Video Title Shop
A Computer + VCR Utility

OUR SUMMER VACATION
CARIBBEAN CAPERS

OUR ANNIVERSARY
JAMIE'S 16 BIRTHDAY
THANKSGIVING
TRIP TO VERMONT
NEW YEAR'S EVE

Datasoft®

FOR ATARI® HOME COMPUTERS
Video Title Shop

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CHAPTER ONE
INTRODUCTION

Requirements
- Atari® Home Computer (64k)
- Compatible disk drive
- TV or Monitor
- Joystick
- Blank, formatted, single-density disks
- VCR
- Videotape

The Video Title Shop Package
Video Title Shop features six elements:

1) **Video Titler**, a utility that lets you use a computer, VCR, and TV or Monitor together to create Sequences and Effects;

2) **MicroPainter Plus**, a graphics utility program that lets you create artwork to use with Video Titler;

3) **Graphics Companion I**, two data disks containing 30 Canvases (including five Borders) that you can import directly into Video Titler or enhance first in MicroPainter Plus;

4) **Video Titler Instruction Manual**, the book you hold in your hands that gives you directions for using Video Title Shop and Graphics Companion I;


6) **Quick-Reference List**, a brief document that shows the commands you use to make Video Titler and MicroPainter Plus work. Once you’re familiar with the program, this list is handy to help you remember which commands produce what results.

Formatting Disks
Use Atari DOS to format your data disks, **single-density**, before you load the VTS program.

Note: **DO NOT** notch, format, or save files on your Video Title Shop disks!

Back-Up Copies Of Video Title Shop
Use Atari DOS or any Atari copy program to make backup copies of the Video Title Shop disks.
Definitions
Refer to these definitions whenever you run across an unfamiliar term.

Blank Canvas A blank background in the color of your choice.

Blank Sequence A single blank Page for creating a new Sequence.

Canvas A solid-colored or graphics background.

Color A combination of Hue and Luminance.

Cycle An Effect that makes the Screen appear to flash off and on.

Default The settings (Hue, Effect, Pen, Font, Factor, etc.) the program automatically uses unless you give it other instructions.


Factor The speed at which an Effect happens on a Page. The Effects that use Factors are Paint by Brush, Paint by Letter, and Wipe.

Fade An Effect that slowly darkens one Page until the next Page appears.

File Names Names of the files on a disk. File names can be up to eight characters in length. You must give file names to Sequences and Canvases, but Fonts already have names. Files saved with Video Titler are automatically given three-letter extenders to identify the type of file saved. SEQ is the extender for Sequence files; PIC is the extender for Canvas files.

Fizzle An Effect where one Page breaks up to reveal the next one.

Fonts Alphanumeric characters (a,b,c...1,2,3, etc.). There are two Font styles on the Video Titler disk: PLAIN and FANCY. These styles are available in a variety of sizes ranging from 4x8 through 16x8.

Hue The color of a Pen. The 16 colors available on the Atari are:

0-Gray 4-Pink 8-Blue2 12-Green
1-Lt Orange 5-Purple 9-Lt Blue 13-Yellow Green
2-Orange 6-Violet 10-Turquoise 14-Orange Green
3-Red Orange 7-Blue 11-Green Blue 15-Peach
The colors that appear on your Screen depend on the Luminance you assign them and your particular computer and monitor or TV.

**Information Bar** The strip across the top of the Screen that displays which Page you're on, what Font you're using, etc. This strip is used when you're making selections for creating Effects, making changes to Objects, or just looking at a Page to see what makes it work.

<table>
<thead>
<tr>
<th>Command Mode</th>
<th>Pen = 4</th>
<th>Center</th>
<th>Page = 001</th>
<th>A4X8</th>
<th>F00</th>
</tr>
</thead>
</table>

In this Example, **COMMAND MODE** simply means you can enter commands. **PAGE = 001** shows which Page you're on. The current Object information is in the lower half of the Info Bar: **PEN = 4** shows that you're typing with Pen 4; **CENTER** shows that the text will be centered in the Object; And **A4X8** shows what Font you're currently typing in (several other Fonts are available).

**Justify** A command that lets you center the text in an Object or align it to the left or right.

**Loop** A command that causes a Sequence to play over and over.

**Luminance** The intensity of a Hue. There are 8 Luminance settings (0–7); using these can significantly alter the way a color appears on your Screen.

**Manual Advance** An Effect that causes the Page to wait for a keypress before disappearing.

**Object** The area on a Page where text is typed. Video Titler automatically creates an Object whenever you start a new Page. Since at least one character or space is needed for an Object, an * is inserted each time a new Object is created. The Current Object (the one you're currently working with) is outlined with a box ([——]).

If you delete the only Object on a Page, a new Object instantly takes its place. If you want a blank Object, delete the * (BACKSPACE), then type a space (press the SPACEBAR).

An Object can have only one Font and one color. If the text you're devising needs several Fonts and colors, you'll need several Objects.

