

# MooNSTER

REAL TIME IMAGE PROCESSOR

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**USER MANUAL**

**Summary**

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## Setup

Insert the master copy MoonSTER CD-ROM into your CD-ROM disk-drive. A window suggesting to install the software should automatically appear. If you have deactivated the automatic insertion device, now manually initiate the set-up by double clicking from your Windows Explorer on **SETUP.EXE** file, situated in the CD-ROM drive's root directory. Then follow the directions for the set -up program.

### MINIMAL REQUIREMENT :

? Pentium 166 MHz.	? CD-ROM drive.
? 32 Mb of RAM.	? Standard 102 keys keyboard
? 2 Mb Video card.	? Windows 95 / 98.

It's advisable to load the sample database provided with the CD-ROM to immediately put the potential of MoonSTER to test. There is equally a collection of over 300 media files (images, videos, 3D objects,etc) supplied in the CD-ROM **Samples** folder for you to begin creating your own MoonSTER effects.



By not installing the media files onto your hard drive, or by not setting up the software in a separate directory from **C:\Program Files\MoonSTER**, the sample database will be unchangeable – however, using it may be of another interest . . .

To start MoonSTER, either use the shortcut which has been added to the **Start Menu**, or use the MoonSTER link available in Windows desktop.

## Handling MooNSTER

Welcome to the world of special effects and other boosting MooNSTER images. In this first section, familiarize yourself in minutes with the interface and with the specific MooNSTER concept, plus, learn how to make your first video-clip - all within minutes.

## Database, keyboards and resources

For its optimal functioning, MooNSTER internally uses formatted proprietary files. Therefore, all the images, videos and other files you're hoping to use will need to be converted beforehand, which explains the main reason for using the **MooNSTER EDITOR** program – it enables you to build your media database to MooNSTER format.



What is meant by **database** is a series of file images, videos and 3D objects that are all converted to MooNSTER format. Each one of the converted (compiled) files is what is called a **resource**. Each resource in a database can be used in conjunction with a key, and this forms a **keyboard set**. A database can contain more resources than keys available on the keyboard. It is therefore possible to add several keyboard sets to a single database.

## First database

### Loading database :

As a beginner, use the the database supplied on the CD-ROM to make your first video-clip. Launch the MooNSTER editor via the shortcut in the **Start Menu**. On the first launch, the database is automatically loaded, if this is not the case, go to the

**File** menu, **Open** it and select the **Database.kyb** file, in the **Database** directory (located in **C:\Program Files\MooNSTER** default set).

Having loaded the database, the resources place themselves on the various editor keyboard sets. Display them by clicking on the tabs above the keyboard.

In order to test MoonSTER with this database, go directly to section : **First MoonSTER session.**

### **Resource of the editor program:**

There are six types of ressources :



**Video Animations** : video animations that can be used either as background displays or as textures. Formatted supports: **AVI** (Windows™), **MOV** (QuickTime™), **MPEG**, **FLI/FLC** (Autodesk™), et **ALZ** (MooNSTER™).



**Images and textures** : ressources taken from image files to be used either as background displays or as a means to texturize 3D objects. Formatted supports: **BMP** (Windows™), **TGA** (Targa™), **PCX** (Paint Brush™), **JPEG**, **PNG** et **BLZ** (MooNSTER™).



**3D objects** : Animate or inanimate 3D objects. Formatted supports: **RAW**, **DXF** (Autocad™), **3DS** (3DStudio™), **LWO** (Lightwave™), **COB** (Caligari Truespace™), **OBJ** (Wavefront™), **MD2** (Quake II™) et **M3D** (MooNSTER™).



**Color maps** : ressources for making colour ranges. Just the one supported extension : **PAL** (standard).



**Presets** : shortcuts to a working space of predefined effects . Just the one supported extension: **SET** (MooNSTER™).

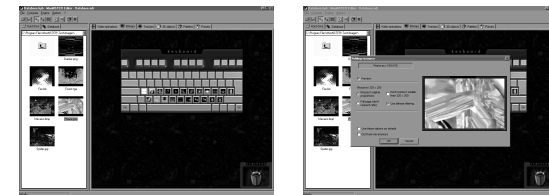
### Adding a resource :

If you're wanting to set up a personal resource in the database (an image for example), then use the Explorer situated on the lefthand side of the screen, and browse through your hard drive. Select the file you're wanting to introduce, then drag it to one of the keyboard strokes.



The keyboard set corresponding to the type of resource that you resite will be automatically selected, unless this has already been done by you (except in particular cases when images and textures are both image files).

A dialog box will then open, according to the type of resource, and it will suggest several conversion criterions. To validate this, click **OK** and your file will be added to the database.



Now click on the explorer's **Database** tab ; you will no longer be following the **Hard drive exploration** mode, but the **database exploration** mode. Here you will find all your added contents sorted by type.



All the resources displayed in small size on the database explorer indicate that they aren't

compiled yet. The resources that have already been converted are displayed in large size.

To be able to use your new resources, you will now need to compile them to MoonSTER format. To do this, select **Compile the base** in the **Compilation** menu.

