Heddley

COLLABORATORS

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WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Heddley

1.1 Introduction

What is CartoonStudio?

Welcome to CartoonStudio, a true WYSIWYG (What You See Is What You Get),
IFF-animation program. CartoonStudio allows you to add all kind of different
events to your animations. With just a few clicks of the mouse you will, for
example, be able to assign a soundsample to a particular frame in your
animation or make a frame fade smoothly in. You use your favourite
drawingpackage, which uses the IFF-Anim5 standard, to draw your animation
and when finished use CartoonStudio to make your animation really stand out
from the rest. As the name suggests, CartoonStudio is written with cartoons
in mind. Therefore CartoonStudio will only accept lowres-animations with a
maximum of 32 colours or hires-animations with a maximum of 16 colours. This
should be enough considering animations with many colours requires very much
ram, so with only 2Mb ram or so you then will be able to make animations
which only lasts for a few seconds. And look at the cartoons on TV, most of
them also only use a limited amount of colours. Let's introduce some
powerful features available in CartoonStudio:

*   IFF-soundsamples, which can be played through any channel you like.
    You can also set the volume and the pitch at which the sample will be
    played. Looped soundsamples are supported.

*   Framespeed, change at any point in your animation the speed at which
    your animation is played. The speed is measured in Frames Per Second.

*   Wait, pause your animation for an amount set in seconds.

*   Fades, make a particular frame fade smoothly in or out.

*   Edit and use upto 50 different palettes.

*   Play Sound-/Noise-/ProTracker modules during your animation.

*   Your finished productions can be easily played back in realtime using
    the stand-alone freely distributable CartoonPlayer program.

*   Create stand-alone self-running disks with ease. Use animations, edited

with CartoonStudio as intro's to your games/demos.

1.2   Disclaimer

Disclaimer

The author of CartoonStudio can not be held responsible for any damage that
this program or the manual that came with it might cause. If you are using
CartoonStudio, you will do so at YOUR OWN RISK. It has been thoroughly
tested. But this is, of course, no guarantee that it is 100% bug-free, and
can/will not crash at some occasions.

1.3   Registering

Registration

CartoonStudio is shareware, which means it may be freely distributed and
copied, as long no alterations are made to the programs or the archive. If
you find CartoonStudio good enough to cheer up your animations you might
consider to registrate CartoonStudio. When you send me the registration fee
you will receive a disk containing the latest version of CartoonStudio and a
special personalised keyfile. When you copy this file to the same directory
as CartoonStudio, CartoonStudio won't bring up the shareware notice at the
beginning. Also scripts saved out with a registered version of CartoonStudio
will remove the requester which is displayed when playing your animations
using CartoonPlayer. Your keyfile is personal and it contains your name and
registrationnumber, so don't give it to other persons. I also would like to
state that if you do register that all future updates of CartoonStudio will
be free for you. This means that you don't have to pay extra money to use
the latest version. Updates of CartoonStudio should be available through the
well known PD-services.

If you want to register please send me 5 English pounds OR 10 American
dollars OR 10 Dutch guilders in cash or use an Eurocheque. Other currencies
or methods of payment will NOT be accepted! Inning foreign cheques costs
money and accepting this method of payment forces me to increase the
shareware fee, so therefore only cash payment and Eurocheques are accepted
and the shareware fee is as low as it can be. Please use the
'CS_OrderForm.txt' (included in the archive) for your order.

When paying by EuroCheque please check out the following things:

  -Dutch Guilders only : FL 10,-
  -Cardnumber on the Backside
  -Signature on Front AND Backside

NOTE: Sending money to me is doing so at your own risk! I cannot be held
responsible if things go wrong.

Click here for the
                address
                 .

1.4   System Requirements

System Requirements

To use CartoonStudio you need at least Kickstart 2.04 and 1Mb of memory, But
if you really want to benefit from all CartoonStudios features, more memory
is recommended.

NOTE: You'll also need version 38.25 or higher of the asl.library. The
library included with workbench 2 will NOT do!

CartoonStudio has been tested on the following systems:

A500 / A600 / A1200 / A1230 / A2000.

