

Heddley

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REVISION HISTORY

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Contents

1	Heddley	1
1.1	Introduction	1
1.2	Disclaimer	2
1.3	Registering	2
1.4	System Requirements	3
1.5	Installation	3
1.6	CartoonStudioGuide v1.33 (C) Marco Vigelius 1997	3
1.7	MainPanel	4
1.8	Load Animation	5
1.9	Load Script	6
1.10	SaveScript	7
1.11	About	7
1.12	Add Event	7
1.13	Wait	8
1.14	Rate	8
1.15	Fade	8
1.16	Sound	9
1.17	Palette	10
1.18	Tracker	10
1.19	Options	11
1.20	Cont Anim	12
1.21	Start Anim	12
1.22	Unload Anim	12
1.23	Go To Fast	12
1.24	Kill Event	12
1.25	CartoonPlayer	13
1.26	Questions+Answers	14
1.27	Future	15
1.28	History	15
1.29	Adres	16

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 v1.33 (C) Marco Vigelius 1997

CartoonStudio v1.33

© Marco Vigelius, 1997.

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 framenummer is displayed in the box below the VCR-Style-panel. The first number is the

current framenummer, 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 tick 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 awful 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 will 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 continuous 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 will be asked to confirm this option, which will delete the current project from memory. So be sure you have saved you're script 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 programmer.

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 awful 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 good news and there is bad news. The bad news is that there (probably) won't be any updates coming of CartoonStudio. Maybe some bugfixes, but that will be it. The good news is that I have started working on a new program which will look a lot like MainActor but will have the same goal as CartoonStudio. Which means it is just a new CartoonStudio with a new interface and some new options. The new program will be called Animated and will be released soon. The program will only run on machines with a 68020 processor or better. Also at least 2mb of memory is required to do anything useful. Here are some specifications included in the first release:

- * Support for IFF-animations (modes 5 and 7)
- * Support for all screenmodes (including AGA)
- * Support for audio CD's
- * Support for IFF-soundsamples
- * Support for Noise-/Pro-/Sound-Tracker and Med modules
- * Change the framerate at any point in your animation
- * Pause any animationframe for an amount of time
- * Pause any animationframe until a (mouse-)key is pressed

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.

* v1.23

- My Email-address has changed! There is also now a homepage dedicated to CartoonStudio. See
credits
for more information.
- Public release 23 december 1996.

* v1.3

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

* v1.31

- CartoonStudio now supports NTSC Amiga's.
- Added fontsensitive-support to CartoonPlayer
- Updated the Sound-/Noise-/ProTracker code.
- Public release 1 february 1997.

* v1.32

- Tracker-Modules now loop around when finished playing.
- The Tracker-Module is now actually removed from memory when 'killing' it.
- Removed a bug in the Unload-routine.
- Public release 14 february 1997.

* v1.33

- CartoonStudio now supports the MUI ASL replacement requester.
- Public release 2 march 1997.

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 latest news, updates and
examples of projects created with CartoonStudio!
