ProTitler

COLLABORATORS

	TITLE :		
	ProTitler		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

ProTitler

1.1   main

```
                                        $?    M   ?$    M$
                                        M$    M   $M    M$
                                        M$        $M    M$
   M$kMM$   M$$M    kMMM?              MMMM  M  MMMM  M$   $MM$?    M kM
   MM? ?M$  MMM?  Mk  $M                M$   M   $M   M$  Mk  $M    MMk
   M     M  Mk   $M    $M  $$$$$$$      M$   M   $M   M$ $M    $M   M$
   M     M  M$   $M    $M  $$$$$$$      M$   M   $M   M$ $MMMMMM    M
   M     M  M$   $M    $M               M$   M   $M   M$ $M         M
   M$   $k  M$   ?M?   k$               M$   M   $M   M$ ?M?    ?$   M
   MMk$kM?  M$     $M$$Mk               Mk$  M   $M$  M$ $M$$$M$     M
   M ?$$    $?      ?$$$                 $$  $    $$  $?    $$$      $
   M
   M             ProTitler Video Titling System

                    (c) 1994-5 By Jason Henegan
                      All rights reserved
```

```
   Introduction           Introduction to ProTitler

   Disclaimer             Legal disclaimer                (Must Read)
   Distribution           Distribution details            (Must Read)
   Versions               Version list to-date
   Known Bugs             Known bugs to-date

   Installation           Installing and running ProTitler (Must Read)

   Effects                The effects you can use!

   Settings Menu          Change Protitler's settings
   Misc Menu              Any extras.

   Future To-Do's         Future additions to ProTitler?

   Author Contact         Knowing me, the author, knowing you (ah-hah)

   Thanks to..            Thanks to various people
```

1.2 disclaimer

```
Disclaimer
~~~~~~~~~~~~
```

No warranties of _any_ kind (expressed or implied) are made as to the
functionality of this program, its merchantability or its fitness for any
particular purpose. The author cannot be held legally responsible for any
consequence (for example, but not restricted to, damage caused) of owning or
using this software or documentation. All rights reserved.

The author cannot be held legally responsible (liable) for errors or
omissions in either the program or any documentation. Due to continual
updating the contents of this guide and the ProTitler distribution may change
without notice. You can contact me to find out what the latest version
number is.

You are using it all at your own risk.

The name 'ProTitler' and the ProTitler distribution is not intentionally
meant to resemble any video titling software or hardware, and any such
resemblance is unintentional and purely coincidental. ProTitler is a unique
video titler which goes beyond static and scrolling credit lists.

This document assumes a familiarity with the AmigaDOS system – if you are
unsure about terms such as "fonts drawer", or processes such as copying files
then consult your manual.

ProTitler may require a modification of your WorkBench disk or partition as
part of the installation process.

The author acknowledges trademarks of products or companies mentioned within
the ProTitler distribution.

1.3 distribution

```
Distribution Details
~~~~~~~~~~~~~~~~~~~~~~
```

Please press the button below which represents the version of ProTitler you
are using:

Unregistered

Registered

1.4 unregistered

```
Distribution - Unregistered
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

ProTitler may be freely distributed for non-commercial purposes, as long as
the files in the archive are present and have not been modified in any way.
All files remain (c) Jason Henegan 1994-5.

No charge for ProTitler may be made, other than a reasonable cost to cover
the media and copying time.

If you wish to include Unregistered-ProTitler as part of a commercial
product, contact me first unless the gross price of your product is less
than £5 sterling. If you wish to feature ProTitler on a magazine coverdisk,
club newsletter or similar, please send me a copy (out of courtesy).

'Freely distributed' means you could:

  · Try out ProTitler and give it to your friends.

  · Upload ProTitler to your favourite BBS or FTP site and thereby receive
    'upload credits'.

  · Send ProTitler to your favourite PD company if it involves receiving
    no more than a free disk (if that's how they do things).

  · Add ProTitler to a Fred Fish PD disk/CD or Aminet CD (or similar)
    provided it contains at least 20mb of other genuine freeware/shareware.

You may NOT:

  · Alter any or all of the ProTitler distribution.

  · Claim to be the author.

You may keep ProTitler in your software collection for a period of ONE WEEK
without registering .

If you are honest, this won't be a problem.. Not that I'm saying that the
program examines date-stamps to check up on you.. (EVIL GRIN)

You have probably already spent some money either downloading this software
from a BBS or ordering it from a PD company, and may think that registering
is unfair. Maybe you're right - but don't you think the author should be
rewarded in some way?

It's only until you produce some shareware software that you appreciate the
value of registering.

1.5   registered

```
Distribution - Registered
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

The registered version of ProTitler may not be freely distributed.
All files remain (c) Jason Henegan 1994-5.

If you have registered ProTitler you are agreeing not to break any of these
terms and conditions:

 1·   Copy, transmit, broadcast, recompile, port or replicate in any form the
      registered version of ProTitler (and its distribution files) for use on
      ANY machine other than your own (or the one you work at).

 2·   Copy, transmit, broadcast, recompile, port or replicate in any form the
      registered version of ProTitler (and its distribution files) for use by
      anyone other than yourself. (One registration to one person.)

      Rules 1-2 imply you may make PERSONAL backup copies of ProTitler.

 3·   Alter any of ProTitler.

 4·   Claim that you are the author.

 5·   Use ProTitler as part of a commercial product without my prior consent.
      i.e. contact me first. Also press here .
      'Commercial product' refers to anything which, in any form, is sold.

 6·   Use ProTitler for broadcast on TV, where you are given money to produce
      a programme or given money for production of the programme. If you are
      not given money (ie Public Access Channel) that's OK.
      If not, contact me first, and make me a cash offer
      I can't refuse.

 7·   I (your name here) assume civil and/or criminal liability if I knowingly
      breach the above terms and conditions.
      I understand them fully and agree not to break them.
      This means that I cannot stage a defense if I am justifiably caught
      breaking any of them.
      I agree to pay any and all legal/administration charges for the author
      if a case against me requires third-party intervention, even if I am
      cleared of any alleged wrong-doing.
      I understand the author cannot be held responsible for any damages or
      losses caused, either directly or indirectly by any part of the
      ProTitler distribution.

If you have registered but do not agree to the terms and conditions shown
above, then please destroy your copy of ProTitler. If you use ProTitler
responsibly then this should not be a problem.