**Page** The work area where Effects are created.
Paint by Brush  An Effect that smoothly paints text onto the Page.

Paint by Letter  An Effect that pops letters, one-by-one, onto the Page.

Pause  A setting that lets you control how long the Page waits before
go ing to the next Page after an Effect happens. The Effects that
let you control the Pause are Fade, Fizzle, Paint by Brush, Paint by
Letter, Wipe, and Scroll.

Pen  An element in the program that lets you select the colors you want
to use for text and background on a Page. There are four Pens on
each Page. Pen 1 is the default background Pen on a blank Canvas
and the default for the first Object on a Page is Pen 4. Each Pen
can be given a different Hue and Luminance. The default colors for
a Blank Sequence are:

Pen 1 = Gray, Luminance 0       Pen 3 = Blue, Luminance 4
Pen 2 = Red Orange, Luminance 3  Pen 4 = Gray, Luminance 7

Screen  The area of a Page that you can see on your TV or monitor.

Sequence  A series of Pages and Effects chained together.

Timed Page  An Effect that sets how long a Page stays visible before
automatically going to the next Page.

Wipe  An Effect that makes one Page appear to "tear" away from
another Page.

Using the Keyboard and the Joystick

Video Titler is command driven. This means you use the computer's
keyboard to tell the program what to do. On the left side of your Atari
keyboard is a CONTROL key. Most Video Titler commands require you
to hold down the CONTROL key while pressing another key. For ex-
ample, if the command is CTRL L, press CONTROL while typing L.

Many commands have selections that show up in the Information Bar.
Cycle through these selections by moving the Joystick up and down or by
holding down CONTROL and pressing the up or down arrow keys
(CTRL ⧵ or CTRL ⬆ – these are the Cursor keys). When you see
the selection you want, press RETURN or the Joystick Fire Button.
RETURN (or the Joystick Fire Button) is what you press to accept any command in Video Titler. If you ever get stuck and can't progress any further, you probably forgot to press RETURN.

ESC is the key you press to cancel a command or exit the current mode.

**Loading Video Titler**

1. Turn off the computer and connect a Joystick. Turn on the Monitor or TV and disk drive.
2. Insert Video Titler into the drive, label side up, close the door, and turn on the computer. The program loads automatically.

**The Intro Demonstrations**

To give you a little practical help in getting started, we’ve created the Intro Demos. These are two short Sequences that use many of the Effects available in Video Titler.

After Video Titler has loaded, press **CTRL L**. An Information Bar appears at the top of the screen. Using the Cursor keys (CTRL [ or CTRL ] or the Joystick, select **Sequence**, then press **RETURN** or the **Fire Button** twice. A file directory appears. Now select **DEMO1** and press **RETURN** (**DEMO2** is selected the same way). The Demo loads.

To run the Demo, press **START**. Now grab the kids and the popcorn, and watch!

To stop the Demo at any point, press **ESC** (you may have to hold this key down for a moment until the computer recognizes it, as the Atari doesn't acknowledge the keyboard while it's reading the disk drive).

Step through each Page, after the Demo has finished playing (use the Plus + and Minus - keys), and study the Information Bar to see how each Demo Effect was set up.
CHAPTER TWO
CREATING SEQUENCES

In this chapter, we give you step-by-step instructions for creating Sequences using all of Video Titler's features. All commands and Effects are explained as we go.

Note: Before you start, be sure you have a blank, formatted disk ready to save your work on!

The ←, →, ↓, and ↑ symbols show you when to use the Cursor keys to make selections (use the CONTROL key with these keys to make them work). You can use the Joystick anywhere the Cursor keys are required; the Fire Button can be pressed anytime you're instructed to press RETURN.

Note: In the following instructions, commas (,) are not keystrokes; they're used to separate commands.

Sequence 1
When you finish the following instructions, you'll have a Sequence that's four Pages long and includes three Effects: Scroll, Paint by Letter, and Cycle.

**Page One**

Load a Blank Sequence  Press CTRL L then ← or → until you see Blank Sequence in the Information Bar. RETURN, RETURN. This clears the computer's memory and loads a single blank Page for you to start a fresh Sequence.

Load a Blank Canvas Press CTRL L, then ← or → until you see Blank Canvas in the Information Bar. RETURN, RETURN. This loads a Blank Canvas and gives you a Black background.

Pen Color  Press CTRL H, RETURN, then ← or → until you see 12-Green. Then ↓ or ↑ until you see Luminance: 3. RETURN. This changes the Canvas color to Green.

Edit an Object  Press CTRL E and type: THIS PROGRAM IS, press RETURN and type: VERY EASY TO USE, and press ESC.
Change Font  Press CTRL F, then ▲ or ▼ until you see From Disk.
Press RETURN, RETURN. Press ▲ or ▼ until you see A8x8,
then RETURN, RETURN to switch to a larger font.

Edit an Object  Press CTRL E and ▲ to get to the end of the text.
Now press BACKSPACE to remove the * and press ESC.

