

VideoTitler

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Chapter 1

VideoTitler

1.1 VideoTitlerV2.0

VideoTitler V2.0

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February 1995

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VideoTitler V2.0 uses

MUI - MagicUserInterface

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Using MUI, it was quite easy to generate a very flexible user-interface. The appearance of the application may be configured to the user's preferred style by a special preferences-programm.

Since MUI is shareware however, some functions of this preferences programm are disabled, but these don't restrict the function of VideoTitler in any respect. For further details about registering for MUI please start its preferences programm.

Further legal information:

Disclaimer~~~~~

MUI-Copyright~~~~~

How and under what configurations does VideoTitler V2.0 work ?

Introduction~~~~~

what is VideoTitler ?

Concept~~~~~

how does VideoTitler work ?

System requirements ~

which hardware is needed,
to start VideoTitler ?

Installation~~~~~

how will I get Videotitler onto
my harddisk ?

Survey of the function of all windows:

Main window ~~~~~

Brush-List~window ~~~~~

Style-Editor~window ~~~~~

Error window ~~~~~

Object-Editor~window ~~~~~

Preferences window ~~~~~

Object-Assign~to~selected~window

Style-Assign~to~selected~window

Load window ~~~~~

Save window ~~~~~

Color-Editor~~~~~

PlayPrefs~window ~~~~~ ~~~

Reference:

Animations ~~

Brushes~~~~~

Text lines~~~

Objects ~~~~~
Common problems ~
Important notes
Thanks ~~~
History~~~~~
Registering

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1.4 Introduction

VideoTitler V2.0 (from now on referred to as Vtt) is a simple program that allows you to create professional TV end titles and credits. Vtt opens a 736*560 pixels wide screen and enables you to scroll any fonts you like (including colorfonts and scaleable fonts), brushes and even anims (ANIM5, ANIM7, animbrushes) from the bottom to the top of this screen.

An outstanding feature is the possibility to use any colorslide you like as background color and to use independant palettes for each line you scroll. On AGA-Amigas slides are even calculated in full 24-bit quality.

Vtt was designed for easy and fast creation of end titles. For this reason you don't have to worry about page sizes and so on. You simply enter your text line by line and Vtt will scroll it for you.

On the other hand, there's no possibility to create still pages and there are no effects like wipes etc.. For these tasks there exist already excellent programs like Scala and Adorage.

1.5 Concept

In the Script-editor you enter the text to be scrolled line by line. ↔

On principle it's only possible to use one font, brush or anim per line. You may assign a so-called

style
to each of these
objects
. This

style defines the palette, the horizontal position, font, shadow and outline for this line. Several objects may share one style, so the modification of a style will change the appearance of ALL objects using this style.

After creating a script with the object-editor, MUI preloads all fonts, brushes and anims used within it and then starts scrolling. The user-interface runs on any display-mode, even on graphic-boards. You may select the screenmode for Vtt from within the MUI-preferences program as soon as Vtt is running. Make sure you chose a resolution which is larger than 640x220 pixels when you are using topaz/8.

The

color-editor

however requires an original Amiga-screenmode since it makes intense use of the copper. Furthermore it mustn't be run on interlaced screens due to a bug in the OS.

In case of an inconvenient screen Vtt tries to open a suitable one, that should never be promoted with tools like 'NewMode' and similar ones.

On Amigas using an OS below 3.0 Vtt always opens a DEFAULT_MONITOR_ID | HIRES_KEY screen since it can't determine whether a screen is suitable or not.

The title itself however does always run on a PAL/NTSC hires-interlace screen, independent of the mode selected for the interface. To force the Amiga in this mode, Vtt opens a fake screen before starting the scroller. It's not a good idea to redirect this screen ...

1.6 System-requirements

Vtt runs on ANY Amiga, that is equipped with OS 2.0 or higher and 1 MB or more. However a harddisk is very much recommended and it's no fun using the user-interface with an 8MHz 68000 CPU. Using the original custom chips you are limited to 3 planes per line (instead of 4 with AA) and slides do look more like bars than smooth fades. A good basis for using Vtt is an A1200 with 2, (for big anims better 4) MB of RAM.

Graphic boards are not supported, since Vtt was specially developed for the Amiga custom chips. For this reason Vtt won't run on future Amigas like 'Draco' that come without these.

