

JVC

Image Converter

PICT



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Before using this software, read this manual carefully and thoroughly to obtain the best possible performance from it, and retain this manual for future reference.

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Interface Illustrations



"Source image" screen

Here is where the main activity of creating the animation takes place. You import an image (like the car picture we have used for illustration) then cut out the Start and End frames. You can read in several different animations, and set different scrolling, wipes, and random dots.



"Text display" screen

Here you can set and format text to display over the frames of your animation. Once your attributes such as font, size, rotation, etc., are set, preview the result in the **Preview** section.

Preview section

"Effects" screen

Use the **Effects** screen to set outlines, contrast, dithering and make other fine adjustments to your animation. Each component of the finished animation can have these effects set separately.



"Panel image" screen

From this screen you can see what your animation will look like on your specific JVC Car Audio. Use the **Reference** button to import a panel image from a CD-ROM or your computer; use the **Internet** button to find one on the JVC Internet site.


Use  to bring in an image (.jma, .jml) to view in the panel.



Image Converter Overview

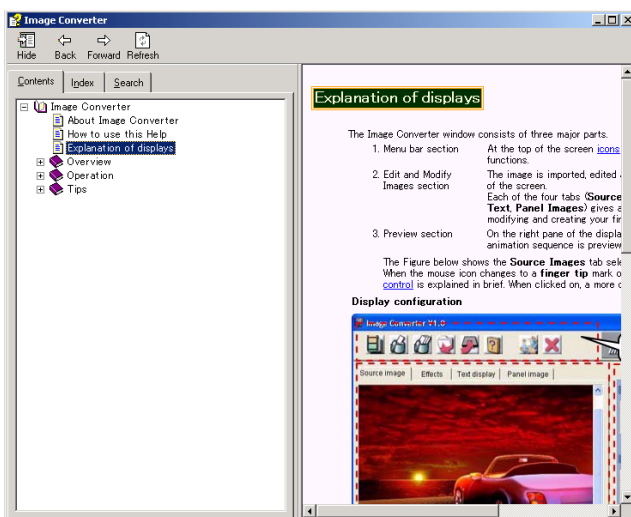
With the JVC Image Converter software you can produce a custom image to display on your JVC Car Audio screen. Image Converter generates a new file suitable for your unit's display without changing the source image.

Not only can you display a still image, but you can modify an image so that it in effect becomes a mini animated movie.

The software is easy to use—all you need is a PC, access to a CD-R writing software, and source images. You'll need the CD-R writing software so you can transfer your images to CD-R, because that's how they are transferred to the Car Audio. The Image Converter CD-ROM has a number of images and premade video animations you can use right away. JVC even has a site with images already in the correct format, which you can download and use as is, or as sources.

The help files within the computer program contain step-by-step procedures for all of Image Converter's functions. The purpose of this manual is to explain what you can do with Image Converter, and the basics of how to do it.

Often, the instructions here will not be enough, but the step-by-step directions in the Help are not repeated, so by all means use the excellent help system when you need procedures to carry out a specific operation.



Files to Get You Started

On the CD-ROM are all the files you need to get started, including some sample Image Link files you can use immediately.



ImqcnvInst....

The installer program for Image Converter (see page 9.)



Source Image

The “Source Image” folder has a folder of movies (.avi) and one with still images (.bmp) you can import and use.



Panel Image

The “Panel Image” folder has an image of the front of your JVC Car Audio unit. From the **Panel image** screen use the **Reference** button to load your unit’s image.



Panel
Animation

The “Panel Animation” folder has completed animation (.jma) and pictures (.jml) which you can use for your JVC Car Audio unit right away.



Demo Music

The “Demo Music” folder has several music-picture (still image) pairs linked (Image Link) which you can use right away.

- The files in the folder “Demo Music” are not available for some models. Refer also to the instructions for your JVC Car Audio.



Acrobat
Reader

Install the included Adobe® Acrobat® Reader™ if needed to read the .pdf manual.



Manual

Here you’ll find this manual in .pdf format.

- The Image Converter CD-ROM contains other files than those mentioned above. The files are Image Converter system files, so you do not have to use them while using the program.

