

CARTOONERS

MAKE A MOVIE!

Fun for All and All for Fun

Children of all ages can enjoy Cartooners. It's easy to learn and simple to use, but the best part is that it's fun. You can make great 'toons by yourself or with friends, and the whole family can play.

We'll help you start Cartooners and show you how it works. As you go through the features, follow the instructions marked by the pointing finger . You'll have a good time making your first movie while you're learning the program.

First Things First

Let's check out your equipment first. To use Cartooners you need at least an Apple II GS with at least 1 Megabyte of random-access memory (RAM), a color monitor, and a mouse. That's it! Make sure they're all plugged in, but don't turn them on yet. A printer is optional, but useful and fun.

Loading Cartooners

Insert the Cartooners Program disk in your 3.5" disk drive and boot up your Apple II GS. If you have two 3.5" drives, then insert the Cartooners Art disk in drive 2. Otherwise, the program will prompt you to insert the Art disk when needed. After the program boots, you will see the Finder window with the Cartooners icon showing. Double-click the mouse on the Cartooners icon to launch the program.

Installing on a Hard Disk

Cartooners can be installed on a hard disk. Create a folder called Cartoons on your hard drive and copy the entire all of the files on the Cartooners Program disk except the Icons and System Folders. Next copy the individual files from the Art Disk into their respective Actors, Movies, Scenes, etc. folders on the hard drive.

Locating Items

Whenever you're working with a feature in Cartooners that requires you to find some data, you'll be asked for the location of the file that contains this data.

A dialog box will show you all the subdirectories or files you can choose from. Click on the up and down arrows to scroll through the options. The subdirectory you're currently in appears near the top and is shown with an open file folder. Click on CLOSE to back out of the subdirectory you're in. Subdirectories available for selection have a closed File Folder before their names.

If you have to look for data on another disk drive, click on the Volume button and switch to the desired drive. Then double-click on the item you want to load, or click on it once to highlight it, and then click on Open or press Return.

Cartooners is organized so that all the elements are in separate subdirectories: /MOVIES, /SCENES, /ACTORS, /INSTRUMENTS and /MUSIC. To enter a subdirectory, open it as you would a file by double-clicking on its name.



C
A
R
T
O
O
N
E
R
S





C A R T O O N E R S



Playing with Cartooners

When Cartooners is ready to work, the Main selection screen appears with the following options: LOOK, PLAY, CREATE, and QUIT.



Main Selection Screen

LOOK

Click LOOK when all you want to do is watch cartoons. Six movie tickets with names of cartoons on them appear. Click the mouse button on the cartoon you want to see. A watch appears on the screen while the computer loads all of the information it needs to play the cartoon for you.

To see all of the cartoons, one right after the other, click the mouse button on ALL. Click on QUIT to go back to the Main Selection Screen.

Note: See *Changing LOOK and PLAY Ticket Screens to Show Different Movies* to see how to change the tickets to other movies that you have on your disk(s). This way you can put your own cartoons on the movie tickets!

PLAY

Click Play to view some preset cartoon scenes that we created for your enjoyment. They're complete with actors and actions. Just click the mouse button on the cartoon that sounds like fun to you. Try one now! When it's over you can change it with the controls from CREATE (which we'll explain in detail on the following pages). You can add actors, actions, and music to our preset scenes and then save them if you want to. (*Note:* Do not edit the movie PARK.PLAY.)

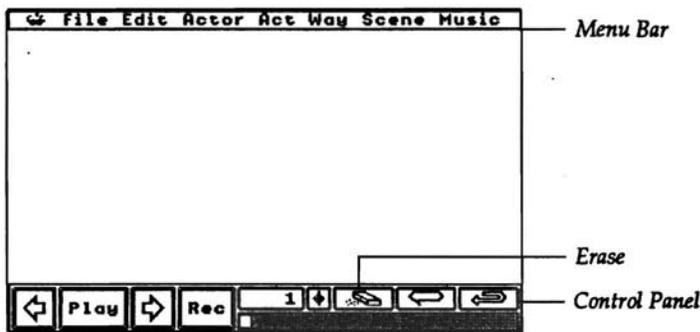
When you want to go back to the Main Selection Screen, choose **Quit** from the File menu.

CREATE

Click CREATE to enter the movie studio. From here you can create great cartoons from scratch. You have total control! You pick the scenes and actors, and you choose what they do and how they do it. The CREATE screen lets you record and play back your cartoon productions. Let's look at the things you can do here.

Let's Make a Cartoon

If you follow the instructions marked by the pointing finger, you'll have fun making your **first** cartoon while you're learning about the program. (If you have a single 3.5" drive you **should** remove the Program disk from the drive and insert the Art disk.)



C A R T O O N E R S

Selecting a Scene

Every good cartoon needs an interesting background scene, and Cartooners has a bunch of terrific ones to choose from. (If you're using a 3.5" disk, the Cartooners Program disk has more scenes on it.)

- ☛ To select the scene for your cartoon, choose the Scene menu. While holding down the mouse button, move the pointer down the list until COUNTRY ROAD is highlighted. Then release the mouse button.
- ✓ *Note:* If you don't see COUNTRY ROAD in the menu, choose Add Scene . . . from the top of the menu instead. When the dialog box appears, double-click on COUNTRY.ROAD. If you don't see COUNTRY.ROAD anywhere and don't know how to find it, see the *Locating Items* section.

In a moment a country road appears.

Choosing Your Actors

Once you have a scene, you need some actors.

- ☛ Pull down the Actor menu and choose SQUIRREL.
- ✓ *Note:* If you don't see SQUIRREL in the menu, choose Add Actor . . . from the top of the menu instead. When the dialog box appears, double-click on SQUIRREL. If you don't see SQUIRREL anywhere and don't know how to find it, see the *Locating Items* section.

A squirrel appears on the screen. That's not quite where we want him to stand. We need to move him.

Moving Your Actors

To move an actor, drag it to where you want it. You can move your actor anywhere you want, as many times as you want. You can even move it under the control bar at the bottom of the screen or under the menu bar at the top of the screen.

To remove an actor, drag it off the screen. It's better to drag it off the left or right side so you can tell if it's really off the screen. The menu bar on the top and the control panel on the bottom make it hard to tell if the actor is off the screen if you drag it up or down.

- ✓ *Hint:* To remove the control bar and the menu bar so you can see where you are placing your actor, press the number 0 (zero). When you've put your actor where you want it, press 0 again and the control bar and menu bar return.
- ☛ Move the pointer so it touches any part of Squirrel, and then press the mouse button and hold it as you move the mouse. Drag him to the middle of the screen. Drag him so his feet are resting on the control bar, just above the Erase button (see the picture on page 3), and release the mouse button.





Extra Actors

Since you can have more than one actor in a scene and Squirrel looks a little lonely, let's add some actors for him to play with. You add actors to your scene by choosing them from the Actor menu.

How about adding a bunny to the scene? That would look good. But check out the Actor menu again. Bunny isn't there. However, there are more actors on the art disks. You can find them by choosing Add Actor . . . in the Actor menu. Let's do that now.