1.5   Installation

                Installation

This shouldn't be a real problem as all you have to do is copy the
CartoonStudio executable to wherever you like (your harddisk for example).
One thing to keep in mind is that CartoonStudio needs the mathtrans.library
and the asl.library (version 38.25 or higher!). Both of these should be
present in the libs-directory of the device your Amiga was booted from.
Please read the '
                Questions+Answers
                ' section for more
information about these.

1.6   CartoonStudioGuide v1.O (C) Marco Vigelius 1995

                        CartoonStudio v1.3

                    © Marco Vigelius, 1996.

                CartoonStudio is a SHAREWARE product

        Read the distribution section for information on distribution
                        and registering.

                ~~~~~~Disclaimer~~~~~~~
                        Use it at your own risk.

                ~~~~~Introduction~~~~~~
                        What is CartoonStudio?

                ~~System~Requirements~~
                        What does CartoonStudio need?

```
          ~~~~~Installation~~~~~~
                    How to install CartoonStudio.

          ~~~~~~Main~Panel~~~~~~~
                    What are all those buttons for?

          ~~~~~~~~Events~~~~~~~~~
                    What and which events?

          ~~~~~CartoonPlayer~~~~~
                    I want to be famous!

          ~~~Questions+Answers~~~
                    I've got a problem?!

          ~~~~~~~History~~~~~~~~~
                    Story of my life.

          ~~~~~~~~Future~~~~~~~~~
                    What's next?

          ~~~~~Distribution~~~~~~
                    I want to register!

          ~~~~~~~Credits~~~~~~~~~
                    Not that spectaculair.
```

1.7 MainPanel

```
          Main-panel
```

This is the screen from which you can control all off CartoonStudios
features. Thanks to a simple to use Graphical User Interface (GUI) all
options can be accessed by the click of a button. The control-panel is laid
on your animation and though it is made as small as possible it may in some
occasions be a problem not to see the whole screen your animation is
displayed on. Therefore if you press the spacebar the control-panel will
hide itself and can be brought back to the screen again by pressing the
spacebar another time. I will now give you a description of all the buttons
on the control panel.

First there are the VCR-style buttons which allows you to go to a particular
frame.

```
 |<   - Go to the first frame of your animation.
  <   - Go to the previous frame.
  >   - Go to the next frame.
 >|   - Go to the last frame of your animation.
```

With the right mousebutton you can advance one frame at a time
continueously.

With the slider you can go fast to a particular frame, the framenumber is
displayed in the box below the VCR-Style-panel. The first number is the

current framenumber, the second is the total amount of frames your animation
contains.

In the listviewer are displayed all the events which happen at the current
frame. If you select one of them, CartoonStudio will automatically display
that particular event-module.

In the bottom-right corner the free Chip and Fast memory is displayed in
kilobytes.

~~Load~Anim~~

                              Load an IFF-animation.

~Unload~Anim~

                              Unload an animation & script

~~~~About~~~~

                              Display program info.

~Load~Script~

                              Load a CartoonStudio-script.

~Save~Script~

                              Save a CartoonStudio-script.

~~~Options~~~

                              Most of use for CartoonPlayer.

~~Cont~Anim~~

                              Start animation from the current frame.

~Start~Anim~~

                              Start animation from the beginning.

~~Add~Event~~

                              This is real fun!

~Kill~Event~~

                              Kill an event.

~Go~To~Fast~~

                              Where did I put that event?

You can quit CartoonStudio by pressing the window-closebutton on the
top-left corner of the main-panel. CartoonStudio will ask you to confirm
that, but doesn't know if any changes have been made to your script since
the last time you saved it, so be sure you have saved your script.

1.8   Load Animation

Load Anim

When you press this button CartoonStudio will bring up a file-selector and

from here you should select your IFF-Anim and click Ok. CartoonStudio will
then load your animation in memory, display the first frame and return to
the main control panel. If for some reason CartoonStudio failed to load your
animation, due to low memory for example, an error message will be displayed
and CartoonStudio will return to the main-panel. Don't forget that at the
moment CartoonStudio only supports IFF-Anim5 animations which uses a
lowres-resolution with a maximum of 32 colours or a hires-screen with a
maximum of 16 colours.

