

ProTitler

COLLABORATORS

	<i>TITLE :</i> ProTitler		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 3, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ProTitler

1.1 main

ProTitler Video Titling System

(c) By Jason Henegan 1994

Introduction

Introduction to ProTitler

Disclaimer

Legal disclaimer

(Must Read)

Distribution

Distribution details

(Must Read)

Versions

Version list to-date

Known Bugs

Known bugs to-date

Installation

Installing and running ProTitler (Must Read)

Effects

The effects you can use!

Settings Menu

Change Protitler's settings

Misc Menu

Any extras.

NOTE: You can read this guide and play around in ProTitler by pressing
1Amiga-A when ProTitler has loaded. This will switch between ProTitler
and the WorkBench screen.

1.2 disclaimer

Disclaimer

~~~~~

No warranties of any kind are made as to the functionality of this program.  
The author cannot be held legally responsible (liable) for any consequence of  
owning or using this software or documentation.

You are using it all at your own risk.

This document assumes a familiarity with the AmigaDOS system - if you are  
unsure about terms such as "fonts drawer", or processes such as copying files  
then consult your manual.

ProTitler will require a modification of your WorkBench disk or partition  
as part of the

installation  
process.

The author cannot be held legally responsible (liable) for errors or  
omissions in either the program or any documentation. Due to continual  
updating the contents of this guide may change without notice.

## 1.3 distribution

Distribution Details

~~~~~

Please press the button below which represents the version of ProTitler you
are using:

Unregistered

Registered

1.4 unregistered

Distribution - Unregistered

~~~~~

ProTitler may be freely distributed for non-commercial purposes, as long as the files in the archive are present and have not been modified in any way.

No charge for ProTitler may be made, other than a reasonable cost to cover the media and copying time.

If you wish to include ProTitler as part of a commercial product,

contact  
me first. This will probably involve money - I am easy to please ↔  
:)

'Freely distributed' means you could:

- Try out ProTitler and give it to your friends.
- Upload ProTitler to your favourite BBS or FTP site and thereby receive 'upload credits'.
- Send ProTitler to your favourite PD company if it involves receiving no more than a free disk (if that's how they do things).
- Add ProTitler to a Fred Fish PD disk/CD or Aminet CD provided it contains at least 20mb of other genuine freeware.

You may keep ProTitler in your software collection for a period of ONE WEEK without

registering  
.

If you are honest, this won't be a problem.. Not that I'm saying that the program examines date-stamps to check up on you.. (EVIL GRIN)

It's only until you produce some shareware software that you appreciate the value of registering.

## 1.5 registered

Distribution - Registered

~~~~~

The registered version of ProTitler has to be treated like any piece of COMMERCIAL SOFTWARE, and any laws regarding these apply.

This means you can't do the following:

- Copy ProTitler for use on ANY machine other than your own (or the one you work at).
- Alter any of ProTitler.
- Claim that you are the author.
- Recompile the source I provided for use on any machine other than your own (or the one you work at).
- Use ProTitler as part of a commercial product without my prior consent.
i.e.
 contact
 me first.
- Use ProTitler for broadcast on TV without
 contacting
 me first.
(i.e. Make me a cash offer I can't refuse.)

This list is only a guide so other commercial laws apply.

1.6 runningprotitler

Installing ProTitler

~~~~~

ProTitler requires these fonts to be present in your FONTS: drawer:

Times 18 Helvetica 15 Courier 24  
Times 24 Helvetica 18  
Helvetica 24

You'll have to copy them yourself.. They can be found on your WorkBench FONTS disk. If you're not sure how maybe now's the time to learn! :)

Running from floppy-disk

~~~~~

Load ProTitler by double-clicking on the "Floppy-Load" icon. This will allow the program to read the fonts I have provided. DON'T double-click on the actual ProTitler icon unless you've copied the fonts across to your FONTS: drawer because it won't work.

Running from hard-disk
 ~~~~~

Copy the fonts on the ProTitler disk to your FONTS: drawer. Copy everything else onto your hard-disk wherever you like. You now don't need the Floppy-Load icon so you may delete it. Run ProTitler with its icon.

Running your NEW  
                   Registered  
                   version  
 ~~~~~

From floppy: Run ProTitler from your registered disk (Floppy-load icon)

From hard-disk: Replace the unregistered program with the registered program.
 Double-click as normal.

Some of the features are memory-hungry and may require you making some provision to save memory (eg kill external drives) but virtually all should run fine on a lmb system.