1.6   runningprotitler

```
Installing ProTitler
~~~~~~~~~~~~~~~~~~~~~~~
```

ProTitler requires these fonts to be present in your FONTS: drawer:

```
    Times 18   Helvetica 15
    Times 24   Helvetica 18
          Helvetica 24
```

You'll have to copy them yourself.. They can be found on your WorkBench
FONTS disk. If they're not there, ProTitler will run, but will look UGLY!
(If you don't own these fonts at all, you MAY be able to 'wangle' Protitler
into working by copying an existing font with these sizes and changing the
font names.)

An AmigaDOS command might be something like this:

```
  copy  MyFontsDisk:fonts/times#? fonts: all
```

Or, of course, you could drag them over on Workbench.

NOTE: For some OS versions, you may have to assign fonts: itself:

```
  assign fonts: sys:fonts
```

```
Running from floppy-disk
~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Load ProTitler by double-clicking on the "Floppy-Load" icon. This will allow
the program to read the fonts I have provided. DON'T double-click on the
actual ProTitler icon unless you've copied the fonts across to your FONTS:
drawer because it won't work.

```
Running from hard-disk
~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Copy the fonts on the ProTitler disk to your FONTS: drawer. Copy everything
else onto your hard-disk wherever you like. You now don't need the
Floppy-Load icon so you may delete it. Run ProTitler with its icon.

You may have to copy 'Protitler.pt.settings' across too, since in later
versions of the program I may decide to incorporate more information in this
file.

```
Running your NEW  Registered  version
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Don't delete your unregistered program disk as it contains fonts which the
registered version may need.

From floppy: Run ProTitler from your registered disk (Floppy-load icon)

From hard-disk: Replace the unregistered program with the registered program.
    Double-click as normal.
    Depending on your new version of ProTitler, I may have
    provided more fonts. If this is the case, you may like to
    copy them over to your hard-disk fonts drawer.

Some of the features are memory-hungry and may require you making some
provision to save memory (eg kill external drives) but virtually all should
run fine on a 1mb system.

```
Registered Version: Unpacking the  .lha archive
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

The registered version comes complete with an LHA archive full of goodies.
To unpack the archive, double-click on the 'extract archive' icon or use your
favourite directory utility.

1.7 introduction

```
Introduction
~~~~~~~~~~~~~~~
```

ProTitler purports to be one of the finest video titling systems for the
Amiga (all bar Scala!). It has a wide range of effects mainly designed
with the genlock-user in mind, however if you don't have a genlock, the
program still remains useful for video titling work. I have incorporated
a number of features which I hope you will find useful.

This guide will show you how to get the most out of the ProTitler system.
There are a few aspects of ProTitler which require a little patience but
I'll try to explain these as best I can.

I've included a comprehensive user-interface which I hope you'll find easy
to use.

ProTitler should run fine on any 1mb Amiga (ECS or AGA). However only ECS

graphics are supported:

- · Low-res   320x256   32 Colours, EHB or HAM
- · Low-res Laced 320x512   32 Colours, EHB or HAM

- · High-res   640x256   Up to 16 colours
- · High-res Laced 640x512   Up to 16 colours

ProTitler also supports NTSC – vertical resolutions up to 200/400 only.

Some of ProTitler's effects are very memory-hungry and may require in
excess of 1mb CHIP ram to be useful. ProTitler should run fine on any system
with 1mb CHIP + 1Mb FAST memory.

ProTitler is Shareware. Some of the effects are only available in the
 registered version. ProTitler supports a demonstration mode for ALL
effects which you may use, but to control the effects you need to register.

1.8 effects

ProTitler's Supported Effects
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

These effects may be found in the Project/New Project menu. You can read
 general information about using these effects (please read
because it may save you time later on).

Unregistered version: You may only use effects which are in GREEN letters,
         and must register to use the RED ones.

     NG   TV Trailer
      Action Replay
      Sports Scoring
      Icon Captions
      System Clock
        Stopwatch
        Countdown Timer
        Scrolltext
   1mb NG   Vertical Credits
        NG Table
        NG Subtitles
        NG Picture Slideshow
   1mb NG   Scrolling Pictures
        NG Analogue Timer
   1mb   VCR Graphics
   Scratchy Film

```
     Frame Counter
  1mb+   Karaoke
```

```
1mb : Suitable for use with 1mb Chip-mem minimum
1mb+: Suitable for use with 1mb Chip & 1mb Fast mem minimum
 NG : No genlock required
```

The appearance of both ProTitler and these effects can be changed within the
 SETTINGS MENU .

You may link two or more of these projects together by selecting the
 Linker in the project menu.

1.9 projectlinker

```
Project Linker
~~~~~~~~~~~~~~~~
```

This is used to link two or more projects together sequentially. In order to
do this, you must have previously designed and saved your effects to disk.
The linker will then load and execute them in the order you specify them.

Add Project: Adds a saved project to the end of the list.

RUN: Executes the list of projects in order.

NOTE: It may be necessary to press the mouse button more than once between
        effects. This is to allow flexibility in syncronising the effects.

1.10 geninfo

```
General Information
~~~~~~~~~~~~~~~~~~~~~
```


NOTE: You can read this guide and play around in ProTitler by pressing
      lAmiga-A when ProTitler has loaded. This will switch between ProTitler
      and the WorkBench screen.

When you select an effect to create, you are issued with a dialogue box
similar to this:


```
    +-------------------------------------------+
            |                                               |
```

```
                     |           T V   T r a i l e r          |
                     |     ------------------------------      |
                     |                                         |
                     | A simple way to advertise TV programmes. |
                     |                                         |
                     |                                         |
                     | Screen Colours:    [ 4 ] [ 8 ] [ 16 ]   |
                     |                                         |
                     |                                         |
                     | [ Demo  ]      [  OK  ]      [ Cancel ] |
                     |                                         |
                     +-----------------------------------------+
```

Many effect's parameters require you to enter an X and Y location. This is
(unless otherwise stated) a percentage from the top-left of the screen:

```
     .----------------------------.
    |(0,0)            (100,0)|
                    |                          |
                    |                          |
                    |            (50,50)       |
                    |                          |
                    |                          |
                    |(0,100)            (100,100)|
      '----------------------------'
```

All effects have a menu which you can access with the right mouse-button. It
contains the following selections which are self-explanatory:

```
                    +-----------------+
                    | Load Project... |
                    | Save Project... |
                    |-----------------|
                    | Abort...        |
                    +-----------------+
```

ProTitler uses a number of non-standard gadgets (like buttons) for entering
data for effects. It is recommended you familiarise yourself with them, so
that you won't have any problems. You can try them all out by looking in
the Misc Menu for a Gadget Test .