### **To remove a resource :**

To remove a resource from a standard keyboard set, drag it down to the basket in the bottom right-hand side of the screen. This resource will remain visible in the database, and may therefore be used for another keyboard set.

If you want to remove the resource permanently out of the database, drag it from the database explorer, instead of from the keyboard. It will not only be removed out of the present keyboard sets, but also out of any of the other keyboard sets using the same data.

### **First MoonSTER session**

To test the MoonSTER with the sample database, go to the **Engine** menu after having loaded the data, then select **Live act mode** and click **OK**. You can also use the shortcut in the tool bar (the big red button). The sample Real Time Video will provide you with ideas about MoonSTER's visual potential.

The images generated by MoonSTER can be split on two planes : the foreground presents 3D objects, the background being a space to use different effects. Video filters can later be added to the final image.

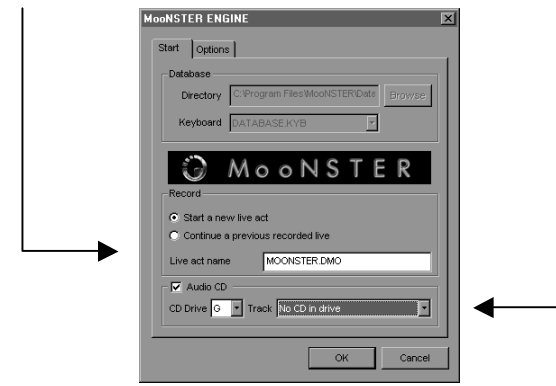


The rendering engine is handled exclusively with the keyboard, like a piano. All the keys can be used in conjunction with

an effect, a function or a resource. Moreover, the **Shift**, **Ctrl** and **Alt** keys give access to other functions. The organisation of all these functionalities is in fact very methodical; all the functions stemming from the same category have been grouped into zones to simplify their storage. To exit use **Esc**. Find further instructions in the chapter: **Details on the Rendering Engine**.

## Recording

It is possible to record all your live performances – to then be able to replay them. To perform this, go into the **Engine** menu, select **Record** and enter your performance under a file name, then click **OK**.



To record yourself in time to music, tick the **CD audio** tab then choose the required CD-player and an audio track. The music will begin precisely when your clip begins. All that's left for you to do now is to "play to the image" with the help of the keyboard, as in a live performance. All your actions are recorded. To end and return to the editor, press the **Esc** key.



## Replaying and encoding

To replay your performance, go to the **Engine** menu, select **Playback** and the file that corresponds with your live act, then click **OK** to begin the play-back.

If you chose to record yourself in time to an audio CD and you'd like to hear it simultaneously, tick the **audio CD** tab again and pick the same track as used when recording.

To work on your performance using any other video editing software, just generate a rendering under file form. Go to the **Engine** menu and select **Encode in file**. Choose your performance and a file name.

Three types of video compressions are available :

- **MPEG**, takes up hardly any disk space but the quality of the image is altered.
- **AVI**, does not alter the quality of the image (except if you choose to compress with a specific codec), and can handle sounds too. This is the default choice.
- **EXE**, does not enable you to generate a video file, but a real running demo. The amount of disk space required depends on the database. Also, the visual quality is intact as it's the MoonSTER rendering engine that generates the animation in real time.

Increase the amount of images per second to gain in fluidity, or lower the out-put to gain disk space. Click **OK** to launch the MoonSTER ENGINE in rendering mode.

You have now acquired enough skills to start using MoonSTER. Turn to the next few chapters for in-depth knowledge on how to master the full potential of this software...

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## Details about the editor

The database editor, MooNSTER EDITOR is designed to let you choose your media file sets prior to your performance with MooNSTER ENGINE.

## Working space

### The menus :

To build a new database use the **File** menu, and select **New data**. By doing this, you will enter data (**EDI** file) and a new keyboard set with the same name as the data (**KYB** file).

If you're wanting to make a keyboard set from a standing database, open the data with the command key **Open**, then click **New keyboard**. To make a copy of a standing keyboard, click **Save as**.

Once the database has been recorded, it is necessary to compile it. The option **Compile data** in the **Compilation** menu will only compile the latest of your modifications. If your database is corrupt, it is possible to give it a diagnosis with the option labeled **Validating data**. Furthermore, it is possible to completely recompile data, by using **Recompiling all data** option.



Warning ! To recompile a database, the original files must still be remaining on your hard drive. Once compiled, these files can be destroyed, however the ressources will no longer be alterable (see the following section on **Editing ressources**).

The launching of the MooNSTER ENGINE is carried out from the **Engine** menu (see chapter on **Details on the rendering Engine**).

### Browsing and selecting :

On the left-hand side of the editor screen there is a file exploring window. The tab just above it enables you to choose an exploring mode: **Hard drive** or **database**. This is where you will be able to select the files you're wanting to incorporate onto your keyboards.



*Hard drive browser*

*Database Browser*

The **hard drive** mode, browses through the folders on your computer. On selecting a file while operating in this mode and then adding it to a keyboard, it also adds itself to the database.

