

Sound2Motion

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COLLABORATORS

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Chapter 1

Sound2Motion

1.1 Sound2Motion Guide

Written by an Artist for Artists

Sound2Motion
~~~~~  
1997 David Howe

```
- @{ " What is Sound2Motion " link whatiss2m} s2m Description
- @{ " Author's Copyright    " link copyright} Copyright & stuff
- @{ " System Requirements  " link req} Minimum requirements
- @{ "      GUI              " link gui} Using s2m through GUI
- @{ " s2m File Editor       " link s2mfile} Using The s2m File Editor
- @{ " Quick List           " link list} Quick List of ops
- @{ " CLI/Default          " link otherway} Using s2m through other means
- @{ " How Do I             " link Howdoi} Tutorial
- @{ " History              " link history} The history
- @{ " Future               " link future} Future versions
- @{ " About The Author     " link author} The author's bit
```

### 1.2 Quick Description

Sound2Motion

Sound2Motion is a quick and easy way to add sound and Music to your Animations by simply clicking on boxes that represent the frames in the Animation. You can then save the information out to a file. you can then set your Anims Default tool as the s2m pod which puts everything together and plays your anim with sound fx added.

Dave

### 1.3 How Do I

```
if Sound2Motion is on its own screen with a backdrop then (F10)
    will switch between the WorkBench and Sound2Motion
```

What we are about to do is load an IFF anim, load some samples  
place them at certain frames, set frame pause, and set sample voices  
limit the number of times the Anim plays and set Fade Outs  
put simply create a s2m file.

before we begin if the Example01.anim has a s2mfile then remove it  
just put it in another Drawer for the time being coz we want to  
rewrite it.

as from version 1.22 the sample selection is now in a ListView  
simply click on the sample you want.  
(maximum samples 200 as if you need that many!)

step 1:-

```
run Sound2Motion
a screen pops up, select load this then pops up a file requester
locate the example_01.Anim this anim does not have a s2mfile yet
so it will load straight in.
```

The file requester will look for the Pattern (.anim) so try and  
name your anims with the ext (.anim) .this is so all the (.s2m)  
files dont show up and clutter up the requester.

eg:-

```
MrGroovy.anim
```

or click on the pattern on the requester and delete it.

once the anim has been loaded press play for a quick look.  
at the Animation screen press help for more info or Esc to exit  
back to the startup panel.  
it plays at full speed and has no sound fx attached.  
press Esc  
select speed and set it at 3 now play the anim again  
a better speed i think.  
(set speed to 26 if this is version 2.0)  
next select s2mfile

step2:-

The s2mfile screen pops up  
at the top are the Frames of the Animation shown in boxes  
what we are now going to do is add a sample.  
so select LoadSample a requester pops up asking for a IFF sample  
locate the double\_cannon\_shot in the Examples/samples drawer  
and click on ok.  
back to the editor the sample number and name are now at the  
bottom of the screen Sample:-(1) (double\_cannon\_shot)  
now load in the other sample we are going to use  
called Explosion01.iff ..the number and name will now be at the  
bottom of the screen Sample:-(2) (Explosion01.iff)  
thats all the samples loaded.  
to see what samples are loaded select the NextSample/PrevSample

---

make sure you have the first one as the current sample  
(the number should be 1 and name double\_cannon\_shot)  
select Saves2m

step3:-

now play the animation and while its playing press the 'n' key  
(version 2.0-left mouse or use the nextframe button on anim panel)  
this stops the anim and pressing it again gives you the next frame  
of the anim  
now press the space bar, this will print the current frame of the  
(as from version 2.0-space bar for panel)  
animation on to the screen ...or the Control Panel in v1.2+  
pressing the 'n' key goto frame 2 the first time the explosion cloud  
appears by using the 'n' key you can find all the other frames the  
explosion cloud starts its 2,4,7,9  
so back to the editor and click on frame 2 it will turn white  
this means its the current frame and because it has a filled box  
in it it is now a sample frame  
press play to view the anim  
now do the same for frame 4,7,9 these are now sample frames for  
sample number 1  
play the anim again  
select Saves2m

step4:-

now we are going to set the sample voices  
click on frame 2  
click on -Control- a screen pops up this allows you to set the voices

set channel 1 to ON  
channel 2 to OFF  
channel 3 to OFF  
channel 4 to OFF

select ok

make sure that frame 2 has a filled box in it.

select frame 4  
select -Control-

set channel 1 to OFF  
channel 2 to ON  
channel 3 to OFF  
channel 4 to OFF

make sure that frame 4 has a filled box in it.  
play anim again

frame 7  
-Control-

set channel 1 to OFF  
channel 2 to OFF  
channel 3 to ON  
channel 4 to OFF

make sure that frame 7 has a filled box in it.

frame 9  
-Control-

set channel 1 to OFF

---