ProTitler's effects may require the use of macros:

 Formatting macros allow you to change the position of text.

 Character macros allow you to add (c) and (r) characters.

Also, within gadgets, certain punctuation characters are used to space out

information. These MUST be included (examples are given).

Text within the effects can be in any colour up to the number of colours in
the screen. Colours are referenced by a single HEX digit which will be one
of the following:

           0 1 2 3 4 5 6 7 8 9 a b c d e f

– You don't need a $ of 0x qualifier, just the digit or letter.

Some effects allow you to load in IFF pictures. These MUST be ECS compatible
and up to a resolution of 1023x1023 (memory permitting). They do not auto-
scroll (except in Scrolling Pictures).

Font Selector
~~~~~~~~~~~~~~~

This is used to select a font when an effect prints text to the screen. Use
the left mouse-button to select the font, the right mouse-button allows you
to pick more fonts (if more are available).

NOTE: ProTitler will not function correctly with compugraphic fonts – and
operation is unpredictable even if these fonts are in the FONTS: drawer.

Multi-line text entry gadget
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Appears as a large empty box on the screen. You can do the following:

   – Activate/move the cursor by clicking inside with the mouse

   – Edit like a normal text editor using backspace,delete,CR etc

   – Clear all text with amiga-c

   – Import text with amiga-l

   – Export text with amiga-s

   – Insert font descriptor with amiga-f

1.11   scrcols

Screen Colours
~~~~~~~~~~~~~~~~~

The effects within ProTitler each run on their own custom screen. The
number of colours in this screen affects not only the number of colours

available for on-screen text, but also makes the effects slightly slower.
(Don't panic, speed decrease is marginal!)

Set 4 colours if you only want one-colour text. ProTitler uses the first
four colours as follows:

    0: Genlock Transparent

    1: Dark Blue - good for text backgrounds

    2: Black - Opaque black used for text shadows

    3: White - Used for text lettering itself

This mode uses very little chip-mem and is very fast at rendering text.

Set 8 colours if you have more chip-mem or if you require more on-screen text
colours. Colours 4 to 7 may be used as extra text colours.

Set 16 colours if you have oodles of chipmem (eg an A1200/4000). Colours 4
to 15 may be used for on-screen text colours. NOTE: Fonts will take much
more time to render in this mode, so only select it if you really really need
that many colours.

You can see how much chip-mem you have inside the Misc Menu .

1.12   demo

Demo Mode
~~~~~~~~~~~

All effects within ProTitler (whether or not they're registered) have a
DEMO mode.

This allows you to see what the effects are like before creating one. The
actual data for the demo is contained within the program and stems from test
data I used when creating ProTitler.

It is recommended that you study the demos before creating a new effect,
since the data for the demo will be copied to the creation dialogue box.

1.13   ok

```
OK Button
~~~~~~~~~~~
```

Click here if you know how to create the effect and don't require a demo .

A dialogue box will appear for the effect for you to configure the
parameters.

If you have not yet registered you may not create some effects. These are
RED in the menu. You must register to use them.

1.14 cancel

```
Cancel Button
~~~~~~~~~~~~~~~
```

This button cancels the New Project requester. It will allow you to pick a
new selection from the menu.

You will have to press this button if you attempt to create an effect
which requires the registered version of ProTitler,
but you only have the unregistered version..

1.15 tvtrailer

```
TV Trailer
~~~~~~~~~~~~
```

This is designed to resemble US TV captions for television programmes. Two
lines of text are wiped onto the screen (intended for the programme name and
its time).

Text   : The various pages of the trailer. One page consists of two lines
          of the form:

      line1/line2
    eg: Celebrity Mud Wrestling/Sunday, 9:30pm

Y Pos   : A percentage, how far down the screen the trailer should lie.

Speed   : The speed (in pixels/50th-sec) at which the wipe-right effect takes
          place. 30 is fine.

Font   : The font for the effect. May be changed by clicking on the 'pick'
          button.

The other three gadgets are colour requesters.

1.16   actionreplay

Action Replay
~~~~~~~~~~~~~~~

In days of olde, when computers were first used to overlay graphics on
sports programmes, a flashing 'R' used to appear to indicate an action
replay. It looked rather blocky and cheap and very low-tech. This effect
recreates that 'R' in painful low-res. I imagine it would look great on
the kiddie's football matches (or something).

X Size 1,Y Size 1 : Zoom factor for the first frame of the 'R' (there are
                    two frames).

X Size 2,Y Size 2 : Zoom factor for the second frame - make this value
                    larger, and the 'R' will pulsate!

X Pos, Y Pos   : Position (see General Information).

Shadow   : Shadow size, in pixels. A shadow is always displayed -
        just have it in the right colour (ie not black).

Time   : Time (in 1/50s) between size swaps.

1.17   sportsscoring

Sports Scoring
~~~~~~~~~~~~~~~~~

This effect was inspired from watching sport on TV. In the UK, football
matches have the score shown while the match is taking place, even with
a timer. This effect duplicates it perfectly.

Team 1, Team 2 : The teams taking part in the match.

```
Score , Score  : The initial scores for the two teams.

X Pos , Y Pos  : Position (see  General Information ).

Minute         : The minute the timer should start at.  For English football
                 matches this will be either 0 or 45.

Timer          : Toggle the timer on/off.

Font           : The font to use.

Border         : The colour to surround the text.  (Try 1 - dark blue)
```

```
When the timer is running, you can press the left or right arrow keys to
increase the score of that team.  Also, press 't' to toggle the timer on/off.

Scores are, by default, increased by 1 each time.  If you want to increase
a score by MORE than one, press the appropriate number key.  Now, any time
you press the left or right arrow key, the score will be increased by
the numeric value of the key you pressed.

eg:  original:  team1  0:0  team2
  press left arrow key:  team1  1:0  team2
  press left arrow key:   team1  2:0  team2
  press right arrow key:   team1  2:1  team2
    press 3:   team1  2:1  team2  (no change)
  press right arrow key:   team1  2:4  team2
    press 1:   team1  2:4  team2  (no change)
  press left arrow key:  team1  3:4  team2
```

