

MovieShop 2.5

COLLABORATORS

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Chapter 1

MovieShop 2.5

1.1 MovieShop 2.5 Supplemental User Manual (1.0)

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VLab Motion

MovieShop 2.5 Supplemental Manual

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Distributed by
NoahJi's

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1.2 Table of Contents

MovieShop 2.5 Supplemental Manual

New Features Summary

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1.3 New Features Summary

Summary of New Features in MovieShop 2.5

We are very excited about MovieShop 2.5. We believe it tangibly demonstrates our continued commitment to the Amiga Platform. Here is a list of some of the new features in MovieShop 2.5:

REORGANIZATION

Audio and video partitions can be reorganized. This frees up ↔
hard
drive space used by unnecessary things like deleted scenes and old
calculated effects.

AUDIO RECORDING

Audio can be recorded from the MovieShop interface without ↔
using
external programs.

AUDIO RECORDING WITH SCENE PLAYBACK

Audio can be recorded while a scene is being played back. ↔
This
provides an easy way to record narration.

AUDIO EDITING

Sound samples can be edited from within MovieShop.

AUDIO SAMPLE SAVING

Sound samples can be exported and saved as AmigaDOS files.

ON-LINE HELP

MovieShop now has on-line help using AmigaGuide/Multiview.

SCENE AND SAMPLE LISTS

Additional information is displayed in the various lists, ↔
including
user comments. The format is configurable for users with AmigaDOS 3.0+.

PROJECT BACKUP FILE

When saving a project, the existing project can be ↔
automatically
renamed and used as a backup.

SCENE NAME DEFAULT

New projects, scenes, and samples can optionally use a user- ↔
defined
name.

SMPTE STRIPING

MovieShop can now output a SMPTE audio signal that can be
dubbed to a
videotape's audio track. ←

EFFECTS SUBDIRECTORIES

Effects can be saved in subdirectories. This allows users to group effects.

VIDEO OUTPUT

You can now turn off VLab Motion's video output.

CLIPBOARD

MovieShop warns you when you attempt to close a project that still has scenes in the clipboard.

LOADING SCENES

If the frame size and JPEG-quality of a scene being loaded do not match the current project, MovieShop shows the needed settings.

PROJECT INFORMATION

Used and free hard drive storage information is also listed in time format.

TIME LINE

When the Time Line locators are not active, they are shown as empty triangles.

MOVIESHOP TIME FORMAT

A period can now be substituted for the colon (:) when entering MovieShop time format.

IMPORTING MULTIPLE FRAMES

Multiple files can be selected in the Import file requestor. Also, it is no longer required that the imported sequence of files have a period preceding the numerical extension.

EXPORTED FILENAME EXTENSION

The starting value for the file-extension of exported frames
is
definable. ←

BLOCK PASTE

Small blocks (up to 30 frames) can be optionally written to
your hard
drive when pasted to a scene. This allows "stills" and slow-motion effects without playback problems. ←

MACROS

Macro handling has been improved. The macro name can be
different
than the key name. Plus, all macros can be independently added to the ←

User menu.

AREXX

Many new commands and features, including file requestors and user-defineable interactive requestors.

WINDOW ARRANGEMENTS

You can now save the positions and sizes of open windows in multiple window configuration files. This provides a quick way to access custom GUI set ups.

OTHER

Of course we have also optimized the program code and made many general changes to improve the overall performance of MovieShop.

1.4 New MovieShop Menu and Window Features

New MovieShop Menu and Window Features

The following details on the new features are grouped by menu item. They are improvements and changes to the menus themselves and/or the window that is brought up when the particular menu item is selected.

PROJECT

Reorg Partition(s)

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Reorganizes audio and/or video partitions and frees up space used by unnecessary things like deleted scenes and calculated effects.

##### Project Info

~~~~~

Estimated used and free hard drive storage information is also listed in time format now. NOTE: You must record some video in order to display the remaining time on the video partition.

EDIT

Import Frame(s)

~~~~~

Use shift-click in the first file requestor to select multiple files.

##### Export Sample

~~~~~

Exports the current sample as indicated by the Sounds window.

WINDOWS

Scenes

~~~~~

Additional information about a scene is now displayed. You can also add short comments to scenes.

## Sound Control

~~~~~

Controls recording and playback of a sound sample. Operation is similar to the Scenes Control window (see user manual).

Audio can be recorded while a scene is being played. This allows you to watch a scene (without audio) and record, say, a narration. The recorded audio sample will be exactly the same length as the scene. Here's how:

- 1) Select the scene in Scene List.
- 2) Set the audio record length to "Until Break" in the Sound Control window.
- 3) In the Sound Control window, click on the Pause gadget and then the *Record* gadget. (Pointer will become busy for a short time after this step.)
- 4) Make sure the Loop option is OFF in the Scenes Control window. (see note below)
- 5) In the Scene Control window, click on the Pause gadget and then the *Play* gadget. (Pointer will become busy for a short time after this step.)
- 6) Clicking off Pause in either window will begin video playback and audio recording.

NOTE: If the Loop option is ON in the Scene Control window, audio will continue to be recorded as the scene loops continuously.

Audio Cut

~~~~~

Allows you to edit the current sample (the one selected in the Sounds window). The In and Out points can be manually (text string gadget) or graphically (slider gadget) set to trim off the beginning and ending sections of a sample.