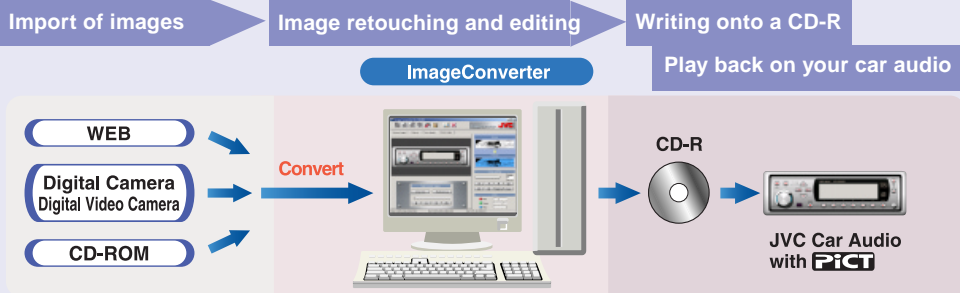
How to install Acrobat Reader

The folder “Acrobat Reader” contains two files; “ar500enu.exe” (English version) and “ar500jpn.exe” (Japanese version). Doubleclick the icon of the version you need, then follow the on-screen instructions.

The basic procedure to make a CD-R including still images and animations with Image Converter

This section gives an overview of how to make an animation (movie) or a still image (picture) with Image Converter.

For details of each function, refer to Image Converter's Online Help.



1 Install / Start the program

Install Image Converter on your PC.

2 Import the images

Import the source images from the Image Converter CD-ROM or from other equipment like a digital camera or a digital video camera.

3 Retouch and edit the images

Retouch the images like trimming or adjusting color, editing the animation effect, and adding the texts.

4 Write your images onto a CD-R

Write the animations or the still images you made with Image Converter using your CD-R writing software.

You have to write the images you made onto a CD-R to enjoy the images on your Car Audio.

- To write data onto a CD-R, refer also to the instruction of your CD-R writing software.

5 Enjoy the animations or the still images you made on your Car Audio.

Export the images to your JVC Car Audio from the CD-R you made.

- For detail, refer to the instruction of your Car Audio.



Memo

You can enjoy the sample images and music when you insert this CD-ROM into your JVC Car Audio.

You can play back the images and music contained in "Demo Music" and "Panel Animation" folders. For the steps to play them back, refer to the instruction of your Car Audio.

(The files in the folder "Demo Music" are not available for some models. Refer also to the instructions for your JVC Car Audio.)

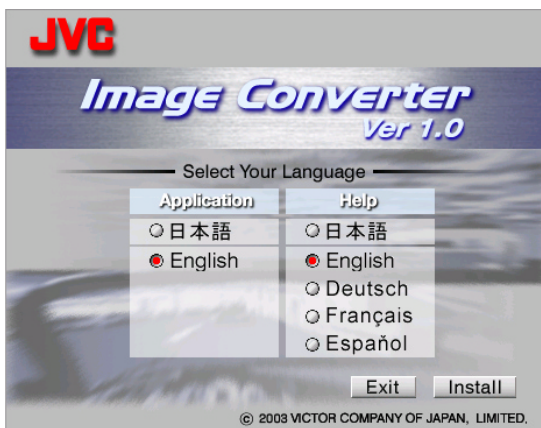
Installation

Operation Environment

- Compatible OS's:** Windows® 98, Windows® 98SE, Windows® Me, Windows® 2000, Windows® XP
CPU: Pentium® II 300 MHz or higher recommended or an equivalent
Memory: 64 MB RAM or greater (128 MB or greater is recommended)
Display device: Display device capable of 800 x 600 resolution 16 bit color (65536 colors) or better (A resolution of 1024 x 768 or higher is recommended)
Disk drive: CD-ROM drive
Required software: Internet Explorer® 4.01SP2 or later

- 1 Insert the Image Converter CD-ROM into your PC.
- 2 On the Install screen that comes up, pick your language. You can choose Japanese or English for the program, and then select the Help file in your language of choice.

- The Japanese version (日本語) works only on Japanese Windows®. Choose the English version unless you use Japanese Windows®.



- 3 Click the **Install** button and follow the on-screen instructions.

If the Install program does not start automatically when you insert the CD-ROM, go to "My Computer," select the CD-ROM, and then double click on the file called "ImqcnvInst."



ImqcnvInst....


- To uninstall Image Converter:
 - 1 Click the **Start** button in the task bar.
 - 2 Select "Settings"—"Control panel"—"Add/remove Programs."
 - 3 Select Image Converter from "Change or Remove Programs" in the window which opens.
 - 4 Click the **Change/Remove** button.
 - 5 After removing, the folder used to install Image Converter will remain on your computer. Using Windows Explorer, remove the folder. (The default location is C:/ProgramFiles/JVC/ImageConverter.)