1.18   iconcaptions

```
Icon Captions
~~~~~~~~~~~~~~~~
```

```
A demo of this is recommended.  On UK TV there's a programme called 'The
Chart Show' which uses an Amiga to display information about music groups.
This effect attempts to duplicate it and provide some pseudo-interactive
way of displaying information.
```

```
Picture  : The background picture to display (select with 'pick').
```

```
The large entry field in the centre shows the message 'bubbles' to be
displayed.  There are four in the demo and are made up as follows:


     [x],[y].[colour]:[line1]/[line2]/...../\

     [x] [y]            : COORDINATES (not percentages).
```

```
    Colour            : Border colour of the bubble.

    line1/line2/.... : lines of the text, seperated by a '/'
                                   and terminated by a '\'.
          These MUST be included.

    eg : 10,20.5:This is line 1/This is line 2/Last Line/\
```

The program doesn't interpret floating point numbers so '20.5' is two
numbers. EACH and EVERY line must end in a '/' and EACH AND EVERY bubble
must end in a '\'. Failure to do so will end in a crash. Ha ha! ;)

Clear Y   : When all bubbles have been activated, the program will
      clear the screen starting at this coordinate (not
                  percentage). Click again to clear the screen totally.

1.19 systemclock

```
System Clock
~~~~~~~~~~~~~~~
```


Inspired by breakfast television, the on-screen clock simply takes the
system's clock time and displays it in 24hr format. Perfect for live
hookup of the Amiga! (If you want to fake a time, just change the system's
clock.)

1.20 stopwatch

```
Stopwatch
~~~~~~~~~~~~
```


This is useful for anything that needs to be timed. It has been designed
with sport in mind, however. The timer is started, and can be suspended
with the left mouse-button (a 'lap' or 'split' time is shown). When timing
is complete (press the right mouse-button) the timing sponsor is shown.

Lap   : What to print when the left mouse-button is held.
          eg: LAP or SPLIT

Timing : Who provides the timing - Commodore in this case, or could be the
   name of YOUR company.

Flash : Toggle, if you want the 'Lap' message flashing or not.

```
' '     : No centiseconds
1/100s : Centiseconds timed at 1/100s
Frame  : Centiseconds timed with frames (1/25s PAL 1/30s NTSC)
   (See also  Frame Counter .)
```

Border : Border size, in pixels.

1.21 countdowntimer

```
Countdown Timer
~~~~~~~~~~~~~~~~~
```

Inspired by game-shows, this is a countdown timer accurate to 1/50s. Its
usage is limited up to 99 minutes 59s. The timer will start at the stated
minute and second, and will count down to zero.

Border : Border size, in pixels (to 'outline' the timer).

1/100s : Toggle, include centiseconds on the timer?

Note the timer can be suspended by clicking the left mouse-button, and reset
early to 0:00:00 with the right button.

1.22 scrolltext

```
Scrolltext
~~~~~~~~~~~~
```

This is used to pass information across the screen horizontally. Could be
used for in-show information, or maybe credits too.

Text : The entry field shows the text to display. IMPORTANT: If you want
   to change the pen colour of the text, insert a colour macro .

Speed : Scrolling speed in pixels per 1/50s.

Border : Start- and end-border size around the text, in pixels.

Note: The lines of the entry field are just concatenated, and some lines
end in spaces - try removing them.

Also, due to the speed of your machine, you may need to reduce the number of
screen colours used (if 'jumping' occurs). You may also have to kill any
multi-tasking programs (eg a clock) to get maximum processor time.

1.23 credits

Credits
~~~~~~~~~

Possibly the most 'familiar' effect - the vertically scrolling credit list,
useful to people with/without genlocks. If mastered can give a professional
credit list.

Text : The text in the credits (see Formatting Macros).

Speed : A percentage relative to 50 vertical pixels per second scrolling.

Wide : In 'Span-in' and 'Span-out' this value represents a width, in
  pixels, of the inside/outside border. Experiment.

When you 'RUN' this effect, please be patient for a few seconds while the
pages of your credit list are rendered. This will take longer if you are
in a 16 colour screen, have large fonts, or a long text list.

1.24 table

Table
~~~~~~~

This is a very versatile table which, when mastered, can be used to display
any information. I've included a soccer-score demo, but it could equally
have been a cricket, or baseball score page.

Title : Not surprisingly, the title of the table. Goes at the top. ;)

The entry field is a little like that used for the credits. Before editing
this field, decide on how many VERTICAL COLUMNS your table will have. The
demo has three.

Text : Each line of the table is dealt with individually.
   (See Formatting Macros .)

Widths : These are widths of the vertical columns (in percentages).
   they'll need to add up to 100 and there must be one for every
   column you entered in the entry field above.

As I said, if it's mastered, it can prove VERY useful.

1.25   subtitles

Subtitles
~~~~~~~~~~~

Subtitles are usually seen on foreign films to translate the dialogue. But
in ProTitler's case, are used to display static text on the screen.

Subtitles are pages of text, consisting of a number of lines. The entry
field contains lines of text that make up the pages of subtitles. The exact
format of these lines is similar to that used in Credits (see
 Formatting Macros .)

Y Pos : Vertical location as a percentage (0=top 100=bottom)

Border : Background border size, in pixels.

The left mouse-button proceeds to the next frame. The right mouse-button
clears the current frame (in case the time between frames is large, and you
don't want the text just hanging there).

1.26   staticpicture

Picture Slideshow
~~~~~~~~~~~~~~~~~~~

This simply displays pictures on the screen - no fancy fades (yet?) wipes

or other effects, just displays it.

Entry Gadget : Picture list to use

Y Pos   : Vertical location as a percentage (see General Information).

Add Picture : Append a picture to the list

1.27 scrollingpictures

Scrolling Pictures
~~~~~~~~~~~~~~~~~~~~

Same as vertically scrolling credits, except you have the opportunity to
DRAW the credits yourself (e.g. in DPaint). It's useful if you can't
understand the formatting macros in 'Credits' :). I've included a 5 screen
demo (files small1.iff - small5.iff). (The registered version also
includes big1.iff - big5.iff in Extras.lha .)

Base Pic : The filename used to create a list of pictures to use. The
      program likes pictures ending in '.iff' or '.ilbm' ONLY.
      You can have CinemaScope turned on, you can have 6 pictures.
      If it's off, you can have 8 pictures.

    eg   : Base picture=blah.iff   loads: blah1.iff
           blah2.iff
           blah3.iff
             "   "
           blah8.iff (etc)

    In the file selector, you can pick any of the 'blah's.

