

Welcome to



BIG TOP'S

CARTOON

TOOLBOX



EXECUTIVE PRODUCERS: **Jake Myrick & Jim Myrick**

PRODUCER: **Rob Pratt**

ORIGINAL CONCEPT/CREATIVE DIRECTION: **David Wallington**

ORIGINAL PROTOTYPE/TECHNICAL DIRECTION: **Marc Blanchard**

PROGRAMMING: **Marc Blanchard & Ian Bigelow**

CHARACTER ANIMATION DIRECTION: **Luis Liwanag**

PROP DESIGN: **Sonny Sta. Maria**

BACKGROUNDS AND SPECIAL EFFECTS: **Arnel Torres**

ANIMATED PALETTES: **Gary Manfredi**

INTERFACE DESIGN: **David Wallington**

MUSIC: **Jeff Essex**

SCANNING/COLORING: **Craig McGillivray, Bay Raitt
& Renee Binkowski**

ANIMATION FINALIZATION: **Sonny Sta. Maria, Arnel Torres,
Craig McGillivray, Luis Liwanag,
David Wallington, & Noriko Kamei**

CHARACTER ANIMATION LIAISON: **John Kivimaki**

Special Thanks to:

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Starring Felix the Cat

Get ready, because you are about to go on an adventure in animation with Big Top's Cartoon Toolbox - a powerful multimedia tool that will soon become your favorite computer creativity toy! Inside the toolbox, you'll find all the basic cartoon building blocks: animated characters, backgrounds, props, special effects and sounds. You will create your own cartoons by taking these building blocks and putting them together in your own special way. But, most of all, you'll find a fun and open-ended creative environment where you can bring your own cartoon creations to life. When you're done, you can show off your cartoons to your friends and family, even if they don't have the Cartoon Toolbox (yet!).

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cast of characters



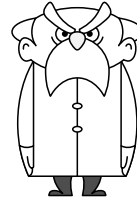
Felix the Cat



Vavoom



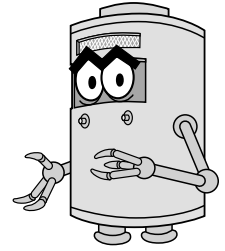
Poindexter



The Professor



Rock Bottom



Master Cylinder

Felix the Cat is a wonderful, wonderful cat who combines touches of magic with fantasy in his humorous adventures with Poindexter, Vavoom, and the other cast of characters.

Vavoom has a voice that is so loud it can knock down trees. With his one-word vocabulary, "VAVOOM!", he often wreaks havoc without realizing it, but he also uses his voice to get Felix and himself out of difficult situations.

Poindexter is the Professor's genius nephew. He has an IQ of 222 and speaks in complicated scientific jargon. To preserve the integrity of his family, he covers up for his uncle's failures and shortcomings.

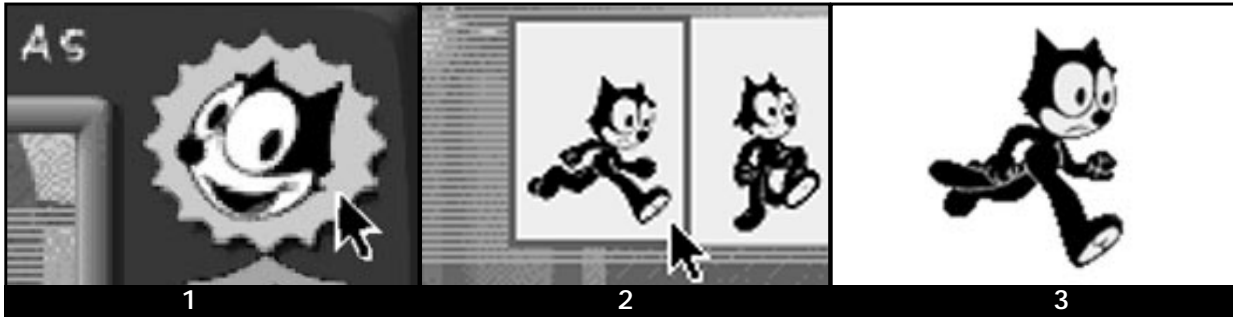
The Professor is Felix's friendly adversary. He is his own worst enemy, always searching for get-rich-quick schemes—especially those requiring minimum work and maximum mischief. His plans fail every time because of his sneaky methods.

Rock Bottom or "Butch" for short, does all the Professor's dirty work. With more brawn than brains, he literally does everything the Professor tells him and consequently foils all of his boss's plans.

Master Cylinder is the ultimate bully. No one controls him; not even the Professor who was once his teacher. He is the undisputed King of the Moon and delights in capturing Felix and Poindexter.

MAKING YOUR FIRST CARTOON IS AS EASY AS 1-2-3!

With a few swift clicks of the mouse, you'll be well on your way to making your own cartoons starring Felix the Cat! **TO START**, double-click on the FELIX icon. The Cartoon Toolbox **GREETs** you with Felix and his classic theme song. **CLICK** the mouse anywhere at any time **TO START CREATING** with the Cartoon Toolbox.



Click on the Felix the cat button.

Just like an artist using a palette of colors to paint a picture, you will be using palettes of animated characters to make your cartoon. You can click on the red arrows at the top of the palette to view all of the available animation clips.

Click on an animation clip of Felix.

You've just selected a Felix clip to start your cartoon. You'll notice that you can now move Felix around the stage with your mouse. He's ready for you to find a point on the stage where you want to start your animation.

Click and drag Felix across the stage.

You're probably very familiar with clicking and dragging. You do it every time you highlight a word or sentence in a word processing program or paint in an art program. When you release the mouse, the clip will continue animating a few frames.

You just made your first cartoon starring Felix the Cat! **TO WATCH** your new cartoon, click on the red FIRST FRAME button. This will bring you to the beginning of the cartoon. Next click on the green PLAY button.

