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**COLLABORATORS**

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# Chapter 1

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### 1.1 Cloanto - The Kara Collection - AnimFonts

#### AnimFonts

AnimFonts are animated ColorFonts. The concept of these fonts was invented by Kara Computer Graphics, who is also the proprietor of the "AnimFonts" registered trademark. The Kara Collection CD-ROM includes the following AnimFonts:

Name	Size	Effect
Bullion	78	Metallic rotating characters
Capsule	82	Metallic "sparkling on"
ChromeChiselScript	115	Shiny "static wipe"
ChromeScript	88	Sophisticated handwriting
KaraGothicChisel	104	Chiseled Handwriting

Each character in an AnimFont is stored as a separate Amiga IFF "anim-brush" file, with all files grouped inside the "AnimFonts/AnimBrushes" directory on the CD-ROM. The files follow a standard naming convention set by Adobe for PostScript fonts (however, since AmigaDOS file names are not case sensitive, the file names for lower case letters begin with an underscore character). In most cases, it is not necessary to access the files manually, as most Amiga packages supporting AnimFonts deal with the files automatically.

Each AnimFont on the CD-ROM has an associated ColorFont, plus several alternate color palettes. Each ColorFont has the same size as the corresponding AnimFont, and shows the letters as they appear when the animation effect is complete. AnimFonts include several alternate color palettes (which can also be applied to the corresponding ColorFonts) for a variety of looks (chrome, bronze, copper, gold, metallic, silver, etc.) These aspects, as well as instructions on colors, character sets and other Amiga issues, are explained in the section on ColorFonts .

#### Specific Font Usage

All AnimFonts are rendered in 8 colors and include at least capital letters, numerals and the most common punctuation signs. The following

sections give specific instructions on the different AnimFonts. Each AnimFont includes a data file which automates processing when using the AnimText software provided for Personal Paint.

Certain AnimFonts (Bullion, Capsule and ChromeChiselScript) use a constant number of frames for each character. The first frame shows the character as it appears when rendering is complete. This means that if rendering is done manually, it is first necessary to advance the AnimFont character by one frame. By pasting all frames, the first frame automatically appears last. In case of manual processing, the fact that each character has the same number of frames makes it easier to keep track of the total. It may however be easier to use pencil and paper to keep note of these numbers as they add up, in order to keep track of the total frames and starting points.

Other AnimFonts (ChromeScript and KaraGothicChisel) use a variable number of frames to render the different characters. The first frame of each anim-brush shows the character as it appears when rendering is complete, plus a little number under the character which indicates how many frames are used to render that character (not counting the initial reference frame). The first frame is for reference only, and is not intended to be used in the animated text. Processing of these fonts with programs like Personal Paint is completely automatic. In case of manual editing it is recommended to write down these numbers as the text is created, in order to keep track of the total number of frames.

Bullion and Capsule include an initial blank frame, as it is part of the animation effect. In the other AnimFonts rendering begins immediately with a non-blank frame. It is always possible to add one or more blank frames in the animation containing the AnimFonts.

### Bullion

This is a beveled, highlighted, upper case gothic font, which comes in an optimum size of 78 points (10-11 characters per line on a standard video-format page) for headline titling. The characters rotate 90 degrees clockwise on their vertical axis, while a glint of light moves continuously across the text. Additional palettes are provided in gold, metallic and silver. All color palettes have been tested on a waveform and vectorscope for best results on video tape and TV.

All characters in this AnimFont are rendered using 20 frames. Smooth rendering is best achieved by placing the first frame of each character 10 frames after the beginning of the previous character.

### Capsule

This is a slightly condensed (11-12 characters per line), upper case, metallic-looking, futuristic, rounded gothic font, which "sparkles on" from the middle, progressively revealing the top and bottom of the characters. Then, sparkles go across each letter to the right. An optional "X-sparkle" is included for custom effects, which can be achieved by rendering only the first 15 of the 25 frames per character (thereby not using the default sparkles). Alternate palettes with chrome, gold, metallic and silver effects are included. Palette files beginning with

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"Video" are provided for best results on video tape and TV.

All characters in this AnimFont have 25 frames. Smooth rendering is best achieved by placing the first frame of each character 5 frames after the beginning of the previous character. Some punctuation frames begin with several blank frames in order to complete rendering on the 25th frame.

#### ChromeChiselScript

This is a shiny gothic script with capital and lower case letters, in a size of 115 points (15-16 lower case letters per line). The "static wipe" can be rendered in different effects (e.g. consecutive letters, consecutive words or consecutive lines). Alternate "l", "r", "z" and two additional "s" lower case letters are provided, as well as different color palettes in chrome, gold, metal and silver. Palette files beginning with "Video" are included for best results on video tape and TV.

