

**NT**

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| <b>COLLABORATORS</b> |
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|               |                |                  |
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|               | <i>TITLE :</i> |                  |
|               | NT             |                  |
| <i>ACTION</i> | <i>NAME</i>    | <i>DATE</i>      |
| WRITTEN BY    |                | February 7, 2023 |
|               |                | <i>SIGNATURE</i> |

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| <b>REVISION HISTORY</b> |
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| NUMBER | DATE | DESCRIPTION | NAME |
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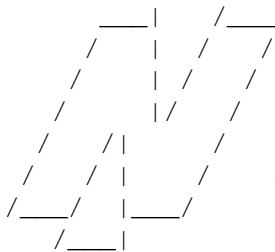
|          |  |          |
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# Chapter 1

## NT

### 1.1 NT User Manual



NAVIGATOR TITLER 1.0  
(BluffTitler 2.0)

A realtime 3D titling system for the Amiga computer

Introduction  
Design and coding by :  
Distribution

System requirements  
Michiel den Outer  
Installing  
Populierenlaan 59  
How to make a simple show  
2925 CP Krimpen a/d IJssel  
Gadget functions  
The Netherlands  
Menu functions  
+31(0)1807-20798  
Program history  
After 10/95 +31(0)180-520798  
FAQs  
This program is shareware  
Acknowledgements  
All rights reserved  
Known bugs

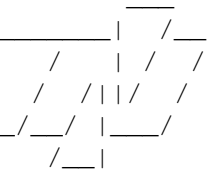
Futureplans

### 1.2 NT Introduction

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 NTITLER INTRODUCTION
 

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NTitler is a realtime 3D titling system. It allows you to animate 3D texts in all sorts of 3D effects using an extremely simple to use graphical interface.

NTitler can be used in the following ways :

1. Computerpresentations  
-----

You can start NTitler animations from an Amiga DOS script by using a NTitler animation file as an argument.

2. Videotitling without genlock  
-----

It's easy to connect a VCR to your Amiga and record the animation to tape.

3. Videotitling with genlock  
-----

If you got a genlock you can overlay NTitler animations onto video sources.

4. Idea/preview tool for photorealistic animations  
-----

Since NTitler works in realtime, playing around and experimenting with new ideas can be done very fast and effectively. A NTitler animation can also be used as a preview to show to potential clients.

5. To send alternative e-mails  
-----

This is really freaky, but I know people are using NTitler to send each-other short messages.

You no longer have to use difficult, expensive and slow 3D rendering software to make those stunning 3D leaders. All you need is NTitler !

And because NTitler works in realtime, you can immediately start recording your leader to video . No more heavy disk operations, memory problems and single frame recorders : simply start NTitler and press the record button on your video !

Since computer power is limited you can't expect broadcast quality from a realtime titler, but the result is perfectly suitable for:

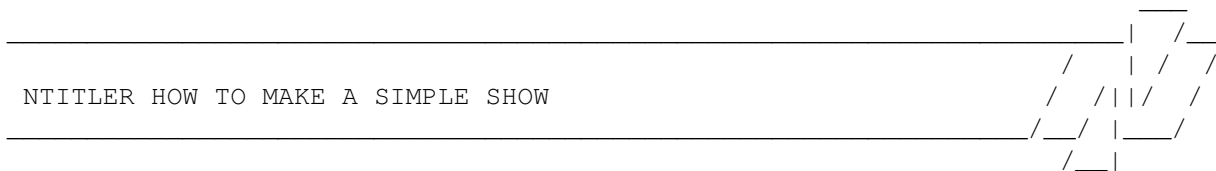
- computerpresentations
  - homevideo's
  - semi-professional productions
  - cable networks
-

Another NTitler bonus over 3D rendering programs is the use of Amiga's copper chip. NTitler uses this chip to produce a shaded background and to simulate shading of the characters. On AGA machines this results in more than 400 different colours on screen at the same time !