Buttons: [] = Stop playback.

|> = Play beginning of sample using the In and Out points.

> = Play entire sample using the In and Out points.

>| = Play ending of sample using the In and Out points.

There is also a looping option gadget.

The Play Time slider determines how much of the sample you will hear when the |> or >| buttons are clicked. This allows you to quickly review the beginning or end of the altered sample.

Clicking the "Create new Sample" button will create a new sample based on the In and Out points. The name will be the same as the old sample's with a .dup extension added. Note that if the In and Out points don't trim off any part of the sample (i.e., the In point is at the very beginning and the Out point is at the very end), this button will clone the existing sample.

## SMPTE Generation



~~~~~

When Start is clicked, the Toccata will output a SMPTE audio signal. This can be dubbed to a videotape's audio track. You have the option of setting the beginning frame number in the Start Time gadget.

Settings \ Export

~~~~~

Use the Offset gadget to set the number of the first frame. This allows you to start the numbering of exported frames with something other than .0001.

Settings \ Miscellaneous

~~~~~

The Default Name gadget lets you set a name used for new projects, scenes, and samples. If this is not defined, the default, "Unnamed" is used. If you are using AmigaOS 3.0 or higher, the information shown in the Scene List, Sample List, and Clipboard "Listviews" are configurable. For details, see the MovieShop command

LVFORMAT

. The Break On Play

Errors option is now an item in the Settings menu.

The settings in the "Duplicate Block on Partition at Paste" area of the requestor affect what happens when you paste frames to a scene. Normally when you paste frames, the video/audio information is not written to your hard drive. You are merely telling MovieShop what existing data to play from the hard drive. However, this makes it impossible to implement things like a still image (i.e., playing the same frame over and over) because of hard drive access speed limitations.

If the number of frames in the Block Edit buffer is equal to or less than the setting in the Paste gadget, pasted frames will be actually written to your drive. With regard to a still image, this allows you to play a static image as a stream of data coming off your hard drive.

Activating the Paste Reverse gadget extends this feature to when you are pasting in reverse. (Edit menu \ Paste Reverse)

Settings \ Window Arrangements

~~~~~

This new function lets you save the position and size of all open windows, and assign a name to this Window Arrangement. Simply click Save and enter a valid filename to save current window settings. Double-click any Window Arrangement in the list to activate it. Clicking Delete will delete the highlighted entry. (In reality, this operation is merely saving a MovieShop command file that sets up all of the windows.)

Macros

~~~~~

Macros now have separate Name and Key fields. You also have the option of whether or not a particular macro (not just scripts) will be listed in the User menu, using the Menu gadget.

SETTINGS

Create Backups

~~~~~

If this is activated, when you save a project, the existing project is renamed with a .bak extension. This provides a backup to the project.

### Break on Play Errors

~~~~~

This option was previously in the Miscellaneous settings window.

Select Displays \ Display Off

~~~~~

This turns off the VLab Motion video output.

## 1.5 New MovieShop Commands

### Using MovieShop Commands in ARexx Scripts

When using the commands as part of an ARexx script (as opposed to directly from the MovieShop interface), string variables may have to be in quotes, particularly when they include colons (:), spaces, or other special characters.

For example, the command IMPORTFRAME RAM:PIC will work from the MovieShop Execute Command requestor (RightAmiga+E). However, when placed in an ARexx script, quotes will have to be added (e.g., IMPORTFRAME 'RAM:PIC'). Note however that the command IMPORTFRAME PIC would work in either case.

### New or Modified MovieShop Commands

As in the User manual, the current settings of the commands marked with an asterisk (\*) can be determined using the Read command.

---

#### ACTIVATEWINDOW

Options: SCENECONTROL/S, SCENES/S, SAMPLECONTROL/S,  
SOUNDS=SAMPLES/S, TIMELINECONTROL/S,  
TIMELINE/S, INPUT/S, BLOCK=EDIT/S, CLIP/S,  
EFFECTS/S, COLORKEYING/S, STATUS/S, AUDIOCUT/S,  
AUDIOMIX/S, AUDIOLEVEL/S, SMPTE/S, MACROS/S,  
COMMAND/S, PRIORITIES/S, PROJECTOPTS/S,  
BUFFEROPTS/S, VIDEOPTS/S, AUDIOPTS/S,  
IMPORTOPTS/S, EXPORTOPTS/S, HARDWAREPTS/S,  
YUVOPTS/S, MISCOPTS/S, WINDOWS/S

Use: If no option is given, the main-window is activated.

Example: ACTIVATEWINDOW INPUT  
The Input window is activated.

RC: ERROR, if window is not open or more than one window is given.