1.7 Installation

Vtt is distributed with Commodore's 'Installer'. There are icons with four colors or with 8 colors (in MagicWB-look) available for choice. The docs are currently available in English and German; furthermore Vtt supports the locale.library for Amigas running OS2.1 or higher. For those even an online help is possible. Vtt itself requires about 600 kB free space on your harddisk and may be installed on disk as well.

To be able to run Vtt, you must have installed MUI in your system. MUI is an automatic layout-system for gadgets that enables the programmer to write very user-friendly user-interfaces and is © by Stefan Stuntz.

Version 2.3 of MUI may be found on disk two. Vtt requires at least V2.2, so if you've got installed an older version, you should exchange it with the supplied one.

Further information on MUI may be found in the MUI-documentation.

To install MUI on disk you need a Workbench-disk with about 330kB free. Since the installer copies a lot of files that aren't absolutely necessary, you better copy the MUI/libs dir to your LIBS: directory by hand.

1.8 Main window

Vtt is controlled by this window. You may do the following things: ↔

- o Object-Window the
 Object-Editor
 will be opened allowing you
 to create your title
- o Style-Window the
 Style-Editor
 will be opened
- o Brush-List opens the
 Brush-List Window
 }
- o Preferences opens the
 Preferences~Window
 o PlayPrefs opens the
 PlayPrefs~Window
 }
- o Load opens the
 Load Window
 , where you may specify
 a script file to be loaded
- o Save opens the
 Save Window
 , where you may save your
 work
- o Error Window opens the
 Error Window
 that informs you about

- o Info any error that occurs informs you about free memory and the configuration of your Amiga
 - o About some information about VideoTitler
 - o New discards the project you are currently working on
 - o Play Starts scrolling your script. Before, Vtt checks for indisplayable objects, that'll be listed in the
- Error-Window
- . After that a requester showing the time required to scroll the title (one single run; time is calculated from the appearance of the first line until the disappearance of the last line) pops up. To definitively start the script you should press the left mouse button. After that it acts like a pause button, whereas the right button aborts scrolling. When returning from the scroller a requester will tell you about the number of lines that couldn't be displayed due to lack of free memory if there were any. In loop mode this number sometimes may be nonsense due to the concept of object creation.
- o Play selected the same as 'Play', however only the
- Objects
- selected in the Object-Editor are ← scrolled.

With Vtt running on the Workbench screen, it's sufficient to drop the icon of a script file into the Main Window to load the script.

1.9 Brush-List Window

All brushes and anims currently loaded by Vtt are listed here (← including size, depth and memory usage). Buffering brushes and anims speeds up working a lot, since these files have to be loaded from disk before scrolling only once. This feature may be disabled in the

Preferences Window

. If any of the files listed here shall be changed, (for example with DPaint) it has to be explicitly unloaded before DPaint is able to save any changes to it, since Vtt holds an exclusive lock on preloaded files.

1.10 Style-Editor Window

The so-called styles may be assigned to many objects at a time. ← They comprise further attributes for objects. These are:

used by | Text | Brush | Anim |

----- ----- ----- -----				
o Font	x			
o Palette	x	(x)	(x)	
o x-position	(x)	(x)	(x)	
o Appearance of shadow	x	x		
o Appearance of outline	x	x		
o additional bitplane	x			

As you can see, not all types of objects use all information supplied with a style. An '(x)' means, this attribute may be inherited from the style or it may be defined in the object itself. An 'x' means this one is always used from the style and ' ' means this one is meaningless for this kind of object.

- o stylename is not used by Vtt and only intended for the user to distinguish the styles he defined
- o fontname name of the selected font. You may use colorfonts, Agfa-Intellifonts and standard bitmap fonts.
- o edit-palette opens the Palette-Editor
 - o x-position please refer to the corresponding item in object attributes
 - o shadow
 - thickness determines the visual depth of the shadow
 - solid being activated, shadows are not only drawn once but rather smeared to their position. This provides a pretty good 3D-effect.
 - arrows specify the direction of the shadow
- o outline
 - thickness specifies the thickness of the outline. (The best value is two)
 - quality medium quality provides a faster generation of the outline and should always be sufficient (except for objects with very fine lines). If there should be gaps in the outline, please try 'good quality'.
- o add bitplane if you need colors for outline and shadow that are different from the colors used within an object you may double the number of colors available with this switch.
- o Assign to selected this switch is only selectable when there are two or more styles selected in the stylelist. It pops up the AssigntoSelected Window that allows you to assign a set of attributes from the active style to all selected ones.

