Next Button to select a key

#### Copy Key Button

-----

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Copies the current key into a buffer

Paste Key Button

-----  
Copies the buffer to the current time

Begin Button

-----  
Jumps to the beginning of the Show

Previous Button

-----  
Jumps to the previous key

Next Button

-----  
Jumps to the next key

Preview Button

-----  
Starts the Show from the current time in the preview window in the editor window. Press the 'Stop Button' to stop the show.

Start Button

-----  
Starts the real Show from the current time in full screen and full colour. If you want to start the Show from the beginning, use the Menu item 'Show/Start' or press the 'Begin Button' first.

Stop Button

-----  
Stops the Show in the preview window.

If you started the Show from the Menu item 'Show/Start Show' you can stop the Show by pressing the left mouse Button.

## 1.7 BT Menu Functions

Summary of Menu functions

Project/New

-----  
Select 'New Show' to begin a new project. Don't forget to save the current project.

Project/Load

-----  
A file requester will be presented, allowing you to select and load a Show from disk.

Project/Save

-----  
Saves the current Show in the current name.

---

#### Project/Save As...

-----

A file requester will be presented, allowing you to save the show to disk.

#### Project/Delete...

-----

You can use this Menu item to delete a file.

#### Project/Set Length

-----

Use this Menu item to change the Show length. The maximum length is 8 minutes (480 seconds). You can either stretch the show to the new length, add some workspace or throwing away some keys.

#### Project/Demo Mode

-----

Plays all the saved Shows stored in the "BLUFFTITLER:Shows" directory in a eternal loop. Press the Left Mouse Button to stop.

#### Project/About

-----

Check this one out for yourself

#### Project/Quit

-----

Quits BLUFFTITLER. Don't forget to save your current Show.

#### Show/Start

-----

Starts the Show, full colour and full screen. Press the left mouse Button to stop the Show. After the Show, don't forget to reselect the BLUFFTITLER window by clicking somewhere in the window.

You can also play a Show from the CLI by using the BT filename as an argument.

Example: BLUFFTITLER;BLUFFTITLER BLUFFTITLER:Shows/Test.BT

This option can be handy if you use BLUFFTITLER in a script based computer presentation.

#### Show/Genlock

-----

Turns Genlock synchronisation on.

#### CopperShades

-----

BLUFFTITLER uses the famous Amiga Copper chip for a shaded background and to simulate shading of the characters. Use this Menu item to turn this effect on/off.

#### Show/Overscan

-----

Turns Overscan on/off. Overscan fills the whole video screen, preventing the boxed computer look.

#### Show/Interlace

Turns interlace on/off. Use interlace for Video and non interlace for a computer monitor.

#### Show/Dimmed

The Amiga is capable of producing 'Video illegal colours'. This option tries to prevent them by keeping the colour values below 200. Of course it is always possible to dim the colours manually by using the Palette Requester.

#### Show/Blanking

Adds 3 seconds blanking before and after the Show, letting you start and stop your VCR.

#### Show/Loop

Plays the Show in an eternal loop. Press the left mouse Button to stop.

#### Show/Fading

Fades in from black in the first second and fades out in the last.

#### Show/Explosion

Explodes the text in the last second of the Show

#### Show/Implosion

The opposite of explosion, try it and you'll understand !

All the above preferences flags are stored in the .BT file. So if you start a BLUFFTITLER animation from the Shell or a Script, you got the right prefs !

#### Font/Change Font

Selecting Change Font from the Font Menu will produce the Font Requester

#### Palet/Change Palette

Selecting Change Palette from the Palette Menu will produce the Palette Requester

## 1.8 BT Font Requester

Font Requester

Select the Menu item 'Font/Change Font' to enter the Font Requester

Width

-----

The horizontal size. The default is 100

Height

-----

The vertical size. The default is 100

If you want a square font set width to 100 and the height to 60

Depth

-----

The depth size. The default is 100. If you want extreme depths, use small widths en heights.

Shear

-----

500 means 45 degrees (if Width=Height). The default is 0

Spacing

-----

The space between the characters. Zero means no space. The default is 200  
Please note that it is possible to let the characters penetrate into each other by using a negative value.

