

SFMV

VEX

Copyright © CopyrightÂ©1996 Shoah

COLLABORATORS

	TITLE : SFMV		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	VEX	July 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

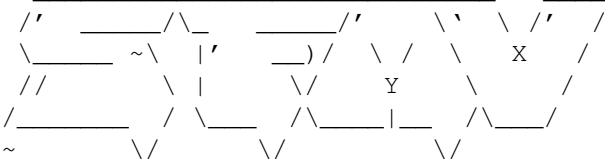
Contents

1	SFMV	1
1.1	SFMV Script Generator	1
1.2	Introducing the SFMV Script File Generator	1
1.3	Loading and saving script files	2
1.4	Music file selection	2
1.5	SFMV Script Playback Options	2
1.6	The SFMV Script Playlist	3
1.7	Adding an item to the Playlist	4
1.8	Deleting an item from the Playlist	4
1.9	Clearing the Playlist	4
1.10	SFMV Script Generator TOOLTYPES	5
1.11	Who did what...	5
1.12	Program history	6
1.13	Future plans	6
1.14	Index	7

Chapter 1

SFMV

1.1 SFMV Script Generator



Main SFMV Guide

Script File Generator

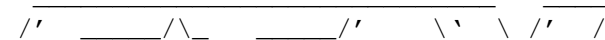
CONTENTS

General	
Introduction	- What this program does.
Distribution	- Legal stuff.
Operation	
Loading and Saving	- How to load and save SFMV Script files.
Music Files	- How to select music files.
Script Options	- Playback options.
The Playlist	
The Display	- What you see on screen.
Add Item	- Adding items to the playlist.
Delete Item	- Deleting items from the playlist.
Clear List	- Clearing the entire list.
Miscellaneous	
TOOLTYPES	- Program preferences.
Credits	- Fame and glory.
Version History	- The past.
Future Plans	- The possible future.
Shoah	- Who are they then?

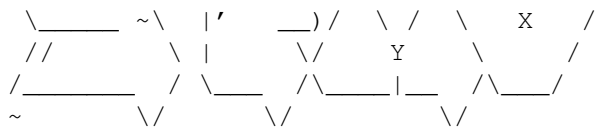
"Life is all the pain we endeavour"

- 'Yearn for change' Paradise Lost.

1.2 Introducing the SFMV Script File Generator



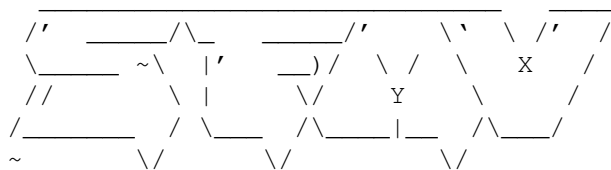
Main SFMV Guide



Script File Generator

This is a simple program to enable you, the user, to create script files for the SFMV Player. The program impliments a standard GUI (Graphical User Interface), allowing you to chose the files to be displayed by the player and then saving the file out in the correct format.

1.3 Loading and saving script files



Main SFMV Guide

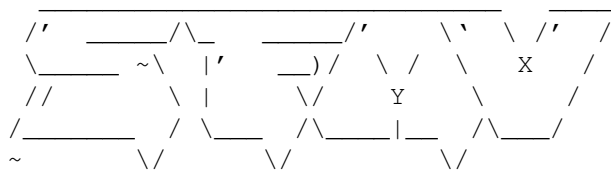
Script File Generator

The 'Load' and 'Save' gadgets allow you to load and save SFMV Script Files (Surprisingly enough!). They will open up a standard ASL file requester and let you select a script file for loading or saving.

The SFMV Script File is a simple ASCII file that can also be edited within a text editor.

The default script path can be set using the SCRIPTPATH Tooltype

1.4 Music file selection

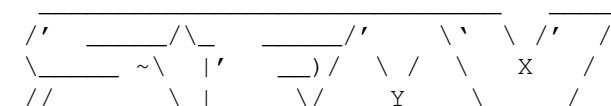


Main SFMV Guide

Script File Generator

A music file can be selected using an ASL file requester. Your chosen module will then be played back during the execution of the SFMV Script. The music file must be a P61A file.

1.5 SFMV Script Playback Options



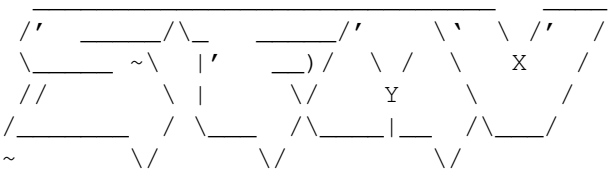
Main SFMV Guide

Script File Generator

or cause an error.

However this program allows you to include these files in a script. For example you may compact the SFMV files using a different compression program to Stonecracker and then make use of a system patch to allow the player to decrunch the files. These files would be displayed as unknown in the Script Generator. Also you may load a script file which contains file pathnames that do not (or no longer) exist(s) on your system and these would be displayed as errors.

