

6810c3a0-0

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Chapter 1

6810c3a0-0

1.1 Shock Guide

	S H O C K

User Guide	
^^^^^^^^^^^^^^^^^^^^	
Written By	
Vittorio Ferrari	
The SlideShow generator	
Important~notes	What everyone should read !
What~is~Shock~?	Quick overview on Shock features
The~Editor	How to make you very own SlideShow
The~Player	How to use the main program
How~to~register	Do you want to receive upgrades ?
About	Want to get in touch with the author ?
Disclaimer~&~Distribution	

1.2 How to get about

Some infos about the
author

1.3 Warranty and distribution notes

I hate this formality ...

THIS PROGRAM IS PROVIDED ON AN "AS IS" BASIS, NO WARRANTIES ARE MADE, EITHER
EXPRESSED OR IMPLIED. IN NO EVENT WILL I,

VITTORIO~FERRARI

, BE LIABLE FOR

ANY DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES ARISING FROM ANY
USE OR MISUSE OF THIS PROGRAM. THE ENTIRE RISK AS TO THE RESULTS AND
PERFORMANCE OF THIS PROGRAM IS ASSUMED BY YOU.

This programme can be freely redistributed, at the condition that the
original archive remains UNCHANGED. Permission to spread this program in
"public ways" (like a coverdisk) is always given, but only after asking the
author by E-Mail (or other communication systems). If you redistribute this
program on a disk, you cannot ask for it more than the price of the disk
itself.

1.4 Informations on Author of Shock

Every suggestion, comment, BUG REPORT or doubt on how to register should be
send at the following addresses :

Vittorio Ferrari Via Ceresio 8 6900 Massagno Ticino (TI) Switzerland (CH)

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004137/ 22.26.50

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Vittorio.Ferrari@unifr.ch

Fidonet : 2:301/231.39@fidonet

I hope that you'll use Shock and you'll get the same fun that I've
got programming it !!

Greetings to :

Claudio Preiano'
Norman Casagrande
Sergio Serafini
Fabio Rotondo

1.5 The main program : The Shock Player

Shock is the main program, you must run it from CLI, with ONE of the following types of parameter.

- A file script previously saved by Shock Editor. In this case Shock will detect the file and visualize the Slide-Show.
- A drawer : In this case Shock will read the whole directory of the drawer and will try to show every file found. Obviously Shock will show every picture found in the drawer, those crypted by the Shock Editor too !!
- A single IFF-ILBM picture (crypted too). In this last case Shock will simply show it.

Once Shock has been load, you only have to sit down and ... enjoy the SlideShow !

1.6 What is Shock ?

Shock is a IFF-ILBM file viewer that is able to generate Slide- Shows (sequences of images appearing in a determinated order). Shock's features sound really interesting :

- Various graphic effects applyable to your pictures
- Many SoundTraker modules playable during the SlideShow
- Continous visualizing (Without stop and return to Workbench !)
- Images crypter
- Show every picture in a selected drawer, a single image or a SlideShow
- Adapt fade-graphic effects to your gfx processor (AGA or OCS/ECS)

Shock is split into two different programs :

ShockEditor
and
Shock
. The

first is, obviously, the editor with whom you can define your own Slide-Show, by selecting effects, visualizing times, and so on. The second is the main program, with whom you can do three things :

- Visualize a single IFF-ILBM image
- Scan a drawer in order to show every picture found
- Play a pre-defined SlideShow

Please notice that, although limited to ILBM files, Shock don't need any special library, ENV, datatype, and need a very little disk space. Because of this it's particoulary fit to the purpose of generating a nice bootable disk with the SlideShow of your favourite pictures ! Because of this conception Shock is particoulary designed for graphic astists, who can crypt their pictures, assemble them in an amazing SlideShow, add them a music background and release an impressive SildeShow instead of a simply

list of their work.

1.7 The Shock Editor

This is the main part of the guide, so it's split in the following topics ↔

:

The~Editor~purposes

How~to~create~and~modify~a~SlideShow

The~Editor's~gadgets

1.8 Important notes

IMPORTANT NOTES : PLEASE READ AT LEAST THIS !

1. To install Shock, just cd into Shock's directory and execute install.script. This will copy contents of directories libs and fonts to be added to your SYS:Libs and SYS:Fonts
2. The program requires the ORIGINAL version of the mathtrans.library (you can find it in the packet), so, if you have any other, you will have to copy it in your Sys:Libs directory !!
3. You MUST copy the three fonts you find in the drawer 'Sys:FONTs'. If the editor can't find these fonts, it will refuse to load !!!
4. There is a demo file and some pictures in a drawer. The first is an already build Slide-Show (just to show what Shock can do), and the others are it's components (Just open a new CLI, set on Shock drawer and type : Shock Demo).
5. If you have any problem, send me a message (address is in the docs).

Have a good shock !