1.11 Error-Window

Whenever a brush, an animation or a line of text is about to be ↵
dis-
played, Vtt tries to 'open' this

object
 . This means brushes and anims
 are loaded from disk (or looked for in the internal buffer) and for
 textlines the required font is loaded. If any error should occur, the
 object can't be displayed, whereas warnings only mean that the object
 might look different from the way you wanted it.

- o Brush/Anim is too wide.
 ! The brush to be loaded is wider than the display (736 pixels) and
 can't be displayed.
- o Anim/brush can't be loaded.
 ! Probably you specified a wrong filename.
- o Out of memory !
 ! Well, just that !
- o Anim corrupted.
 ! Vtt encountered an anim, but it's internal format deviates from standard
- o Unknown compression.
 ! This anim wasn't saved in one of the supported anim-formats.
- o IFF-file not compressed.
 ! Vtt supports only brushes, that have been saved in compressed form.
 (DPaint)

Warnings:

- o Failed to open font 'xxx'
 ! The font in question is not available in your system. Topaz/8 is used
 instead.
- o No style selected
 There was no style assigned to this object. A default style (no out-
 line, no shadow, topaz/8) is used instead.
- o Textline is to wide
 The line didn't fit on the screen completely and was clipped.
- o Too many bitplanes.
 The brush (or colorfont) has got more planes than can be displayed
 on your system (AA: 4, OCS/ECS: 3). The object might look discolored.
- o Selected shd/out/txt-color requires more bitplanes.
 You selected a colornumber for these colors that is higher than the
 number of colors in this object actually is.
 This happens for example, when you select one of the last eight
 colors of a 16-color style for a brush with only 8 colors.
 In this case you better select 'private palette' for the object in
 question.

1.12 Object-Editor Window

This window is split in two parts.
 On the left there's a list of all objects being shown in the current
 script. In the order they appear there, they also appear when being
 scrolled. The gadgets beneath allow easy moving, deleting and creation
 of objects.
 On the right, you may edit the current object. According as the current
 object's a

```
brush-object
, an
anim-object
```

or a
text-object
the corres-
ponding gadgets are displayed.

- o Undo undoes all changes done to the current object until the point where it became the active one
- o Assign to selected only selectable when there are two or more objects selected in the object-list and makes the AssignToSelected Window pop up, where you can specify some attributes that are to be assigned from the active object to the selected ones. ←

1.13 Preferences

Several basic configuration items may be set up here.

- o Videonorm The video mode for your title. In USA and France NTSC is used whereas in Germany PAL is the right mode.
-auto Vtt checks for the correct mode itself.
-PAL forces a PAL-display
-NTSC forces a NTSC-display
Using the old custom chips (OCS) these settings are ignored as they don't support switching the mode
 - o safety messages before writing to files that already exist and before deleting any objects Vtt will ask you if you really want to do this.
 - o auto error window whenever an error occurs, the Error Window will be pushed in front of all the others or opened if it was closed before.
 - o buffer brushes each brush or anim that was once loaded by Vtt will be kept in memory so that any future access to it won't require any disk action.
See also
Brushlist~Window
.
 - o show style displays a preview of the current style whenever it has been altered. The colors aren't displayed correctly however.
 - o force own coled screen normally Vtt automatically detects whether the screen Vtt is running on is suitable for the coloreditor
-

or not.

If problems should appear, this switch will force Vtt to open a private screen for the coloreditor.

Note: Before OS 3.0 Vtt will ALWAYS open a DEFAULT_MONITOR_ID | HIRES_KEY screen.

- o newline char

detecting this char within a line of text, Vtt splits the line in this place. In this way it's possible to put longer texts into one single text-object. Changing for example the font of this object does only mean for you to have to readjust the newline chars instead of having to resplit several

text objects

as it was the case before Vtt 2.0.

- o base for color-editor

the default value is four. Getting a truncated color-editor window (for example color slides in the background of gadgets) please try other values (maybe in conjunction with a larger depth of the screen).

