

Shoah

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Chapter 1

Shoah

1.1 SFMV Anim Tool Version 1.1

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

Main SFMV Guide
SFMV Anim Tool Version \$^1\$·\$^1\$

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SHOAH	- Who are they then?

"She could suck start a car"

- My mate, the other day.

1.2 So what does this program do then?

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

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Hi and welcome to this fantastic util ! This little program will let you do a few little things to animations that include scaling down the animation, so that it can be played in SFMV format size. Also you can reverse the animation (If you want to) and perform an effect on the animation (If you want to).

The results from this util will be saved out as IFFs. This will let you combine them back into an anim using utils such as DPaint (tm) or Animbuild amongst others.

1.3 Feed the beast

<pre> / ' _ _ _ _ _ / \ _ _ _ _ _ / ' \ ' \ / ' / \ _ _ _ _ _ ~ \ ' _ _ _ _ _) / \ / \ X / // \ \ \ Y \ / / _ _ _ _ _ / \ _ _ _ _ _ / \ _ _ _ _ _ _ _ _ _ _ / \ _ _ _ _ _ / ~ \ / \ / \ / \ / </pre>	Main SFMV Guide SFMV Anim Tool Version \$^1\$.\$^1\$
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Loading of a animation is simple, just click on the file request gadget in the 'Animation' loading area of the main window, or if you feel up to it you could type in the filename and path of it in the string gadget next to it !

If the file selected is valid, then it will be loaded into memory and the information about it will pop up in the animation window.

1.4 They know

<pre> / ' _ _ _ _ _ / \ _ _ _ _ _ / ' \ ' \ / ' / \ _ _ _ _ _ ~ \ ' _ _ _ _ _) / \ / \ X / // \ \ \ Y \ / / _ _ _ _ _ / \ _ _ _ _ _ / \ _ _ _ _ _ _ _ _ _ _ / \ _ _ _ _ _ / ~ \ / \ / \ / \ / </pre>	Main SFMV Guide SFMV Anim Tool Version \$^1\$.\$^1\$
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Saving is just as simple as loading. Use the file requestor gadget thing to select a 'base' filename (or type it in the string gadget). The 'save as' cycle gadget will let you pick whether to save the results as 'base filename+number' or 'frame number+base filename'. The loop frame gadget will let you use or lose the loop frames in some animations (DPaint and Brilliance produce loop frames).

If there is a error in the save path then it will pop up when you decide to process the animation !

1.5 Fun time

<pre> / ' _ _ _ _ _ / \ _ _ _ _ _ / ' \ ' \ / ' / \ _ _ _ _ _ ~ \ ' _ _ _ _ _) / \ / \ X / </pre>	Main SFMV Guide SFMV Anim Tool Version \$^1\$.\$^1\$
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```

//  \ |  \ /  Y  \  /
/_/_/_/  /  \_/_/_/  /\_/_/_/  /\_/_/_/
~  \ /  \ /  \ /

```

In the effects area of the window you will see a list of effects with which to process the animation with. The effects included in this version include;

SFMV Animation Tool Effects (Version 1.1)

No operation	- Do nothing
Jump line	- Remove 'stray' pixels
Random box	- Water colour the anim!
Center point	- Remove some 'detail'
Hg pixel to Lw colour	- Improve run length compression
Hg pixel to Hg colour	- Improve run length compression

After you have selected an effect, and you push the process gadget, you will be presented with a parameter window for the effect in question (That is, if the effect needs parameters). Each effect that has options will present you with a do effect option that will accept the parameters already set and perform the effect.

The effect selected will pop up in the string gadget under the effect list. The best way to find out what each one will do is to try them out !

1.6 Dem dar controls