THIS PROGRAM IS VERY EASY TO USE

New Page  Press CTRL P. This copies the Canvas from the Current
Page onto a brand new Page.

Page Two

Change Font  Press CTRL F, then ▲ or ▼ until you see A8x8.
Press RETURN.

Edit an Object  Press CTRL E and ▲. Now press BACKSPACE to
remove the * and press RETURN. Type: VIDEO TITLER and press
ESC.

Pen Color  Press CTRL H, then ▲ or ▼ until you see Pen 4.
RETURN, then ▲ or ▼ until you see 5-Purple.. Then ▲ or ▼
until you see Luminance: 3. RETURN. This makes the Object Purple.

New Object  Press CTRL O.

Change Font  Press CTRL F, then ▲ or ▼ until you see A8x8.
Press RETURN.

Pen Change  Press CTRL ▼, then ▲ or ▼ until you see Pen 2.
Press RETURN.
Pen Color  Press CTRL H, then 🔴 or 🔵 until you see Pen 2. Press RETURN, then 🔴 or 🔵 until you see 0-Gray; then 🔴 or 🔵 until you see Luminance: 7. RETURN. This makes the second Object White.

Edit an Object  Press CTRL E and 🔴. Press BACKSPACE to remove the * and press RETURN. Type: VIDEO TITLER and press ESC.

Move an Object  Press 🔵 twice, RETURN (doing this moves the second Object up).

New Page  Press CTRL P. This copies the Canvas from the Current Page onto a brand new Page.

Page Three

Change Font  Press CTRL F, then 🔴 or 🔵 until you see A8X8. Press RETURN.

Edit an Object  Press CTRL E and 🔴. Press BACKSPACE to remove the * and type: AVAILABLE NOW. Press ESC.

Move an Object  Press 🔵 10 times to move the Object up. Press RETURN.

New Object  Press CTRL O.

Move an Object  Press 🔵 20 times (to move the new Object down), then press RETURN.

Change Font  Press CTRL F, then 🔴 or 🔵 until you see A8X8. Press RETURN.
Edit an Object  Press CTRL E and ▼. Now press BACKSPACE to remove the * and type: GRAPHICS COMPANION. Press RETURN and type: DISK 2, then press ESC.

Adjust Page (create an Effect)  Press CTRL A, then ▼ or ▲ until you see Scroll. RETURN. Notice that the default time for the Scroll is 4 seconds. RETURN. Notice that the default pause for the Scroll is 1 second. RETURN. Now you're instructed to SELECT AND ADJUST STARTING POSITIONS. Use ▼ to move the first Object one space off the top of the Screen. Then press . (Period Key) to go to the second Object and use ▼ to move that Object off the bottom of the Screen. Press RETURN and the scroll calibrates (you get to see how the Effect looks).

If you think the Scroll is too fast or slow or the pause is too fast or slow, just press CTRL A again, press RETURN, and use ▼ or ▲ to change these settings. When you're told to SELECT AND ADJUST STARTING POSITIONS, just press RETURN (unless you want to change those, too!).

Go to Page  Press CTRL G, ▼ or ▲ to select 1, then RETURN to go to Page One.

Page One

Adjust Page (create an Effect)  Press CTRL A, then ▼ or ▲ until you see Paint by Letter. RETURN. ▼ or ▲ to change the Factor to 90. RETURN. ▼ or ▲ to change the Pause to 1.50 seconds. RETURN.

Information Bar OFF  Press CTRL SHIFT ? to see how your Page looks without the Information Bar.

Play Current Page  Press SELECT to see how your Effect looks.

Information Bar ON  Press CTRL SHIFT ? to bring back the Info Bar.

Advance to Next Page  Press + (plus key) to advance to Page Two.

Page Three

Pen Color  Press CTRL H, RETURN, then  or  until you see 3-Red Orange  Then  or  until you see Luminance: 3. RETURN. This changes the Canvas color to a deep Orange.

Adjust Page (create an Effect)  Press CTRL A, then  or  until you see Cycle. RETURN.  or  to change the Count to 40. RETURN.  or  to change Show Each to 0.10 seconds. RETURN. This Effect will Cycle between Pages Four and Three 40 times, showing each Page for .10 seconds.

Back to Previous Page  Press - (minus key) twice to go back to Page One.

Page One

Play Entire Sequence  Press START to play the entire Sequence and see what you've created.

Final Step

Save a Font  Press CTRL S and  or  until you see Font. Press RETURN. You'll see A8X8 in the Information Bar (the program automatically selects the current Object's Font to save). Press RETURN. You'll see the prompt INSERT DISK YOU WISH TO SAVE TO INTO DRIVE 1. If you're only using one disk drive, remove the Video Titler disk from the drive and insert your data disk. Press RETURN.

If two disk drives are connected, place your data disk in the second drive and press D (the prompt changes to DRIVE 2). Press RETURN.