## 1.9 BT Palette Editor

Palette Requester

Select the Menu item 'Palette/Change Palette' to enter the Palette Requester

There are 3 colours that can be changed:

Text

----

The colour of the text

Top

---

The top of the screen

Bottom

-----

The bottom of the screen

BLUFFTITLER fades the top colour to the bottom colour. If you want a single background colour, copy the top colour to the the bottom colour, or turn of the coppershading in the Menu 'Show/Coppershades'

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The current colour can be modified using the Red,Green and Blue sliders.

Select the Menu item 'Show/Start' to watch the result !

## 1.10 BT FAQs

Frequently asked Questions about BluffTitler

Why don't you make it possible to load a backdrop image ?

-----  
One of the reasons why BLUFFTITLER is so fast, is that it uses a 4 color screen. All those beautiful 24 bit shaded colours are produced by the copper chip. More colours on screen,necessary for picture backdrops, means a slower animation speed.

A double playfield screen mode (used for example by platform games to produce parallax scrolling) might be a solution, so I am experimenting with that.

How do you do the multiple line entries ?

-----  
Use the special character '@' to start a new line

I like higher resolutions and anti alias

-----  
Higher resolutions look nice, but also mean a slower frame rate. That's the big compromise : picture quality against animation speed. Believe me, animation speed is the most important thing.

Anti-aliasing is particularly difficult because of the 24 bit copper background.

I want a BLUFFTITLER player

-----  
The editor is also the player. You can play a show from the Shell/Amiga DOS Script by using the .BT file as an argument. For example:

BLUFFTITLER:BLUFFTITLER BLUFFTITLER:shows/test.bt

See DemoScript for a complete example

I like to synchronise events like playing Music Modules, Samples, etc

-----  
I guess that's called MultiMedia ;) the next version of BLUFFTITLER will most certainly support this kind of sexy,funky things.

Why is this program called BLUFFTITLER ?

-----  
Just show a BLUFFTITLER anim to a friend. Tell him you made this by using a very expensive 3D modeller like Imagine or Lightwave and that it took 3 hours to model all the characters plus another 10 hours to render all the frames. He now will see you as a professional 3D artist. Never tell him you used BLUFFTITLER and that it took 10 seconds to do it all.. hahahaha...

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I think that's called Bluffing !

Beschreibung bitte wenn möglich in Deutsch

-----  
 Sie müssen mich glauben, meinem Übersetzung soll dich nichts weiter helfen ;)

What about a BLUFFTITLER FONT designer ?

-----  
 Yes that would be very nice. Unfortunately, writing a user friendly font designer is not a quick and easy thing to do....well everything depends on the succes of this version.

I would like to have the assembler source code

-----  
 That'll be \$100.000,- please (in other words: I am not going to give away my programming secrets)

Can you smooth the animation path ?

-----  
 Yes, I am currently experimenting with splines.

Can you set the font attributes also in time line ?

-----  
 This will make bouncing and stretching effects possible. If more and more people keep asking about this, the next version of BluffTitler will certainly support this effect !

What about Anim 8 export ?

-----  
 Converting a .BT anim to an Anim8 file will take away all the advantages of a realtime animation. Let me sum up all the advantadges of a realtime animation :

Anim8	BLUFFTITLER
Prerendered Animation	Realtime animation
-----+	
big anim file	small anim file
long loading time	quick loading time
needs a lot of RAM	not memory hungry at all
coppershading not possible	coppershading

## 1.11 BT Program History

Program History

-----  
 Version 1.0, September 1994, NLG 25,-

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 First release

-----  
 Version 1.1, Januari 1995, NLG 25,- ,free update for registered users

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-Genlock compatability

It's now possible to overlay BLUFFTITLER animations onto video sources

-Exotic characters support

German : Ü ß

Scandinavian : Æ Ø Å

Spanish : Ñ Í À

French : Ç È É Ê Ë

-New Effects

-Loop

-Fade In

-Fade Out

-Explosion

-Implosion

-Virtual Reality Mode

-The possibilty to change the text per key : making stories !

-All the preferences flags are stored in the .BT file.

-New Start Button: it's now possible to start the anim by pressing a button.

-The possibility to speed up/slow down the complete show, for example making it fit in exactly 3 seconds

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