There are 4 reasons why you can't do this on a PC:

1. The PC can't produce overscan
2. The PC can't be easily connected to a TV/VCR/genlock
3. The PC has no copper chip
4. SVGA is limited to 18 bit colours (64 grey tones instead of 256)

### 1.3 NT How to make a simple show



First select the menu item NEW SHOW. A requester will be presented allowing you to enter the total show length. Since this is an example let's limit ourselves and enter 3 seconds.

Then use the TEXT GADGET in the upper right to enter the text you want to animate. Type in the word 'TEST' and don't forget to press <RETURN>. Your text is now visible in the preview window.

Now is the time to think out the 3D effect you want to make. Let's make a simple zoom. We need 2 keys to do that.

To make the first key, set the TIME SLIDER to 0. Set the EDITMODE GADGET below the VR MODE BUTTON to EYE POSITION and drag the DEPTH SLIDER to -16000. The text will now appear very small. Press the CREATE KEY BUTTON and the first key is stored. A small vertical line representing this key is now visible above the TIME SLIDER.

Then drag the TIME SLIDER to the right to last position and drag the DEPTH SLIDER until the text fills the whole preview box. Don't forget to store this second key by pressing the CREATE KEY button.

You have now defined 2 keys and it is time to watch the preview. Drag the TIME SLIDER back to the beginning, press the PREVIEW BUTTON and watch the result.

If everything looks fine, drag the TIME SLIDER back to the left, press the START BUTTON and enjoy your show in all it's glory !

If you start experimenting with more exciting effects, always remember to use the right sequence to make a key:

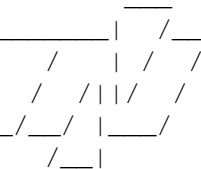
1. Drag the TIME SLIDER to the time you want to create a new key
2. Use the EDITMODE CYCLEGADGET and the 3 sliders below to get the right picture
3. Press the CREATE KEY BUTTON.

## 1.4 NT System Requirements

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NTITLER SYSTEM REQUIREMENTS

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NTitler requires - a 020 CPU or higher  
 - Amiga DOS 2.04 or higher  
 - a 15 KHz monitor or TV

AGA users will enjoy 24 bit colours, 256 grey tones and more then 400 colours on screen at the same time ! Older machines are limited to 12 bit colours (16 grey tones).

You can make your animation more smooth by installing :

- fast ram
- 32 bit ram
- a faster/newer processor

-NTitler is not very memory hungry, but be sure to have some fast ram because it's twice as fast !

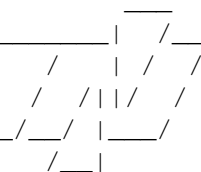
-Since this program uses integer maths the use of a FPU will not affect performance at all.

## 1.5 NT Installing

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NTITLER INSTALL

---



To install NTitler simply drag the NTitler drawer to the desired place on your harddisk.

The workbench files you need are:

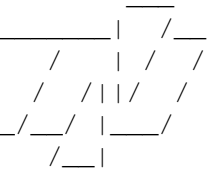
- asl.library in the libs directory
-

## 1.6 NT Gadgets Functions

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### NTITLER GADGET FUNCTIONS

---



#### TIME SLIDER

-----

Indicates the current time. Everytime you drag the time slider, the preview window will be updated. Left to the slider is the time printed in standard time code format: minutes:seconds.frames.

PAL machines got 50 frames a second, NTSC 60

#### TEXT GADGET

-----

Type here the text you want to animate. Don't forget to press <RETURN>

If the ALL KEYS BUTTON is checked, the text is copied to all the keys. If this Button is not checked you can change the text during the show allowing you to make short stories.