A list of the actors from the Actors subdirectory appears in the window. You can click the scroll-down arrow to see the names of more actors in the list.

- If you're playing from 3.5" disks, be sure to insert the **CARTOONERS ART DISK** in a drive. Find **BUNNY** in the Actor subdirectory and double-click on the name, or click **BUNNY** once to select it and then click **Open**. Bunny appears on the screen. Drag her so that she stands just in front of, but not touching, Squirrel.

Copying Actors

Now suppose Squirrel has a twin-brother and that we want to include him in our cartoon. That's no problem. With Cartooners you can have up to five copies of an actor in the same scene.

- Open the Actor menu.

Notice that Bunny is now in the menu. That's because when you use Add Actor . . . to put an actor in your scene, Cartooners writes the actor's name in the menu. Bunny has a check mark next to her name because she was the last actor you chose. She's what's called the "active" actor.

- Click on Squirrel, and then choose Squirrel again from the Actor menu. Another squirrel appears on the screen.

This new Squirrel is called 2 Squirrel. If you pull down the Actor menu again, you'll see that Squirrel has a 2 in front of it. The 2 means this is the second copy of Squirrel. You can have up to five copies of the same actor on the screen at one time.

- Drag the second squirrel so he's standing right behind, but not touching, his brother.

Actors Act

So far you have a scene and some actors. Now you need to tell your actors what to do. They're waiting for your directions. If you click on an actor and pull down the Act menu, you can see all the acts your actor can do. For example, Bunny can Freeze, Stand, Walk, Hop, Turn, and Face Forward. Give each actor an action, unless you just want the actor to stand still.

The three animals in our cartoon are now in a row, all facing left. It's time to get them moving. Actors that just stand around aren't very much fun.

- Click on Bunny. She flashes on the screen to show that you've made her the active actor.
- ✓ **Hint:** To see who or what the active actor is, look at the Actor menu. The active actor has a check mark or a number next to its name.
- Choose Walk from the Act menu.

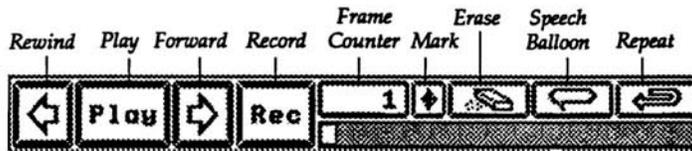
Recording Your Cartoon

You've chosen a scene, auditioned your actors and given Bunny an act to do. Now it's time to start your movie!

To put Bunny (or any actors) in motion, you need to **Record** the cartoon. When you press the **Rec** button, the actors with **Act** directions begin moving, and the frame counter shows the number of frames you've recorded.

Now we'll put Bunny in motion and record her movement. We only want her to walk a little way, and we'll keep track of her steps with the frame counter. Right now the frame counter reads 1. We'll let Bunny walk for 7 frames, and then we'll move the other actors.

- ☛ Move the pointer to the **Rec** [record] button. Press and hold down the mouse button until the frame counter reads 7, then release the mouse button. (If you go too far, press on the **Rewind** button until you're back at 7.)



Control Panel

- ☛ Click on the first squirrel. He flashes on the screen to show that you've made him the active actor.
- ☛ Choose **Walk** from the **Act** menu.
- ☛ Press and hold the mouse button over **Rec** until the frame counter reads 12.

Now choose actions for the other squirrel.

- ☛ Click on the second squirrel. Choose **Walk**. Press **Rec** until the frame counter reads 18.

Bunny is close to the edge of the screen so we need to turn her around.

- ☛ Click on Bunny and choose **Turn** from the **Act** menu. Press **Rec** until the frame counter reads 22.

Which Way Are We Going?

Most of the actors in **Cartooners** can move in more than one direction. But you have to tell them which way to go. After you've chosen an act for your actor, pull down the **Way** menu and choose a direction. Bunny can go either right or left. Some actors, like the baseball, can move in many directions.

- ☛ Pull down the **Way** menu. Notice that **Left** has a checkmark in front of it. Choose **Right** and release the mouse button. You have now told Bunny to turn right. Press **Rec** until the frame counter reads 26.
- ☛ Choose **Hop** from the **Act** menu. Press **Rec** until the frame counter reads 36.

Back It Up!

Bunny is about to come down for a landing, but before she does, there's one change to make.

- ☛ Press the **Rewind** button until the frame counter reads 28. (Remember, if you go too far, you can use the forward arrow to go forward.)



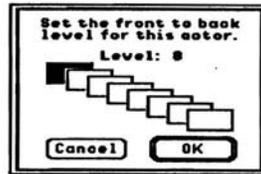


Front/Back

Sometimes you may want to make one actor appear in front of another. For example, you might want Bunny to hop in *back* of the first Squirrel.

- Click on Bunny to be sure she is the active actor. Pull down the Edit menu and choose **Front/Back**. You'll see a diagram of eight levels. The one colored black shows Bunny's front/back level. Most actors start with a front/back level of 4.
- Click on the box in back (farthest to the left). You've selected level 8. Now click "OK."

Now Bunny will always pass behind the other actors. If you want an actor to pass in front of another actor, make sure that its front/back level number is *lower* than the other actor's. If you want the actor to pass behind another actor, be sure that the front/back level number is *higher* than the other actor's front/back level.



Squirrel and Bunny (Front/Back)

- Press **Rec** until the frame counter reads 50.

Stand Still

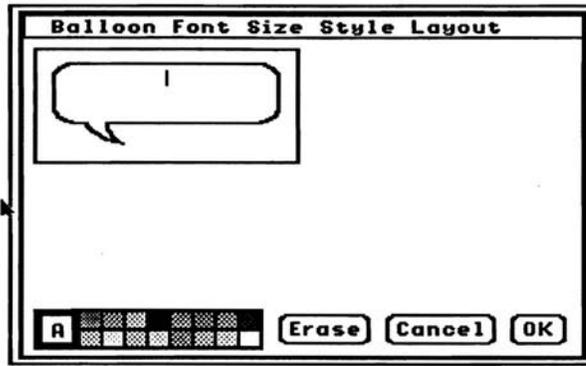
The first Squirrel brother is about to go off the screen. We'd better stop him! One way would be to tell him to **Stand** from the Act menu.

- Click on the first Squirrel to make him active. Then choose **Stand** from the Act menu.
- Press **Rec** until the frame counter reads 56. Notice that Bunny and the second Squirrel kept moving, but the first squirrel just stood still.
- Click on the second Squirrel and choose **Stand** from the Act menu. This will make the second Squirrel stand still.
- Click on Bunny and choose **Face Forward** from the Act menu.

Comic Strip Style Speech Balloons

You can add a speech balloon to your movie, so that your actors can "talk" or "think" like real cartoon characters. You can also use speech balloons to add titles or credits to your movie.

- Click on the speech balloon in the control panel. In a moment a window appears on the screen showing a empty speech balloon, a menu bar and a selection of colors.
- Type: **This cartoon was made by**, then add your name. If you have a long name, don't worry. The balloon will grow bigger to make room for your name, as you type. If you make a mistake, simply press the **Delete** or **←** key and retype. Select **Erase** if you want to start fresh. When you're done, click the **OK** button in the lower right corner of the screen.