So your first cartoon is a little short, and maybe it doesn't have much of a plot, but you've just taken **YOUR FIRST BIG STEP** on the road to success with Big Top's Cartoon Toolbox.

UNDERSTANDING FRAMES AND EDITING

When you click and drag Felix and his friends across the Toolbox stage you are adding them to a sequence of frames that the Cartoon Toolbox records. Every cartoon that you see on TV or in the movie theater is really just a sequence of frames that are shown very quickly, one after the other. In fact, the frames are shown so quickly that our eyes don't even notice them anymore, and what we see is the illusion of movement.

This trick that cartoons play on our eyes is called the **Persistence of Vision**. Don't let these words fool you. It's really a simple thing we take for granted, because we see it every day. See for yourself how this works by looking at your first short Felix cartoon again.



**Click and drag
the Frame shuttle
back and forth.**

You are making Felix come alive by moving the frame shuttle back and forth. This blends the frames together and gives your eyes the illusion of movement. As you can see, putting static frames together makes a real motion picture!

**Go to the first frame
of your cartoon
and add a house.**

To go to the first frame, click and drag the FRAME SHUTTLE to the left until it stops. Click on the PROP button. A palette of props will appear. Click on a HOUSE to bring it to the stage. Click once to anchor it. Move the FRAME SHUTTLE back and forth. Notice the house only appears in a few frames.

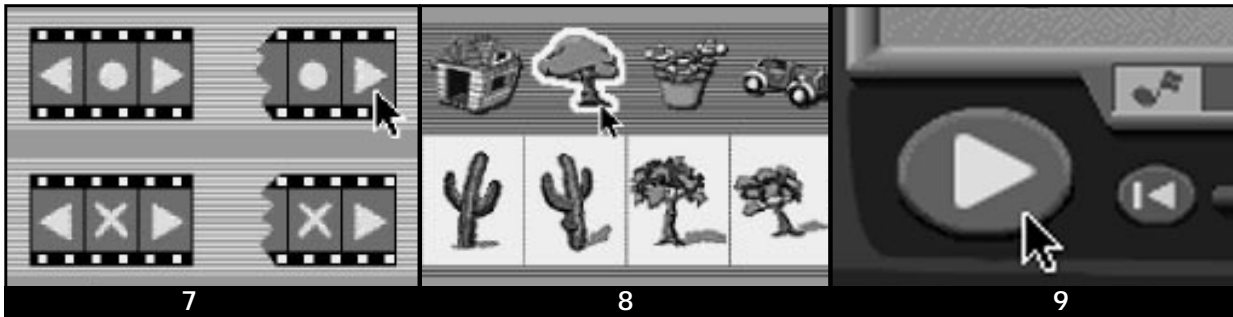
**Go to the first frame
of your cartoon and
"select" the house.**

Click and drag the FRAME SHUTTLE to the left until it stops. Click on the HOUSE to "select" it. Selecting isolates an object so it can be edited. When an object is selected, a selection box surrounds it and the Editing Control Panel appears. This is the first step in editing.

EDITING YOUR CARTOON

You have already begun to edit your cartoon. The buttons in the Editing Control Panel look like movie strips, which represent how they affect the moving frames of your cartoon. These buttons control **WHEN** and **HOW** your selection appears on the stage.

You'll be using these buttons every time you want to add or delete something from your cartoon. And the most amazing thing about the controls is that you can use them at any time. You will always have an opportunity to improve your cartoon!



Click on the green editing button on the far right.

Now the house will appear in all the frames in your cartoon. The green Editing Buttons add, or hold, a selected object to the frames in your cartoon. The red Editing Buttons delete, or cut, them from frames.

Go to the first frame of your cartoon and add a tree.

To go to the first frame, click and drag the FRAME SHUTTLE to the left until it stops. Click on the PROP button. A palette of props will appear with bookmarks above it. Click on the TREE BOOKMARK. Now click on a TREE to bring it to the stage. Position it on top of one of the corners of the house. Click once to anchor it.

Go to the first frame of your cartoon and play it from the top.

Click and drag the FRAME SHUTTLE to the left until it stops. Click on the green PLAY button. Did you notice that the tree disappeared? This is because it hasn't been edited into all the frames yet. Let's select and edit the tree in a different way this time. Go to the first frame in the cartoon again. Now let's take a look at the Layer Manager.

USING THE LAYER MANAGER

The Layer Manager tells you two things about your cartoon: 1.)what objects you have placed in your cartoon, 2.)where they are on the Toolbox stage in relation to each other. One way to understand layers in the Cartoon Toolbox is to imagine each object on the stage as a layer in your cartoon. With the Layer Manager, you can shuffle the layers of your cartoon so objects appear in front of or behind objects on the stage.



Within the Layer Manager, click on the tree icon.

The Editing Control Panel will appear. Click on the green EDITING BUTTON on the right. Now the tree will appear in all the frames in your cartoon. Now let's see how the Layer Manager can move objects on the stage.

Click and drag the tree to the top of the Layer Manager.

The Editing Control Panel appears. Click outside the stage to remove the Editing Control Panel. Notice that the tree now appears behind the House. When you shuffle objects in the Layer Manager, objects are layered in front of or behind other objects on the stage. Objects at the top of the Layer Manager appear behind other objects on the stage.

Go to the first frame of your cartoon and play it from the top.

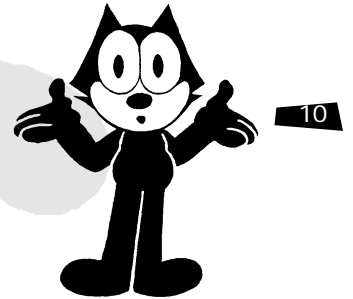
Watch Felix run across the stage (wonderful animating!), notice the props appear throughout all the cartoon frames (great editing!), and also notice that the tree icon at the top of the Layer Manager corresponds to the tree appearing behind the house on the stage (nice layering!). Continue reading the manual for cartoon creating tips and tricks!

