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-USER MANUAL -

LOADER CONSTRUCTION KIT

Version 1.93F (French)



Throughout this manual, we'll assume that you've mastered the use of your computer, and that you're comfortable using the mouse and managing your PC.
icons, drop-down menus and GEM environment.

If this is not the case, we recommend that you carefully read the manual that came with your ATARI computer.

ATARI ST



APPENDIX
LOADER CONSTRUCTION KIT DISKETTE

To save space, some files on the LOADER CONSTRUCTION KIT diskette are compressed.

Here are the various instructions for unpacking them. These files are self-unpacking and have the extension (.TOS).

Please follow the instructions in order.

Your original floppy disk should always remain write-protected, to avoid any false moves.

UNPACKING .TOS FILES:

Diskette (A) is the original Loader Construction diskette. Diskette (B) is the blank diskette you have formatted.

- 1) Format a blank double-sided diskette (Diskette B).
- 2) Copy the EXEMPLES.TOS file from the original diskette (diskette A) to the freshly formatted diskette (diskette B).
- 3) Double-click on the EXEMPLES.TOS file (diskette B). All folders and auxiliary files be unpacked.
- 4) Delete the file EXEMPLES.TOS from diskette B
- 5) You can now open the folder EXEMPLES.LCK to view all the unpacked files.(Extension .LCK)

Perform the same operations for the CHIP.TOS, TRACK.TOS, DESSINS.TOS and FONTES.TOS files.

A FEW WORDS FROM THE AUTHORS....

Thank you and congratulations on your purchase of LOADER CONSTRUCTION KIT. Every effort has been made to this software a quality product.

We hope you'll enjoy it.

The Authors



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CHAPTER I
GENERALITES

WARNING:

Any reproduction or copy by any means must be distributed free of charge.

It cannot be modified, either completely or partially, and neither can other file linked to it.

INSTALLATION:

The diskette is not copy-protected. However, before you start working with Loader Construction Kit, we recommend that you make a copy of the original and store it in a safe place. Use the copy diskette for all your operations.

This software is designed for use with Gem and the medium resolution of your Atari ST. If you attempt to load the program in low or high resolution, you'll get a message telling you that

it can't be done.

It runs on all ST-compatible ATARI computers, i.e. the ST, STF, STE, MEGA STF & MEGA STE types, and can be installed and used on your hard disk if you wish.

WARNING: For optimum performance, LOADER CONSTRUCTION KIT should be used on a computer with at least 1 Mega RAM, and equipped a blitter.

520 ST (512Kb memory) owners should have a minimum of desktop accessories (or none at all...) to save as much memory as possible.

PROTECTION:

The LOADER CONSTRUCTION KIT software, however, is logically protected.

Before each use, the program will ask you to enter a series of 3 colors on a grid supplied with the software.

You will then be given a code corresponding to the x-axis and y-axis of one of the squares in the grid (a letter + a number).

9 to validate your answer.

This operation should be repeated 3 times, to define your color series.

If you don't enter the right set of colors, the software automatically returns to the Gem desktop without launching.

INTRODUCTION :

* LOADER CONSTRUCTION KIT is a loader creation software.

Without any knowledge of computer programming, you can create an executable file incorporating music, scrolling text, background images, graphic effects and more.

This allows you to personalize your demonstrations, your entertaining or professional applications, your advertisements or to give access to the computer world to all novices people from 5 to 77 years old...!!!

What's more, its extreme ease of use means you can design your creations in record time, with your talent the only limit.

CHAPTER II

USING THE LOADER CONSTRUCTION KIT

DESCRIPTION OF PULL-DOWN MENUS

* The Loader Construction Kit uses the GEM interface of your ATARI ST in medium resolution. It can be operated entirely by mouse or keyboard shortcuts.

MENU ABOUT LCK:

This option displays various information, including the program version number and the publisher's contact details, names of authors, etc.

FILES MENU:

In this drop-down menu, you'll find a series of file management functions.

NEW - Resets all variables...
LOAD.LCK - Loads a .LCK file (F1
) SAVE.LCK - Saves a .LCK file (F2
)
TESTER.LCK - Test the operation of your loader (simulation..)
COMPILER LOADER - Create a LOADER.PRG on the floppy disk...