1.7 introduction

Introduction
 ~~~~~

ProTitler purports to be one of the finest video titling systems for the Amiga (all bar Scala!). It has a wide range of effects mainly designed with the genlock-user in mind, however if you don't have a genlock, the program still remains useful for video titling work. I have incorporated a number of features which I hope you will find useful.

This guide will show you how to get the most out of the ProTitler system. There are a few aspects of ProTitler which require a little patience but I'll try to explain these as best I can. I've included a comprehensive user-interface which I hope you'll find easy to use.

ProTitler should run fine on any lmb Amiga (ECS or AGA). However only ECS graphics are supported:

- Low-res    320x256    32 Colours or HAM

- Low-res Laced 320x512 32 Colours or HAM
- High-res 640x256 Up to 16 colours
- High-res Laced 640x512 Up to 16 colours

ProTitler also supports NTSC - vertical resolutions up to 200/400 only.

Some of ProTitler's effects are very memory-hungry and may require in excess of 1mb CHIP ram to be useful.

ProTitler is Shareware. Some of the effects are only available in the registered version.

## 1.8 effects

### ProTitler's Supported Effects

~~~~~

These effects may be found in the Project/New Project menu. You can read

general information about using these effects.

Unregistered version: You may only use effects which are in GREEN letters, and must

register to use the RED ones.

TV Trailer

Action Replay

Sports Scoring
(Registered version only)

Icon Captions

System Clock

Stopwatch
(Registered version only)

Countdown Timer
(Registered version only)

Scrolltext
(Registered version only)

Vertical Credits

Table

Subtitles
(Registered version only)

Static Picture

Scrolling Pictures

Analogue Timer
(Registered version only)

The appearance of both ProTitler and these effects can be changed within the

SETTINGS MENU

.

1.9 geninfo

General Information

~~~~~

This section serves as a gentle introduction to making effects within ProTitler. When you select an effect to create, you are issued with a dialogue box similar to this:

```

+-----+
|                                     |
|           T V   T r a i l e r       |
|           -----                   |
|   A simple way to advertise TV programmes. |
|                                     |
|   Screen Colours:                   |
|   [ 4 ] [ 8 ] [ 16 ] |
|                                     |
+-----+

```

```

|                                     |
|                                     |
| [ Demo ]                           |
|                                     |
| [ OK ]                              |
|                                     |
| [ Cancel ]                          |
|                                     |
+-----+

```

Many effect's parameters require you to enter an X and Y location. This is (unless otherwise stated) a percentage from the top-left of the screen:

```

.------.
| (0,0)          (100,0) |
|                 |         | |
|                 | (50,50) |
|                 |         |
|                 | (0,100) | (100,100) |
+-----+

```

All effects have a menu which you can access with the right mouse-button. It contains the following selections which are self-explanatory:

```

+-----+
| Load Project... |
| Save Project... |
+-----+
| Abort...        |
+-----+

```

ProTitler uses a number of non-standard gadgets (like buttons) for entering data for effects. It is recommended you familiarise yourself with them, so that you won't have any problems. You can try them all out by looking in the

```

Misc Menu
for a
Gadget Test
.
```

ProTitler's effects may require the use of macros:

```

Formatting macros
allow you to change the position of text.
```

Character macros  
allow you to add (c) and (r) characters.

Also, within gadgets, certain punctuation characters are used to space out information. These MUST be included (examples are given).

Text within the effects can be in any colour up to the number of colours in the screen. Colours are referenced by a single HEX digit which will be one of the following:

0 1 2 3 4 5 6 7 8 9 a b c d e f

- You don't need a \$ of 0x qualifier, just the digit or letter.

Some effects allow you to load in IFF pictures. These MUST be ECS compatible and up to a resolution of 1023x1023 (memory permitting). They do not auto-scroll (except in

Scrolling Pictures  
).

## 1.10 scrcols

Screen Colours

~~~~~

The

effects

within ProTitler each run on their own custom screen. The number of colours in this screen affects not only the number of colours available for on-screen text, but also makes the effects slightly slower. (Don't panic, speed decrease is marginal!)

Set 4 colours if you only want one-colour text. ProTitler uses the first four colours as follows:

- 0: Genlock Transparent
- 1: Dark Blue - good for text backgrounds
- 2: Black - Opaque black used for text shadows
- 3: White - Used for text lettering itself

This mode uses very little chip-mem and is very fast at rendering text.