Experimenting



The Cartoon Toolbox contains almost all of the tools you will need to create your own cartoons. The only tool missing is something only you can provide - **CREATIVITY**. Your creativity is the key ingredient to a great cartoon. So, remember to experiment with the Cartoon Toolbox. We've given you a lot to work with.

The tutorials and suggestions provided in this manual are only there to show you how to use the Cartoon Toolbox. They are merely a starting point. Once you have mastered these tools, **you can do anything!** Just because we tell you to start with a background doesn't mean that is the only way to begin. Who says you can't make a cartoon without any background? You can make a "stationary" prop fly across the screen. Make characters suddenly appear and disappear. You can experiment with **sounds** and **noises**. And how often do you get to use **special effects** in everyday life? **The possibilities are endless!** Go ahead... Make a masterpiece!



If you think you have a way cool cartoon, send it to Big Top Productions, c/o Cartoon Hall of Fame, 548 Fourth Street, San Francisco, CA 94107. Go ahead, blow us away! Maybe your cartoon will be placed in an upcoming version of the Cartoon Toolbox! See insert for more details.

e Felix the Cat. The wonderful, wonderful Cat,

11

You'll laugh so hard your sides will ache, your heart

will go pitter-pat . . . watching Felix the wonderful Cat! e



A STEP-BY-STEP CARTOON TUTORIAL

This section was designed to make learning to use the Cartoon Toolbox quick and easy. First we'll show you a cartoon called "Felix Escapes". Then we'll take you on a step-by-step cartoon tutorial so you can start making your own cartoons.

Double-click on the FELIX CARTOON TOOLBOX icon. You'll be greeted by Felix. Just click the mouse once to begin.

Note on the RAM Indicator! While creating this tutorial, you may run low on memory. When this happens you will notice the RAM Indicator, located under the stage, blinks orange. If this indicator turns red, this means you are out of memory and your cartoon will begin to stutter or run more slowly. Save your cartoon and increase memory. For more details on how to increase memory, see the section "RAM Indicator" described later in this manual. The first time you play a cartoon it may appear slow or jerky. After it plays, click on the FIRST FRAME BUTTON and play it again to see it play at normal speed.



1 Open "Felix Escapes"

Click on OPEN.

Click on the CARTOON PREVIEW of the cartoon called "Felix Escapes."

2 Click on Play

Click on the GREEN PLAY button to watch the entire cartoon.



3

Let's Make a Cartoon

After you have finished watching the cartoon, click on NEW so you can learn how to make the same cartoon you just saw.



4

Choose a Background

First choose a background by clicking on the BACKGROUND button. The background palette will appear with bookmarks above it. Bookmarks represent various categories and help in quickly locating appropriate elements to place in your cartoon.



5

Add the Space Station Background

Use the arrows above the Background palette to scroll to the SPACE STATION background. Choose this background by clicking on it once.



6

Position the Background

The background will now appear on the stage. Move the mouse up or down to position the background on the stage and click the mouse once.



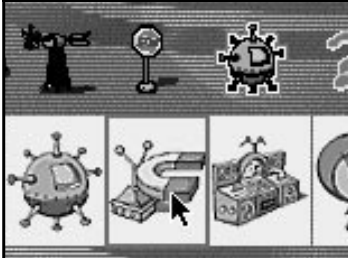
7 Choose a Prop

Click on the PROP button. The Prop palette will appear with bookmarks above it.



8 Click on the Outer Space category

Click on the OUTER SPACE bookmark, represented by a spaceship. You are now in the Outer Space section of the Prop palette.



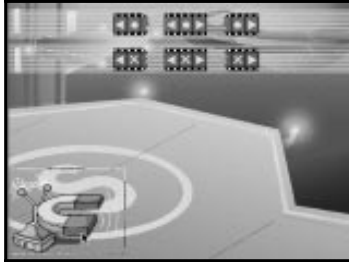
9 Add the Magnet

Use the arrows above the Prop palette to scroll to the MAGNET and click on it once.



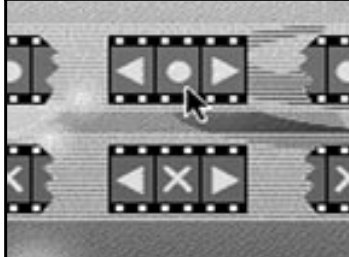
10 Position the Magnet

The magnet will appear on the stage. Move the MAGNET to the bottom left corner of the stage and click once to anchor it on the stage.



11 "Select" the Magnet

"Selecting" is when you click on an object or character and a dotted box surrounds it. After selecting, the Editing Control Panel will appear. This control panel allows you to place or delete content (characters, objects, etc.) in each frame of the cartoon. Select the MAGNET.



12 Hold the Magnet to all Frames

When the Editing Control Panel appears, click on the CENTER GREEN EDIT button. This adds, or holds, the magnet in the same position in every frame of the cartoon.



13 Start from the Top

Now, let's start from the beginning of the cartoon. Click on the FRAME SHUTTLE and drag it to the left until it stops.



14 Click on the First Frame Button

A quicker way to go to the first frame of the cartoon is to click on the small FIRST FRAME button, which is located to the left of the Frame Shuttle.



15 Bring in Felix

Click on the FELIX THE CAT button. The Felix the Cat palette will appear showing various animation sequences of Felix.



16 Click on Felix Running

In the Felix the Cat palette, choose the animation of FELIX RUNNING towards the right by clicking on it once.



17 Position Felix on the Stage

Felix will appear on the stage. Position FELIX on the far right side of the stage.

16



18 Pull Felix Toward the Magnet

Click and continue holding down the mouse button while slowly moving FELIX backward toward the magnet. When you've reached the 40th frame, run FELIX to the right, off the stage, and release the mouse button at the 70th frame.