All characters in this AnimFont use 20 frames. Smooth rendering is best achieved by placing the first frame of each character 10 frames after the beginning of the previous character. Different effects can be achieved by typing entire words (or lines) beginning on the same frame, and then entering the next word (or line) after 10 frames (so that text begins on frame 1, 11, 21, etc.)

#### ChromeScript

This is a formal, sophisticated roman style script in capital and lower case letters, in a size of 88 points (17-18 characters per line). Each letter of the AnimFont appears to be handwritten across the screen. Alternate "d" and "s" lower case characters are provided for best results in different combinations of letters. A decorative ending (a "swash flair", which curves upwards) animation is also included. The alternate palettes include chrome, metallic, reflective gold, copper, brass and other golden effects. All color palettes have been tested on a waveform and vectorscope for best results on video tape and TV.

The characters in this AnimFont use a variable number of frames. The number on the first frame indicates how many frames are required to animate that character. The first frame is for reference only, and does not add up to the total indicated. When text is composed with this font, each character usually begins immediately after the last frame of the preceding character.

#### KaraGothicChisel

This is a contemporary, shiny, chiseled, light-faced gothic font with capital and lower case letters. The size of 104 points allows for about 14-15 characters per line. Each letter is "burned" on with a fuse-like sparkle as if handwritten across the screen. Alternate color palettes in bronze, gold, metal and silver are included. Palette files beginning with "Video" are provided for best results on video tape and TV.

Each character in this AnimFont uses a variable number of frames (either 5, 10, 15, 20 or 25 frames, as indicated in the first frame of each

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character). The number on the first frame indicates how many frames are required to animate that character. The first frame is for reference only, and does not add up to the total indicated. When text is composed with this font, each character usually begins immediately after the last frame of the preceding character.

#### Using AnimFonts with Amiga Software: Personal Paint

The simplest way to create effects with AnimFonts on the Amiga is probably to use Cloanto's AnimText program, which is included in the "Rexx" drawer of the demonstration version of Personal Paint on this CD-ROM. AnimText automatically takes care of all the details such as creating new frames, proper positioning and automatic rendering. The user simply has to select an AnimFont and type the text.

AnimText initially displays a requester with a list of the available AnimFonts. If no fonts appear in the list, it is likely that the AnimFont data files could not be found. This may happen after an incomplete manual installation (which may also require editing of the "absh\_dir" and "data\_dir" path variables at the beginning of the Rexx script).

The Text field in the AnimText requester allows the user to type the text which is to be rendered using the selected AnimFont. Alternate characters in script fonts and the special "<" and ">" kerning characters are accepted and processed as explained for ColorFonts. Lower case characters are automatically converted to upper case if the selected font does not support lower case letters.

The Render option can be set to "Left to Right" or "Simultaneously", to specify whether the characters in the text should appear progressively one at a time, or all at the same time.

The Spacing and Frame-Offset values can be used to respectively adjust the horizontal spacing (in pixels) between the characters, and the offset (in frames) between one character and the next. Positive as well as negative values are accepted. Both adjustments are relative to the default settings for the current AnimFont. Spacing adds or removes spaces between all characters rendered, whereas individual characters can be adjusted by inserting "<" and ">" signs in the Text field.

The "Anim-Brush" setting can be selected to create an anim-brush with the desired (animated) text. Otherwise, AnimText only renders the text in the other environment. This is faster than also creating an anim-brush, and may be preferred for experimenting.

AnimText uses only the alternate Personal Paint environment, plus the current brush.

Personal Paint also allows the user to manually load animated characters as anim-brushes, and to paste them anywhere in an existing animation. This may be useful, for example, to add "X-sparkles" or "swash flairs" to a text which has already been rendered. After the anim-brush is loaded, a single frame is pasted onto the current image with a click on the left mouse button. When <Caps Lock> is on, all frames are pasted (rather than just one frame). Holding <Shift> down reverses the direction.

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## Using AnimFonts with Amiga Software: Deluxe Paint

Compared with Personal Paint (which handles AnimFonts automatically), Deluxe Paint offers a more laborious and time-consuming type of support for AnimFonts: each character has to be loaded as an anim-brush, and then carefully positioned and pasted by hand. For best spacing, it is recommended to first type a reference text in one environment using the ColorFont (also referred to as "keyboard font") associated to the AnimFont, and then paste the animated characters in the same position as the characters in this text, but in the "alternate" environment (<j> can be used to switch from one environment to the other without moving the mouse). The coordinate display and the Grid Tool (suggestion: set X=1 and Y=50) can be used to ensure precision. Pencil and paper are recommended for calculating the frame offsets.

