

**Shoah**

VEX

COLLABORATORS

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

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

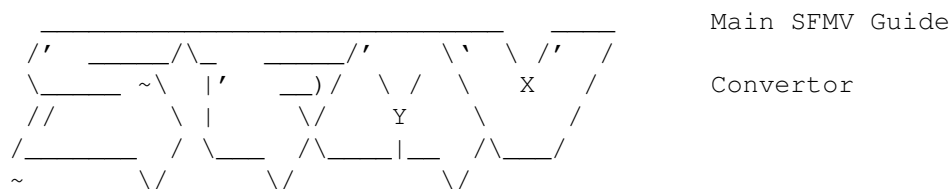
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## Chapter 1

# Shoah

### 1.1 SFMV Convertor



#### CONTENTS

##### General

- Introduction - What it does and how to do it.
- Distribution - Legal stuff.

##### Operation

- Loading IFF Anim's - Loading in you anims.
- Loading/Saving SFMV - Adjusting and saveing SFMV files.
- IFF Playback - Watch your anim go.
- SFMV Conversion - Doing the job.
- Conversion Buffer - Why size really matters.
- The display - What's on the screen.

##### SFMV Options

- Looping - Going around and around...
- Fading - Do you like black?

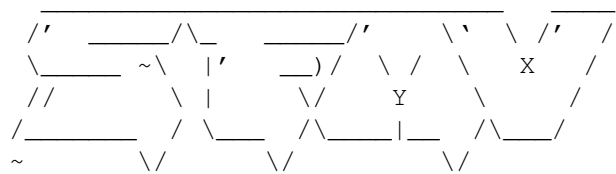
##### Miscellaneous

- TOOLTYPES - Program preferences.
- Credits - Fame and glory.
- Version History - The past.
- Future Plans - The possible future.
- Shoah - Who are they then?

"...and I shake as I take it in,  
Let the show begin."

- 'The house that jack built', Metallica.

### 1.2 What this program does



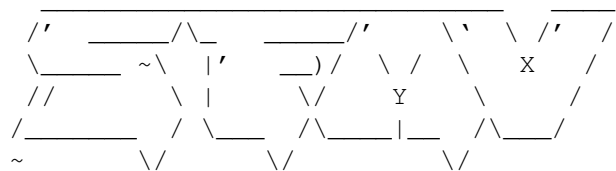
Main SFMV Guide

Convertor

This program is used to convert an IFF animation into a SFMV animation. It also allows you to alter the settings of a previously created SFMV file. A simple Graphical User Interface has been used to allow easy access to all the SFMV options.

For more information about the SFMV file format please see the Main SFMV Guide file.

### 1.3 Loading an IFF animation



Main SFMV Guide

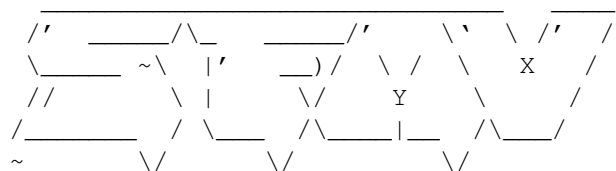
Convertor

To load an IFF animation, simply click on the 'Load IFF Anim' option. You'll then be presented with a standard system file requester, select your file and it will be loaded in.

The IFF Animation that you choose to convert must be 16 colours and have a screen size of 160 x 128 or 160 x 100. If the animation size is larger than this then it will be truncated when converted. An animation that is smaller than the above sizes will not be accepted.

The number of frames in the animation are limited only by the amount of memory you have available.

### 1.4 Loading and Saving SFMV animations



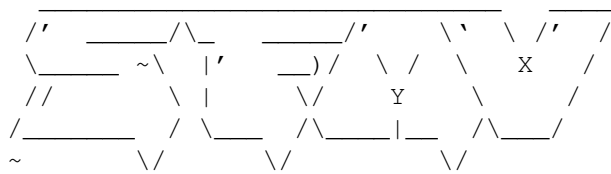
Main SFMV Guide

Convertor

A SFMV animation can be loaded by clicking on 'Load SFMV Anim'. This will then allow you to alter the flag settings of the SFMV file, you can then re-save the file with the 'Save SFMV Anim' button.

The 'Save SFMV Anim' button is also used to save out an animation that has been converted from an original IFF animation file.

## 1.5 Playing IFF animations

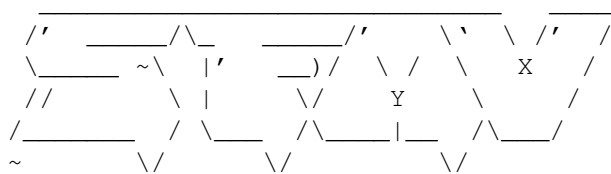


Main SFMV Guide

Convertor

The 'Playback IFF' button allows you to view the IFF animation that you have previously loaded. This option is for checking the animation before conversion.