NTitler supports the complete ABC, all the numbers 0,1,...,9 the characters !"%\*+=='\./\|\_;<>() ? and the following exotic characters :

#### character key combination

-----

À alt g,a  
 Á alt f,a  
 Â alt h,a  
 Ã alt j,a  
 Ä alt k,a  
 Å alt q,a  
 Æ alt a

Ç alt c

È alt g,e  
 É alt f,e  
 Ê alt h,e  
 Ë alt k,e

Ì alt g,i  
 Í alt f,i  
 Î alt h,i  
 Ï alt k,i

Ñ alt j,n

Ò alt g,o  
 Ó alt f,o  
 Ô alt h,o  
 Õ alt j,o

---



Ö alt k,o

Û alt g,u

Ú alt f,u

Û alt h,u

Ü alt k,u

ß alt s

Use the key combination '<Right Amiga> x' to delete the entire text.

Use the special character '@' to start a new line.

#### EDITMODE CYCLE GADGET

-----

The effect of the 3 sliders below this gadget depends on the state of this gadget.

You can choose 4 editmodes:

1. Text Position
2. Text Rotation
3. Eye Position = Camera Position = Observer Position
4. Eye Rotation = Camera Rotation = ViewDirection

If you hold the shift key down while clicking, the list will cycle backwards.

#### VR MODE BUTTON

-----

It is also possible to change the eye position and eye rotation in this virtual reality mode. Use your mouse to navigate, press <Esc> to quit.

- Use mouse up/down to walk forward/backwards
- Use mouse left/right to change direction
- Use mouse left/right with right button pressed to step to the left/right
- Use mouse up/down with left button pressed to look up/down
- Use mouse up/down with both buttons pressed to control height

Use the + and - keys to adjust your speed.

Also try out the following keys:

- <F1> walk mode
- <F2> drive mode
- <F3> fly mode

#### CREATE KEY BUTTON

-----

Stores the current key. Memory is reserved for 100 keys.

#### DELETE KEY BUTTON

-----

Deletes the current key. Use the PREV/NEXT buttons to select a key

#### COPY KEY BUTTON

-----

Copies the current key into a buffer

---

## PASTE KEY BUTTON

-----

Copies the buffer to the current time

## BEGIN BUTTON

-----

Jumps to the beginning of the show

## PREVIOUS BUTTON

-----

Jumps to the previous key

## NEXT BUTTON

-----

Jumps to the next key

## PREVIEW BUTTON

-----

Starts the show from the current time in the preview window in the editor window. Press the STOP BUTTON to stop the show.

## START BUTTON

-----

Starts the real show from the current time in full screen and full colour. If you want to start the show from the beginning, use the menu item SHOW/START or press the BEGIN BUTTON first.

## STOP BUTTON

-----

Stops the show in the preview window.

If you started the show from the menu item SHOW/START SHOW you can stop the show by pressing the left mouse Button.

## 1.7 NT Menu Functions

---

NTITLER MENU FUNCTIONS

---

```

      /_ | /_
     /  | /  /
    /   | /  /
   /___|___/
  /___|___/
 /___|___/

```

## PROJECT NEW

-----

Select this to begin a new project. Don't forget to save the current one.

## PROJECT/LOAD

-----

A file requester will be presented, allowing you to select and load a show from disk.

## PROJECT/SAVE

-----

Saves the current show in the current name.

PROJECT/SAVE AS...

-----

A file requester will be presented, allowing you to save the show to disk.

PROJECT/DELETE...

-----

You can use this menu item to delete a file.

PROJECT/SET LENGTH

-----

Use this menu item to change the show length. The maximum length is 8 minutes (480 seconds). You can either stretch the show to the new length, add some workspace or throw away some keys.

PROJECT/DEMO MODE

-----

Plays all the saved shows stored in the PROGDIR:SHOWS directory in an eternal loop. Press the left mouse button to stop.

PROJECT/ABOUT

-----

Check this one out for yourself.

PROJECT/QUIT

-----

Quits NTitler. Don't forget to save your current show.

SHOW/START

-----

Starts the show, full colour and full screen. Press the left mouse button to stop the show. After the show, don't forget to reselect the NTitler window by clicking somewhere in the window.

