

**Graphics:MVB\_PD/MVB\_PD**

**COLLABORATORS**

	<i>TITLE :</i> Graphics:MVB_PD/MVB_PD		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 8, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Graphics:MVB_PD/MVB_PD</b>	<b>1</b>
1.1	Graphics:MVB_PD/MVB_PD.guide . . . . .	1
1.2	MVB_PD.guide/Introduction . . . . .	1
1.3	MVB_PD.guide/MainView Broadcast . . . . .	2
1.4	MVB_PD.guide/Starting MainView Broadcast from the Workbench . . . . .	2
1.5	MVB_PD.guide/Starting MainView Broadcast from the CLI . . . . .	4

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## Chapter 1

# Graphics:MVB\_PD/MVB\_PD

### 1.1 Graphics:MVB\_PD/MVB\_PD.guide

MainView Broadcast PD 1.00 Documentation

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Introduction

MainView Broadcast

What is MainView Broadcast PD

How to use MainView Broadcast PD

### 1.2 MVB\_PD.guide/Introduction

Introduction

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This is the Public Domain version of MainView Broadcast, MainActor Broadcast's external player. It only has a limited amount of loader/sound modules, but supports all features of MainView Broadcast.

We did make this version available to enable owners of MainActor Broadcast to give away their animations, together with sound, which they have created with MainActor Broadcast.

The following animation formats are supported by MainView Broadcast PD : IFF-Anim5/7/8, FLI, FLC, Picasso, Retina, Merlin.

MainView Broadcast only supports IFF and .mod sound files. MainActor Broadcast supports more than 20.

MainView Broadcast needs an MABROADCAST: assign !

For more information about MainActor Broadcast, contact your local VillageTronic dealer, or :

MainConcept, GbR Mönig/Zabel

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### 1.3 MVB\_PD.guide/MainView Broadcast

MainView Broadcast  
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MainView Broadcast is MainActor Broadcast's external player. It can display all animations/pictures for which MainActor Broadcast has the proper load modules. You can simply integrate it into file managers like DiskMaster II or DirectoryOpus.

The key commands while playing animations or showing pictures are the same as if you would view them directly with MainActor Broadcast.

If MainActor Broadcast saved an icon for the animations/pictures to view, MainView will take the view settings from this icon (overruling its own settings)!

MainView will use MainActor Broadcast's Center option (which centers the display of your animations or pictures) by default. If you specify an X or Y Offset the center option will be disabled and the specified offsets will be used instead.

You can start MainView Broadcast from the Workbench or from the CLI.

Starting MainView Broadcast from the Workbench  
Starting MainView Broadcast from the CLI

### 1.4 MVB\_PD.guide/Starting MainView Broadcast from the Workbench

Starting MainView Broadcast from the Workbench  
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If you start MainView from the Workbench (per icon), you can select the file(s) to view in an ASL requester. For multi selecting just press one of the shift keys and select the files with the mouse. (Starting from OS 2.1+)

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MainView supports the following tooltypes:

DisplayModule=<Module>

This tool type gives you the possibility to select your preferred display module, like Amiga, Picasso, etc. and to pass that information to MainView Broadcast.

DisplayType=<Number>

If the selected display module supports more than one display type, for example Intuition Window or Intuition Screen, you can pass your preferred display type to MainView Broadcast with this tool type. The display types in the display modules are numbered in lexicographic order with 1 being the first display type.

LoaderModule=<Module>

The default load module is the Universal module. You can select another module with this tool type.

Directory=<Path>

This is the initial directory for the ASL requester. The default value is PROGDIR: for the directory MainView Broadcast is started from.

Center

This tool type activates the Center option of the display modules. All graphic information will be aligned to the center of the output device (screen or window)

XOffset=<Value>

You can directly set the start x offset. 0 is the left border. If you specify an XOffset, centration will be disabled !

YOffset=<Value>

You can directly set the initial y offset. 0 is the top border. If you specify an YOffset, centration will be disabled !

FrameCounter

FrameInfo enables the FrameCounter option of the display modules. You can get the number of the actual frame from the upper right corner of the screen. It is disabled by default.

StopPlayback

This option is quite useful for recording animations on a video recorder. The tool type makes the playback stop after displaying the first frame; you can then start recording on the video recorder and continue playback with the SPACE bar.

EndlessRepeat

This option makes MainView Broadcast play all animations continuously.

Repeat=<Value>

Repeats the animation <Value> times. For example Repeat=1 would play the animation one time. Disables the Endless Repeat option.

CacheData

Enables caching. With caching enabled, MainView plays all pictures

and animations from the RAM disk and not directly from the harddisk (or whatever). If you do not have enough RAM, MainView Broadcast automatically disables this option and loads the data directly from device.

## 1.5 MVB\_PD.guide/Starting MainView Broadcast from the CLI

Starting MainView Broadcast from the CLI

Starting MainView from the CLI will give you enhanced functionality. You can, for example, define patterns for animations or picture lists. The commands are identical to the tool types, so please refer to the section Starting MainView Broadcast from the Workbench to get details.

Usage is :

```
DM=DISPLAYMODULE/K,  
LM=LOADERMODULE/K,  
FC=FRAMECOUNTER/S,C=CENTER/S,  
XO=XOFFSET/K,YO=YOFFSET/K,  
SP=STOPPLAYBACK/S,  
CD=CACHEDATA/S,  
ER=ENDLESSREPEAT/S,R=REPEAT/K,  
DT=DISPLAYTYPE/K,F=FILES/F
```

MainView Broadcast supports Amiga wildcards, for example:

```
MVBroadcast CD REPEAT=1 DISPLAYMODULE=PICASSO WIDTH=1024  
HEIGHT=768 cd0:fli/#?.fli.
```

This example would play all files on the device cd0: , which end with ".fli". They would be displayed on the Picasso-II graphics board with a resolution of 1024x768 points; the data would be cached in memory and played only once.