If you choose to integrate the same resource several times over, or if you'd rather create several keyboards with the same data, it is preferable to select a file that has already been compiled.



Double click on a thumbnail to view the file or the resource in full size.

## Keyboards and views :

Each type of resource is combined with a keyboard. On each keyboard, red cells represent the empty spaces where you can file a resource. A thumbnail then indicates that the key is ascribed. It is from this same key that you will find your resource in the MooNSTER ENGINE.



It is possible to reorganize your ressources on the keyboard by dragging them with the **button on the left side** of the mouse. To drag several ressources in one go, press on **Shift+left side button**.

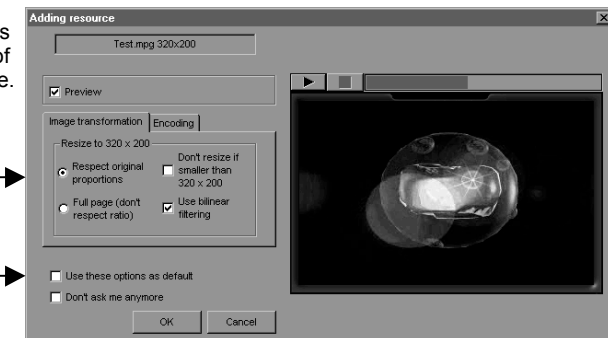
If you click once on an occupied key, a view of the resource appears. Some views come with a tool bar.

## Adding and editing resources

Some ressources, when entered onto the keyboard from the hard drive explorer, offer you specific parameters which can be useful for compiling them. Subsequently, it is possible to modify the parameters of the resource by double clicking on the thumbnail that it represents on the keyboard.

Specific options which depends of the resource type.

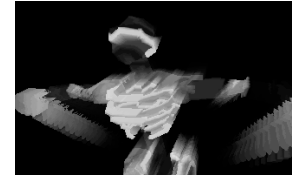
Set as default options.



Preview of the compiled resou

**Video animations :**

All video animations must imperatively be formatted 320x200 (regardless or not of their actual proportions). Compiled animations can be **ALZ** files (MooNSTER format), recommended for short-length animations or **MPEG** ones – though they take longer to compile and are slower to run, they take up less disk space.

**Images and textures :**

Images have to be formatted 320x200 and textures 256x256. To obtain a better result, use the bilinear filter.

**3D Objects :**

There are many more parameters for 3D objects :

- The initial position of the object in the rendering engine.
- A default texture (optional). This texture will appear with the object every time the rendering engine selects it.
- *Morphing* : you can animate your objects with the morphing effect, see following details.
- *Remove hidden faces* : only displays one face of an object, to speed up the rendering effect.
- *Reverse faces* : changes the sides of the faces to be hidden.
- *Unify* : tries to reape the objects that have uneven turned sides...

Animated morphing enables you to add key positions to your object (frames). Take note : for a morphing to work properly, each position requires the same number of points.

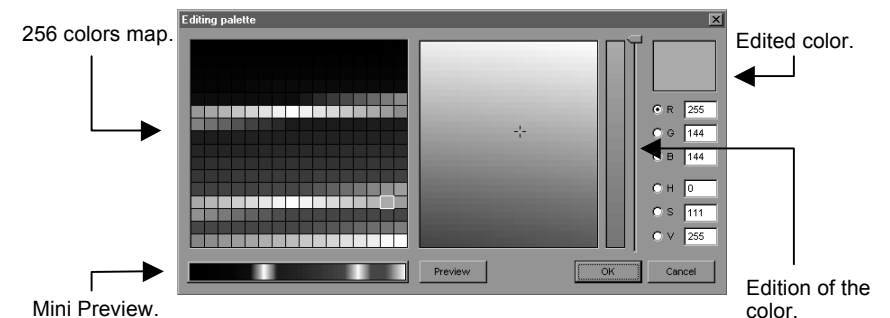
**Example** : in the **Test** directory of the MooNSTER CD-ROM, there is a ready-to-animate object. Add the **Android1.m3d** file to

your database from the **Object** folder. Edit these parameters, then from within the **Morphing** tab, choose to **Add** after the current frame the **Android2.m3d** file. Next, select its default texture set (**Android.blz**), and launch the MoonSTER ENGINE in order to view your creation.



### Palettes (Color maps) :

Not only are the colour maps editable ressources, they can also be created by the editor itself. To edit a colour map double click it, or on an empty key, to create it.



Select a colour in the colour map using the **left-hand side button** of the mouse and edit it. To make a degradation between two colours, hold the **left-hand side button** down as you drag the cursor between the two, then let it go. To copy a colour from one cell into another, use the **right-hand side button**.



### Presets :

What is meant by a MoonSTER preset is, a shortcut to an array of effects generated by the rendering engine. To create the shortcut in question, draw up your scene in MoonSTER ENGINE and when you are satisfied with it, press **Ctrl+Screen Print**. A SET file will automatically add itself to your database. Return to the editor and add it to your keyboard from the database explorer. These shortcuts will allow you to make transitions between any fast-moving scenes while recording.