The following pages contain step by step instructions on how to use each AnimFont with Deluxe Paint:

Bullion

Capsule

ChromeChiselScript

ChromeScript

KaraGothicChisel

Using AnimFonts with Amiga Software: Deluxe Video

With Deluxe Video, as well as with some other titling programs, it is usually more efficient to create the animated texts with Personal Paint and then incorporate them as animations or anim-brushes.

1) After launching the DVMaker software, double-click on "Scene" to enter the next level. Click on the "-" sign to expand the time frame to .02/JJ/sec increments, as timing is very critical. Go to upper left corner and drag down a blank track icon (Drag Box) by clicking on it, holding it down and dragging it to the upper left panel area. In "Choose a Track", select "Backdrop", and in the Backdrop window select "Hires", "Lace". Drag down an Effects track and put on the BackDrop line at S 0:00.00. In "Choose an Effect", select "Show".

2) Drag down another blank track icon and place it at the bottom of the screen. In "Choose a Track", select "AnimBrush". In the "On Disk" window, select "[KaraCD:]" (or whatever volume contains the AnimFonts), then "[/AnimFonts]", "[/AnimBrushes]" and the desired font. Select the character from the list of the available anim-brushes. It will appear in the "In Video" window. Click on "Select" at the bottom of the box.

3) Drag down an Effects box and place it on the AnimBrush Track of your first letter at the S 0:00.00 position (the upper timing section is for the current track, whereas the bottom is for the overall video time). In "Choose an Effect", select "Position". In "What and Where" select "Preview Where"... Holding down the left mouse button inside the character window, move to the desired location and release the button. Take note of the

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total number of frames in the bar at the top of the screen. Press the <Esc> key to exit, then select "Ok".

4) Drag down another Effects box and place it exactly over the Position box. In "Choose an Effect", select "PlayAnim". Click on "Forward", "Repeat" and set "Start Frame" to 2 (press <Return>). Set "End Frame" to the total number of frames in the AnimFont character and "Time Interval" to 1. Select "Ok".

5) Drag down another blank track icon and place it above the previous character track. In "Choose a Track", select "AnimBrush". Select the next character and click on "Select". With the pointer over the "Ball" (Attach Box) of the current character track, click and hold down the left mouse button, move to the "Attach box" of the previous character and release the button. Click on the "PlayAnim" box of the previous character. Click and hold down on the top rectangular box of "PlayAnim" to see the "E" (Ending) point. Take a note of this location time.

6) Drag down an Effects box and place it on the AnimBrush Track of the new character at the exact ending point of the previous character. In "Choose an Effect", select "Position". In the "Where" box, select "Off right" from the upper (X) selections and "Center" from the lower (Y) selections. Select "Preview Where". Holding the left mouse button down on the character window, position it. Take a note of the total number of frames as indicated on the screen bar. Press the <Esc> key to exit. Make sure that the "Y" coordinate number is 0, so that the characters are all on the same baseline. Select "Ok".

7) Repeat steps 4, 5 and 6 until the line of text is complete.

8) For each line, create a new "Scene" and repeat steps 1 to 7. If the character tracks get to the top and no more characters fit, press the <Left Amiga> key and drag (using the left mouse button) the uppermost character box track (making sure that it is not already selected) to the bottom of the screen. This shifts all the boxes down to make room for new boxes.

9) After the text has been rendered, it may appear that the animation is not centered. This can be corrected by going to the character track which is attached to the "BackDrop" track and by double-clicking on the "Position" effect. Select "Preview Where" and drag this leading character to adjust the centering (you will not be able to see the other characters, but they will be moving with it, as they are "attached"). View the animation by pressing <Right Amiga-K>, and you will be able to determine the adjustment.

10) Overall, the animation may be too slow for your needs, so you might consider going to "Expert" mode and using "MakeAnim", which will speed it up considerably. Please refer to the Deluxe Video documentation for more information.

Please note that the license included with The Kara Collection does not limit the use and distribution of any derived projects in which Kara's artwork is used, but it does not allow for the original files (ColorFonts, AnimFonts, etc.) to be redistributed. This means that projects developed with Deluxe Video should be converted into stand-alone animations before distribution, rather than being distributed with copies of files contained

in The Kara Collection.