Set 8 colours if you have more chip-mem or if you require more on-screen text colours. Colours 4 to 7 may be used as extra text colours.

Set 16 colours if you have oodles of chipmem (eg an A1200/4000). Colours 4 to 15 may be used for on-screen text colours. NOTE: Fonts will take much more time to render in this mode, so only select it if you really really need that many colours.

You can see how much
 chip-mem
 you have inside the
 Misc Menu
 .

1.11 demo

```

~::~: Demo Mode
~::~:
All
    effects
    within ProTitler (whether or not they're
    registered
    ) have a
DEMO mode.

```

This allows you to see what the effects are like before creating one. The actual data for the demo is contained within the program and stems from test data I used when creating ProTitler.

It is recommended that you study the demos before creating a new effect, since the data for the demo will be copied to the creation dialogue box.

1.12 ok

```

~::~: OK Button
~::~:
Click here if you know how to create the effect and don't require a
    demo
    .

```

A dialogue box will appear for the

effect
for you to configure the
parameters.

If you have not yet
registered
you may not create some effects. These are
RED in the menu. You must register to use them.

1.13 cancel

Cancel Button
~~~~~

This button cancels the New Project requester. It will allow you to pick a new selection from the menu.

You will have to press this button if you attempt to create an  
effect  
which requires the  
registered  
version of ProTitler.

## 1.14 tvtrailer

TV Trailer  
~~~~~

This is designed to resemble US TV captions for television programmes. Two lines of text are wiped onto the screen (intended for the programme name and its time).

Text : The various pages of the trailer. One page consists of two lines of the form:

line1/line2
eg: Celebrity Mud Wrestling/Sunday, 9:30pm

Y Pos : A percentage, how far down the screen the trailer should lie.

Speed : The speed (in pixels/50th-sec) at which the wipe-right effect takes place. 30 is fine.

Font : The font for the effect. May be changed by clicking on the 'pick' button.

The other three gadgets are colour requesters.

1.15 actionreplay

Action Replay

~~~~~

In days of olde, when computers were first used to overlay graphics on sports programmes, a flashing 'R' used to appear to indicate an action replay. It looked rather blocky and cheap and very low-tech. This effect recreates that 'R' in painful low-res. I imagine it would look great on the kiddie's football matches (or something).

X Size 1,Y Size 1 : Zoom factor for the first frame of the 'R' (there are two frames).

X Size 2,Y Size 2 : Zoom factor for the second frame - make this value larger, and the 'R' will pulsate!

X Pos, Y Pos : Position (see General Information).

Shadow : Shadow size, in pixels. A shadow is always displayed - just have it in the right colour (ie not black).

Time : Time (in 1/50s) between size swaps.

## 1.16 sportsscoring

### Sports Scoring

~~~~~

This effect was inspired from watching sport on TV. In the UK, football matches have the score shown while the match is taking place, even with a timer. This effect duplicates it perfectly.

Team 1, Team 2 : The teams taking part in the match.

Score , Score : The initial scores for the two teams.

X Pos , Y Pos : Position (see
General Information
).

Minute : The minute the timer should start at. For English football matches this will be either 0 or 45.

Font : The font to use.

Border : The colour to surround the text. (Try 1 - dark blue)

When the timer is running, you can press the left or right arrow keys to increase the score of that team.

1.17 iconcaptions

Icon Captions
~~~~~

A demo of this is recommended. On UK TV there's a programme called 'The Chart Show' which uses an Amiga to display information about music groups. This effect attempts to duplicate it and provide some pseudo-interactive way of displaying information.

Picture : The background picture to display (select with 'pick').

The large entry field in the centre shows the message 'bubbles' to be displayed. There are four in the demo and are made up as follows:

```
[x],[y].[colour]:[line1]/[line2]/...../\
```

```
[x] [y]          : COORDINATES (not percentages).
Colour          : Border colour of the bubble.
```

```
line1/line2/.... : lines of the text, seperated by a '/'
                  and terminated by a '\'.
These MUST be included.
```

```
eg : 10,20.5:This is line 1/This is line 2/Last Line/\
```

The program doesn't interpret floating point numbers so '20.5' is two numbers. EACH and EVERY line must end in a '/' and EACH AND EVERY bubble

---

must end in a '\'. Failure to do so will end in a crash. Ha ha! ;)

Clear Y : When all bubbles have been activated, the program will clear the screen starting at this coordinate (not percentage). Click again to clear the screen totally.

## 1.18 systemclock

System Clock  
~~~~~

Inspired by breakfast television, the on-screen clock simply takes the system's clock time and displays it in 24hr format. Perfect for live hookup of the Amiga! (If you want to fake a time, just change the system's clock.)