Speech Balloon Edit Window

The speech balloon appears above the Road. Now it can be picked up and moved around like any other Actor.

- ☛ Click on the speech balloon and drag it so that it sits above Bunny's head. Then release the mouse button. Press Rec until the frame counter reads 70.

Creating a Conversation

You can have five speech balloons on the screen at any time. To add another speech balloon to the scene:

- ☛ Click on the speech balloon button. Type: **And the Squirrel Brothers** and click OK.

The second speech balloon now appears on the screen.

- ☛ Position the second speech balloon so that it is above the Squirrels' heads.

There's one change that you might want to make to this speech balloon. To make changes to the speech balloon, double-click on the balloon. This takes you back to the Speech Balloon Edit window.

- ☛ Double-click on the "And the Squirrel Brothers" balloon. The Speech Balloon Edit window appears. The text remains in the balloon.
- ☛ Pull down the **Balloon** menu that appears on the top line of the window. This menu has a list of Balloon options. Select **Speech (Right)**. The speech balloon now has a tail on the right side instead of the left.
- ☛ Click OK. The speech balloon appears back on the screen with its tail on the right side.

Moving the Conversation

The speech balloons are really actors, like Bunny and Squirrel. You can move them around just like the other actors in your set. You can have an actor walking and talking at the same time, with the speech balloon following the actor. To make a speech balloon move, you have to select it and then give it a way to move.

- ☛ Click on the speech balloon above the squirrels. Then choose **Move Left** from the Way menu.

This is a little different from other actors, as the Way menu tells speech balloons both which way to go *and* what to do. The reason for this is that the Act menu is used to keep track of the different "sayings" that the speech balloon can say.





C A R T O O N E R S



8

- ☛ Click on the first Squirrel, and choose **Walk** from the Act menu. Then, click on the second Squirrel and select **Walk**.
- ☛ Press **Rec** until the frame counter reads 80.

Removing and Inserting Balloons

To remove a speech balloon from the scene, simply drag it off the screen and release the mouse button. This works for actors too.

- ☛ Click on the speech balloon above the squirrels. Drag it off the screen to the left and then release the mouse button.

You can have up to 5 speech balloons. To display any speech balloon, select **Speech Balloon** from the Actor menu and press the number of the balloon you want, 1-5. Each balloon can have up to 12 different sayings. To select an existing saying, display its balloon, and then select the saying from the Act menu. To add a new saying to that balloon, select **Blank . . .** from the Act menu, then click the mouse button on the balloon or select **Speech Balloon** from the Edit menu. Type in a new saying and click **OK**.

- ☛ Click on the speech balloon above Bunny. Then pull down the Act menu. You'll see the standard **Freeze** option, all of the lines of text for that balloon that you've already typed in, and the selection **Blank . . .**
- ☛ Choose **Blank . . .** The speech balloon above Bunny will change to a Blank speech balloon. Double-click the mouse button on the balloon to see the Speech Balloon Edit window.
- ☛ Type **And Bunny** and click **OK**. Reposition the speech balloon on the screen if you need to.
- ☛ Pull-down the Act menu. Notice that the two lines are now listed. **And Bunny** has a checkmark in front of it to indicate that it is the current "Act." The **Blank . . .** option is still listed. You would choose it again if you wanted Bunny to say something else.

Bunny's balloon is different from the squirrels' balloon. With Bunny's balloon selected, pull down the Act menu and see all the sayings that Bunny's balloon can have. If you select a different saying, that saying will appear in the balloon. Go to frame 70 to see the squirrels' balloon. Click on their balloon and pull down the Actor menu to see that it's called **2 Speech Balloon**. Pull down the Act menu to see the sayings this balloon can have. Now return to frame 80 by using the forward arrow.

- ☛ Press **Rec** until you reach frame 100.

Make a Mood with Music

You can add music to your cartoons to set the mood. To start the music playing from the beginning of your production, return to frame 1. To do this:

- ☛ Click on the frame counter with the mouse button. The current frame number will be highlighted. Type **1** and press **Enter**.

Pressing the *Option* key while clicking the mouse button on the Frame Counter moves you back to the frame you were viewing before the current frame.

- ☛ Pull down the Music menu and choose **BOOGIE**.
- ✓ *Note:* If you don't see **BOOGIE** in the menu, choose **Add Music . . .** from the top of the menu instead. When the dialog box appears, you are in the Music subdirectory. Double-click on **BOOGIE**.
- ☛ Press **Rec** to frame 27.

The music does not play while you're using the **Rec**, **Forward** or **Rewind** buttons. You only hear the music when the movie is playing.

Once you have picked a tune, if you record it for longer than the music lasts, it will play again and again for as long as you recorded it. To remove music, select **Silence**, and that music will be removed from that point to the rest of the cartoon.

- ☛ Pull down the **Music** menu and select **BOING.SOUND**. You might have to use **Add Music** to find it. Press **Rec** until you get to frame 39, right when **Bunny** is about to land.

Boing is a sound effect. So is **Doink**. Sound effects don't work like music in that they won't play over and over for as long as you recorded them. They only play once, and you have to select them in the menu again when you want them to play again. For example, if you want the **Boing** sound to play each time **Bunny** hops up:

- ☛ Press the **Forward** button until you're at frame 42.
- ☛ Choose **Boing** from the **Music** menu again. Press **Rec** and record to frame 53.

As long as you don't change any of the actors or acts, **Cartooners** simply re-records your movie, adding the music and sounds you've chosen.

Previewing the Cartoon

Now that you have recorded an entire movie, you'll want to preview it. That's the easiest part of all. Be sure any art disk you need is in the drive. Click the **Play** button. There'll be a short delay while the music loads into memory, and then it's showtime!

Use the three basic controls, **Play**, **Rewind**, and **Forward**, to play the movie and rewind or forward to parts of the movie you want to see again. If you want to adjust the speed of the cartoon, see page 30.

To pause the cartoon, click the mouse button. The **Stop and Go** box appears. Click **Stop**, or if you change your mind and want to continue the movie, click **Go**.

Forward and Rewind Hints

To move your movie forward, press the mouse button on the **Forward** button. The movie goes forward as long as you hold the mouse button down. It will even go past the end of your recorded movie into white space! If you go too far, and want to go back, simply use the **Rewind** button until you are back at the frame you want.

To get directly to the end of the movie, hold the **Option** key down while you click on the **Forward** button. To get to the beginning of your movie, hold the **Option** key down while you click the **Rewind** button. To jump ahead 10 frames at a time, hold the **Command (Open-Apple)** key down while you click the mouse button on the **Forward** button. To jump 10 frames back, hold the **Command** key down while you click the mouse button on the **Rewind** button.

