OldSkool DemoMaker Script Cheat Sheet

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CAL = ALL will also activate the **3D Dot** Effect.

MASK, PAGE and C64 Effects **CANNOT** be changed by SFX yet

CMD	Short Description	Applicable Effects
CAL	CAL = Effect[+ Effect...] - Calls an effect	
STP	STP = Effect[+ Effect...] - Stops an effect	
RCS	RCS = Effect[+ Effect...] - Random CAL or STP	
SWP	SWP = Effect[+ Effect...] - Swap an effect on / off	
LAB	LAB = Label ID-Number - Label ID bookmark	
JMP	JMP = Label ID-Number - Jump to label ID	
JSR	JSR = Label ID-Number - Jump to sub-routine ID	
RTS	RTS No param - Return from sub-routine	
REP	REP = Number - Repeat loop	
LOP	LOP No param - Loop until REP = 0	
BRK	BRK No param - Exit REP / LOP	
NOP	NOP = Time to wait - No operation	
TIM	TIM = Wait of time - Wait until time	
TRS	TRS = Time - Time reset	
FPS	FPS = Speed of time - Set frames/seconds speed	
IFT	IFT <=> Time - Compare time of intro	
LEA	LEA = Effect - Load effect on stack	All
IDN	IDN = Effect ID - Push ID of effect on stack	3DBALL , 3DVECTOR , AMIGATEXT , BORDER , BOUNCE , COPPERBAR , LOGO, MUSIC , SCROLL , SPRITE
IDL	IDL = Layer ID - Set ID Layer-Position	All
IDC	IDC = Clone ID - Clonecopy of IDN to new IDN	BOUNCE , SPRITE
PSH	PSH No param - Update effect values of X / Y / Z	
SFX	SFX = FX to effect - Set FX to effect on stack	AMIGATEXT , EQUALIZER , LOGO , SPRITE
RFX	RFX = Max FX number - Set random FX to effect on stack	AMIGATEXT , EQUALIZER , LOGO
BFX	BFX = Value - Blending Mode ON = 1 & 2 & 4 / OFF = 0	3DBALL , 3DVECTOR , AMIGATEXT , BACK , BOUNCE , LOGO , MAGNIFYING , MASK , SPRITE
MVX	MVX = Value - Move to X-Position	3DBALL , 3DDIRECT , 3DVECTOR , BACK , BOUNCE , LOGO , MAGNIFYING , MASK , PAGE , SCROLL , SINUS16 , SINUS32 , SPRITE , TRAINER
MVY	MVY = Value - Move to Y-Position	3DBALL , 3DDIRECT , 3DVECTOR , BACK , BORDER , BOUNCE , COPPERBAR , LOGO , MAGNIFYING , MASK , PAGE , SCROLL , SINUS16 , SINUS32 , SPRITE , TRAINER
MVZ	MVZ = Value - Move to Z-Position	3DBALL , 3DDIRECT , 3DVECTOR , AMIGATEXT , BOUNCE , COPPERBAR , LOGO, MAGNIFYING , SINUS16 , SINUS32 , SPRITE
MVS	MVS = Move Speed to effect	AMIGATEXT , BOUNCE , LOGO , SCROLL , SINUS16 , SINUS32
MVC	MVC = Move Speed to Copper	AMIGATEXT , BORDER , COPPERBAR , LOGO , SINUS16 , SINUS32
MVA	MVA = Value - Set Alpha-Transparency to effect	BOUNCE , LOGO , MASK , SPRITE
MRX	MRX = Value - Set speed of X-Rotation	3DBALL , 3DDIRECT , 3DVECTOR , LOGO , SINUS16 , SINUS32 , STARS
MRY	MRY = Value - Set speed of Y-Rotation	3DBALL , 3DDIRECT , 3DVECTOR , LOGO , SINUS16 , SINUS32 , STARS
MRZ	MRZ = Value - Set speed of Z-Rotation	3DBALL , 3DDIRECT , 3DVECTOR , LOGO , SINUS16 , SINUS32 , SPRITE , STARS
MAX	MAX = Value - Set X-Angle	3DBALL , 3DDIRECT , 3DVECTOR , SINUS16 , SINUS32 , STARS
MAY	MAY = Value - Set Y-Angle	3DBALL , 3DDIRECT , 3DVECTOR , SINUS16 , SINUS32 , STARS
MAZ	MAZ = Value - Set Z-Angle	3DBALL , 3DDIRECT , 3DVECTOR , SINUS16 , SINUS32 , SPRITE , STARS
ADX	ADX = Value - Add X-Position	3DBALL , 3DDIRECT , 3DVECTOR , AMIGATEXT , BACK , BOUNCE , LOGO , MAGNIFYING , MASK , PAGE , SCROLL , SINUS16 , SINUS32 , SPRITE , TRAINER
