

Apex Media is a graphics package designed for the Atari Falcon030 computer. It was made for the following tasks:

> producing and editing computer art and animation for games and demos

> pixel-painting 'sprite' objects and animations for games

> capturing images or video from digitizers for processing

> producing fullscreen animation / video titles

Having worked in the games industry for a long time, Apex was influenced by my experiences integrating graphics content with computer games and graphics engines - in the early days much of that time was spent using programs including the fantastic CyberPaint II and Animator. This can be felt when using Apex!

Apex had a reasonably diverse featureset for graphics software of it's time and despite having a custom UI and fixed display modes, was able to edit multi-frame canvasses of flexible size which were compressed and defragmented in realtime, allowing a small number of very large images or a very large number of animation frames with limited changes between each.

This was one of the first products to use the Falcon's DSP. The morphing animation system and various image processing tasks depended on it.

The program was built around the 1996-97 timeframe in 100% 68030 assembly language, with some DSP56001 accelerated components.

* [Home](https://www.leonik.net/dml/index.py)

* [About](https://www.leonik.net/dml/sec_about.py)

* [Atari](https://www.leonik.net/dml/sec_atari.py)

* Analog.E

* Digital.E

* 2/3D Graphics

* Audio

2015 hotfix...

v2.41 + bugfix (res switch could cause loss of sync on some monitors)

[Download - video mode fix](https://www.leonik.net/dml/files/APEXVFIX.ZIP)

*Replace the PRG from the original v2.41 package with the hotfix version.*

1997 version...

v2.41 was the last release made, and the one in general circulation.

[Download - Falcon030 binary distro](https://www.leonik.net/dml/files/APEX241.ZIP)

*Note #1: If you have trouble with the display when starting Apex, try deleting the APEX.CFG file from the APEXSYS folder. The CFG contains saved settings for the display mode and the existing settings may not suit your monotor.*

*Note #2: While Apex seems to run ok under Hatari 1.6.2, the DSP support gave me problems on my PC. The ratio of DSP to CPU clocks is probably quite different from the original machine - Apex expects the DSP to be a lot quicker and the host doesn't wait while polling data.*

*Note #3: Apex uses 256-colour and true (hi-)colour modes. If you use a screen expander to mess with these modes, Apex may not like it. At best, it will ignore the expanded mode and use a builtin mode.*[***Apex 3***](https://www.leonik.net/dml/sec_apex3.py)***was built to use expanded modes!***