```

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//  \ |  \ /  Y  \  /
/_/_/_/  /  \_/_/_/  /\_/_/_/  /\_/_/_/
~  \ /  \ /  \ /

```

In the control area of the window you are presented with a number of gadgets that will let you control how the program will work !

Hitting the Sublime logo will pop up an about window.

Pushing the 'display animation' button will display the currently loaded anim.

Toggling the show work/progress gadget will (When you process the anim) show the work or a progress bar !

Hitting the save whole image gadget will toggle between the different size images that will be saved. The save whole image option will let you process & save the whole image. The save scale SFMV PAL/NTSC options will let you scale the whole image down into 160x128/100 size for SFMV conversion !

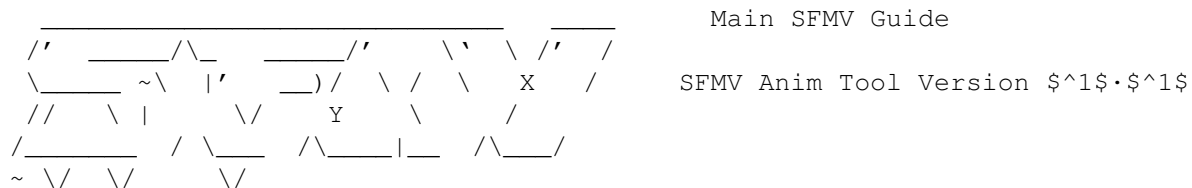
The save SFMV PAL/NTSC will chop out a image the size of SFMV PAL or NTSC with no scaling of the image !

The forward save gadget will let you save the animation frames in forward order (i.e. normal) or reverse order (Can be usefull for a few effects !).

The process gadget when pushed will set the program off to perform the chosen effect on the chosen animation and saving the results to the chosen base path !

Please note that before you can push the process gadget, you must have a animation loaded, a save path selected and an effect selected.

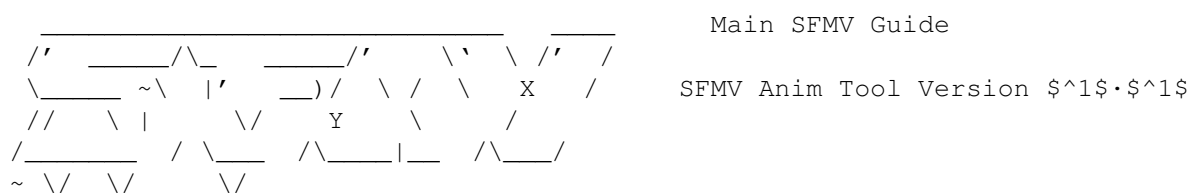
1.7 No operation effect



The no operation effect will not do a single thing to the animation. It has been added so that you can scale down animations to the SFMV size.

Also it lets you reverse an animation amongst other things!

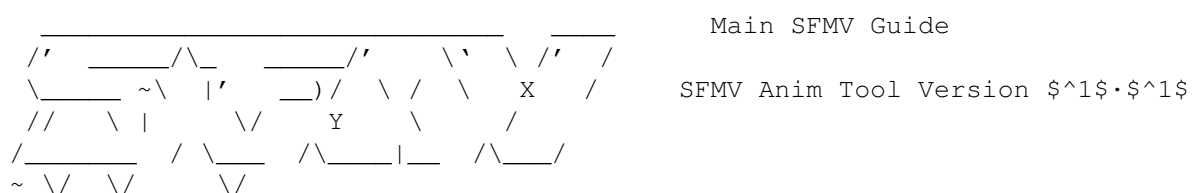
1.8 Jump line effect



When the jump line effect is selected, a parameter window will pop up. This effect was added to improve the compression on the data with as little image 'loss' as possible ! It works by scanning the image, when it finds two pixels that are the same colour it will draw a line between them, killing all pixels in between !

The direction gadget in the effect window will let you set the direction of the effect scan. Setting it to X will scan left to right and a setting of Y will scan from top to bottom. The skip gadget is to set the maximum length of a jump line.

1.9 Random box effect



This effect will let you process the animation into a water colour type effect. The parameters are easy enough to understand so there is very little point in writing about them here!. If you don't understand then just try the effect out a few times and then you will understand !

1.10 Center point effect

```

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

```

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This is the same effect as the Jump line effect. However this one will plot a pixel in between the two matching points, rather than drawing a line.

1.11 High pixel to low colour effect

```

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

```

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This effect will count the amount of pixels used in the animation, and then remap the most used to the lower end of the palette. The least used will be re-mapped to the higher end of the palette. This effect can help with compression !

The options on offer in this effect are to do with how the main pixel count is made up. You can pick to use the whole, half or quarter of the animation. Please note that whole option will take longer then half and so on !

1.12 High pixel to high colour effect

```

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

```

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This is the same as the Hg pixel to Lw colour effect, but in this one the most used colour will be mapped to the higher colours and the least to the lower colours.

SFMV Animation tool. Still quite crap, but does the job !

1.15 Time travlling

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/ '  _ _ _ _ _ / \ _ _ _ _ _ / '  \ '  \ / '  /
\ _ _ _ _ _ ~ \  | '  _ _ _ _ _ / \ / \  \  X  /
/ /  \  |  \ /  Y  \  \  /
/ _ _ _ _ _ / \ _ _ _ _ _ / \ _ _ _ _ _ / \ _ _ _ _ _
~ \ /  \ /  \ /

```

Things I would like to add to this sweet little program;

More effects.
 Make it save out animations.
 Handle multi palette anims.
 Make it handle 24bit anims.

Look out for Last Lap 2, with SFMV rendered intro !

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