1.19 stopwatch

Stopwatch
~~~~~

This is useful for anything that needs to be timed. It has been designed with sport in mind, however. The timer is started, and can be suspended with the left mouse-button (a 'lap' or 'split' time is shown). When timing is complete (press the right mouse-button) the timing sponsor is shown.

Lap : What to print when the left mouse-button is held.  
eg: LAP or SPLIT

Timing : Who provides the timing - Commodore in this case.

Flash : Toggle, if you want the 'Lap' message flashing or not.

1/100s : Toggle, include centiseconds?

Border : Border size, in pixels.

## 1.20 countdowntimer

---

Countdown Timer  
~~~~~

Inspired by game-shows, this is a countdown timer accurate to 1/50s. Its usage is limited up to 99 minutes 59s. The timer will start at the stated minute and second, and will count down to zero.

Border : Border size, in pixels (to 'outline' the timer).

1/100s : Toggle, include centiseconds on the timer?

Note the timer can be suspended by clicking the left mouse-button, and reset early to 0:00:00 with the right button.

1.21 scrolltext

Scrolltext
~~~~~

This is used to pass information across the screen horizontally. Could be used for in-show information, or maybe credits too.

Text : The entry field shows the text to display. **IMPORTANT:** If you want to change the pen colour of the text, insert a colour macro

.

Speed : Scrolling speed in pixels per 1/50s.

Border : Start- and end-border size around the text, in pixels.

Note: The lines of the entry field are just concatenated, and some lines end in spaces - try removing them.

Also, due to the speed of your machine, you may need to reduce the number of screen colours used (if 'jumping' occurs). You may also have to kill any multi-tasking programs (eg a clock) to get maximum processor time.

---

## 1.22 credits

Credits

~~~~~

Possibly the most 'familiar' effect - the vertically scrolling credit list, useful to people with/without genlocks. If mastered can give a professional credit list.

Text : The text in the credits (see
Formatting Macros
).

Speed : A percentage relative to 50 vertical pixels per second scrolling.

Wide : In 'Span-in' and 'Span-out' this value represents a width, in pixels, of the inside/outside border. Experiment.

1.23 table

Table

~~~~~

This is a very versatile table which, when mastered, can be used to display any information. I've included a soccer-score demo, but it could equally have been a cricket, or baseball score page.

Title : Not surprisingly, the title of the table. Goes at the top. ;)

The entry field is a little like that used for the credits. Before editing this field, decide on how many VERTICAL COLUMNS your table will have. The demo has three.

Text : Each line of the table is dealt with individually.  
(See  
Formatting Macros  
.)

Widths : These are widths of the vertical columns (in percentages).  
they'll need to add up to 100 and there must be one for every



).

## 1.26 scrollingpictures

### Scrolling Pictures

~~~~~

Same as vertically scrolling credits, except you have the opportunity to DRAW the credits yourself (e.g. in DPaint). It's useful if you can't understand the formatting macros in 'Credits' :). I've included a 5 screen demo (files small1.iff - small5.iff). (The registered version also includes big1.iff - big5.iff in Extras.lha .)

Base Pic : The filename used to create a list of pictures to use. The program likes pictures ending in '.iff' or '.ilbm' ONLY. You can have Cinemascope turned on, you can have 6 pictures. If it's off, you can have 8 pictures.

```
eg : Base picture=blah.iff      loads:  blah1.iff
      blah2.iff
      blah3.iff
      " "
      blah8.iff (etc)
```

In the file selector, you can pick any of the 'blah's.

Speed : Scrolling speed, as a percentage of 50 pixels/sec.

Hold Last : Toggle, if you want the last picture of the list held static until the mouse button is pressed. (Useful for copyright messages.)

NOTE: This effect is VERY memory-hungry and may be impossible on machines with a small amount of chip-mem. Use as few colours as possible. The screens MUST be ECS compatible (sorry, no AGA yet) and up to a size of 640x1020 pixels.