19 What have I Done?

Go to the first frame in the cartoon by clicking on the FIRST FRAME button.



20 You've just Made a Cartoon!

Click on the PLAY button.

Congratulations! You've just learned to animate!



21 Find the 25th Frame of the Cartoon

Drag the FRAME SHUTTLE to the 25th frame.



22 Choose a Special Effect

Click on the SPECIAL EFFECT button. The Special Effect palette will appear.



23 Add Some Clouds

Click on the group of CLOUDS which are on the right side of the palette.



24 Position the Clouds

Position the CLOUDS over the magnet and click once on the mouse button. The clouds will automatically animate, advancing your cartoon a few frames.



25 Advance Your CARToon a couple frames

Click on the FRAME-BY-FRAME ADVANCE button a couple times. Notice that the number of frames increases one at a time.



26 Adding More Clouds

Repeat the same cloud effect in the same area 3 more times. Be sure to advance a couple frames before placing each cloud effect.



27 Go to the 75th Frame

Let's add another special effect on the 75th frame. Drag the FRAME SHUTTLE until the number inside the Frame Shuttle reads "75."



28 Choose Another Special Effect

Go back to the Special Effect palette by clicking on the SPECIAL EFFECT button.



29 Add the Boom!

Choose the BOOM! special effect.



30 Position the Boom

Position the BOOM! over the MAGNET and click once to anchor it in place. After anchoring, the magnet will automatically animate, advancing your cartoon a few frames.



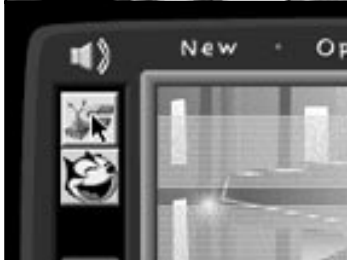
31 **Rewind a Few Frames**

Click on the FRAME-BY-FRAME REWIND button until the first frame of the BOOM! special effect appears in your cartoon.



32 **Find The Layer Manager**

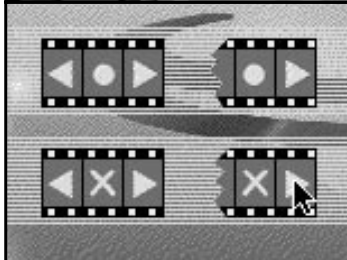
To the left of the stage is the Layer Manager. The Layer Manager allows you to shuffle characters and props, which in turn layers them in front of or behind elements on the stage.



33 **Edit within the Layer Manager**

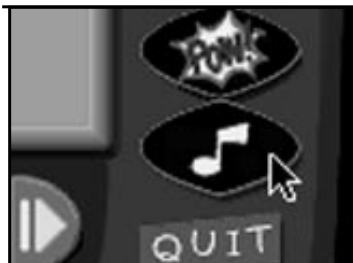
In the Layer Manager click on the MAGNET icon. The Editing Control Panel will appear.

20



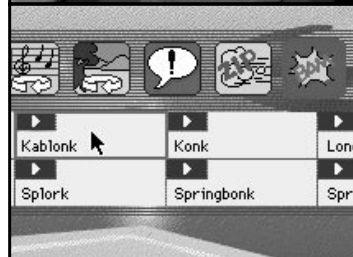
34 **Cut the Magnet from future frames**

Click on the RIGHT RED EDIT button in the Editing Control Panel. This erases, or cuts, the magnet from future frames, so it will disappear when the BOOM! occurs.



35 Add a Soundtrack

Click on the SOUND button. A two-tiered palette will appear with bookmarks.



36 Go to the Action Noises category, click on "Kablonk"

Click on the BAM! bookmark above the palette. Scroll to the right until you see the "KABLONK" sound effect in the top tier of the palette. Click on it once.



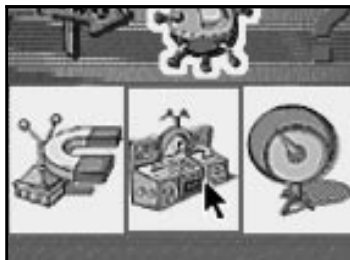
37 Click on the First Frame Button

Go back to the first frame of your cartoon by clicking on the FIRST FRAME button.



38 Add Another Prop

Click on the PROP button again.



39 Click on the Space Monitor

Click on the SPACE MONITOR in the Prop palette.



40 position the Space Monitor

Position the MONITOR over the top half of the magnet and click to anchor it to the stage.



41 Adding the Monitor to All Frames

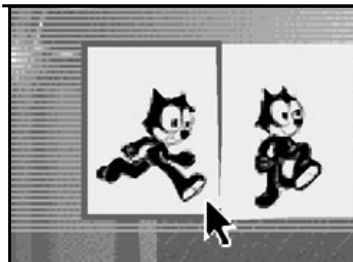
"Select" the MONITOR.

Click on the CENTER GREEN EDIT button. The monitor is now in all the frames of your cartoon.



42 Shuffle the Space Monitor and Magnet

From the Layer Manager, click and drag the SPACE MONITOR icon above the magnet icon. This places the monitor behind the magnet on the stage. When the Editing Control Panel appears, ignore it and continue to the next step.



43 **Bring in Felix Again**

Go to the 50th frame.

Click on the FELIX THE CAT button.

Click on the same animation of FELIX RUNNING placed earlier in the cartoon.



44 **Change Felix's Run**

Position FELIX over the ghosted Felix.

Click and drag FELIX slowly backward toward the magnet, releasing the mouse button when the BOOM! occurs.



45 **Let's See Some Action**

Click on the FELIX THE CAT button.

Scroll to the animation of FELIX SHAKING HIS HEAD and click on it once.



46 **A Shaking Felix**

Position him over the ghosted Felix. Click and hold the mouse button for about 10-20 frames, keeping the mouse stationary.