Note: If you don't save the Font on the same disk as the Sequence, the program won't be able to find the Font when you play the Sequence.
Save a Sequence  Press CTRL S and ▼ or ▲ until you see Sequence. RETURN. Type: TEST1 and press RETURN. You'll see the prompt INSERT DISK YOU WISH TO SAVE TO INTO DRIVE 1. If you're only using one disk drive, remove the Video Titler disk from the drive and insert your data disk. Press RETURN.

If two disk drives are connected, place your data disk in the second drive and press D (the prompt changes to DRIVE 2). Press RETURN.

Sequence 2

In this seven-Page Sequence, you’ll learn how to create these Effects: Manual Advance, Wipe, Timed Page, Paint by Brush, and Fizzle.

Note: Be sure you saved Sequence 1 before you start on Sequence 2!

Page One

Load a Blank Sequence  Press CTRL L then ▼ or ▲ until you see Blank Sequence in the Information Bar. RETURN, RETURN. This clears the computer’s memory and loads a single blank Page for you to start a fresh Sequence.

Load a Canvas  Press CTRL L, then ▼ or ▲ until you see Canvas in the Information Bar. RETURN. Insert the Graphics Companion I Disk 1, Side 1 into the drive and press RETURN. You'll see a list of file names. Use ▼ or ▲ to select Heart. RETURN. Replace the Video Titler disk in the drive.

Change Font  Press CTRL F, then ▼ or ▲ until you see From Disk. RETURN, RETURN. Press ▼ or ▲ until you see A8x24, then RETURN, RETURN to switch to a larger font.

Lower Case Text  Press the CAPS key once. This lets you type in lower case letters. For capital letters at the beginnings of words, hold down the SHIFT key while typing the letter (just like you do on a typewriter).

Edit an Object  Press CTRL E and type: I Love My, press RETURN and type: Video, press RETURN, type: Title, press RETURN, type: Shop. Press ▼ then BACKSPACE to remove the *. Press ESC.
Move an Object Use ❂, ▲, ▼, and ▼ to position the Object in the Heart (see illustration). RETURN.

Save a Page Press CTRL S, then ▲ or ▼ until you see Page. Press RETURN. You'll see the prompt SAVE AS HEART? (Y/N). Type Y to use HEART as the file name.

You'll see the prompt INSERT DISK YOU WISH TO SAVE TO INTO DRIVE 1. If you're only using one disk drive, remove the Graphics Companion disk from the drive and insert your data disk. Press RETURN.

If two disk drives are connected, place your data disk in the second drive and press D (the prompt changes to DRIVE 2). Press RETURN.

This saves everything on the Page (including the Object) as a Canvas (a picture file). When you reload this file in Video Titler, you can't edit the I Love My Video Title Shop text, since it's now part of the Canvas.

Delete an Object Press CTRL X to get rid of the Object you just created.

Load a Canvas Press CTRL L, then ▲ or ▼ until you see Canvas in the Information Bar. RETURN. Now, insert your data disk into the drive and press RETURN. You'll see a list of file names. Use ▲ or ▼ to select Heart. RETURN. Notice that the text is no longer an Object, but is part of the Canvas.

Adjust Page (create an Effect) Press CTRL A, then ▲ or ▼ until you see Manual. Press RETURN.

New Page Press CTRL P. This copies the Canvas from the Current Page onto a brand new Page.
Page Two

Load a Blank Canvas  Press CTRL L, then \[\text{Ctrl}  \] or \[\text{Shift}  \] until you see
Blank Canvas in the Information Bar. RETURN, RETURN. This
loads a Blank Canvas and gives you a Black background.

Pen Color  Press CTRL H, RETURN, then \[\text{Ctrl} \] or \[\text{Shift} \] until you see
4-Pink Then \[\text{Ctrl} \] or \[\text{Shift} \] until you see Luminance: 3. RETURN. This
changes the Canvas color to a sort of hot Pink. Make sure the Video
Titler disk is in the drive.

Change Font  Press CTRL F, then \[\text{Ctrl} \] or \[\text{Shift} \] until you see From Disk.
Press RETURN, RETURN. Press \[\text{Ctrl} \] or \[\text{Shift} \] until you see A8X16,
then RETURN, RETURN.

Save a Font  Press CTRL S and \[\text{Ctrl} \] or \[\text{Shift} \] until you see Font. Press
RETURN. You'll see A8X16 (the program automatically selects the
current Object's Font to save). Press RETURN. You'll see the prompt
INSERT DISK YOU WISH TO SAVE TO INTO DRIVE 1. If you only
have one drive, make sure your data disk is in it. Press RETURN.

If two disk drives are connected, place your data disk in the second
drive and press D (the prompt changes to DRIVE 2). Press RETURN.

Note: If you don't save the Font on the same disk as the Sequence, the
program won't be able to find the Font when you play the Sequence.

Edit an Object  Press CTRL E and \[\text{Ctrl} \] to get to the end of the text.

