VideoTitler

		COLLABORATORS		
	TITLE : VideoTitler			
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Contents

Chapter 1

VideoTitler

1.1 VideoTitlerV2.0

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VideoTitler V2.1

© 1996 by Andreas Ackermann

February 1996

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VideoTitler V2.1 uses

MUI – MagicUserInterface

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Using MUI, it was quite easy to generate a very flexible user-inter-
face. The appearance of the application may be configured to the user's
preferred style by a special preferences-programm.
    Since MUI is shareware however, some functions of this preferences
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Titler in any respect. For further details about registering for MUI
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1.4 Introduction

VideoTitler V2.1 (from now on referred to as Vtt) is a simple pro-
gram that allows you to create professional TV end titles and credits.
Vtt opens a 736*560 pixels wide screen and enables you to scroll any
fonts you like (including colorfonts and scaleable fonts), brushes
and even anims (ANIM5, ANIM7, animbrushes) from the bottom to the top
of this screen.
An outstanding feature is the possibility to use any colorslide you
like as background color and to use independant palettes for each line
you scroll. On AGA-Amigas slides are even calculated in full 24-bit
quality.
Vtt was designed for easy and fast creation of end titles. For this
reason you don't have to worry about page sizes and so on. You simply
enter your text line by line and Vtt will scroll it for you.
On the other hand, there's no possibility to create still pages and
there are no effects like wipes etc.. For these tasks there exist
already excellent programs like Scala and Adorage.

1.5 Concept

In the Script-editor you enter the text to be scrolled line by line.
On principle it's only possible to use one font, brush or anim per
line. You may assign a so-called style to each of these objects. This
style defines the palette, the horizontal position, font, shadow and
outline for this line. Several objects may share one style, so the
modification of a style will change the appearance of ALL objects
using this style.
After creating a script with the object-editor, MUI preloads all
fonts, brushes and anims used within it and then starts scrolling.
The user-interface runs on any display-mode, even on graphic-boards.
You may select the screenmode for Vtt from within the MUI-preferences
program as soon as Vtt is running. Make sure you chose a resolution
which is larger than 640x256 pixels when you are using topaz/8.
The color-editor however requires an original Amiga-screenmode since
it makes intense use of the copper. Furthermore it mustn't be run on
interlaced screens due to a bug in the OS.
In case of an inconvenient screen Vtt tries to open a suitable one,
that should never be promoted with tools like 'NewMode' and similar
ones.
On Amigas using an OS below 3.0 Vtt always opens a DEFAULT_MONITOR_ID |
HIRES_KEY screen since it can't determine whether a screen is suitable
or not.
The title itself however does always run on a PAL/NTSC hires-interlace
screen, independent of the mode selected for the interface. To force

the Amiga in this mode, Vtt opens a fake screen before starting
the scroller. It's not a good idea to redirect this screen ...

1.6 System-requirements

Vtt runs on ANY Amiga, that is equipped with OS 2.0 or higher and
1 MB or more. However a harddisk is very much recommended and it's
no fun using the user-interface with an 8MHz 68000 CPU. Using the
original custom chips you are limited to 3 planes per line (instead
of 4 with AA) and slides do look more like bars than smooth fades.
A good basis for using Vtt is an A1200 with 2, (for big anims better
4) MB of RAM.
Graphic boards are not supported for the title itself, since Vtt was
specially developed for the Amiga custom chips. For this reason Vtt won't
run on future Amigas like 'Draco' that come without these.

1.7 Installation

Vtt is distributed with Commodore's 'Installer'. There are icons
with four colors or with 8 colors (in MagicWB-look) available
for choice. The docs are currently available in English and German;
furthermore Vtt supports the locale.library for Amigas running
OS2.1 or higher. For those even an online help is possible.
Vtt itself requires about 600 kB free space on your harddisk
and may be installed on disk as well.

To be able to run Vtt, you must have installed MUI in your system.
MUI is an automatic layout-system for gadgets that enables the pro-
grammer to write very user-friendly user-interfaces and is © by Stefan
Stuntz.
Version 3.2 of MUI may be found on disk two. Vtt requires at least
V2.2, so if you've got installed an older version, you should exchange
it with the supplied one.
Further information on MUI may be found in the MUI-documentation.

To install MUI on disk you need a Workbench-disk with about 330kB
free. Since the installer copies a lot of files that aren't absolutely
necessary, you better copy the MUI/libs dir to your LIBS: directory by
hand.