The thumbnail representing the preset corresponds to the display screen used when recorded. If you then change a resource used by the preset, the image will no longer fit with the effect.

### Parameters and options

For your first use of MoonSTER EDITOR, several dialog boxes will offer you choices (replacing or changing a resource on the keyboard, deleting an unused resource, etc...). You can choose to omit these boxes by ticking **Don't ask me anymore**.

If you then decide to alter your choices, go to the **Options** menu and select **Globals**. In the **Global** tab, tick the boxes that you want to retrieve. The other tabs serve to change the conversion parameters with default resources.

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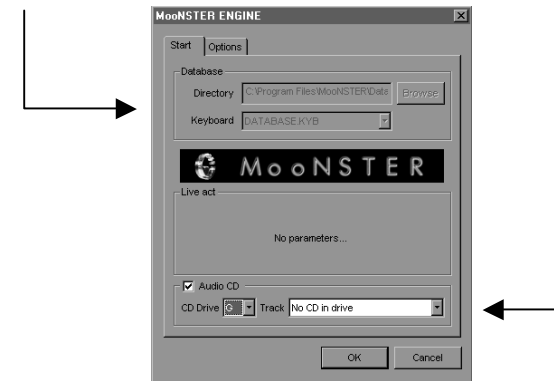


## Details on the rendering engine.

The rendering engine is the software's nervous system. As it is totally programmed in Assembler i80x86, you have the possibility to mix "live" images, or to generate your own videos under file form (MPEG, AVI or [executables](#)).

## Various operating directions

To launch the MoonSTER ENGINE, use the **Engine** menu in the editor. If none of the database has been loaded, select one (**EDI** file), along with a keyboard set (**KYB** file) – otherwise the data and current keyboards will be used.



If you'd like to accompany your performance with music, or even record yourself in synchronization with music, use the **audio CD** option.

## The Interactive mode (*Live act Mode*) :

This is ideal for Video Jockeys' live acts. This mode gives you real time control of the resources that you have incorporated into your database. Through your keyboard, you can deform your videos, animate 3D objects, create complex scenes by mixing effects.

### Recording mode (*Record mode*) :

This works just as the interactive mode does, except that all your actions are recorded onto a file (DMO extension). The **Esc** key interrupts the recording process.

You can record a performance in several stages by using the option :**continuing a previous live act**. The **Retrieval** option enables you to take up the former version, if you happen to be dissatisfied with your performance.

### Playback mode (*Replay a live*) :

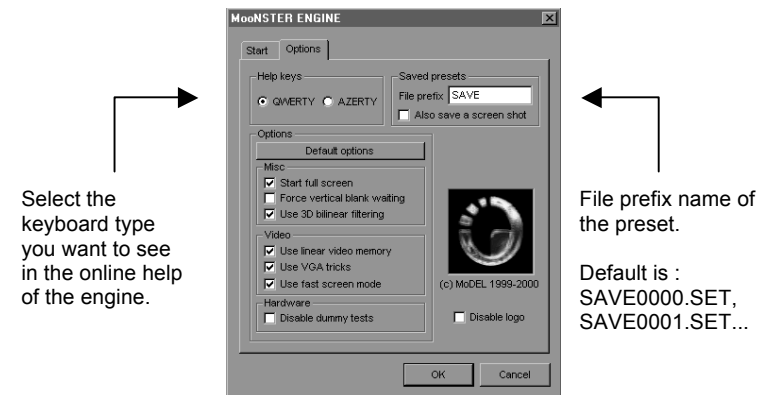
This mode is simply a means to watch your recorded performance.

### Encoding mode (*Encode in a file*) :

Use this option in order to create a video file or a file that runs in real time from a recorded performance. To find out about the options surrounding a [generated running](#), enter the **EXE** file name followed by `/?` when MS-DOS starts. More specifically, use the `-cd` option to play an audio CD track during your video.

### Launching options :

Use the topmost tab in the [launching](#) dialog box to parametrize MoonSTER ENGINE.



Details of the set of options to tick :

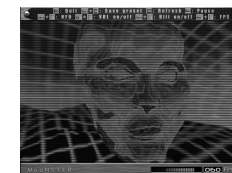
- *Start full screen* : otherwise start on the help screen.
- *Force vertical blank waiting* : the quality of the image is better, but with slow machines the rendering becomes jolted.
- *Use 3D bilinear filtering* : filters the textures of 3D objects and avoids any aliasing. To be deactivated with slow machines.
- *Use linear video memory* : this gives linear access to the video memory. Keep it ticked.
- *Use VGA tricks* : this accelerates the full screen rendering. It doesn't necessarily work with all video cards. Only deactivate if problem. (such as 3DFX Banshee...)
- *Use fast screen mode* : this uses a screen mode that is a lot faster for a full screen display. Only deactivate if problem.
- *Disable dummy tests* : deactivate some of the tests used at first.