- o Use saves the current settings until the next reset
- o Save saves the current settings permanently
- o Default sets all values to default settings. This action can't be undone with 'Cancel'.
- o Cancel any modifications done to the preferences will be discarded

1.14 Object-Assign to selected

After selecting several objects in the object-editor you may open this window by clicking on 'Assign to Selected' in the Object-Editor Window

Here you can specify some attributes that are to be assigned from the active object to all the selected ones :

- o Style
- o x-position
- o free lines

- o palette only possible if both the current and the selected object is a brush or an anim

1.15 Style-Assign to selected

After selecting several objects in the style-editor you may open this window by clicking on 'Assign to Selected' in the Style-Editor Window

Here you can specify some attributes that are to be assigned from the active style to all the selected ones :

- o fontname
- o font height
- o add plane
- o horizontal position
- o shadow
- o outline
- o palette

1.16 Save Window

When saving, there are two possibilities to choose:

- o save complete saves all objects and styles present, including information about scrolling speed, background etc.
- o save partial saves only some objects and styles that you may explicitly choose. This way you may for example generate a file containing a set of often used styles.

1.17 Load Window

When loading, there are two possibilities to choose:

- o load complete at first the current script is discarded and after that all information contained in the file is read, including scrolling speed and background settings.
- o load partial allows to append a file to the current script or to load nothing but the styles out of a file.

1.18 Color-Editor

The color-editor provides an easy and yet powerful means of modifying the background color and the palettes for objects. For each color you may choose one of the following types:

- o normal [selectable for all colors]
An ordinary (boring) plain color adjustable by three slider gadgets

- o slide [selectable for background and color number two and one]
Generates a vertical color slide from startcolor to endcolor.
 - swap exchanges start- and endcolor
 - height this is a percentage value specifying how much of an object's height actually is used for the slide
 - start specifies how many percent of the space not used for the slide are to appear beneath the slide

A value of 50 for both height and start would result in a display the upper 25% of which would have the startcolor succeeded by a slide to the endcolor consuming 50% of its height and the bottom 25% of which would have the endcolor.

On Amigas not being equipped with AGA-chips you'll get bars rather than smooth slides when slides are used for larger objects.

- o Copper [only selectable for the background]
Displays a black background with two continuously scrolling copper bars
 - speed specifies how many pixels per displayed picture the bars should move. On NTSC Amigas 60 pictures and on PAL Amigas 50 pictures are displayed per second.
0 equals to 30 (25) pixels/sec
(due to technical reasons a strong flickering can't be avoided)
1 equals to 60 (50) pixels/sec
2 equals to 120 (100) pixels/sec
3 equals to 180 (150) pixels/sec
...
 - height this is a percentage value specifying how much of the display's height actually is used for the bars
 - first bar one of seven predefined colors may be selected for the first bar
 - second bar one of seven predefined colors may be selected for the second bar

- o Rainbow [only selectable for the background]
For the background color a sine function is used, that produces interesting results even on non-AGA machines. Each color component (i.e. red, green, blue) gets a new value out of a sine table for each new line. In the most simple case all components begin with zero (= black), reach by several gray scales their maximum value (= white), and then go back to black and so on. The interesting aspect is, that you may assign different offsets from the beginning of the sine table for each component what results in beautiful, periodic slides. Furthermore these offsets may be continuously altered while scrolling, thus you can scroll the sine waves of each color together.

Depending from which part of Vtt the color-editor was started, there are some more gadgets:

- o Play Prefs
 - no additional gadgets
 - o Style-Editor
 - TxtCol After clicking on this gadget the current color will become the text color (i.e. the color the text actually is drawn with). If this style's font should be a colorfont this setting will be ignored.
 - ShdCol like textcol, however it's the color for shadows
 - OutCol like textcol, however it's the color for outlines
 - ColorFont palette
 - Having a colorfont as font in this style you may get its original palette by clicking on this gadget.
 - o Object-Editor(only for gfx- and animobjects)
 - TxtCol After clicking on this gadget the current color will become the text color (i.e. the color the text actually is drawn with). For brushes with more than one plane this setting will be ignored.
 - ShdCol like textcol, however it's the color for shadows
 - OutCol like textcol, however it's the color for outlines
 - Hint:
 - As animations neither can be outlined nor can have a shadow, these settings are ignored for anims.
 - Brush palette
 - Resets the color to the brush's (anim's) original palette.
 - o Swap
 - after clicking on this button Vtt waits for you to select another color that will be exchanged with the active one. Of course it's not possible to swap a color that can't have a slide with a color that has one.
 - o Copy
 - works pretty much like swap; however the original color is copied to the newly selected one.
- ** Note that the Background color must be set from the PlayPrefs Window
as this setting applies to the whole script.

