076d3bd8-0

Stuart Tomlinson

COLLABORATORS

	TITLE : 076d3bd8-0		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Stuart Tomlinson	January 31, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

076d3bd8-0

1.1   StusCDXLGUI.guide

                     Stu's CDXL GUI: v1.3

Copyright

                     Stuart Tomlinson
                      1995

This program is Mailware, if you use it, mail me, telling me if you
liked it or not, and if you've found s/some bug(s). Which you
probably will knowing me. :) I also lurrve suggestions.

The more mails I get, the more people I know want it, so the program
will get advanced faster! See
                     About Me
                      for my address.

 *
                      Legal things
                     *
                      ~What is it? ~
                     *
                     What do I need?
                     *
                     How do I use it?
                     *
                       Any hints?
                     *
                       What it was.
                     *
                     Things need doing
                     *
                     Thanks and Hellos
                      *
                         About Me

1.2 Legal

Stu's CDXL GUI: Legal things

Copyright:

Stu's CDXL GUI, it's AmigaGuide® documentation, and the associated
file StusCDXLGUI.dosbit remain the property and Copyright of it's author,
Stuart Tomlinson.

Stu's CDXL GUI is NOT public domain, but it is freely distributable.

It MAY be placed on CoverDisks, PD disks, etc. but NO files must be modified
in anyway, or removed from the archive. The archive when archived MUST remain
complete, the ONLY things which are allowed to be added to the archive are
backdrops.

It may not be sold for profit, except a small charge for copying, etc.

It MAY be placed on Cover Disks/CDs, but NOT on PD CD's (except for
Fred Fish and Aminet).

Amiga User International magazine may do
what they like with the files, as long as this guide stays with the
program, as I trust them.

Permission to do any of the above which is denied can be obtained
from myself, where I see fit.

Disclaimer:

This program is provided as is. If it ruins anything it's not my fault.
You use it at your own risk. You cannot sue me because of anything
this program does!

1.3 About

Stu's CDXL GUI

In one sentence, this program allows you to comfortably to play CDXL video files.

It has loads of snazzy features, like a catalogue/database, and
loads of lovely buttons to click on. :)

It can also create script files now, for your own productions, or
just for ease of use.

1.4 Requirements

Stu's CDXL GUI: Requirements

 * ARexx

```
 * Kickstart 2.04 or higher
 * cdgsxl.new (included)
 * Some CDXL files
 * Some IFF backdrops if you want to use the backdrop option
```

And libraries:

```
 * rexxreqtools.library (included)
 * rexxsyslib.library
 * reqtools.library, Version 38 or higher
 * diskfont.library
```

Where can CDXL files be found?

Commodore Demo Disk (the one with Dangerous Streets and Wing Commander)
    CD32 Advert
    Rise of the Robots demo

Amiga CD! (in Amiga User International)
 Amiga CD! Issue 1
    CD32 Advert
    Editorial
 Amiga CD! Issue 2
    CD32 Advert
    Editorial
    FMV Cartridge Bit
    Trivia Pursuit
    Seek and Destory
    Alien War
    Last Action Hero
    Les Visitours
    And another one I forgot I'm sure....
 Amiga CD! Issue 3
    Editorial
    In the Line of Fire
    No Where to Run
    Labyrinth of Time
    Fury of the Furries
    Disposable Hero

Amiga CD32 Magazine Issue 1
    Microprose Logo
    Pirates! Gold intro

And many other places as well....

BUT! The big question? Why did no-one make a game with CDXLs....

1.5 Usage

Stu's CDXL GUI: How to use it!

Quite simple, but a summary of the options are here:

MAIN MENU:

1. Colour Correction:

   This corrects a lot of the faults with HAM, and increases the quality
   throughout. Unless you want to see what it looks like without this,
   I would leave this on permanatly.

2. Speed:

   Allows you to adjust the speed of the clip. Change this to slow
   just for the   s i l l y   s l o w   voices if you want. :)

3. Interlace:

   This gives, to all those who only know the good points of Gloom over
   Fears, 0.5 pixels to the virtical axis. To the rest of us it's Interlace.

4. Resolution:

   On high, to those fitting the catagory above, it gives 0.5 pixels resolution
   on the horizontal axis. With Interlace as well it's 0.5 x 0.5. But to the rest
   of us it's HiRes.

5. Box:

   When using a backdrop, if there is a colour OTHER than black DIRECTLY
   to the left of the video, then lots of horrible red lines appear.
   This puts a black box around the video to stop this.