IMPORTANT! CartoonStudio expects your animation to have looping frames at
the end, so when the end of your animation is reached your animation will
start all over again from the beginning. However some programs don't add
these frames to the animations they save and when playing such an animation
in CartoonStudio it will when it loops around become a real mess. I have
done a little test of which programs fail to save IFF-animations with
looping frames and I have come to the following conclusions:

Program	Looping frames?
DeluxePaint III,IV(AGA),V	Yes, no problems with this classic.
Brilliance 1 & 2	Same story here, no problems at all.
Main-Actor v1.55	Save the animation as IFF5 and when the program has saved your animation it will ask you if it should add looping frames. Simply answer this with a yes, and it works fine with CartoonStudio.
Personal Paint 6.1	This seems to be the only troubleshooter at the moment, as it won't add looping frames. You can, of course, load your animation saved with Personal Paint in Main-Actor and save it from there. You can also add looping frames yourself by adding frame 1 and 2 at then end of your animation.
Other programs	Load your animation in one of the programs that supports looping frames or add them yourself as described above.

1.9 Load Script

Load Script

This button, when pressed, will bring up a file-selector and allows you to
select a CartoonStudio-script. Only files with a .CSS extension are
displayed. This script contains all the events-data and the names of the
used animation and possibly used soundsamples and/or trackermodule. When
you load a script, CartoonStudio will also automatically load your
animation and possible soundsamples/trackermodule. CartoonStudio will try
to load these files from the same directory they were originally loaded
from. Therefore it may be possible that CartoonStudio asks you to insert a

disk containing those files. If you don't have that disk anymore or you
have copied the files to another disk, CartoonStudio is not able to locate
the needed files and therefore won't load your animation. However
CartoonStudio will also look in the same directory where you're scriptfile
was loaded from, for that particular file needed. Please read the
CartoonPlayer section for information on this.

NOTE: CartoonStudio is downwards compatible, which means you can load
scripts saved from an older version of CartoonStudio in a newer version.
The opposite is NOT possible!

1.10   SaveScript

                 Save script

With save script all the events-data will be saved. CartoonStudio will
automatically add a .CSS extension to the name you have given to save your
script. Remember that CartoonStudio does not save your animation,
soundsamples and trackermodules. CartoonStudio does however save the
directories where it can find these files, so if you load the script another
time in CartoonStudio it will try to load these from the disks/directories
they were originally loaded from. See also
                 Load~Script
                 .

1.11   About

                 About

When you press this button a window will be displayed which states what
version of CartoonStudio you are using and also tell whether or not you are
working with a registered copy. See also
                 Registering
                 .

1.12   Add Event

                 Add Event

When you press this button a window will appear with all the available
events that you can add to a particular frame of your animation. These are
:

                 ~~Wait~~~
                                      Wait for an amount of time set in seconds
                              and/or a keypress or leftmousebutton.

~~Rate~~~

Set the playback speed of your animation in frames per second.

~~Sound~~

Load and play IFF-soundsamples.

~~Fade~~~

Fade in or out the current frame.

~Palette~

Edit/Add a palette to the current frame.

Tracker

Load and play a trackermodule.

1.13 Wait

Wait-Event

Here you can make the current frame wait for an amount of time set in seconds (maximum 180 seconds), a mouseclick/keypress or both. If you set the waiting time 10 seconds and also thick the wait mouseclick/ keypress box, CartoonStudio will wait then seconds before it continues the animation, but if the user presses a key or the left-mouse then CartoonStudio will also continue your animation.

1.14 Rate

Framerate-Event

Here you can set the speed at which your animation from the current frame will be played back. 1 frame per second is the minimum 50 frames per second the max.

1.15 Fade

Fade-Event

Here you can add nice fades to your animation. You can fade the current animation in (from black to the current palette) or out (from the current palette to black). Use the buttons to set the speed at which the fade will work with 1 being the fastest and 10 the slowest. A speed of 0 turns the

fading off and the fade-event-data for that frame will be lost. Clicking Ok
accepts the current settings and returns to the main-panel, Cancel will
restore the old settings and will also close the fade-event-window.

1.16   Sound

Sound-Event

Here you can load samples and assign one of them to the current frame. The
samples loaded in memory are displayed in the listviewer on the left and the
currently selected one is displayed on the bottom. You will see that there
is already one sample present, namely Sound Off. This sample does exactly
what you expect, namely turning the currently playing soundsample off (this
is if you specify the same channels ofcourse).