Starting the Program



Once installed, to start the program, just click on the “Image Converter” shortcut that appears on your desktop, or go the “Programs” menu from the “Start” menu and select Image Converter. You can get started quickly with the animation and still image files included in the Image Converter CD-ROM, or use other image files

you may have after converting them into a supported format.

- To exit Image Converter, click  on the Menu Bar.

For your convenience while using this manual, the four main function screens are displayed on pages 4 and 5 of this manual.

Animation in Image Converter

File Formats

The Car Audio unit will only detect two kinds of image files to produce graphic displays:

- .jml (still image—picture) and .jma (animation—movie).

You get files in these formats from the Image Converter CD-ROM, the web site, or by creating animations or still images with Image Converter from:

1. Still image files: .jpg, .png, .bmp
2. Movie files: .avi.

- Some applications create .avi files in their own special formats, which cannot be used by Image Converter.

Animation Frames

Animation is simply making a large number of images, each of which is just a little different than the one before it. The human eye and brain can only see and understand separate images flashed past so fast—at a speed of more than 10 images per second it looks like continuous motion. Motion pictures are run at 24 frames per second, and computer games sometimes run much higher.

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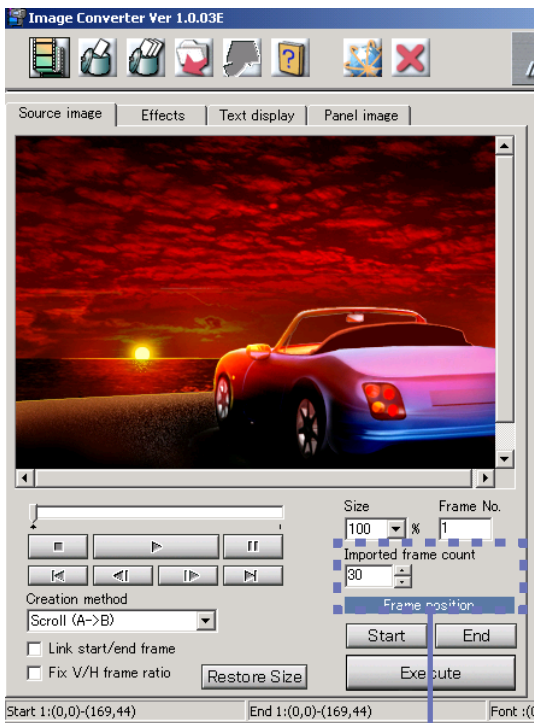
In making an animation from a still image, you select a start and end frame, and Image Converter makes the frames to move from the start to the end point by cutting them out on a path connecting the start and end frames.

Since a movie file already consists of a bunch of frames Image Converter just uses the frames between the start and end points you select. Of course it does not use the whole frame, just a piece of each one the size you have selected.

However, with a movie file, there may be more or fewer frames in the movie between the points you have specified than you have selected in the “Imported frame count” box. Image Converter understands this, and adds or subtracts frames as needed.

You can see how any animation (.avi) will look on your display by previewing on the **Panel image** screen.

Although Image Converter can manage up to 90 frames per animation (movie,) the maximum importable number of frames differs among various JVC Car Audio models. Be sure to check your Car Audio instructions for the maximum number of frames before making an animation. Notice also that each ten frames will play for one second, and that the initial value of frames is 30.



“Imported frame count” box
You can set the number of frames for an animation (movie.)

Using the Interface

The basic idea is that you import a source image, then select a part of it as the starting frame, another part as the end frame, and the program fills in the frames between to move from the beginning frame to the end frame, thus giving you an animation. You can also make a still image from the source. You save the animation or the still image, in preparation for writing it onto a CD-R for transfer to or use in your JVC Car Audio unit.

Since all of the functions to make and save the image in the correct file format are accessed from the program interface, understanding the interface will help you use Image Converter effectively.

The Interface

The interface—what you see when you start Image Converter—has all the functions on one screen. Just click on a tab or an icon to bring the screen you want into view. Image Converter's interface is a little different than many Microsoft®

Windows® programs. All the functions are accessed from screens that show up when you click on one of the four tabs, and from the Menu Bar along the top, which is described on the next page.



Opening Screen with Image Loaded

All the main screens are shown in the page 4 and 5 of this manual for your reference.