### Basic keystrokes :

MoonSTER ENGINE can be used with three different types of screen modes : the help mode in which information about the keyboard strokes is displayed in the top right-hand side of the image, the intermediary mode which only displays information about the keys monitoring the background effects, and the full screen display mode.



full help



intermediate help



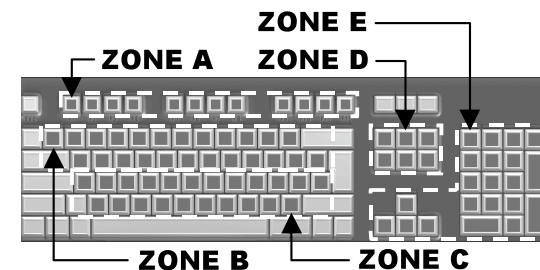
full page

To swap from one mode to another, use the <sup>2</sup> key (top right-hand side of keyboard).



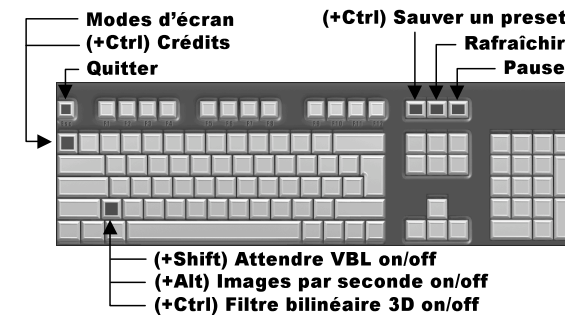
In the following sections, several keyboards demonstrate the keys available. The references **(+Shift)**, **(+Ctrl)** and **(+Alt)** individually mean that the **Shift**, **Ctrl**, or **Alt** keys must be held down during the process.

To access to the different ressources, the keyboard is marked out into key zones. Here is a brief survey of the main zones available :



- **ZONE A** and **Shift+ZONE A**: selects a background effect. This effect is then controllable with the keys in **ZONE E**.

- **Ctrl+ZONE A**: selects a video filter.
- **Ctrl+ZONE B**: displays a video animation.
- **Ctrl+ZONE C**: displays an image.
- **Alt+ZONE B**: displays a 3D object. The objects are then controllable via the keys of **ZONE D**, **Shift+ZONE B** and **Shift+ZONE C**.
- **Alt+ZONE C**: selects a colour map for 3D objects or for effects.
- **Alt+ZONE A**: selects a texture for 3D objects or for effects (depending on the actual texture bank, see chapter **Details on the rendering engine**).
- **ZONE B et ZONE C**: selects a preset.

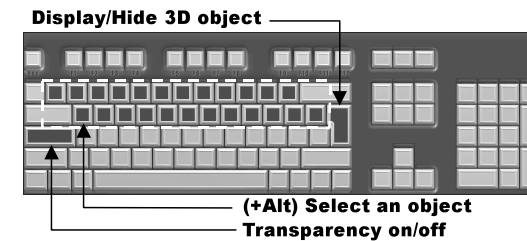


*Touches système restantes*

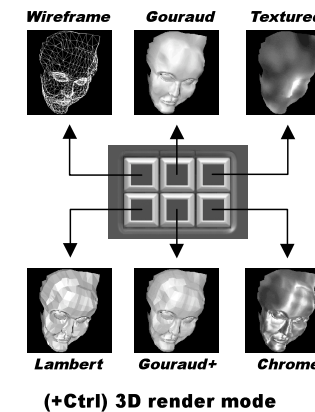
## Handling the 3D effects

To either display or replace a 3D object, press the **Alt** key and one of the keys in zone B (see above). In all, there are 24 objects available. The object can then be either masked or displayed again, by using the **Enter** key. If the selected object includes an associated texture (a skin), it automatically appears textured with the image.

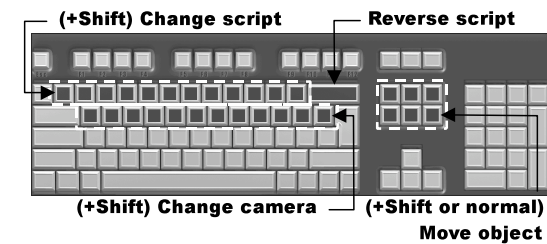
The **Caps Lock** key gives a transparent display of the object in the background area.



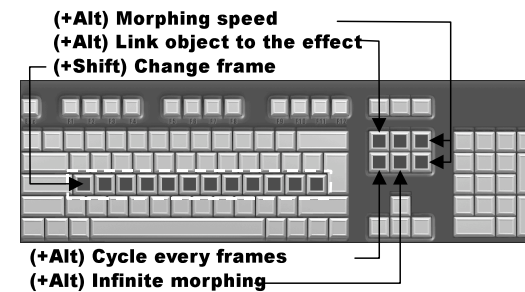
To alter the rendering of the object, use the **Ctrl** key and the keyboard set above the arrows. To alter the texture that has been applied in textured or chrome mode, turn to the section on **Textures**; to change colour, turn to the section on **Colour maps**.



To animate an object on the screen, use predefined movements (scripts). To select a script, use the **Shift** key and one of the numbered keys (**Shift-1** interrupts the movement). To punctuate the movement of your object, use the **Backspace** key, as this reverts its movement (ping-pong effect).