You can also play a show from the CLI by using the .NT filename as an argument.

Example: NTitler:NTitler NTitler:Shows/Test.NT

This option can be handy if you use NTitler in a script based computer presentation.

SHOW/GENLOCK

-----

Turns genlock synchronisation on.

SHOW/OVERSCAN

-----

Turns overscan on/off. Overscan fills the whole video screen, preventing the boxed computer look.

---

## SHOW/HIRES

-----

Increase the number of pixels a factor 4. This eliminates the jaggies which is a good thing, but also makes the animation a bit more jerky. Only use high resolution if you got a fast CPU.

## SHOW/INTERLACE

-----

Turns interlace on/off. Use interlace for video and non interlace for a computer monitor.

## COPPERSHADES

-----

NTitler uses the famous Amiga copper chip for a shaded background and to simulate shading of the characters. Use this menu item to turn this effect on/off.

## SHOW/FADING

-----

Fades in from black in the first second and fades out in the last.

## SHOW/DIMMED

-----

The Amiga is capable of producing video illegal colours. This option tries to prevent them by keeping the colour values below 200. Of course it is always possible to dimm the colours manually by using the PALETTE REQUESTER.

## SHOW/BLANKING

-----

Adds 3 seconds blanking before and after the show, letting you start and stop your VCR.

## SHOW/MOUSE CLICK

-----

Waits for a right mouse button click to start the show and also to stop it.

## SHOW/BACKDROP

-----

Puts an IFF picture in the background

## SHOW/STENCIL FRONT

-----

Uses the IFF picture to stencil the front side of the text. Note that this is not the same as texture mapping, but can be used to simulate it

## SHOW/STENCIL SIDE

-----

Uses the IFF picture to stencil the side faces of the text.

## SHOW/EXPLOSION

-----

Explodes the text in the last second of the show

## SHOW/IMPLOSION

-----

The opposite of explosion, try it and you'll understand !

---

## SHOW/LOOP

-----

Plays the show in an eternal loop. Press the left mouse button to stop.

All the above preferences flags are stored in the .NT file. So if you start a NTitler animation from the shell or a script, you got the right prefs !

## FONT/CHANGE FONT...

-----

Selecting CHANGE FONT will produce the  
FONT REQUESTER

.

## PALETTE/CHANGE PALETTE...

-----

Selecting CHANGE PALETTE will produce the  
PALETTE REQUESTER

.

## BACKDROP LOAD IFF...

-----

Presents you a file requester to select and load an IFF picture that can be used as a backdrop picture or to stencil the text surfaces. This IFF file limited to some

IFF rules  
SETTINGS/SET FADING TIME...

A requester will be presented allowing you to enter the fading time in seconds.

## SETTINGS/SET EXPLOSION TIME...

-----

A requester will be presented allowing you to enter the explosion time in seconds.

## SETTINGS/SET IMPLOSION TIME...

-----

A requester will be presented allowing you to enter the implosion time in seconds.

## SHAREWARE/PRINT REGISTRATION FORM

-----

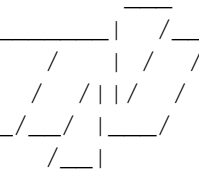
Prints out the registration form for you.

```
SHAREWARE/CREATE RAM:REGISTER.TXT
-----
Creates the file ram:register.doc.
```

```
SHAREWARE/MAKE keyfile...
-----
When registering you will receive your own personal code. Use this menu
item to create your own keyfile.
```

## 1.8 NT Font Requester

```
-----
NTITLER FONT REQUESTER
-----
```



Select the menu item FONT/CHANGE FONT to enter the FONT REQUESTER

WIDTH SLIDER

-----

The horizontal size. The default is 100

HEIGHT SLIDER

-----

The vertical size. The default is 100

If you want a square font set width to 100 and the height to 60

DEPTH SLIDER

-----

The depth size. The default is 100. If you want extreme depths, use small widths en heights.