1.8 Main window

Vtt is controlled by this window. You may do the following things:

```
o Object-Window      the Object-Editor will be opened allowing you
                     to create your title
o Style-Window       the Style-Editor will be opened
o Brush-List         opens the Brush-List Window}
o Preferences        opens the Preferences~Window
```

```
o PlayPrefs            opens the PlayPrefs~Window}
o Load                 opens the Load Window, where you may specify
                       a script file to be loaded
o Save                 opens the Save Window, where you may save your
                       work
o Error Window         opens the Error Window that informs you about
                       any error that occurs
o Info                 informs you about free memory and the configuration
                       of your Amiga
o About                some information about VideoTitler
o New                  discards the project you are currently working on
o Play                 Starts scrolling your script. Before, Vtt checks
                       for indisplayable objects, that'll be listed in
                       the Error-Window. After that a requester showing
                       the time required to scroll the title ( one
                       single run; time is calculated from the appea-
                       rance of the first line until the disappearance
                       of the last line ) pops up.
                       To definitively start the script you should press
                       the left mouse button. After that it acts like a
                       pause button, whereas the right button aborts
                       scrolling. When returning from the scroller a re-
                       quester will tell you about the number of lines
                       that couldn't be displayed due to lack of free
                       memory if there were any. In loop mode this num-
                       ber sometimes may be nonsense due to the concept
                       of object creation.
o Play selected        the same as 'Play', however only the Objects
                       selected in the Object-Editor are scrolled.
```

With Vtt running on the Workbench screen, it's sufficient to drop the
icon of a script file into the Main Window to load the script.

1.9 Brush-List Window

All brushes and anims currently loaded by Vtt are listed here (in-
cluding size, depth and memory usage). Buffering brushes and anims
speeds up working a lot, since these files have to be loaded from
disk before scrolling only once. This feature may be disabled in the
Preferences Window. If any of the files listed here shall be changed,
(for example with DPaint) it has to be explicitly unloaded before
DPaint is able to save any changes to it, since Vtt holds an exclusive
lock on preloaded files.

1.10 Style-Editor Window

The so-called styles may be assigned to many objects at a time. They
comprise further attributes for objects. These are:

```
 used by                  | Text  | Brush | Anim  | HBar  |
 -------------------------|-----------------------------|
o Font                    |  x    |       |       |       |
```

```
o Palette                   |   x    |  (x)  |  (x)  |   x    |
o x-position                |  (x)   |  (x)  |  (x)  |  (x)   |
o Appearance of shadow      |   x    |   x   |       |   x    |
o Appearance of outline     |   x    |   x   |       |   x    |
o additional bitplane       |   x    |       |       |   x    |
```

As you can see, not all types of objects use all information supplied
with a style. An '(x)' means, this attribute may be inherited from the
style or it may be defined in the object itself. An 'x' means this one
is always used from the style and ' ' means this one is meaningless for
this kind of object.

o stylename   is not used by Vtt and only intended for the user to
                    distinguish the styles he defined
o text style
– normal   Using this mode, the text will be displayed unfor-
                    matted. The font is selected in the stringgadget (or
                    by use of the fontrequester). Colorfonts, Agfa-
                    Intellifonts and standard bitmap fonts are supported.

– text...text   Activating this mode the line is split in three co-
                    lumns. For each of the three columns you may select
                    an individual font. When you want to use colorfonts
                    you must select the same colorfont for all of the
                    three columns however.
                    Text within the left column will appear leftbound,
                    and respectively rightbound for the right column.
                    The gap between the two texts (i.e. the middle
                    column) is filled with a designated character from
                    the middle font until the left column touches the
                    left edge of the display and the right one the right
                    edge. This allows you to create lines like the fol-
                    lowing:

                    Meister Eder .... Gustl Bayerhammer
                    Pumuckl .... Pumuckl
                    or _____ this way
                    or   nothing

                    Within text objects using a style with this format-
                    ting enabled, the columns are separated by the new-
                    line char. The definition for the above example
                    would look like this:

                    Meister Eder@.@Gustl Bayerhammer
                    Punmuckl@.@Pumuckl
                    or@_@this way
                    od@@nothing

  –text width   This value determines the width of a line. As Vtt uses
                    overscan, text line rendering normally would exceed
                    the display borders. So this value allows you to set
                    the render width in per mille of the display width.
                    A value of 900 is always a good choice.

  –spread   With this mode enabled, text rendering always uses the
                    whole width defined by 'text width'. The result will
```

```
                            look like the above mentioned examples.