1.19 PlayPrefs Window

All parameters needed for scrolling the script may be typed \leftarrow here.

- o speed
 - specifies how many pixels per displayed frame the title should be scrolled. On NTSC Amigas 60 frames and on PAL Amigas 50 frames are displayed per second.
 - 0 equals to 30 (25) pixels/sec
(due to technical reasons a strong flickering can't be avoided)
 - 1 equals to 60 b(50) pixels/sec

2 equals to 120 (100) pixels/sec
 3 equals to 180 (150) pixels/sec

- o pixshift normally the centering of the title should be fine. However there are sometimes differences in the neutral point depending on which videorecorder you use, so that the title might not entirely be centered. Using this slider you may shift the screen up to seven pixels to the right. Shifting to the left unfortunately isn't possible.
- o Edit palette enables you to adjust the BACKGROUND color by opening the Color-Editor-Window

1.20 Standard-Object

Independent of whether the current object is an animation, a brush or a

line of text, you may do the following settings:

- o free lines this object won't be immediately followed by it's successor, but there'll be a gap the height of which is specified in raster lines (550 lines equal to the screen's entire height)
- o x-position in per mille (of the display's width) sets, in conjunction with the centering information the horizontal position of the object
 - leftbound distance to the left edge of the display
 - centered distance to the point, where this object would appear centered
 - rightbound distance to the right edge of the display.
- o xpos from style activating this switch, the horizontal position defined in the style will be used rather than the one defined in the object.
- o Style-List you may choose a style out of this list to be assigned to this object.
- o Edit-Style opens the Style-Editor window and

activates the style belonging to the current object.

1.21 Animations

Vtt includes the ability to scroll animations. You may load
:

- o ANIM5 (o small files
 - o quite slow replay speed
 - o doublebuffering
 - o file format used by DPaint)
- o ANIM7 (o bigger files
 - o on CPUs >= 68020 quite high replay speed
 - o doublebuffering)
- o AnimBrush (o small files
 - o quite slow replay speed
 - o no doublebuffering
 - o any size possible)

For their palette there are three choices possible:

- o private palette there'll be a palette that is only used by this animation and that is modifiable by the user
- o anim palette the original palette of the animation will be used
- o style palette the palette of the animation's style will be used.
- o Edit palette allows you to modify an animation's palette, provided that 'private palette' has been selected for it.
- o delay Vtt tries to play each animation at a rate of 25 (30 on NTSC-Amigas) frames per second. Specifying a value different from zero makes Vtt wait #delay frames until the next one is shown. Thus it is possible to get rates like 12.5, 7.33, 6.25 frames per second etc.

If your Amiga isn't fast enough to get the frames rate you desire, it simply plays the anim as fast as possible. If this should be the case it's possible that there's no time left to create new objects until the animation leaves the screen, since displaying anims runs at a higher priority than creating objects.

Furthermore there still are the
standard settings for~objects

Yet you should note that due to reasons of speed the horizontal position of animations may only be modified by steps of 8 pixels (respectively 32 for ANIM7).

Also it's not possible to assign an outline or a shadow to an animation.

Vtt's animloader works best with animations saved by DPaint. However DPaint is only capable of saving animations in their screen's dimensions, i.e. 640/320x200/256/400/512 etc. and doesn't know about the

better ANIM7 format. Just animbrushes may be saved in any size, but they have the disadvantage of flickering when being scrolled, as their format doesn't support doublebuffering.

These restrictions may be avoided by processing animbrushes with a program like Mainactor and then save them as ANIM5 or ANIM7 files.

In doing so you must keep some rules however:

- o The animations must be saved as loop anims, i.e. the last two frames have to equal to the first two ones. Otherwise the anim won't be re-played correctly.
DPaint saves both anims and animbrushes with this option.
- o The width of animations **must** be a multiple of 16, otherwise you'll get some rubbish on the right edge of your animation.
This is especially important when converting animbrushes with Mainactor to ANIM5 or ANIM7.

Explanation: Doublebuffering

Doublebuffered animations require two frame buffers: one that is displayed while the next frame is already about to be drawn in the second one. These two buffers are alternately displayed in such a way that the buffer that is currently being drawn into never is displayed. This prevents flickering that always appears when displaying a buffer that is about to be modified.