Speed   : Scrolling speed, as a percentage of 50 pixels/sec.

Hold Last : Toggle, if you want the last picture of the list held static
      until the mouse button is pressed. (Useful for copyright
            messages.)

NOTE: This effect is VERY memory-hungry and may be impossible on machines
with a small amount of chip-mem. Use as few colours as possible. The
screens MUST be ECS compatible (sorry, no AGA yet) and up to a size of
640x1020 pixels.

1.28   analoguetimer

Analogue Timer
~~~~~~~~~~~~~~~~

This is a basic analogue 'clock' which counts down from a maximum of 45
seconds. It's used behind-the-scenes to coordinate adverts and other things.
Once you watch the demo you'll know what I'm on about.

Text Gadget : Enter here a number of lines of text: what your video is about.

Seconds   : Number of seconds the timer counts down from (from 0 to 45).

Font   : The font to use. I recommend Expanded 16 which is part of
               the registered distribution).

NOTE: At any time while the clock is counting down you may press the left
  mouse-button and clear the screen. This will stop the timer.

1.29   vcrgraphics

VCR Graphics
~~~~~~~~~~~~~~

Makes your home videos look more like they were shot from a camcorder!
It adds the following graphics to the screen:

      Battery Level Indicator
      Search Direction
      Channel Number
      Date & Time

Battery Indicator:

Text: Colour to draw the battery indicator in.

Pos X,Pos Y: Location (see General Information).

Level: Number of power-bars.   3= E---F   5=E-----F

Direction Indicator:

Text: Colour to draw the direction indicator in.

Flash: Whether or not the text will flash.

Flashrate: Time (in 1/50s) between flash toggle (lower=faster).

Pos X,Pos Y: Location (see General Information .

>>,FWD: Selects the graphics to use for the direction.

    >> sets: << || >>
    FWD sets: REW PAUSE FWD

Channel:

Pos X,Pos Y: Location (see General Information .

Digits: Number of digits in the channel number:

    1   sets: 1 2 3
    2   sets: 01 02 03   (etc)

Scale: The zoom factor of the channel number, 2=normal size, so
                4 would be double the size of all other graphics.

Date & Time:

Pos X,Pos Y: Location (see General Information .

Entry Field: This is the string to use for the date.

NOTE: This effect can consume large amounts of CHIP-MEM. You will need
        in excess of 1mb chip-mem to (safely) run this effect.

  During operation, the following keys are active:

    'b'   Toggles on/off battery level indicator
    'c'   Toggles on/off channel indicator

        'r'   Toggles on/off (or change to) REWIND
    'p'   Toggles on/off (or change to) PAUSE
        'f'   Toggles on/off (or change to) FAST FORWARD

        0-9   Activates channel number (in 2-digit mode, you will need to
              press two numbers for the channel to change)

    'd'   Cycle through date & time formats

1.30   scratchyfilm

```
Scratchy Film:
~~~~~~~~~~~~~~~~
```

This is intended to 'age' your videos by superimposing dirt and other things
onto the screen. If you have seen very old movies (1930's) you'll notice
that they all have somethings in common: 1) They are covered in static
2) Strange vertical lines appear on them (scratches) 3) Hairs often appear
on the film. To try and create a similar effect I have added these features:

```
Dots
----
```

Dots: Number of dots drawn per frame. Dots are black and white only.

```
Lines
-----
```

Lines: Max number of vertical lines per frame.

Random: Probability a line will appear on the frame (high number = low prob.)

Lines are drawn in colour 3 (default white)

```
Hairs
-----
```

Random: Probability a hair will appear on the frame (high number = low prob.)
        ProTitler draws one of eight random hairs in the frames.

1.31   framecounter

```
Frame Counter:
~~~~~~~~~~~~~~~~~
```

Another effect intended to resemble a frame counter for editing suites. (See
also Stopwatch .)

Initials : 3 letters or numbers to indicate your initials or the video title.

1.32   karaoke

```
Karaoke:
~~~~~~~~~~
```

It's here at last – now you too can create your own music karaoke videos!

Karaoke is a Japanese passtime which involves shameless people getting up
(usually drunk) and singing the words to their favourite songs.
To help the singer know when the words are to be sung, an optional ball
bounces over the top of the letters.

There are three stages to making the complete karaoke effect:

  1) Firstly, enter the words of the song into the multi-line edit field.
     NOTE: "Words" are terminated by a "." "," or "-" character. This
     means "Sledge-hammer" is two words, "It's" is one.

  2) Change the name of the timing file (at the top) to anything ending
     in ".abk". This is used to save the word's timing data.

  3) Record the timing of the words. Start your CD and press the mouse
     button after the screen flashes. Now, when the next word is sung,
     press the left mouse-button. The right mouse-button aborts.

Your karaoke will now be saved in the timing file, so remember to save the
project from the menu. You can enter new timing at any time, but must have
SOME data in the timing file if you want to run the effect.

Timing: The file to use for word timing data. It MUST end in ".abk" and
    must contain recorded data BEFORE the effect is run.

Entry Field: Used to enter the words of the song. No blank lines!

Ball: Toggle ball on/off.

Sml,Med,Lrg: Size of the ball, small, medium or large.

Font: Font for the words.

Bounce: Height of the ball bounce, in pixels.

Adjust: Time offset of words, in 1/50s (NTSC 1/60s). If this is negative,
          the words will appear slightly before they should. If positive,
          they will appear slightly later. It is used (say) if your CD
          player takes 1/5s to get rolling.

Y Pos: Vertical screen position, as a percentage (0=top, 100=bottom)

Time A: Time after the end of a sentence the sentence remains onscreen.
          (In 1/50s (NTSC 1/60s))

Time B: Time before the next sentence the sentence appears onscreen.
          (In 1/50s (NTSC 1/60s))

NOTE: The recording and/or reproducing of lyrics and/or music may infringe
    copyright law.

1.33   textmacros