SHEAR

-----

500 means 45 degrees (if width=height). The default is 0

SPACING

-----

The space between the characters. Zero means no space. The default is 200  
Please note that it is possible to let the characters penetrate into each other by using a negative value.

## 1.9 NT Palette Editor

```
-----
| /_
```

---

NTITLER PALETTE REQUESTER



Select the Menu item PALETTE/CHANGE PALETTE to enter the PALETTE REQUESTER.

There are 3 colours that can be changed:

TEXT

----

The colour of the text

TOP

---

The top of the screen

BOTTOM

-----

The bottom of the screen

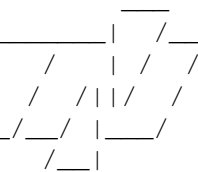
NTitler fades the top colour to the bottom colour. If you want a single background colour, copy the top colour to the the bottom colour, or turn of the coppershading in the menu SHOW/COPPERSHADES.

The current colour can be modified using the Red,Green and Blue sliders.

## 1.10 NT FAQs

---

NTITLER FREQUENTLY ASKED QUESTIONS



How do you do the multiple line entries ?

-----

Use the special character '@' to start a new line.

I want a PD NTitler player

-----

The editor is also the player. You can play a show from the Shell/Amiga DOS script by using the .NT file as an argument. For example:

NTitler:NTitler NTitler:shows/test.NT

See DemoScript for a complete example. If you use NTitler as a player you don't need a keyfile to remove the 'DemoVersion Register NOW' text. So the editor is also the freeware player. Remember that apart from your personal keyfile you are allowed to copy all NTitler files.

I like to synchronise events like playing music modules, samples, etc

---

-----  
 I guess that's called MultiMedia ;) the next version of NTitler will most certainly support this kind of sexy, funky things.

What about a NTitler font designer ?  
 -----

Yes that would be very nice. Unfortunately, writing a user friendly font designer is not a quick and easy thing to do....well everything depends on the succes of this version.

I would like to have the assembler source code  
 -----

That'll be \$100.000,- please (in other words: I am not planning to give away my programming secrets)

Can you smooth the animation path ?  
 -----

Yes, I am experimenting with splines.

What about Anim8 export ?  
 -----

Converting a .NT anim to an Anim8 file will take away all the advantages of a realtime animation. Let me sum up all the advantadges of a realtime animation :

| Anim8                      | NTitler                  |  |
|----------------------------|--------------------------|--|
| Prerendered Animation      | Realtime animation       |  |
| -----+-----                |                          |  |
| big anim file              | small anim file          |  |
| long loading time          | quick loading time       |  |
| needs a lot of RAM         | not memory hungry at all |  |
| coppershading not possible | coppershading            |  |

Can I use NTitler as a screenblanker  
 -----

Nope

Why is te default text 'JA' ?  
 -----

'JA' is the Dutch word for 'YES' and YES sounds better than NO, I feel...

How can I grab a single picture from a show ?  
 -----

Use no overscan, start the show as normally and press p. You got now 2 perfectly multitasking intuition screens waiting for you to get grabbed. Press p again to continue.

Where is the editors screen depth gadget ?  
 -----

Use the key combinaton '<Left Amiga> m' to jump to another intuition screen.

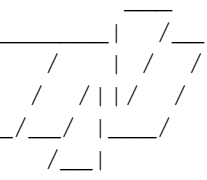


## 1.11 NT Program History

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NTITLER PROGRAM HISTORY

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-----

Name            BluffTitler 1.0  
 Released        September 1994  
 Price            NLG 25,-  
 Comment        first release

-----

First release

-----

Name            BluffTitler 1.1  
 Released        Januari 1995  
 Price            NLG 25,- free update for registered users  
 Comment        All child diseases fixed

-----

-Genlock compatability

It's now possible to overlay BLUFFTitler animations onto video sources

-Exotic characters support (well... from a Dutch point of view)

German : Ü ß  
 Scandinavian : Æ Ø Å  
 Spanish : Ñ Í À  
 French : Ç È É Ê Ë

-New Effects

-Loop  
 -Fade In  
 -Fade Out  
 -Explosion  
 -Implosion

-VR mode

-The possibilty to change the text per key : making short stories !