Now press BACKSPACE to remove the * and type: A Short, press
RETURN, type: Pause, press RETURN, type: and, press RETURN,
type: Then . . . . and press ESC.

Justify Text  Press CTRL J, then \[\text{Ctrl} \] or \[\text{Shift} \] until you see Left.
RETURN. This aligns the text in the left side of the Object.

Adjust Page (create an Effect)  Press CTRL A, then \[\text{Ctrl} \] or \[\text{Shift} \] until
you see Timed. RETURN. Use \[\text{Ctrl} \] or \[\text{Shift} \] to select 2.00 seconds.
This sets how long the Page will remain on the Screen before going on
on to Page Three. RETURN.
New Page  Press CTRL P. This copies the Canvas from the Current Page onto a brand new Page.

Page Three

Change Font  Press CTRL F, then ⤇ or ⤈ until you see *A8X16*. Press RETURN.

Edit an Object  Press CTRL E and ⤈ to get to the end of the text.
   Now press BACKSPACE to remove the * and type: Wipe, press RETURN; type: On, press RETURN; type: Another, press RETURN; type: Page! and press ESC.

Justify Text  Press CTRL J, then type R. Press RETURN. This aligns the text in the right side of the Object.

Adjust Page (create an Effect)  Press CTRL A, then ⤇ or ⤈ until you see Wipe. RETURN. Use ⤇ or ⤈ to select Wipe from the left and press RETURN. Use ⤇ or ⤈ to select a Factor of 15, RETURN, then ⤇ or ⤈ to change the Pause to .90 seconds. RETURN.

New Page  Press CTRL P. This copies the Canvas from the Current Page onto a brand new Page.

Page Four

Pen Color  Press CTRL H, RETURN, then ⤇ or ⤈ until you see 3-Red Orange. Then ⤇ or ⤈ until you see Luminance: 1. RETURN. This changes the Canvas color to Red.

Upper Case Text  Press the SHIFT key and the CAPS key together. This locks in capitals and lets you type in upper case letters.

Edit an Object  Press CTRL E and ⤈ to get to the end of the text.
   Now press BACKSPACE to remove the * and type: THIS IS FUN! Press ESC.

Change Font  Press CTRL F, then ⤇ or ⤈ until you see A8X16. Press RETURN.
Adjust Page (create an Effect) Press CTRL A, then “or” until you see Paint by Brush. RETURN. Use “or” to change the Factor to 90. RETURN. Use “or” to change the Pause to 2.00. RETURN.

Pen Color Press CTRL H, then “or” until you see Pen 3. RETURN. Press “or” until you see 12-Green. Press “or” until you see Luminance: 3. RETURN. This is in preparation for the Fizzle Effect you'll create on Page Five.

Replicate (copy) Page Press CTRL R. RETURN. This copies Page Four onto a new Page.

**Page Five**

Pen Change Press CTRL 2, then “or” until you see Pen 3. RETURN. Now your text is in Pen 3. Since the text on Page Five is in the same spot on the Screen as on Page Four, the only way you can see the Fizzle Effect you're creating is if the text Pen is different for each Page. Notice that Pen 3 is the same color and luminance on Page Five that it is on Page Four (necessary if you're going to see this Fizzle Effect).

Adjust Page (create an Effect) Press CTRL A, then “or” until you see Fizzle. RETURN. Use “or” to change the Pause to 2.00. RETURN.

Play Current Page Press SELECT to see your Fizzle.

New Page Press CTRL P. This copies the Canvas from the Current Page onto a brand new Page. Make sure the Video Titler disk is in the drive.

**Page Six**

Change Font Press CTRL F, then “or” until you see From Disk. RETURN, RETURN. Press “or” until you see A8X24, then RETURN, RETURN to switch to a larger font.
Save a Font  Press CTRL S and  or  until you see Font. Press RETURN. You'll see A8X24 (the program automatically selects the current Object's Font to save). Press RETURN. You'll see the prompt INSERT DISK YOU WISH TO SAVE TO INTO DRIVE 1. If you only have one drive, make sure your data disk is in it. Press RETURN.

If two disk drives are connected, place your data disk in the second drive and press D (the prompt changes to DRIVE 2). Press RETURN.

Note: If you don't save the Font on the same disk as the Sequence, the program won't be able to find the Font when you play the Sequence.

Edit an Object  Press CTRL E and  to get to the end of the text.
Now press BACKSPACE to remove the *, type: THE END and press ESC.

Justify Text  Press CTRL J, then  or  until you see Center. RETURN. This centers the text in the Object.

Adjust Page (create an Effect)  Press CTRL A, then  or  until you see Fade. RETURN. Use  or  to select a Pause of 2.00 seconds. RETURN.

New Page  Press CTRL P. This copies the Canvas from the Current Page onto a brand new Page.

Page Seven

Pen Color  Press CTRL H, then  or  until you see Pen 4. RETURN. Press  or  until you see 3- Red Orange. Then  or  until you see Luminance: 1. RETURN. This changes the Object color to Red (the same color as the Canvas).