## 1.2 Bullion - DPaint Instructions

Deluxe Paint Step by Step Instructions: Bullion AnimFont

Note: These instructions contain references to paths and drawers either on The Kara Collection CD-ROM (named "KaraCD"), or on the hard disk ("KaraCD:" assignment made by the installation program). In case of manual installation, all paths may change accordingly.

- 1) If an operating system older than 2.0 is being used, then the ColorText software should be run. It can be found in the "Utilities" drawer of The Kara Collection.
  - 2) If the AnimFonts and the corresponding ColorFonts are to be loaded from the CD-ROM, then one of the configuration icons of the CD-ROM should be selected. If instead they were installed to a hard disk, it is likely that the correct "FONTS:" assignments were made during the installation (otherwise, step 5 explains how to specify a particular font path).
  - 3) Start Deluxe Paint. In the "Choose Screen Format" requester, select an Amiga high resolution screen (with a pixel ratio close to 1:1, usually having a screen size of at least 640 $\times$ 400), such as "High Res Laced", or "VGA", with at least 8 colors. The selected screen mode should support animation (double-buffering).
  - 4) Make sure that the menu bar, the tool bar and the coordinates are on (<F9>, <F10> and <|> keyboard shortcuts).
  - 5) On the tool bar of Deluxe Paint select the Text tool with the right mouse button (or press <Shift-T> on the keyboard). If "Bullion" does not appear in the list of fonts, then click in the "Drawer" string gadget, delete everything in it and type in the location of the ColorFonts associated to the AnimFonts (for example, "KaraCD:AnimFonts/Fonts"). Select "Bullion" and then "OK".
  - 6) When the "Do you want to use this font's palette?" message appears, select "Yes".
  - 7) Use the left mouse button to position the text box on the screen. Type the text which you wish to render with the AnimFonts. Since this font contains all capital letters, it is best to activate <Caps Lock>. Use the kerning keys ("<" and ">") for additional control over spacing. The result is a non-animated version of the text, which will be used as a basis to create the animated text in the following steps.
  - 8) Use the Custom Brush tool to cut the text (right mouse button), and then paste it exactly where you want the animated text (left mouse button).
  - 9) Switch off <Caps Lock> and press the <j> key to go to the spare screen. Use the Clear tool if the screen contains some previous data.
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10) In the "Anim" menu, select "Frames/Set #" and set the "Count" value to 20. Select "OK".

11) In the "Anim" menu, select "Anim-Brush/Load". Set the path to "KaraCD:AnimFonts/AnimBrushes/Bullion", if it is not already, and select an animated character as needed from the characters appearing in the text to be animated. Select "Load". In order to make the anim-brushes immediately recognizable and usable for positioning, the first frame which is displayed shows the character as it appears at the end of the animation. This means that, since all characters of the Bullion AnimFont are made of 20 frames, the actual rendering of the character begins on frame 2 (which is always blank), and is almost complete on frame 20, but it actually terminates on frame 1. Deluxe Paint automatically goes through this sequence of frames when 20 frames are pasted starting from frame 2.

12) Press <j> to return to the other screen. Position the anim-brush exactly over the corresponding character in the text. To ease positioning, you may temporarily change the paint mode by pressing <F2> (and then <F1> after positioning). Write down the coordinates which appear on the title bar. Preferably without moving the mouse, press <j> again to return to the spare screen.

13) Press <8> (on the row of numbers under the function keys - not on the numerical keypad) to advance to the second frame of the anim-brush, which is the first frame actually used to render that character. Check the coordinates to verify that the position has remained the same as at the end of step 12. Quickly press and release the left mouse button.

14) Press <Shift-M> to display the "Move" requester. "Count" should already be set to 20, and all other numerical values should be set to 0. Select "Draw". The character will be rendered. Press <Shift-2> (again, not on the numerical keypad) to move to the last frame.

15) If there are no other characters to be added, then the animation is complete and these instructions terminate here at step 15. Press <5> to view the result.

16) From the "Anim" menu, select "Frames/Set #". Increase the number in the string gadget by 10 and take a note of the result. Select "OK".

17) Press <3> (on the row of numbers under the function keys - not on the numerical keypad) to display the "Go to Frame" requester. Enter the "Count" value displayed at the end of step 16, minus 19. This will move the animation to the eleventh frame of the previous character, which is where rendering of the new character should begin in order to achieve a smooth effect.

18) Load the next animated character (as explained in step 11), and go back to step 12.