    -fixed columns     The text will be printed leftbound within columns. The
                       columns' width is specified in per mille of the width
                       defined by 'text width'.
                       Using a value of 700 for 'left column' the above ex-
                       ample would look like this:

                       Meister Eder ............ Gustl Bayerhammer
                       Pumuckl .................Pumuckl
                       or _____this way
                       or                       nothing

o edit-palette     opens the Palette-Editor
o x-position       please refer to the corresponding item in object
                   attributes
o shadow
  -thickness       determines the visual depth of the shadow
  -solid           being activated, shadows are not only drawn once
                   but rather smeared to their position. This provides
                   a pretty good 3D-effect.
  -arrows          specify the direction of the shadow
o outline
  -thickness       specifies the thickness of the outline. ( The best
                   value is two )
  -quality         medium quality provides a faster generation of the
                   outline and should always be sufficient ( except for
                   objects with very fine lines ). If there should be
                   gaps in the outline, please try 'good quality'.

o add bitplane     if you need colors for outline and shadow that are
                   different from the colors used within an object you
                   may double the number of colors available with this
                   switch.
o Assign to selected
                   this switch is only selectable when there are two or
                   more styles selected in the stylelist. It pops up the
                   AssigntoSelected Window that allows you to assign
                   a set of attributes from the active style to all se-
                   lected ones.
```

1.11 Error-Window

```
Whenever a brush, an animation or a line of text is about to be dis-
played, Vtt tries to 'open' this object. This means brushes and anims
are loaded from disk (or looked for in the internal buffer ) and for
textlines the required font is loaded. If any error should occur, the
object can't be displayed, whereas warnings only mean that the object
might look different from the way you wanted it.

o Brush/Anim is too wide.
! The brush to be loaded is wider than the display ( 736 pixels ) and
  can't be displayed.
o Anim/brush can't be loaded.
! Probably you specified a wrong filename.
```

```
o Out of memory !
! Well, just that !
o Anim corrupted.
! Vtt encountered an anim, but it's internal format deviates from standard
o Unknown compression.
! This anim wasn't saved in one of the supported anim-formats.
o IFF-file not compressed.
! Vtt supports only brushes, that have been saved in compressed form.
  ( DPaint )

Warnings:

o Failed to open font 'xxx'
! The font in question is not available in your system. Topaz/8 is used
  instead.
o No style selected
  There was no style assigned to this object. A default style ( no out-
  line, no shadow, topaz/8 ) is used instead.
o Textline is to wide
  The line didn't fit on the screen completely and was clipped.
o Too many bitplanes.
  The brush ( or colorfont ) has got more planes than can be displayed
  on your system ( AA: 4, OCS/ECS: 3). The object might look discolored.
o Selected shd/out/txt-color requires more bitplanes.
  You selected a colornumber for these colors that is higher than the
  number of colors in this object actually is.
  This happens for example, when you select one of the last eight
  colors of a 16-color style for a brush with only 8 colors.
  In this case you better select 'private palette' for the object in
  question.
```

1.12 Object-Editor Window

```
This window is split in two parts.
On the left there's a list of all objects being shown in the current
script. In the order they appear there, they also appear when being
scrolled. The gadgets beneath allow easy moving, deleting and creation
of objects.
On the right, you may edit the current object. According as the current
object's a brush-object, an anim-object,a hbar-object or a text-object
the corresponding gadgets are displayed.


o UnDo     undoes all changes done to the current object until the
           point where it became the active one
o Assign to selected
           only selectable when there are two or more objects selected
           in the object-list and makes the AssignToSelected Window
           pop up, where you can specify some attributes that are to
           be assigned from the active object to the selected ones.
```

1.13 Preferences

Several basic configuration items may be set up here.

o Videonorm   The video mode for your title. In USA and France NTSC is
                used whereas in Germany PAL is the right mode.
  -auto   Vtt checks for the correct mode itself.
  -PAL   forces a PAL-display
  -NTSC   forces a NTSC-display
                Using the old custom chips (OCS) these settings are
                ignored as they don't support switching the mode

o safety messages
                before writing to files that already exist and before
                deleting any objects Vtt will ask you if you really want
                to do this.

o auto error window
                whenever an error occurs, the Error Window will be pushed
                in front of all the others or opened if it was closed
                before.

o buffer brushes
                each brush or anim that was once loaded by Vtt will be
                kept in memory so that any future access to it won't
                require any disk action.
                See also Brushlist~Window.

o show style   displays a preview of the current style whenever it has
                been altered. The colors aren't displayed correctly how-
                ever.

o force own coled screen
                normally Vtt automatically detects whether the screen
                Vtt is running on is suitable for the coloreditor or not.
                If problems should appear, this switch will force Vtt to
                open a private screen for the coloreditor.
                Note: Before OS 3.0 Vtt will ALWAYS open a DEFAULT_MONI-
                TOR_ID | HIRES_KEY screen.
o newline char
                detecting this char within a line of text, Vtt splits
                the line in this place. In this way it's possible to put
                longer texts into one single text-object. Changing for
                example the font of this object does only mean for you
                to have to readjust the newline chars instead of having
                to resplit several text objects as it was the case be-
                fore Vtt 2.0. By default this character is the add-sign @.
                For text lines that are assigned to a style with text
                formatting enabled, this character is interpreted as
                separator for the single columns.

o base for color-editor
                the default value is four. Getting a truncated color-
                editor window (for example color slides in the back-
                ground of gadgets) please try other values (maybe in
                conjunction with a larger depth of the screen).

o Use   saves the current settings until the next reset