6. Stretched:

   Other wise know as SDBL mode. As CDXL is played on a copperscreen,
   it can easily be stretched making it blocky, but filling more/all
   of the screen. :)

7. Screenmode:

   Well, do you have a PAL telly/monitor or an NTSC one?
   Basically if you live in North America you will have NTSC,
   while the rest of us have PAL.

NOTE: As of yet this program has not been tested in NTSC mode,
      as I only have access to PAL. If someone using NTSC
      uses this program please tell me if this button works
      or not! Thank you.

8. Pointer:

   Faily odvious really. When the video screen is selected do
   you want your mouse pointer seen or not? Note that your
   pointer could change colour with the video.

9. End Delay:

   How long shall the last frame stay on screen once the video
   has finished? This is counted in frames, so if you have PAL,

and you put 300, it will stay on for 6 seconds, for the same
time in NTSC, you will need to put 360.

PAL = 50 frames a second
NTSC = 60 frames a second

10. Loop:

How many times should the clip be played? If it is set to
one it will continue for ever or until the ABORT button
is pressed (See next).

11. Button to Abort:

If you want to quit the clip before the amount of LOOPS
has been completed, which button should be pressed, if
any?

FIRE = Fire on Joystick in Joystick port.
LMB = Left Mouse Button in Mouse port.
RMB = Right Mouse Button in Mouse port.
NONE = No way out until it is finished! (not recommended)

12. CD-Rom Drive Type:

Some people have had problems using this program earlier.
Changing this option from CD32 to OTHER will improve
compatability with other systems. If you have problems
using it on CD32, try OTHER.

OTHER MENU:

These are faily simple options and so do not really need documenting
that much.

The Filename and Backdrop options take you into the database bit.
Here you can change the current filename/backdrop to one in the list
or to a totally new one.

X/Y Position allows you to alter the position of the video,
in pixels. Default X means it's in the centre horizontally,
and Default Y means it's at the top of the screen.

Add Filename/Add Backdrop:

IMPORTANT: AS OF YET THERE ARE ***NO*** EDITING OR DELETION
TOOLS FOR THESE SECTIONS. IF YOU ADD SOMETHING TO EITHER
CATALOGUE, THE ONLY WAY TO GET RID OF IT FROM WITHIN THE PROGRAM
IS TO ERASE THE WHOLE CATALOGUE OF FILENAMES AND BACKDROPS.

When you add a filename, it also adds the stretched variable
with it, so this variable will also be restored when retrieving
from the catalogue. The backdrop option also retains the position
variables and BOX variable with it.

SCRIPTS

Just click on scripts from the OTHER menu, it will then ask for a filename.
This filename may be an already written script file (it will append it to
the bottom) or may not exist, in which case it will create it for you.

Just enter the filename, and anything you have done when you click on GO
will NOT be played, just the command will be added to the file.

When you have finished click on SCRIPTS again where-by it will ask if you
want to put a loop in. This will basically tell it to execute the script
file again when it gets to the end if you click YES to this option.
Warning: If it is appended to another script and you select this option
then the whole script will be repeated.

After this you will be returned to your normal state,
and the file will be complete. It also sets the file protection bits
to SWRD so you don't need to type 'execute' when running the file.

DISK MENU

Save Current:

This option saves all the options on the MAIN and OTHER menus
and so will be restored upon reloading Stu's CDXL GUI.

Revert to Defaults:

This will change everything upon startup to the settings when
you unarchived the file.

Erase Catalogue:

VERY DANGEROUS OPTION! This will erase the catalogue file, and
thus erase everything you have wrote to it, leaving both the
Filename and Backdrop list with ten free spaces.

1.6 Hints

Stu's CDXL GUI: Hints

Q: When I view a clip on some backgrounds I get lots of horrible red
   lines. What do I do?

A: Turn BOX on, this will draw a black box around the clip erasing these
   lines (which are caused by using the HAM screenmode, which CDXL uses).

Q: It judders like a jumping record, repeating some parts. How do I stop
   this?

A: You have some CPU intensive programs running in the background.
   Disable some of them. Some of the main culprits are:
   Virus_Checker (scans all the video that comes in)
   Remind (always checking the time)
   And the like.

A: Try CD32 on the CD-ROM drive type. If your drive in compatable
   with this special reading method it will run SLIGHTLY more smoothly.