When the **Control Panel** is off the screen and you want to go to the end or beginning of your movie, hold the **Option** key down and press the left and right arrow keys. To move one frame at a time, press the right arrow key to go **Forward**, or press the left arrow key to **Rewind**. To jump ahead or rewind your movie, 10 frames at once, hold the **Command** key down and press the left and right arrow keys.

Repeat Performance

To keep your cartoon movie playing over and over, follow these steps.

- ☛ Press the **Repeat** button. This is the button next to the speech balloon button. The button will turn black.





C A R T O O N E R S



- Now press **Play**. When the cartoon is over, it will automatically begin again. It will keep going until you click the mouse or press any key.
- Press the **Space bar** or click the **mouse button**. Two buttons appear on the screen, **Stop** and **Go**. Click on the **Stop** button to return to the control panel.
- Click on the **Repeat** key again to turn off **Repeat**.

Changing Music

To change the music, move to the frame where you want to change the music, then pull down the **Music** menu and make another selection. Then press **Rec** for as long as you want the new music to play. It's that easy!

To move quickly to the frame where the music changes, select **Next** from the **Music** menu. To move quickly to the last frame where the music changes, select **Previous** from the **Music** menu.

- If you've been following along you should be at the end of your cartoon. If you're not at the end, hold down the **Option** key and press the **right arrow**. Choose **Previous** from the **Music** menu. This will take you to frame 54, which is the frame after the last music change.
- Choose **Boogie** from the **Music** menu. Then press **Rec** until the end of the cartoon, frame 100.

Now you have a cartoon that plays music at the beginning and the end, and plays sound effects in the middle.

Play it again!

Title and Credits

You can add titles and credits to your movie by using the speech balloons. Speech balloons come in different shapes, including **Title** and **Invisible**. Both of these shapes are good for titles and credits.

Usually, the title goes at the beginning of the movie. But it doesn't have to; it's completely up to you. For now, we'll create a title and then **Paste** it into the beginning of the cartoon.

- Be sure you're at the last frame of your movie.
- Click the **Forward** button to advance to the next frame. The scene should now be blank with no actors. Music is also reset to **Silence**.
- Choose **Boogie** from the **Music** menu.
- Click on the **speech balloon** button at the bottom of the screen. Now choose **Title** from the **Balloon** menu.
- If you want to make the balloon a different size, point the cursor to the rectangle, hold down the **mouse button**, and move the mouse around. Make the balloon bigger.
- Type **CARTOONERS**. Press **Return**. The pointer moves down to the second line. Type **OPENING NIGHT**.
- Click the **mouse button** on one of the colors in the palette. This changes the text color in your title balloon.
- Hold down the **Option** key and click another color. This changes the border around your title balloon. Click **OK**.
- Hold down the **Command** key and click another color. This changes the background color of your title balloon. Click **OK**.
- Position your title on the screen anywhere you want.

- ☛ Press Rec for 25 frames. Then remove the title from the screen by dragging it off the screen to the right or left.

You can make these speech balloons move just like other actors, so that you can make a title appear and then move around or off the screen.

To make rolling credits, like those you see at the end of a movie in a theater, use invisible speech balloons and make them move up off the screen.

- ☛ Click on the speech balloon button. Choose **Invisible** from the Balloon menu.
- ☛ Increase the size of the balloon by clicking on the rectangle and dragging it down and to the right.
- ☛ Click the mouse button on any color in the palette. This will select the color of the text. Type **PRODUCED BY**, press Enter, and then enter your name. Click OK.
- ☛ Position the credit right in the middle of the screen. *Invisible balloons can be difficult to move, so be sure that you click on the text, and not the invisible background.* Press Rec for 10 frames.
- ☛ Choose **Move Up** from the Way menu. Then Press Rec until your name scrolls off the top of the screen (about 30 frames).

Editing the Cartoon

Once the movie has been recorded, you may want to make some changes to make the movie even better. You may want to cut out some frames, or move them to another place in the movie. For now, let's move the title and credits to the front of the cartoon.

Mark

Cartooners lets you edit your movie by cutting out frames, copying frames, and pasting the frames you cut or copied into another place in your movie. In order to do this you need to mark the frames you are going to cut out, or copy.

- ☛ Go to the frame where the credits begin.
- ☛ Pull down the Edit menu and choose Mark. The Mark button to the right of the frame counter becomes highlighted. You have just marked this frame. You can also mark the frame by clicking the mouse button on the Mark Button. (To unmark a frame that is marked, view the frame and either select Mark from the Edit menu again or click the mouse button on the Mark Button.)

Holding the Option key down while clicking the mouse button on the Mark button moves you back to the frame you were viewing before the current frame.

- ☛ Now use the Forward button to get to end of the credits.

Cut

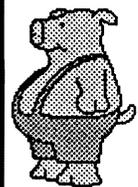
The Cut option cuts out the frames from the marked frame to the current frame and saves them in the *scrap* until your next Cut or Copy. You can paste the marked and cut frames into another place using the Paste menu option.

- ☛ Choose Cut from the Edit menu. This will cut frames 101 through 165 (or whatever frame number is currently on the screen).

An edit function (Cut or Copy) always affects all the frames between the current frame and the marked frame, including the current frame and the marked frame, even if the current frame is before the marked frame.

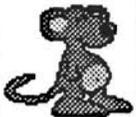


C
A
R
T
O
O
N
E
R
S





C A R T O O N E R S



- ✓ **Hint:** If you wanted to leave the title and credits at the end of your movie, in addition to putting them at the beginning, you would choose **Copy** instead of **Cut**. You can use the **Copy** option to copy the frames you've marked and save them on the *clipboard* until the next time you choose **Cut** or **Copy**. **Copy** doesn't change the frames you have marked. You can move the marked frames to another place in the cartoon with **Paste**.

Paste

The **Paste** option takes frames you have *cut* or *copied* and pastes them into your movie *before* the current frame.

- ☛ Move to frame 1. Then choose **Paste** from the Edit menu. Notice that many of the other options are dimmed. This indicates that these functions are not currently available.

The watch will appear for a moment, and then the "Cartooner's Opening Night" title screen will appear on frame 1.

Undo/Redo

If you change your mind or make a mistake while you're editing your cartoon, pull down the Edit menu right away and see if you can choose **Undo**. Usually you can use **Undo** to undo a cut, a paste, or the changes to an entire frame. When you've used **Undo**, the menu option changes to **Redo**, so you can redo what you've just cut or pasted. If **Undo** appears dimmed in the menu it means that you can't choose it.

You can use **Undo** to undo the last cut or paste you did. But if you then make more changes to the frame, you won't be able to undo that earlier cut or paste. However, you can undo the entire frame. Remember to check the **Undo** option whenever you make a mistake. It could save you a lot of work.

- ☛ Play the whole cartoon again. Your cartoon has become a great production. Congratulations!

It's a Wrap! (Saving Your Cartoon)

Once you have recorded your movie, it's time to save it. When you save a movie, Cartooners also saves the speed you chose for your movie, and whether you chose **Repeat** (whether your film starts over when it ends) to make the movie play over and over again. When you load that movie later, the **Speed** and **Repeat** setting will be the same as when you saved it.