```
TEXT MACROS (Important)
~~~~~~~~~~~~~~~~~~~~~~~~~
```

If you want to change the colour of text, insert a % character followed by
the HEX value of the colour, eg:

```
            %0 %1 %2 %3 %4 %5 %6 %7 %8 %9 %a %b %c %d %e %f
```

```
Credits and Subtitles
~~~~~~~~~~~~~~~~~~~~~~~
```

(Subtitles only: To insert a page-break, start the line with a '\'
character.)

1:    If you want to change the current font (once per line) the first
  thing on the line should be:

  ~[Font],[Size]:   eg: ~times,24:

  The tilde, comma and colon are necessary. If you don't need to
  change the font, omit this stage.

2: Now, the default formatting is CENTRALISED - so if you want
  centered text, just enter the text line. Else, enter one of these:

```
  Left-justify:           {[Text line]  eg:      {Producer
  Right-justify:          }[Text line]  eg:      }Jason Henegan
  Span-in:                [Left]<[Right]  eg:     The Bishop<Mr X
  Span-out:               [Left]>[Right]  eg:     The Actress>Miss X
```

So, a complicated example could be:

  \~helvetica,18:Director>Jason Henegan

```
- which incorporates: a page-break
                      a font-change (to helvetica 18)
                      span-out:  Director     (and)     Jason Henegan
```

Remember inside a multi-line text entry gadget you may insert a font macro
from the font-requester by pressing amiga-f.

```
Table
~~~~~~~


1:  Decide if you want a page break.  Yes: start the line with a '\' char.
    The first line doesn't need one.

2:  If you want to change the line's font, do so in the normal way:
    ~[font],[size]:     eg: ~helvetica,24:

3:  Next, for each element on the line choose the formatting it requires:

    Left justify : {[Text]   eg: {Liverpool
    Right justify: }[Text]   eg: }Arsenal
    Centered     : [Text]    eg: 3-1

    Elements are seperated by a ',' character.  Each element except the
    last on the line has one.

EG: \~courier,18:{This,Is,}Page 2     will display:

This         Is              Page 2

- Which is left-format 'This', centre-format 'Is', and right-format 'Page 2'.

--------------------------------------------------------------------------


Examples
~~~~~~~~~~


Colours:    %4R%5A%6I%7N%8B%9O%aW   (RAINBOW)
Left-Justify:   {texttexttexttexttext
Right-Justify:    }texttexttexttexttext
Centre:     texttexttexttexttext    (no macro)
Span-In:    Lefthandsize<Righthandside
Span-Out:   Lefthandsize>Righthandsize
Font Change:    ~helvetica,24:
Page Break:   \TheNextLine


--------------------------------------------------------------------------


See also  Character Macros .
```

1.34 extramacros

```
Extra Macros
~~~~~~~~~~~~~
```

```
Copyright Symbol: ^c          (not CONTROL-C)

Registered Symbol:  ^r          (not CONTROL-R)
```

1.35   settingsmenu

```
Settings Menu
~~~~~~~~~~~~~~~
```

This is used to configure ProTitler's appearance:

```
        +-------------------------+
        | Set Font Parameters...  |
                      | Set CinemaScope...       |
                      | Set Palette...           |
        | Set Screen Position...  |
                      |=========================|
                      | Load Settings...         |
                      | Save Settings...         |
        +-------------------------+
```

1.36   setfontparams

```
Font Parameters
~~~~~~~~~~~~~~~~~
```

Displays how fonts will be rendered inside the effects. It's important to
try out these values with different fonts, as they significantly alter how
the final effect will appear.

Precede X : Number of pixels BEFORE the letter which are in shadow.
      Used to make fonts crisper on TV.

Shadow X : Shadow pixels AFTER the letter - again, to make the font
      easier to read when genlocked.

Shadow Y : Vertical offset (DOWNWARDS) of the shadow.

Note: The larger the shadows are, the longer the font takes to render.

1.37   setcine

```
CinemaScope
~~~~~~~~~~~~~
```

CinemaScope is the black border above and below a picture. It's only of
real use with a genlock, I'm afraid.

^ , v : These set the size of the CinemaScope.

Note: The performance of Credits & Scrolling Pictures is limited if you use
CinemaScope. This is because CinemaScope takes up two screens; and if
they're taken, they can't be used for long credit lists (either to display
text or a picture).

1.38   setpalette

```
Colour Palette
~~~~~~~~~~~~~~~~
```

Just a palette requester, changes the palette both for the effects, and the
user-interface.

Note: For most effects, you choose how many colours the screens are drawn
in - it's either 4, 8, or 16.

If you choose a 4 colour screen you cannot use colours 5 onwards.
If you choose an 8 colour screen you cannot use colours 9 onwards.

The fewer the number of colours, the faster the screen will render, and the
less CHIP-MEM it will consume. (See General Information .)

I've included a free memory display in the 'Misc' menu .

1.39   loadsettings

```
Load Settings
~~~~~~~~~~~~~~~
```

This will load your font parameters
     CinemaScope setting
     colour palette
     screen position.

You can load the DEFAULT ProTitler parameters inside 'ProTitler.pt.settings'.

1.40   savesettings

```
Save Settings
~~~~~~~~~~~~~~~
```

```
This will save your font parameters
      CinemaScope setting
      colour palette
      screen position.
```

You can save the DEFAULT ProTitler parameters inside 'ProTitler.pt.settings'.

1.41   extras

```
Extras.lha
~~~~~~~~~~~~
```

The Registered version of the program comes with a large .lha archive. This
contains the following:

Big1-?.iff: A HUGE demo of 'Scrolling Pictures' - requires 2mb Chip mem.

titler?.AMOS: The 238k AMOS Basic listing. Contains 27k of sprites.
      Also see Distribution .

To decompress it, double-click on the 'Extract-Archive' icon or simply type:

```
      lha x extras.lha ram:
```

LHA is provided. The registration fee is not intended to cover lha since it
may be freely obtained.

NOTE: The contents of this archive may change with new versions of ProTitler.

1.42   knownbugs

```
KNOWN BUGS (boo hiss)
~~~~~~~~~~~~~~~~~~~~~~~
```

Multi-line text entry gadget:

    Won't like it when the cursor is deeper than 255 lines into
    the text. (Trust me on that one.) A simple way to get round
    this is to load text into the gadget which was created in
    a text-editor (press amiga-l) You can shift between ProTitler
    and the WorkBench by pressing amiga-a.

VCR-Graphics: Any font other than Expanded-16 may look odd on the channel
& Ana. Timer: indicator and time. Why you'd want to use any other font
               than this beats me – Expanded-16 looks the best! :)

I'll try and fix bugs for registered users in the next version. If you know
of a bug and are using the unregistered version then please register .