To move the object about, use the keyboard set that is above the arrows, or press **Shift** to flip it over. Predefined camera positioning is equally available. Press **Shift+A** to restore the object into its initial position. The editor enables you to create animated objects with the morphing technique. If the displayed object consists of several frames (up to 12), you can change them with the **Shift** key and with the strokes that are shown in the diagram below.

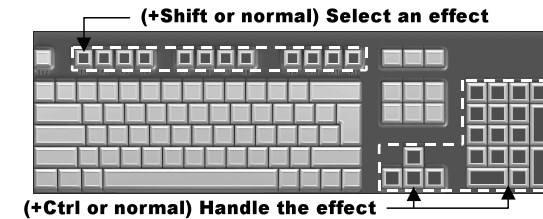


Note how the **Alt+Inser** key functions: your object moves in synchrony with the active background effect (it follows the ground movements, tunnel ones, etc...).

## Background effects

You can integrate various visual effects into the 3D objects' background space. By pressing the keys in zone A (**F1** to **F12**) an effect selects itself, with or directly without pressing the **Shift** key (19 effects are available). The first effect (**F1**), is just a black screen.

You can control a selected background by using the keys in Zone E (**numeric keyboard** and **arrow keys**). See the **Annexes** chapter for details on the keys that each correspond to an effect.

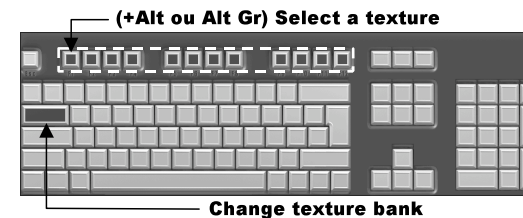


You can texturize or change the colours of the effects, just as with 3D objects (see chapters on **Textures** and **Colour maps**)

## Textures

Textures are animate or inanimate objects that can be applied to 3D objects (in texture or chrome mode) or to specific effects (tunnels, ground, voxels, etc...).

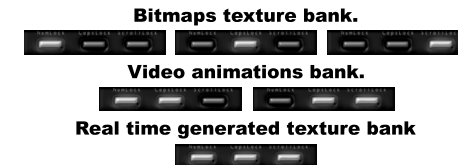
To texturize a 3D object, use the **Alt** key (on the left) and one of the function keys (**F1** or **F12**). For an effect, use the **Alt Gr** key (on the right).



Your database contains 36 textures. To gain access to these 36 images from the 12 function keys, MoonSTER uses a bank system. The keys are linked with different sets of images depending on their bank. You can change bank with the **Tabulation** key. To view the present bank, note that the three



green indicator lights on the top right-hand side of the keyboard are glowing (**Num Lock**, **Caps Lock**, **Scroll Lock**).



Along with the image textures in the database, video animations can also be used as textures. Moreover, you are provided with a databank complete with 12 textures generated in real- time processing. The mentioned textures can be coloured in differently according to the colour map of the object or effect.



The generated texture linked to the **F12** key, can be used to texturize a 3D object with its background effect and vice-versa.

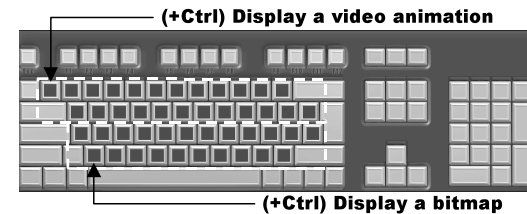
## Palettes (color maps)

Just like textures, the colour maps can be applied to 3D objects or to background effects. To apply a colour map to an object, use the **Alt** key and one of the grey keys. For a background effect, use the **Alt Gr** key, while following the same procedures as used with the textures. In all, there are 22 colour maps available.



## Bitmaps and video animations

To display the 24 video animations and the 22 images from the database, use the **Ctrl** key and one of the grey keys as shown on the keyboard below.



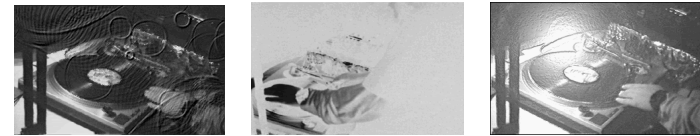
If you use the **Ctrl** key on the left-hand side, the image or the video will only remain displayed for the time that the keys are kept held down. If you use the **Ctrl** key on the right-hand side, it'll remain in the background display, thereby replacing the effect.



If the display only happens to be temporary (**Ctrl** key on the left), the image or video will be displayed in the 3D zone, which means that the transparency with the background effect (**Shift Lock** key) is also applied to the image or video.

## Video filters

Video filters can be applied to the whole image. To select a filter press **Ctrl** and a function key (**F1** to **F12**). The first function (**Ctrl + F1**) leaves the image intact and it even deactivates all the other filters in use



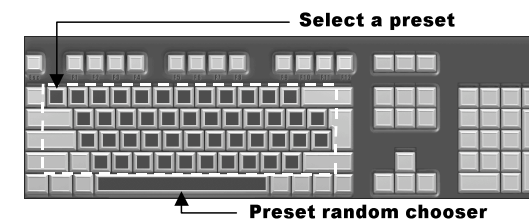
The filter linked to the **Ctrl+F2** key has a particularity : it can only be applied to 3D objects and can be used in combination with the other filters.



