

Shoah

VEX

COLLABORATORS

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

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

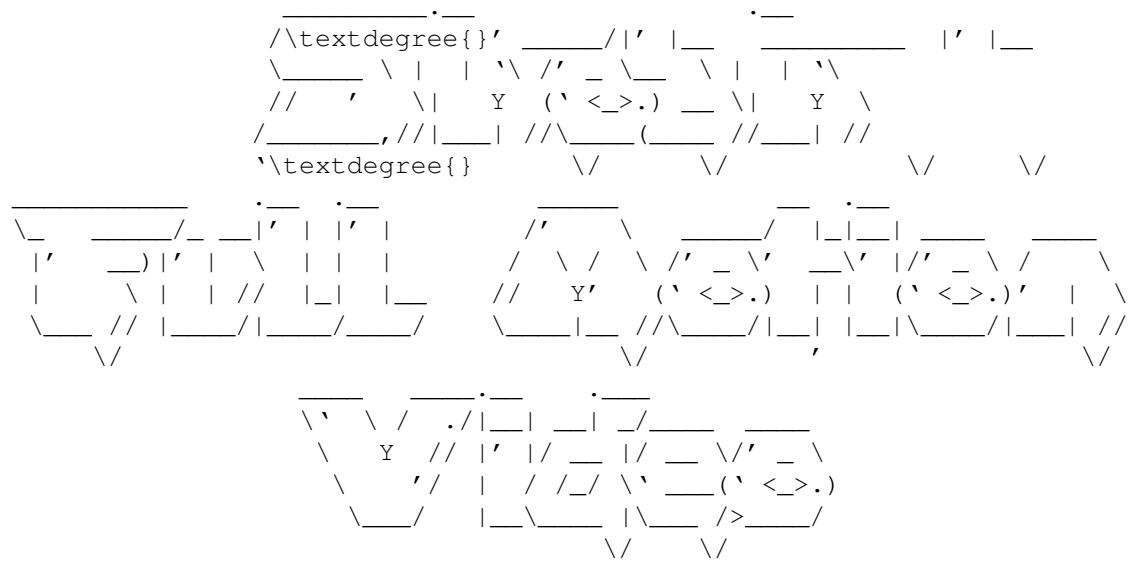
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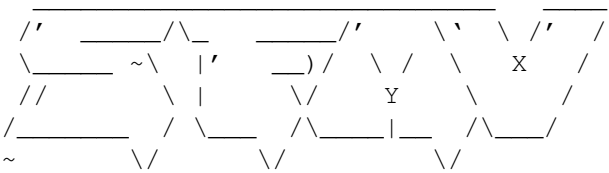
Chapter 1

Shoah

1.1 Shoah Full Motion Video



1.2 Shoah Full Motion Video



Shoah Full Motion Video
Convertor
Player
Script Generator
Animation Utility

CONTENTS

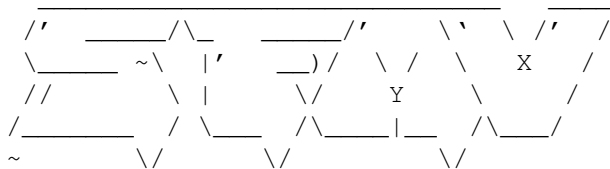
Introduction	- Welcome to the world of SFMV!
Disclaimer	- Don't blame us.
Distribution	- Legal stuff.
System Requirements	- What you need.
Installation	- How to bung it on your hard drive.

Credits	- Who did what...
Acknowledgments	- Our thanks...
Future Plans	- A look into our crystal ball.
SHOAH	- The BEST in Amiga software.

"Travelling through the time,
Moving slowly in the sand,
Knowledge is the weapon,
Against the hunger in the land."

- 'Nomad', Sepultura.

1.3 Introducing Shoah Full Motion Video



Shoah Full Motion Video
Convertor
Player
Script Generator
Animation Utility

Shoah Full Motion Video (SFMV) is a new animation format for the Amiga. It is specifically designed for playing full screen animations. It uses a screen resolution of 160 x 128 (PAL) or 160 x 100 (NTSC). It uses larger than normal pixels thus allowing for a full screen display. The format is currently limited to 16 colours.