DELETE FILE - Deletes a file from disk. RENAME FILE
- Renames a file on disk.
CREATE FOLDER - a new folder on disk.

QUIT LCK - Quit the Loader Construction Kit program and
return to GEM.

OPTIONS MENU:

SELECT DRIVE: - Selects the active floppy disk or hard disk drive.

DISK INFO: - Clicking on the A or B icon shows you the available space on your diskette.

You'll also be given various other information, such as floppy disk type, number of sides and tracks, etc.

- Clicking on the ESPION BOOT option tests for the presence of a virus on the floppy disk.

WARNING: Do not use this option original diskettes.

FORMATER: - This option provides you with a floppy disk formatter.

The formatting is the same as that done on the GEM desktop of your ATARI

EXECUTE .PRG: - This option lets you run another program while remaining under the control of the LOADER CONSTRUCTION KIT.
- You must have at least 1 megabyte of RAM to use this option...

BACKGROUND IMAGE MENU:

CHARGER .P?1: Loading an image in Degas Elite format (PI1 & PC1)

CHARGER .NEO: Loads an image in Neochrome format SAVE

.PI1: Saves an image in Degas Elite format (.PI1) SAVE

.NEO: Saves an image in Neochrome format (.NEO)

PRESERVING YOUR WORK

SAFEGUARD:

To preserve your work, it's essential to save it on diskette or hard disk.

To do this, use the SAVE .LCK option in the FILES menu, or press FUNCTION KEY F2.

The extension (.LCK) is automatically set by the program each time you save.

PS: By protection, if a file with the same name already exists, a file (.BAK) is automatically created.

So watch out for free space on your floppy disk...!

LOADING:

Of course, you can later reload your creations using the LOAD .LCK option in the FILES menu, or press FUNCTION KEY F1.

COMPILATION:

Once you've finished your LOADER, you can save it as an executable program directly on the GEM desktop.

To do this, use COMPILER LOADER option in the drop-down menu and follow the instructions given by the program.

After compilation, do not change the name of the executable file created by the program (LOADER.PRG). This would result in an

error

when it was launched...

NAME LIST

NAME LIST CREATION:

- * Click on the NAMES icon or press the F3 function key to access ... the dialog box.

This option lets you define the list of EXECUTABLE PROGRAM NAMES you wish to load via your LOADER.

The maximum number of these programs is 18 names, but several loaders calling each other can increase this limit.

- * To create your loader, you need to define the NAMES of the EXECUTABLE PROGRAMS to be launched and the KEYS associated with them.

To do this, use your mouse and proceed as follows:

- Click on the PRG Nø1 box
- The GEM file selector appears, then click on the chosen (executable) FILE.
- The program then asks you to press the KEY to be associated with this FILE.
- Return to the main dialog box, where the File Name and Keyboard Code of the key are displayed.
- Proceed in the same way for all programs, to create your list.

>>> ATTENTIO<<<

- * Each program to be launched must be in the same DIRECTORY as the LOADER.PRG file on your floppy disk or hard disk.
- * For the LOADER to run a program under GEM, it must not be compiled in an AUTO folder.
- * If the programs to be run are COMPACT, there may be problems of conflict with the LOADER and memory (TEST...!).
- * Avoid mixing programs with different resolutions in your list. (Low or Medium)
- * If you have decided to compile your LOADER in an AUTO folder, the programs on your list must be located ... at the root of your floppy disk catalog.

The latter must not use GEM and must operate at LOW RESOLUTION.

BACKGROUND IMAGE MANAGEMENT

To load or save a background image, click on the IMAGE icon or press the F3 function key.

You can also use the BACKGROUND IMAGE drop-down menu.

LOAD BACKGROUND IMAGE: (Load .P?1 or Load .NEO)

- This option lets you load an image into your computer's memory (the background image), which will then serve as the graphic support for your loader.

The LOADER CONSTRUCTION KIT can load images such as DEGAS Elite (extension .PI1 or .PC1), or of the Neochrome type (extension .NEO), these three drawing file formats being the most common on the market.
the world of ST-compatible computers.

After each playback, the program displays the image that has just been loaded. Right-click to return to the main screen.

