

PARpro

COLLABORATORS

	<i>TITLE :</i> PARpro		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

PARpro

1.1 main

PAR PROCESSOR

A TOOL FOR PROCESSING DPS PAR ANIMATIONS

I. Introduction. What the hell is this ?

II. Requirements. Very hard requirements...

III. What it does ?

IV. What it does not ?

V. Using Par processor

VI. Lame thing...

VII. Limitations. Some limitations...

VIII. Recomendated system.

IX. Future ...

ATTENTION!

THIS PROGRAM IS FREE

IF YOU ARE USING THIS PROGRAM PLEASE

SEND ME, WHAT YOU WILL LIKE TO GET FROM MY

PROGRAM, WHAT FEATURES YOU WANT TO SEE IMPLEMENTED.

People, who write me, will get the new versions first.

Internet EMAIL Address:

dostick@lynx.riga.lv

dostick@wolf.riga.lv

dostick@raccoon.riga.lv

Better to contact me using IRC .

1.2 PARpro Help: Introduction

While using DPS Par we have a problem: if we need to apply one effect to single PAR animation, we need to convert entire animation into single frames on Amiga haddisk. Then do any processing on them, and convert them back to DPS PAR.

PAR PROCESSOR (PARpro) solve this problem !

You'll need only 1-2 MB free space to convert and do any image processing on your PAR animation.

PARpro also gives the easy-to use user interface , no more script-writing anymore !

1.3 Requirements...

You really need all this things to use this programm :

1. DPS PAR board - it is board that plug into Amiga, and allowing to playback/record animations at TV frame rate.
2. Commodore Amiga computer - the computer of no-longer-exist firm Commodore.
3. ADPro software - the higer version the better. Mine version is really latest available at this moment: 2.51.

PARpro will obviously work with 2.50 too :-)

4. ARexx - you must run the sys"system/rexxmast programm before PARpro.

5. MultiPlayer programm - optional, if you want to synchronize your anims with sound/music, you'll need this programm. I have tested with Multiplayer version 1.32. Multiplayer is quite old, but it was the first player erogramm I found which plays IFF samples and have ARexx port same time. I tried DASMODOplayer, it have ARExx port, but cannot play samples :(

Multiplayer is freeware, you can find it on AmiNet sites.

6. XenHelvetica font (size 11) - it's included in PARpro package.
7. DH0: device must exists - it is used for temporary images storage.

It MUST have a 1.5-2 MB free space. (I know, it's difficult to clean so much but... :))

I tryed to use RAM: but I begun to get

the "Volume RAM: is full" messages. I think ADPro takes too much RAM. Ill try to use the RAM: in the next versions.

8. NO need any ASSIGNS !!! :) very cool !

9. You need, at last, 4 MB RAM... I think. Maybe less/more...

ATTENTION!

My PAR is PAL version !

It's one of the three first made PAL PARs. The programm made so, that obviously You'll b able to use it with NTSC PAR. I'm waiting for your reports.

Because ADPro's PAR_PEG loadre is made for NTSC PAR, PARpro DOESNT use it !
PARpro use the PAR export to get images...

1.4 PARpro Help: What it does ?

1. It takes existing PAR animation from PAR process it frame-by-frame with selected effect using ADPro, and write back to the another PAR animation.
2. It can synchronize the sampled sound playback with PAR animation playack.
We use this feature in our studio for previews.
3. Also Included MagicWB icon for PAR...

1.5 doesnot

1. It does not non-linear editing !!!

See the **future** for details...

2. It does not access the PAR hardware directly!
nobody know how to work with PAR hardware.

I WANT to know !!! :)

If somebody can tell me... welcome :)

1.6 Usage...

OKAY, how to start it ??

1. I suggest you to have AmigaOS loaded (I mean Workbench etc..)
2. the "PAR" programm MUST be run before PARpro
3. Click on PARpro icon.. you'll get the programm :)

If something is wrong, programm will end immediately without any messages.