---

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**ADDMACRO**

Options: FILENAME, NAME, MENU/S

Use: Adds a macro script file to the Macro List. Pattern matching is supported to add multiple files. If no FILENAME is specified, a requestor is opened. (Windows \ Macros)

If no NAME is provided, the Macro name field uses the filename. Use the MENU switch to add the macro to the User menu.

For speed and memory-saving reasons, the macro is not loaded immediately, but only when it is used the first time. If Auto-Save in the Settings menu is active, the Macro List will be saved to the movieshop.macros file. Otherwise, you need to manually save the Macros List.

Examples: `ADDMACRO Work:Macros/MyMacro`

The Macro "MyMacro" in the directory Work:Macros is added in the Macro-list.

`ADDMACRO Work:Macros/MyMacro Macro-Test MENU`

The Macro "MyMacro" in the directory Work:Macros is added to the Macro List with the name "Macro-Test". It is also added to the User menu.

`ADDMACRO MovieShop:Macros/#?.ms`

All of the macros in the MovieShop:Macros directory are added to the Macro List.

RC: WARN, if File-Requester is cancelled

ERROR, if macro does not exist

---

**ASLREQUEST**

Options: TITLE/A, FILENAME/K, SAVE/S, DIRS/S

Use: Using this command you can open an ASL File Requester to use in your MovieShop scripts. The TITLE of the requester must be given. The FILENAME option allows you to specify the default path and filename. The SAVE option opens a save-type requester. If the DIRS switch is given, you can only select directories.

Example: `ASLREQUEST 'save file' FILENAME 'ram:Test' SAVE`

`ASLREQUEST 'select dir' DIRS`

RC: WARN, if File Requester is cancelled

Result: the complete filename including path

---

**ASSIGNMENU**

Options: MACRONAME/A, REMOVE/S

Use: Use this command to have an existing macro listed in or removed from the User menu. (Windows \ Macros)

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Example: ASSIGNMENU MyMacro

The macro MyMacro will now appear in the User menu.

ASSIGNMENU MyMacro REMOVE

The menu item 'MyMacro' is removed from the User menu.

---

AUDIORECORDLENGTH \*

Options: UNTILBREAK=UB/S, TIME

Use: Set the audio recording length. (Windows \ Sound Control)

Example: AUDIORECORDLENGTH 1.00:00

The length the sample to be recorded is set to one minute.

RC: ERROR, wrong time-format or input

---

AUTOPLAYSAMPLE \*

Options: ON/S, OFF/S

Use: Sets if during Time Line/Scene playback the audio should be played back or not.

---

AUTORECORDSAMPLE

Options: ON/S, OFF/S

Use: Sets if audio should be recorded (using the Toccat) simultaneously with video capture. (Project must be in "Video and Audio" mode and an audio partition must exist. (Windows \ Settings \ Audio)

---

CLONESAMPLE

Options: NAME, NEWNAME/K, START/K, LENGTH/K

Use: Duplicates or edits a sound sample. If NAME is left off, the current sample is duplicated. If NEWNAME is not given, ".dup" is appended to the sample name. The START and LENGTH options allow the new sample to be only a portion of the original sample.

Example: CLONESAMPLE Hello

The sample "Hello" is duplicated as "Hello.dup".

CLONESAMPLE ElectricalLanguage LENGTH 150

The Sample "ElectricalLanguage" is duplicated as "ElectricalLanguage.dup". However, it is shortened to a length of 150 frames starting from the beginning.

CLONESAMPLE BigDude NEWNAME SmallerDude START 3:00

The sample "BigDude" is duplicated as "SmallerDude". However, the first 3 seconds are trimmed off for the new sample.

---

RC: ERROR, Given sample is not found or a sample already exists with the new name.

---

CLOSEWINDOW

Options:

SCENECONTROL/S, SCENES/S, SAMPLECONTROL/S,  
SOUNDS=SAMPLES/S, TIMELINECONTROL/S,  
TIMELINE/S, INPUT/S, BLOCK=EDIT/S, CLIP/S,  
EFFECTS/S, COLORKEYING/S, STATUS/S, AUDIOCUT/S,  
AUDIOMIX/S, AUDIOLEVEL/S, SMPTE/S, MACROS/S,  
COMMAND/S, PRIORITIES/S, PROJECTOPTS/S,  
BUFFEROPTS/S, VIDEOOPTS/S, AUDIOOPTS/S,  
IMPORTOPTS/S, EXPORTOPTS/S, HARDWAREOPTS/S,  
YUVOPTS/S, MISCOPTS/S, WINDOWS/S, ALL/S

Use: Closes the defined window. The ALL switch closes all open windows.

Example: CLOSEWINDOW AUDIOOPTS  
The "Audio Options" window is closed.

---

COMMANDLIST

Options: FILENAME/A, GUIDE/S, FORCE/S

Use: Outputs a list of available commands and syntax to a specified file. The GUIDE switch will save the file in AmigaGuide format.

Example: COMMANDLIST RAM:MovieShopcommands  
The list of commands is written in the file RAM:MovieShopcommands.

COMMANDLIST PRT:

Send the commandlist to the printer.

RC: ERROR, file could not be opened.

