

ADTV2

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REVISION HISTORY

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Chapter 1

ADTV2

1.1 ADTV2.guide

Currently in production @ Almathera-central:

[A]miga [D]esk[T]op [V]ideo [2]

(please check out the
LEGALESE
first)

As a follow-up from the success of the first ADTV release, Almathera will soon be back with the second much-demanded CD. Loaded, locked and aimed at anybody involved with mixing Amigas and video sources, as well as catering for the expanding 24-bit image manipulation userbase.

Enclosed in this directory is a small sample of ADTV2's contents, for you to have a play with. The final CD will basically feature more of the same - high quality anti-aliased
colourfonts
(in sizes up to 200
point),
backdrop textures
in ECS, AGA and 24-bit video-resolution
formats, and clip-animations. All with previews, of course.

To go with an eclectic selection of current-release graphics tools and utilities, ADTV2 will include the COMPLETE version of Scala 1.1, with an upgrade offer to the current MM400 release. Scala 1.1 is a highly versatile presentation and titling system, and a hastily-thrown-together example of what it's capable of is included - this example also makes use of the sample data from ADTV2. Please note that this demo does require an expanded machine [a12k + 4M of FAST RAM is known to be okay] to run correctly.

For full price information, and availability / ordering details, please contact Almathera on

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1.2 Standard naming conventions? Us? Yeah, right...

The story so far goes something like this...

```
3amHell
AaaaaaaaaaaaaachHmm
Aardvark.Halibut.Stuff
AlienViewofBognor
AndItMistethBlood

Arcweld
ArmyNet
ArrrrghhhAnotherWALL
ArrrrghhhAWALL
ArterialZone
ASilkyShadeOfCyan
ASlightCaseOfOverbananas
BallsToThis
BlackIce
Blanite
BloodBath
BlueBoo
BurningRetinas
CactusToInfinity
CanTheySmellUsFromHere?
ColourPins
CrimsonFlotation
CrunchyGrass
DeepBubbles
DefocusedConcreteAgain
DressmakingWithNoClue

EggNotTheEggSyndrome
EggsAndIceflowsAgain
EggsFlyingToPlanetZog
ElectricTentacles
Erm.Things.Dunno.[shrug]
EyeOfSnot.RingOfGreen
Faaahschwing
FagsOnACrapCarpet
Fingerprint
FiringSquadWall
Fish
FishBirdsThingsDunno
FresnelMauveOil
Frogs
FrostedWormTracksAgain
GasPlasma
Giegerphlem
GoldenGlueGun
```

GoldFoil
GrassyKnoll
GreyCliffThing
GrocersCrack
Haven'tGotAClue
HeyBevis.itsaFIRE.aha.ahah
HighlyOrderedSmoke
HoneyFuzz
IcePressure
ITalkWithTheDolphins
Its
Jase'sMum'sCurtains
JimmysJag
Jumper
KissMyAsp
LayThisOneUpYou
LeafGrate
LiquidIvy
LowTide

MagmaInTheAir
MartianBeach

MistAndSnowInParallel
Mmm.IcedToad
Mmmmm.EggSarnie
MonochromeBlur
MoooooOOOOOOOO
MoreBlobs
MoreFish
MoreHardDrugs
MoreInternalOrgans
Multithings
Mustard
NotAClassicEscher
NotOnDrugs
NotQuiteAFishmonger
OilNebula
OOOOHthatHOTsun
OrderFinlandFromAPlane
Panzerpants
PastelHaze
PurpleBlueSwirly&Lines
RainbowOils
RainbowLattice
RedWood
rgB-Flange
RotatyTypeThings
RupturedPores
SewTheLizardUp!
SheetLighening
SlowThawInAfrica
SmashedGlassFlyover
Smoke
SortOfEverything
Spaghetti
Spaghetti2
SplatFormallyKnownAsPrince

StraberryFishInBlue
SwirlSpangledBanner
TBL-Goa
THPstreakyflamethings
TomatoWormAttack
Tonight,BlueInDetail
UsingTheGreyMatter
VolcanoesAtNight
VorlonMoasic
Waffle
Waves
WaxthenippleDude

Whigfield,Duct-tape
ZillionsOfMaggots

This is an Amiga disk, so 8+3 can be dumped over a cliff, and let's face it, it beats the usual 'WOOD1.JPG', 'WOOD2.JPG'...

1.3 The example textures

All the example textures are in the following formats at D1 video resolution:

16-colour, 762x576, with black-greyscale-colours palette [for Scala]
256-colour,762x576, with black-greyscale-colours palette [for Scala]
24-bit IFF, 762x576, no palette limitation.

and there will be a thumbnail set of indexes for the final CD version, with a possible full 800x600 range of JPEG if time and CD space allows.

1.4 The example colourfonts

All the example colourfonts have been set up with a ramped-up antialiased greyscale palette, 16 shade. This makes them great for use with Scala, Photogenics, DPaint, and anywhere you need way-smooth text in BIG point sizes. The ADTV2 CD will have some fonts in up to 250 point, however due to space limits a max of 150 has been used for this sampler.

If you're using a Workbench version of 2.04 or higher, you can use the 'AddFonts' icon to extend the FONTS: assignment on your system into the fonts directory of the sample, and then every time your applications make use of colourfonts via the standard 'diskfont.library' system, the example fonts will be offered up. Photogenics 2 users can use the 'ColourFonts.rx' ARexx script to manage the font banks in use, of course.

Anybody still using Workbench 1.3 will have to copy the fonts into their FONTS: drawer before use. Say goodbye to your HD space...

The fonts have been converted from Adobe Type 1 files, these are also on the ADTV2 CD, with full documentation. The Type 1 versions of the included ColourFonts here are in the AdobeFonts directory.

1.5 Legalese

LEGAL INFORMATION / DISCLAIMERS AND DISTRIBUTION COPYRIGHTS:

The materials in the drawer Fonts are NOT freeware and may NOT be resold or redistributed on magnetic/optical media without express permission from Almathera Systems Ltd. The PostScript source files from which they are derived, however, are freely redistributable according to their accompanying documentation, and can be found in the AdobeFonts drawer.

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