Play Entire Sequence  Press START to see the Sequence you just created. Page One has a Manual Advance, so you must press a key (SPACE-BAR works fine) to make the Sequence move past that Page.
Final Step

Save a Sequence  Press CTRL S and $ or $ until you see Sequence.
Press RETURN. Type: TEST2 and press RETURN. You'll see the
prompt INSERT DISK YOU WISH TO SAVE INTO INTO DRIVE 1. If
you're only using one disk drive, make sure your data disk is in it.
Press RETURN.

If two disk drives are connected, place your data disk in the second
drive and press D (the prompt changes to DRIVE 2). Press RETURN.

Experimenting With Your Sequences
Now that you're familiar (and, hopefully, comfortable) with the way
Video Titler works, you're ready to do a little experimenting of your own.
Below are a few "starter" experiments that include some simple
commands you haven't been exposed to yet.

Load a Sequence  Press CTRL L and $ or $ until you see Sequence.
Press RETURN. Insert your data disk into the drive (if you have two
drives connected, be sure your data disk is in Drive 2, then press D to
change the prompt to DRIVE 2). Use $ or $ to select TEST1 and
press RETURN. The first Sequence you created loads.

Loop a Sequence  Press OPTION to play the Sequence over and over.

Cancel a Sequence  After the Sequence has played a couple of times,
press ESC to stop it.

Go To Page  Press CTRL G, $ or $ to select 3, then RETURN, to
go to Page Three.

Replicate (copy) Page  Press CTRL R, then $ or $ to select 2.
Press RETURN. This copies Page Two onto a new Page, right after
Page Three. This new Page is now Page Three, Page Three
becomes Page Four, etc.

Move Object  Press $ or $ until you can see that both Objects are
clearly separated. RETURN.
Copy Object  Press CTRL C.  This copies the current Object to the computer's memory.

Paste Object  Press CTRL V.  This pastes the Object you just copied onto the Page.  If you press CTRL V again, another copy of the Object will be pasted on the Page.  The copied Object stays in the computer's memory until you copy something else, exit this Sequence, or turn off the computer.

Advance to Next  or Go to Previous Object  Press . (period key) and , (comma key) to go back and forth between the Objects on the Page. When you select an Object, you can Edit it, change its color or Pen, move it around the Page, change its Font, copy it, or delete it.

Adjust Page (create an Effect)  Press CTRL A, then or until you see Wipe.  Press RETURN.  Oops!  You don't really want to create a Wipe Effect, so press BACKSPACE; this backs you up to the Effect selection.  Now use or until you see Fade.  Press RETURN.  Use or to select a Pause of 3.00 seconds.  Now you realize you don't want to create a new Effect at all.  Press ESC.

Pen Change  Press CTRL L, then CTRL or CTRL to select Blank Canvas.  Press RETURN.  Now press CTRL or CTRL until you see 3.  Press RETURN.  This changes the background Pen from Pen 1 to Pen 3.

Delete Page  Press CTRL D to get rid of the entire Page, and you're back to your original Sequence.

Note:  When you delete a Page, it's gone; it is not copied to the computer's memory!

Experiment around all you want to with your saved Sequences (and with the Intro Demos).  As long as you don't save the changes you make, you'll still have the originals intact.
Some Helpful Information
Now that you're familiar with Video Titler's capabilities, you can create practically anything. Your only limitations are the length of a videotape and your own imagination!

Scrolls  If a scroll looks too "jerky", there are several ways to help smooth this out:

1) increase the Factor;
2) make the Font smaller;
3) insert one or two carriage returns between each scrolling line;
4) cut the text length;
5) give the Objects a shorter distance to travel.

Lots of Objects, close together, take more time to Scroll smoothly than fewer Objects, spread out. If you want a less smooth effect, do the opposite of 1-5 above.

Note:  If a Sequence features Fonts or Canvases loaded from the disk, there's a delay between Pages while the program accesses the disk to load these items.
CHAPTER THREE
SETTING UP YOUR EQUIPMENT

If you know how to connect your Atari to your VCR, skip this section.

To tape Video Titler sequences on your VCR, you need to connect your Atari to your VCR and your VCR to a television or monitor. We assume you already have your VCR connected to a TV or monitor as instructed in your VCR owner’s manual.

Before making your connections, make sure all units are OFF and unplugged! Once the connections are made, plug your machines back in and turn them on. Never connect your computer, VCR, or TV/Monitor in a way which is forbidden in the owner’s manuals.

There are three ways to connect your Atari to your VCR. Method 1 uses equipment you probably already have on hand. Method 2 is simpler, but requires an adaptor you’ll probably have to purchase. Method 3 may produce a better picture, but it requires a cable that didn’t come with your Atari.

