

## **FrameNamer Documentation**

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## Chapter 1

# FrameNamer Documentation

### 1.1 FrameNamer Documentation

FrameNamer version 1 by Carmen Rizzolo

Installation

Changes

Legal Stuff

This script was meant to be a buddy-script for Part And Particle , but I thought that many others would be able to benefit from this script as well.

FrameNamer is a fast and easy way of changing the format of your animation's frame names. When I say animation here, I do not mean any form of compressed ANIM file. I mean a series of images.

All of my other scripts require that the images it uses are named in the format of pic.0001, pic.0002, pic.0003, etc.. Different animation software will save its images a number of formats. If you find that FrameNamer cannot accommodate the format of frame names your software generates, let me know and I'll make sure FrameNamer can support it.

First tell FrameNamer the pathname to your animation files. Do not tell FrameNamer the name of your files.. Just the path.

Next you will have the option of choosing the format of frame names for the SOURCE and DESTINATION format. Choosing a format is made by defining a ROOT string, a NUMBER FORMAT, and an EXTENSION string. The ROOT and EXTENSION strings are optional. If your desired format does not have an extension (and most do not), just leave it blank.

The NUMBER FORMAT is chosen by selecting one of these options:

\* xx xxx xxxx and xxxxx. What the heck are those you ask? The \* means the numbers part of your filename can be any number of digits. The size of the number will dictate how many digits. There will be no 0's in front of your number. The others (xx, xxx, etc..) represent a FIXED number of digits. 0's will be added to the front of your number to make sure the number of digits will always be the same. A choice of xxxx means that 1 will actually become 0001. Additionally, a choice of xxxx limits the highest frame number to 9999.

Then simply tell FrameNamer the first and last frame numbers of your animation. Just give it a normal number. Don't put any 0's in front.

## 1.2 Installation

FrameNamer requires Arexx and OpalPaint v2.3 or higher.

Copy "FrameNamer.oprx" to your "OpalPaint:Rexx/" drawer or your "Rexx:" directory.

To access FrameNamer from OpalPaint, hit Amiga-a within OpalPaint. There you can assign FrameNamer to a function key. Use Left-Amiga and that function key to activate FrameNamer.

## 1.3 Changes

v1

Initial release.

## 1.4 Legal Stuff

Disclaimer:

This software is provided 'as-is', without warranty of any kind, either expressed or implied. In no event will Carmen Rizzolo, be liable for direct, indirect, incidental or consequential damages or data loss resulting from the use or application of this software. The entire risk as to the results and performance of this software is assumed by you, the user.

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## 1.5 Part And Particle Announced!

... Carmen Rizzolo proudly presents ...

- P A R T   A N D   P A R T I C L E -

## A Particle system for OpalVision

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If you are reading this as a post, rather than a text file included with an animation, you can find this animation in the file PAP-DEMO.LHA on Portal, Aminet and other fine BBSs.  
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Thank for you downloading the Part And Particle demo anim! I've been hard at work on Part And Particle for several months now, and I'm proud to say it's ready to roll out! Originally, Part And Particle was to be a simple particle system that allowed anyone to create the sparkley (is that a word?) particle effects I made by hand using an paint program. But with all the features that have been added since it's inception, Part And Particle is far more than just a simple particle utility.

Part And Particle is modular. You can add as many modules to a Part And Particle project as you like. Each module can have up to 200 new particles generated per frame (The demo anim only has about 20 per frame). A "module" is an element in the animation. For example, the bubbles rising from below in the animation are 3 of the modules. 3 because there are actually 3 different sizes of bubbles in the animation. The particles emanating from a "robotic probe" is another module. Each module in Part And Particle has it's own gravity, wind and behaviour settings.

In addition to being modular within a project, you can layer multiple projects for a single animation. This demo anim was made up of 4 projects. The reason for this is only one "source" of particles can be specifies per project, so layering allows multiple sources. The "probes" in the animation define 3 of the sources. Each of the "probes" have particles and lens-flare modules emanating from them.

