Demolicious

		COLLABORATORS		
	TITLE : Demolicious			
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Demolicious

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                            Demolicious 0.6
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               25th April 1999

         (c) 1999 Sven Thoennissen


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1.2 Introduction

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Introduction
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Demolicious is a tool to edit Quake demos. My clan members recorded some demos
but we weren't able to edit them on Amiga, so I decided to write such a tool.
I was inspired by the PC demo editor FilmAt11. But it needed LOTS of memory
and was happily crashing sometimes. I hope my program is stable and user-friendly.

Demolicious is distributed under the publicly known concept of Freeware. Yes,
you don't have to pay anything to use it! No crippled features! You can let me
know your likes, dislikes or suggestions at any time, but I can't promise
to implement them all because I am at the end of my study ;-)

Note: You can record such demos by typing "record <demoname>" in the Quake
console, and "stop" to stop recording. In multiplayer games, issue the record
command BEFORE you connect to the server!

1.3 Requirements

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Requirements
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Demolicious requires at least:

  - MUI 3.8

  - 68020 CPU

  - Since Quake demos are usually rather large (about 1MB, but they
    can also be many MBs, e.g. 10MB or 20MB), you'll need a lot of RAM.
    You'll do fine with 16MB or more.

1.4 Installation

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Installation
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Copy the program to your harddrive. Copy the MUI classes into your MUI:Libs/mui
directory (unless you have newer versions of these already there).

1.5 Features

Features

  - Demolicious is Freeware!

  - Cut/Copy/Paste to/from clipboard -> edit across multiple instances
    of the program

  - Insert text or sounds

  - Split multi-level demos

  - Stopwatch, to find specific passages while playing a demo with Quake

  - It's the first Quake demo editor for the Amiga ;-)

1.6 Menus

            Menus

  Project

    Open   Load a demo.

    Save   Save the demo - a filerequester will pop up.

    Split demo   Split a multi-level demo into separate files.
                     Select this right after you have loaded the multi-level
                     demo.

    About...   Show information about this program and the author.

    About MUI...   Show the MUI about requester.

    Quit   Quit the program.

  Edit

    Cut   Cut selected entries to the clipboard (unit 1).

    Copy   Copy selected entries to the clipboard.

    Paste   Insert clipboard into the list, in front of the selected
                     entry.

    Find Message   Find text in blocks, starting from the selected entry.
                     Only message types "Print", "Centerprint", "Finale",
                     "Cutscene" and "Sound" are searched.

    Insert Message   Insert a new message before the currently selected

message in the block-analyzer window.
Here is more information on
message types
.

  Delete Messages   Delete messages marked in the block-analyzer window.

 View

  Stopwatch   Show the
               stopwatch
            .

  Block Analyzer   Show the messages of the active block.
               Here is more information on
message types
.

  Refresh   Refresh the blocklist and the analyzer window.

 Settings

  Display Sounds   Toggle whether played sounds should be displayed in
               the blocklist.

  MUI...   Open the MUI settings window for this application.

1.7 Main window gadgets

Main window gadgets

(Filename)

  Here's the full path and the filename of the currently loaded demo.

CD Audio Track

  Enter here the number of the audio track which should be played during
  the demo. 1 = track 1, 2 = track 2, and so on. Use a value of -1 to
  indicate that you want the default audio track here.

Mark Range

  Because a demo can have tens of thousands of blocks, you can mark large
  ranges here. Enter the starting block number into the left field and
  the ending block number into the right field. Press the "Mark Range"
  button to mark your desired range.

You can also double-click a block from the listview. The ending block
number of the intended range becomes the selected block's number. The
previous ending number becomes the new starting block number.
(In other words, the value from the right field will move to the left field,
while the right field is set to the double-clicked entry.)

Blocks-Listview

The huge list of blocks is shown here. It is divided into three columns:
Block number, the block's timestamp (or nothing if there is no timestamp in
this block), and some printable contents of the block.
You can double-click an entry to mark a larger range (see above).

Status bar

It is showing information on what Demolicious is currently doing.

1.8 Stopwatch

How to use the stopwatch

First, open the stopwatch window by selecting its
menuitem
.
It'll show a hh:mm:ss:hs timer, displaying hours, minutes, seconds and
hundredth seconds. The buttons work just like a normal stopwatch in real
life :-)

Start   Start the timer.

Stop   Stop it.

Reset   Set it to to first timestamp encountered in the demo.

Add mark   Add the current time to the listview.

Delete mark   Remove the selected entry.

Clear marks   Clear the listview.