ADY	ADY = Value - Add Y-Position	3DBALL , 3DDIRECT , 3DVECTOR , AMIGATEXT , BACK , BORDER , BOUNCE , COPPERBAR , LOGO , MAGNIFYING , MASK , PAGE , SCROLL , SINUS16 , SINUS32 , SPRITE , TRAINER
ADZ	ADZ = Value - Add Z-Position	3DBALL , 3DDIRECT , 3DVECTOR , AMIGATEXT , BOUNCE , COPPERBAR , LOGO, MAGNIFYING , SINUS16 , SINUS32 , SPRITE
ADS	ADS = Value - Add Speed to effect	BOUNCE , LOGO , SCROLL , SINUS16 , SINUS32
ADC	ADC = Value - Add Speed to Copper	AMIGATEXT , BORDER , COPPERBAR , LOGO , SINUS16 , SINUS32
ADA	ADA = Value - Add Alpha-Transparency	BOUNCE , LOGO , MASK , SPRITE
ADI	ADI = Value - Add IDN	3DBALL , 3DVECTOR , BORDER , BOUNCE , COPPERBAR , MUSIC , SCROLL , SPRITE
ARX	ARX = Value - Add X-Rotation	3DBALL , 3DDIRECT , 3DVECTOR , LOGO , SINUS16 , SINUS32
ARY	ARY = Value - Add Y-Rotation	3DBALL , 3DDIRECT , 3DVECTOR , LOGO , SINUS16 , SINUS32
ARZ	ARZ = Value - Add Z-Rotation	3DBALL , 3DDIRECT , 3DVECTOR , LOGO , SINUS16 , SINUS32 , SPRITE
AAX	AAX = Value - Add X-Angle	3DBALL , 3DDIRECT , 3DVECTOR , SINUS16 , SINUS32 , STARS
AAY	AAY = Value - Add Y-Angle	3DBALL , 3DDIRECT , 3DVECTOR , SINUS16 , SINUS32 , STARS
AAZ	AAZ = Value - Add Z-Angle	3DBALL , 3DDIRECT , 3DVECTOR , SINUS16 , SINUS32 , SPRITE , STARS
CPX	CPX = Value - Clone object horizontal x-times	3DBALL , 3DVECTOR , SPRITE
CPY	CPY = Value - Clone object vertical x-times	3DBALL , 3DVECTOR , SPRITE
CPW	CPW = Value - Set stepwidth of cloned objects	3DBALL , 3DVECTOR , SPRITE
CPH	CPH = Value - Set stepheight of cloned objects	3DBALL , 3DVECTOR , SPRITE
FLH	FLH No Param - Flip IDN horizontal	BOUNCE , SPRITE
FLV	FLV No Param - Flip IDN horizontal	BOUNCE , SPRITE
MVW	MVW = Value - Zoom width in pixel	AMIGATEXT , BOUNCER , LOGO, MAGNIFYING , SINUS16 , SPRITE
MVH	MVH = Height - Zoom height in pixel	AMIGATEXT , BOUNCER , LOGO, MAGNIFYING , SINUS16 , SPRITE
ADW	ADW = Width - Zoom width in pixel	AMIGATEXT , BOUNCER , LOGO, MAGNIFYING , SINUS16 , SINUS32 , SPRITE
ADH	ADH = Height - Zoom height in pixel	AMIGATEXT , BOUNCER , LOGO, MAGNIFYING , SINUS16 , SINUS32 , SPRITE
IFX	IFX <=> Value - Compare X-Value	3DBALL , 3DDIRECT , 3DVECTOR , AMIGATEXT , BACK , LOGO , MAGNIFYING , MASK , PAGE , SINUS16 , SINUS32 , SPRITE , TRAINER
IFY	IFY <=> Value - Compare Y-Value	3DBALL , 3DDIRECT , 3DVECTOR , AMIGATEXT , BACK , BORDER , LOGO , MAGNIFYING , MASK , PAGE , SINUS16 , SPRITE , TRAINER
IFZ	IFZ <=> Value - Compare Z-Value	3DBALL , 3DDIRECT , 3DVECTOR , AMIGATEXT , MAGNIFYING , SINUS16 , SINUS32 , SPRITE
IFA	IFA <=> Value - Compare Alpha-Transparency	3DBALL, 3DDIRECT, BACK, BOUNCE , LOGO , MAGNIFYING, MASK, PAGE, SINUS16, SINUS32, SPRITE, TRAINER
IFI	IFI <=> Value - Compare IDN-Value	3DBALL , 3DVECTOR , BORDER , BOUNCE , COPPERBAR , MUSIC , SCROLL , SPRITE
IFR	IFR = Number - Compare random number	All
MVV	MVV = Value - Set Music Volume to 0 - 100	Music
ADV	ADV = Value - Add Music-Volume	MUSIC
RGB	RGB = RGB - Color value 0-4095	
CLS	CLS = Speed - Flash screen by speed	
END	END No param - End of script	
ESC	ESC No param - Exit intro equal key ESCape	