```
channel 2 to OFF
channel 3 to OFF
channel 4 to ON
make sure that frame 9 has a filled box in it.
```

ok you should now have the double\_cannon\_shot playing on these frames and on seperate voices

```
now find the first frame for the droid explosion which i would say
is frame 5
using the NextSample make the Explosion01.iff sample the current
sample (its name and number appear at the bottom of the screen)
select frame 5
set voices to
channel 1 ON
channel 2 OFF
channel 3 OFF
channel 4 OFF
play the anim
```

```
also add the Explosion01.iff sample to frame 11
Set Voices to
Channel 1 OFF
Channel 2 ON
Channel 3 OFF
Channel 4 ON
Again make sure the Frame Box is filled Blue or White
Making it a Sample Frame
```

Play the Anim

```
select Saves2m
```

step5:-

```
click on frame 23 this is the last frame the droid appears
in this frame its all destroyed so instead of having copies of this
frame to slow the anim down we will add a pause
so once you have made frame 23 the current frame select -Control-
and click on the set pause option enter the value 100 and select
ok
you will now notice a small letter "p" over the frame(box) 23
this means this frame is a pause frame
make sure the frame(box) is not filled if it is simple click on it
until its empty we dont want this as a sample frame.
we also want a short pause on the last frame ...24
set the frame pause for this to 50
set the pause for frame 1 to 50
again make sure the frame(box) is not filled either blue or white
select Saves2m
```

step6:-

```
we will now limit the number of times the anim plays
so click on the Gadget button (EndAnim) a window pops
up.
Life Span:-enter a value of 5 (the anim will play 5 times)
```

Type of End

---



we want to fade out the Anim and samples..so click on the  
Anim:-(gadget) until it reads Fade  
do the same to the Sample:-(Gadget)

you should now have..

Life Span:- set at 5 (a value of 0 plays for ever)  
Anim:- set to Fade  
Samples:- set to fade  
Music:- set to Quick (The Default Setting)

Tha Tha Thats All Folks!!

now every time you load this anim into Sound2Motion you will get  
sound

what now?

set the anims default tool as s2mPod  
s2mPod will put everything together so you will not have to load the  
anim into Sound2Motion every time you want to view it

setting the Anims default tool (no need if this is v1.2 of s2m)  
s2mPod

## 1.4 Setting the Anims Default tool

s2mPod

As from v1.2 of Sound2Motion , s2m replaces the Anims  
Icon with one that has the default tool set as Sound2Motion:s2mPod

this is the utility that will let you play the anim without using  
Sound2Motion.

simple click once on the anim and select the WorkBench menu  
Icons/Information

this pops up a screen click on Default tool type the location of  
the s2mPod and the name s2mPod

eg:-

Work:tools/s2m/s2mPod

select save

every time you double click on the Animation it will load into  
the s2mPod and play

just turn up the Volume

you are free to Distribute the s2mPod with your Animations  
so who ever you send your anims to can play them with sound  
DO NOT spread the FULL Sound2Motion or i will keep any future  
versions to myself.

v1.2

Now auto saves a s2m File Icon and a s2m Anim Icon

---

the Anim Icon has its Default tool set as....  
Sound2Motion:s2mPod  
so every time you load an Anim into s2m and save a s2m File  
the Anim gets a new Icon with its Default tool set.

Dave

## 1.5 Author's Copyright

DO NOT Spread This About it is ShareWare(Unless its The Demo Version)  
if you want to send anybody an s2m Anim then use the s2mPod  
simply make s2mPod your anims default tool and send the s2mPod  
with your Animation.

Sound2Motion and all the other bits n bobs are (C)opyRight David Howe 96

## 1.6 System Requirements

Here are the following System Requirements for s2m:-