Menu Bar

The icons on top are like action menu items—import, save, clear, etc. —and let you manipulate the images. Just hover your cursor over the icons on the screens, and text will pop up telling you what the function is.

Icon menu

Each icon in the menu bar will display a specific function.

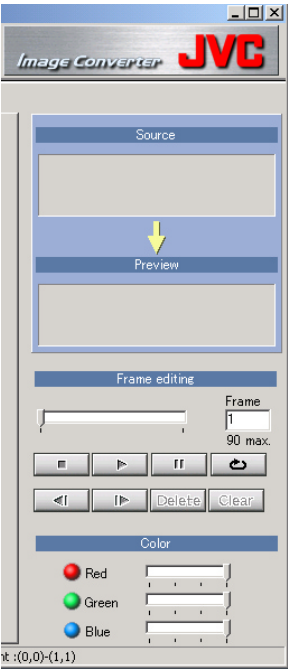


| | | |
|--|------------------------------------|--|
| | Import and display a source image. | Used when you read a source image from your PC. |
| | Delete one source image. | Removes the image being displayed in the source image display area from Image Converter. |
| | Delete all source icons | Removes all images read into Image Converter. |
| | Read animation image icon | Reads into Image Converter the animation image/still image which you have modified. |
| | Save animation image icon | Saves onto your PC the animation image/still image you have modified with Image Converter. |
| | Call up Help icon | Starts this Help program. |
| | Connect to the Internet | Download panel animation images from the JVC Internet site. |
| | Exit icon | Exit Image Converter. |

Each function and part is explained in the online help system— just click on the Question Mark Icon to bring up Help.

Preview section

Notice that the right hand side of the window always stays the same. Here is where you run simulations of your animation, and where you can select and modify individual frames adding color tint and removing frames you don't want. The results of what you do in the tabbed function screens show up here as well for testing and fine tuning.




Preview section

Creating a Custom Image

Now that you have the program installed, you can create custom images. You can make either an animation or a still image from both movie and still image files.

To create either a still image or an animation, first load a source image:

From the **Source image** screen click on  in the Menu Bar and select an image to convert from the file selection dialogue box which appears.

The entire image may not fit in the source Image window, so you can adjust it with the “Size” box.

Note that Image Converter generates a new image file suitable for your JVC Car Audio screen, and does not modify the original image.

To create a still image (picture):

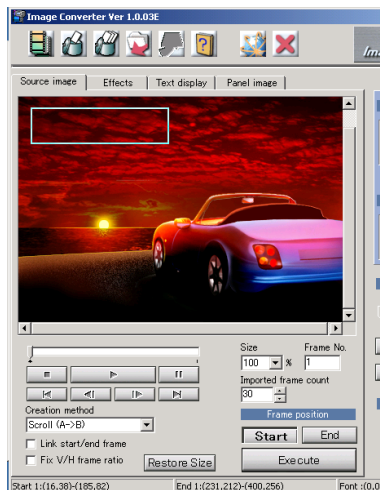
1 Input a 1 into the “Import frame count” box, then click the **Start** button under “Frame position,” and you will see a small rectangle appear on the image. When the source is a movie, choose the frame you want with the slider bar or the “Frame No.” box. Adjust the size and position of this frame so that it contains the final picture you want to appear on your JVC Car Audio screen.

2 Click the **Execute** button.

Save the file you made (see page 19) and click the **Clear** button on the **Preview** section before making a new image.

To make an animation (movie):

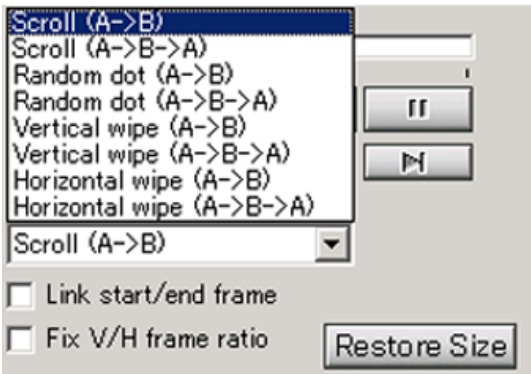
- 1 Set the frame number between 2 and 90 in the “Import frame count” box.
- 2 Click the **Start** button under “Frame position,” and set the position and size of the small rectangle which appears on the image so that it contains the first frame of your animation. When the source is a movie, choose the start frame with the slider bar or the “Frame No.” box before setting the rectangle.
- 3 Click the **End** button, then position and size the frame to set the last frame of the animation. When the source is a movie, choose the end frame with the slider bar or the “Frame No.” box before setting the rectangle.
- 4 Click the **Execute** button. Image converter now creates the frames that will make an animation along the path from the start frame to the end frame.