But what is this stopwatch for, you may ask. The idea is here:

It may often happen that you have loaded a large demo. Let's assume you now
want to cut all scenes with no action in it. So you can run Quake in a
window on the workbench, and play the demo there. Have Demolicious
next to the Quake window. After you type "playdemo <demoname>" in Quake's
console, Quake will load the demo and play it.
Now you can watch the demo, and if a nice scene occurs, hit the Add mark
button at the beginning and at the end of the scene! So you can have marks
for your scenes, making it easy to find them in the main listview!

Selecting an entry will skip to the block with the timestamp nearest to the
start-time of the selected entry.

1.9 Message types

Message types

A Quake demo is made up of thousands of blocks. Each block contains several
messages. All message types are explained here:

Bad   Should never appear.

Nop   No operation.

Disconnect   This message is appearing once per demo, too, and it must be
                 at the very end.

Updatestat   Update player stats, e.g. ammo, secrets, killed monsters, etc.

Version   Server version, should be 0x0f (15).

Setview   Set camera position to an entity's origin.

Sound   Play a sound, bound to an entity.

Time   Timestamp.

Print   Text shown at the top of Quake's display.
                 Example: "You get 50 shells."
                 Team-talks and Public-talks are shown with this message, too.

Stufftext   Insert quake commands, e.g. "color 0 13".

Setangle   Camera orientation.

Serverinfo   A demo has this message exactly one time. It must be in the
                 very first block of the demo. All entities are named here,
                 that is, the map name, models, sounds, and internal entities.

Lightstyle   Define a lightstyle. 'a' is black and 'z' is white.

Updatename   Update a player's name.

Updatefrags   Update a player's frags counter.

Clientdata   Update the status line and camera coordinates.

Stopsound   Stop a sound.

Updatecolors   pdate shirt and pants colors.

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Particle          Starts particles, e.g. explosion or blood.

Damage            Damage origin and strength.

Spawnstatic       Spawn a static entity.

Spawnbinary       Obsolete.

Spawnbaseline     Create a dynamic entity.

Temp_entity       Temporary entity, e.g. spikes, explosions, beams.

Setpause          Set the pause state.

Signonum          Select client state.

Centerprint       This text is shown in the center of Quake's display.
                  These are usually welcome-messages, or status messages,
                  like "Your flag has been taken!".

Killedmonster     Death of a monster.

Foundsecret       Player enters a secret area.

Spawnstaticsound  A sound is played (bound to coordinates, e.g. atmosphere).

Intermission      Display level end screen.

Finale            This text is shown at the end of an episode.

CDTrack           Play a range of CD audiotracks.

Sellscreen        Help/Sell screen.

Cutscene          Similar to Finale, appeared in Mission pack #1.

Updateentity      Update every dynamic entity in the player's sight. It contains
                  only the changed values.
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1.10 Thanks and hellos

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Thanks


  Stefan Stuntz (for the great MUI system)
  Oliver Wagner (for Textinput.mcc)
  Miloslaw Smyk (for HexEdit.mcc)
  Uwe Girlich (for his DEM-format description)
  clickBOOM (for Amiga Quake)
  ID Software (for Quake at all :) )


Greetings go to the people of #AmigaQuake ! =)
```

And, thanks to these groups keeping my spirit alive with their music:
The Cult, Radiohead, The Verve, Atari Teenage Riot, Madonna, Faith No More,
Alanis Morisette, Garbage, Guano Apes, Morcheeba, Jesus Jones, MindXpander.

1.11 History

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V0.6
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- Initial release.

1.12 Things to do

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To do
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  - Rethink timestamps
  - Perhaps: recalculate demo from another player's view
  - don't cut essential messages (e.g. Updatefrags, updateColor)
  - 3D wireframe/solid preview (with Warp3D support)
    This feature is not sure to be implemented.
  - Insert more message-types than currently supported
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1.13 Tested Gear

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              Tested environments
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  Amiga 4000 68040/40
  Amiga 4000 68060/50
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  Demos were recorded by AmigaQuake (clickBOOM, 1.08), Winquake (1.09),
  and Sun-Sparc-Solaris-Quake (1.09).
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Please let
              me
              know if you are experiencing success with
your equipment. If you encounter problems or possible bugs you may
contact me as well.
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1.14   The Author

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Download the latest version of Demolicious from aminet/game/misc.

If you want to create a catalog file for Demolicious, feel free to
contact me in order to get the catalog sources.

You can also contact me on my clan's homepage: http://crisen.home.pages.de