



THE ACTION REPLAY DEMO MAKER

This program collection works in conjunction with Action Replay, and allows you to create "Demos" consisting of scenes from your favourite games to which you can add music and a scrolling message. A Demo has four major components - Picture, Music, Message and Character Set. These components are created as separate files and combined to produce your personalised, independently loading sequence.

A few words about copyright. The Action Replay SCENE STEALER and MUSIC HACKER can be used to extract graphic and music information from commercial programs. You are not permitted to use this data in any way other than for your own amusement and entertainment. Copyright applies to the parts as well as to the whole of a program.

The main program consists of a text editor for creating your scrolling message, the facilities to load the components of your demo, and the means to view and save the result. Some sample music, character sets and scenes are included to get you started. Additional files can be created by the SCENE STEALER and MUSIC HACKER, described later.

The best way to get to know the Demomaker is to load it up and play about with it, so do that now, keeping these notes handy. Install Action Replay's Fastload, and load and run "AR.DEMOMAKER". Hit SPACE to leave the title screen - you are now in the text editor. The text that was previously scrolling across the screen should now be on view.

Two menus can be called up by pressing the F1 and F3 function keys. To select an option, highlight it by means of the cursor up and down keys. Press RETURN to execute that function. Press RUN/STOP or a function key to exit from the menu.

Press F1 to display the first menu and hit RETURN against RUN. This starts the current demo, which to begin with is the Demomaker title screen. Hit SPACE to return to the editor. Now press F1 again and hit RETURN against CLEAR TEXT. You can now type in your own message, using the normal editing keys (cursor, insert/delete, etc). Hit RETURN - the message starts to scroll and its control panel is displayed. Options are selected with the cursor up/down keys. Press + or - to change the current value of that option. Most options are self explanatory and the results can be seen by experimentation. REVERSE VID requires some explanation. This changes the background to the foreground and vice versa. Press X to toggle between normal and reverse video. To go back to the editor hit RETURN. You can now RUN the demo with your new message via the F1 menu.

When you are happy with your message, it can be saved via the F3 menu. Hit F3 and press RETURN against SAVE MESSAGE. Insert a formatted disk and enter a filename. The message will be saved for later use.

Another type of scroll is available from the Demomaker. Insert the main disk and press F3. Hit RETURN against LOAD MESSAGE. The messages on the disk will be displayed. Select MSG.SPRITESCROLL and hit RETURN to see how this looks. The message scrolls in large sprite based characters in the screen border. The control panel for this scroll is slightly different - DROP SPEED controls how fast the scroll moves down the screen, and DROP DELAY controls the time between each drop. Experiment to familiarise yourself with how this works.

Two points to note about messages:

1. Each message you type is always associated with the type of scroll (character or sprite) which you selected.
2. When you load a new message, the existing one is overwritten, so make sure you save your work before replacing it.

Music and character sets can be added by selecting the relevant option from the F3 menu. Entertain yourself by loading the sample tunes and character sets.

A completed demo can be saved in two forms, as a DEMO or as a LOADER, via the F3 menu. A DEMO is a stand-alone program which can load and run independently of the Demomaker (or Action Replay). It exits back to Basic when you press space. A LOADER is the same except that when you press space, a second program can be made to load and run. This could be an Action Replay backup, one of your own Basic programs, or another demo or loader. When you select SAVE AS LOADER from the F3 menu, you need to enter the name of the program you wish to load from the demo, before it is saved. Either type may also be loaded and viewed by the MULTICOLOUR SLIDESHOW (see later).

A Demo or Loader is always saved with a prefix 'SS.' before the filename, so that it can be loaded back into the Demomaker or Slideshow. You can rename it, but if you subsequently wish to alter it you will need to put the 'SS.' prefix back, before the Demomaker (or Slideshow) can recognise it.

You should now be familiar with how the Demomaker works. You will soon be bored with the sample graphics and music provided, so we have included two programs which can extract new material from other programs, for use in your demos.

THE SCENE STEALER

This is a special Action Replay "PARAMETER", which is loaded into a program after it has been frozen by the cartridge. It has two functions: A. To save all the graphics, sprites and colour information which was displayed at the time the program was frozen: B. To save any hires character set in memory. Scene Stealer is provided in two forms:

1. For the Professional Cartridge: parameter code "E.SS"
2. For the MK 4.0 or 4.1: parameter code "SSTL"

A. "STEALING" A SCENE: First load a program and freeze it when the required scene is displayed. Press F7 to show the frozen scene. Some screens are "raster split" which means that parts of the screen show incorrect video information when viewed in a frozen state. It may not be worth saving if this is the case. Once you have decided to save the scene, select PARAMETERS from the freeze menu, insert this disk and enter the code appropriate to your cartridge (see above). Follow the onscreen prompts. The scene will be saved as a 'SS.' file for loading independently or into the Demomaker or Slideshow. Scene stealer works in any

graphic mode, and can be used on any type of program. For instance, if you have some multicolour pictures previously saved by Action Replay, you can save these out of the program which you use to display them, with Scene Stealer, for use in the Demomaker.

