



**Release Note** Version 1.0

## Moviestorm Release Note

### *Product Version*

**Moviestorm Beta 2.0.0**

### *System requirements*

- Microsoft Windows 2000, or Microsoft Windows XP
- A PC with 1.5GHz processor
- 512MB memory (1GB recommended)
- 5GB available hard disk
- 1024x768, 32 bit colour display
- Internet connection is required for registration, online services and updates but Moviestorm can otherwise be used offline
- Graphics card with latest OpenGL drivers (DirectX 9 equivalent)  
Recommended:
  - nVidia GeForce 6200+
  - ATI X800+
  - Older graphics cards may work but are currently unsupported and may not provide a useable performance without reducing the visual quality settings

### **Notes**

- Moviestorm may run on Vista but is known to have problems and is not supported.
- A Mac version is planned but there is no release date.
- You do require a 3D graphics card: Moviestorm may not run correctly without this.
- You can download Moviestorm, the Content Packs, updates and services via a dial-up connection. A 56.6k modem or higher is required, but please be aware that the file sizes can be large.

### *Known limitations*

- Moviestorm is not fully compatible with Vista.
- Moviestorm does not support all graphics cards.
- Audio does not work when importing Moviestorm files into Sony Vegas.
- Movies created with Beta 1.4.3 or earlier may not work in Beta 2.0.





## ***Installation***

This programme will require at least 566mb of free space, however the download and installation of future add on packs will extend this size. Also bear in mind that your Movies that you create will also require free space on the disk.

## ***Upgrading***

Moviestorm Beta 2.0.0 is a separate download from previous versions that we have submitted, and will require a fresh install in order to use all the new features we have added into this build.

With the release of Moviestorm Beta 2.0.0, you'll notice some significant changes to what you've become used to in Beta 1.4.3. We've taken out a number of features that we weren't happy with, and we've withdrawn a lot of the assets that we made freely available to you as early Beta testers.

**As a result, you are very likely to find that your existing movies no longer work with Beta 2.0.0.** You may therefore wish to consider whether you want to continue with Beta 1.4.3 while you finish any work in progress, or upgrade to Beta 2.0.0 immediately. We will not continue to provide Beta 1.4.3, so if you do migrate to Beta 2.0.0, you will not be able to restore to Beta 1.4.3 unless you have a local copy. On the other hand, Beta 2.0.0 is much more stable, has some important new features, and addresses many of the bugs and other issues that you have raised with us.

## ***What's New***

- IMPROVEMENT: Characters now appear in the set workshop, which makes it much easier to create sets that fit with the choreography.
- IMPROVEMENT: There is a fight choreography system.
- IMPROVEMENT: Script user interface has been improved.
- IMPROVEMENT: Many of the animations have been improved.
- IMPROVEMENT: Female body shapes have been improved.
- IMPROVEMENT: Undo/redo has been improved.
- IMPROVEMENT: Shadows have been improved.

## ***Changes in this release***

- RISK: The new base pack includes a much smaller set of assets: there are now only six costumes each for male and female, many fewer props and textures, and many fewer animations. **If your movie uses any assets that are no longer included in the base pack, it will not load, or the models may appear black.** It is not the same set of assets as the base pack for Beta 1.4.3.
- FEATURE REMOVAL: The modders' workshop has been disabled.
- FEATURE REMOVAL: Point at & follow have been removed. If your movie uses these features, it should continue to work, as the code is still there, it's just that users won't be able to give this instruction to characters any more.
- FEATURE REMOVAL: The mood controllers for the improviser have been removed (although the facial expression controllers are still there).
- FEATURE REMOVAL: Automated camera edits have been removed.





## ***Outstanding issues***

### **Miscellaneous**

- Moviestorm can take a long time to load movies, and no progress meter is displayed.
- Moviestorm slows down noticeably when you have a complex set and/or a lot of characters on-screen.
- We will be reviving the modders' workshop when it's had a bit of a make-over, we've got the documentation properly sorted out, and we've sorted out a few technical issues. We need to ensure that users can't use the mod tools to simply copy Moviestorm assets and give them away.
- We will restore the other features when we're happy that they work as we would want them to.

### **User Interface**

- The user interface is not yet final: mouse bindings are inconsistent, and keyboard commands are not enabled.
- You can only use alphanumeric characters for movie names and character names, and non-English characters generally do not work.
- Undo/redo feature does not cover all activities or events, and may produce unexpected side-effects.
- Mouse clicks are sometimes not registered, particularly in the set workshop.

### **Choreography**

- There is no collision detection: characters will walk through walls, props, and each other.
- At the end of a walk, characters take a little while to get into their final position.
- If you delete or drag an action, you sometimes need to do a "retake" before it takes effect.
- Characters cannot stand on anything other than the floor.
- Characters can't pick up props from the set.

### **Camerawork**

- Camera movement occasionally jitters or jumps, and switching target between two moving characters can cause odd camera motion.

### **Character Creation**

- On some systems, Moviestorm locks up when creating a character cameo.
- You cannot remove items from a character's inventory.

### **Lighting**

- Shadows flicker or become pixelated at times.

### **Sound recording**

- Moviestorm sometimes crashes if you try to accept dialogue with speakers/microphone disconnected.
- Dialogue lines sometimes clip the last half second or so.
- Lip synch does not work well with all languages, particularly non-European languages.





***Contact information***

Please visit [www.moviestorm.com](http://www.moviestorm.com) for the latest product news and documentation.