Method 1
When you bought your Atari computer you also got a switchbox that you could use to connect the computer to your television. The end of this connector that attaches to your TV is probably a 300ohm (Ω) antenna wire. The VHF IN on most VCRs is a threaded male connector for a 75Ω coaxial cable, so you may need a 300Ω to 75Ω adaptor (this comes with many VCRs).

Connect the VCR to the switchbox, then use a video cable with RCA male connectors on both ends to connect the switchbox to the computer. Set the TV/Computer switch on the switchbox to Computer (to see your recording playback, set the switch to TV).
Method 2
You can eliminate the switchbox/300Ω-to-75Ω adaptor combination altogether and use a 75Ω-to-RCA-female adaptor with the same video cable as in the above example to make the VCR-to-Atari connection.

Method 3
You need an Atari color monitor cable (see your Atari support dealer) for this method. This cable has a 5-pin DIN connector on one end and two RCA male jacks on the other (one jack for video, one for audio; it helps if they’re labeled).

Connect the 5-pin plug to your Atari. Connect the video jack to the VIDEO IN connector on the VCR (you can connect the audio jack to the AUDIO IN on the VCR, but you don’t need it for VTS). If the jack and the connector don’t match, you’ll need an adaptor.

Set the VCR switch labeled TUNER–LINE IN to LINE IN. This tells your VCR to tape what is received from the VIDEO IN jack instead of from a tuned TV station.
Setting Switches (All Methods)
Set the VCR switch labeled TV-VCR to VCR. This displays the picture your VCR will record (some VCRs have to be set to Record or Playback in order to display a picture to a monitor).

Your computer can send its picture to Channel 2 or 3, so set the Channel switch on the computer to whichever is the unused TV Channel in your area. Tune your VCR to this Channel.

Note: Many older VCRs that use push-button tuning may not be pretuned to unused Channels. If you record "snow" or a random television station instead of a Video Title Shop picture, refer to your VCR owner's manual to tune the Channel to your Atari's video output.

Plugs and Adaptors
The most commonly used plugs and adaptors for audio and video equipment are RCA (yes, named after the company) and Mini (no, not named after the mouse).

If you're stuck with two cables that won't connect because they're both male, you need an adaptor (female-to-female, in that case); if you have a cable that ends in a Mini plug, but has to connect into an RCA jack, you need an adaptor (a Mini female-to-RCA male is the answer here); and so on.

If you're still baffled, your local electronics, stereo, or computer store will undoubtedly have your adaptor answer. When telling the clerk what you're trying to do, it's a good idea to take the cables that won't fit together with you (you can't bring the jacks, of course, since they're part of the computer, VCR, TV/Monitor hardware). Bring your equipment manuals and this manual, too.
CHAPTER FOUR
RECORDING VIDEO TITLE SHOP

You've designed a most awesome Sequence, hooked up all the hardware components, and are ready to commit your brilliance to tape.

If a Sequence features Fonts or Canvases that must be loaded from the disk, there's a delay between Pages while the program loads these items. Since VCRs have PAUSE, REWIND, and RECORD buttons, you can edit out these delays on your tape.

Recording is easy. However, there are options for putting Sequences to tape and we'll cover the most common below.

Pre-Planned Taping

Pre-planning requires that you know what you're going to tape before taping it. Some occasions such as weddings, birthdays, and vacations rarely catch us off guard. So we can design our breath-taking Sequence weeks before the Live event. Talk about preparation!

Here are three ways of handling pre-planned taping. These methods assume that you only want to use a Sequence at the beginning of your videotaped production. Of course, you can always add another Sequence at the end of your tape, if there's room.

1) Set the VCR counter to 000, then record your Video Titler Sequence.

2) Set the VCR counter to 000, then play the tape while the Sequence is running. You won't actually be recording the Sequence this way, but you'll be leaving a blank leader that the Sequence can fit into later (this is a good method if you think something in the main event may require you to change some elements in your introductory Sequence).

3) If you don't have a Sequence prepared but know you want to spend a specified time on one, say 30 seconds, set the VCR counter to 000 and let the tape run to create a blank leader 30 seconds long. You might add a little extra time, too, just to make sure.

When it's time for the main event, load the prepared tape into your video camera. *Don't* rewind the tape first; you'll record over the prepared part of the tape if you do.
Un-Planned Taping

If you didn't pre-plan a Sequence, or if you want to add Sequences to old video tapes, you need a second VCR. One VCR is used to play the existing tapes; the second can record these tapes in any order.

When you have two VCRs, one acts as the Recorder (yup, it only records) while the other is the Sender (it plays videos that the Recorder can tape).

1) Set the Recorder VCR to RECORD. Let a little blank tape run, then PAUSE the machine (it's still on RECORD). Now, start your Video Title Shop Sequence (press START on the computer). The moment you see the first Page of the Sequence, release PAUSE and the Sequence is recorded. When the Sequence is done, press PAUSE again. The Recorder is now ready for the next item you want to tape (another Sequence from the Atari or a pre-recorded tape from the Sender VCR).