---

DEFAULTNAME \*

Options: NAME/A

Use: This command changes the name used for new projects, scenes, and samples. (Windows \ Settings \ Miscellaneous)

RC: ERROR, if given string is empty.

---

DELETESAMPLE

Options: NAME, NUMBER/K/N, NEXT/S, PREV/S, RELATIVE/K/N,  
FORCE/S

Use: Deletes the current sample, if no switches are used. A particular sample number or name can be specified. NEXT, PREV, and RELATIVE work

---

the same as in the DeleteScene command detailed in the user manual.

Example: DELETESAMPLE BarneyBag FORCE

The Sample "BarneyBag" is deleted without warnings.

RC: ERROR, If sample doesn't exist.

WARN, warning requester was cancelled.

-----  
EXPORTCOUNTERSTART \*

Options: OFFSET/N/A

Use: Sets the starting value used when naming exported frames. (Windows \ Settings \ Export)

Example: EXPORTCOUNTERSTART 20

If the default extension format (.%04ld) is used, the first exported picture gets the appendix .0020.

RC: ERROR, value bigger than 30000.

-----  
EXPORTSAMPLE

Options: FILENAME

Use: Exports the current sample using the filename. If no FILENAME is specified, a file requestor will appear. The current sample can be selected using the GoToSample command. (Edit \ Export Sample)

Example: EXPORTSAMPLE 'ram:test.sample'

RC: ERROR, error during save

-----  
EXTRACTSAMPLE

Options: NAME, NUMBER/K/N, NEXT/S, PREV/S, RELATIVE/K/N, ALL/S

Use: Copies the audio from a scene to the Sounds window. The Options work the same as with the DeleteScene command detailed in the user manual.

RC: ERROR, scene not found or scene does not have audio.

-----  
GETSCENENUMBER

Options: NAME, NUMBER/K/N, NEXT/S, PREV/S, RELATIVE/K/N, ALL/S

Returns the number of scenes in a group. If no name is specified, the current scene is used. The Options work the same as with the GetFrameNumber command detailed in the user manual.

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**GOTOSAMPLE**

Options: NAME, NUMBER/K/N, NEXT/S, PREV/S, RELATIVE/K/N

Use: Makes the defined sound sample the "current sample". The Options work the same as with the GoToScene command detailed in the user manual.

RC: ERROR, Sample not found

---

**HELP**

Options: COMMAND/F

Use: Opens the on-line Amigaguide-Help Window.

Example: HELP NEWPROJECT

If an ARexx command is given MovieShop tries to jump to the description of the given command.

---

**IMPORTSAMPLE**

Options: FILENAME/M

Use: Imports an audio sample. (Edit \ Import Sound)

Example: IMPORTSOUND 'ram:LuckyOne.song'  
Imports the audio sample "ram:LuckyOne.song."

RC: ERROR, error during read

---

**IMPORTSOUND**

Options: FILENAME/M

Use: Synonym for IMPORTSAMPLE

---

**LOOPSAMPLE \***

Options: ON/S, OFF/S

Use: Sets the loop-mode in the Sound Control window. (Windows \ Sound Control)

Example: LOOPSAMPLE On

---

**LOADGUI**

Options: FILENAME

Use: Loads a Window Arrangement file. If no FILENAME is specified, a file requestor appears. (Windows \ Settings \ Window Arrangements)

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---

LVFORMAT \*

Options: FORMATSTRING,DEFAULT/S

Use: If you are using AmigaOS 3.0 or higher, additional information can be displayed in the Listviews of the Sounds, Scenes, and Clipboard windows. This command lets you set the display format.

The format uses the following parameters: (xx is a one or two digit number specifying the length.)

%N or %xxN: Name of the scene/sample  
 %L or %xxL: Number of frames/sample length  
 %D or %xxD: Date of creation  
 %T or %xxT: Time of creation  
 %C or %xxC: Comment

The default is '%20N %9L %8D %8T %30T'. Parameter order and length values are freely configurable. If you do not give a length value, the default value is used. (Windows \ Settings \ Miscellaneous)

Example: LVFORMAT '%10N %15C %11L'

Only name (10 chars.), comment (15 chars.), and number of frames (11 chars.) is displayed with the given lengths.

RC: ERROR, invalid Format-String

---

MOVEWINDOW

Options:

SCENECONTROL/S, SCENES/S, SAMPLECONTROL/S,  
 SOUNDS=SAMPLES/S, TIMELINECONTROL/S,  
 TIMELINE/S, INPUT/S, BLOCK=EDIT/S, CLIP/S,  
 EFFECTS/S, COLORKEYING/S, STATUS/S, AUDIOCUT/S,  
 AUDIOMIX/S, AUDIOLEVEL/S, SMPTE/S, MACROS/S,  
 COMMAND/S, PRIORITIES/S, PROJECTOPTS/S,  
 BUFFEROPTS/S, VIDEOPTS/S, AUDIOPTS/S,  
 IMPORTOPTS/S, EXPORTOPTS/S, HARDWAREPTS/S,  
 YUVOPTS/S, MISCOPTS/S, WINDOWS/S, LEFTEDGE/A/N,  
 TOPEDGE/A/N

Use: Gives a new position to the defined window. You can only set one window at a time with this command. LEFTEDGE and TOPEDGE are the x and y positions of the left-top corner of the window.