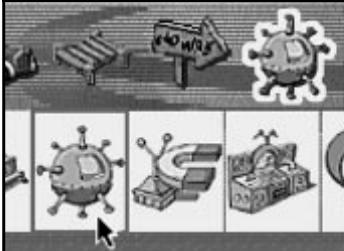


47 Felix Keeps Running

Click on the FELIX THE CAT button.

Scroll back to the same animation of FELIX RUNNING, and click on it once.

Position him over the ghosted Felix. Click and drag FELIX toward the right, releasing the mouse when he runs off stage.



48 Add an Alien Spaceship

Go to Frame 25.

Click on the PROP button. The Prop palette will appear.

Click on the SPACESHIP prop in the palette.



49 The Flying Spaceship

Starting from the top left, click and drag the SPACESHIP, moving it up and down across the stage. If the spaceship is still on the stage when the BOOM! occurs, quickly move it off stage. Release the mouse button when the spaceship flies off the stage.

24



50 Add A Space Soundtrack

Click on the SOUND button.

Click on the AMBIENT LOOP bookmark.



51 Click on "Space Tune"

Use the arrows above the palette to scroll to the right until you see "Space Tune" in the lower tier of the palette. Click on "SPACE TUNE".



52 Playing "Space Tune" Throughout the Cartoon

To play "Space Tune" throughout the entire cartoon, click on the title, "SPACE TUNE", in the Soundtrack Selection box located below the stage.

When the Editing Control Panel appears, click on the CENTER GREEN EDITING button.



53 The Final Touch

To finish off your cartoon, let's add an animated ending. Click on the LAST FRAME button to go to the last frame of the cartoon.



54 Adding a Special Effect Ending Screen

Click on the SPECIAL EFFECT button.

Click on the THE END bookmark above the palette.



55 The End

Click on the PINBALL POP-UP ending.
Position it on the stage and click again. The ending will automatically animate, advancing your cartoon a few frames.



56 Your First Cartoon

Click on SAVE AS, located above the stage, on the right. The Save Dialog box will appear along with a preview of the cartoon and a credits field.

Enter the name of your cartoon in the dialog box.



57 Give Yourself Some Credit

To add credits, click in the CREDITS FIELD to the right of your cartoon preview.

Delete the text currently displayed in the credits field by highlighting it and then typing in your own credits.



58 Save Again

Click on SAVE when you're done.

Congratulations! You just made a cartoon! Click on the GREEN PLAY button to watch your cartoon.



STARTING

- **Double-click on the FELIX ICON.** You'll be greeted by Felix and his classic theme song.
- **Click the mouse** anywhere on the stage, at any time, to begin.

Helpful Tips Before Starting

- Before accessing the Backgrounds, Props, Characters, Special Effects or Sound palettes, be certain that you are at the appropriate frame in your cartoon. To do this, drag the Frame Shuttle left or right until you locate the desired frame.
- To de-select an object chosen from a palette or on the stage, click outside the stage area.
- The first time you play a cartoon it may appear slow or jerky. Rewind the cartoon and play it again to see it play at normal speed.



BACKGROUNDS

Backgrounds are visual settings or scenes in which your cartoons take place. Backgrounds set your stage. Experiment with different backgrounds to give your cartoons a different look and feel.

As long as there is enough available memory, any number of backgrounds can be added to your cartoon. Backgrounds can be placed in a cartoon at any time, in any frame. But, if you place or change a background in an earlier frame, it will replace all backgrounds that have been placed in later frames.

Adding a Background

- **Click on the BACKGROUND BUTTON** located to the right of the stage.
 - A palette of backgrounds will appear. The bookmarks along the top of the palette represent the 3 categories of backgrounds: REALISTIC, ABSTRACT and COLOR FIELDS. These bookmarks make it easier to find the right background for your cartoon. There are over 50 backgrounds to choose from.

- **Click on the BOOKMARKS or SCROLLING ARROWS** above the background palette to view all the available background selections.
- **Click on your desired BACKGROUND** to have it appear on the stage.
- **Move your mouse up or down** to adjust the position of the background on the stage.
- **Click the mouse** to anchor the background on the stage.



PROPS

Props are various objects placed on the stage to help create your cartoon's story and make your cartoons interesting. Some props are animated and move, such as the palm tree, which blows in the wind. Other props are static, or motionless, like the fire hydrant. As you place your props on the stage, you will notice that they also appear as icons in the Layer Manager to the left of the stage. Note that the same prop cannot be placed in a cartoon frame more than once.

Adding a Prop

- **Click on the PROP BUTTON** located to the right of the stage.
 - A palette of props will appear. The bookmarks above the prop palette represent the 8 categories of props: HOUSES, TREES, PLANTS, CARS, STRUCTURES, STREET SIGNS, OUTER SPACE OBJECTS and MISCELLANEOUS. The bookmarks make it easier to find the right prop for your cartoon. There are over 200 props to choose from.
- **Click on the BOOKMARKS or SCROLLING ARROWS** above the Prop palette to view all the available prop selections.
- **Click on your desired PROP** to have it appear on the stage.
- **Move your mouse** to position the prop anywhere on the stage.
- **Click the mouse once** to anchor the prop in that frame.
- To place a prop through the entire cartoon or just part of it, see the section titled Editing Control Panel later in this manual.

Repositioning an Anchored Prop

Hold down the SHIFT KEY and click and drag the PROP to a new area.

Click the mouse once to anchor it to that frame. When the Editing Control Panel appears, choose the appropriate editing button (See Editing Control Panel, described later in this manual).

SPECIAL EFFECTS

Special effects are spectacular events, such as bursts of smoke or frenzied abstract screens. They are a good way to introduce or eliminate elements from your cartoon. When placing special effects on the stage, they will automatically animate, advancing your cartoon a few frames. Note that only one special effect can be placed in a cartoon frame and it cannot be repositioned once it has been anchored.