The size of the SFMV file is roughly equivalent to that of the original IFF animation file. However the format of SFMV allows any frame to be displayed at any point during playback (this is not available in this release).

Playback speed on a vanilla A1200 is a little slow, add some extra fast ram and the speed is good. An '030 system should achieve full speed playback.

Quick Compression Comparision

Animation	Size (Bytes)	Size After StoneCracking (Bytes)
ComputerHead.Anim		
IFF ANIM	64042	38724
SFMV ANIM	50917	24184
Intro.Anim		
IFF ANIM	122114	49436
SFMV ANIM	143853	52124
TorqueIntro.Anim		
IFF ANIM	576366	451244
SFMV ANIM	495156	329936

The 'TorqueIntro.Anim' isn't included in this package (due to space restrictions), however it is a 200 frame animation with full screen movement throughout.

Although the SFMV file can be bigger in some cases, the fact that the playback image is full screen makes this only a minor drawback. On animations that contain a lot of static images, you'll find that the SFMV file is a lot bigger than the original, but SFMV is not designed for these forms of animation. SFMV works best with animations that contain a load of full screen movement.

1.4 Disclaimer

/ ' _ _ _ _ \ _ _ _ _ / ' \ ' \ / ' /	Shoah Full Motion Video
\ _ _ _ _ ~ \ ' _ _) / \ / \ X /	Convertor
// _ _ _ _ \ _ _ \ / Y \ \ /	Player
/ _ _ _ _ / \ _ _ _ / \ _ _ _ _ _ / \ _ _ _ /	Script Generator
~ _ _ _ _ \ / _ _ _ _ \ / _ _ _ _ \ /	Animation Utility

The entire risk as to the quality and performance of this program is with you. SHOAH assume no responsibility or liability whatsoever with respect to your use or inability to use this software.

SHOAH is not responsible for any loss of data, damages to software or hardware that may result directly or indirectly from the use of this program.

SHOAH reserve the right to make changes to the software and/or documentation without prior notice.

The SFMV Package is © Copyright SHOAH 1996.

1.5 Distribution

/ ' _ _ _ _ \ _ _ _ _ / ' \ ' \ / ' /	Shoah Full Motion Video
\ _ _ _ _ ~ \ ' _ _) / \ / \ X /	Convertor
// _ _ _ _ \ _ _ \ / Y \ \ /	Player
/ _ _ _ _ / \ _ _ _ / \ _ _ _ _ _ / \ _ _ _ /	Script Generator
~ _ _ _ _ \ / _ _ _ _ \ / _ _ _ _ \ /	Animation Utility

These programs are freeware, you may copy and spread them to whoever you want under the following conditions :

- 1 All the files must be distributed together in an unaltered state.
- 2 No fee may be charged other than copying/time/distribution charges, and these charges may be no greater than £2.00 (This INCLUDES all postage costs).

If any library charges more they will be blacklisted from ALL future SHOAH releases.

If you have paid more then ask for a refund and please send us full

details.

3 Permission must be granted for this software to be included in ANY form of collection (Including CD-ROMs).

4 This software can NOT be used in any commerical product. If you wish to include any of the suite of SFMV programs in a commerical product then please contact SHOAH for further information.

All the latest SHOAH software will always be available first from the following companies...

SeaSoft Computing
Arrow PD
Future PD
Hornesoft PD
Saddletramps PD

Please note, the above companies are not in any specific order, and they all provide a very good service.

1.6 System requirements

/' _____ _ _____ /' \ ' \ /' /	Shoah Full Motion Video
\ _____ ~\ ' _____) / \ / \ X /	Convertor
// _____ \ _____ \ / Y \ _____ /	Player
/ _____ / \ _____ / \ _____ _____ / \ _____ /	Script Generator
~ _____ \ / _____ \ / _____ \ /	Animation Utility

System Requirements.

SFMV Convertor:

Workbench 3.0 (it may work on Workbench 2, but hasn't been tested). The ASL.Library, GadTools.Library, and mathstrans.library are required.\$^1\$

SFMV Player:

Any AGA machine (The Player requires the AGA chipset to work, it dosen't matter which Workbench you have running). No external libraries are needed.