Code examples

' Load From Multi-Part Vector Object
```
CAL = 3DVECTOR
LEA = 3DVECTOR
BFX = 4 ; ENABLE FAST VECTOR SHADING
IDN = 0 ;Select First Object From Multi Vector mVOBJ
MVX = -600 'Position for WIndowed Version Offset
MVY = -300
MVZ = 500
```

;Sprite Cross Fader
```
CAL = SPRITE : LEA = SPRITE
IDN = 0 : MVA = 254
IDN = 1 : MVA = 0
REP = 254
  IDN = 0 : ADA = -1
  IDN = 1 : ADA = 1
LOP
```

;End Screen Fade In (Sprite)
```
LEA = SPRITE : IDN = 0
REP = 54 : ADA = 4 : LOP
MVA = 254
REP = 99 : ADV = -1 : LOP
NOP = 1 : ESC
```

;Macro Example
```
@MACRO
  LEA=/0
  IDN=/1
  ADX=/2 : ADY=/3 ... /9
@END
...
@MACRO = SPRITE, 0, 10, 100 ...
```

3DBALL, 3DVECTOR

AAX	AAY	AAZ	ADX	ADY	ADZ
ADI	ARX	ARY	ARZ	BFX	IDN
IFI	CPH	CPW	CPX	CPY	IFA
IFX	IFY	IFZ	MVX	MVY	MVZ
MAX	MAY	MAZ	MRX	MRY	MRZ

3DDIRECT

AAX	AAY	AAZ	ADX	ADY	ADZ
ARX	ARY	ARZ	IFX	IFY	IFZ
MAX	MAY	MAZ	MRX	MRY	MRZ
MVX	MVY	MVZ	IFA		

STARS

AAX	AAY	AAZ	MAX	MAY	MAZ
MRX	MRY	MRZ			

BOUNCE

ADA	ADI	ADS	ADX	ADY	ADZ
BFX	FLH	FLV	IDC	IDN	IFA
IFI	MVA	ADH	ADW	MVH	MVW
MVS	MVX	MVY	MVZ		

MAGNIFYING

ADH	ADW	ADX	ADY	ADZ	BFX
IFA	IFX	IFY	IFZ	MVH	MVW
MVX	MVY	MVZ			

BORDER

ADC	ADI	ADY	IDN	MVC	MVY
IFI					

COPPERBAR

ADC	ADI	ADY	ADZ	IDN	IFI
IFY	MVC	MVY	MVZ		

SPRITE

AAZ	ADA	ADH	ADI	ADW	ARZ
ADX	ADY	ADZ	BFX	FLH	FLV
CPH	CPW	CPX	CPY	IDC	IDN
IFA	IFX	IFY	IFZ	MVH	MVW
MAZ	MRZ	MVX	MVY	MVZ	MVA
SFX	IFI				