A: Wait for the next release, which will use T17's hacked up version
   'PlayVideo', which is essentially a later version of CDGSXL.

Q: When I click on Go it doesn't play, and just gives me an error.

A: Try it on CD-ROM Drive Type: OTHER instead of CD32. Your drive is
   incompatable with the special CD32 reading method.

Q: When I click on Go, I get no error, but it just brings up my
   window again, nothing has happened, not film, nothing.

A: You probably have it on NTSC. This mode is untested, but this
   is the effect of putting it in NTSC has on me. If you are using
   a NTSC Amiga and this option DOES NOT WORK or DOES WORK, then mail me about
   it! I only have PAL, so I cannot test this option.

1.7 History

Stu's CDXL GUI: History

1.3

Bug fixes.
Even MORE error requesters. This really is getting quite complex now.
As far as I can see, now there are NO collisions between different options.
Snazzy script mode added.

1.2

This is mainly a bug-fix release.
Lots of bugs fixed.
Now there is no chance of any conflicting options being selected.
The s on frames and times is removed when they are only 1. :)
Added CD32 and OTHER options as on some systems the default
setting is incompatable. Basically, it now works on loads more
CD-ROM drives. :)

1.1

Proper release of Stu's CDXL GUI.
Added a few more error requesters and a decent guide. Removed
Multitasking option as I couldn't get it to work on my Amiga,
even though I'm sure I had it working before. Changed Speed
option from a number (which didn't work properly) to a SLOW/NORMAL
option.

1.0Beta1

Only released to a few friends.
Added catalogue options, added config save options, added backdrop
support, added position support. Basically, all the goodies were

wrote now. Still no decent doc though.

0.1

Only released to ftp.demon.co.uk
Just the options set by CDGSXL were included, except for
backdrop and position.

1.8 To Do

Stu's CDXL GUI: To Do

Add catalogue editing things from within Stu's CDXL GUI.
Add lots more/unlimited spaces in catalogue.
Sound distortion.
Special fast mode.
HiRes without backdrop.
Auto centering.
Smoother playing (less occasional jerking).

Anything else I can think of.

SUGGESTIONS WANTED. :)
Suggestions are recommended to be mailed to me.

1.9 Credits

Stu's CDXL GUI: Thank yous and hellos:

I would like to thank:

John Helliwell, for betatesting.

John Helliwell and Rick Gibson, for bug reports.

Malcolm Ogden, for being the only person I know physically who doesn't only
               use his Amiga for games.

Steve Collins, for me massacreing his AmigaGuide file to make my own.

Gary Fenton, for writing such brilliant articles in AUI, and for being great.

Scott Johnston, for writing the best game in the world, Hired Guns.

Stian Olsen, for writing Interplay, the great CD player.

Brad Silberling, for doing a great job on the movie of Casper.

Amiga Industries, Commodore, Amiga Technologies, ESCOM, and Jay Miner (RIP) for ↩
    the Amiga.

And hello to:

Terrance Boyes, Philip Stewart-Jones (come back soon), Philip Stokes,
Leo Davidson, Brian Skreeg, Dan Cannon, Simon Brown, Mark White, Darren, Daz ↩
    Talbot,
Sylvia Spruck Wrigley, Dennis Evans, Neil Brewwit, Gareth Edwards, Gareth Tickner,
Chris and James Chapman, and anyone I know who I forgot.

1.10 Author

Stu's CDXL GUI: About the Author

It was programmed and thought up by:

            Stuart Tomlinson

E-Mail: casper@tomonet.demon.co.uk
WWW: http://metro.turnpike.net/~stu/
IRC: Casper

Haunted House: 11 Peakdale Road
                Droylsden
                Manchester
                M43-6JX
                ENGLAND

Stuart Antony Tomlinson was born on the 2nd of January 1980,
and lives in Droylsden, which is in Manchester, England.

He is a big Amiga user, and detests most other forms of operating system.
In fact, the only thing which he likes more than the Amiga,
is Casper the friendly ghost, both the animated version and the movie.
In fact, watching Casper changed him, his attitude, and his whole
look on life. Yes, one character did that much. :)

He currently owns a CD32 with SX-1, for which he uses to access
the Internet. From there upon request he setup the SX-1 mailing
list, which you can find out about by:

Mailing,

SX1-request@tomonet.demon.co.uk

with HELP in the body, or look at it's WWW page at

http://metro.turnpike.net/~stu/sx1.html