That's right. Part And Particle does lens-flare too. Not true lens-flare, as you would need a 3D system for that, but a very nice effect indeed. You can have your lens-flares "flicker" or vary in intensity from frame to frame simply by turning on an option. This is great for "welding" effects. It was used in this demo anim as well.

### ABOUT THE ANIMATION:

The 32-colour anim included in this archive is busy to say the least. I wanted to cram as many feature elements in the anim as I could. I also wanted to avoid making the anim look too cluttered. Well, I think I might have crossed that border a bit. But this anim wasn't really intended to be fine art, it's intended to demonstrate Part And Particle's features.

The lower portion of the screen has bubbles rising from below the screen. The "wobble" of the bubbles was made simply by turning on the horizontal wobble. I gave the bubbles a short lifespan so they don't interfere too much with the action above.

The box that pops up with the "FOLLOW ME" label demonstrates the "CHASE" feature. Although it's very quick, you'll notice the particles getting sucked towards the red light when it turns on. Also notice that I elected not to have the "FOLLOW ME" light effect the bubbles.

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## PART AND PARTICLE FEATURES:

- \* Interactive AmigaGuide documentation
  - \* Easy to use graphic interface that takes full advantage of OpalPaint version 2.3's new programmable requestors.
  - \* Add as many modules to a project as you like. Each module has it's own independant gravity, wind and behaviour settings.
  - \* Layer up to 15 project for one animation.
  - \* From up to 200 new particles generated per module to a new particle once every few frames.
  - \* Particles are a series of "brush" images that act like AnimBrushes. You can have them play once then die, or loop, or play randomly or just use the first frame as a static particle. Create your own particles and have them look like anything you desire!
  - \* Circular, hexagonal, septagonal, octagonal, nonagonal or decagonal lens-flares. Create your own "lenses" and tell Part And Particle where each lens-notch is and what it looks like.
  - \* Gravity can pull up, down, towards the center of the screen or away from the center of the screen. Using "Chase," you can have gravity pull towards any part of the screen, and move around in an animation!
  - \* Wind can blow left, right, in a clockwise or counter-clockwise whirlwind.
  - \* Particles can emanate from a dynamic (movable) coordinate in your animation, or from any side of the screen (example: Rain falling from the top of the screen).
  - \* Particles can be thrown at any strength, in any of the 8 "joystick" directions or randomly thrown in any direction.
  - \* Particles can be told to "wander aimlessly" in their travels. The effect is similar to flying insects.
  - \* Particles can have motion blur.
  - \* Particles can wiggle horizontally and/or vertically.
  - \* Particles can cast a shadow.
  - \* Particles can be told to bounce off the sides of your screen, or "wraparound" to the opposite side of the screen.
  - \* You can use a text-editor if you like to tweak projects or copy "module" information from project to project. If you're shy around text editors, you do not need to use them.
  - \* Part And Particle is reasonably fast. The complexity of your projects and the speed of your Amiga will influence how fast part and particle is. For this demo animation, my 25Mhz '030 Amiga created a new frame every
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5 minutes in it's most complex phase. In the simpler parts of the project, the same machine created 2-3 frames per minute.

#### WHAT PART AND PARTICLE REQUIRES:

To run Part And Particle, you will need:

- \* About 5 megs of ram. The more memory the better.
- \* OpalPaint v2.3 or higher
- \* Arexx (or Workbench v2.0 or higher)

#### HOW TO GET PART AND PARTICLE:

Send a check or money-order for \$99.00 to:

Part And Particle  
c/o Carmen Rizzolo  
4820 Clairemont Mesa Blvd. #5  
San Diego, Ca. 92117

(California residents add 8.25% sales tax)

For more information, call me at (619) 573-0285 or Internet EiMail me at [CarmenR@cup.portal.com](mailto:CarmenR@cup.portal.com)

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