SAVE BACKGROUND IMAGE: (Save .PI1 or Save .NEO)

This option saves the background image contained in your computer's memory. The LOADER CONSTRUCTION KIT can save this image in DEGAS (.PI1) or Neochrome (.NEO) formats.

(the chosen image format extension will be automatically set by the program each time you save)

SEE BACKGROUND IMAGE: (See Image or F3 key)

- This option lets you view the background image stored in your computer's memory at any time.

After viewing, right-click to return to the main screen.

RETOUCHES

Click on the DRAW icon or press the F5 function key to access the dialog box.

- This option allows you to load your own drawing program into the Loader Construction Kit, enabling you to retouch your graphics.

- You are then asked to specify the resolution at you want to run your drawing program.

This is because some software uses GEM, so despite being used in LOW resolution, the contribution of MEDIUM resolution is very appreciable.
(Example: Neochrome...)

WARNING: We strongly recommend that you have a computer with at least one megabyte of RAM to use this option.

GRAPHIC EFFECTS

Click on the EFFECTS icon or press the F6 function key to access the graphic effects definition screen.

- This option lets you combine various effects for the appearance and disappearance of your background image. There are 6 types appearance and as many for disappearance.

- The selection of particular effect types is made via icons represented by a drawing.

Click on the desired effect, then on TEST to visualize your choice.

- After viewing the effect, right-click to return to the dialog box.

- If you don't want any appearing or disappearing , select the NORMAL option in the dialog box.

SCROLLING

Click on the SCROLLS icon or press the F7 function key to access the scrolling definition screen.

You can define a vertical scroll with a maximum height of 33 pixels.

TEXT

- First of all, you need to enter the text for your scrolling. To do this, click on the WRITE TEXT button.

- text editor box appears:
(with ASCII order of Authorized Characters..)

- All you have to do is type in your text. The maximum text size is 720 characters. Press ESC delete the line on which the cursor is positioned.

- * You also have the options LOAD, SAVE and DELETE (Extension: .TXT)

FONTE:

- You must have loaded an image containing the various objects to be scrolled into the buffer: These objects will most often be text font drawings, but it's not out of the question to make mountains, clouds, etc. scroll.

- To load your font image into memory, use the LOAD FONTES option (extension .PI1, .PC1 or .NEO). After loading, your image will be automatically visualized.

Right-click to return the dialog box.

- You can then save the same image in Degas format using the SAVE BRIDGE option.
- This option has a different backup format of the standard DEGAS format, i.e. the font size (size defined by HEIGHT and WIDTH parameters) is saved along with the image.

This facilitates the use of your fonts, while remaining compatible with all drawing software.

- The VIEW FONTS option lets you view your font image at any time.
- The DELETE FONTS option allows you to empty the memory buffer in which your font image is stored.

PARAMETERS:

- Next, you need to specify the size of your objects to be scrolled using the PARAMETERS box:
 - WIDTH: Use the increment arrows to define the width of each object in number of pixels. (Maximum $8 \times 4 = 32$ Pixels)
 - HEIGHT: Use the increment arrows to set the height of each object in pixels. (Maximum 33 pixels)

CREE TRAJECTOIRE:

- Click on CREATE PATH to define location of your scrolling path directly on your background image.
- To do this, use your ST mouse to move the trajectory (Y) directly with your mouse. The location of your scrolling is then materialized on the screen by 2 parallel lines.

Click on the LEFT BUTTON of your mouse to confirm your choice.
- Do the same to define and validate the two parameters X1 & X2 (start and end scrolling columns).

SCROLLING ON & OFF:

- To validate your scrolling, click ON. The TEST option lets you check visualize your scrolling.

~~~~~

IF THE PROGRAM IS MISSING PARAMETERS, THIS ACTION WILL BE IMPOSSIBLE...!

~~~~~

GRID: The grid option lets you create a grid in the desired font format, then save it in Degas format. (.PI1 extension) and rework it in your drawing software.

This makes it easy to create or retouch new text fonts.

MUSIC

Click on the MUSIC icon or press the F8 function key to access the music definition box.

This option lets you load music into your computer's memory, and play it while your loader is running.

The sound on your ATARI can be obtained in 2 ways; either by programming the sound chip or by playing sampled tracks.

You can load SOUND CHIP or SOUND-TRACK STE (.MOD) music.