Adding a Special Effect

- **Click on the SPECIAL EFFECT BUTTON** located to the right of the stage.
 - A palette of special effects will appear. The bookmarks above the palette represent the 3 categories of special effects: FOREGROUND SPECIAL EFFECTS, FULL SCREEN BACKGROUND SPECIAL EFFECTS, and ENDINGS. These bookmarks make it easier to find the right special effect for your cartoon. There are over 30 special effects to choose from.
- **Click on the BOOKMARKS or SCROLLING ARROWS** above the Special Effect palette to view all the available special effects.
- **Click on your desired SPECIAL EFFECT** to have it appear on the stage.
- **Move your mouse** to position the special effect anywhere on the stage.
- **Click the mouse once** to anchor the special effect on the stage. Remember, the special effect will animate, advancing your cartoon a few frames.



CHARACTERS

Characters are the actors in your cartoon. There are six characters to choose from: Felix the Cat, the Professor, Poindexter, Rock Bottom, Vavoom and Master Cylinder. Each character has a selection of poses and pre-set animation clips that will advance your cartoon a few frames. There are over 300 character animations in the Cartoon Toolbox. As you place characters on the stage, you will notice that they also appear as icons in the Layer Manager to the left of the stage.

To Add a Character

- **Click on one of the CHARACTER BUTTONS** located to the right of the stage.
- **Click on the ARROWS** above the character palette to view all the animated poses.
- **Click on your desired CHARACTER POSE** to have it appear on the stage.
- **Move the mouse** to position the character anywhere on the stage.
- **Click the mouse** to anchor the character on the stage. Remember, characters will animate, advancing your cartoon a few frames.
 - To fully animate the character, see the section titled ANIMATING.

To Reposition a Placed Character

- **Hold down the SHIFT KEY and click and drag the CHARACTER to a new area.**
- **Click the mouse once** to anchor it to that frame. When the Editing Control Panel appears, choose the appropriate editing button (see Editing Control Panel, described later in this manual) or click again if you don't want to use the Editing Control Panel.



SOUND

Sound Effects are noises which add realistic or some very unrealistic sounds, such as “thwamp!” to your cartoons. Soundtracks and Sound Effects range from original scores to unusual noises and can be added at any time in your cartoon. Soundtracks add accompanying music or ambient sound to your cartoon adventures.

As you choose Soundtracks (music loops and ambient loops), you will notice that they are displayed in the Soundtrack Selection box to the lower left of the stage. Sound Effects are displayed in the Sound Effects Selection box to the lower right of the stage.

To Add Sound

- **Click on the SOUND BUTTON** located in the lower right corner of the stage.
 - A two-tiered palette of sounds will appear. The bookmarks along the top of the palette represent the 7 categories of sounds: MUSIC LOOPS, AMBIENT LOOPS, CHARACTER VOICES, MOVEMENT NOISES, ACTION NOISES, MAGICAL SOUNDS and NATURE SOUNDS. These bookmarks make it easier to find the appropriate soundtrack or sound effect. There are over 270 sounds to choose from.
- **Click on the BOOKMARKS or SCROLLING ARROWS** above the sound palette to view all the available sound selections.
- **Click on the GREEN ARROW** inside the box of any sound to hear a preview.
- **Click in the SOUND BOX** containing the name of the sound to play it in your cartoon.



VOLUME

The Volume Control increases or decreases the level of sound in your cartoon.

Controlling Volume

- **Click on the VOLUME ICON** located in the upper left corner of the stage.
 - A Volume Control Panel will appear: slide the control button to the right to increase volume, to the left to decrease it.
- **Click and slide the VOLUME CONTROL BUTTON** to the desired sound level.

ANIMATING

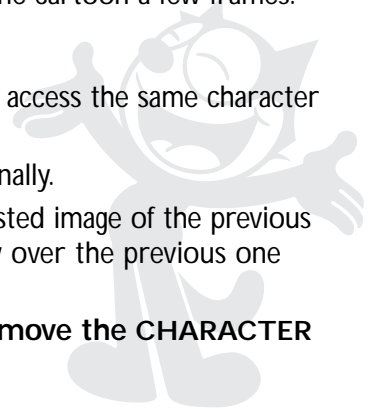
Animating is the process of moving a stationery image in a way that creates an illusion of movement to your eyes. Every cartoon you see on TV or in a movie theater is really just a sequence of frames that are shown very quickly, one after the other. In fact, the frames are shown so quickly that your eyes don't even notice them anymore—what you see is an illusion of movement. When you click and drag a CHARACTER or PROP across the Cartoon Toolbox stage, you are adding a series of still poses to a sequence of frames. When this is played, the still poses look as if they're moving.

Animating a Prop or Character

- **Click on the CHARACTER BUTTON or PROP BUTTON.**
- **Click on the desired CHARACTER pose or PROP** from the palette and position it on the stage where you want to begin animating.
- **Click on the mouse and continue to hold the mouse button down** as you **move the CHARACTER or PROP** around the stage. Holding the mouse button down records the movement and animates the character or prop.
- **Release the mouse button** to stop animating. Characters and animated props will continue animating after releasing the mouse button, advancing the cartoon a few frames.

Adding on to Existing Animation Sequences

- **Click on the CHARACTER BUTTON or PROP BUTTON** to access the same character or prop in the animation sequence.
- **Click on the same CHARACTER pose or PROP** used originally.
 - Place the selection over the previous image. You will see a ghosted image of the previous animation. This allows you to place the new sequence directly over the previous one for a smooth transition.
- **Click and continue to hold the mouse button down and move the CHARACTER or PROP** around the stage.
- **Release the mouse button** to stop animating.





THE FRAME SHUTTLE

The Frame Shuttle allows you to access all the frames in your cartoon by sliding it forward or backward. The number displayed in the Frame Shuttle represents the cartoon frame that is currently displayed. If you have enough memory, a cartoon may contain up to 1,200 frames.