- ```
- OS2+
- AGA Chipset      ;-)
- Reqtools.library
- Asl.library
```

## 1.7 Using from GUI

## Graphic User Interface Usage

As from version 2.0 all the ops are on in pull down menus

when first started:-

Play:-

once an Anim has been loaded this simply plays it.  
as from v.121 a small Control Panel has been added.

Load:-

gives you a file requester to load an IFF Anim  
if the Anim has a s2m file attached then you are asked if you  
want to load it or not

Speed:-

this allows you set the Speed at which the Animation will be played

Ranges from 1 (fast) to 9 (slow)  
 ?:- or ID  
     Registered to Info or Logo Picture  
 s2mfile:-  
     this is where the magic is the s2mfile Editor  
     to add samples to your Animation . You have to load an Animation before  
     you can set up a s2m file.  
 Quit:-  
     simply quits Sound2Motion

## 1.8 Control Panel

Sound2Motion v1.21

v1.21 now has a Control panel on the Animation screen

to activate the Control panel press the Space Bar

If your Anim slows down....  
 due to the extra time needed to print the info to  
 the panel the anim speed may slow down dont atler your  
 anims speed as when the panel is De-Activated your Anims  
 speed will be back to normal.

=====

### Control Panel

Set2Frame:-  
     simply sets the current sample to the current frame  
     Toggle Active/NoneActive  
     if the frame is not a sample frame it will be made one  
     if it is a Active Sample Frame then it will be turned off  
     if the frame is an Active Sample Frame then when the sample  
     is Active the sample number and the current frame will flash  
 PlaySample:-  
     Have a guess!.... go on have a wild guess  
 << >>:-  
     runs through the samples  
 Load:-  
     load a new sample  
 Dump:-  
     remove current sample

---

NextFrame:-  
     next frame of the animation

Play:-  
     plays/cont.. the a anim

Pause:-  
     the pause setting for the current frame  
     to de-activate (not clear) the current frames  
     pause setting simply click the mouse

    if the current frame has a pause set then  
     the Pause:- and Set:-, text will flash

Set:-  
     enter a new pause setting for the current frame

OK:-  
     Remove the panel

Right Mouse:-  
     Menu ops  
     for info on the ops see s2mfile

=====

## 1.9 The s2m File Editor

### Sound2Motion File Editor

Rows:-  
     these are the boxes at the top of the screen there is a box for  
     each frame of the Animation.  
     simple clicking on these boxes will allow you to add samples to  
     any frame of your Animation you want.

sample ops:-  
     load   (maximum of 200 samples)  
     Hear to play the current sample simply click on its name in  
         the list view  
     dump   (remove current sample)

s2mfile ops:-  
     save  
         s2m will auto save a s2m File Icon with the s2m file  
         i did this so if you move the anim to another drawer  
         you can instantly see if it has a s2m file attached  
         s2m also saves a s2m Anim Icon with the default tool  
         set as Sound2Motion:s2mPod  
         If you dont want these icons to be saved with the files  
         then simply take them out of the Icons Drawer.Or replace  
         them with the Icon you want saved.

    load (load the file for the current Anim)  
     clear

---

TestRow:-  
plays the sample for the current row at the given times

TestAll:-  
plays all the samples at there given times

NextSample:-  
PrevSample:-  
runs through the current samples

as from version 1.22 the sample selection is now in a ListView  
simply click on the sample you want.  
(maximum samples 200 as if you need that many!)

Viewframe:-  
lets you view the current frame of the Animation

PlayAnim:-  
simply plays the Anim  
see also Control Panel

Control:-  
lets you set the frame Pause and sample voices

If there is a Module Active in the Music Editor  
then all voices with be affected by the Reserve  
Sample Channel.So the any changes you make will  
be reset by the Music Editor.Use Clear in the  
Music Editor to Free the Module.Then you can make  
your changes.

to de-activate (not clear) the current frames  
pause setting simply click the mouse

clear:-  
set of ops for clearing Sample/Pause/Voice info  
Effects all the Rows.To clear the current Row Only  
use the set Range and DumpSample Gadgets

Range:-  
lets you select a range of frames in one go  
if the frames are Not Active sample frames then they will  
become Active sample frames..  
if they are Active they will be turned off  
(well i understand it anyway!)

EndAnim:-

LifeSpan:-  
This tells s2m/s2mPod how many times the Animation is to be played