* MUSIC CHIPS:

LOAD:

- Use LOAD option to load Sound Chip music. The music will then be played automatically as soon as you return to the dialog box.
- For multi-track Chips, you can set the number of the music to be played using the CHIP No. option. To do this, click with your mouse on the two arrows that increment the counter.

WARNING: Loading unknown formats other than MAD MAX or WHITTAKER may your machine to crash.

SAVE:

- You can save the Sound Chip music in memory to floppy disk using the SAVE option in the dialog box (Extension: .ZIK).

* SOUND-TRACKS STE: (If you have a STE..!!)

- Using the LOAD SoundTrack STE option, you can load uncompactd sound-track music. The music will then be played automatically as soon as you return the dialog box.

- For best listening quality, Sound-tracks use a high machine time, so there's a risk of disrupting scroll-text if the scrolling path or fonts used are too large.

WARNING: Do not attempt to load music files in formats other than those indicated, as this may cause your system to shut down. The program will always try to check that the music is in the expected format before starting to use it, however, it's possible that something may go wrong.

PROGRAM COMPACTOR

Click on the PACK icon or press the F9 function key to access the dialog box.

~~~~~  
~~ FOR THIS OPTION, YOU MUST HAVE MINIMUM OF ONE MEGABYTE OF RAM!  
~~~~~

You will then be asked to insert the LOADER CONSTRUCTION KIT floppy disk into floppy drive A, order to load the compaction routines.

- This option lets you compact programs while leaving them executable. This saves space on your floppy disk, allowing you to add more choices to your loader menu.

But be careful: test all the programs you compress, as this doesn't work with all file types.
It depends on internal structure...

How to use MEGA-PACKER...!

First of all, you need to define your preferences. To do this, click on the PREFERENCE option in the packer's main menu.

WRITE TITLE: This option lets you define whether or not a message is displayed to the user when the program is unpacked, indicating that the file is compacted' with MEGA-PACKER.

VERIFICATION: This option lets you define whether or not you want the program to be verified after compaction.

VISUALIZATION: This option allows you to define whether, when unpacking files, you want a color animation to be displayed on your computer screen.
This is to keep the user waiting.

~~~~~  
ATTENTION: The EXECUTABLE FILE (your Loader..) produced by the Loader Construction Kit is already compact'...  
Repeating the operation doesn't work...!!  
~~~~~

PASSIVE LOADER TEST

* Click on the TEST icon or press the F10 function key to run your loader and view the animations you've generated,

HOW TO TEST YOUR LOADER...!

- To check your LOADER, press the KEYS associated with the NAMES of the programs defined in your LIST.
- After the PASSIVE TEST, press the space to return your loader menu.
- To exit and return to main editor screen, press the ESC key.

** CONCLUSION:

We accept no liability for any direct or indirect damage to the user's hardware or other software, or for any other cause.

We hope you enjoy using this software.

** Loader Construction Kit is programmed in GFA Basic 3.5 Compiled.
GEM is a registered trademark of Digital Research
Inc. Degas Elite is a registered trademark of Migraph
Inc.
Atari ST, Mega ST & STE and TOS are registered trademarks of ATARI Corp.

The LOADER CONSTRUCTION KIT v1.93 diskette includes:

- A TRACK.TOS file (for STE only).
- A CHIPS.TOS file
- A FONTES.TOS file
- An EXAMPLES.TOS file
- A DRAWING.TOS file

- The program LCK_193E.PRG

- The files LCK0.DAT
 LCK1.DAT
 LCK2.DAT
 LCK3.DAT Essential
 LCK4.DAT
 LCK5.DA
 T
 LCK6.DA
 T
 LCK7.DA
 T

- The file READ.ME

KEYBOARD SHORTCUTS:

FUNCTION button :

- F1 - Loading a .LCK file
- F2 - a .LCK file
- F3 - Creating the LIST
- F4 - View or load a BACKGROUND PICTURE
- F5 - Load a drawing program
- F6 - Appearance and disappearance background image
- F7 - SCROLLING creation
- F8 - Music
- F9 - Mega Packer
- F10 - Test

Help button :

- Loading an ASCII file

Undo button

- :** - Set your system's date and time.

ESC button :

- Exit TEST option

* FIN