2) To record pre-recorded tape onto the Recorder, play the Sender (the Recorder VCR's RECORD function is set to PAUSE). The moment you see the first image of the segment you want to capture, release the PAUSE button on the Recorder unit. PAUSE again when the segment you want to tape is finished.

3) This is another option for recording the Sender's tape. Set the Recorder VCR to RECORD. Let a little blank tape run, then PAUSE the machine (it's still on RECORD). Play the Sender's Video until it gets to the beginning of the segment you want to capture, then hit PAUSE. By releasing both units' PAUSE buttons at the same time, the Sender machine begins playing at the same moment the Recorder begins recording. PAUSE the Recorder VCR again when the segment you want to tape is finished.
Editing Video Tapes

Using two machines lets you take several old video tapes, sprinkle in some Video Title Shop effects, and end up with a very nice montage.

Let's say you have hours of tapes from your child's first two birthdays. Mixed in with these charming memories are shots of the ceiling, your foot, the neighbors' cat, the backs of several heads, and so on. Using the Recorder VCR, you can combine several Sequences and only the best of your old video images. It's a good idea to outline how the finished Video will look before actually taping.

Example of Production Outline:
1) Begin RECORD with Video Title Shop Birthday Sequence. (PAUSE)
2) Picture of child's smiling face. (PAUSE)
3) VTS Page, "The First Big Birthday." (PAUSE)
4) The best shots from first birthday (Opening Grandma's gift, trying to blow out candles, etc.). (PAUSE)
5) VTS Page, "The Second Big Birthday." (PAUSE)
6) The best shots from second B.D. (shot of dog and child sharing cake, opening presents, etc.). (PAUSE)
7) VTS Page: "The End." (stop RECORD)

The Business End Of Video Title Shop

Video Title Shop has many potential uses by businesses and organizations:

- Real estate agencies (create an introduction showing several properties and use VTS to create Pages outlining prices, locations, footage, etc.);
- Retail stores (use VTS for in-store video presentations that show off new products, special sales, etc.);
- Financial companies (put VTS' graphics and text features to good use in illustrating investment trends and opportunities, interest projections, etc.);
- Marketing/Sales Firms (use VTS to present monthly sales goals, new strategies, etc.);
- And more!

Whether you're involved in Businesses, Multi-Media Productions, Clubs, Seminars, Job Training, Classroom Instruction, Demonstrations, or anything else that requires extra visual appeal, Video Title Shop can make your presentations shine!
Graphics Companion 1 includes 25 Canvases and 5 Canvas Borders that you can import directly to Video Titler or enhance first in MicroPainter™ Plus.

Note: Don't save changes on a Graphics Companion 1 disk! Make copies of all three sides of the disks and save your changes on the copies. Keep the originals in a safe place!

Loading Graphics Companion 1
Load Video Titler or MicroPainter Plus. Remove the program disk and insert a Graphics Companion 1 disk into the drive (with two drives, you can leave the program disk in Drive 1 and insert the Graphics Companion disk into Drive 2).

To load a Graphics Companion 1 Canvas or Border into Video Titler, press CTRL L, then ← or → until you see Canvas. Press RETURN twice. Use ← or → to select the file name of the picture you want to load. Press RETURN. Once the Canvas or Border is loaded, you can use it as a background for Video Titler Effects.

To load a Graphics Companion 1 Canvas or Border into MicroPainter Plus, press L. When prompted, type in the file name of the Canvas you want to load and press RETURN. Once the Canvas or Border is loaded, you can embellish it with MicroPainter Plus.

Don't forget to save your work!

Graphics Companion Files
The following pages show the names of the files on the Graphics Companion 1 disks, plus an illustration of the Canvas or Border you'll see when you load each file.
Adjust Page 9
Advance to Next Object 18
Advance to Next Page 9
Back to Previous Page 10
Blank Canvas 2
Blank Sequence 2
Cancel 17
Canvas 2
Change Font 7
Color 2
Copy Object 18
Cycle 2
Default 2
Delete an Object 12
Delete Page 18
Edit an Object 6
Effect 2
Factor 2
Fade 2
File Names 2
Fizzle 2
Fonts 2
Go to Page 9
Go to Previous Object 18
Hue 2
Information Bar 3
Information Bar OFF 9
Information Bar ON 9
Justify 3
Justify Text 13
Load a Blank Canvas 6
Load a Blank Sequence 6
Load a Canvas 11
Load a Sequence 17
Loop 3
Loop a Sequence 17
Lower Case Text 11
Luminance 3
Manual Advance 3
Move an Object 8
New Object 7
New Page 7
Object 3
Page 3
Paint by Brush 4
Paint by Letter 4
Paste Object 18
Pause 4
Pen 4
Pen Change 7
Pen Color 6
Play Current Page 9
Play Entire Sequence 10
Replicate (copy) Page 10
Save a Font 10
Save a Page 12
Save a Sequence 11
Screen 4
Scrolls 19
Sequence 4
Timed Page 4
Upper Case Text 14
Wipe 4