Saving Your Movie

You can save movies to a regular formatted disk (see your **GS/OS** manual for instructions on formatting disks).

- ☛ Pull down the File menu and choose **Save . . .**

The computer will ask for a name to save the movie as.

- ☛ Enter a title for your movie. If you make a mistake typing, use the **Delete** key or ← to erase it.
- ☛ Click on **Save** and the movie will be saved to disk.

- ✓ **Hint:** If your disk doesn't have enough room on it to save your movie, you won't be able to click on **Save** and save your movie. Put another disk in the drive that has more space available.

Starting Over

Now that you've created your first cartoon movie, you're ready to experiment and create on your own. To start a new movie from scratch, click the mouse button on the **Erase** button in the control panel.

Cartooners will ask you if it is OK to erase all of the frames. If you don't want to save your movie, click OK. If you still need to save your movie, click Cancel and save your cartoon. Enter a name for the movie and click on Save to save it.

Once you have erased the frames, the screen will be blank, the frame counter returns to frame 1, and you are all set to go!

Advanced Editing

Here are some advanced features of Cartooners that will help give your movie that award-winning look.

There are two options in the upper Edit menu, **Clear** and **Erase**, that we haven't talked about. Both of them can make your work easier.

Erase is similar to the Erase button. As you remember, the Erase button erases the entire movie, but leaves all of the actors, scenes, etc. in the menus. The **Erase** option in the Edit menu erases any frames you've marked, but it will not **Cut** them out of the movie. Therefore, if you mark frames 10-20 and then select **Erase** from the Edit menu, frames 10-20 will be blank, that is there will be 10 blank frames in your movie.

Clear is similar to the **Cut** function. The only difference is that **Clear** will not save the frames to the scrap. It simply gets rid of them. If you mark frames 10-20 and then choose **Clear**, frames 10-20 will be cut; however, if you look at the Edit menu, you'll notice that **Paste** is not available, because there are no frames in the scrap.

Touch Up

There may be times when you'll want to do some "fine-tuning" to your editing, without re-recording the actor for the entire movie. You may just want to make a few small changes, such as moving the actor slightly in a few frames. You can record these small changes with **Touch Up**. Pull down the Edit menu and choose **Touch Up**. A checkmark appears next to **Touch Up**.

When **Touch Up** is not selected, moving an actor erases it from later frames, and you must record it again in its new place. When you select **Touch Up**, you can make the changes to a few frames without affecting the rest of the movie, your actor won't disappear, the movie won't change. It's a very handy feature.

When you want to turn **Touch Up** off, pull down the Edit menu and choose **Touch Up** again. The checkmark will disappear. Now any changes you make you to an actor will erase it on later frames, and you'll have to record it again.

Pause

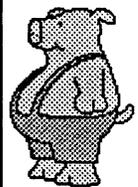
You can stop the action in your movie and pause the scene for up to a minute. This is a useful feature for adding a little extra time for reading a speech balloon if you didn't record it long enough originally. Just pull down the Edit menu and choose **Pause** . . . A box with a scroll bar appears. Click on the arrows to make the pause one second longer or shorter. Click in the gray area of the scroll bar to make the pause longer or shorter in increments of ten seconds. When you are satisfied with the length of the pause, click OK.

Speed

You can set the playback speed by pulling down the Edit menu and choosing **Speed** . . . A scroll bar showing the playback speed in frames per second appears. Click on the arrows to make your movie go faster or slower. Or grab the box in the scroll bar and move it to the right, to go faster, or to the left, to go slower.



C
A
R
T
O
O
N
E
R
S





The speed you set with the scroll bar is the speed at which Cartooners tries to play your movie. If you have a complicated movie, with lots of actors doing lots of acts, Cartooners may not be able to play the movie at the highest speed. It will do the best it can to play the movie at the speed you set.

Next Movie

You can use **Next Movie . . .** to string several of your movie productions together to make one long movie. For example, to link three movies together:

1. Load the first movie in the string (for example, load DUCK). When its first scene is on the screen, pull down the File menu again and choose **Next Movie . . .**
2. From the dialog box that appears, select the next movie in your string by double-clicking on its title (for example, double-click on LOST).
3. Choose **Save** from the File menu. When the dialog box appears, click **Save** to set the link between the two movies. When the message, 'Replace Existing File "DUCK"?' appears, click **Yes**.

Now, anytime you play DUCK by selecting **Play** from the File menu, LOST will load and play after it.

If you want to continue your string of movies, you need to load LOST, choose **Next Movie . . .** and select the movie you want to follow LOST. Then save LOST.

To play your string of three movies, load DUCK and choose **Play**.

To remove a **Next Movie** from a cartoon, load the cartoon and select **Next Movie . . .** Cartooners tells you what the next movie is — you can click **Erase** to turn off **Next Movie**, or you can click **Change** to change the **Next Movie**, or you can click **Cancel** if you change your mind.

You can link as many movies as you want, but you have to save each one after you choose **Next Movie . . .** and select the movie you want to come next.

Choose Palette

You can import actors and scenes that you created with DeluxePaint II to your cartoon. But sometimes when you add an actor or scene, the colors won't look right. This is because the actor or scene was created with a different palette, or selection of colors, than the movie or scene you currently have loaded. See *Creating Scenes and Actors in Deluxe Paint II* for information on using DeluxePaint files with Cartooners.

Only one palette can be used in a movie at a time. To choose which palette to use, select **Choose Palette** from the File menu. A dialog box appears. Select the file whose palette you want to use in your movie. But be careful! This may change the colors of all the other scenes and actors in your movie.

Clean Up Menus

While you're editing and experimenting with your movie, you may find that the Actor and Scene menus are crowded with actors and scenes that you are no longer using. To eliminate all the menu items that aren't being used in the current movie, choose **Clean Up Menus** from the File menu.

If you want to start a movie completely from scratch, with no menu choices added, click the mouse button on the **Erase** button.

- ✓ **Hint:** It's a good idea to choose **Clean Up Menus** before you save your cartoon movie. This way the movie will not load unnecessary data and delay the movie start time.

Freeze

Freeze is a special option in the Act menu. It's not a separate action like **Walk** or **Turn**. Instead you can choose **Freeze** to stop an actor from doing what she's doing, in mid-step or mid-turn if you want to. To freeze an actor, click on her to make her active and select **Freeze** from the Act menu. You'll notice that a check mark appears next to **Freeze** when you select it. The check mark next to whatever act you just froze remains there, too.

When you're ready to unfreeze your actor, choose **Freeze** again, and the check mark will disappear.

Tip: You'll only see the check mark at **Freeze** while you're recording. It doesn't appear while you're using **Forward** or **Rewind** to edit your movie.

Details for More Creative Expression

Speech balloons are a great way to tell stories and label pictures. To add extra excitement to your words, we have included lots of speech balloon extras for you to experiment with.