```
o Save         saves the current settings permanently
o Default      sets all values to default settings. This action can't
               be undone with 'Cancel'.
o Cancel       any modifications done to the preferences will be dis-
               carded
```

1.14   Object-Assign to selected

After selecting several objects in the object-editor you may open this
window by clicking on 'Assign to Selected' in the Object-Editor Window.
Here you can specify some attributes that are to be assigned from the
active object to all the selected ones :

```
o Style
o centering
o x-position
o free lines

o palette      only possible if both the current and the selected object
               are a brush or an anim

o hbar height  only possible if both the current and the selected object
o hbar width   are a hbar object.
```

1.15   Style-Assign to selected

After selecting several objects in the style-editor you may open this
window by clicking on 'Assign to Selected' in the Style-Editor Window.
Here you can specify some attributes that are to be assigned from the
active style to all the selected ones :

```
o palette
o horizontal position
o shadow
o outline
o add plane

o fontname       if 'plain' textmode is active in both
o font height    styles

o render width   if 'text...text' textmode is active in both
o formatting     styles
o fontnames
```

1.16   Save Window

When saving, there are two possibilities to choose:

```
o save complete      saves all objects and styles present, including
                     information about scrolling speed, background
```

```
                              etc.
o save partial          saves only some objects and styles that you may
                        explicitly choose. This way you may for example
                        generate a file containing a set of often used
                        styles.
```

1.17 Load Window

```
When loading, there are two possibilities to choose:

o load complete         at first the current script is discarded and
                        after that all information contained in the file
                        is read, including scrolling speed and background
                        settings.
o load partial          allows to append a file to the current script or
                        to load nothing but the styles out of a file.
```

1.18 Color-Editor

```
The color-editor provides an easy and yet powerful means of modifying
the background color and the palettes for objects. For each color
you may choose one of the following types:

o normal    [ selectable for all colors ]
            An ordinary ( boring ) plain color adjustable by three
            slider gadgets

o slide     [ selectable for background and color number two and one ]
            Generates a vertical color slide from startcolor to end-
            color.
   - swap   exchanges start- and endcolor
   - height this is a percentage value specifying how much of an ob-
            ject's height actually is used for the slide
   - start  specifies how many percent of the space not used for the
            slide are to appear beneath the slide

A value of 50 for both height and start would result in a display the
upper 25% of which would have the startcolor succeeded by a slide to
the endcolor consuming 50% of its height and the bottom 25% of which
would have the endcolor.
On Amigas not being equipped with AGA-chips you'll get bars rather
than smooth slides when slides are used for larger objects.

o Copper    [ only selectable for the background ]
            Displays a black background with two continuously
            scrolling copper bars
   - speed  specifies how many pixels per displayed picture the bars
            should move. On NTSC Amigas 60 pictures and on PAL Amigas
            50 pictures are displayed per second.
            0 equals to 30 ( 25 ) pixels/sec
              ( due to technical reasons a strong flickering can't be
               avoided )
```

```
                  1 equals to 60 b(  50 ) pixels/sec
                  2 equals to 120 ( 100 ) pixels/sec
                  3 equals to 180 ( 150 ) pixels/sec
                                  ...
```

```
  - height   this is a percentage value specifying how much of the
             display's height actually is used for the bars
  - first bar
             one of seven predefined colors may be selected for the
             first bar
  - second bar
             one of seven predefined colors may be selected for the
             second bar
```

