

mudpuppy



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## Ellie's Enchanted Movie Maker Toy-Fair Release Notes

02/07/2000

### What's New in This Release:

- Performance and frame rate have been improved. The application still doesn't perform as well as a final product would, but performance is significantly better.
- The program should correctly run on systems that cannot switch screen resolution, including Zowie laptops. While Mudpuppy was not able to reproduce the problem and therefore can't be 100% certain, we believe that on the Zowie laptops the program will now run in a centered 640x480 window surrounded by a black 'skirt' window.
- The vector line stroking has improved. The character mouths and edges look better. The appearance is not perfect, but it has improved significantly since the previous release.
- New art has been added for the back wall. The back wall does not fit in perfectly with the side walls. The art in the corner with the gate doesn't match up well and the stream runs into the house.
- Removing the camera from the board will now correctly move the view to the same view as if the camera were directly over the "Zowie" insignia on the board. Putting the camera back on the play-set will resume normal navigation.

### Requirements:

- 32 MB Ram
  - Windows 95 or better
  - Direct X
  - Sound card
- (Obviously, the better the computer, the better the program will perform)

### Instructions:

Copy the contents of the CD to your hard-drive. Make sure DirectX is installed. Make sure you are not running any other apps that might be controlling the sound card. Run the executable. If it fails to start up, you might have the play-set plugged into your Com1 port. Edit the Moviemaker.ini file on your HD (you may have to make sure that the .ini file is not marked Read-Only) and change the Com port setting to Com2.

### Notes:

- When you put Ellie into the gazebo, it will trigger a canned animation of Ellie picking an Elvis wig. When the animation is over, the program will return to the main filming scene, even if Ellie is still in the gazebo. Upon return from the gazebo screen, the Ellie pictures and animations will show her wearing the Elvis wig that she picked in the animation. To reset Ellie back to her original appearance, press the "esc" key.

- When you put the microphone next to Ellie, it will trigger the “talk-now” screen. This is an animation of Ellie saying “Hello, my name is Ellie, and I like making movies”. However, the sound has been turned off. When the progress bar gets to the end, the talk-now screen will be removed, and the view will be returned to the main filming scene. It is important to note that if you leave the microphone next to Ellie, it will re-trigger the talk-now screen after 5 seconds.
- Placing the camera in the gazebo is undefined. The application will crash if you move the camera toward the back wall of the gazebo. It is best to avoid placing the camera in the gazebo.

**Known problems:**

- Texture mapping gets a little “fuzzy” the closer you get to the texture.
- Character to board mapping is not perfect. i.e. If Ellie is placed on the stump, onscreen she is very close to the stump, but not exactly on it.
- Vector art is not final. Small holes occasionally appear as characters gets closer to the camera.
- The gazebo has small gaps between textures.
- The music loop isn’t smooth when it loops.
- If the “crystal viewer” piece is on the board at startup, it will capture the camera input, and you have to restart in order for the camera piece to work correctly.
- The back wall does not fit in perfectly with the side walls. The art in the corner with the gate doesn’t match up well and the stream runs into the house.