Load   - This will bring up a file-requester and allows you to load
            8SVX IFF soundsample into memory. IFF soundsamples are used
            a lot on the Amiga and there are thousands available in the
            Public Domain. You can also sample your own sounds using
            a soundsampler and some samplesoftware which can save the
            samples in the required format (almost all do). You can't
            load soundsamples which are bigger than 125.000 bytes. You
            can load a maximum of 100 different soundsamples.

Kill   - This option deletes the currently selected soundsample from
            memory. All frames which had this soundsample assigned to
            itself will lose their event-data.

Hear   - Plays the currently selected sample with the current volume-,
            pitch- and channelsettings.

Stop   - Stops the currently playing soundsample.

Channel   - Here you can select through which channels your soundsample
            should be played. The Amiga has 4 different channels with
            which you can make any combination possible.

Volume   - This allows you to set the volume from silence to very loud.

Pitch   - Controls the pitch at which the soundsample will be played
            back ranging from high to low.

Loop   - When turned on this will loop the soundsample. NOTE:To loop
            an IFF soundsample it must have looping information.
            Soundsamples saved without this information will NOT loop
            and produce some afwul noises instead.

Ok   - Accepts the current settings and assigns it to the current
            frame. The Sound-event window will be closed.

Cancel   - Restores the old settings. You won't get back previously
            killed soundsamples!

1.17   Palette

Palette-Event

With this event you can edit upto 50 different palettes and make 1 of them
at any point in your animation the currently used palette.

The top row shows all the colours currently displayed on the screen. You can
make one of these the currently selected colour by clicking on it with the
mouse. The currently selected colour is displayed on the far left.

With the R G B sliders (Red Green and Blue) you can change the current
colour.

The currently selected palette is displayed at the bottom and can be changed
with the arrow buttons.

Add Palette - A new palette-object will be created and will get the same
colours as palette 0.

Kill Palette - The current palette-object will be deleted from memory. All
frames which had this palette assigned to itself will lose their
palette-event. NOTE: If you for example have created 5 palette-objects and
you delete palette 3, than palette 4 will become palette 3 and palette 5
will become palette 4. Frames which had these palettes assigned to itself
will change accordingly.

Undo Palette - Brings back the current palette to it's state before it was
selected.

Undo Colour - Undo's any changes made to a colour after it was selected.

Ok   - Assign the current palette to the current frame.

Cancel   - No assign wil be made/changed, this will however NOT undo any
changes made to the palettes!!!

1.18   Tracker

Tracker-Event

With the tracker event you can load a sound-/noise-/pro-trackermodule which
can be started or stopped at any frame in your animation. At the moment I
haven't find a way to play soundsamples and a trackermodule at the same
time, but it's better than nothing.

Load   - Will try to load a trackermodule into chip-memory. NOTE:
                 trackermodules can only be loaded in chip-memory, which
                 means it may happen that you have plenty fast-memory left
                 but still get an out of memory error if there isn't any
                 chip-memory left. Also note that there is no
                 filetype-checking on trackermodules, so loading in any
                 other file than a trackermodule will probably crash
                 CartoonStudio!

```
Start            - Starts the trackermodule from the specified pattern.
                   Pressing the Ok button will now assign a start
                   trackermodule event to the current frame.

Stop             - Stops the currently playing trackermodule and/or when
                   pressing the Ok button will now assign a stop
                   trackermodule event to the current frame.

Pause            - Pause the currently playing trackermodule. Pressing the
                   Ok button will assign a pause trackermodule event to the
                   current frame.

Cont             - Continue the paused trackermodule. Pressing the Ok button
                   will assign this as an event to the current frame.

Kill             - Remove the module from memory. All frames which had
                   trackermodule events assigned to itself will lose their
                   trackermodule event.

Pattern          - Here you can specify from which pattern your
                   trackermodule should start.

Ok               - Assign the last selected option to the current frame.

Cancel           - Nothing will change.
```

When playing back your animation and you have for example assigned a
trackermodule event to frame 1, which starts the trackermodule, then if
your animation loops around it won't start the trackermodule again at frame
1 but continous playing. This should be very handy, if you think otherwise
you can ofcourse always assign a stop trackermodule-event to the frame
before it needs to start all over again.

