

LControlE

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REVISION HISTORY

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Chapter 1

LControlE

1.1 LControlE.guide

LControl 1.53

(C) 1993-1995 by Juergen Frank and Michael Watzl

LControl is shareware. The unregistered version may be freely distributed as long as no profit is made. Please note that a hardware is required to use LControl. You have to register to get the schematics of the hardware or the hardware itself. See Registering.

Please read the file "licence". You can find it in the drawer documentation after the installation.

YOU USE LCONTROL ON YOUR OWN RISK. NO WARRANTY CAN BE GIVEN.

What Is LControl
Installation
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1.2 LControlE.guide/What Is LControl

What is LControl

LControl is a program to control video cameras via a special control hardware. The cameras must have a LANC- (Sony compatible) or 5-Pin-Edit-interface (Panasonic compatible).

For cameras with a LANC-interface there are hardwares for the (internal) parallel and the (internal) serial port of the Amgia. The solution for the serial port needs much less CPU power. The parallel port hardware offers a two camera option - the software can swap

between the two connected cameras.

For cameras with a 5-Pin-Edit-interface (Panasonic/Blaupunkt) there is a parallellport hardware, too. (LControl becomes PControl).

You will get the schematics for the hardware, the construction kit or the complete hardware(1) after the registration. See Registering.

LControl is a commodity and it has an ARexx port. Therefore LControl can work in the background and your camera can be "programmed" via ARexx.

See also IR-Master-Support.

----- Footnotes -----

(1) For 5-Pin-Edit-cameras we only offer the schematics

1.3 LControlE.guide/Installation

Installation

Requirements for LControl/SControl/PControl:

- * Amiga computer
- * Amiga-OS 2.04 or better
- * a video camera with
 - LANC-interface (for LControl/SControl)
 - 5-Pin-Edit-interface (for PControl)

Start the installation process by doubleclicking the LControl english icon. The installation script(1) will run automatically.

----- Footnotes -----

(1) Installer (c) 1991-1993 Commodore-Amiga, Inc. All Rights reserved. Reproduced and distributed under licence from Commodore. Installer Software is provided "as-is" and subject to change; no warranties are made. All use is at your own risk. No liability or responsibility is assumed.

1.4 LControlE.guide/How To Use

How To Use

Menus
Gadgets
ARexx Port
Tooltypes

1.5 LControlE.guide/Menus

Menus
=====

Project

About...
 Gives some information about the authors and the program.

Hide
 Closes the LControl window. However, LControl stays active.

Fix position
 Snapshots the current position. This piece of information is saved
 in the tooltypes. See Tooltypes.

Quit
 Quits LControl.

Special

Reset counter
 Resets the counter of the camera.

Zoom in
 Sends "Zoom In" to the camera

Zoom out
 Sends "Zoom Out" to the camera

Record
 Sends "Record" to the camera.

Eject
 Sends "Eject" to the camera.

Gotomode
 In the submenu you can select one of these commands.
 0 Play
 1 Stop
 2 Pause
 3 Record
 The selected command is sent when a successful "goto" was made.

Goto
 You may enter a counter. Then the tape is winded to this position

an the command selected with gotomode is sent.

Special-II

Note: All the commands in this menu refer directly to standard camera commands. Please look up their meaning in your camera's user manual.

1.6 LControlE.guide/Gadgets

Gadgets
=====

Swap

Swaps to the other camera(1).

Play

Sends a "Play"-command to the camera.

Stop

Sends a "Stop"-command to the camera.

Pause

Sends a "Pause"-command to the camera.

FREW

Sends a "fast rewind" command to the camera.

FFOR

Sends a "fast forward" to the camera.

PREW

Sends a "picture rewind" to the camera.

PFOR

Sends a "picture forward" to the camera.

--

Sends a "slow motion rewind" to the camera.

-

Sends a "single pic back" to the camera.

+

Sends a "single pic forward" to the camera.

++

Sends a "slow motion forward" to the camera.

----- Footnotes -----

(1) LControl (parallel) only

1.7 LControlE.guide/ARexx Port

ARexx Port

=====

The name of the ARexx port of
LControl (LANC/parallel) is LControl_rexx
SControl (LANC/serial) is SControl_rexx
PControl (5-Pin-Edit/parallel) is PControl_rexx

So far, the following commands are supported:

LC_QUIT

Quits LControl.

LC_SHOW

Opens the LControl window.

LC_HIDE

Closes the LControl window.

LC_ENABLE

Opens the LControl window and opens the ARexx port (if closed).

LC_DISABLE

Closes the LControl window and the ARexx port.