1.27 analoguetimer

Analogue Timer

~~~~~

This is a basic analogue 'clock' which counts down from a maximum of 45 seconds. It's used behind-the-scenes to coordinate adverts and other things. Once you watch the demo you'll know what I'm on about.

Text Gadget : Enter here a number of lines of text: what your video is about.

Seconds : Number of seconds the timer counts down from (from 0 to 45).

Font : The font to use. I recommend Expanded 16 which is part of the registered distribution).

NOTE: At any time while the clock is counting down you may press the left mouse-button and clear the screen. This will stop the timer.

## 1.28 textmacros

### TEXT MACROS (Important)

~~~~~

If you want to change the colour of text, insert a % character followed by the HEX value of the colour, eg:

%0 %1 %2 %3 %4 %5 %6 %7 %8 %9 %a %b %c %d %e %f

Credits and Subtitles

~~~~~

(Subtitles only: To insert a page-break, start the line with a '\'  
character.)

1: If you want to change the current font (once per line) the first thing on the line should be:

~[Font],[Size]: eg: ~times,24:

---

The tilde, comma and colon are necessary. If you don't need to change the font, omit this stage.

2: Now, the default formatting is CENTRALISED - so if you want centered text, just enter the text line. Else, enter one of these:

```
Left-justify:      {[Text line] eg:      {Producer
Right-justify:    }[Text line] eg:      }Jason Henegan
Span-in:         [Left]<[Right] eg:      The Bishop<Mr X
Span-out:        [Left]>[Right] eg:      The Actress>Miss X
```

So, a complicated example could be:

```
\~helvetica,18:Director>Jason Henegan
```

```
- which incorporates: a page-break
                      a font-change (to helvetica 18)
                      span-out:   Director      (and)      Jason Henegan
```

#### Table

~~~~~

1: Decide if you want a page break. Yes: start the line with a '\ ' char. The first line doesn't need one.

2: If you want to change the line's font, do so in the normal way:
~[font],[size]: eg: ~helvetica,24:

3: Next, for each element on the line choose the formatting it requires:

```
Left justify : {[Text] eg: {Liverpool
Right justify: }[Text] eg: }Arsenal
Centered     : [Text]  eg: 3-1
```

Elements are separated by a ',' character. Each element except the last on the line has one.

EG: \~courier,18:{This,Is,}Page 2 will display:

```
This      Is      Page 2
```

- Which is left-format 'This', centre-format 'Is', and right-format 'Page 2'.

Examples

~~~~~



```

Colours:      %4R%5A%6I%7N%8B%9O%aW    (RAINBOW)
Left-Justify: {texttexttexttexttext
Right-Justify: }texttexttexttexttext
Centre:      texttexttexttexttext      (no macro)
Span-In:     Lefthandsize<Righthandside
Span-Out:    Lefthandsize>Righthandsize
Font Change: ~helvetica,24:
Page Break:  \TheNextLine

```

---

See also

Character Macros

.

## 1.29 extramacros

Extra Macros  
 ~~~~~

Copyright Symbol: ^c (not CONTROL-C)

Registered Symbol: ^r (not CONTROL-R)

1.30 settingsmenu

Settings Menu
 ~~~~~

This is used to configure ProTitler's appearance:

```

+-----+
|
|          Set Font Parameters...
|          |
|          |          Set Cinemascope...
|          |          |
|          |          |          Set Palette...
|          |          |          | |
|          |          |          |=====|
|          |          |          |

```

---

```

Load Settings...
|
|
|
Save Settings...
|
|
+-----+

```

## 1.31 setfontparams

Font Parameters  
 ~~~~~

Displays how fonts will be rendered inside the effects. It's important to try out these values with different fonts, as they significantly alter how the final effect will appear.

Leading X : Number of pixels BEFORE the letter which are in shadow.
 Used to make fonts crisper on TV.

Shadow X : Shadow pixels AFTER the letter - again, to make the font easier to read when genlocked.

Shadow Y : Vertical offset (DOWNWARDS) of the shadow.

Note: The larger the shadows are, the longer the font takes to render.

1.32 setcine

Cinemascope
 ~~~~~

Cinemascope is the black border above and below a picture. It's only of real use with a genlock, i'm afraid.

^ , v : These set the size of the cinemascope.

Note: The performance of  
 Credits  
 &

Scrolling Pictures  
is limited if you use  
cinemascope. This is because cinemascope takes up two screens; and if  
they're taken, they can't be used for long credit lists (either to display  
text or a picture).

### 1.33 setpalette

~~~~~  
Colour Palette
~~~~~

Just a palette requester, changes the palette both for the effects, and the  
user-interface.

Note: For most effects, you choose how many colours the screens are drawn  
in - it's either 4, 8, or 16.

If you choose a 4 colour screen you cannot use colours 5 onwards.  
If you choose an 8 colour screen you cannot use colours 9 onwards.

The fewer the number of colours, the faster the screen will render, and the  
less CHIP-MEM it will consume. (See  
General Information  
.)

I've included a free memory display in the  
'Misc' menu  
.

### 1.34 loadsettings

Load Settings  
~~~~~

This will load the colours changed inside set palette .