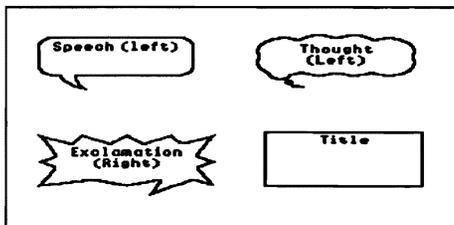
To make changes to a speech balloon that you've already created, click on the balloon you want to change and choose **Speech Balloon** from the Edit menu, or simply double-click on the balloon. The speech balloon editing window reappears, only instead of a blank balloon, you have one with words already entered. Now let's spruce up that speech balloon!

Balloon Size and Design

To make the balloon bigger, place the pointer in the rectangle surrounding the balloon and hold down either mouse button. Now drag the mouse down and to the right. Let go of the mouse button. The balloon grows! To make the balloon smaller, click inside the rectangle and drag the mouse up and to the left. Then let go of the mouse button. The balloon shrinks!

To change the design of the balloon, pull down the **Balloon** menu and select one of the speech balloon designs. You can have **Invisible**, **Title**, **Speech**, **Thought** or **Exclamation** speech balloons.

Right or Left determines on which side the balloon "tail" will appear.



Speech Balloon Types

For normal speech, use the **Speech (Left)** or **Speech (Right)** balloons. Position the balloon so its tail points at the actor you want to speak, like in a cartoon.

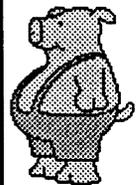
If your actor is thinking instead of talking, use the **Thought (Right)** or **Thought (Left)** balloons. The tails on these balloons are made of circles.

Use the **Exclamation (Right)** or **Exclamation (Left)** balloons if your actor is excited or angry. These balloons have jagged sides and are good for showing your actors' emotions.

Titles are rectangular balloons that are useful for titles, signs, and other descriptive effects.



C
A
R
T
O
O
N
E
R
S





Invisible balloons show only the text when you put them into your movie. You will not see any balloon around the words. This type of balloon is useful for adding subtitles or credits to a movie or for narrating stories. (Note: If the words you type on an invisible balloon are the same color as your scene, you won't be able to see them.)

Layout

Choose Left or Center from the Layout menu before you type the text you want it to affect. This will determine how the words are positioned within the speech balloon. Don't select a different layout later in that line, though, unless you want to change the layout of the entire line.

Color

You can change the color of the text by clicking the left mouse button on any of the colors in the color palette. This color affects the text that comes after the insertion point; it does not change the color of text you already have.

If you choose the checkerboard color, anything in that color will be transparent. The scene will show through. Try it and see!

To change the color of the background of the speech balloon, hold the Command key while clicking the mouse button on a color. To change the color of the balloon outline, hold down the Option key while clicking on a color.

Making Changes and Using Multiple Text Choices

You can change the layout or color of your text any time you want; however, you must make your selections *before* typing. Changes to the text choices do not affect text that you have already entered in the balloon. To change the layout or color of text already in the balloon, use the backspace key to erase part of the text, or click on the Erase button to clear all text and text choices.

When you are satisfied with the way your speech balloon looks, click on "OK." Your movie will come back and the speech balloon will be shown in the middle of the screen. Grab it with the mouse and drag it to where you want it.

Keyboard Shortcuts for Nimble Fingers

Here are some other keyboard shortcuts that let you play more easily and quickly with your cartoon.

Option-Left Arrow	Go to frame 1	Left arrow	Go backward 1 frame
Option-Right Arrow	Go to last frame	Right arrow	Go forward 1 frame
⌘-Left Arrow	Go backward 10 frames	Esc	Stop operation
⌘-Right Arrow	Go forward 10 frames		

Front and Center

Sometimes when you Add an Actor, you won't see it because it's "hidden" behind another actor in the scene. Or sometimes when you remove an actor from the screen, a very small part of the actor remains on the screen, but you can't find it. That's why Cartooners has a Front and Center key.

Press Open-Apple-F and the current actor is given a front/back level of 1, and appears in the center of the screen so that you can see it.

Removing the Control and Menu Bars

Press 0 (zero) to remove the control bar and menu bar from the screen. This lets you see what you're doing if you want to place your actor at the very bottom or top of the screen. Press 0 again to get the control bar and menu bar back.

- ✓ **Hint:** Remember, when the control bar is not on the screen, you can still advance and rewind your movie a frame at a time by using the right- and left-arrow keys. You can also record by pressing the Open-Apple-R key.

Menu Options

Hold down the **Command (Open-Apple)** key and press these letters for quick action.

L	Load	Z	Undo
M	Mark	C	Copy
P	Play	X	Cut
S	Save	V	Paste

All of these keyboard shortcuts are available even when the menus are not visible on the screen. For example, if you press 0 to remove the menus and control panel, you could still play the movie by pressing Open-Apple-P.

Multiple Actors

You can have up to five copies of the same actor on your screen at the same time. If you have less than five copies of an actor in your scene, you can add copies of the current active actor by pressing the numbers 2 through 5.

When you have several copies of the same actors on the set, you can select the one you want by first selecting the actor type in the menu and then pressing the numbers 1, 2, 3, 4, or 5 on your keyboard.

Changing the *LOOK* and *PLAY* Ticket Screens to Show Different Movies

If you want to add one of your own cartoons to the ticket screen in *LOOK* or *PLAY*, here's all you do:

- Save the movie, and give it a descriptive title.
- Quit to the Main Selection Screen.
- Enter *LOOK* or *PLAY* (insert the Program and Art disks in the drives; be sure that the disk is write-enabled).
- Hold down the **Command** key and click the mouse button on the the ticket that you want to change.

Cartooners will display a dialog box that says **Choose your own movie**. The list of movies available on the disk will show in the window. If the window is not showing the list of movies you want, insert a different disk and click on the letter of the drive you put the disk in. Cartooners will now display the files on that disk. You may need to double-click on the *Movie* folder to see your choices.

- Select the movie that you want on the ticket by double-clicking on the movie file name.

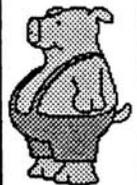
Your movie now appears on the ticket, ready to see at the click of the mouse!

Coming Soon...

If you ever see the message **Coming Soon...** it means that Cartooners does not have the information to tell it what movie should appear in the ticket. Adding your own movie to these tickets is the same as just described previously.



C
A
R
T
O
O
N
E
R
S





Printing and Cartooners

When movies come out, there's usually a lot of news about them in the papers. If you have a supported printer, you can promote your own cartoons by printing out frames of your movie to be posters. You can even print out many frames of your movie and create a book that tells the story.

Printing

Be sure the frame that you want to print is on the screen. Now you're ready to print.

- ☛ Turn on the printer.
- ☛ Pull down the File menu and choose **Print . . .**

You see the Print dialog box.

- ☛ Click on the Color box if you have a color printer, and an X appears. If you have a color printer but don't check this box, your printout will be in black and white.
- ☛ Click on **Ok**. If you have trouble printing, make sure your printer's On Line light is on. If it isn't, press the On Line button to turn it on. Try printing again.

To stop the printing in progress, press any key.

Note: If you don't have a printer connected to your computer, and you try to print, Cartooners will spend a lot of time looking for the printer. Eventually it will come back, but you will have to wait it out, or you'll lose your movie.