Advanced Techniques for Animations

Image Converter has many functions to help make animations. Here are two ways you can make more complex and interesting shows.


Creation Method




Creation Method drop down menu

In the “Creation Method” drop down menu under the screen, you can specify just how the animation displays—for instance:

Scroll (A->B->A) runs the animation from the beginning frame to the end frame and then back again to the beginning frame.

The Program’s Help contains a detailed description of each effect, and they are easy to try out. To start over and try another effect, click on  in the Menu Bar and the **Delete** or **Clear** buttons in the **Preview** section.

Importing multiple images

You can import several different images and combine them into one animation. Just keep using . Select the image to apply effects to, or to cut out a start and end image from, by picking it with the “Frame position slider” just under the “Source image” window.

Pay special attention to the “Frame position slider.” All the imported images are located along this line, and you access the image and frame you want to affect by locating it with the slider bar.



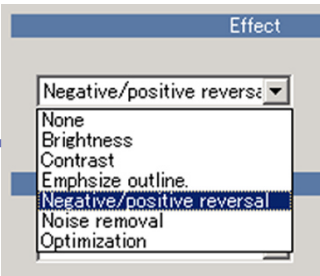
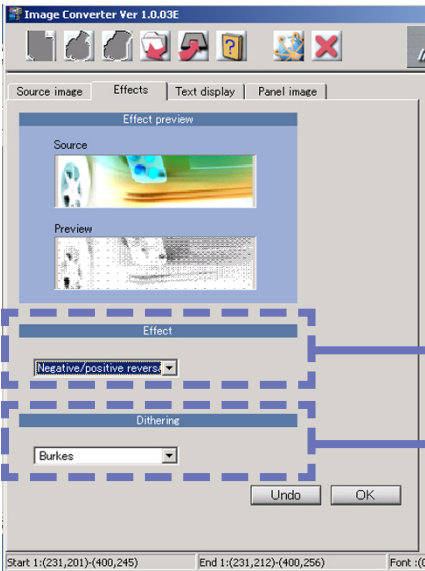
Frame position slider,
Source Image screen

Adding Effects

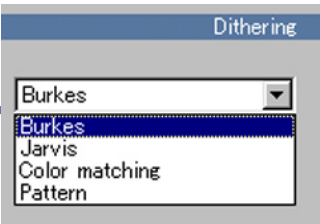
The **Effects** screen, the **Text display** screen, and “Color” in the **Preview** section give you further control over how the final animation will display. Details are described thoroughly in Image Converter’s Help.

The “Effect” drop down menu is especially useful, as the resolution of the JVC Car Audio screen is not made to display fine detail. By enhancing the contrast, or the outline you can make the image show up much better. The Negative/positive reversal can create some very interesting effects. Even after clicking the **OK** button, you can cancel the effect and dithering with the **Undo** button. Try different effects and find your favorite one. See the Online Help under “Using the Effect tab” for special behavior of the **Undo** button as the text and effect undo functions are connected.

Remember, you can apply only one effect to all the frames of an imported image.



“Effect” drop down menu

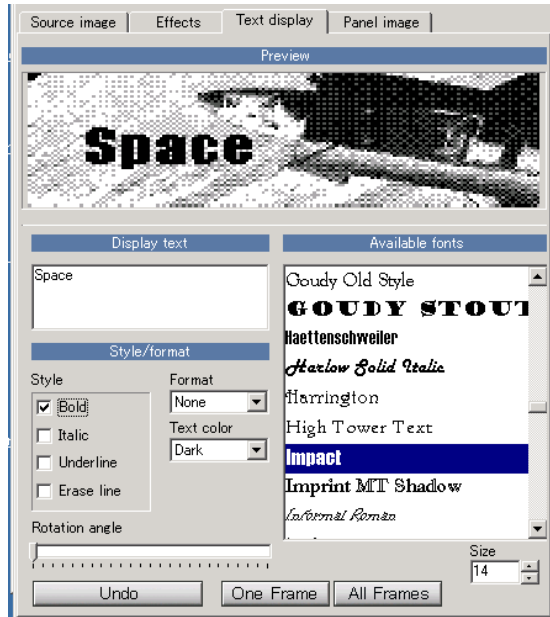


“Dithering” drop down menu

Adding Text

The **Text display** screen gives you the ability to put a short message, or title, across any given frame or group of frames. The text for each frame is independent of that on other frames, so when you make up a complete animation movie from several imported images, each importation can have different text, or no text, as appropriate. Even after clicking the **One Frame** or **All Frames** button, you can erase the text with the **Undo** button.

