

Shoah

Squize

COLLABORATORS

	<i>TITLE :</i> Shoah		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Squize	July 25, 2024	

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Chapter 1

Shoah

1.1 SFMV Player

_____ Main SFMV Guide

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\ _____ ~ \ ' _____) / \ / \ X / Player

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Credits - Who did what?

Future Plans - What's coming next?

SHOAH - Dedicated to quality software

"I think I've reached that point

where giving up and going on

are both the same dead end to me

are both the same old song"

- 'End', Robert Smith

1.2 Overview...

_____ Main SFMV Guide

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\ _____ ~\ / \ \ X / Player

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The SFMV Player is the viewer utility for SFMV animations (Please read the Converter doc file for more info on the SFMV format).

1.3 Features...

_____ Main SFMV Guide

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The SFMV Player include the following features...

- Two modes of operation, **Direct** or **Script**.
- Can handle **Stone Cracker** packed files.
- Uses the **Player61a** to replay music mods.
- By using a **patch** you can also use PowerPacked/xpk files.
- From Script mode you can have multiload or normal single load files.
- The player can handle IFFs up to 32 colours in either low or high res.
- You don't have to play SFMV anims ! You could just use it as a simple slideshow player.
- Designed to run on a basic 1200, but with features for hardrive equipped machines with more RAM and faster CPUs.

1.4 Usage...

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SFMV Player Usage.

The SFMV Player can be used in two modes.

Direct mode

With this mode just enter the filename of your animation, ie

SFMV_Player filename

For example, if you have an animation in your 'WORK:SFMV_Animations' drawer called 'Test.SFMV' then enter,

SFMV_Player Work:SFMV_Animations/Test.SFMV

The direct mode is mainly for use as a preview mode.

Script mode

This mode will allow you to put together a full animation. The script is in the following format (Please note, all this is handled by the supplied Script Generator utility and is merely here for completeness).

SFMV Script File Format

SFMV. Copyright SHOAH 1996

MultiLoad=Yes|No

Screen=Pal|NTSC

Loop=Yes|No

Mod=filename|No

;Enter the file names here... (Max 64)

filename

End.

If you want to put the script together by hand then please note that the script commands **MUST** be placed in exactly the same order.

View example script

To actually use the Script mode make the current directory the animation directory and then enter the script name, eg (Using the above directory names)

cd Work:SFMV_Animations

SFMV_Player Scriptname

1.5 SFMV. Copyright SHOAH 1996

_____ Main SFMV Guide

/' _____/' \ \ /' /

_____ ~\|' __)/ \ / \ X / Player

// \ | \ V Y \ /

/_____ / _____ _____ /

~ V V V

'SFMV. Copyright SHOAH 1996'

This is simply our copyright message, please don't screw around with it !

1.6 MultiLoad=Yes|No

_____ Main SFMV Guide

```
' _____ \_____ /' \ \ /' /
\_____ ~\|' _____) / \ \ X / Player
// \ | \ V Y \ /
/ _____ / \ _____ \ _____ /
~ V V V
'MultiLoad=Yes|No'
```

This sets the mode of operation for your animation and depends on what kind of anim you wish to produce.

MultiLoad=Yes

This will load each file as soon as the previous one has finished. Set this to Yes for making harddrive only anims (Using this from a floppy based system won't produce very good results due to the speed of floppy disks, ie your anim will suffer long gaps between frames).

MultiLoad=No

For making floppy based demos. All the files are loaded in before the Player starts displaying anything.

1.7 Screen=Pal|NTSC

_____ Main SFMV Guide

```
' _____ \_____ /' \ \ /' /
\_____ ~\|' _____) / \ \ X / Player
// \ | \ V Y \ /
/ _____ / \ _____ \ _____ /
~ V V V
'Screen=Pal|NTSC'
```

This sets the screen mode for the player. If your animation is designed to run purely from a standard 2Meg 1200 then setting the NTSC flag may help speed the playback up. Please note, due to the nature of NTSC mode an animation which is 256 pixels high will be cropped.

1.8 Loop=Yes|No

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```
' _____ \_____ /' \ \ /' /
\_____ ~\|' _____) / \ \ X / Player
```

```
//\|V Y \|
/_____/ \__ ^____|__ ^____/
~ V V V
'Loop=Yes|No'
```

This is a simple flag to make your animation loop forever or just quit after the last frame has been displayed.

Please note this mode can be overridden, for example if you set the master loop flag to no but the last animation in your script has the loop flag set with a counter of 0 then the last animation will loop forever.

(See the Convertor Docs for more on the loop flag).

1.9 Mod=filename|No

```
_____ Main SFMV Guide
/' ____^____/' \ \ '/' /
\_____ ~\|' ____)/ \ / \ X / Player
//\|V Y \|
/_____/ \__ ^____|__ ^____/
~ V V V
'Mod=filename|No'
```

A flag for setting the mod (Music Module) you want running during the animation, ie

Mod=filename

Will play the mod specified. Please note, if you are designing a demo for floppy use only on a basic machine then it may be better to not have any music running (Due to speed/memory required to actually play the music).

1.10 ;Enter the file names here... (Max 64)