Example: MOVEWINDOW AUDIOPTS 200 100

The Audio Options window is moved to the position 200,100.

MOVEWINDOW 10 10

If MovieShop is running as a window (e.g., on the Workbench), the main window is moved to the position 10,10.

RC: WARN, if the specified window is not opened. However, the given values are used, when the window is opened the next time.

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`NUMBERTOTIME`

Options: FRAMENUMBER/A/N, SMPTE/S

Use: Converts a frame number to timecode format. The SMPTE switch formats the output using SMPTE format (HH:MM:SS:FF).

Result: The time for the given framenummer

---

`OPENWINDOW *`

Options:

SCENECONTROL/S, SCENES/S, SAMPLECONTROL/S,  
SOUNDS=SAMPLES/S, TIMELINECONTROL/S,  
TIMELINE/S, INPUT/S, BLOCK=EDIT/S, CLIP/S,  
EFFECTS/S, COLORKEYING/S, STATUS/S, AUDIOCUT/S,  
AUDIOMIX/S, AUDIOLEVEL/S, SMPTE/S, MACROS/S,  
COMMAND/S, PRIORITIES/S, PROJECTOPTS/S,  
BUFFEROPTS/S, VIDEOOPTS/S, AUDIOOPTS/S,  
IMPORTOPTS/S, EXPORTOPTS/S, HARDWAREOPTS/S,  
YUVOPTS/S, MISCOPTS/S, WINDOWS/S

Use: Opens the specified window. If it is already opened, it will be moved to the front.

Example: OPENWINDOW TIMELINE

The Time Line window is opened.

---

`PASTEDUP *`

Options: FRAMES/A/N

Changes the value used to determine if pasted blocks should be written to the disk. (Windows \ Settings \ Miscellaneous). 30 is the maximum setting.

RC: ERROR, value larger than 30

---

`PASTEREVERSEDUP *`

Options: ON/S, OFF/S

Use: Like PASTEDUP only for reverse pasting. Set to on or off. (Windows \ Settings \ Miscellaneous)

---

`PAUSESAMPLE *`

Options: ON/S, OFF/S, TOGGLE/S

Use: Pause the playback of a sample. TOGGLE reverses the pause state. (Windows \ Sound Control)

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---

PLAYSAMPLE

Options: DOWAIT/S

Use: Play the current sample. DOWAIT pauses the ARexx script until playback is complete. Warning: There is no way to stop audio-playback manually if DOWAIT is used! (Windows \ Sound Control)

Example: PLAYSAMPLE DOWAIT

The command returns after playing the sample completely.

---

RECORDSAMPLE

Options: DOWAIT/S, APPEND/S

Use: Records audio only. DOWAIT pauses the ARexx script until recording is complete. APPEND will add the recording to the current sample, otherwise a new sample is created. (Windows \ Sound Control)

Example: RECORDSAMPLE DOWAIT

Records audio and waits for the command to finish.

RECORDSAMPLE APPEND

The recorded audio is appended to the current sample.

---

RENAMEMACRO

Options: FROM/A, TO=NEWNAME/A, FORCE/S

Use: Renames a macro. If the FORCE parameter is used, an existing macro with the same name will be written over.

RC: ERROR, new name is already used by an other macro

---

RENAMESAMPLE

Options: NEWNAME/A

Use: Renames the current sample.

Example: RENAMESAMPLE Homer

The current sample is renamed to Homer.

RC: ERROR, new name already in use by another sample

---

REORGPARTITION

Options: VIDEO/S, AUDIO/S

Use: Reorganizes the video and/or audio partitions. This frees up space previously used by unnecessary things like deleted scenes and effects. (Project \ Reorg Partition(s))

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---

REQUEST

Options: TEXT/A, TITLE/K, GADGETS/K

Use: Opens a user-defined requester on the MovieShop screen using ARExx. The TEXT appears in the requestor. TITLE text appears in the requestor's title. (MovieShop message is the default.) The GADGETS parameter is a series of one or more strings separated by the | symbol. (A single OK button gadget is the default.)

Example: REQUEST 'This is a requestor'

A requestor with the title "MovieShop message" appears. The text is "This is a requestor" and at the bottom is an OK button.

REQUEST 'Question?' TITLE 'Test' GADGETS 'yes|no'

A requestor with the title "Test" appears. The text is "Question?" and at the bottom there are "yes" and "no" button gadgets.

Result: The number of the gadget. The right-most gadget is always 0 (often for cancel). Then the gadgets are numbered from left to right starting with 1 and incremented by one. If you have three gadgets, the left would return 1, the middle 2, and the right one would return 0.

---

SAMPLENOTE \*

Options: COMMENT/F

Use: Change the comment for the current sample. The maximum length is 30 characters.

---

SAMPLETOTIMELINE

Options: NAME, TIME/K, TRACK/K/N

Use: Copies the defined sound sample (otherwise the current sample) to the Time Line. TIME and TRACK define the positioning.