B. CHARACTER SETS: As above but select option B when the parameter has loaded. You can scan the whole memory to search for characters. Most positions will display garbage, but any useful set will clearly be noticed. Adventure games are probably best for finding good characters. The set will be saved as a 'CS.' file for loading into the Demomaker.

The Demomaker uses the first 64 characters in the character set for the primary alphanumeric and punctuation characters. Occasionally programmers design custom sets which use characters 64-96 for the alphabet, the lower characters being used for graphic shapes etc. We have included a simple character editor on the disk so that you can alter character shapes and change the position of characters within the set if you wish. Provided as a free bonus program "CHARED". Instructions are contained within the program. If you already have a collection of custom sets, you can use these with Demomaker simply by adding a 'CS.' prefix to the filename using the DOS rename command. Don't try adding a 'SS.' or 'MUS.' prefix to any graphics or music files which you may have though - you will only crash the Demomaker if you try to load them.

Most programs can be restarted after using the Scene Stealer if your cartridge is the Professional version. With the Mk 4 or 4.1 versions the program will reset.

THE MUSIC HACKER

This program creates 'MUS.' files containing music for your demos. It works on SPECIFIC TITLES ONLY - it is impossible to automatically save music from any program. At the time of writing, music can be saved from the following games: Crazy Comets, Monty On The Run, Delta, Thing On a Spring, Indiana Jones, International Karate Plus (+), Iball, Mega-apocalypse, Auf Weidersein Monty, The Last Ninja, and W.A.R. More titles will be available in the future. To save music from any of these games, this is what you do:

1. Load one of the above programs and reset it. If you have the Professional cartridge, HOLD DOWN the CBM key and press the RESET BUTTON. For other cartridges, freeze and select FASTLOAD.

2. From this disk load and run "MUSIC HACK". This program will detect and save the appropriate 'MUS.' file for loading into the Demomaker. If no music was found, you will be informed of this. The program is highly dependent on the exact structure and location in memory of the particular music. It MAY happen that certain of these titles have been released in revised editions, slightly different from the versions which we used during preparation of this program. If such is the case, then a failure may occur. At time of writing we know of no such cases, but should one of these routines not work, then that is the explanation. If the music has been moved, it will not be found. If it has been altered, the program will probably crash.

There are some very fine tunes amongst this collection. Remember, you have hacked them (and the graphics) for your personal amusement only. Some of the tunes contain additional themes and variations. The keys on the top row of the keyboard will often change to a different tune, so it's worth experimenting by pressing different keys while the music is playing if you want to hear them. Try it on W.A.R. and Auf Monty in particular. The square brackets (next to 'L') sometimes also do a tune change.

Well, there you have it. Your own musical demos with your own scrolling message using graphics from your favourite games.

THE MULTICOLOUR SLIDESHOW

This is the Mk 2 version of our Multicolour Slideshow program, which allows you to display Multicolour Pictures, Scene Stealer ('SS.') files and Demos created by the Demomaker in a convenient "Slideshow" form. Action Replay Professional can save Multicolour pictures in a variety of different formats, and this program can display them all. Consult your Action Replay manual for how to save pictures.

OPERATING THE SLIDESHOW

The program is named "SLIDESHOW V2". Load and run the program to display the main title screen. A help screen is available which details the joystick and keyboard controls available. You can switch out the Action Replay Disk turbo if you wish, in which case pictures will be loaded at standard disk speed (or parallel speed if you have such a system fitted). Press F3 and the names of any picture or 'SS.' files will be displayed. The program recognises its files by the specific prefix or suffix associated with that particular picture format, so if you have renamed any of your picture files, the program will not recognise them. Similarly, if you have any non picture files on the disk with a prefix which the slideshow will recognise, it may crash if it tries to load these, so make sure that this is not the case.

You select the picture you wish to display with the cursor or joystick up/down controls. Press Fire or return to load and display the picture. Fire or Return moves you back to the menu. Or keys + and - (joystick left/right) will automatically load the next or previous picture on the list. 'SS.' files and demos are a special case in that you should press Space to return to the menu. + and - do not work with these files.

Pictures saved in "Image System" and "Vidcom" format may not show the correct background colour. This of course can be fixed by loading into one of the above graphics utilities, but if you want to display them correctly on the slideshow you should save the picture in a different format using Action Replay. The function keys can be used to change the background and border colours when the picture is displayed.

PRO-SPRITE LIBRARY/EDITOR

PRO-SPRITE is a simple to use but powerful sprite editor and library, which allows you to store, view and edit your sprite collection in an easy and convenient manner.