-All the preferences flags are stored in the .NT file.

-New START BUTTON: it's now possible to start the show by pressing a button.

-The possibility to speed up/slow down the complete show, for example making it fit in exactly 3 seconds

---

```

-----
Name      NTitler 1.0
Released  August 1995
Price     NLG 25,- , Navigator shareware
Comment   First version using a keyfile. All registered users recieved
          information to make their own keyfile.
-----

```

```

-----
-To promote my VR engine called NAVIGATOR I've renamed the program to
  NAVIGATOR Titler : NTitler

-High resolution mode

-IFF picture can be used either as background, to stencil the front surface
  and/or to stencil the side surfaces of the texts.

-better looking editor screen

-flicker free preview window in colour

-Show can now be started from a black screen by pressing right mouse button.

-Fading time, explosion time and implosion time variable.

-Preview bug fixed

-freeware player
-----

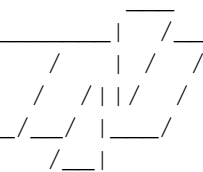
```

## 1.12 NT Acknowledgements

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NTITLER ACKNOWLEDGEMENTS

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First I want to thank all registered users for supporting my program, giving me the inspiration and finance to keep this program in development.

Thank you very much !

I would like to thank the following people in special :

```

-Taco for designing the IFF background pictures
-Ilja for spelling checking
-Richard for uploading my program to Aminet

```

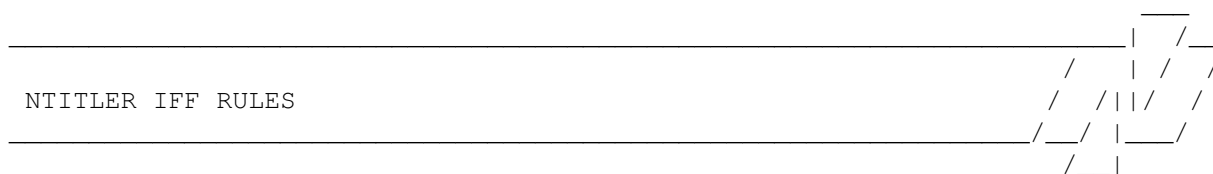
---

- Johan for genlock beta testing
- Javier, Andreas and Carlo for translating the doc file into their own language. ( gracias, danke , grazie ! )
- Martin, Don and Lothar for their extensive and inspiring ideas and suggestions. ( this feedback keeps me going ! )
- Patrick and Wayne for bringing me back to the civilized world :  
 ( Two of the early demo's contained the F\*\*\* word. Please let me explain :  
 I started this project directly after I had spent 12 months in the Dutch army, fullfilling my military service. I've always seen this period as absolutely and utterly wasted but I turned out to have learned one thing in the army : careless use of rude language. Sorry to have shocked you, it won't happen again. )
- Axel for his keyfile suggestion. ( Really stupid of me not to think of it myself )

I would like to thank the following people for being the first users in countries I never expected to find Amiga's. Believe me, when I uploaded the first version to a local BBS I never expected to recieve feedback from these exotic places. The Amiga world seems to be a lot bigger than Western Europe, USA, Australia and New Zealand !

- Sridhar from India
- Kiyoyuki from Japan
- Imants from Latvia
- Abdullah from Kuwait

## 1.13 NT IFFRules



NTitler expects the IFF picture to be in exactly the same resolution as the screen. If not, the picture won't be scaled or clipped but simply not displayed.