```
o Rainbow
             [ only selectable for the background ]
             For the background color a sine function is used, that
             produces interesting results even on non-AGA machines.
             Each color component ( i.e. red, green, blue ) gets
             a new value out of a sine table for each new line.
             In the most simple case all components begin with zero
             ( = black ), reach by several gray scales their maximum
             value ( = white ), and then go back to black and so on.
             The interesting aspect is, that you may assign different
             offsets from the beginning of the sine table for each
             component what results in beautiful, periodic slides.
             Furthermore these offsets may be continuously altered
             while scrolling, thus you can scroll the sine waves of
             each color together.
```

```
Depending from which part of Vtt the color-editor was started, there
are some more gadgets:
```

```
o Play Prefs
             no additional gadgets
o Style-Editor
             TxtCol  After clicking on this gadget the current color
                     will become the text color ( i.e. the color the
                     text actually is drawn with ). If this style's
                     font should be a colorfont this setting will be
                     ignored.
             ShdCol  like textcol, however it's the color for shadows
             OutCol  like textcol, however it's the color for outlines
             ColorFont palette
                     Having a colorfont as font in this style you may
                     get its original palette by clicking on this gad-
                     get.
```

```
o Object-Editor( only for gfx- and animobjects )
             TxtCol  After clicking on this gadget the current color
                     will become the text color ( i.e. the color the
                     text actually is drawn with ). For brushes with
                     more than one plane this setting will be ignored.
             ShdCol  like textcol, however it's the color for shadows
             OutCol  like textcol, however it's the color for outlines

             Hint:
```

                         As animations neither can be outlined nor can have
                         a shadow, these settings are ignored for anims.

                 Brush palette
                         Resets the color to the brush's (anim's) origi-
                         nal palette.
   o Swap   after clicking on this button Vtt waits for you to select
                 another color that will be exchanged with the active one.
                 Of course it's not possible to swap a color that can't
                 have a slide with a color that has one.
   o Copy   works pretty much like swap; however the original color
                 is copied to the newly selected one.

** Note that the Background color must be set from the PlayPrefs Window
   as this setting applies to the whole script.

1.19   PlayPrefs Window

   All parameters needed for scrolling the script may be typed here.

   o speed   specifies how many pixels per displayed frame the
                       title should be scrolled. On NTSC Amigas 60 frames
                       and on PAL Amigas 50 frames are displayed per sec-
                       ond.
                       0 equals to 30 (25) pixels/sec
                       (due to technical reasons a strong flickering can't
                         be avoided)
                       1 equals to 60 b(50) pixels/sec
                       2 equals to 120 (100) pixels/sec
                       3 equals to 180 (150) pixels/sec

   o pixshift   normally the centering of the title should be fine.
                       However there are sometimes differences in the neu-
                       tral point depending on which videorecorder you use,
                       so that the title might not entirely be centered.
                       Using this slider you may shift the screen up to se-
                       ven pixels to the right. Shifting to the left unfor-
                       tunately isn't possible.
   o Edit palette   enables you to adjust the BACKGROUND color by open-
                       ing the Color-Editor~Window.

1.20   Standard-Object

   Independent of whether the current object is an animation, a brush or
   a line of text, you may do the following settings:

   o free lines   this object won't be immediately followed by it's
                       successor, but there'll be a gap the height of which
                       is specified in raster lines

```
                    ( 550 lines equal to the screen's entire height )

  o x-position in per mille (of the display's width)
                    sets, in conjunction with the centering information
                    the horizontal position of the object
    -leftbound      distance to the left edge of the display
    -centered       distance to the point, where this object would appear
                    centered
    -rightbound     distance to the right edge of the display.


  o xpos from style activating this switch, the horizontal position
                    defined in the style will be used rather than the
                    one defined in the object.
  o pausing

    -timeout        describes how long scrolling should stop, when this ob-
                    ject has reached the position described by the below
                    defined values.