Tips from the Technical Director

Improving the Speed of Your Cartoon

There are many things that affect the speed at which your movie plays. One thing is the Speed option in the Edit menu.

The more characters that are moving on the screen, the slower your cartoon will run. This is because Cartooners has to work harder to keep all the actors moving according to your instructions.

Bigger characters take longer to move, so they affect the overall speed. Try to keep speech balloons only as large as they need to be to hold the text. Characters that have lots to say slow everybody down.

Overlapping characters slow the movie down. When actors walk next to each other, be sure they are not touching. The same is true for speech balloons that may be floating across the actors' heads.

If your movie uses scenes, actors, and music from more than one disk, your movie will slow down and you'll have to swap disks. To avoid this, create your own data disk by doing the following (see your GS/OS manual for information on formatting disks, creating subdirectories, and copying files):

1. Format a blank disk.
2. Create four subdirectories: Movies, Scenes, Actors, and Music.
3. Copy your movie to the Movies subdirectory of your new data disk.
4. Copy the scenes, actors, and music files to the Scenes, Actors, and Music subdirectories of your new data disk. If you don't know exactly what files to copy, load your movie and look at the Scene, Act, and Music menus.
5. Load Cartooners, and load your movie *from the new data disk*.
6. If Cartooners asks you to locate an item, load it from your new data disk.

7. When your movie is loaded, save it again to your new data disk.

Now whenever you want to see that movie, load it from your data disk. You won't have to swap disks when you play it.

Another Time Saver

Cutting, copying, or pasting a large number of frames can take a long time. If you decide you want to cancel a long **Cut**, **Copy**, or **Paste**, or **Load**, press **Esc**.

Memory Management

If you ever receive the message, "There is not enough memory to record this frame," while you're working on your movie, save the movie to your data disk right away. If you want to edit that movie later on, you'll need to create some more memory for your production. Use **Clear** (not **Cut**) to clear some frames and make more room in memory for your movie.

Note: If you find that your actors are appearing in the wrong scene, check **Free Memory** in the ? menu. If you have less than 30K available, cut frames from your movie until you have more than 30K free memory.

Tips from the Creative Director

Tips for Better Cartoon Animation

Most of the animal actors in **Cartooners** can walk and turn. These basic actions can be "cycled", using the editing functions to create poses that you can use to make additional actions. For example, making the dog turn left and then right several times in a row makes it look like the dog is dancing.

If you use several copies of the same actor, don't have each copy act the same, unless you want the actors to have a mechanical look.

For example, if you use copies of **FARBIRD** to create a flock of birds for your scene, don't have them all fly in the same direction in the same way. Have a few birds travel **Up** and **Left** occasionally, or **Up** and **Right**. This will look much more natural and give the impression of wandering birds.

You also might break up the action cycle of each bird. Use the edit functions to cause each bird to flap its wings at different times.

Actors look more like a natural part of their surroundings if you place scenery (called **props**) like bushes and tree stumps in the foreground of your scene. When an actor walks behind a prop, he looks like he's really in the scene, instead of on top of it.

You can make an actor appear to move faster if you make the props behind him move slowly in the opposite direction.

Don't let too many actors move around at the same time. This slows the program down. Likewise, don't use too many large actors in any one scene.

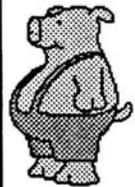
Speech Balloons

Good animation moves in cycles: action, pause, action, pause. This gives viewers time to respond to what they see, and time to prepare for what is about to happen. Speech balloons can be useful in the pause part of the cycle. But having speech balloons moving at the same time as a lot of other action makes your animation difficult to follow.

So use speech balloons with care. Your cartoon should move easily without words. Use them only when you really need them.



C
A
R
T
O
O
N
E
R
S





C A R T O O N E R S



Special Actors

There are a few actors on the art disk that are different from the rest. You have already learned about how Speech Balloons keep track of different text lines in the Act menu, and combine both movement and direction in the Way menu.

Shrubs and Flower work in a similar way.

- Choose **SHRUBS** from the Actor menu. You may need to choose Add Actor to find Shrubs.
- Look in the Act menu. You see a list of different plants. Choose **Small Bush**. The Shrub turns into a small bush.
- Choose **Right Slowly** from the Way menu. Then press Rec and the **Small Bush** moves to the right.

Shrubs don't really move in real life, but you can create funny cartoons with characters sneaking around disguised as shrubs!

Hats and Eyes Have Strange ACT and WAY Selections, Too

Choose **HATS** from the Actor menu. Pull down the ACT menu. You will see a long list of different kinds of hats. You can have up to 5 hats at once, and each can be a different kind of hat!

Hats don't have move options in the Way menu. Instead, the Way menu lets you change the size and direction the hat faces.

If you want to move the hats, which you may want to do if you put a hat on an actor that is walking, you will need to move and record the hat with the actor *on each frame* to ensure that the hat keeps pace with the actor.

This is a little inconvenient, but it allows Cartooners to offer a wide selection of hats without using up all available actors in the actor menu. Also, all characters walk at different speeds, so adjusting by frame is generally necessary when moving any of the "static" actors.

Now, experiment with **EYES**. You can create some great effects.

Selecting Preferences



Preferences

Choose the Preferences in the Apple (⌘) menu (on the far left of the Menu Bar) so you can use some special Cartooners capabilities. After you've selected your preferences, the program tries to save your preferences to disk so they will be active each time you run Cartooners. If you're using floppy disks, you must have the Program disk in the drive you started Cartooners from to save your preferences.

Buttons stay down. This option was included when we noticed that some young children cannot hold the mouse button down for extended periods of time. If you click on the box next to this preference option, the Rec, Forward, and Rewind buttons will stay "down" until another mouse click or any key is pressed. *This option should not be selected if you are trying to edit a cartoon movie as*

it is difficult to stop the movie on the exact frame you need. When the Buttons Stay Down feature is turned off, you can press the mouse button on the Rec, Forward, and Rewind buttons and it will stay down until a mouse click or keypress, just as if this feature was turned on.

Add... adds to movie. When you select an Actor with the **Add Actor . . .** option or select a scene with **Add Scene . . .**, the actor or scene you choose is added to your movie (the scene on screen) and is also added to the Actor or Scene menu.

There may be times when you want to add a collection of actors, scenes, and music selections, but do not want them all to appear on screen until you select them from the menu. If this is the case, click on the **Add... adds to movie** box to deselect it (the box is now empty).

When you use this preference, actors, scenes, and music that you choose for your movie will appear on screen only when you choose them from a menu.

Play from first frame. Normally, when you click on the PLAY button, the current movie will play from the beginning, from frame 1. However, as you're editing or adding additional scenes to your movie, you might want to see the movie play from the current frame. To do this, click on the **Play from first frame** box to deselect it. Now the movie will play from the current frame when you click the PLAY button. This way you don't have to see the entire movie each time you want to evaluate a change that you made. To return to playing from the first frame, click on the box again to select it. You can also do this with your mouse if **Play From First Frame** is checked. Press the mouse button on Play to play from the *first* frame, hold the Command key down and press the mouse button on Play to play from the *current* frame. If **Play From First Frame** isn't checked, these buttons are reversed.

