

VIDEO TITLE SHOP ADDENDUM

*Important information follows;
please read this first!*

This addendum is provided for two reasons. One, to get you started using Video Titler quickly and easily; and two, to document changes in the instruction manual.

Changes To Loading The Intro Demo

- A. Be sure to read pages 1 and 2 of your instruction manual for Requirements, Formatting Disks, and instructions for Loading Video Titler. Then, go ahead and load the program.
- B. The Intro Demo is explained on page 9 of the manual, but the loading instructions have been updated. To load the Intro Demo, hold down the Commodore Key and press the letter L. An Information Bar appears at the top of the screen. Use Cursor Keys to select **Sequence**, then press **RUN-STOP** twice. A list of files appears under **Sequence**. Again, using the Cursor Keys, select **Intro Demo** and press **RUN-STOP (Demo Part 2)** is loaded the same way).

After you've watched the demos a few times, go ahead and practice on them. As long as you don't **SAVE** your experiments, the originals won't be affected.

- C. When you're ready to begin your own Title Sequence, follow the Load instructions listed below. Refer to pages 15-29 in the manual, trying each option as you read along.
- D. For a quick look at how the **Video Titler** portion of **Video Title Shop** works, browse through pages 10-15 of the manual ("Overview" and "Getting Started") before reading this addendum. There are a few updates to the manual. These are listed under "Changes To The Manual" below.

Changes To The Manual

1. **LOAD** - The load function (Commodore Key and L) gives you these options: Canvas, Blank Canvas, Sequence, and Blank Sequence. Use the Cursor Keys to cycle through the options. Press **RUN-STOP** to accept a Selection.

Canvas allows Canvases to be loaded and used as **Video Titler** backgrounds (**MicroPainter Plus** is the graphics program included with **Video Title Shop**). When loading art from the other programs **Video Titler** supports (Micro Illustrator, KoalaPainter, Paint Magic, and Quickdraw), make sure you select the correct Canvas type (e.g., don't try and load KoalaPainter art as Micro Illustrator art; if you do this, you'll see garbage on the screen). If you make a mistake, simply reload the art using the correct type.

Blank Canvas gives you a blank background in the color of your choice.

Sequence lists all the Title Sequences saved so far and lets you Select which Sequence to load (the two **Intro Demos** are Title Sequences).

Blank Sequence deletes the Sequence *in memory* and loads a single blank Page to start a fresh Sequence (naturally you'll want to save the Sequence that was in memory first).

NOTE: If **Video Titler** can't find the Canvas or font used in a Sequence, it substitutes a blank Canvas or the default font, respectively. Why can't a Canvas or font be found? Because they weren't moved to the data disk. Read "SAVING" below for information on moving Canvases and fonts.

2. **SAVING** - You're given the option of saving (Commodore Key and S) the Sequence, Font, or Canvas to disk. After Selecting which part of the Sequence to save, press **RUN-STOP**.

IMPORTANT: When you save a Sequence, you're only saving Objects, Effects, and Canvas *names*. You are not saving Canvases or fonts. That's why these must be saved separately.

NOTE: It's best to plan in advance and move the Canvases and fonts you want to use to the data disk *before* creating the Sequence. Using the save option lets you move all the Canvases and fonts necessary for a Title Sequence onto your data disk. If you don't do this, **Video Titler** won't be able to find them and substitutes a blank canvas and the default font instead.

Sequence saves the current Sequence (Objects, Effects, and Canvas names only!).

Font lets you save one of the fonts currently in memory (Since A4X8 is the default font and is always present, you don't need to save it).

Canvas saves the last imported Canvas in its original form as a **MicroPainter Plus** file (for more info on **MicroPainter Plus**, read the manual). Even Canvases imported from other graphics programs are saved as **MicroPainter Plus** files.

NOTE: All graphics are saved as **MicroPainter Plus** files and must be loaded as **MicroPainter Plus** files. If you try and load them under different Canvas types you'll see rubbish on the screen.

Page allows you to save any Title Sequence screen (background *as well as* border and text) as a Canvas which can be placed anywhere in a Sequence. This Canvas can also be imported into **MicroPainter Plus** for alterations.

3. **FONTS** - The Font function (Commodore Key and **F**) gives you these options:
 - "A4X8" (the default font; this one's *always* available and can't be removed);
 - "FROM DISK" (fonts available from the disk);
 - One other font currently in memory (changeable at any time using "FROM DISK").

NOTE: Only two fonts at a time are instantly accessible for a Title Sequence. If you want *more* than two fonts, they must be loaded from the disk.

4. **Wipes** - Wipes have been upgraded to work as "tear-aways" (the manual's description of Wipes is no longer correct). Use Cursor Keys to Select the direction of the "tear" Effect.
5. **Fade** - Fade is a new Show Page Effect (Show Page is explained on page 24 of the manual). The Page cycles through the colors until it becomes black.
6. **Abort** - You can't abort the "Play Current Show Page" or "Play Entire Title Sequence" Effects.

Copying Disks

To prevent accidental loss of data, use a standard copy program to back up your data and graphics disks.

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