LOGO

AAZ	ADA	ADC	ADS	IFX	IFY
ADX	ADY	ARX	ARY	ARZ	BFX
IFA	MVA	MAZ	MRX	MRY	MRZ
MVC	MVS	MVX	MVY	ADH	ADW
RFX	SFX	ADZ	MVZ	MVH	MVW

MASK

ADA	ADX	ADY	BFX	MVX	MVY
IFA	IFX	IFY	MVA		

BACK

ADX	ADY	BFX
MVX	MVY	IFA
IFY	IFX	

PAGE

ADX	ADY	IFX
IFY	MVX	MVY
IFA		

AMIGATEXT

ADC	ADH	ADW
ADX	ADY	ADZ
IDN	MVS	IFZ
MVC	MVH	MVW
BFX	RFX	SFX
MVZ		

SINUS16

AAX	AAY	AAZ	ADC	ADH	IFA
ADS	ADW	ADX	ADY	ADZ	IFZ
ARX	ARY	ARZ	MVC	MVH	IFX
MAX	MAY	MAZ	MVS	MVW	IFY
MRX	MRY	MRZ	MVX	MVY	MVZ

SINUS32

AAX	AAY	AAZ	ADC	ADH	IFA
ADS	ADW	ADX	ADY	ADZ	IFZ
ARX	ARY	ARZ	MVC	MVH	IFX
MAX	MAY	MAZ	MVS	MVW	IFY
MRX	MRY	MRZ	MVX	MVY	MVZ

TRAINER

ADX	ADY	IFX	IFY	MVX	MVY
IFA					

EQUALIZER

SFX	RFX

MUSIC

ADI	ADV
MVV	IFI

SCROLL

ADI	IDN
ADS	IFI
ADX	ADY
MVX	MVY
MVS	

LOGO SFX

0 = NONE	8 = Wave Stretch
1 = Stretch Vertical	9 = Slide Vertical
2 = Stretch Horizontal	10 = Slide Horizontal
3 = Wabble Vertical	11 = Cylinder Wave
4 = Wabble Horizontal	12 = Rotate Left
5 = Wabble Stretch	13 = Rotate Right
6 = Pulse Zoom	14 = Copper Up
7 = Pulse Fadeout	15 = Copper Down

MASK Effects

- None
- Vertical Slice Bumping
- Flashing Skid Boxes
- Create Desktop Mask
- Scratch TV Crumble
- Bordered Viewpoint

C64 Effects

- None
- Loop Inside
- Loop Outside
- Swing Inside
- Swing Outside
- Raster Loop and Swing
- Raster Mirror Inside
- Raster Mirror Outside
- Raster Single Up
- Raster Single Down

PAGE Effects

- Type to Right
- Type Center
- Type to Left
- Direct to Right
- Direct Center
- Direct to Left
- Fx Fade
- Fx from Left
- Fx from Right
- Fx Scroll Up
- Fx Scroll Down

Extra:
- Move
- Jump
- Stretch

Amiga Text Effects

- In Direct
- In Mixed
- In PopUp
- In TYpe
- In Line
- In Spread A
- In Spread B
- In Circle
- In Vertical
- In Horizontal
- In Left
- In Right
- In Up
- In Down
- In Left Right
- In Up Down
- In Traffic

- Out Direct
- Out Left
- Out Right
- Out Up
- Out Down
- Out Left Right
- Out Up Down
- Out Random

Extra:
- Fade
- Zoom
- Rotate
- Copper

CAL = / STP =

CAL =

ALL	3DBALL	PAGE
STARS	3DDOT	ZINI
BORDER	3DVECTOR	DYXCP
COPPERBAR	3DDIRECT	AMIGATEXT
PLASMA	BOUNCE	MAGNIFYING
LOGO	REFLECTION	SPRITE
BACK	MASK	TRAINER
C64	SINUS16	MUSIC
EQUALIZER	SINUS32	

STP=

Sprites IDN = 0 to IDN = 7
= Max 512 KB All-Together - Max. Size Sprite
= 512K/Num Active Sprites

3D Vector - Fullscreen to Windowed Version
Offset (640x480): X = -600, Y = -300,
3D Bobs a bit less, ca: X = -500, Y = -200