Example: SAMPLETOTIMELINE DrivingMyCar Time 000.01:24 Track 3

Places the sound sample "DrivingMyCar" on track 3 at frame 000.01:24.

---

SAVEGUI

Options: FILENAME, FORCE/S

Use: Saves a Window Arrangement to file. If no FILENAME is specified, a file requestor will appear. (Windows \ Settings \ Window Arrangements)

Example: SAVEGUI FileName.gui FORCE

A Window Arrangement called FileName.gui is created. FORCE writes over an existing file with the same name, if one exists.

RC: WARN, if File-Requester is canceled

---

ERROR, if save fails

---

SAVEMACROS

Options: FILENAME, FORCE/S

Use: Saves the macro list. The macros are saved in the file "movieshop.macros", if no other macro file was selected before manually. (Windows \ Macros)

Example: SAVEMACROS FileName

The macro list is saved in the file "FileName".

SAVEMACROS

A file requester appears, where you can set the name of the macro file.

RC: WARN, if File-Requester is cancelled

ERROR, Error during save

---

SAVEMETHOD \*

Options: BACKUP/S, SIMPLE/S

Use: Sets how project files are saved. (Settings \ Create Backups)

Example: SAVEMETHOD BACKUP

Before saving, the existing project file is renamed. So you get a backup file of the old project file.

SAVEMETHOD SIMPLE

The project file is overwritten.

---

SAVESETTINGS

Options: FILENAME, FORCE/S

Use: Save the MovieShop settings file to disk. (Settings \ Save Settings)

Example: SAVESETTINGS

A file requester appears, where you can select the name and path of the settings file. The default settings file is called "movieshop.prefs" located in the "ENV:MovieShop" directory.

SAVESETTINGS 'ENVARC:MovieShop/MovieShop.prefs'

The settings are saved in the directory "ENVARC:MovieShop" as "MovieShop.prefs".

RC: WARN, if File-Requester is cancelled.

ERROR, error during save

---

SCENENOTE \*

---

Options: COMMENT/F

Use: Changes the comment for the current scene in the scenes list. The comment is limited to 30 characters.

---

SHOWFRAMES \*

Options: ON/S, OFF/S, TOGGLE/S

Use: Turns the VLab Motion video output on or off. This can speed up the processing time of long-executing ARExx scripts. (Settings \ Select Displays)

Example: SHOWFRAMES OFF

---

SIZEWINDOW

Options:

SCENECONTROL/S, SCENES/S, SAMPLECONTROL/S,  
SOUNDS=SAMPLES/S, TIMELINECONTROL/S,  
TIMELINE/S, INPUT/S, BLOCK=EDIT/S, CLIP/S,  
EFFECTS/S, COLORKEYING/S, STATUS/S, AUDIOCUT/S,  
AUDIOMIX/S, AUDIOLEVEL/S, SMPTE/S, MACROS/S,  
COMMAND/S, PRIORITIES/S, PROJECTOPTS/S,  
BUFFEROPTS/S, VIDEOOPTS/S, AUDIOOPTS/S,  
IMPORTOPTS/S, EXPORTOPTS/S, HARDWAREOPTS/S,  
YUVOPTS/S, MISCOPTS/S, WIDTH/A/N, HEIGHT/A/N

Use: Changes the size of the defined window. Values which are too big or too small are set to the maximum or minimum.

Example: SIZEWINDOW SCENES 400 300

Changes the size of the Scene List window to 400 pixels wide and 300 pixels high.

Example: SIZEWINDOW SCENES 0 30000

The Scene List window is set to the minimum width and maximum height.

RC: WARN, window not resizable

---

STOPSAMPLE

Options: none

Use: Stop record or playback of audio samples. (Windows \ Sound Control)

---

STOPSMPTTE

Options: none

Use: Stops the SMPTE output. (Windows \ SMPTE Generation)

---

---

**UNALIAS**

Options: NAME/A, ALL/S, FORCE/S

Use: Removes a command defined as an ALIAS.

Example: UNALIAS ALL FORCE

All aliases will be removed without warnings. (Dangerous!)

RC: ERROR, if alias is not in the macrolist

---

**UNZOOMWINDOW**

Options:

SCENECONTROL/S, SCENES/S, SAMPLECONTROL/S,  
SOUNDS=SAMPLES/S, TIMELINECONTROL/S,  
TIMELINE/S, INPUT/S, BLOCK=EDIT/S, CLIP/S,  
EFFECTS/S, COLORKEYING/S, STATUS/S, AUDIOCUT/S,  
AUDIOMIX/S, AUDIOLEVEL/S, SMPTE/S, MACROS/S,  
COMMAND/S, PRIORITIES/S, PROJECTOPTS/S,  
BUFFEROPTS/S, VIDEOOPTS/S, AUDIOOPTS/S,  
IMPORTOPTS/S, EXPORTOPTS/S, HARDWAREOPTS/S,  
YUVOPTS/S, MISCOPTS/S, WINDOWS/S

Use: A zoomed Window will return to its unzoomed size.