SFMV Script Generator:

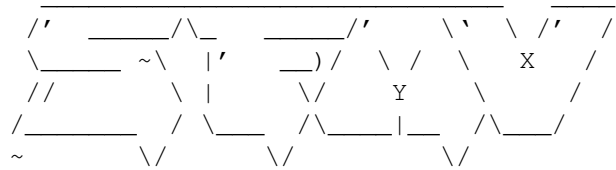
Workbench 3.0 (it may work on Workbench 2, but hasn't been tested). The ASL.Library and GadTools.Library are required.\$^1\$

SFMV Animation Utility:

Workbench 3.0 (it may work on Workbench 2, but hasn't been tested). The ASL.Library is also required.\$^1\$

\$^1\$ These libraries are all standard system libraries so there shouldn't be any problems.

1.7 Installing SFMV

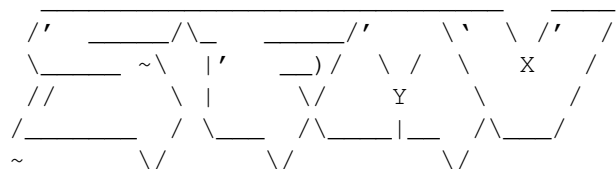


Shoah Full Motion Video
 Convertor
 Player
 Script Generator
 Animation Utility

The easiest way to install these SFMV utilities is to use the installer script provided. Just click on the install icon. (Please note you need to have your own copy of Commodore's Installer utility within the current command path).

If you wish to install this by hand, then figure it out yourself!

1.8 SFMV Credits



Shoah Full Motion Video
 Convertor
 Player
 Script Generator
 Animation Utility

Original SFMV concept : Squeeze /SHOAH
 SFMV design and development : Vex /SHOAH and Squeeze

SFMV Convertor : Vex
 SFMV Player : Squeeze
 SFMV Script Generator : Vex
 SFMV Animation Utility : Stephen /SUBLIME

SFMV document design : Vex
 SFMV document writers : Vex, Squeeze and Stephen

SFMV Testing : Vex, Squeeze, Stephen and Paul/LIGHTPOINT
 SFMV Example Animations : Vex

The SFMV format and the associated utilities were created with the following software (amongst many others).

AMOS Professional
 Blitz Basic
 CygnusEd Professional
 Devpac
 Dice C

If you have any comments, bug reports, etc. regarding SFMV. Or you wish to make use of SFMV in a commercial product then please contact SHOAH at:

SHOAH,

24 Parsonage Road,
Grays,
Essex.
RM20 4AG.

Shoah Full Motion Video. Copyright © 1996 Shoah.

And finally....

I'd just like to say that designing and writing these guide files has been the most frustrating experience that I've had in ages! If I never see another NODE in my life I'll be happy!

Vex /Shoah

1.9 Our thanks to these programs

/' _____ \/_ _____ /' \ ' \ /' /	Shoah Full Motion Video
_____ ~\ ' _____) / \ / \ X /	Convertor
// _____ \ \ / Y \ \ /	Player
/_____ / _____ / _____ _____ / _____ /	Script Generator
~ _____ \ / \ / \ / \ /	Animation Utility

The following programs are mentioned in these guide files. Many have also been used during the creation of SFMV.

AMOS Professional V2.0 © 1992 Europress Software Ltd.
Blitz Basic 2.15 © 1995 Acid Software.
CygnusEd Professional V3.5 © 1987-1995 Cygnus Software.
DevPac 3.01 © 1991 HiSoft.
Dice C 2.07 © 1992-93 Matthew Dillon.
LhA V1.38 © 1991,92 Stefan Boberg.
LZX 1.20 © 1995 Data Compression Technologies.
Powerpacker Patcher V1.4 © 1991 Michael Berg.
StoneCracker V4.10.3 Pro © 1991 - 94 Jouni Korhonen.
The Player 6.1A © 1992 - 95 Jarno Paananen.
AmigaGuide 34.3 © 1992 Commodore-Amiga, Inc.
Installer 1.24 © 1991-93 Commodore-Amiga, Inc.

1.10 The future of SFMV

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We have many plans for SFMV.

For the format itself we hope to implement better compression methods. Increase the number of colours and screen size. Allow different timing for each frame, and the ability to jump to different frames.