Press **Ctrl+F2** twice (to obtain a longer [streaming](#)), mask the 3D object (use **Enter**) and display an image or a video (**Ctrl+letter**). The colours are those that are currently in the the 3D objects' colour map...

## Presets

The presets in your database are uniquely linked to the letters and to the numbers on the keyboard, without any control key. Make your choice of a space bar at random.



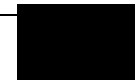
When your MoonSTER ENGINE is activated, press **CTRL+Print screen** to include the visual field in process and to make a preset of the database. To find out more on the handling of presets, turn to the chapter on **Details about the editor**.

# M

## Annexes

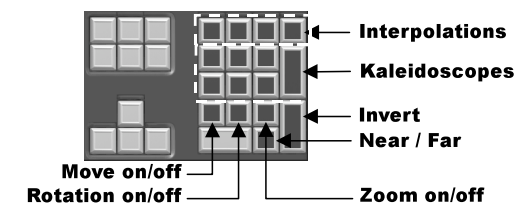
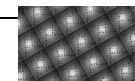
This chapter deals with the monitoring of MoonSTER ENGINE's background effects ; each key has a set of instructions. To grasp a better understanding of the effects, test the keys on your screen, in real time processing.

### F1 : Black screen

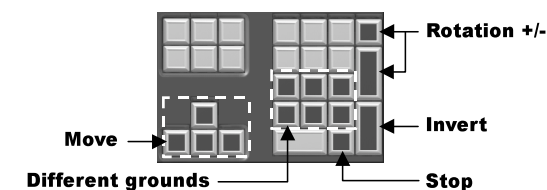


It's a plain black screen. It has no specific key.

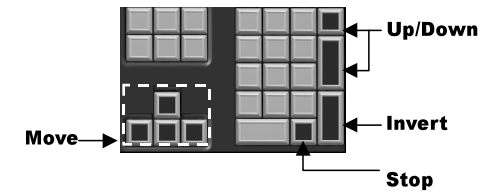
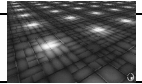
### F2 : RotaZoom



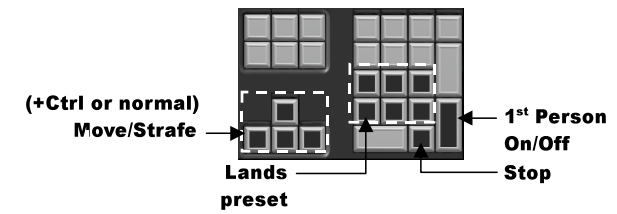
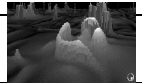
### F3 : Wave



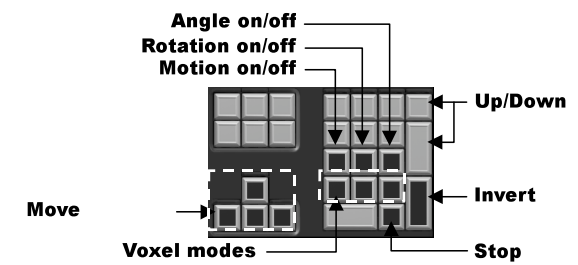
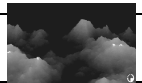
## F4 : Ground

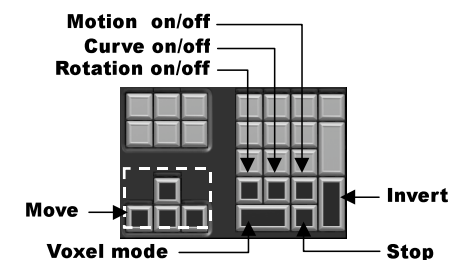
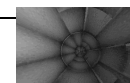
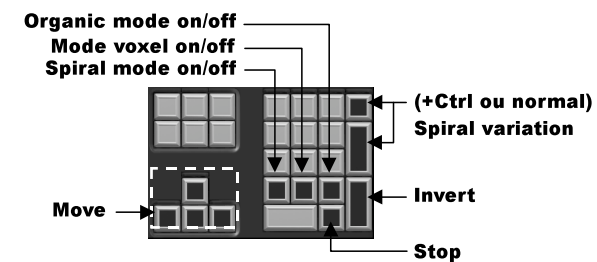
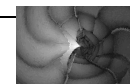


## F5 : Land



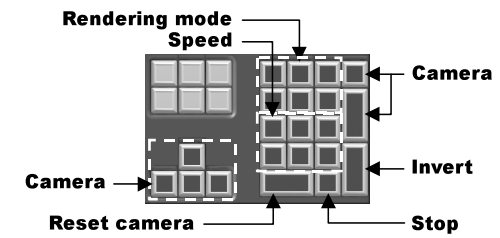
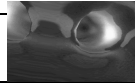
## F6 : Voxel



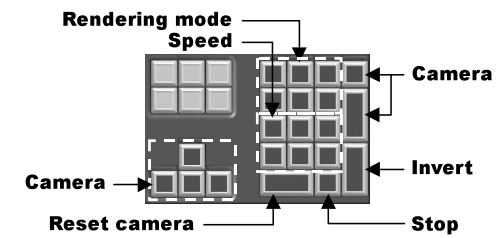
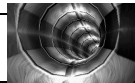
**F7 : Tunnel****F8 : Morph Tunnel**

The following three special effects (F9, F10 and F11) are 3D effects. The same 3D rendering effects are obtained as with the objects. To select this rendering, the lay out of the keys is the same as that of the objects.