1.22 Brushes

It's also possible to load ILBM-images and brushes. For their palette there are three choices possible:

- o private palette there'll be a palette that is only used by this brush and that is modifiable by the user
- o anim palette the original palette of the brush will be used
- o style palette the palette of the animation's style will be used.

- o Edit palette allows you to modify an brush's palette, provided that 'private palette' has been selected for it.

- o add bitplane If you want the outline or shadow to appear in a color that isn't included in the brush's palette, you double the number of color available by activating this switch.

Furthermore there still are the standard settings for~objects

Note that due to reasons of speed the horizontal position of brushes may only be modified by steps of 8 pixels.

1.23 Text lines

It is very simple to create some lines of text since all you have to do is to enter their contents in a string-gadget. You even may use a special character defined in the Preferences Window to make Vtt split your text into several lines. After hitting return in the string-gadget a small preview of the text object will be calculated giving you an idea how the text will be split.

Furthermore there still are the standard settings for~objects

1.24 Objects

In this documentation each line of text, each brush and each animation is referred to as object. Each object has got a palette independant of the other objects' palettes (either defined within the objects or in their styles) and defines an area that is as wide as the entire display (of course its horizontal position may be adjusted as desired). This implies that it's impossible to display several objects side by side. The height of such an object is at pleasure and depends with brushes on the their height and with texts on the font's height.

1.25 Common problems

- o I can't find any gadgets that enable me to modify an object

When opening the style- or objecteditor window at startup you have to create a new object by clicking for example on the 'New Text' button and then you have to activate it by selecting it in the listview.

- o I can't modify the background color in the Color-Editor.

Modifying a style's or anim's palette, you have no access to the background color since this one is the same for all styles. You may globally set it by choosing 'Edit palette' from the Play-Prefs window.

- o After selecting 'Play' there's no title.

The scroller starts in paused mode. Press left mouse button to start the script.

- o Colorslices are not smooth

To get smooth slides you need an Amiga equipped with AGA-chips (A4000, A1200). A 24 bit graphics board doesn't take any remedial measures since Vtt only supports the Amiga's custom chips.

When using the 'Framemachine' (an older digitizer board) the AGA facilities might get disabled when your genlock is connected to its output. If this should be the case please use the original monitor output of your Amiga.

- o Animations flicker.

Your anim probably is an animbrush, that can't be displayed using doublebuffering due to it's internal format. For ways to overcome this behaviour please refer to the
 animations
 section.

- o There's rubbish on the right edge of animations.

Probably the width of your anim wasn't a multiple of 16. Please refer to the
 animations
 section.

- o Brushes and anims used within a script fail to be modified with DPaint.

You selected the option 'buffer brushes' in the
 Preferences-Window

As long as a brush is buffered it may not be altered by any other program.

- o The Objecteditor-Window and the Style-Editor-Window fail to open.

Vtt requires (assuming topaz/8 as font) at least a screen with a size of 640x240 pixels. The windows simply won't fit on smaller screens.

1.26 Important notes

- o As long as the Color-Editor is open, you shouldn't assign an inter-laced screen to Vtt. Furthermore it's not a good idea to change Vtt's screen-depth from a value ≥ 4 to a value < 4 as long as the color-editor is open.
- o Under the following conditions the colors within the color-editor won't be displayed correctly (as long as no modification is done to any of the colors; after that everything will be readjusted):
 - dragging around the color-editor window.
 - dragging around the screen the color-editor appears on as long as it's the same screen Vtt is running on.
 - changing the screen-mode Vtt is running on when the color-editor is opened on Vtt's screen.
 - when popping up the application after it was iconified.
- o Having set unusual preferences for MUI it might happen that the background of gadgets and other things appear in strange colors. If this should happen please reset the MUI-preferences to their

