

# **SnapshotF1GP**

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	<i>TITLE :</i> SnapshotF1GP		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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## Chapter 1

# SnapshotF1GP

### 1.1 SnapshotF1GP 1.0

SnapshotF1GP 1.0 - allows you to take screenshots  
from F1GP while playing

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#### Description

what is this program for?

#### Installation

installing this software

#### Usage

how to use this software

#### System requirements

what you need to use this software

#### Distribution

distribution conditions

#### Disclaimer

important notices

#### Acknowledgements

thankyous and credits

#### About the author

me, my addresses & other F1GP stuff

#### History

program history

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## 1.2 Description

SnapshotFlGP is a program which can be used to take "screenshots" from FlGP. It is also possible to store multiple successive frames from the game which you can then use to make an animation.

## 1.3 Installation

Just used the supplied installation program. This will ask you where you want the program and documentation installed, and will also install the libraries if necessary.

Alternatively, simply copy the program and documentation to the place of your choice. You will also need to make sure flgp.library and iff.library are present in LIBS:.

## 1.4 Program Usage

SnapshotFlGP is a shell based program, so you can't run it from Workbench.

You need to run it after you have started FlGP. Once you've got it started you can press the 'S' key while driving to take a screenshot (or if in animation mode, start recording). While driving the images will be stored in a memory buffer - only when you exit the cockpit will they be saved to disk.

SnapshotFlGP will automatically exit if FlGP does. You can force SnapshotFlGP to quit by pressing Ctrl-C in the shell window in which you started it. While SnapshotFlGP is saving the images you can also press Ctrl-C to abort the saving process.

The following command line options are available:

BASEFILE (default: "RAM:flgp.iff")

This is the base filename of the files that the snapshotted images are saved to. This name is automatically appended with a number (.000 - .999) denoting the sequence number. The files are named this way so that successive frames can be turned into an animation (I use PPaint 7's FramesToAnim script to load the frames, which can then be saved out as a GIF anim for use on the web).

NUMFRAMES/N (default: 1)

The maximum number of frames you would like to save in one session. Each frame requires 32000 bytes of memory to be allocated on startup.

ANIM/S

Switches SnapshotFlGP into animation mode. This means that once you press the 'S' key, in FlGP, each updated frame is stored automatically. This behaviour can be adjusted with the INTERVAL option. So, for example, to

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store 10 seconds of action when running the game at 10 frames per second you will need to have 100 frames (= 3.2Mb of memory). You can stop recording by pressing 'S' a second time.

INTERVAL/N (default: 1)

When in animation mode this specifies how often frames are saved. For example, a value of 1 means that every frame is saved; 2 means every second frame is saved; 3 means that every third frame is saved, etc. Effectively, this decreases the frame rate on the resulting animation.

NOCOMPRESS/S

Turns off compression of the saved images.

## 1.5 System Requirements

SnapshotF1GP requires Workbench / Kickstart 2.04 or higher.

The following libraries must be present in LIBS:

```
iff.library
flgp.library
```

Obviously, you'll need a copy of Geoff Crammond's Formula One Grand Prix (also known as World Circuit in the USA), which is published by MicroProse Software.

## 1.6 Distribution Conditions

SnapshotF1GP is public domain with the copyright remaining with ↔  
the  
author  
and may be freely distributed legally providing:

- (1) None of the distributed files are changed in any way
- (2) It is not sold for profit and it is not included on any disks that are sold solely for profit (includes magazine coverdisks)
- (3) The distribution contents remain complete (see list below)

If this software is to be sold for profit, permission must be obtained from me, the

author  
.

Both Aminet and Amiga Format have been granted permission to distribute SnapshotF1GP on their CDs.

The following files must be present in their original and unchanged form in any copies of this software:

SnapshotF1GP

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```
SnapshotF1GP.guide
SnapshotF1GP.guide.info
Install_SnapshotF1GP
Install_SnapshotF1GP.info
Libs/flgp.library
Libs/iff.library
```

## 1.7 Disclaimer

This software is provided "as is", without warranty of any kind, either expressed or implied, statutory or otherwise. By using the archive and its contents, you accept the entire risk as to its quality and performance.

Neither Oliver Roberts nor any other party involved in the creation, production or delivery of the archive and its contents shall be liable for any direct, indirect, special, consequential or incidental damages, including without limitation damages for loss of profits, loss of use or loss of anticipated costs, expenses or damages, and any data or information which may be lost or rendered inaccurate, even if Oliver Roberts is advised of the possibility of such damages.

Do not attempt to tamper with the supplied files. Doing so will cause problems and you may find things start going wrong!

This software is not officially endorsed by MicroProse Software.

## 1.8 Acknowledgements

Thanks to Alan Strang and Markus Kruggel for beta testing, bug reports and suggestions for improvements.

SnapshotF1GP uses iff.library - Copyright © 1987-1993 Christian A. Weber

## 1.9 About the author

Please let me know if you have any problems with this software...

You can contact me via Internet e-mail (preferred) at this address:

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Or at my home address (please send a S.A.E if you expect a reply):

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I'm also the author of F1GP-Ed and maintain several World Wide Web pages on the Internet. These include a page dedicated to this datatype where the

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latest version can be found. The Amiga Formula One Homepage provides just about everything available to Amiga F1GP players including WWW pages F1GP Hall of Fame and the Internet F1GP Championship. There's information on all of the Amiga F1GP utilities (available for downloading too) as well as lots of other goodies and other Amiga / Formula One related links. So, for an Amiga F1GP junkie's dream, set your web browser to:

<http://www.nanunanu.org/~oliver/AmigaF1.html>

I can also be found lurking around on Internet Relay Chat (IRC) on the #Amiga channel with nickname F1Oli.

## 1.10 Program History

1.0 (14.12.97)

- Initial public release

0.4 beta (28.7.97)

- If the BASEFILE argument was greater than 25 characters, major problems would occur when saving images - fixed

0.3 beta (23.7.97)

- Modified ReadArgs Shell template slightly
- The saving of the images is now done on SnapshotF1GP's task (which could lead to some new bugs ;-)) instead of F1GP's - this means that:
  1. disk full retry/cancel requestors now show up
  2. saving of images can now be aborted with a Ctrl-C
  3. errors from the iff.library save routine can now be detected properly
- If the disk becomes full when saving the images, no attempts are made to save the remaining images, and the last saved (incomplete) image file is deleted
- Will no longer crash on startup if there is not enough memory for the chosen number of buffers

0.2 beta (20.2.97)

- Changed behaviour of INTERVAL option
- Animation recordings can now be aborted and restarted while playing

0.1 beta (16.2.97)

- Initial private-beta release.
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