    -stop offset    further precises the stop position (see below)

    -don't stop     well, does just that for this object

    -stop middle    the display is classified into two areas:
                    1. the area covered by this object
                    2. the remaining display
                    The title will stop, as soon as the distance from the
                    object's bottom to the bottom of the screen equals to
                    'stop offset' permille of the displayheight.
                    An example:
                    To stop an object in the middle, 'stop offset' should
                    be 500.
    -stop bottom    the title will stop as soon as the object is entirely
                    visible on the display. You may stop it at any offset
                    just by setting 'stop offset' to a value different from
                    zero, as this value holds how many permille of the dis-
                    playheight additionally should be scrolled , till the
                    script is stopped
    -stop top       the title stops with the upper edge of the object
                    touching the upper edge of the display.
                    Again, 'stop offset' is used to allow stopping at any
                    offset to the upper display edge.

  o Style-List      you may choose a style out of this list to be
                    assigned to this object.

  o Edit-Style      opens the Style-Editor window and
                    activates the style belonging to the current object.
```

1.21 Animations

```
Vtt includes the ability to scroll animations. You may load:

  o ANIM5     ( o small files
                o quite slow replay speed
```

```
                         o doublebuffering
                         o file format used by DPaint )
o ANIM7      ( o bigger files
                         o on CPUs >= 68020 quite high replay speed
                         o doublebuffering)
o AnimBrush ( o small files
                         o quite slow replay speed
                         o no doublebuffering
                         o any size possible )
```

For their palette there are three choices possible:

```
o private palette  there'll be a palette that is only used by this ani-
                   mation and that is modifiable by the user
o anim palette     the original palette of the animation will be used
o style palette    the palette of the animation's style will be used.


o Edit palette     allows you to modify an animation's palette, pro-
                   vided that 'private palette' has been selected for
                   it.