### 1.3 Capsule - DPaint Instructions

Deluxe Paint Step by Step Instructions: Capsule AnimFont

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Note: These instructions contain references to paths and drawers either on The Kara Collection CD-ROM (named "KaraCD"), or on the hard disk ("KaraCD:" assignment made by the installation program). In case of manual installation, all paths may change accordingly.

1) If an operating system older than 2.0 is being used, then the ColorText software should be run. It can be found in the "Utilities" drawer of The Kara Collection.

2) If the AnimFonts and the corresponding ColorFonts are to be loaded from the CD-ROM, then one of the configuration icons of the CD-ROM should be selected. If instead they were installed to a hard disk, it is likely that the correct "FONTS:" assignments were made during the installation (otherwise, step 5 explains how to specify a particular font path).

3) Start Deluxe Paint. In the "Choose Screen Format" requester, select an Amiga high resolution screen (with a pixel ratio close to 1:1, usually having a screen size of at least 640 $\times$ 400), such as "High Res Laced", or "VGA", with at least 8 colors. The selected screen mode should support animation (double-buffering).

4) Make sure that the menu bar, the tool bar and the coordinates are on (<F9>, <F10> and <|> keyboard shortcuts).

5) On the tool bar of Deluxe Paint select the Text tool with the right mouse button (or press <Shift-T> on the keyboard). If "Capsule" does not appear in the list of fonts, then click in the "Drawer" string gadget, delete everything in it and type in the location of the ColorFonts associated to the AnimFonts (for example, "KaraCD:AnimFonts/Fonts"). Select "Capsule" and then "OK".

6) When the "Do you want to use this font's palette?" message appears, select "Yes".

7) Use the left mouse button to position the text box on the screen. Type the text which you wish to render with the AnimFonts. Since this font contains all capital letters, it is best to activate <Caps Lock>. Use the kerning keys ("<" and ">") for additional control over spacing. The result is a non-animated version of the text, which will be used as a basis to create the animated text in the following steps.

8) Use the Custom Brush tool to cut the text (right mouse button), and then paste it exactly where you want the animated text (left mouse button).

9) Switch off <Caps Lock> and press the <j> key to go to the spare screen. Use the Clear tool if the screen contains some previous data.

10) In the "Anim" menu, select "Frames/Set #" and set the "Count" value to 25. Select "OK".

11) In the "Anim" menu, select "Anim-Brush/Load". Set the path to "KaraCD:AnimFonts/AnimBrushes/Capsule", if it is not already, and select an animated character as needed from the characters appearing in the text to be animated. Select "Load". In order to make the anim-brushes immediately recognizable and usable for positioning, the first frame which

is displayed shows the character as it appears at the end of the animation. This means that, since all characters of the Capsule AnimFont are made of 25 frames, the actual rendering of the character begins on frame 2 (which is always blank), and is almost complete on frame 25, but it actually terminates on frame 1. Deluxe Paint automatically goes through this sequence of frames when 25 frames are pasted starting from frame 2.

12) Press <j> to return to the other screen. Position the anim-brush exactly over the corresponding character in the text. To ease positioning, you may temporarily change the paint mode by pressing <F2> (and then <F1> after positioning). Write down the coordinates which appear on the title bar. Preferably without moving the mouse, press <j> again to return to the spare screen.

13) Press <8> (on the row of numbers under the function keys - not on the numerical keypad) to advance to the second frame of the anim-brush, which is the first frame actually used to render that character. Check the coordinates to verify that the position has remained the same as at the end of step 12. Quickly press and release the left mouse button.

14) Press <Shift-M> to display the "Move" requester. "Count" should already be set to 25, and all other numerical values should be set to 0. Select "Draw". The character will be rendered. Press <Shift-2> (again, not on the numerical keypad) to move to the last frame.

15) If there are no other characters to be added, then the animation is complete and these instructions terminate here at step 15. Press <5> to view the result.

16) From the "Anim" menu, select "Frames/Set #". Increase the number in the string gadget by 5 and take a note of the result. Select "OK".

17) Press <3> (on the row of numbers under the function keys - not on the numerical keypad) to display the "Go to Frame" requester. Enter the "Count" value displayed at the end of step 16, minus 24. This will move the animation to the sixth frame of the previous character, which is where rendering of the new character should begin in order to achieve a smooth effect.

18) Load the next animated character (as explained in step 11), and go back to step 12.

## 1.4 ChromeChiselScript - DPaint Instructions

Deluxe Paint Step by Step Instructions: ChromeChiselScript AnimFont

Note: These instructions contain references to paths and drawers either on The Kara Collection CD-ROM (named "KaraCD"), or on the hard disk ("KaraCD:" assignment made by the installation program). In case of manual installation, all paths may change accordingly.

