

Cutter

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Chapter 1

Cutter

1.1 XTremeRacing Object Cutter Help

XTremeRacing Object Cutter Help

Version 1.3

On-line Help System

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Reference

Menus

Menu operations.

Keys

Other keyboard short-cuts.

What is it?

What does the object cutter let you do?

How do I do that?

How do you use it?

Frames Definitions

How to mark images.

What things can I cut out?

What the various save options are.

Terminology

What the various graphical terms mean.

1.2 Menus

Project

Open ILBM, Save As, Load Frames, Save Frames, About, Quit.

Frames

Next Frame, Previous Frame, Redefine Frame, Set Number of Frames, Goto Frame, Clear All Frames.

Settings

Help...

1.3 Keys

The cursor keys offer fine editing of previously defined frames.

Note that ANY of the keys detailed below only alter the frame size by one pixel, however, if the left or right SHIFT key is also depressed you can alter the frame size by eight pixels.

Plain cursor keys:

Cursor Up: Increase size, (top edge of frame moves up).
Cursor Down: Increase size, (bottom edge of frame moves down).
Cursor Left: Increase size, (left edge of frame moves left).
Cursor Right: Increase size, (right edge of frame moves right).

CTRL (Control) and cursor keys:

Cursor Up: Move frame up.
Cursor Down: Move frame down.
Cursor Left: Move frame left.
Cursor Right: Move frame right.

ALT (Left or Right Alt) and cursor keys:

Cursor Up: Decrease size, (top edge of frame moves down).
Cursor Down: Decrease size, (bottom edge of frame moves up).
Cursor Left: Decrease size, (left edge of frame moves right).
Cursor Right: Decrease size, (right edge of frame moves left).

1.4 Menu: Project

Open ILBM...	Load an IFF/ILBM image.
Save As...	
Kart Data	DO NOT use.
Object Data	Save frames as Object Data.
Background Data	Save single frame as a Background (Size: 360 * 30).
Single Frame Data	Save a single frame.
Bitplanes	Save single frame as a Bitmap.
World Image	Save single frame as a World Image (Size: 160 * 100).
Layout Image	Save single frame as a Layout Image (Size: 160 * 160).
Load Frames...	Loads a previously saved frame/set of animation frames.
Save Frames...	Save current frame definitions for later use.
About...	Show information about the Object Cutter.
Quit	Haha - I wonder!

1.5 Menu: Frames

Next Frame	Goes to the next frame.
Previous Frame	Goes to the previous frame.
Redefine Frame	Clear current frame and redefine.
Change Frame Size...	Unavailable.
Change Frame Coords...	Unavailable.
Grab Frame	Unavailable.
Set Number of Frames...	Set the number of frames available.
Goto Frame...	Selects a particular frame number.
View All Frames	Unavailable.
Clear All Frames...	Clears all defined frames.

1.6 Menu: Settings

Auto Advance	Unavailable.
Help...	Shows this on-line help.

1.7 What is it?

The object cutter allows you to cut-out your IFF graphics and convert them into a suitable format for use within the game. This is the utility we used to cut-out all our own graphics for XTR, so it accommodates everything.

It allows you to cut out Backgrounds, Objects (animated and non-animated), Layouts and Worlds.

1.8 How do I do that?

To cut out a new item of some kind, you firstly need to load an IFF/ILBM image file (this is the graphics file you wish to cut your item from). You can load the image using the "Projects/Open ILBM..." option.

You mark the areas to cut-out on the image with boxes, which are referred to as frames. Use the "Frames/Set Number of Frames..." to set how many frames you want to cut out (See

Defining Frames
for more

information).

You can only view/edit one frame at a time, but you can use the "Frames/Next Frame" and "Frames/Previous Frame" to move between frames (provided you have more than one of course). The +/- keys can also be used to cycle between frames.

To jump to a particular frame number use the "Frames/Goto Frame..." option, which will ask for the frame number to goto.

When you have finished framing your image (you MUST define all frames) you can use one of the save options to convert your image from IFF to a format that can be used within the game. If there is a problem with any of your frames, or some have not been defined, or they are of incorrect size for that particular save option you will get an error message. This message will tell you what is incorrect, or which frame is not defined.

Frames can be stored for later use and reloaded when needed. This is useful if you are testing graphics and changing the image often and don't want to keep re-doing the frames. Use the "Project/Save Frames..." and "Project/load Frames..." options for this purpose. There are 2 example frames included on the disk - in the frames directory. These are the Layouts and Worlds frames.

1.9 Defining Frames

Please read
How do I do that?
first.

Assuming an image is loaded and the number of frames has been set. You can now define each frame in turn.

Clicking on the image with the left mouse button and keeping it pressed will start drawing a 'bounding box'. You can then drag this bounding box out to the required size. Release the left button when you have surrounded the area you wish to cut out.

If the frame you create is slightly the wrong size, you can manipulate the frame size/position in the following ways:

Press and hold the left mouse button to move the frame around the image, releasing the button completes the operation.
Holding down the right mouse button will enlarge/reduce the frame size.

To start the current frame from scratch use the "Frames/Redefine Frame" option which will clear the current frame and let you redraw the box.

Also see

Keys

for other keyboard shortcuts that allow you to change the frame.

1.10 What things can I cut out?

Here are the types of formats you can save your graphics as and limitations:

NOTE: All images must be 256 colours, and use the correct colour palette or obey colour palette organisation conventions.

Kart Data:	DO NOT use - this is not supported within the game.
Object Data:	Saves multiple or a single frame as a Object. Variable size. Location: "Objects" drawer
Background Data:	Saves a single frame (frame one) as a Background. Fixed size 360 * 30 Location: "Backgrounds" drawer
Single Frame Data:	Saves a single frame (frame one). ONLY EVER used for saving the extra hit frame in Spin Objects. Variable size. Location: "Objects" drawer
Bitplanes:	DO NOT use - this is not supported within the game.
World Image:	Saves a single frame (frame one) as a World Image. Fixed size 360 * 30 Location: "Worlds" drawer

Layout Image: Saves a single frame (frame one) as a Layout Image.
Fixed size 360 * 30
Location: "Layouts" drawer

1.11 Terminology

"Backgrounds"

This is the Backdrop displayed on the Horizon (i.e. Mountains, Cityscape, etc...).

They must be stored in the Backgrounds/ Directory with a .bck extension.

"Layouts"

These are the small, graphical representations of the current track you are about to race on. These are seen on the Track Select Screen and the Track Loading Screen on the Front-End when you press Help, or press the Blue CD32 pad button/second button on the joystick.

They must be stored in the Layouts/ Directory with a .raw extension.

"Objects"

These are the sprites that are placed on the track (such as trees, spectators, barrels, etc...)

They must be stored in the Objects/ Directory with a .obj extension.

"Worlds"

These are the small, graphical representations of the current "World" you are racing on. These are only seen on the Track Loading Screen on the Front-End.

They must be stored in the Worlds/ Directory with a .raw extension.