For future plans for the various programs please see the accompanying guide files.

We are also keen to hear what ideas you would like added.

1.11 SHOAH...

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24 Parsonage Road, Grays, Essex. RM20 4AG.

We are always on the look out for the very best software to market, and we offer up to 50% royalties ! (This is on the total price, NOT on the profits) Send your work in today !

Our current licenceware range includes...

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There's not much really to say, if you want THE Klondike game for your computer then get this. (Please note, this is a MAJOR update from the PD version, CardZ, and we all know how good that is ! Also the PD version is no longer supported with cardsets, only this new version.)
Price - £3.99

LightSpeed - By Sublime Software

From the authors of the excellent 'Last Lap' comes THE Tron based game. This ISN'T yet another lightcycles clone, this introduces a totally new element to the genre (Tag !), and has a load more features, such as scrolling, split screen two player action, loads of levels and the great presentation that you'd expect from Sublime. Look out for this, you'll cream your pants !
Price - £4.99 (2 Disks, AGA Only)

Comming Soon

Last Lap II - By Sublime Software

Better than you could ever imagine...

PD Titles Coming Soon

Torque - By SHOAH

"Based on Uridium, this is a horizontal shoot'em up of the highest order"
"For mindless destruction, this is the place to look"

CU Amiga June '96 - 91%

And that's for a one fleet demo ! The game engine has been vastly improved since the first demo release and now includes background animations.
AGA only, and totally free...

Dreamland - By Squize/SHOAH

The very first issue of our UFO diskmag, AGA only.

Tuff Enough - by Paul Morley

A stunning Break Out clone, add your own backdrops etc. AGA only, and hot...

LightPoint - by Paul Morley

Our new Slideshow range.

All this software can be bought from the companies listed in the distribution section (Please Note, it is NOT available directly from SHOAH

).

We are also looking for coders/artists/musicians/swappers for PD stuff, so if you're interested in joining SHOAH then please write to the above address.

1.12 SeaSoft Computing

SeaSoft Computing
Unit 3,
Minster Court,
Courtwick Lane,
Littlehampton,
West Sussex.
BN17 7RN.

Tel: (01903) 850378 Fax: (01903) 733893 Email: seasoft@mag-net.co.uk

Please make all cheques or Postal Orders payable to Seasoft Computing.
Also, please add 50p for p+p (UK).

1.13 Arrow PD

ARROW PD
PO BOX 7
DOVER
KENT
CT15 4AP
UNITED KINGDOM

On your order please include the following:

Your Name
Your Address
Your Type of Amiga (e.g. 500, 1200, HD, etc.)
The disk code numbers and titles.

All PD disks are 99p each (Only 85p for members).

Blank disks are 38p each.

Mouse mats are 2.99 each.

*** FREE MOUSE-MAT WITH ALL ORDERS OVER 12 UK Pounds. (Quote Ref.MM1) ***

Total postage and packing is 70p on all U.K. orders, and £2.00 for all others.

Please send 3 x 1st class stamps or a cheque for 75p for the 2 disk catalogue.

Please make cheques and p.o's payable to ARROW PD, thank you.

1.14 Future PD

Future PD
64 Stapleford Road,
Luton,
Beds.
LU2 8AY.

Tel: (01582) 36157

Please make all cheques or Postal Orders payable to M Wood.
Also, please add 50p for p+p (UK).

Please send 2 x 1st class stamps or 50p for the 2 disk catalogue (Free with
all orders).

1.15 Hornesoft PD

Hornesoft PD
23 Stanwell Close,
Wincobank,
Sheffield.
S9 1P2.

Tel/Fax: (0114) 296 7825 Mon-Sat 9.30am-7pm

Please make all cheques or Postal Orders payable to Hornesoft PD.

Please send 3 x 1st class stamps for the catalogue disk, which has details
of over 16000 disks.

1.16 Saddletramps PD

Saddletramps PD
1 Lower Mill Close,
Goldthorpe,
Rotherham,
South Yorkshire.
S63 9BY.

Tel/Fax: 01709 888127 24hrs

Please make all cheques or Postal Orders payable to SaddleTramps PD.
Catalogue disk is 50p, or free with your first order.

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