ChromeChiselScript AnimFont - Consecutive Letters

1) If an operating system older than 2.0 is being used, then the ColorText

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software should be run. It can be found in the "Utilities" drawer of The Kara Collection.

2) If the AnimFonts and the corresponding ColorFonts are to be loaded from the CD-ROM, then one of the configuration icons of the CD-ROM should be selected. If instead they were installed to a hard disk, it is likely that the correct "FONTS:" assignments were made during the installation (otherwise, step 5 explains how to specify a particular font path).

3) Start Deluxe Paint. In the "Choose Screen Format" requester, select an Amiga high resolution screen (with a pixel ratio close to 1:1, usually having a screen size of at least 640 $\times$ 400), such as "High Res Laced", or "VGA", with at least 8 colors. The selected screen mode should support animation (double-buffering).

4) Make sure that the menu bar, the tool bar and the coordinates are on (<F9>, <F10> and <|> keyboard shortcuts).

5) On the tool bar of Deluxe Paint select the Text tool with the right mouse button (or press <Shift-T> on the keyboard). If "ChromeChiselScript" does not appear in the list of fonts, then click in the "Drawer" string gadget, delete everything in it and type in the location of the ColorFonts associated to the AnimFonts (for example, "KaraCD:AnimFonts/Fonts"). Select "ChromeChiselScript" and then "OK".

6) When the "Do you want to use this font's palette?" message appears, select "Yes".

7) Use the left mouse button to position the text box on the screen, and type the text which you wish to render with the AnimFonts. Use the kerning keys ("<" and ">") for additional control over spacing. The result is a non-animated version of the text, which will be used as a basis to create the animated text in the following steps.

8) Use the Custom Brush tool to cut the text (right mouse button), and then paste it exactly where you want the animated text (left mouse button).

9) Make sure that the <Caps Lock> key is off and press the <j> key to go to the spare screen. Use the Clear tool if the screen contains some previous data.

10) In the "Anim" menu, select "Frames/Set #" and set the "Count" value to 21 (20 frames to render the first character, plus one blank initial frame). Select "OK". Press <2> (on the row of numbers under the function keys - not on the numerical keypad) to go to the second frame, which is where the rendering should begin.

11) In the "Anim" menu, select "Anim-Brush/Load". Set the path to "KaraCD:AnimFonts/AnimBrushes/ChromeChiselScript", if it is not already, and select an animated character as needed from the characters appearing in the text to be animated (note that the files for lower case letters begin with an underscore character). Select "Load". In order to make the anim-brushes immediately recognizable and usable for positioning, the first frame which is displayed shows the character as it appears at the end of the animation. This means that, since all characters of the ChromeChiselScript AnimFont are made of 20 frames, the actual rendering of

the character begins on frame 2, and is almost complete on frame 20, but it actually terminates on frame 1. Deluxe Paint automatically goes through this sequence of frames when 20 frames are pasted starting from frame 2.

12) Press <j> to return to the other screen. Position the anim-brush exactly over the corresponding character in the text. To ease positioning, you may temporarily change the paint mode by pressing <F2> (and then <F1> after positioning). Write down the coordinates which appear on the title bar. Preferably without moving the mouse, press <j> again to return to the spare screen.

13) Press <8> (on the row of numbers under the function keys - not on the numerical keypad) to advance to the second frame of the anim-brush, which is the first frame actually used to render that character. Check the coordinates to verify that the position has remained the same as at the end of step 12. Quickly press and release the left mouse button.

14) Press <Shift-M> to display the "Move" requester. "Count" should already be set to 20, and all other numerical values should be set to 0. Select "Draw". The character will be rendered. Press <Shift-2> (again, not on the numerical keypad) to move to the last frame.

15) If there are no other characters to be added, then the animation is complete and these instructions terminate here at step 15. Press <5> to view the result.

16) From the "Anim" menu, select "Frames/Set #". Increase the number in the string gadget by 10 and take a note of the result. Select "OK".

17) Press <3> (on the row of numbers under the function keys - not on the numerical keypad) to display the "Go to Frame" requester. Enter the "Count" value displayed at the end of step 16, minus 19. This will move the animation to the eleventh frame of the previous character, which is where rendering of the new character should begin in order to achieve a smooth effect.

18) Load the next animated character (as explained in step 11), and go back to step 12.

