

ats.hyper

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Chapter 1

ats.hyper

1.1 The accompanying documentation for AfterTitles.

This is the main document (you start here).

Short and concise info about what this program does.

Limitations.

Compiling the program.

About me.

Purpose.

Genlock.

Contents.

Version 1.0, Tuesday 27-Jul-93 19:14:37

1.2 So, what is this ?

This program reads in an IFF picture, and then scrolls it from top to bottom. The effect will be much the same as that you see, when a movie ends, and a list of the cast scrolls up. In fact, this is its intended purpose - you make a (large) IFF picture with your 'cast', and then use this program to play it for your video or genlock.

To see what it does, type "ats demo.ilbm" at the shell prompt.

By the way, to be a little more exact, it

- reads in the picture.
(the busy clock will then disappear, and

- the screen turn to the proper colours).
- waits for a mouse or key press.
 - (having received such, it will scroll the picture up, and stop when it reaches the bottom).
- waits for another keypress.
 - (and then satisfied, it quits).

The initial reading of the picture can take some time on a 7mhz 68000. Therefore, I put in the first key-press pause to let it be easy to trigger off the scrolling. In the same spirit, the second key-press pause is there to avoid, you get a nice workbench picture on your video. As can be seen from the demo, the final halt can also be used as an effect (no bullshit...).

1.3 Things, that should be better.

As can be seen from the included source, the program is quite simple/primitive, and as such has its limitations.

(NOTE THOUGH, THIS PROGRAM SHOULD WORK JUST FINE WITH BOTH PAL AND NTSC).

Limitation #1: To make my "job" easier, the program needs at least 2.0. It is no big task to make a program doing what this one does, that would work on all Amigas, but I did what you have here, as this was REALLY easy.

Limitation #2: Right now, the program insists on the picture being hires-interlace (that is, no matter what resolution the picture was originally in, it will be shown in hireslace). This is really some limitation - although 640x512(400) is an ideal resolution for video, it would have been very little work to let people choose it themselves. However, it seems superhires is not "described" in the ILBM file, so if you paint a 1280x512 in superhires, it is stored a bit like a 1280 pixel wide page in 640x512 resolution. I cannot be trusted on this; e-mail me if it is not so and tell me, how things really work. I will then probably fix it.

Limitation #3: The picture can be up to 8 bitplanes deep - I would be happy to hear what it does on an A1200 or A4000 with a 256-colour picture. In theory it should work, but I have no idea. HOWEVER it is a bit more complicated:

On small Amigas, like my A500, 4 colours and 2 colours work just fine. You can easily load an 8 or 16 colour hires-interlace picture, but on my own machine(A500), it flickers like hell. This is quite silly, as no data is moved - a stock A500 should have no problems doing this. One day, if I figure out how to do, what this program does, properly (with views and such), I might fix it.

On larger machines, more than 4 colours should pose no problems. Please tell me, if it does.

Limitation #4: I am so stupid, that I don't even know how to take over the machine :-) Or rather, I need to wait with WaitTOF(), and as this is an OS waiting function, it would enable multitasking (If I had shut it off). Anyway, what problems does that introduce to you ? Well, here on my own machine, I do the following: I reset my(2.0) machine, hold down both mouse-buttons. On the boot menu, I disable the startup-sequence. I then boot on the partition, where my program is. I go down to its drawer(by typing dh0:usr/newiff). I then put an arbitrary disk in the disk drive. Then, at last, I type `ats demo.ilbm`

Why all that ? Well, if not, the scrolling jumps! If there is no disk in the disk drive, the drive clicks, and my scrolling jumps. If I have started workbench, then the scrolling jumps due to various commodities, and probably something else too.

You can experiment with it, if you like. The reason for the above inclusion of a lengthy description of what I do, is so that you can see, at least a way to make the scrolling stable.

Limitation #5: The program works by opening a screen the size of your picture. This means, that the whole picture must fit into CHIP RAM. I don't see this as a really big problem; a 640x3600 4 colour picture takes up 576k, and that, me thinks, is a rather large scrolling list.

The best thing to do would probably be some kind of script, in which you put your text, together with some positioning and font information. This would be the best to work with, but

large CG fonts tend to use up lots of memory, so I dropped it again. But I admit, that typing the list in a paint program is not very userfriendly. However, it is flexible :-) You can make all sorts of neat effects, and graphics too.

1.4 compiling

I said this program was really easy to create. Well, apart from using 2.0, this stems from using the NewIFF package from CBM, which can be found on Fred Fish disk #705 (it might be 704, but I think it is 705). Older versions of NewIFF would probably also work, I do not use any advanced features.

I have included my very simple DMakefile (works with Matt Dillons DMake, probably also with normal make programs). You can have various setups when using CBM's NewIFF package, but the following will work:

Place ats.c and Dmakefile in the "root" drawer, that is, the one containing drawers apps/, modules/ and iffp/.

Be in that drawer, when you type Dmake or Make or whatever (If you no not use Dmake, you had better call Dmakefile Makefile).

That should do it.

1.5 author

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This program is strictly PD. I reserve the copyright or what ever it is called, but you may use the source for whatever you'd

want to in your own projects. What you may not do, is make profit by distributing my program. I don't know why everybody keeps writing "I cannot be held responsible for what this program does to you or your dog", but now I've said it too.

If there is any problem with the program, dependant or independant of machine configuration, I would like to hear about it (to fix it).

If there is any problem with the program, dependant or independant of machine configuration, and you know how to fix it, I would like to hear about it too...

And, lastly, if you have any suggestions, go ahead and mail them too. You are almost guaranteed to get a reply, although it may be along the lines of

"Naah, I'm too lazy to want to do that..."

1.6 purpose

Why I made this ? Because I have not come across a PD program, that does this. The only one I've seen, flickered no matter what you did. This one doesn't flicker, at least if you run it from the boot shell...

1.7 genlock

I have not tried this program with a genlock. I want it to work with genlock, so if it doesn't, tell me. And if you know what I should do to make it work with genlock, tell me too. I have the RKM Libraries 2.0, so I should be able to read up on it.

PS: By working with genlock I mean "The background colour should be replaced with the video picture".

1.8 contents

This archive (Aftertitles.lha) contains

- ats - the program
- demo.ilbm - a picture to make people
 quickly realise what this program
 does, and if they want it.
- ats.guide - this very text you're reading.
 Containing the documentation for
 the program.
- ats.c - the C source.
- DMakefile - a makefile for it.
- Readme - a short description.