MAIN CONTROLS

Keys I, J, L, M move the cursor, Key K inserts/deletes a point. The keys may be redefined on the title screen if you wish. Or you can use a joystick in port 1. Use CLR/HOME to 'home' the cursor. SHIFT and CLR/HOME will clear the sprite board. Keys F5 and F7 select commands from the menu and 'RETURN' will enter that command. Pro-sprite uses device 8 if disk is selected as your input/output device.

Pro-Sprite has two main screens, the EDITOR SCREEN, where you view or edit your sprites and the ENTRY BOARD, where you save, load or manipulate your sprites.

THE EDITOR SCREEN

Any sprite in the library may be edited and re-entered into the library. The current library sprite is not altered until you decide to replace it, so you may experiment without fear of losing a sprite from the library. The main editor commands are as follows:

1. ENTER: Moves you onto the ENTRY BOARD (see below).
2. SCRUB: Deletes the current sprite from the library. You have the option to abort this command after entry.
3. MODE: Switch between Standard and Multicolour modes. Note that a sprite may look completely different when the mode is switched.
4. NEXT: Move on to the next library sprite. Hold down the shift key before pressing return to move backwards through the library. If the sprite has been altered you have the option to enter the sprite into the library after entering this command.
5. ANIMATE: Moves you to the ANIMATION BOARD (see below).
6. EXPAND: Expand or contract horizontally or vertically.
7. COLOUR: Upon entering this command the command cursor will move onto the colour bar chart. Press RETURN to change the sprite colour, SHIFT/RETURN for background colour, CBM/RETURN for multicolour 0, and CTRL/RETURN for multicolour 1 (if in multicolour mode). Press return against the back arrow symbol to exit the colour menu. In multicolour mode, the three control colours are displayed at the bottom of the command menu. The colour displayed in reverse type is the one which will be entered on the editor board. The control colour may be altered by moving the cursor against the required colour and pressing return.

THE ENTRY BOARD

The current sprite is displayed in both normal and reversed configurations and in both normal and expanded sizes. The current library sprite is displayed at the bottom of the screen.

MIRROR: Produces a mirror image of the current sprite.

FLIP: Produces an upside down image.

ROTATE: Available only if the right hand three pixels of each row are left blank. The image is rotated through 90 degrees.

REPLACE LIBRARY SPRITE: The current library sprite is replaced by the current sprite.

NEXT FREE BLOCK: Will enter the current sprite into the next available space in the library. Once entered, you will move back onto the editor board at the position where the sprite was entered.

EDITOR: Moves you back onto the editor board.

CREATE DATA: Converts the current sprite into Basic data statements and adds them to the data file. As many sprites as you wish can be converted to data statements before saving them with the next command.

SAVE DATA: Saves the current data file to tape or disk. Once the file has been saved it will be deleted. Subsequent files will start with the next basic line number so that several files may be appended in sequence (see later).

SAVE LIBRARY: Saves the current sprite library to tape or disk.

LOAD LIBRARY: Loads a library which has been saved by the previous command.

ANIMATION

Pro sprite includes a very simple animator which allows you to build 'frame by frame' animations of any sprite. Before entering the animator you will be asked to enter the number of images required.

NEXT: Moves to the next image. The sprite on the far right is the current image to be edited. The one on the left is the previous image, displayed for reference.

RUN: Steps through each image in turn. Speed may be varied using the + and - keys.

SAVE: Saves the animation as a binary data block from hex \$3400 onward. To load this data into your program, use LOAD "NAME",8,1

COLOUR: The sprite colour only may be altered for each image. The colour selected is stored in the last byte (byte 63) of each image.

APPENDING DATA FILES TO YOUR PROGRAMS

The data files have high line numbers (63000 onwards). Provided that your programs have line numbers lower than this, the following simple method will append a sprite data file to the end of your program:

1. Load your program and enter: POKE 43, PEEK (45) -2 : POKE 44, PEEK (46)
2. Load the sprite data file.
3. Enter: POKE 43,1 : POKE 44,8

Owners of the Action Replay cartridge can use the APPEND command to do this automatically.

PRO-SPRITE was written long before Action Replay was even thought of, so there is no direct command to load a sprite which was saved from a program by Action Replay. However, there is an easy way to achieve this. Freeze Pro-sprite and select VIEW SPRITES from the freeze menu. Scroll the display until the memory counter reads \$3800. This is the start of the storage area for the 32 sprites in the current Pro-sprite library. You will see the library sprite images displayed. Move the display until the sprite you want to replace is at the central position, and load the required sprite. Then restart the program. The sprite is now in the library and can be edited, and renamed on the entry board. Of course the reverse is also true - Action Replay can save any sprite from Pro-Sprite and load it back into any other program.