Vittorio Ferrari

1.9 How to load a picture

Calls a requester in order to select a IFF-ILBM picture. All the parameters that you will set will refer to this picture.

1.10 The Editor's gadgets

Here follows the complete description of all gadgets you find in the editor. ←

I've divided them in four groups, depending from the square in which the gadget lies. Click on the gadget's name to have the description.

System Options

Quit

Load

Save

About

Next

Prev

The Picture Square

File

Load the current picture

Time~limit

Set the maximum display time

Module

Add a music module

Crypt~Status

Crypt/uncrypt current picture

The In Effect Square

Type

Select entering effect

Fade~Col

Select fading colour

Speed

Set speed of effect

The Out Effect Square

Please refer to the "Entering Effect Square" gadgets, because in this square you find the same ones, but applied to the effect with whom the current picture will get out of the scene.

1.11 Next

This one will change the current picture to the next one. If the current is the last picture, then this option will increase the size of the slide-show.

1.12 Setting time limit

Calls another requester. Into it you should enter the time limit for the current picture. Shock will display the picture for this max time, waiting for the user to click a mouse key.

1.13 How to include music modules

Calls a requester (it's not for the first time you read this, eh ? :-)) to select the SoundTracker Module (or an equivalent format) that will be played during the displaying of the current picture. The module will keep on playing until another picture will need to load another one.

1.14 Prev

Has the opposite effect of Next

1.15 Crypting pictures

On this line you find current picture's current Crypt status and a gadget that will allow you to switch it between "normal" and "crypted". This function make the picture unreadable by other programs, but keep it readable, and visualizable, by Shock. This is a very useful skill, because it allows you to create a disk with a Slide-Show, but filled of protected images : this means that nobody will extract your pictures from the SlideShow in order to modify them or for any other target. This option is dedicated to graphics artists, who would like to show their work without let it completely in the hands of everybody.

1.16 How to create & modify SlideShows

Creating and modifying slideshows

First of all you have to close the About window by clicking the left mouse button. Now you are in the main menu of the editor and you have surely noticed that it is split into many squares. Into every square there are buttons that are associated to functions that allows you to define every particular aspect of the SlideShow. If you want to modify a previously saved SlideShow, just load it by clicking on the

Load

gadget at the top of

the screen. When you're SlideShow is ready, save it (by clicking on the

Save

gadget) and then run

Shock

to take a look at it.

1.17 The Editor purposes

Editor purposes

The editor's task is to help you preparing your amazing slide-show. The editor creates a really short file (around 300 byte) wich contains every information about your slide-show; this tiny file will be read, in a next time, from the

main~program

wich acts as a "SlideShow player". The

separation between the two programs has now a big advantage : Whenever you want to play your slide-show, you don't need the editor, with a spare of time and bytes on an eventual disk.

1.18 Selecting fade colour

Calls a requester wich will allow you to select the colour from wich the Fade-In effect should begin. It can be any colour displayable by your Amiga (4096 on A500/A600/A1000/A2000/A3000, 16.7 million on A1200 or A4000).

1.19 Selecting appering effect

Used to select current picture's appearing effect. If you select "Fade-In", a filled box will appear two lines below. This box represent the initial fading colour as it. If you select this option for the first time, it will be black (default).

1.20 Setting effect speed

Through this button you can set the displaying speed of the selected effect. In the case of a "Fade-In", you should enter the number of frames of the fade (suggested values on Amiga 1200 : 256 for pictures until 32 colours, 40 for deeper ones). In every other case, the speed is defined by the number

of Frames that will be displayed every 50th of second. If you want the max speed, you must enter 0 (yes I've written 0).

1.21 How to register

To become registered user, just send \$8 (or equivalent amount in local money), in one of the following methods :

1. Bank account
number : L333032A
At : BSI (Italian Swiss Bank)
2. Internation postal payment at my address (see below)
3. Normal post (at your own risk)
4. Any other system is accepted ! :-)

Before or after paying, write me a msg (E-Mail or fidonet) with your first name, name, postal address and E-Mail or fido address.

People who have got E-Mail or fido access, will be able to receive registered version and further upgrades by uuencode. Others will receive everything by normal post on a simple 880k disc.

! People who cannot write me electronic mail, must remember to join to the payment their first name, name and postal address !

Registered users will receive a disk containing the following :

1. Full version of the Shock player, with a lot of new enter/out effects, possibly to link the SlideShow to the WB image, datatypes playing, and many other, but still unfixed, features.
2. The new version of the Shock Editor, with a standard GUI.
3. My greetings for supporting Shareware authors ! :-)

1.22 Quit

Allows to leave Shock

1.23 Loading a slideshow

Allows you to load a previously saved slide-show

1.24 Saving a slideshow

Most important gadget : allows you to save your precious slide-show in a tiny file. This one could be reload in the future or, most important could be used by Shock to visualize your work.