#### ChromeChiselScript AnimFont - Consecutive Words

This effect is achieved exactly like the "Consecutive Letters" version, but steps 16 and 17 are only performed immediately before the first character of a new word. In all other cases steps 16 and 17 are skipped, and the next character starts on the same animation frame as the previous character.

#### ChromeChiselScript AnimFont - Consecutive Lines

This effect is achieved exactly like the "Consecutive Letters" and "Consecutive Words" versions, but steps 16 and 17 are only performed immediately before the first character of a new line. In all other cases steps 16 and 17 are skipped, and the next character starts on the same animation frame as the previous character.

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## 1.5 ChromeScript - DPaint Instructions

Deluxe Paint Step by Step Instructions: ChromeScript AnimFont

Note: These instructions contain references to paths and drawers either on The Kara Collection CD-ROM (named "KaraCD"), or on the hard disk ("KaraCD:" assignment made by the installation program). In case of manual installation, all paths may change accordingly.

- 1) If an operating system older than 2.0 is being used, then the ColorText software should be run. It can be found in the "Utilities" drawer of The Kara Collection.
  - 2) If the AnimFonts and the corresponding ColorFonts are to be loaded from the CD-ROM, then one of the configuration icons of the CD-ROM should be selected. If instead they were installed to a hard disk, it is likely that the correct "FONTS:" assignments were made during the installation (otherwise, step 5 explains how to specify a particular font path).
  - 3) Start Deluxe Paint. In the "Choose Screen Format" requester, select an Amiga high resolution screen (with a pixel ratio close to 1:1, usually having a screen size of at least 640 $\times$ 400), such as "High Res Laced", or "VGA", with at least 8 colors. The selected screen mode should support animation (double-buffering).
  - 4) Make sure that the menu bar, the tool bar and the coordinates are on (<F9>, <F10> and <|> keyboard shortcuts).
  - 5) On the tool bar of Deluxe Paint select the Text tool with the right mouse button (or press <Shift-T> on the keyboard). If "ChromeScript" does not appear in the list of fonts, then click in the "Drawer" string gadget, delete everything in it and type in the location of the ColorFonts associated to the AnimFonts (for example, "KaraCD:AnimFonts/Fonts"). Select "ChromeScript" and then "OK".
  - 6) When the "Do you want to use this font's palette?" message appears, select "Yes".
  - 7) Use the left mouse button to position the text box on the screen, and type the text which you wish to render with the AnimFonts. Use the kerning keys ("<" and ">") for additional control over spacing. The result is a non-animated version of the text, which will be used as a basis to create the animated text in the following steps.
  - 8) Use the Custom Brush tool to cut the text (right mouse button), and then paste it exactly where you want the animated text (left mouse button).
  - 9) Make sure that the <Caps Lock> key is off and press the <j> key to go to the spare screen. Use the Clear tool if the screen contains some previous data.
  - 10) From the "Anim" menu, select "Anim-Brush/Load". Set the path to "KaraCD:AnimFonts/AnimBrushes/ChromeScript", if it is not already, and select an animated character as needed from the characters appearing in
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the text to be animated (note that the files for lower case letters begin with an underscore character). Select "Load".

11) Write down the number which appears under the anim-brush. This number only appears under the first frame, which is for reference only and is not used for rendering. The number indicates how many frames follow after the first frame.

12) From the "Anim" menu, select "Frames/Set #". Take a note of the "Count" value (it should be 1 the first time this step 12 is executed), and increase the number in the string gadget by adding the number of frames written down in step 11. Select "OK".

13) Press <3> (on the row of numbers under the function keys - not on the numerical keypad) to display the "Go to Frame" requester. Enter the "Count" value displayed at the beginning of step 12, plus 1. This will move the animation to the first frame of the character being rendered. The first time this step is executed, going to frame 2 (1 being the original value of step 12, plus 1 to be added in this step) means that a frame is left unused for step 18.

14) Press <j> to return to the other screen. Position the anim-brush showing the first frame of the current character exactly over the corresponding character in the text. To ease positioning, you may temporarily change the paint mode by pressing <F2> (and then <F1> after positioning). Write down the coordinates which appear on the title bar. Preferably without moving the mouse, press <j> to return to the spare screen.

15) Press <8> (on the row of numbers under the function keys - not on the numerical keypad) to advance to the second frame of the anim-brush, which is the first frame actually used to render that character. Check the coordinates to verify that the position has remained the same as at the end of step 13. Quickly press and release the left mouse button.