- **To advance the cartoon, click and drag the FRAME SHUTTLE TO THE RIGHT.**
- **To rewind the cartoon, click and drag the FRAME SHUTTLE TO THE LEFT.**



The Frame-by-Frame Buttons

The pink Frame-by-Frame buttons are located to the right of the Frame Shuttle and access frames in your cartoon one frame at a time. As you click either button, notice the number displayed in the Frame Shuttle changes.

- **Click on the RIGHT FRAME-BY-FRAME BUTTON to advance the cartoon one frame.**
- **Click on the LEFT FRAME-BY-FRAME BUTTON to rewind the cartoon one frame.**

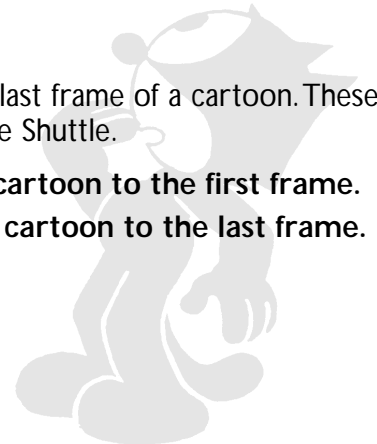


First Frame and Last Frame Buttons

The red First and Last Frame buttons access the first and last frame of a cartoon. These buttons are located to the right and left sides of the Frame Shuttle.



- **Click on the FIRST FRAME BUTTON to rewind the cartoon to the first frame.**
- **Click on the LAST FRAME BUTTON to advance the cartoon to the last frame.**





PLAYING YOUR CARTOON

When the PLAY button is activated, it will begin playing a cartoon from the currently displayed frame. To watch a cartoon from the beginning, be sure to click on the FIRST FRAME BUTTON before you click on the PLAY button.

- **Click on the GREEN PLAY BUTTON**, located to the left of the Frame Shuttle. The Play button will turn into a red pause button.
- **Click on the PAUSE BUTTON** at any time to stop playing the cartoon.



The Loop Button

The Loop Button allows you to play, or loop, a cartoon continuously. When looping, your cartoon will repeat itself until you click on the pause button.

Looping a Cartoon

- **Click on the LOOP BUTTON** located above the Frame Shuttle. The loop button will turn red.
- **Click on the PLAY BUTTON** to begin looping.
- **Click on the PAUSE BUTTON** and then the loop button to stop looping.



EDITING

The Editing Control Panel

The Editing Control Panel allows you to add or delete elements in a cartoon. It controls the point in time and the length of time an object will appear in the cartoon. The buttons in the Editing Control Panel look like filmstrips.

- The filmstrips are in two colors:
 - **Green strips add, or HOLD**, a current selection to frames in the cartoon.
 - **Red strips delete, or CUT**, a current selection from frames in the cartoon.
- The filmstrips are divided into three columns:
 - **Left column of buttons HOLD or CUT** a selected element **from all PREVIOUS frames** (frame 1 to the current frame).
 - **Center column of buttons HOLD or CUT** a selected element **from ALL frames**.
 - **Right column of buttons HOLD or CUT** a selected element **from FUTURE frames** (current frame to the end of the cartoon).

Editing Characters and Props

- **“Select” a CHARACTER or PROP** on the stage. An element is “selected” when a box surrounds it. The Editing Control Panel will appear.
 - You can also select a CHARACTER or PROP for editing from the Layer Manager. Click on the icon which represents the CHARACTER or PROP you wish to select in the Layer Manager.
- **Click on the appropriate EDITING BUTTON.** Remember, green buttons will hold a selected element in a cartoon. Red buttons will cut a selected element from a cartoon.

Editing Special Effects

Once a special effect is placed, it can only be cut from the cartoon.

- **“Select” a SPECIAL EFFECT** on the stage. An element is “selected” when a dotted box surrounds it. The Editing Control Panel will appear.
- **Click on the CENTER RED EDITING BUTTON** to cut the special effect animation.



Editing Sounds

Soundtracks (music and ambient loops) can be looped through a cartoon or deleted. Sound effects (voices, movement and action noises, and magical and nature sounds) can only be deleted.



Looping Music or Ambient Loops

- **Click on the TITLE of the sound** in the Soundtrack Selection box located below the stage.
- **Click on the appropriate EDITING BUTTON.** Remember, green buttons will hold a selected sound in a cartoon. Red buttons will cut a selected sound from a cartoon.
 - Before adding a second soundtrack at a frame where a soundtrack is currently playing you **must** delete the current soundtrack from future frames.

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Editing Sound Effects

- **Click on the title** of your desired sound effect in the Sound Effects Selection box located at the bottom of the stage on the right side.
- **Click on the CENTER RED EDITING BUTTON.** This will eliminate the sound effect.



Cutting Frames

A series of frames can be eliminated, or cut, from your cartoon at one time. However, you can only cut from a chosen frame to the end of the cartoon.

- **Go to the frame you want to begin cutting from.**
- **Click on the CUT BUTTON** located below the stage. A dialog box will appear.
- **Click YES** to cut the frames from your cartoon.

THE LAYER MANAGER

The Layer Manager displays characters and props placed in a cartoon. More importantly, it is a tool for you to shuffle characters and props in the palette, which in turn layers them in front of or behind elements on the stage.

The Layer Manager is located on the left of the stage. All characters and props in a cartoon will appear as an icon in the palette. You are limited to placing 12 characters and/or props in the cartoon.

Using the Layer Manager

- **Click and drag the item's ICON above or below another icon** in the Layer Manager. The moved icon will snap into its new position and will reorder the other icons in the palette. This will place items in a new position on the stage.
 - Once you have arranged icons in the Layer Manager, they will stay in those positions for the length of your cartoon.

SAVING YOUR CARTOON

Like most computer programs, you need to save from time to time while you are using the Cartoon Toolbox.