1.19   Options

```
Options
```

This button brings up a window which displays all the directories and
filenames which CartoonStudio tries to load when you load a script. You are
free to change these, but remember that if CartoonStudio can't locate a file
it won't load your animation at all. So always make a backup of your
original script before changing any paths or filenames in the options-menu.

The two other options available in this window are both ONLY of influence
when you play your animation back using the CartoonPlayer program. The first
option allows you to determine how many times CartoonPlayer should play your
animation before quitting (0 means an infinite loop). The other option will
disable the option to quit your animation by pressing the rightmousebutton.

NOTICE:You can change the filenames of samples, trackermodule and the
animation, but please be careful, as if you accidentally specify a wrong
file CartoonStudio will probably crash. Also notice that you can't
change the animation itself! This should always be the same file when

loaded the first time in CartoonStudio using the LoadAnim button.

1.20   Cont Anim

Cont Anim

This option will start your animation from the frame currently displayed. It
will take notice of any rate-events which may have occurred before that
frame. It won't however continue sound/tracker-events which may still be
heard when running from the beginning of your animation.

1.21   Start Anim

Start Anim

Surprise surprise, this option will actually play your animation from frame
one.

1.22   Unload Anim

Unload

You wil be asked to confirm this option, which will delete the current
project from memory. So be sure you have saved you're scipt before selecting
this option. Otherwise all data will be lost.

1.23   Go To Fast

Go To Fast

With this option you can move quickly to a frame which contains a particular
event. Use the cycle-pad to select which event you want to search for, then
use the arrows to search for it backwards or forwards. If CartoonStudio then
comes to a frame which contains that event, it will stop at that frame.

1.24   Kill Event

Kill Event

When you press this button a window will pop up asking you to select the
event of the current frame you wish to kill in the listviewer. If this is
for example a sound-event only the data will be deleted, not the
soundsample itself. Cancel will return to the main-panel.

1.25 CartoonPlayer

CartoonPlayer

Your Finished productions can be easily played back in real time. Record
onto video tape or distribute your production on disk, using the freely
provided, distributable CartoonPlayer.

You can start the CartoonPlayer from the CLI, by typing:

CartoonPlayer <Return>

or from Workbench the Workbench by double-clicking on it's icon. In both
these cases a file-requester will pop up, allowing you to select a
CartoonStudio scriptfile. You can also start a CartoonStudio scriptfile by
simply typing the directorypath and filename where you're CartoonStudio
script is held:

CartoonPlayer MYDISK:CSscripts/greatanim.script

This will load and start your animation directly. It wil thus load the
necessary files needed to play your animation (ie. the animation itself,
soundsamples etc.). At first CartoonPlayer will look if the volume where
they were originally loaded from is avalaible. If it's not it will try to
locate the file in the same directory you're script was loaded from. So if
you, for example, have saved a script which looks for a file called
'greatanim.anim' in the directory 'ANIMS:mine/' then if this volume isn't
avalaible (ie. disk not inserted for example) it will also look for that
file in the directory the script was loaded from. This is easy if you, for
example, want to play your animation from anywhere you like. Simply copying
all the files, needed by your script, to the same directory where your
scriptfile was loaded from will guarantee that your animation is played
correctly.

Even simpler; also copy CartoonPlayer to that same directory and now a
double mouseclick on the script-icon will run your animation automatically.

If a file can't be found a requester will pop up, asking you to insert the
volume where that file can be found. Press Ok if the volume is inserted,
press cancel to quit.

If you have saved your script with a not registered version of CartoonStudio
a requester will pop up at the beginning which can be 'clicked' away after a
few seconds. Please read the section about
registering
for more
information.

If you have set the value of 'Playing x times' in the options-menu of
CartoonStudio greater than 0, you're animation will be played as many times
specified and the CartoonPlayer will quit itself. Otherwise you're animation
will be played infinitive.

If you have selected the option 'Can't quit animation' in the options-menu
of CartoonStudio you're animation can't be quitted. Otherwise a press of the
rightmousebutton will quit your animation and CartoonPlayer.

