BT

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Chapter 1

BT

1.1 BT User Manual

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  A Realtime 3D Titling System for the Amiga


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1.2 BT Introduction

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Introduction
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BluffTitler is Realtime 3D Titling program. It allows you to animate 3D
texts in all sorts of 3D effects using a simple graphical user interface.

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

And because BluffTitler 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 BluffTitler 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
-home video's
-semi-professional productions
-cable networks
-computer presentations

Another BluffTitler Bonus over 3D rendering programs is the use of Amiga's
Copper chip. BluffTitler 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

-The Amiga is capable of producing Overscan
-The Amiga can be easily connected to a TV/VCR
-You won't find the Copper Chip inside a PC
-SVGA is limited to 18 bit colours (64 grey tones)

1.3   BT How to make a simple show

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 box.

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 text gadget to 'Eye Position' and set the depth slider to -16000.
The text will now appear very small. Press the insert 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 sider to the 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 insert key.

You have now defined 2 keys and it is time to watch the preview. Set
the time slider back to the beginning, press the start button and watch
the result.

If everything looks fine, select the menu item 'Start Show' 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 siders below to get the right
  picture
3-press the insert button

1.4 LSD System Requirements

System requirements

BluffTitler requires - a 68020 Processor or higher
      - Amiga DOS 2.0 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 ! Non-AGA 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

-BluffTitler 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 mathematical coprocessor
 will not effect performance at all.

1.5 BT Installing

How to install BluffTitler

To install BluffTitler simple drag the BluffTitler Drawer to the desired
place on your HardDisk.

BluffTitler requires 'BluffTitler:' to be assigned to the directory where

you store your BluffTitler files. This directory will be used as the default
directory by the file requester.

Example:

If you installed blufftitler in the directory 'dh1:Graphics/BluffTitler'
you have to add the following line to the file s:user-startup

Assign BluffTitler: dh1:Graphics/BluffTitler

The workbench files you need are:

-asl.library in the libs directory

1.6   BT Gadgets Functions

Summary of Gadgets 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.

Text gadget

Type here the text you want to animate. Don't forget to press <return>
Use the special character '@' to start a new line.

Use the key combination <Right Amiga> X to delete the entire text

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 = Viewdirection

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

Insert button

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

Delete button

Deletes the current key. Use the Prev/Next button to select a key

```
Copy button
-----------
Copies the current key into a buffer

Paste button
------------
Copies the buffer to the current time

Prev button
-----------
Jumps to the previous key

Next button
-----------
Jumps to the next key

Start button
------------
Starts the show from the current time in the preview window on the editor
window.

Select the menu item 'Show/Start Show' for the real show in full screen and
full colour.

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   BT Menu Functions

```
                 Summary of menu functions
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Project/New
-----------
Select 'New Show' to begin a new project. Don't forget to save the current
project.

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)

Project/About
-------------
Check this one out for yourself

Project/Quit
------------
Quits BluffTitler. Don't forget to save your current show.




Show/Start Show
---------------
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 BluffTitler
window by clicking somewhere in the window.

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

Example: BluffTitler:BluffTitler BluffTitler:Shows/Test.BT

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

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

Show/Interlace
--------------
Turns interlace on/off. Use interlace for Video and non interlace for a
computer monitor.

Show/Dimmed
-----------
The Amiga is capable of producing 'Video illegal colours'. This option
tries to prevent them by keeping the colour values below 200.

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

```
Font/Change Font
----------------
```
Selecting Change Font from the Font menu will produce
                    the Font Requester
                 Palet/Change Palet
```
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```
Selecting Change Palet from the Palet menu will produce
                    the Palet Requester

1.8 BT Font Requester

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Font Requester
--------------
```

Select the menu item 'Change Font' to enter the Font Requester

```
Width
-----
```
The horizontal size. The default is 100

```
Height
------
```
The vertical size. The default is 100
If you want a square font set width to 100 and the height to 60

```
Depth
-----
```
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.

1.9 BT Palette Editor

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Palette Requester
-----------------
```

Select the menu item '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

Blufftitler fades the top colour to the bottom colour. If you want a single backround colour, copy the top colour to the the bottom colour.

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

Select the menu item 'Show/Start Show' to watch the result !