Music Off. Select this to turn the sound on and off. The X appears to tell you the music has been turned off, and the music is on when there is no X.

Free Memory

Select Free Memory from the Apple (🍏) menu to see how much memory is available in your computer. The amount of space left is represented by the amount of white space in the scroll box; the more white there is, the more memory is available. *Note:* Try to keep at least 30K free memory to avoid memory management problems.

Family Fun

Narrating Stories

Many kids have storytelling talent far beyond their ability to write or read. When they see moving 'toons, even very young children want to play with Cartooners, especially if a older brother or sister uses the program. You can help young ones give shape and direction to their active imaginations and have a good time yourself.

The next time your child wants to relate a dream or retell a favorite story, try this:

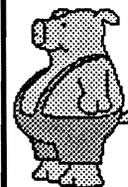
- Boot up Cartooners.

Tell the child what you're doing (starting the computer, loading this interesting program, etc.) and a very little about why you're doing it, for example, "Let's make a story like your dream."

- Let your child choose a scene and the actors and encourage her or him to tell you what is happening in the story.
- Use the title or invisible speech balloon design to enter his or her story. Be sure to limit the length of the story that each frame tells so that the speech balloon doesn't interfere with the child's picture.



C
A
R
T
O
O
N
E
R
S





C A R T O O N E R S



- Record the movie for about 15 frames, or for however long it takes to read the text on the screen.

Experiment with **Rec** and **Play** to determine the appropriate frame count.

- Encourage the child to change the scene or move or add actors, and to continue the story.
- To enter new text, click on the speech balloon and select the **Blank . . .** option from the **Act** menu. Double-click on the **Blank** balloon to access the **Speech Balloon** edit window.
- Record the movie each time you add new text to the scene.
- When the story is completed, play the entire cartoon so that both of you can watch it. Read the story to the child as he or she watches the movie. This can be a fun and useful learning experience.

Printing an Illustrated Storybook

The **Cartooners Print . . .** option lets you and your child create illustrated storybooks. You can print out individual frames of a cartoon and then staple them together to create a book.

Forward the movie to the first frame that you want to print. Choose **Print . . .** from the **File** menu, select the correct options for your printer setup, and click **OK**.

Pull down the **File** menu again and choose **Print . . .** If your printer is properly connected and turned on, click on **Print**. Printing begins.

After you've printed the first page, forward the movie to the next frame you want to print. Print out this frame. Continue this process until you've printed the entire story.

Your child may want to create a special title page with his or her name and story title. Staple it all together. Read the book together. Before long, your child will be reading it to you.

Other Activities

Create a cartoon with blank speech balloons. Then ask each family member to edit the movie and enter dialog into the speech balloons. Be sure everyone saves their movie with a different name. That way the original movie (with blank balloons) won't get lost.

When everyone is done, watch the movies together. You may want to add the movies to **LOOK** and select **ALL** to see the movies one after another. Each family member's version of the cartoon is sure to be a winner. Be prepared to laugh—a lot.

Hints Just for Kids

Birthdays and Other Special Occasions

We all love to get greetings that are for us alone. It makes us feel special when we get them. But you can also feel special when you give them. Use **Cartooners** to create beautiful pictures with colorful messages and print them out for birthdays, holidays, or any time you'd like to do something special for someone you care about.

Use **Create** to make a picture with a **Scene** and **Actors** you choose yourself. Then add speech balloons to "speak" your message.

When it's all ready to go, select **Print . . .** from the **File** menu. Be sure the printer you're using is hooked up and turned on. Ask for help if you need it.

Click **OK** in the **Print . . .** dialog box, and in a few moments your printer produces a picture of the scene you created.

If you're an experienced cartooner, you may want to create a moving-picture message and play it for the special person.

Create a Cartoon with a Friend

You can begin a cartoon and then let your friend finish the story. Start making a cartoon in CREATE, and be sure to leave your Actors in an interesting situation so that your friend has something fun to play with when it's his or her turn.

Save your cartoon starter on your data disk, then choose Quit from the File menu. This takes you back to the Main Selection Screen. Click on PLAY. If there's a Coming Soon... ticket, click on it. If all of the tickets are full, then hold down the Command key and click the mouse button on one of the tickets to change it.

When the dialog box appears, select your cartoon starter. The name you gave it when you saved it will now appear in the ticket for your friend to select. When your friend finishes the movie, you can add it to LOOK for both of you to watch.

You can have a lot of fun if you and your friend take turns creating scenes, adding actors, and making sounds for the cartoon. You can go back and forth as often as you like (until you run out of disk space). It's amazing how crazy a cartoon can be when one or more friends help you out!

Creating Scenes and Actors in DeluxePaint II

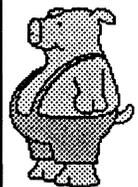
If you want to use DeluxePaint II to create your own background scenes for Cartooners, that's great. Just save a scene you made in 320x200 resolution with 16 colors or less as a Picture, then copy the picture into the Scenes subdirectory on your copy of the Cartooners art disk. See your GS/OS manual for information on copying files.

You can also create non-animating actors like the moon or a mountain with DeluxePaint, II. Save an actor you made in 320x200 resolution with 16 colors or less as a Brush and copy it into the Actors subdirectory. Actors you create are given directions to move in the Act and Way menus similar to the Baseball actor.

- **Hint:** It's easier to make films if the palette you use to create art is the same as the Cartooners palette. This way all the colors of everything look right. When you're in DeluxePaint II load a scene from Cartooners. This also loads the Cartooners palette. Erase the picture and draw your own. Now when you use this art in Cartooners, all of the colors of your art will look right. (Be careful if you use Color 1. It will be invisible in Cartooners.)



C A R T O O N E R S





C
A
R
T
O
O
N
E
R
S



CREDITS

CARTOONERS by ITDA

Programming & Design	Randy McLaughlin, Al Borchers & Mike Johnston
Art and Animation	Tony, Thomas & Paul Hertzell
Music Composition	Neal Vaughn
ITDA President	Dan Klassen

Published by Electronic Arts	
Producers	Jack Falk & Tom Casey
Technical Director	Keith McCurdy
Software Testing Coordinator	Jack Falk
Documentation	Robert Berg & Eric Lindstrom
Product Manager	Diane Flynn
Music Conversion	Rob Hubbard
Quality Assurance	Sarah Smith
Package Design	Altman and Manley

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS COPYRIGHTED. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS, P. O. BOX 7578, SAN MATEO, CALIFORNIA 94403-7578, ATTN: CUSTOMER SERVICE.

ELECTRONIC ARTS MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS." ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY.

SOFTWARE © 1989 ITDA
ALL RIGHTS RESERVED.
MANUAL BY ROBERT BERG
IBM ADDITIONS BY ERIC LINDSTROM
© 1989 ELECTRONIC ARTS. ALL RIGHTS RESERVED.