Credits Slider Mini
by JMK

Thanks for checking out my Credits Slider program. ☺ This was originally made on the 29th of December, 2021, but this is my alternative mini version, which only takes up a small amount of screen space. This is useful if your Mac's monitor can't fit the original version in, or if you're running Mac OS X in a virtual machine. The images will now be shown at ¼ of their size, but the output size is still the same.

This is a bit like my "titler" programs, but it's intended for doing sliding credits, which go up your screen / display / program window / whatever.

You can choose how many pixels the image moves per frame, from 1 to 10 pixels. 10 would be very fast, unless you're doing some crusty frame rate, like 10 f.p.s. 2 pixels per frame is recommended for 50 f.p.s. video, and 4 pixels per second is good for half that rate.

You need to use your own background image and overlay images, and the height of the overlay image determines how long the animation will run. It will start from 1 pixel below the bottom, and work up to about 10 pixels beyond the top, just to give you a little extra on the end.

Overlay images and their associated mask / alpha channel, must be 1280 pixels wide for 16:9 aspect videos, and 960 pixels wide for 4:3 aspect videos. If you're converting down to 720 × 576 pixels for (PAL) DVDs, you'll get some level of "sub-pixel" movement in the sliding too. (Like a blend between pixels.) The height of the images has no restriction, but larger images will move slower during processing, and use more RAM. As this program is intended for personal productions with very short credits, images up to 1280 × 1440 pixels at the most, are probably the recommended size. That should give around 28 seconds or so of images, I think.

Images you can use are any that are supported by QuickTime. PNG & TIF are recommended. It's also recommended that you convert any 8 bit grey-scale images to 24 bit colour to avoid patchiness. This is an issue with a cause I don't understand. It could be something to do with QuickTime, or how the program is compiled or something else in Mac OS X.

The program generates an image sequence, so to make a video file, you'll need a separate program, such as *Quick Movie*, to create a MOV file. These can be over 2 GB in size, using uncompressed settings, so please be aware of space requirements. This will be on top of the PICT files created too. 720 image files of 1280 × 720 pixels would take up around 1.85 GB or so of space.

Alpha channel images for the overlays must be inverted. Black is the least transparent, and white is the most.

The original program also had a controls background image to jazz it up a bit, but this has been removed for the mini version.

System Requirements:
• Mac OS X (— probably Jaguar, although it may work on the earliest revisions such as Cheetah & Puma —) up to Mac OS X Snow Leopard.
• A monitor set to 800 × 600 pixels or higher is recommended.
• PowerPC G3 to G5 and Intel CPUs are all fine to use, but the program is PowerPC only, which means it will use Rosetta on Intel CPUs.

Conditions of use:
You may not sell this program or offer it for any other form of profit. You may use it to produce imagery for personal / commercial productions.
You may not attempt to reverse engineer the program, if that is even possible.
You should be aware that minor bugs may exist, so do a test run first.

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