16) Press <Shift-M> to display the "Move" requester. Set "Count" to the number of frames of the current character (indicated in step 11) and leave the other values to the default settings. Select "Draw". The character will be rendered. Press <Shift-2> (again, not on the numerical keypad) to move to the last frame.

17) For each character in the text, repeat steps 10 to 16.

18) Press <5> to view the result.

## 1.6 DPaint Instructions: KaraGothicChisel

Deluxe Paint Step by Step Instructions: KaraGothicChisel AnimFont

Note: These instructions contain references to paths and drawers either on The Kara Collection CD-ROM (named "KaraCD"), or on the hard disk ("KaraCD:" assignment made by the installation program). In case of manual installation, all paths may change accordingly.

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- 1) If an operating system older than 2.0 is being used, then the ColorText software should be run. It can be found in the "Utilities" drawer of The Kara Collection.
  - 2) If the AnimFonts and the corresponding ColorFonts are to be loaded from the CD-ROM, then one of the configuration icons of the CD-ROM should be selected. If instead they were installed to a hard disk, it is likely that the correct "FONTS:" assignments were made during the installation (otherwise, step 5 explains how to specify a particular font path).
  - 3) Start Deluxe Paint. In the "Choose Screen Format" requester, select an Amiga high resolution screen (with a pixel ratio close to 1:1, usually having a screen size of at least 640\$\\times\$400), such as "High Res Laced", or "VGA", with at least 8 colors. The selected screen mode should support animation (double-buffering).
  - 4) Make sure that the menu bar, the tool bar and the coordinates are on (<F9>, <F10> and <|> keyboard shortcuts).
  - 5) On the tool bar of Deluxe Paint select the Text tool with the right mouse button (or press <Shift-T> on the keyboard). If "KaraGothicChisel" does not appear in the list of fonts, then click in the "Drawer" string gadget, delete everything in it and type in the location of the ColorFonts associated to the AnimFonts (for example, "KaraCD:AnimFonts/Fonts"). Select "KaraGothicChisel" and then "OK".
  - 6) When the "Do you want to use this font's palette?" message appears, select "Yes".
  - 7) Use the left mouse button to position the text box on the screen, and type the text which you wish to render with the AnimFonts. Use the kerning keys ("<" and ">") for additional control over spacing. The result is a non-animated version of the text, which will be used as a basis to create the animated text in the following steps.
  - 8) Use the Custom Brush tool to cut the text (right mouse button), and then paste it exactly where you want the animated text (left mouse button).
  - 9) Make sure that the <Caps Lock> key is off and press the <j> key to go to the spare screen. Use the Clear tool if the screen contains some previous data.
  - 10) From the "Anim" menu, select "Anim-Brush/Load". Set the path to "KaraCD:AnimFonts/AnimBrushes/KaraGothicChisel", if it is not already, and select an animated character as needed from the characters appearing in the text to be animated (note that the files for lower case letters begin with an underscore character). Select "Load".
  - 11) Write down the number which appears under the anim-brush. This number only appears under the first frame, which is for reference only and is not used for rendering. The number indicates how many frames follow after the first frame.
  - 12) From the "Anim" menu, select "Frames/Set #". Take a note of the "Count" value (it should be 1 the first time this step 12 is executed), and increase the number in the string gadget by adding the number of
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frames written down in step 11. Select "OK".

13) Press <3> (on the row of numbers under the function keys - not on the numerical keypad) to display the "Go to Frame" requester. Enter the "Count" value displayed at the beginning of step 12, plus 1. This will move the animation to the first frame of the character being rendered. The first time this step is executed, going to frame 2 (1 being the original value of step 12, plus 1 to be added in this step) means that a frame is left unused for step 18.

14) Press <j> to return to the other screen. Position the anim-brush showing the first frame of the current character exactly over the corresponding character in the text. To ease positioning, you may temporarily change the paint mode by pressing <F2> (and then <F1> after positioning). Write down the coordinates which appear on the title bar. Preferably without moving the mouse, press <j> to return to the spare screen.

15) Press <8> (on the row of numbers under the function keys - not on the numerical keypad) to advance to the second frame of the anim-brush, which is the first frame actually used to render that character. Check the coordinates to verify that the position has remained the same as at the end of step 13. Quickly press and release the left mouse button.

16) Press <Shift-M> to display the "Move" requester. Set "Count" to the number of frames of the current character (indicated in step 11) and leave the other values to the default settings. Select "Draw". The character will be rendered. Press <Shift-2> (again, not on the numerical keypad) to move to the last frame.

17) For each character in the text, repeat steps 10 to 16.

18) Press <5> to view the result.