- The text is erased when you apply the effects on the **Effects** screen after adding text. So, add text only after adding all the effects you want.



“Text display” screen

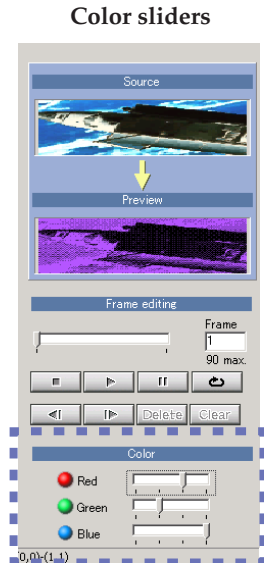
Adding Color

The Preview image created by Image Converter appears at first as a monochrome image. You can add color by adjusting the three color sliders at the bottom of the window for those JVC Car Audio units whose screens support it.

The color settings show immediately in real time as you make the adjustments.

An image’s color shown on your PC screen, as set with “Color” in the Preview section, may differ from what you see in the display of your JVC Car Audio. Some units do not have a color display, and so when selecting one of these models on the **Panel image** screen, you will not be able to use the Color adjustors in the **Preview** section.

For more information about using color and the preview section, see the Online Help “Operation: Using the Preview Section.”




Panel Image Screen

Using the **Panel image** screen you can see just what your created images will look like on your Car Audio model by loading the image into a simulation of your Car Audio's screen.

You can get your Model's front panel image from either the supplied Image Converter CD-ROM or from the Internet. Just click on the **Reference** button in the "Import panel images" section, navigate to the CD-ROM on your computer and open the "Panel Image" folder, or click on the **Internet** button to launch your browser and go to the JVC site:

<http://www.jvc.co.jp/jvccar/index.html>

You can always tell a panel image file because it will have a JVC model name with a .pnl extension.

Once you have the panel image in place, just click on the play button (▶) in the "Import panel images" section to view an image or movie already loaded into the Preview window. If there is no image in the **Preview** section, click on  in the Menu Bar to bring in a premade still (.jml) or movie (.jma). Once a premade image is loaded, you can load and run it in the **Panel image** Screen by clicking on ▶ on the "Import panel images" section.



Online Help "Panel Image tab operation"

Saving and writing the image onto a CD-R

Saving an image

Save an animation (movie) or a still image (picture) you made onto your PC.

1 Click on the Menu Bar.

The “Save As” dialogue box appears.

Menu Bar



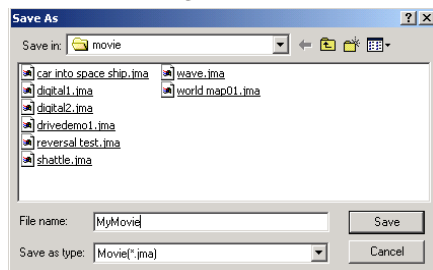
[Online Help](#) “Reading/storing Panel Animations”

2 Name the file.

Type the file name into “File name” box.

The appropriate extension (.jml for a still image and .jma for an animation) is added automatically.

“Save As” dialogue box



3 Click the Save button.

Saving is finished.

Ex. Naming the file “MyMovie”

- Repeat steps 1 to 3 if you have more images to save.

The resolution of the images Image Converter generates is fixed at 160 x 54 pixels with a four step gradation, which is the resolution of the JVC Car Audio display.

Writing on a CD-R

Write the images you have made onto a CD-R to enjoy the animation on your Car Audio. For writing data onto a CD-R, also refer to the instructions for your CD-R writing software.

To use the Image Link function

You can link a still image (.jml file) you have made with specific MP3 files and make the image show while playing back the MP3 files.

- 1 Make a folder including the MP3 files you want to play back with a still image you have made with Image Converter.
- 2 Save the image into the same folder.
- 3 Write the folder onto a CD-R.

The image is shown on the display while playing back the MP3 files in the folder.

Some models are also compatible with .wma (Windows Media® Audio) format. For detail, refer also to your JVC Car Audio instructions.

JVC