## 1.6 Converting IFF animations to SFMV format

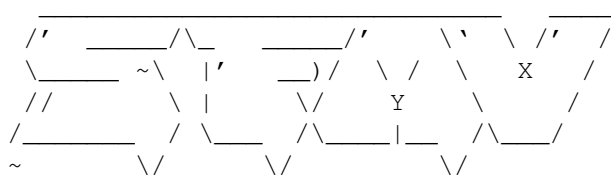


Main SFMV Guide

Convertor

The 'Convert To SFMV' button is probably the most important button, it initiates the conversion process. It will go through each frame of the IFF animation and convert it into the SFMV format. While the conversion is in progress either the progress window or the animation frames will be shown (depending on the TOOLTYPES can be used to flip between the workbench and animation screen. Once converted the SFMV animation can be saved with the 'Save SFMV Anim' button.

## 1.7 Conversion Buffer size



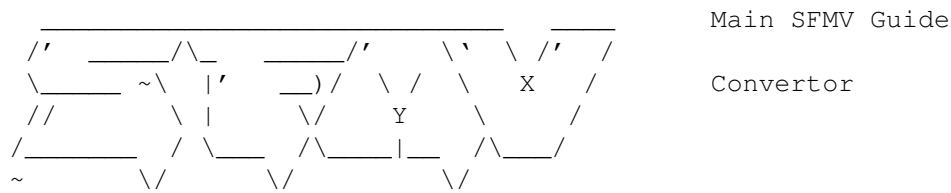
Main SFMV Guide

Convertor

The size of the conversion buffer can be changed with the buffer size gadget. All animations will fit into a 'Half RAW' buffer, however you may not have enough memory to use a buffer of this size (especially if your IFF animation is large). A 'Quarter RAW' buffer is half the size again, and finally '1.5 x IFF' is the smallest buffer. This buffer size is probably the best to use for most animations, the SFMV compaction routines are fairly close to IFF compaction methods.

Most SFMV animations should compact to around the same size as an IFF file. However if your animation contains many sequentially frames that contain an almost identical image, then the resulting SFMV file will be quite a bit larger. This is due to the compaction methods used, however we are currently developing methods to allow SFMV animations to be compacted better and to also allow individual frames to have timing information.

## 1.8 The Convertor window



The SFMV Convertor display is, hopefully, self-explanatory. However a brief discription of the window display follows...

The window itself is divided into six areas.

'IFF Anim Information' and 'SFMV Information'

These panels contain information regarding the animation formats that are loaded into the program.

'SFMV Options'

This panel contains the flag settings for SFMV files, these options control the way that the file is played back by the player.

'Compaction'

This panel has information regarding how well the IFF animation has been compressed.

'Raw %' refers to the size of the SFMV animation compared to raw data needed for the animation.

'IFF %' is the size compared to the original IFF size.

'Buf %' is the amount of the compaction buffer that has currently been used.

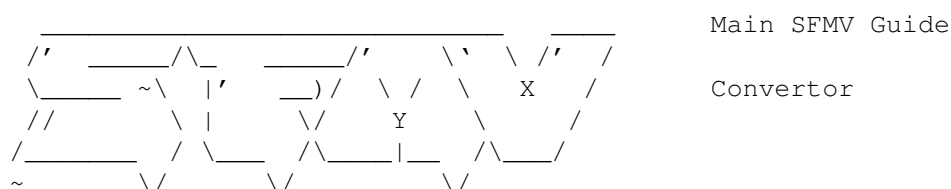
Button area

This area contains the gadgets for using the convertor.

'Status'

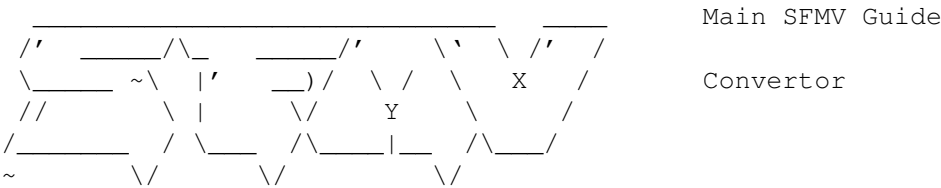
This panel gives information to the user, such as error messages and warnings.