NOTE: ProTitler has been developed within a PAL environment. ProTitler may
       work correctly in an NTSC environment but I cannot guarantee it will be
       aligned exactly on the screen. If there is sufficient demand for NTSC
       screens I'll fix the code.

1.43   registration

```
REGISTRATION for ProTitler
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Remember ProTitler is SHAREWARE. Please send a minimum of £5 sterling (UK)
or £10 (non-UK) to my address:

        Jason Henegan
        2 Orchard Close
        Biggleswade
        Beds SG18 ONE
        England

And I'll send you the latest version. Also include any suggestions, bug
reports and comments about the program (already one idea for an effect was
implemented by the time the cheque cleared!). If enough people register,
I'll improve the program.

I'm not sure how you'd go about sending in the registration fee from outside
the UK.. Consult your bank – £10 is due to cashing and postal charges.
Remember UK currency is POUNDS STERLING, not dollars or ECUs.

You can send CASH, but I don't recommend it. If you do, ProTitler will
usually be despatched within one day (compared to a week for cheques).

You've seen my ugly mug in the Project/About menu. If you want your picture
included in the program, send me an IFF picture (any size) on a low-density
disk and I'll try to include it - the code is already written, I just need a
picture..

PLEASE NOTE: The registered version of ProTitler will include your address
in the program. This is to prevent piracy, since everyone (including the
Federation Against Software Theft) can read it.

Until next time, have fun with ProTitler!

1.44   versions

ProTitler Versions
~~~~~~~~~~~~~~~~~~~~

Vers. Date commenced

1.0 (9-10-94)   Created.

1.1 (11-11-94)   Analogue Timer added. (Registered version)
       This guide created.

1.2 (25-11-94)   VCR Graphics added.   (Registered version)

1.3 (4-12-94)

  Multi-line entry gadget:Optimised scrolling
       Load,Save,Clear,Font hotkeys
       (see General Information)

     Dialogue boxes:ZOOOM out at you!

       Teeth:'Ping'

         Bug fixes:Countdown Timer - Font width problem
       Stopwatch - Font width problem
          - HUGE fonts caused banding on
            sponsor name
       VCR Graphics - CinemaScope problem
       TV Trailer - Fell over with shadowy=0
       ActionReplay - Screen not clear at startup
       Font Selector - Now loads fonts with a ' ' in
                                          the name
       Credits - CinemaScope not set up at start
       Scrolling Pics - Where's the CinemaScope?
       Multi-line text entry gadget - Fell over with

```
                        no linefeeds
        Subtitles - Mysteriously changed fonts on
            every new screen


     Video Adjust:Repositions screens for 'odd' genlocks


1.4 (29-12-94)    Scratchy Film added.    (Registered version)

        Bug fixes:Load/save settings corrected
        Countdown - Fonts caused errors when 00:00.00
                                    printed when finished
        Choosefont - Patched error for when no screen
             activated.


1.5 (7-1-95)      Bug fixes:Stopwatch font width error removed (this time

         Stopwatch:New mode of operation 'frame counter' from
        a registered user suggestion.

         Frame Counter added.  (Registered version)


1.6 (21-1-95)     Bug fixes:Multi-line gadget - entering graphics error


2.0 (22-1-95)    Project Linker added.    (Registered version)
         (Registered user suggestion)

        Scrolltext -  'Y Pos' gadget added

        Static Picture becomes Picture Slideshow

        Sports Scoring - toggle timer on/off added

          Bug fixes:Linker - didn't accept list of 1 effect long
              - didn't correct colour palette after
           list had ended.

        Credits - mysteriously showed credits before
            starting rolling

        Screen Pos - 'Cancel' button didn't work

        NTSC fixes: Analogue Timer
             Scrolltext
             VCR Graphics


2.1 (21-3-95)    Karaoke added.  (YAY!)

             Bug fixes:Save multi-line gadget text can now be any length.
```

1.45   contact

```
Contact
~~~~~~~~~~
```

You can contact me at this address:

            Jason Henegan
            2 Orchard Close
            Biggleswade
            Beds SG18 ONE
            England

Who are you?:

        Unregistered User

         Registered User

        Software   Company

           PD/BBS/Aminet

Send me bug reports (for registered users only) or suggestions for future
effects or versions.

I can only support registered users who can't load the program, or unpack the
 Extra.lha archive, or anything else that SERIOUSLY detracts from your
enjoyment of ProTitler.

Please don't ask something like "How do I get an effect to do this...."
because the chances are I'm too busy to reply - it has to be a (near) life &
death situation!

Registered users can receive free updates in the future if they send me a
disk to put it on. Please specify the version of the program you have.

For all correspondence (except registering) it would be helpful to me to
include a stamped, self-addressed envelope for a reply. By doing so
increases your chances of receiving a reply! :) [Overseas correspondence
don't bother with the stamps, they'd be too hard to obtain]

ProTitler was conceived, created, and tested on an A1200 with:

    - 40MHz 68EC030   - CU-Amiga AMOS+Compiler
    - 40MHz 68882   - ABCDir
    - Workbench/Kickstart 3.0   - Disk-Masher
    - 2 Mb Chip-mem   - LHA
    - 12 Mb Fast-mem   - Imagine 2.0
    - 80 Mb IDE Hard Drive   - ImageStudio

```
   -  Zappo External Drive    -  VistaPro 2
   -  Amitek Fusion Genlock   -  Deluxe Paint AGA
```

Colour scans (Extras.lha):
   - Mac Performa
   - Epson Scanner
   - Sparc IPX (Computers at Aston University)

1.46 unregisteredusers

UNREGISTERED USERS:
~~~~~~~~~~~~~~~~~~~~

It is both illegal and immoral for you to own the REGISTERED version of this
program.

Please take the time out to register .

Remember, although you may not own a genlock, you may do in the future. If
and when you do, you'll need excellent genlock software. Deluxe-Paint may
be all you need for BASIC titles, but comes nowhere near to the standard of
titling effects within Protitler.

If you are having a few problems with ProTitler (namely BUGS) please register
and tell me about them. I'll do my best to fix them - I want my registering
public to be 'happy' with the product they receive.

Don't forget to suggest improvements to ProTitler. The 'frame counter'
effect, and the frame counter addition to the stopwatch were suggestions from
a registering user. I implemented them before his cheque cleared, so he,
and others, received a version update!

