

0810b6a8-0

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COLLABORATORS

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REVISION HISTORY

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Chapter 1

0810b6a8-0

1.1 The Creator

Creating your own entries

It's very easy to add new subjects to the encyclopedia. You can create them yourself or get them from us either via the Internet or on floppy disk.

Using~the~Creator

Adding~them~to~the~encyclopedia

Where~to~send~them

This offer runs until further notice.

1.2 The Creator

Using the Creator

Supplied is an early version of a subject creator type program. It is quite basic but is functional even if a tad bug-ridden.

This version is only a beta-. It will continue to evolve and grow only if it gets used!

Data checking facilities will be added and bugs will be squashed until it is perfect! Should you wish to offer comments and suggestions please send them to :
epicmarketing@dialin.net

The Creator is split into five sections:

Main~Screen

Infotext

Sample

Pictures

Anim

Here are the required
file-specifications

.

1.3 Adding entries to the Encyclopedia

Adding Subjects

Subjects are available from the internet,
or directly from us on floppy disk. Alternatively you
can create your own using the Creator program!

Either way you obtain new subjects they are very easy to
add to the encyclopedia.

All subjects are stored as '.epic' files, so a subject
titled 'frogspawn' will be on disk as 'frogspawn.epic'.
The Setup program will recognise '.epi' files as well.

To add new subjects:

1. Run the 'Setup' Program by double-clicking on its
icon.
2. Click once on the 'Install new Subjects' button.
3. Select the subjects you wish to add by double-
clicking on them.
4. Repeat steps 2-3 until you have added all of the new
subjects.
5. Click once on the 'Update Subject Index' button.

You can now see the subjects in the encyclopedia!

1.4 Where to send them

New Subjects

We want to see your subjects! If everyone has a go at
creating new subjects then there will be a wealth of
new subjects for everybody.

All the subjects should be made freely available, packs
of subjects will become available on floppy disk for a
minimal copying charge. Or you can download them from

the internet free of charge.

So where do I send them?

By post

On floppy disk to:

Subject Submissions

Epic Marketing

BSS House - Area 50

Cheney Manor Trading Est

Swindon

SN2 2PJ

1.5 The Main Screen

The Main Screen

There are eight main features on this screen:

- New
 - Asks for a name and then creates this subject. Do NOT use spaces in your subject names. If you need to give the appearance of a space use the underscore character "_".

- Current Subject
 - Shows the title of the current subject

- Export Subject
 - Packs and saves the current subject to the "EpicData:TempSubjects/" directory ready for import by the setup program.

- Quit
 - Quits The Creator

- Infotext
 - Takes you to the text creator Screen

- Sample
 - Takes you to the Sample Selector

- Pictures
 - Takes you to the Picture Selector

- Animbrush
 - Takes you to the Animbrush Selector

1.6 Infotext

The Infotext Screen

Main Infotext - You can type straight into this box the text for your entry, the text should be completely visible in the window.

Keywords - Type your desired keywords into this box, they should be in CAPITAL letters, listed one after the other each on its own line. Do NOT use spaces in your subject names if you need to give the appearance of spaces use the underscore character, "_".

Import - Presents you with a file requester which allows you to choose a text file to import into the main Infotext window.

Clear - Clears both the Infotext and Keywords windows.

Help - Displays a help picture.

OK! - Checks your entries and takes you back to the main screen.

Use External Editor - Jumps to the selected editor so you may edit your current text, currently only ED is supported.

1.7 Sample

Sound file

Import Sample - Brings up a file requester so you can choose a sample to load.

Test - Plays the current sample.

Use External Editor - Not currently implemented.

Clear - Removes the current sample from memory.

Help! - Shows a help picture.

OK! - Checks your sample and takes you back to the main menu.

1.8 Pictures

Pictures

Total Number of Pictures - Use the left and right arrows to increase or decrease the number in the middle. This is the total amount of pictures for the given subject. This version only supports upto eight images.

Use External Editor - Not currently implemented.

Picture Brush - Shows the current picture. Click on it for the large version, if available.

Current image - Use the left and right arrows to cycle through the pictures that are available.

Import / Standard - Use the file-requester to select a picture for the current image number.

Import / Large - Select the large image for the current image number.

Clear - Sets the total number of pictures to one and removes all pictures and large pictures.

Help! - Shows a help picture for this screen.

OK! - Checks your pictures and jumps back to the main screen.

1.9 Anim

Animbrush

Use External Editor - Not currently implemented.

Import Sample - Select a sample to import as the current animbrush sample.

Test - Play the current animbrush sample.

Animbrush - plays the currently loaded animbrush.

Import Animbrush - Use the file-requester to select an animbrush to load, it must be 160x120 and in 16 greyscales.

Use External Editor - Not currently implemented.

Speed - Use the left and right arrows to change the number, the lower the number the faster it plays.

Loops - Use the left and right arrows to change the number of loops, usse 0 for infinite loops.

Test - Plays the current animbrush and animbrush

sample together.

Clear - Removes both the animbrush and animbrush sample from memory.

Help! - Shows this screens help page.

OK! - Checks your files and returns you to the main menu.

1.10 File Specifications

File Specifications

Text - ASCII text, 45 characters wide. Keywords must be listed in capital letters.

Sample - IFF (or even WAV) 8 or 16 bit. Stereo samples can be used although mono are preferred.

Picture - IFF lowres picture, 320x240 in 16 colours. The New 1998 version supports pictures with up to 256 colours they must however share the same palette as the main encyclopedia. For this reason they may look incorrect in the Creator screen, once exported they will be fine.

Large Picture - Any IFF resolution and depth supported.

Animbrush - 160x120, 16 colour IFF animbrush, must be less than 300k in size.

New AVI features are not yet implemented into this version of the Creator.

Templates and examples are supplied for most of the above in the templates directory of the CD.