o delay            Vtt tries to play each animation at a rate of 25
                   ( 30 on NTSC-Amigas ) frames per second. Specifying
                   a value different from zero makes Vtt wait #delay
                   frames until the next one is shown. Thus it is
                   possible to get rates like 12.5, 7.33, 6.25 frames
                   per second etc.
```
If your Amiga isn't fast enough to get the frames rate you desire, it
simply plays the anim as fast as possible. If this should be the case
it's possible that there's no time left to create new objects until the
animation leaves the screen, since displaying anims runs at a higher
priority than creating objects.

Furthermore there still are the standard settings for~objects.
Yet you should note that due to reasons of speed the horizontal
position of animations may only be modified by steps of 8 pixels
(respectively 32 for ANIM7).
Also it's not possible to assign an outline or a shadow to an ani-
mation.

Vtts animloader works best with animations saved by DPaint. However
DPaint is only capable of saving animations in their screen's dimen-
sions, i.e. 640/320x200/256/400/512 etc. and doesn't know about the
better ANIM7 format. Just animbrushes may be saved in any size, but
they have the disadvantage of flickering when being scrolled, as
their format doesn't support doublebuffering.
These restrictions may be avoided by processing animbrushes with a
program like Mainactor and then save them as ANIM5 or ANIM7 files.
In doing so you must keep some rules however:

o The animations must be saved as loop anims, i.e. the last two frames
  have to equal to the first two ones. Otherwise the anim won't be re-
  played correctly.
  DPaint saves both anims and animbrushes with this option.
o The width of animations *must* be a multiple of 16, otherwise you'll
  get some rubbish on the right edge of your animation.
  This is especially important when converting animbrushes with

    Mainactor to ANIM5 or ANIM7.

Explaination: Doublebuffering

Doublebuffered animations require two frame buffers: one that is dis-
played while the next frame is already about to be drawn in the second
one. These two buffers are alternatingly displayed in such a way that
the buffer that is currently being drawn into never is displayed. This
prevents flickering that always appears when displaying a buffer that
is about to be modified.

1.22 Brushes

It's also possible to load ILBM-images and brushes. For their palette
there are three choices possible:

o private palette   there'll be a palette that is only used by this
                    brush and that is modifiable by the user
o anim palette   the original palette of the brush will be used
o style palette   the palette of the animation's style will be used.

o Edit palette   allows you to modify an brush's palette, provided
                    that 'private palette' has been selected for it.

o add bitplane   If you want the outline or shadow to appear in a co-
                    lor that isn't included in the brush's palette, you
                    double the number of color available by activating
                    this switch.

Furthermore there still are the standard settings for~objects.
Note that due to reasons of speed the horizontal position
of brushes may only be modified by steps of 8 pixels.

1.23 Horizontal Bar

A horizontal bar is a rectangular display area being useful to structure
your title. It's width may be defines in permille of the display's width.
It's height is specified in pixels.

Furthermore there still are the standard settings for~objects.

1.24 Text lines

It is very simple to create some lines of text since all you have to do
is to enter their contents in a string-gadget.
You even may use a special character defined in the Preferences Window
to make Vtt split your text into several lines.
After hitting return in the string-gadget a small preview of the text
object will be calculated giving you an idea how the text will be

split.

Furthermore there still are the standard settings for~objects.

1.25   Objects

In this documentation each line of text, brush, horiz. bar and animation
is referred to as object. Each object has got a palette independant of
the other objects' palettes (either defined within the objects or in
their styles) and defines an area that is as wide as the entire dis-
play (of course its horizontal position may be adjusted as desired).
This implies that it's impossible to display several objects side by
side. The height of such an object is at pleasure and depends with
brushes on the their height and with texts on the font's height.

1.26   Common problems

o In the coloreditor I may modify the colors, but they don't appear on
   the screen.

   This might happen if Vtt is run on a graphics board. In this case please
   switch the gadget 'own coled screen' at the Preferences-Window to on.

o I can't find any gadgets that enable me to modify an object

   When opening the style- or objecteditor window at startup you have to
   create a new object by clicking for example on the 'New Text' button
   and then you have to activate it by selecting it in the listview.

o I can't modify the background color in the Color-Editor.

   Modifying a style's or anim's palette, you have no access to the back-
   ground color since this one is the same for all styles. You may glo-
   bally set it by choosing 'Edit palette' from the Play-Prefs window.

o After selecting 'Play' there's no title.

   The scroller starts in paused mode. Press left mouse button to start
   the script.

o Colorslides are not smooth

   To get smooth slides you need an Amiga equipped with AGA-chips
   (A4000, A1200). A 24 bit graphics board doesn't take any remedial
   measures since Vtt only supports the Amiga's custom chips.

   When using the 'Framemachine' (an older digitizer board) the AGA
   facilities might get disabled when your genlock is connected to its
   output. If this should be the case please use the original monitor
   output of your Amiga.

o Animations flicker.

Your anim probably is an animbrush, that can't be displayed using
doublebuffering due to it's internal format. For ways to overcome
this behaviour please refer to the animations section.

o There's rubbish on the right edge of animations.

Probably the width of your anim wasn't a multiple of 16. Please refer
to the animations section.

o Brushes and anims used within a script fail to be modified with
DPaint.

You selected the option 'buffer brushes' in the Preferences-Window.
As long as a brush is buffered it may not be altered by any other
program.

o The Objecteditor-Window and the Style-Editor-Window fail to open.

Vtt requires (assuming topaz/8 as font) at least a screen with a
size of 640x256 pixels. The windows simply won't fit on smaller
screens.

1.27   Important notes (or known bugs)

o In 'text...text' mode you MAY use colorfonts, but if you decide on
using one you must use the same for all three columns.
Plette and depth of this style are determined from the left font's
data. So it's impossible to use a colorfont just for the left or
middle column.

o As long as the Color-Editor is open, you shouldn't assign an inter-
laced screen to Vtt. Furthermore it's not a good idea to change Vtt's
screen-depth from a value >= 4 to a value <4 as long as the color-
editor is open.
o Under the following conditions the colors within the color-editor
won't be displayed correctly (as long as no modification is done to
any of the colors; after that everything will be readjusted):
– dragging around the color-editor window.
– dragging around the screen the color-editor appears on as long as
  it's the same screen Vtt is running on.
– changing the screen-mode Vtt is running on when the color-editor
  is opened on Vtt's screen.
– when popping up the application after it was iconified.
o Having set unusual preferences for MUI it might happen that the
background of gadgets and other things appear in strange colors.
If this should happen please reset the MUI-preferences to their
defaults or to the XEN... –settings.
o After expunging the MUI-library from memory after it has been loaded
Vtt won't work. In this case, a reboot is the only thing to get Vtt
working again.
o Since Vtt uses a multitude of windows, a tool like ClickToFront comes
in very handy
o when scrolling at a speed faster than 1 (see also Playprefs~Window), Vtt
probably will insert additional lines of space, as a 68000er Amiga is

too slow. The same will happen with outlined objects having a thick
border, and when scrolling anims. With anims it might even be the
case that no object can be generated until the anim completely dis-
appeared from the screen.
o *any* music replay will be stopped, while Vtt is playing as it re-
   quires *all* the power of an MC68000. Maybe I'll include my own replay
   for MED and SoundtrackerModules one day.
o While Vtt is playing a script it takes over the whole machine. Any
   transaction with peripheral devices (modem, printer, etc.) will stop.
o Memory management is now done dynamically. Memory won't be allocated
   until the textline really is to be shown. For this reason it's not
   easy to calculate the maximum amount of memory needed, so Vtt only
   makes a guess whether there is enough memory or not.
   If Vtt should run out of memory while running, it simply tries to ge-
   nerate the line after the line making trouble. You will be informed
   about how often this happened.
o For the title itself Vtt doesn't support any graphics board, it won't
   run on any hardware except for the original Amiga custom chips.

1.28 Thanks

And now greetings to some people without whose help I would never have
managed to create VideoTitler V2.1:

Franz Langheinrich of AmiTech Systems Hof/Bavaria
                   (testruns on A1200, technical and material support)
Gerd Frank   (providing FD-soft)
Ekke Verheul   (sources for DLTA-decompression)
J.M. Forgeas   (Editor AZ 1.5)
Joe Siebenmann   (EZAsm 1.81)
Uwe Colditz   (Ironmaster of Attack; ideas for fixing a major bug)
Alexander Schmidt (testruns on A1200)
Eric Totel   (MUI-Builder V2.0)
Jenny Allen   (correcting the English translation of this guide and
                     some useful hints)
Michael Burkhardt (testruns on A3000; furthermore due to one of his
                     anims I found a major bug in the anim loader)
Ronald Eimler   (providing the included colorfonts; anyone wishing to
                     get further ones may get in contact with him (please
                     include return postage).
                     The fonts are freeware, i.e. they are copyrighted
                     by Ronald Eimler but may be distributed as long as
                     no fee is charged.

                     Ronald Eimler
                     Mühlweg 119
                     06493 Neudorf
                     Germany

                     Tel.: 039484/6233)

1.29 History