Save As

Save As

- **Click on SAVE AS.** A Save Dialog box will appear.
- **Enter the TITLE of your cartoon** in the Save Dialog box.
- **Click on SAVE.**

Save

Save

- **Click on SAVE.** This will save any modifications made to a cartoon.

CREATING CREDITS

- **Click on SAVE, SAVE AS or OPEN** to access the Cartoon Preview and Credits Dialog box.
- **Click in the CREDIT FIELD** to the right of the cartoon preview picture.
- **Highlight the text in the field and start typing your information** in the credit field. This will delete the current text and replace it with your typed information. You can change your credits or storyline at any time.
- **Click on GREEN SAVE BUTTON** located below the credit field when you are finished.

OPENING A CARTOON

- **Click on the OPEN BUTTON.** A menu of already saved cartoons will appear. Use the arrows to scroll through all the saved cartoon previews and titles.
- **Click on the CARTOON PREVIEW** of the cartoon you want to view on the Cartoon Toolbox stage. A CARTOON PREVIEW is a miniature picture of a saved cartoon. A green outline will surround the cartoon you are opening. Only one cartoon can be opened at a time.

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RAM

THE RAM INDICATOR

The RAM Indicator lets you know when your computer is running low on RAM. RAM, or Random Access Memory, is the space your computer uses to think. This space, or memory, is measured in “megabytes” similar to the megabytes used by your hard drive. FREE RAM is the amount of RAM available to the program after the computer’s operating system starts. When The Cartoon Toolbox runs out of RAM it can no longer perform efficiently.

When running low on memory, the RAM Indicator, located below the stage turns and blinks orange, then red. If this happens, you may notice your cartoon playing slower, even stuttering. Save your cartoon and increase memory.

Increasing Memory

- **Click on the RAM indicator while holding down the OPTION or ALT KEY.**
This will give you a small memory increase. Your cartoon will run slowly at first, but should return to normal speed.
- **Delete one or more objects from the entire cartoon,** such as a prop or special effect.
- **Turn OFF all other programs** running on your computer.

Windows Users

- **Turn on VIRTUAL MEMORY,** located in the 386 enhanced mode Control Panel.
- **Make sure your system is properly optimized for memory.**
- **Decrease the size of SMARTDRV.** See your computer manual for more details.

QUIT

QUIT

- **Click on the QUIT BUTTON.**





THE EXPORT BUTTON

The Export button allows you to save your cartoon so that it can be played on a different computer, without the Cartoon Toolbox. You can then play your cartoon at a friend's house, at school, or wherever you wish!



Felix Escapes!

Exporting Cartoons

- **Click on SAVE or SAVE AS** to save your cartoon.
- **Click on the EXPORT BUTTON** located below the Layer Manager. A Dialog box will appear displaying a cartoon preview, credits, title and approximate size of all saved cartoons.
- **Click on the SCROLLING ARROWS** to access other saved cartoons.
- **Create or modify information in the Credits Field.**
- **Click on the CARTOON PREVIEW of the cartoon** you want to export. A blue frame will surround the cartoon you are exporting and a dialog box will appear.
 - Remember that a 3.5 inch diskette only holds 1.4MB, so make sure your cartoon is smaller than that. Otherwise, delete some of the elements (props, characters, sounds, etc.) in your cartoon, or use one of the compression software programs available at a computer retail store.
- **Click OK** to continue exporting.
 - To reduce waiting time while exporting your cartoon, turn off all running applications. It may take several minutes to export your cartoon.
- Find the EXPORTED CARTOON on your computer. Macintosh users will find the exported cartoon on the desktop. Windows users will find the exported cartoon in the export directory on the hard drive.



SAVING EXPORTED CARTOONS TO DISKETTE

Windows Users PI aying on Windows

- **Click on QUIT.**
- **Copy your EXPORTED CARTOON onto the first diskette** from File Manager. The exported cartoon is located at C:/FELIX/FCT/EXPORT/"YOUR CARTOON NAME" ("C" represents the hard drive). Your cartoon name will consist of the first eight characters of the original cartoon title.
- **Insert a second DISKETTE** once copying is completed. If there is room for the Cartoon Player on the first diskette, ignore this step and continue to the next.
- **Drag "PLAYER.EXE" and "FILEIO.DLL" onto the diskette.** The Cartoon Player is located on the CD-ROM at E:/FCT/PLAYER.EXE ("E" represents the CD-ROM drive). FILEIO.DLL is located at E:/FCT/FILEIO.DLL.

PLAYING EXPORTED CARTOONS

Macintosh

- **Drag the contents of the two diskettes into ONE FOLDER on the computer.**
- **Double-click on the FELIX CARTOON PLAYER.** A dialog box will appear.
- **Double-click on the CARTOON NAME** you want to play.

Windows

- **Locate FILE MANAGER.**
- **Copy the contents of the two diskettes into the SAME DIRECTORY on the computer.**
- **Double-click on "PLAYER.EXE".** A dialog box will appear.
- **Double-click on the CARTOON NAME** you want to play.

TECHNICAL REQUIREMENTS

Windows

SYSTEM	3.1 or higher
RAM	4MB FREE
HARD DISK SPACE	6MB
MONITOR	640 x 480 or higher resolution Video card with 256 colors
SOUND	SoundBlaster® or compatible card with latest driver
CD-ROM	Drive required
OTHER APPLICATIONS	Off
RAM DISK/DOUBLER	N/A

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WINDOWS: Turn ON Virtual Memory (swap disk), located in the 386 Enhanced Mode Control panel. Use the default settings for your configuration. **WINDOWS 3.11:** To improve performance, turn ON 32-bit Disk Access and 32-bit File Access, located in the 386 Enhanced control panel in Virtual Memory.

TECHNICAL SUPPORT

If you experience technical difficulties, please call our technical support department at (415) 995-9747, Monday to Friday 9am-5pm Pacific Standard Time. You may also send a fax to (415) 978-5353.

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“Life is just a Bag of Tricks”