Example: UNZOOMWINDOW STATUS

RC: ERROR, if the window was not opened

---

**WINDOWTOBACK**

Options:

SCENECONTROL/S, SCENES/S, SAMPLECONTROL/S,  
SOUNDS=SAMPLES/S, TIMELINECONTROL/S,  
TIMELINE/S, INPUT/S, BLOCK=EDIT/S, CLIP/S,  
EFFECTS/S, COLORKEYING/S, STATUS/S, AUDIOCUT/S,  
AUDIOMIX/S, AUDIOLEVEL/S, SMPTE/S, MACROS/S,  
COMMAND/S, PRIORITIES/S, PROJECTOPTS/S,  
BUFFEROPTS/S, VIDEOOPTS/S, AUDIOOPTS/S,  
IMPORTOPTS/S, EXPORTOPTS/S, HARDWAREOPTS/S,  
YUVOPTS/S, MISCOPTS/S, WINDOWS/S

Use: Moves the window to the back.

RC: ERROR, if window was not opened

---

**WINDOWTOFRONT**

Options:

SCENECONTROL/S, SCENES/S, SAMPLECONTROL/S,  
SOUNDS=SAMPLES/S, TIMELINECONTROL/S,  
TIMELINE/S, INPUT/S, BLOCK=EDIT/S, CLIP/S,  
EFFECTS/S, COLORKEYING/S, STATUS/S, AUDIOCUT/S,

---

AUDIOMIX/S, AUDIOLEVEL/S, SMPTE/S, MACROS/S,  
 COMMAND/S, PRIORITIES/S, PROJECTOPTS/S,  
 BUFFEROPTS/S, VIDEOOPTS/S, AUDIOOPTS/S,  
 IMPORTOPTS/S, EXPORTOPTS/S, HARDWAREOPTS/S,  
 YUVOPTS/S, MISCOPTS/S, WINDOWS/S

Use: Moves the window to the front.

RC: ERROR, if window was not opened

-----  
 WRITESMPTE

Options: STARTTIME

Use: Starts the SMPTE audio output. The first frame will be 00:00:00:00 unless the STARTTIME options is used. (Windows \ SMPTE Generation)

RC: ERROR, invalid starttime or no toccata hardware found

-----  
 ZOOMWINDOW

Options:  
 SCENECONTROL/S, SCENES/S, SAMPLECONTROL/S,  
 SOUNDS=SAMPLES/S, TIMELINECONTROL/S,  
 TIMELINE/S, INPUT/S, BLOCK=EDIT/S, CLIP/S,  
 EFFECTS/S, COLORKEYING/S, STATUS/S, AUDIOCUT/S,  
 AUDIOMIX/S, AUDIOLEVEL/S, SMPTE/S, MACROS/S,  
 COMMAND/S, PRIORITIES/S, PROJECTOPTS/S,  
 BUFFEROPTS/S, VIDEOOPTS/S, AUDIOOPTS/S,  
 IMPORTOPTS/S, EXPORTOPTS/S, HARDWAREOPTS/S,  
 YUVOPTS/S, MISCOPTS/S, WINDOWS/S

Use: Zooms the defined window.

RC: ERROR, if window was not opened

## 1.6 Commands By Category

The following is a list of all commands grouped by category. ( ←

Note:

New/Changed commands that appear in this file are linked.)

Audio Adjustments

~~~~~

AUDIOINPUT

AUDIORECORDLENGTH

AUTOPLAYSAMPLE

AUTORECORDSAMPLE

CLONESAMPLE

```

                DELETESAMPLE

                EXTRACTSAMPLE

                GOTOSAMPLE
                INPUTMUTEONPLAY
INPUTVOLUME
LOOPBACKVOLUME

                LOOPSAMPLE
                MICGAIN
MIXAUXVOLUME
MIXAUXVOLUME
OUTPUTVOLUME

                PAUSESAMPLE

                PLAYSAMPLE
                PLAYSOUND

                RECORDSAMPLE
                RECORDSOUND

                RENAMESAMPLE

                SAMPLENOTE

                STOPSAMPLE
                Color Keying
~~~~~
COLORKEYING
COLORKEYU
COLORKEYV

Import/Export
~~~~~
CORRECTIMPORTHEIGHT
CORRECTIMPORTWIDTH
EXPORTBLOCK
EXPORTCOMPRESSION