```
_____ Main SFMV Guide
/' ____^____/' \ \ '/' /
\_____ ~\|' ____)/ \ / \ X / Player
//\|V Y \|
/_____/ \__ ^____|__ ^____/
~ V V V
';Enter the file names here... ( Max 64 )'
```

After the Mod option line you may enter your own comments by using a ";" (ie the same way you would comment an assembler source), eg

;This demo was created by Squize/SOAH

;You can enter as many comments as you like

;If testing a demo you may want to comment out a filename

1.11 End.

_____ Main SFMV Guide

```
' _____^_____/' \ \ / /
\_____ ~\!' _____)/ \ \ X / Player
// \ | \ V Y \ /
/ _____ / \ _____ | _____ ^ _____ /
~ V V V
'End.'
```

Make sure that this is your very last line in your script file.

1.12 Tricks 'n Tips...

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```
' _____^_____/' \ \ / /
\_____ ~\!' _____)/ \ \ X / Player
// \ | \ V Y \ /
/ _____ / \ _____ | _____ ^ _____ /
~ V V V
```

Packing Files.

It may not always be the best thing to pack all the files. On a multiload demo running from Hardisk you may want to keep the demo running smoothly and unpacking a file will cause a slight delay on slower machines.

As stated in the **Features** section, you can use PowerPacked files by using some form of patch utility, ie Powerpacker Patcher (Copyright © 1991, Michael Berg). This WILL slow your demo down a lot when unpacking, but it may be helpful to those of you who don't have stc (Stone Cracker).

You can also pack the mod and the IFF's to save even more space, although please don't pack the actual script file.

Cutting and Loops.

To really pad out an animation it may be better to cut your usual animation up into smaller parts and use the loop flags (For example, this would work well with an animation of flying down a tunnel).

Ending on a static Image.

You may want your animation to end by just displaying the last frame and waiting for the user to quit with the Left Mouse button. To do this, create your animation as usual, then make another animation only 2 frames long using the very last image. From within the converter set the loop flag on and give it a count of 0.

Setting up your own demo disks (Floppy).

Format your blank disk.

Make the 'S' and 'C' directories (Check your manual if you're not sure).

Copy the SFMV_Player to the 'C' directory.

Make a directory called (For example) 'SFMV'.

Copy all your files into the 'SFMV' directory (Including IFFs/Script/Mod)

Load up your text editor and enter...

CD SFMV

C:SFMV_Player df0:SFMV/Scriptname

and save it as S:Startup-Sequence.

Make sure you install the disk (ie Enter Install Df0: in the Shell/CLI)

The disk should now be a stand alone demo disk.

Setting up your own demo disks (Hardisk).

Make a directory (For example) 'SFMV' and copy all the files to it.

Assign it (Again, check your manual)

Enter SFMV_Player SFMV:Scriptname from the Shell/CLI.

You'll need a basic knowledge of DOS to make your own demos, but it's nothing too complex.

Also to run the demo from an Icon, set up a project icon and set the default tool to SFMV_Player (See the Example one supplied).

1.13 Music Format...

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\ ____ ~\|' __)/ \ \ \ X / Player

// \ | \ V Y \ /

/ ____ / \ ____ ^ ____ | ____ ^ ____ /

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I've used fairly non-standard formats for the music and packed files, and this is because of one main reason. They are the very best of their type I've seen, and I'm not going to include crap within my code just to keep things compatible with lower standard software. If that was the case this would be 1.3 compatible :)

Music Format

This is the Player61a by Jarno Paananen. You'll have to convert your normal Pro/Noise/Sound Tracker mods to this format to be able to include them with your animation.

1.14 Packer Format...

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____ ~\!` __)/\ \ \ X / Player

//\ | \ Y \ /

/____ / \ ____ ^ ____ | ____ ^ ____ /

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Packer Format

This is Stone Cracker (stc) V4.10.3 Pro by Jouni Korhonen.

I'd just like to labour the point that I think it's a crime that Stone

Cracker has had very little support anywhere, perhaps it's just me, but not supporting the best packer around seems a little bit stupid. It's like using Lha instead of Lzx, just 'cause you had Lha first.

If you have difficulty getting either of these programs then have a look on Aminet or check out the list of PD libraries in the Distribution link.

1.15 How I did all the work myself...

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____ ~\!` __)/\ \ \ X / Player

//\ | \ Y \ /

/____ / \ ____ ^ ____ | ____ ^ ____ /

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SFMV concept and Player code by Squize/SHOAH.

SFMV File Format and Support utils by Vex/SHOAH.

Additional code by Jarno Paananen and Jouni Korhonen, thanks (Again).

Playtesting by Paul and Stephen/Sublime.

Hellos to...

Knob/LDS

Bryan/Assassins

PJ/Arrow

Phil/SaddleTramps

Sue/SeaSoft

Adrian/Future PD

Chris/HorneSoft

And everyone else we have known along the way...

For the three girls in my life...

1.16 Future...

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\ _____ ~\ |` _____) / \ \ X / Player

// \ | V Y \ /

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~ V V V

The Future

We have got about a million ideas on the go to improve this (We had to release it now otherwise we'd still be adding to it in a years time !).

Some of the ideas are...

Improved compression, including a Delta compression routine.

A lot more script based options and improved handling of IFFs.

Perhaps a Pro version more suited to harddrive use ? (Using ASL requestors etc.)

We are also keen to hear your ideas on this...

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Comments `;`

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Loop=Yes|No

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