## 1.9 SFMV animation looping



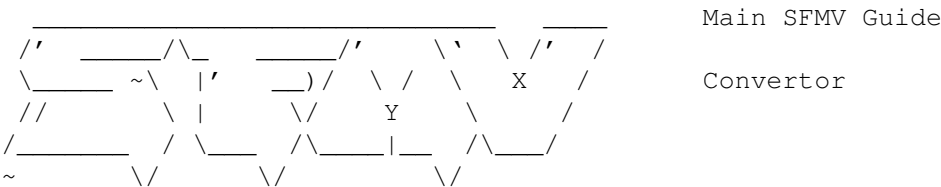
The SFMV format allows the animation to be looped a specified amount of times, setting the 'Looped?' checkbox enables looping and the 'Loop Count' number gadget specifies the number of times to loop, a value of zero means that the loop will be infinite.

### 1.10 SFMV animation fading



The SFMV format allows for the animation to be faded in and out. Setting the 'Fade In?' option will cause the player to fade the animation up before playback. The 'Fade Out?' option will cause the player to fade the animation down after playback.

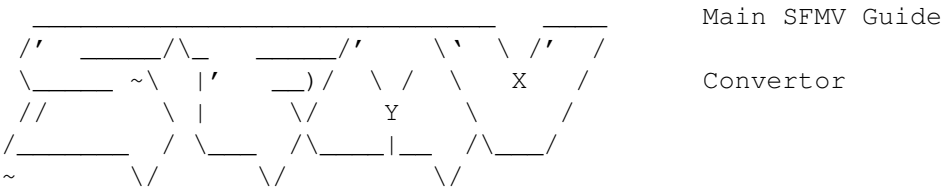
### 1.11 Convertor Tooltypes



This program accepts the following TOOLTYPE options.

Tooltype	Value	Description
WARNINGS	TRUE   ON	Novice requester warnings on.
	FALSE   OFF	Novice requester warnings on.
BUFFER	HALFRAW	Initial compaction buffer setting.
	QUARTERRAW	
	ONEHALFIF	
DISPLAY	ANIM	What to display while converting.
	PROGRESS	
SAVEICONS	TRUE   ON	Save icon with the SFMV anim.
	FALSE   OFF	Don't save the icon.

### 1.12 Program credits



The SFMV Convertor was designed and coded by Vex /SHOAH



Version 3.0 and above were written using Blitz Basic 2.15  
 Pre-version 3 test programs were written in AMOS Pro.

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...

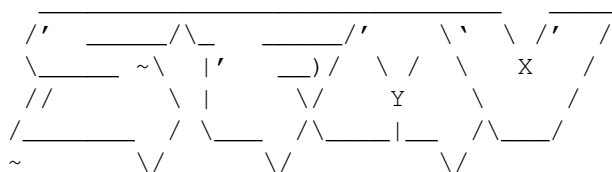
Sharon, Squize, Liane, Matthew, Andrew, Simon, Steve, Jack, Beryl, Bill,  
 Paul, Stephen, Psiber, Haplo, Adam, Gnome, Phil, Gary, Scott, Freak /NFA and  
 everyone else..... :)

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

## 1.13 Program History



Main SFMV Guide

Convertor

Pre Version 3

Early test programs written in AMOS Pro.

Version 3.0 - 22 March 1996

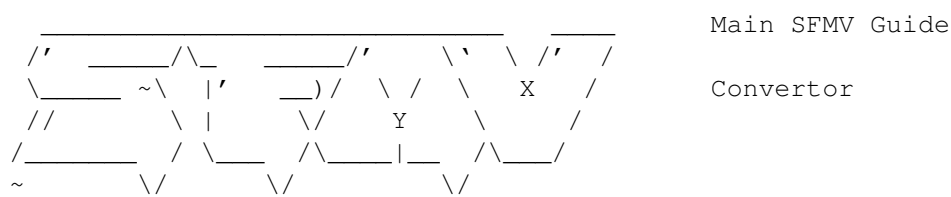
First proper GUI version.

Version 3.1 - 27 May 1996

Re-wrote a lot of the code, compacted the GUI down so it doesn't  
 take up as much of the display. Added lots of error checking, and  
 preferences via tooltypes.

Public Release : 1 July 1996

## 1.14 Future plans



We have lots of plans for the SFMV format itself, and so naturally the convertor will incorporate the new SFMV features. Other plans include..

- Writing the SFMV file direct to disk during conversion, rather than storing all the frames in memory. Thus allowing bigger animations to be produced.
- Arexx support. Allowing batch processing of animation conversion.
- Automatic loading and saving of StoneCracked files.

If you have any ideas, comments, bug-reports then please send them to me

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Version History