                EXPORTCOUNTERSTART
                EXPORTDEINTERLACE
EXPORTEXTENSION
EXPORTFILETYPE
EXPORTMETHOD
EXPORTPICTYPE

                EXPORTSAMPLE
                IMPORTFRAME
IMPORTMETHOD
IMPORTPICTYPE

                IMPORTSAMPLE

                IMPORTSOUND
```

LOADSCENE
SAVESCENEAS

Interface and Environment
~~~~~

ACTIVATEWINDOW  
AUTOSAVEENV  
AUTOSAVEPROJECT  
AUTOSEENV  
CLOSEPROJECT

CLOSEWINDOW  
DEFAULTPUBSCREEN  
GETPUBSCREENNAME  
LOADSETTINGS

LOADGUI  
LOCKGUI

LVFORMAT

MOVEWINDOW  
NEWPROJECT  
OPENPROJECT

OPENWINDOW  
QUIT

SAVEGUI

SAVEMETHOD  
SAVEPROJECT  
SAVEPROJECTAS

SAVESETTINGS  
SCREENDEPTH

SCREENFONT  
SELECTPUBSCREEN

SIZEWINDOW

UNZOOMWINDOW  
WINDOWFONT

WINDOWTOBACK

WINDOWTOFRONT

ZOOMWINDOW  
Macros

~~~~~

ADDMACRO
ALIAS

ASSIGNKEY

```

                                ASSIGNMENU
                                DOMACRO
LOADMACROS
REMOVEMACRO

                                RENAMEMACRO

                                SAVEMACROS

                                UNALIAS
                                Project Parameters
~~~~~
AUDIOMODE
FRAMEPOS
FRAMESIZE
JPEGQUALITY
OPERATINGMODE
SAMPLERATE
STEREO

Scene Editing
~~~~~
BLOCK
CLONESCENE
DELETEACTIVEFRAME
DELETESCENE
GROUPSCENES
JOINGROUP
MAKEMASTERSCENE
MARKSCENEEND
NEWSCENE

                                PASTEDUP

                                PASTEREVERSEDUP
                                RENAMESCENE

                                SCENENOTE
                                SETREFFRAME

SPLITSCENE
UNGROUPSCENE

Scene Navigation
~~~~~
ENTERGROUP
GETFRAMENUMBER
GETFRAMEPOS

                                GETSCENENUMBER
                                GOTOFRAME

GOTOSCENE
LEAVEGROUP

Scene Recording/Playback
~~~~~
LOOP
LOOPSCENE
```

PAUSE
PAUSESCENE
PLAY
PLAYSCENE
RECORDLENGTH
RECORDSCENE
STOP
STOP
STOPSCENE

Stamps

~~~~~

AUTORELEASEINFOSTAMPS  
DITHERSTAMPS  
INTERPOLATESTAMPS  
RELEASESTAMPS  
SHOWINFOSTAMPS

#### System Configuration

~~~~~

AUDIOBUFFER
AUDIOBUFFERPRI
AUDIODEVICEPRI
AUDIOIOPRI
AUDIOIRQPRI
AUDIOPLAYBURST
AUDIOPRELOAD
AUDIORECORDBURST
BUFFERPRI
BUFFERSIZE
DEVICEPRI
IOPRI
IRQPRI
PLAYBURSTSIZE
PRELOADSIZE
RECORDBURSTSIZE
VIDEOBUFFER
VIDEOBUFFERPRI
VIDEODEVICEPRI
VIDEOIOPRI
VIDEOIRQPRI
VIDEOPLAYBURST
VIDEOPRELOAD
VIDEORECORDBURST

Time Line

~~~~~

CALCULATETIMELINE  
CALCULATIONTASKPRI  
CHECKTIMELINE  
CLEARTIMELINELOCATOR  
EFFECTTOTIMELINE  
FREETIMELINE  
GETTIMELINEFRAMEPOS  
GETTIMELINELOCATOR  
GOTOTIMELINEFRAME  
LOOPTIMELINE

---

MUTENEWTIMELINESCENE  
PAUSETIMELINE  
PLAYTIMELINE

SAMPLETOTIMELINE  
SCENETOTIMELINE

SETTIMELINELOCATOR  
STOPTIMELINE  
TIMELINELOCATOR  
TIMELINEMODE  
TIMELINETOSCENE  
UNDOTIMELINECALCULATION  
ZOOM

Video Adjustments

~~~~~

AGC
AUTOSMOOTHING
BANDPASS
BRIGHTNESS
CHROMINANCE
CONTRAST
CORING
FREERUNNING
GETVIDEOSTATUS
HSMOOTHING
HUE
INPUT
INPUTVMODE
OUTPUTVMODE
PREFILTER
PROJECTVMODE
SMOOTHING
SUBCARRIER
VIDEOINPUT
VNR
VSMOOTHING
VTR
WEIGHT

YUV

~~~~~

CCDETAILS  
CCFILTER  
CCGAIN  
CCRANGE  
CLBLANKING  
CLCORING  
CLFILTER  
CLWEIGHT

Miscellaneous

~~~~~

ASLREQUEST
COMMANDERRORS

COMMANDLIST
DEFAULTNAME
DISPLAYBEEP
GETPATH
HELP
ICONIFY
LANGUAGE
LOCKPARTITION
NUMBERTOTIME
PLAYERERRORBREAK
READ
REORGPARTITION
REQUEST
RESET
SAFETYLEVEL
SAVEICONS
SCENEINFO
SCREENTOBACK
SCREENTOFRONT
SETPATH
SHOWFIELDMODE
SHOWFRAMES
SHOWFRAMEMODE
STOPSMPTE
TIMETONUMBER
UNLOCKPARTITION
VERSION
WORKBENCH
WRITESMPTE

1.7 NoahJi's

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