Supported resolutions :

| Name                 | Horizontal | Vertical |
|----------------------|------------|----------|
| PAL: LowRes          | 320        | 256      |
| PAL: LowRes Overscan | 352        | 283      |
| PAL: HiRes           | 640        | 512      |
| PAL: HiRes Overscan  | 704        | 566      |

---

```

NTSC: LowRes      320   200
NTSC: LowRes Overscan 352   240
NTSC: HiRes      640   400
NTSC: HiRes Overscan 704   480

```

You can change the resolution by setting/clearing the SHOW/HIRES and SHOW/OVERSCAN menu flags.

AGA computers can use up to 64 colour IFF pictures while older machines are limited to 8 colours.

Colour 0 is treated as transparent, so do not use it for stenciling.

Do not use IFF pictures that got stencil information, my IFF reader does not like it that much.

## 1.14 NT bugs

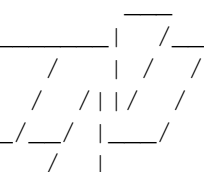
---

```

NTITLER BUGS

```

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I am sure that the following bugs are not necessary and that the Amiga is perfectly capable of performing them correctly but due to bad and limited technical information at least I don't know how to program them.

Shame on Commodore, let's hope Escom/Amiga Technologies does a better job...

1. The menu colours constantly change and are sometimes unreadable
2. After playing a show in full screen the editor screen is locked up and a left mouse click is always necessary to reactivate the screen.
3. Coppershades can't be used in combination with genlock
4. Coppershades can't be used in combination with hires
5. High resolution fading with an IFF picture is incredibly slow
6. When clicking to the right of a slider at some points the slider refuses to continue moving. Dragging the slider to the right in a big step is the only option left.
7. The mouse pointer is visible in VR mode/genlock

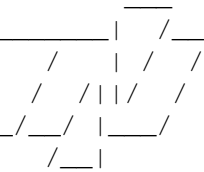
## 1.15 NT Future Plans

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NTITLER FUTUREPLANS

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The following features are planned for future versions :

- font editor
  - object editor (company logos etc)
  - colour cycling IFF picture palette
  - copperlist editor
  - editor screen palette editor
  - editor prefs screen and .prefs file
  - bending fonts
  - stretching fonts in all directions
  - more than 2 colour 3D fonts
  - bevelled edges for 3D fonts
  - splines
  - .DXF export
  - .ANIM export
  - .ANIM as background
  - HMD interface (CyberMaxx ?) in VR mode
  - cut and paste for keys sections
  - save and load palettes
  - morphing palettes
  - palettes in time line
  - sound samples, sound modules start and stop in time line
  - inertia effects
  - joystick control in VR mode
  - bounce effects
  - animated copperlist (programmable)
  - mirrors
  - depth fading
  - font attributes in time line
  - fading (brightness) in time line
  - multiply text animations, each text in it's own time line
  - photo realistic rendering option via build in ray tracer optimized for 1 colour 3D fonts.
  - texture mapping
  - gouraud shading
  - slimy effects
  - dripping blood from text effects
  - 3D plane clipping fading effects
  - fractal mountains as background
  - fractal clouds background generator
  - standard materials (gold/ice/cilver/wood/plastic etc)
  - text outlining
  - standard paths/effects
  - zoom in/zoom out timeline and key list
  - interface for C, AMOS and AREXX (libraries ?)
  - NTitler font file format + conversion utilities
  - im/export 3D file formats
  - import standard Amiga fonts
-

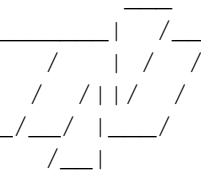
One of the advantages of shareware is the direct contact between user and programmer. If you send in your registration form please tell me which things would be worth developing and which would be completely useless.

## 1.16 NT Distribution

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NTITLER DISTRIBUTION

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NTitler is released as shareware.

Apart from the keyfile, all NTitler files can be freely distributed.

This keyfile is called 'Navigator.KEY' and can be found in the same directory as the executable 'NTitler'.

This file is strictly personal and must not be spread.

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