LC_PLAY

LC_STOP

LC_PAUSE

LC_FREW

LC_FFOR

LC_PREW

LC_PFOR

LC_PLUS

LC_MINUS

LC_SLOW

LC_RSLOW

LC_GETCOUNTER

The current counter will be returned in RESULT.

LC_GETSTATUS

Returns the current status in RESULT:

CAMERA0:<action>

When camera 0 is the active one.

CAMERA1:<action>

When camera 1 is the active one. Note: <action> stands
for STOP, PLAY etc. If no camera is connected you will get
"CAMERA0:NO CAMERA".

LC_RESET

Resets the counter of the camera.

LC_SWAP

Swaps to the other camera(1).

LC_ZOOMIN

Zooms in one step.

LC_ZOOMOUT

Zooms out one step.

LC_RECORD

Sends Record to the camera.

LC_EJECT

Sends Eject to the camera.

LC_GOTOMODE

Expects a number (0,1,2 or 3) as parameter. See Menus.

LC_GOTO

Expects a counter as parameter. See Menus.

LC_WAITFORCOUNTER

Parameters are the same as in LC_GOTO. LC_WAITFORCOUNTER blocks LControl until the passed counter is reached - without wasting too much CPU resources. To cancel LC_WAITFORCOUNTER (and LC_GOTO) send a break to LControl. (If LControl is started from shell you can use the shell command break to do this, otherwise you will need a special tool for this.

LC_INSAUDIO

LC_INSVVIDEO

LC_ASSEMBLE

LC_INSA_LON

LC_INSA_LOFF

LC_INSA_RON

LC_INSA_ROFF

LC_INSV_ON

LC_INSV_OFF

LC_ASSEMBLEON

LC_ASSEMBLEOFF

LC_RAWCOMMAND

This command directly sends data to the camera.

WARNING: Use this command only when you really know what you are doing!

Expects hexadecimal bytes as parameters. Example:

LC_Rawcommand ff 10 aa

This will send 255, 16 and 170 to your camera.

Basic VTR-commands

hex	command
00	CH-1/1
40	CH-2/2
20	CH-3/3
60	CH-4/4

10	CH-5/5
50	CH-6/6
30	CH-7/7
70	CH-8/8
08	CH-9/9
48	CH-10/10
28	CH-11
68	CH-12/CH/ENTER/#
18	CH-13/1-
58	CH-14/2-
38	CH-15
78	CH-16
04	CH-HIGH
44	CH-LOW
14	X3 OR 2X
54	POWER ON/OFF
22	SLOW 2
62	SLOW 3
32	HIGH DOUBLE SPEED
2A	ANT-SW
5A	ANT-VTR
3A	POWER ON
7A	POWER OFF
06	REVERSE
46	FORWARD
09	INDEX WRITE
49	INDEX ERASE
65	INDEX

----- Footnotes -----

(1) Only for LControl/parallel

1.8 LControlE.guide/Tooltypes

Tooltypes

=====

The following tooltypes are recognized:

CX_POPUP=

"YES" or "NO"

YES

Pop window up on startup

NO

Start hidden

CX_POPKEY=

Hotkey for LControl e.g.: lshift f10 ==> left shift-key + F10

Default: lcommand esc.

LEFT=xxx

Leftedge of the window

TOP=yyy

Topedge of the window

PUBSCREEN=name

If specified, LControl tries to open its gui on the publicscreen named name.

GOTOMODE=

Expects a decimal number (0,1,2 or 3) as parameter. See Menus, gotomode. You can specify the default command which should be sent when positioning with the goto-function.

LIBNAME=

Here you can specify the library name which should be used.

LANC

For the parallelport hardware for LANC-cameras (LControl).

SLANC

For the serialport hardware for LANC-cameras (SControl).

EDIT

For the parallelport hardware for 5-Pin-Edit-cameras (PControl).

DEBUG

Just fakes a camera (DControl).

FAST_AT=

If the distance between the current counter and the target is more than <fast_at> seconds for a goto, LControl should use FFOR/FFREW for positioning.

PLAY_AT=

If the distance between the current counter and the target is less than <play_at> seconds for a goto, LControl should use only PLAY for positioning.

SAVEPLAY=

If the distance between the current counter and the target is even less than <saveplay> seconds for a goto, LControl should rewind first.

FFOR_OFFSET=

FREW_OFFSET=

PFOR_OFFSET=

PREW_OFFSET=

If the camera is in the mode xxxx and a STOP is sent, then the xxxx_OFFSET is the difference between the counter where the STOP was sent and the counter where the camera really stops.