If you are making your own bootable disk, be sure you have copied the 'mathtrans.library' and the 'asl.library' to the LIBS-drawer of your disk. Because both these libraries are needed by CartoonPlayer.

NOTE: CartoonStudio-scripts saved from a previous version of CartoonStudio are always compatible with a newer version of CartoonPlayer. However a script saved from a new version of CartoonStudio will NOT work with an older version of CartoonPlayer.

1.26   Questions+Answers

                    Questions & Answers

Here are some solutions for problems you may encounter.

 Q: Why does it sometimes take ages to move one frame back?
 A: Because I'm a crappy proggrammer.

 Q: When my animation has reached the end it loops back to frame 1
    but it makes a mess of the display.
 A: Your animation doesn't contain looping frames, please read the

                Load~Anim
                 section for more information.

 Q: When I want to loop a sound it doesn't loop but makes some strange
    noises instead.
 A: Use an IFF-sample which actually contains looping-data. You
    can add looping using any IFF-compatible musicprogram (Soundtracker,
    Protracker, Med etc.) See also
                Load~Sound
                 .

 Q: CartoonStudio or CartoonPlayer won't run.
 A: Be sure the 'asl.library' and 'mathtrans.library' are present
    in the LIBS-drawer of your boot-disk.

 Q: The file-requester fails or is displayed on Workbench.
 A: Use a recent version of the 'asl.library' old versions won't
    work properly. If you encounter problems please copy the
    version included in the archive to your LIBS-drawer.

 Q: I have plenty free memory left, but I still get an 'Out of Memory'
    error when I want to load a soundsample or a trackermodule.
 A: Soundsamples can only be played from Chip memory, therefore you may
    have enough free Fast memory to load the file, but soundsamples do need
    Chip memory.

 Q: When there is a trackermodule playing than if I want to play a
    soundsample I can't hear it or get some afwul noises instead.
 A: At the moment I haven't found a way to play a soundsample when there is
    also a module playing. Maybe in a future version of CartoonStudio!

```
Q: CartoonStudio crashes a lot.
A: Try starting Workbench without executing the 'startup-sequence'. Do
   this by disabling the 'startup-sequence' in your early boot-up control
   menu (hold both mousebuttons during a reset). If you now boot your
   Workbench-(hard)disk you'll get straight in the CLI, start
   CartoonStudio from here. Starting CartoonStudio this way means there
   won't be any other programs in the background which could cause
   troubles with CartoonStudio.
```

1.27 Future

Future

Well there is a lot I want to add to CartoonStudio, for example:

 - More effects to display/remove a frame.
 - Support for more colours (AGA), but is this necessary for Cartoons?
 - Load and combine 2 or more different animations.

But it all really depends on how much feedback I get from you! It isn't
worth it further developing CartoonStudio if only a few people are
interested.

1.28 History

History

* v1.0

 - Had many bugs which made it crash a lot.

* v1.1

 - Total rewrite of CartoonStudio
 - Public release 1 july 1996.
 - Won a prize for CartoonStudio in Amiga Format.   :)

* v1.2

 - Removed a bug in the 'load script'-code which failed to load all files
   from the same dir as the scriptfile if available.
 - Removed a bug in the 'save script'-code.
 - Added the Palette-event.
 - Added support for Hires-animations.
 - Public release 1 august 1996.

* v1.21

 - Removed a bug in the memorychecking-code of CartoonPlayer which caused
   out of memory errors.

  – Public release 10 september 1996.

* v1.22

  – Removed a bug in the display-code, which made hires-animations 'jump'
    and the palette-module work incorrectly.
  – Public release 1 october 1996.

* v1.3

  – Added the Tracker-event, support for Sound-/Noise-/ProTracker-modules.
  – Public release 15 october 1996.

1.29 Adres

Credits

CartoonStudio is written by Marco Vigelius using Blitz Basic 2.

For suggestions and the lot please write me at:

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 THE NETHERLANDS

 Email   : vigi@cybercomm.nl
 Homepage : http://www.cybercomm.nl/~vigi

Special thanks go to Jan Vloemans and Marco Wissenburg for bug-testing
CartoonStudio.

Visit the official CartoonStudio homepage for the latetest news,
updates and examples of projects created with CartoonStudio!