```
V1.0b   7.4.'93
        first release as limited demoversion after half a year of *BUSY*
        work
V1.0c   14.4.'93
        Fontrequest: the palette won't be changed any more with colorfonts
        on turbo-Amigas Vtt sometimes refused to start the script;
        this bug has been solved ( at least I hope !!! )
V1.1    AGA-Amiga-support and usage of an interlaced display for better
        output quality; Bubble-Effect.
V1.11   during october 1993:
        some bug fixes; copper-background support
V1.12   20.11.93
        now you really may use left and right centered texts
V1.13   27.11.93
        added possibility to stop scrolling with right mouse button
V1.14   during 1/94
        some bug fixes
V1.15   6.2.94
        some more bug fixes; now the right mouse button works like a
        switch when the script is scrolled: one click will stop the
        script, another will restart it.


--- about one year's rest that has been used to completey rewrite  ---
------- the user-interface in C and to add the new features ----------


V2.0    user-interface rewritten using MUI and support of animations and
        brushes added.
V2.1    25.02.1996
        horizontal bars, scriptcontrolled stopping, new layout possibili-
        ties for texts and some bugfixes
        keyfile support.
```

1.30 Registering

```
VideoTitler V2.1 was written by

          Andreas Ackermann

Lorenz-Summa-Str. 10   Drausnickstr. 29
95145 Oberkotzau       91052 Erlangen
09286/6399             09131/501492


          Germany


and is
```

```
e-mail: asackerm@cip.informatik.uni-erlangen.de
WWW:    http://wwwcip.informatik.uni-erlangen.de/user/asackerm/    or:
        http://home.pages.de/~acki/
```

Please use the Erlangenian address only after consultation, as I won't be
there during my holidays and apart from that, it's subject to change.

VideoTitler V2.1 is shareware. Feel free to copy and distribute it. How-
ever its use is restricted as every second line being scrolled reads
"This is only Demo".
By sending DM 80.- or US $55 you'll be sent the latest version as soon as
possible including your personal keyfile. This keyfile enables you to use
any future minor updates of VideoTitler simply by getting it from AmiNet.
You are not allowd to pass this keyfile on to others.

Registered users for Vtt2.0 will be sent this version including their
keyfile FOR FREE in early April. I won't have any free time to do this
until then. Sorry ...

Users having registered any version of Vtt previous to V2.0 may
update for DM 50.- or US $35.-.

Please don't send cashier's cheques since they cost me about DM 15.-
to cash !

My bank connection:

Sparkasse Oberkotzau
Account-Nr.:240802272
BLZ: 780 530 40

Please use the provided form (Registration.txt) for registering when-
ever possible.

The included brushes and anims are free of any copyright and may be
distributed without any limitations.

1.31 Passing filenames

There are always three possibilities to pass a filename to Vtt:

o Entering the filename in the corresponding stringgadget.
o Selecting the disk-symbol beside the stringgadget and using the
  file-requester that pops up.
o Running on the Workbench Screen, you simply may drop the icon of the
  desired file into the corresponding stringgadget.