1.47 registeredusers

REGISTERED USERS:
~~~~~~~~~~~~~~~~~~~

Thanks for registering!

If you have a problem with ProTitler (one that SEVERELY limits your enjoyment
of the program) then please contact me. I'll do my best to help.

ProTitler is being updated continually. If you would like an update to your
Registered version, then send it to me (with a note saying its version no.)
along with a stamped, self-addressed envelope, and I'll send you the latest
version.

If you have any suggestions as to how I could improve the program then please
contact me. If you have an earth-shatteringly great idea I'll send you my
implementation free of charge (provided I write it, and provided I'm not too
busy).

The 'frame counter' effect and the frame counter addition to the 'stopwatch'
effect was suggested by a registered user, and implemented over the weekend
before his cheque cleared.

PROBLEMS WITH PROTITLER
~~~~~~~~~~~~~~~~~~~~~~~~~~~

You may have experienced problems with ProTitler? No software is perfect -
ProTitler doesn't claim to be. If you have had a problem, either the
program aborts completely (and returns to WorkBench) or maybe an effect
looks strange with a certain font, please drop me a line and tell me about it.

Here's the information I would typically need to diagnose a fault:

  - Your system - running from hard or floppy disk
                - your kickstart number
                - the amount of memory you have (chip & fast)

  - The files you are using - the project file before you press 'RUN'
                            - any fonts that cause you errors

  - Diagnostic reports - from any 'checking' software you own, eg SNOOPDOS,
                         lha t, SysInfo (etc)

  - Info on YOU - How proficient are you with AmigaDOS?
                - Have you actually read this guide?? (I guess so by now!)

Remember the more info the better - it may be the case that other users are
experiencing the same fault, or you may have hit on a brand-new bug!

I want my registering users to be 'happy' with the product they receive.

1.48 softwarecompany

Software Company:
~~~~~~~~~~~~~~~~~~~~

As far as I'm aware, ProTitler is the leader of the dedicated genlocking
software market in a field of one.

If you would like to market ProTitler as a full commercial software package
then please contact me.

Perhaps you'd like to see your genlock come with great genlock software?
Perhaps you are looking for high-quality productivity software for the Amiga?

Maybe you're looking for a graduate-programmer? (yeah, I'm unemployed)

1.49 pd

PD Company:
~~~~~~~~~~~~~

Thankyou for stocking ProTitler in your collection. If you haven't already
read the distribution details, please do so now.

Remember you may only stock the UNREGISTERED version.

1.50   miscmenu

Misc Menu
~~~~~~~~~~~

This contains everything else I didn't include anywhere else :)

```
      +-------------------------+
      |  Chip Free...           |
                      |  Fast Free...            |
      |=========================|
                      |  CinemaScope: OFF        |
                      |=========================|
                      |  Gadget Test...          |
      |  Watch Video...         |
                      +-------------------------+
```


1.51   chipfree

Chip Mem Free
~~~~~~~~~~~~~~~

ProTitler uses Chip-Mem to display graphics and screens. Some effects, like
 Credits and Scrolling Pictures may not operate correctly with small
amounts of chip-mem.

The number of screen colours determines how much chip-mem is consumed.
Basically, a 16-colour screen takes up twice as much chip-mem as a 4-colour
one.

1.52   fastfree

Fast Mem Free
~~~~~~~~~~~~~~~

ProTitler doesn't use much fast-mem.. In fact it doesn't allocate much more
than is required to actually load it. I have set up an 80k buffer in AMOS.

1.53 gadgettest

Gadget Tester
~~~~~~~~~~~~~~~

This is mainly for my use - it just displays all user-interface gadgets
included in the version. It also allows you to try them out and become
familiar with some of the more complex ones.

You can leave the screen at any time, and it doesn't affect any ProTitler
variables or effects.

1.54 future

Future Additions
~~~~~~~~~~~~~~~~~~~

Here is a list of things I could add to ProTitler. Whether I do or not will
depend on several things:

    * Registration: If very few people register, I'll not consider
                      putting more time into ProTitler, and therefore
          won't expand it any further. I appreciate the genlock
                      market is small, but maybe one day you'll get sick of
                      bland home-videos and buy a genlock!

    * Feedback: If any of the registering community come up with
                      an awesome suggestion for ProTitler, then I may
                      implement that first.

    * Employment: If I actually manage to get a job (and thanks go to
                      Mr Major on that one) I may be such a model employee
                      that I have no spare time for myself! ;)

So far, I have come up with the following expansions/improvements:

    * Digital Clock: Add a switch to make the clock traditional analogue.

     ⋆ File Req.:   Do away with the crappy AMOS file requester and make
                            my own.. This will involve designing a new gadget
                            for the interface.

     ⋆ Company Logo: Add support for every effect to display your company's
                            logo somewhere on the screen. This may be something
                            to do with hardware-sprite trickery at first glance..

     ⋆ Pos Gadget: A new gadget to ease the inputting of positional
                            percentages. At the moment, positions are entered into
                            two fields. The new gadget would combine these and
                            allow the user to input a position graphically in a
                            little box representing the screen.

1.55   watchvideo

Watch Video
~~~~~~~~~~~~~

This allows you to view what the Amiga is genlocking over. The only real
reason I can think of putting this in was if you were positioning your VCR
to a specific point which your genlock-graphics were to go onto.

1.56   reposscreen

Reposition Screen
~~~~~~~~~~~~~~~~~~~~

This allows you to reposition the effects on the screen. My Amitek genlock
moves everything over to the right a little so I needed to add this feature.

The cursor keys move the screen about, ESCape cancels the operation, while
Space or Return accepts. You may save the settings as the defaults (in
'ProTitler.pt.settings').

Make sure the screen is centralised, because if it isn't, some effects (such
as CinemaScope and Scrolltext) may not function correctly.

NOTE: The screen is positioned on rather coarse horizontal boundaries. This
is beyond my control and is a constraint made within AMOS.

1.57   thanks

Hearty thanks and a huge slap on the back go to:

  * Jim Buckley for correspondence and many suggestions on ProTitler,
  also for the prototype printed manual

  * Mark Goodrich for feedback and suggestions with NTSC in ProTitler

  * Amiga User International, for publishing ProTitler

  * 17-bit PD for featuring ProTitler on their CD and disks

  * Registered users for registering

  ---

  * Whoever wrote Lightwave

  * Nicky Campbell on Radio-1 in the afternoons

  * Zig & Zag for just being so silly

..Without all of whom my life would be a sad and dreary state.

1.58 index

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