- defaults or to the XEN... -settings.
- o After expunging the MUI-library from memory after it has been loaded Vtt won't work. In this case, a reboot is the only thing to get Vtt working again.
 - o Since Vtt uses a multitude of windows, a tool like ClickToFront comes in very handy
 - o when scrolling at a speed faster than 1 (see also
 Playprefs~Window
), Vtt
 probably will insert additional lines of space, as a 68000er Amiga is too slow. The same will happen with outlined objects having a thick border, and when scrolling anims. With anims it might even be the case that no object can be generated until the anim completely disappeared from the screen.
 - o *any* music replay will be stopped, while Vtt is playing as it requires *all* the power of an MC68000. Maybe I'll include my own replay for MED and SoundtrackerModules one day.
 - o While Vtt is playing a script it takes over the whole machine. Any transaction with peripheral devices (modem, printer, etc.) will stop.
 - o Memory management is now done dynamically. Memory won't be allocated until the textline really is to be shown. For this reason it's not easy to calculate the maximum amount of memory needed, so Vtt only makes a guess whether there is enough memory or not.
 If Vtt should run out of memory while running, it simply tries to generate the line after the line making trouble. You will be informed about how often this happened.
 - o For the title itself Vtt doesn't support any graphics board, it won't run on any hardware except for the original Amiga custom chips.

1.27 Thanks

And now greetings to some people without whose help I would never have managed to create VideoTitler V2.0:

Franz Langheinrich of AmiTech Systems Hof/Bavaria
 (testruns on A1200, technical and material support)
 Gerd Frank (providing FD-soft)
 Ekke Verheul (sources for DLTA-decompression)
 J.M. Forgeas (Editor AZ 1.5)
 Joe Siebenmann (EZAsm 1.81)
 Uwe Colditz (Ironmaster of Attack; ideas for fixing a major bug)
 Alexander Schmidt (testruns on A1200)
 Eric Totel (MUI-Builder V2.0)
 Jenny Allen (correcting the English translation of this guide and
 some useful hints)
 Michael Burkhardt (testruns on A3000; furthermore due to one of his
 anims I found a major bug in the anim loader)
 Ronald Eimler (providing the included colorfonts; anyone wishing to
 get further ones may get in contact with him (please
 include return postage).
 The fonts are freeware, i.e. they are copyrighted
 by Ronald Eimler but may be distributed as long as
 no fee is charged.

Ronald Eimler

Mühlweg 119
06493 Neudorf
Germany

Tel.: 039484/6233)

1.28 History

V1.0b 7.4.'93
first release as limited demoverision after half a year of *BUSY*
work

V1.0c 14.4.'93
Fontrequest: the palette won't be changed any more with colorfonts
on turbo-Amigas Vtt sometimes refused to start the script;
this bug has been solved (at least I hope !!!)

V1.1 AGA-Amiga-support and usage of an interlaced display for better
output quality; Bubble-Effect.

V1.11 during october 1993:
some bug fixes; copper-background support

V1.12 20.11.93
now you really may use left and right centered texts

V1.13 27.11.93
added possibility to stop scrolling with right mouse button

V1.14 during 1/94
some bug fixes

V1.15 6.2.94
some more bug fixes; now the right mouse button works like a
switch when the script is scrolled: one click will stop the
script, another will restart it.

--- about one year's rest that has been used to completey rewrite ---
----- the user-interface in C and to add the new features -----

V2.0 user-interface rewritten using MUI and support of animations and
brushes added.

1.29 Registering

VideoTitler V2.0 was written by

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95145 Oberkotzau
Germany

Tel.: 09286/6399

and is

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VideoTitler V2.0 is neither Public Domain nor Freeware, i.e. any distribution is illegal. Vtt is sold on shareware basis. By sending DM 80.- or US \$55 you'll be sent the latest version as soon as possible. (Currently there isn't any printed documentation yet).

Users having registered any version of Vtt previous to V2.0 may update for DM 50.- or US \$35.-.

Please don't send cashier's cheques since they cost me about DM 15.- to cash !

My bank connection:

Sparkasse Oberkottzau
Account-Nr.:240802272
BLZ: 780 530 40

Please use the provided form (Registration.txt) for registering whenever possible.

Only a limited demo of Vtt (this version has no restrictions apart from the fact that every second line being scrolled reads "This is only a demo version") may/is supposed to be distributed on PD-series, CD-ROMs etc.

If you have questions, and propositions for amendments please WRITE to me and don't phone, since I'm only infrequently at home.

The included brushes and anims are free of any copyright and may be distributed without any limitations.

1.30 Passing filenames

There are always three possibilities to pass a filename to Vtt:

- o Entering the filename in the corresponding stringgadget.
- o Selecting the disk-symbol beside the stringgadget and using the file-requester that pops up.
- o Running on the Workbench Screen, you simply may drop the icon of the desired file into the corresponding stringgadget.