1.7 Adding an item to the Playlist

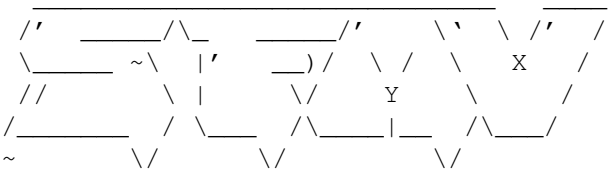


Main SFMV Guide

Script File Generator

To add an item to the Playlist simply click on the 'Add Item' gadget. A file requester will then be displayed. Choose the file you wish to add and it will be placed at the end of the current Playlist.

1.8 Deleting an item from the Playlist

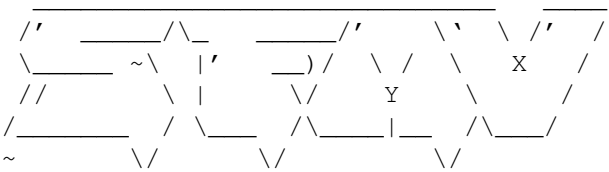


Main SFMV Guide

Script File Generator

Clicking on the 'Delete Item' gadget will remove the last item in the playlist.

1.9 Clearing the Playlist

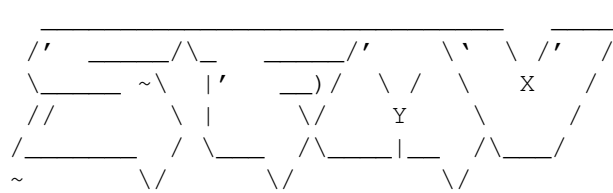


Main SFMV Guide

Script File Generator

By clicking on the 'Clear List' icon, all the items in the Playlist will be removed.

1.10 SFMV Script Generator TOOLTYPES



[Main SFMV Guide](#)

[Script File Generator](#)

The following TOOLTYPES can be used to alter the way that the program works.

TOOLTYPE Description

MAXITEMS Maximum number of items that can be placed in the playlist. Defaults to 64 items. Setting this value too high could cause out of memory errors.

WARNINGS This can be set to TRUE, FALSE, ON or OFF. Warning requesters occur when the program can not identify the files that it reads.

SCRIPTPATH This is the default path for loading and saving script files.

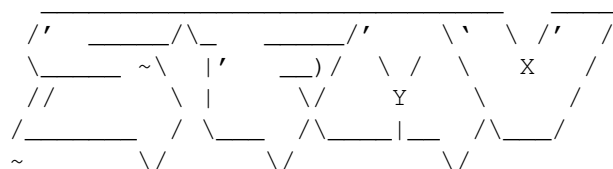
DATAPATH This is the default path for the SFMV, IFF and music files.

An example tooltype entry....

```
MAXITEMS = 50
WARNINGS = FALSE
SCRIPTPATH = DH1:SFMV/SCRIPTS
(DATAPATH= RAM:)
```

This sets the maximum number of items in a playlist to 50 files. File identification warnings are turned off and the default script path is "DH1:SFMV/SCRIPTS". The data path has been disabled, therefore the current directory will be use as the default data path.

1.11 Who did what...



[Main SFMV Guide](#)

[Script File Generator](#)

The SFMV Script File Generator was designed and written by Vex.
The SFMV Script File format was designed by Squize.

Shoah Full Motion Video
Designed and developed by Vex and Squize.

© Shoah May 1996.

This program was written using Blitz Basic 2.15

Vex sends his greetings to all the following...

Sharon, Squize, Liane, Matthew, Andrew, Simon, Steve, Jack, Beryl, Bill,
Paul, Stephen, Psiber, Haplo, Adam, Gnome, Phil, Gary, Scott, Freak /NFA and
everyone else..... :)

If you wish to contact me, for any reason (bug reports, comments, chat, job
offers, etc.), write to me at...

11 Northfield Road,
Narberth,
Dyfed.
SA67 7AA

or via SHOAH

1.12 Program history

```

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

Main SFMV Guide

Script File Generator

Version 1.0 - 8 April 1996

Initial creation.

Version 1.1 - 15 May 1996

Various code modifications and additions. Added tooltype
preferences.

Public Release : 1 July 1996

1.13 Future plans

```

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

Main SFMV Guide

Script File Generator

Whether people actually use this utility or not will decide on it's further development.

A possible future improvement would be the ability to move items around the Playlist and insert/delete at any position.

Any other ideas? Please send comments/ideas/bug reports to myself or SHOAH

1.14 Index

- A -
 - Add Item
 - C -
 - Clear List
 - Credits
 - D -
 - Delete Item
 - Distribution
 - F -
 - Future Plans
 - I -
 - Introduction
 - L -
 - Loading and Saving
 - M -
 - Main SFMV Guide
 - Music Files
 - Myself
 - S -
 - Script Options
 - SFMV Player
 - Shoah
 - T -
 - The Display
 - TOOLTYPES
 - V -
 - Version History
-