Type of End:-  
How the Anim will end ↔

a value of 0 (Default) the Anim will play forever.

Anim :- Quick(just stop) or Fade Out (fade to colour 0)

Dave

---

Samples:- Quick or Fade voices out

Music:- Quick or Fade Out (turn down volume)

i added these so you can leave people wanting more, you decide how long it plays for.

MusicEd:-  
add Music to your Animations MusicEd

## 1.10 musiced

MusicEd:-

Start:-  
which frame the Mod will start playing from

FadeIn:-  
Counter to slowly turn the volume up

Stop:-  
Which Frame the Mod will stop Playing

FadeOut:-  
Counter to slowly turn down the volume

Anim Loop Counter:-  
Number of Anim loops the Module Plays for.  
lets say you set the Anim Loop Counter to 4  
Once the Anim has Reached Loop 5 the Mod stops  
you do NOT need to set a Stop Mod frame.  
FadeIn/Out will still work.  
  
(Just Play about with it its easy Honest!)

Replay:-  
No/Yes ..default is No  
this will restart the Mod from the start frame

Clear:-  
Ummm... clear the info for the Mod

Play:-  
Play the Mod

Sample:-  
Test the current sample while the Mod is Playing

Stop:-  
stop playing the Mod

Load:-  
Load a Tracker Module

---

Reserve Sample Channel:-

    this will automatically reset all the Sample Voices

if you want to have Music and samples in your s2m file you will have to give the samples a channel to play on or else you get a mishmash of sound. so i have given you some presets the best way to figure this out is to load some music and a sample and play about with the...

    Reserve Sample Channel:- Gadget

until you get a good sound.but remember that your Mod will only be playing on 3 voices so test to see which suits your Mod the Best or...create your own Mod and leave a voice clear for playing samples. as stopping and starting the Mod sounds crap.

i did it this way rather than create some weird editor i did try but found it to confusing to explain you would have had to spend more time setting up voices and channels.If you lot want a Channel Editor then i will do one...

## 1.11 list

Quick List

s2mfile  
MusicEd  
Control Panel  
s2mPod

## 1.12 Usage through CLI/Default

CLI Usage

To use s2mPod through CLI, simply place the main program of s2mPod in an accessible place, like the C: drawer, and then goto CLI. Then type in s2m and the path and name of the anim.

E.g. s2mPod Graphics:Animations/Test.anim

Default Tool Usage

Very simple this one, simply go the icon of an anim, and put in the drawer which s2mPod is situated in, and s2mPod, and then save. Then simply click on it, and it will come up.

E.g C:s2mPod

## 1.13 History

---

v0.0 Initial release 96 woz called BlitzAnimPlayer (BaP)

Dec 96

- v1.0 - Added GUI
- Removed certain bugs (Everybody)
- Added CLI Usage (Dave/Alvaro)
- Added documentation (Dave)
- MagicWB icons (Dave)

Jan 97

- Added s2m file editor allows the use of samples (Dave)

Feb 97

- Added voice and pause options (Dave)
- Added Clear ops (Dave)
- Later Added Clear ops that Actually worked (Dave)
- Better Anim Format Detection (Garfield)

March 97

- v1.1
- Music Editor (Dave)

v1.2

- Added s2mFile Version Number (Dave)
- Added Anim Life Span (Dave)
- Removed a few Bugs (Dave)

April 97

- v1.21
- Added Anim Screen Control Panel (Dave)

May/June 97

- v2,0
- Added List View for Sample selection (Dave)
- also put the main ops in pull down menus (Dave)
- included prefs settings (Dave)

## 1.14 Future Versions

Things that I may add if I get enough response from people out there:

- palette option separate palettes for separate frames
- Save Bitmap so you can save separate frames as an IFF
- music option (Done March 97)
- Anim Screen Panel (April 97)

your ideas welcome

## 1.15 Thanks to...

---



UMMMM! Me David Howe for Just being! oh and of course Alvaro  
for getting me interested in it again.

## 1.16 About the author

If you would like the contact the author, here's the address:-

David Howe  
9 Barnfield St  
Denton  
Manchester  
M34 3PE  
England

Or my Team Mate

Garfield Bejamin  
309  
Third street  
Towanda  
PA 18848  
U.S.A

Garf its a sad day when an artist has to code his own stuff !  
and if i dont find a decent F###in text Editor i'm gona write my own!  
also Thanks go to Alvaro Thompson of Team Mango for getting me  
interested in Sound2Motion(BaP) again.

Calling all Artist/Animators i am trying to set up a Team of Artist  
/Animators so we can work with groups of coders. if i can get some good Gfx  
wizards then im sure a Good gfx Team will be in demand so if you fancy  
Teaming up to do Game Stuff then get in touch soon.

i use:-

DpaintV  
Imagine4  
Blitz2

May 97  
David Howe  
Coloured Pixels  
~~~~~