1.9 LControlE.guide/Appendix

Appendix

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1.10 LControlE.guide/Support & Bugreports

Support & Bugreports

Support

=====

You may simply send a disk and enough stamps to one of the following addresses to get the newest software version of LControl:

Michael Watzl	or	Jürgen Frank
Konradstr. 11		Wittelsbacherweg 7
86609 Donauwörth		86609 Donauwörth
Tel.: +49 906 5834		Tel.: +49 906 1057
Germany		Germany

If you own a modem you can download the most recent versions of IR-Master, LControl etc. in the Amiga Box Sinning (ABS) (+49 8435 920021). You will find the archives in the board IR-Master.

Bugreports

=====

Bugreports or suggestions are welcome and should be sent to one of the addresses above mentioned.

Please include a brief description of your computer and its configuration -- this will help us to reproduce the bugs.

Bugreports and suggestions may also be sent to Michael Watzl via e-mail (indy@abs.gun.de).

1.11 LControlE.guide/Registering

Registering (1.53)

NAME: _____

STREET: _____

ZIP-CODE: _____ CITY: _____

COUNTRY: _____ TEL: _____

I want to become registered user of LControl/SControl or
PControl, therefore I

- o include a cheque
- o include a money order
- o include cash

Please send me:

- | | |
|---|--|
| <ul style="list-style-type: none"> o newest version + schematics
(par/ser for LANC-cameras)
for \$12 / DM 20 | <ul style="list-style-type: none"> o newest version + schematics
(par for 5-Pin-Edit hardware)
for \$12 / DM 20 |
|---|--|

- newest version + construction kit
- o serial LANC/Control-L hardware
- o parallel LANC/Control-L hardware
for \$18 / DM 30

- newest version + complete hardware
- o for serial port LANC/Control-L
- o for parallel port LANC/Control-L
for \$30 / DM 40

- Optional [for construction kit LANC/Control-L] -----
- o two-camera-set [allows connection of two cameras to LControl hardware]
plus \$3 / DM 5
- Optional [for complete hardware, parallel LANC/Control-L] -----
- o two-camera-set [allows connection of two cameras to LControl hardware]
plus \$6 / DM 10
-

Together _____ \$ / Mark

locality, date

sign

1.12 LControlE.guide/IR-Master-Support

IR-Master-Support

Taken from "IR-Master.guide":

"The IR-Master package consists of two software parts and a control hardware which is plugged to the joystickport of your Amiga. With this equipment almost any device shipped with an IR remote can be controlled by your Amiga.

At first you edit a virtual IR remote with the IR-Editor. Then this project is saved to disk and launched with the IR-Runner. The number of active IR-Runners is not limited.

You can use the IR-Runner either interactively or control it via ARexx from other applications or even program it using ARexx scripts.

There are also some optional (send-only) hardware:

One is connected to the (internal) parallel port of the Amiga and carries up to eight IR senders. These eight channels can be selectively used by the IR-Master.

Another optional hardware is designed for the audio-port. Here, the sending of IR commands uses DMA(1) with the advantage not to block the system for a moment.

With IR-Master 3.20 a new hardware for the (internal) serial port of the Amiga is introduced.

LControl and other applications to control video cameras and players are supported directly since version 2.5 of the IR-Master."

----- Footnotes -----

(1) direct memory access - does not stress the CPU

1.13 LControlE.guide/History

History

V1.00

first Release

V1.01

- arexx-command: GETSTATUS added
- fixed some minor bugs

V1.02

- Support for 2 cameras added [Switch]
- minor bugfixes

V1.05

- Zoom in/Zoom out added
- Record added

V1.1

- Goto added
- Better SWAP implementation

V1.2

[never released]

V1.3

- Now LControl uses a library (LANC.library)
- goto added (automatic positioning)
- many other minor bugfixes an features

V1.4

- localized

V1.50

- pos-routine improved
- camera parameters can be modified to optimize pos-routine
- multiple configurations supported via project icons

V1.51

- calling pause in status record did send rubbish to the player

V1.52

- bug fixed: LControl activates gadgets when starting with an active player connected
- bug fixed: No more crashes when quitting during a camera check
- bug fixed: under some circumstances a goto could not been breaked
- bug fixed: LControl won't crash no more if no camera is connected and a command is sent to the arexx port
- bug fixed: ARexx command LC_getstatus returns now correct values (CHANGED A LITTLE BIT!)
- New ARexx command: LC_WAITFORCOUNTER, waits (non busy) until a certain counter is reached

V1.53

- bug fixed: player was trapped in TAPE-TOP or TAPE-END status

1.14 LControlE.guide/Index

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