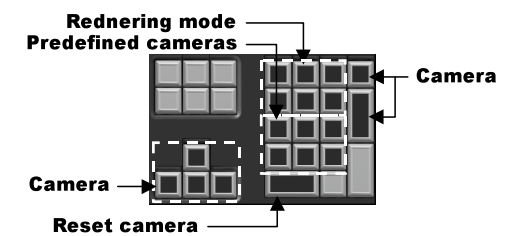
## F9 : 3D Torus



## F10 : 3D Tunnel



## F11 : 3D Sky

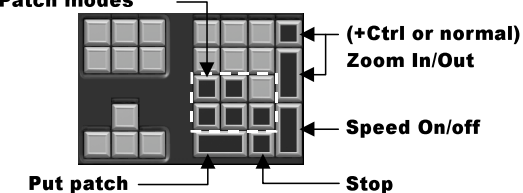
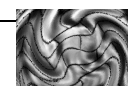
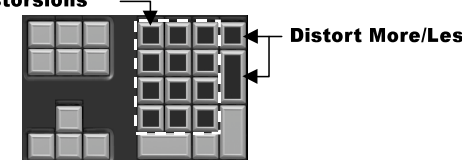
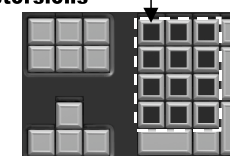


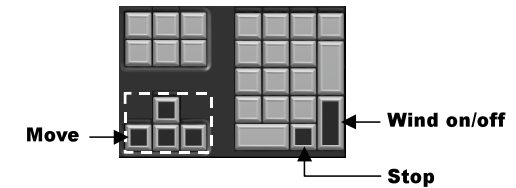
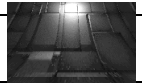


**F12 : Patch**

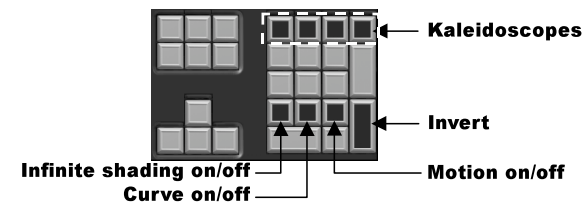
Textures cannot be applied to this effect, only colour maps can be used.

The patch effect, according to the patch method used, interferes with the 3D object's aspect. It equally deactivates the video filters, except the **CTRL+F2** filter, that instead it alters.

**Patch modes****Shift+F1 : Distortions****Different distortions****Shift+F2 : Quick Distortions****Different distortions**

**Shift+F3 : Road****Shift+F4 : Spider**

Textures cannot be applied to this effect, only colour maps can be used.

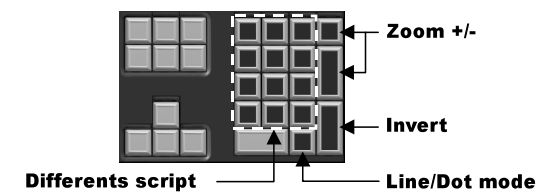
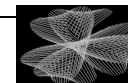
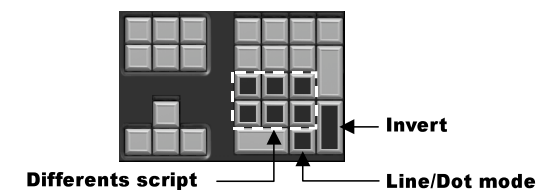
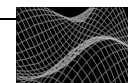


The three following effects are displayed in the same area as the 3D objects. Textures cannot be applied to these effects, and the colour map they require is that of the 3D objects (use **Alt** key and not **Alt Gr**).

They also engage the **Ctrl+F2** default filter.

**Shift+F5 : Stars**

No specific key.

**Shift+F6 : Lisajou****Shift+F7 : Neuronal**

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Upcoming update (near june / july 2000), will features :

- MooNSTER Engine ported to Win32 Platform and full Direct Draw compatible.
- Incorporate in real time video capture with Web cam or any Windows video capture devices in MooNSTER Engine.
- Live act can be recorded with MP3 / WAV audio files.
- Handling MooNSTER Engine with MIDI keyboard or sequencer.

Discover also our french tekno audio label, and our CD production, which features great french artists like Kraft, Torgull, Double Face ...

Have fun with da MooNSTER

# M

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English translation : Rachael Brooke.

The MooNSTER team is :

Mickaël Gilabert – Thomas Soulé

Paul-Louis Durieux

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