FireWorx
by JMK

Thanks for checking out my FireWorx titler program.

This program shoots firework rockets into the air and then at random points, they explode in various colours. You can have just one colour, or random ones. These match the menu selection, but you can customise them to your own tastes, as long as you can keep track of which colour matches which menu selection. The fireworks can have optional trails, and they can even spin. (Try the 2 together!) You can also choose to have a gravity effect, which makes the firework fall as it fades away.
If you choose to edit any of the images, they must be kept the same size as the originals. You can use your own background image and overlay images, and have up to 250 frames of animation, which is enough for 5 seconds @ 50 f.p.s.

Images you can use are any that are supported by QuickTime. PNG & TIF are recommended. It's 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.

It's recommended to restart any of these titler programs after a test run to make sure everything starts from scratch as it were. Some of them may still draw stuff in a previous location otherwise. You can test this for yourself and make decisions on this for future uses of course.

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 1280 × 960 pixels or higher.
• 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.

Contact Information:
E-mail 1: jmk222@jmk.drag.net.au
E-mail 2: jmk77@lavabit.com

Please contact me for distribution inquiries.