You can load the DEFAULT ProTitler colours inside 'ProTitler.pt.defaults'.

1.35 savesettings

Load Settings
~~~~~

This will save the colours changed inside set palette .

You can save the DEFAULT ProTitler colours inside 'ProTitler.pt.defaults'.

## 1.36 extras

~~~~~ Extras.lha  
~~~~~

The Registered version of the program comes with a large .lha archive. This contains the following:

Big1-5.iff: A HUGE demo of 'Scrolling Pictures' - requires 2mb Chip mem.

ProTitler.ascii: A 157k+ ASCII dump of the program listing (if you really WANT to read it! ;) Also see  
Distribution  
.

titler3.AMOS: The 238k AMOS Basic listing. Contains 27k of sprites.  
Also see  
Distribution  
.

To decompress it, double-click on the 'Extract-Archive' icon or simply type:

```
lha x extras.lha ram:
```

LHA is provided. The registration fee is not intended to cover lha since it may be freely obtained.

## 1.37 knownbugs

~~~~~ KNOWN BUGS (boo hiss)  
~~~~~

---

Scrolltext: Doesn't like italic fonts, or fonts whose size is >32 pts.  
Errors appear with a speed >18.

I'll try and fix bugs for registered users in the next version. If you know of a bug and are using the unregistered version then please register

.

## 1.38 registration

REGISTRATION for ProTitler  
~~~~~

Remember ProTitler is SHAREWARE. Please send a minimum of £5 sterling (UK) or £10 (non-UK) to my address:

Jason Henegan
2 Orchard Close
Biggleswade
Beds SG18 ONE
England

And I'll send you the latest version. Also include any suggestions, bug reports and comments about the program. If enough people register, I'll improve the program.

I'm not sure how you'd go about sending in the registration fee from outside the UK.. Consult your bank - £10 is due to cashing and postal charges. Remember UK currency is POUNDS STERLING, not dollars or ECUs.

You've seen my ugly mug in the Project/About menu. If you want your picture included in the program, send me a grayscale IFF on a disk (i.e. not a real photo) (any size) and i'll try to include it - the code is already written, I just need a picture..

Until next time, have fun with ProTitler!

1.39 versions

ProTitler Versions

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## Version list:

1.0 (9-10-94) Created.

1.1 (11-11-94) Analogue Timer added. (Registered version)  
This guide created.

## 1.40 contact

## Contact

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You can contact me at this address:

Jason Henegan
2 Orchard Close
Biggleswade
Beds SG18 ONE
England

Send me bug reports (for
registered
users only) or suggestions for future
effects or versions.

I can only support registered users who can't load the program, or unpack the

Extra.lha
archive, or anything else that SERIOUSLY detracts from your
enjoyment of ProTitler.

Please don't ask something like "How do I get an effect to do this...."
because the chances are I'm too busy to reply - it has to be a (near) life &
death situation!

Registered users can receive ONE free update in the future if they send me
a disk to put it on.

1.41 miscmenu

Misc Menu

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This contains everything else I didn't include anywhere else :)

```

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|
|         Chip Free...
|         |
|         |         Fast Free...
|         |         |
|=====|
|         |         Current Cinemascope...
|         |         |
|         |         |=====|
|         |         |         Gadget Test...
|         |         |         |
|         |         |         +-----+

```

## 1.42 chipfree

Chip Mem Free

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ProTitler uses Chip-Mem to display graphics and screens. Some effects, like

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Credits
and
Scrolling Pictures
may not operate correctly with small
amounts of chip-mem.

```

The number of

```

screen colours
determines how much chip-mem is consumed.

```

Basically, a 16-colour screen takes up twice as much chip-mem as a 4-colour one.

1.43 fastfree

Fast Mem Free
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ProTitler doesn't use much fast-mem.. In fact it doesn't allocate much more than is required to actually load it.

## 1.44 gadgettest

Gadget Tester  
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This is mainly for my use - it just displays all user-interface gadgets included in the version. It also allows you to try them out and become familiar with some of the more complex ones.

You can leave the screen at any time, and it doesn't affect any ProTitler variables or effects.