4. If ADPro hasn't run already, PARpro will ask you:
-

- Run ADPro ?? . If you'll answer "Yes!", PARpro will try to run the "ADPro:ADPro" programm.

5. PARpro will detect if the Multiplayer is run already.
If its not run, PARpro will not send ARExx messages to player.

6. Now, you must get the programm running.

7. Select existing file to work pressing "Input File" button.

8. File selected. Now If you press "PLAY", PAR will begin to play, and optionally, the "PLAY" message will be send to Multiplayer.

9. Select "Input" and "Output" (new) file, then select the process
After all that, press "PROCESS" button, this will begin the real work.

10. "DO SOMETHING" feature.
It is coolest feature of PARpro.
Simply select everythig as usual, and select the processing called "Do Something"
NOW, Images will be loaded into ADPro, and then PARpro will open requester and wait for you to press "continue".
Now you can do quite everything with the image loaded in ADPro, or You can load another image, do Compositing etc..
possibilities are endless. At last, you can quit ADPro and enter it again.
One thing that you can do, obviously is to reboot :)
After you "did something", press the "continue" button, and image will be appended to current anim.
ATTENTION!
PARpro use the dh0: device to store temporary files !!
YOU MUST HAVE 2 MB free space on dh0: !!

1.7 Lame thing..

Ohhh.. it's so lame and shame for me....
This programm was written in CanDo !
Of course, CanDo have a lot of limitations, but
All the programm was written in a THREE days from the scratch !
I was need to finish it in few days and I did it.
Programm works , It have no serious bugs.
Could I do it in three days using C or PASCAL ???
Of course, It will be rewritten into C or Pascal, see the **future**

1.8 PARpro Help: Limitations

So, we have some limitations here.

Call them "bugs" if you want... :)

1. Source and destination PAR anims (Input and Output anims)

MUST be in the same PAR directory !!!

2. input and/or Output anims names must NOT be a numbers.

valid names are :

anim001

1stanim

animation

coolvideo1

pornoanim

etc..

NOT valid names are:

1

001

123

etc...

You'll get a very weird results if you'll name the Output anim with non-valid name.

3. There's no way to stop this mad programm after you pressed the "PROCESS" button !!!

It will continue until the work will finish !

If you are full of desire to ens the programm , you can exit ADPro. Next time my programm will try to speak to ADPro, it will get an error, and exit immediately.

1.9 PARpro Help: Recomendated system

So, at last , you can't set this programm run on your system.

Why?? I don't know..

Here's full description of the system environment of my Amiga, on which it really runs

Hardware: A4000 68040 / 25MHZ

16 MB RAM : 2 Chip+ many Fast.

DPS PAR PAL version (If you have a NTSC one,

I suggest you to buy PAL version ;))

ASDG EB920 Ethernet Board.

Opal Vision.

Nothing more because I have no free slots more :-(

Software: PAR programm version 1.89 (not 2.0)

ADPro 2.51 (difference from 2.50 is only 10 bytes
changed :))

Kickstart 3.1 , ver 40.68 , loaded using maprom.

Amiga OS3.1, ver. 40.35

AS225R2

Upd, Arq, KCommodity etc..

ImageMasterR/T, ImageFX

Real3D2.47, Imahgine3.0,Lightwave3.1+Lightrawe

All this programs works OK with PARpro...

Please tell me about your system configuration!

1.10 PARpro Help: Future

FUTURE.

FUTURE IS GREAT, And when you are reading this hypertext, Im working in
direction from the simple imageprocessor to non-linear edition software.

First that I will do is to implement the configurable, user-definable
ADPro operator list. So, youll be able to create and insert your own
ADPro operators in PARpro "process" list.

Second task is to rewrite it for C or Pascal.

Later tasks is to implement the following things:

- Image compositing, Alpha and Color-keyed.
- Field processing.

After Ill implement all this hot features (I hope to do very soon),
Ill start to make the PARpro version 2, the non-linear editing system.
First step in non-linear system is to make simple transitions between
PAR anims.

Second is to make isual interface and all the following things...

...and Ill make the better icon for PAR ;)