VLRec_GB

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	TITLE : VLRec_GB		
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WRITTEN BY		July 8, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

VLRec_GB

1.1 VLRec-Documentation

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              VLRec NG 3.5



              - Introduction/Features


              - System requirements


              - Contact

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              - Usage


              - History


              - "Registration" or "How to save the future of VLRec NG"
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1.2 Introduction

```
 Introduction
 VLRec NG has the following features:
 · Recording of videos in color or grayscales with a normal Zorro-VLab
   (NO VLab Motion needed!!)
 · Specialeffects can be performed on the digitized videos
 · Watch TV on your Workbench with a resizable window and options to
   change contrast and brightness
 · dynamic memory-allocation for best usage of the memory in your AMIGA
 · Save recorded anims as IFF-ANIM5- or MPEG-I-file
 · integrated 24Bit-Digitizerfunction with PhotoAlbum-Preview for fast finding,
   saving or deleting of pictures
 · all digitised pictures can be previewed in a full-screen Dia-Show
```

· Saving of digitized pictures as PBM-, PPM- or JPEG-file
· PPC-Support for maximum speed (WarpUP and PowerUP are supported)
· Creation of timelapse-animations
· WebCam-functionality
· asynchronous GUI-design and the ability to have all windows open at one time
· modern GUI, that is displayed in full 24bit on graphic-boards
· special display-routines for graphic-boards, AGA, ECS and OCS
· Ability to change every important option of a VLab-board

1.3 Requirements

```
Requirements
      The following hard- and software is required in order
      to run VLRec NG successfully:

      · Software
            > VHI-driver for the installed videoboard
            > Amiga OS 3.x or better
            > WarpUP or PowerUP, if a PPC-board is installed.

      · Hardware
            > a VHI-supported board, cam or source:
                  > VLab (vlab.vhi)
                        - VLab Classic (2 x Cinch inputs, Zorro)
                        - VLab Y/C     (2 x Cinch, 1 x Y/C inputs, Zorro)
                        - VLab par     (on parallelport, only color  ←
                          supported)
                        - THE VLAB MOTION IS NOT SUPPORTED!

                  > FrameMachine (FrameMachine.vhi, loadable from the VHI- ←
                    Homepage
                                    at http://www.innovative-web.de/)

            > at least 3 MB RAM - the more, the better
            > PPC-Board is used, if available
```

1.4 Contact

```
Contact us
 You can contact us several ways:

   Email:    info@innovative-web.de
   Homepage: http://www.innovative-web.de/
   Fax:      +49 69/791247970
   Tel:      +49 9132/3400 (Mo-Fr 14:00-18:00 MET)
   Snail-Mail:
    Innovative
    c/o Felix Schwarz
    Am Gründla 3
    D-91074 Herzogenaurach
    Germany
```

1.5 Usage

```
            Usage
After you start VLRec NG, you get 5 buttons, that link (from left to right ←
    )
to the following program parts:
>
        Editing Station
                    This is the heart of VLRec NG - it can record and cut  ←
                        sequences, save them
  or perform effects


>
        Snapshot Center
                    You can create snapshots from Live video here


>
        Settings
                    You can change settings like the resolution or the input ←
                        channel
    here

> Preview/LiveCam/Timelapse-window
  This window contains a running video with up to 10 frames/second (VLab)
  of what is coming in. The first button adds color, the second pauses the
  preview, the third and forth button activate the WebCam- and Timelapse-
  Functionality.

> Contrast, Brightness, Invert-Settings
  You can change above, here for the preview-window.
```

1.6 Settings

```
            Settings
All settings regarding VLRec NG can be made here. The window
splits up into several parts. On the left, you can choose the
area you want to change settings in, on the right the settings
pop up. The following areas exist:

> VHI
>
        Kontrolle
                >
        Karte
                >
        Oberfläche
                >
        Speichermodule
                >
        WebCam
                >
        Zeitraffer
```

1.7   Settings / VHI

```
Settings/VHI
        VHI stands for "Video Hardware Interface" and is the new
        (and only) standard for videoboards on the AMIGA. It's now
        possible to once include support for VHI and all boards,
        that are supported by VHI can be used then. VHI was first
        introduced with VLRec NG 3.5 and is used by fxPAINT, too.
        Due to the fact, that it is an open standard, every program
        can make use of VHI. More information on VHI can be found
        at http://www.innovative-web.de/

        You can only choose the VHI-driver here and you get some
        information on the board, that is used by the driver.
```

1.8   Settings / Savers

```
Settings/Savers
        Presettings for the savers can be set here.

        > JPEG Quality
          Set the JPEG Quality to use lateron here.

        > MPEG Bitrate
          The MPEG Bitrate can be changed here. A value of
          1280000 creates good results.
```

1.9   Settings / Control

```
Settings/Control
        You can set which input to use and which part of the
        picture to digitize, here.

        > Input
          The input can be chosen here.

        > Name
          The name of the input is display here.

        > X1, Y1, X2, Y2
          These values limit the area, which is grabbed by the routines.
```

1.10   Settings / Board

```
Settings/Board
        The available settings on the board can be changed here.
        Not all options and filters might be available for all boards.

        > Interlace
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              If this is activated, pictures are digitized in the best
              resolution available.

          > Luminance, Chrominance, Noise
              If these options are active, the respective filters are activated.

          > Videorecorder
              If the videosource comes from a videorecorder, this option should
              be activated.

          > NTSC
              If the input-video-signal is an NTSC-signal, this option has to
              be activated.
```

1.11   Settings / GUI

```
 Settings/GUI
         VLRec NG offers some options for the userinterface:

          > Own screen
              If this option is active, VLRec NG opens an own screen in
              the chosen screenmode.

          > Screenmode
              If an own screen shall be opened, the screenmode should be
              chosen here.

          > Bubblehelp
              If you should feel disturbed by the bubblehelp or if you don't
              need it anymore, you can switch it off, here.
```

1.12   Settings / Timelapse

```
 Settings/Timelapse
         VLRec NG offers the possibility to create timelapse-
         animations.

          > Basename
              Basename for the files to create. Please note, that
              VLRec NG restarts at 0 after a restart and old files could
              be overwritten!!

          > Skip-rate
              You give the number of frames to skip between two timelapse-
              frames, here.

          > JPEG Quality
              You can give the JPEG-Quality of the timelapse-frames, here.
```

1.13   Settings / WebCam

```
Settings/WebCam
        VLRec NG contains a WebCam starting from V3.5. In order to use
        this option, you have to set the following settings:

        > FTP Server
          Enter your server's adress here.

        > Serverport
          The server's port. Normally 21.

        > Passive connection
          If you're behind a firewall, this option should be activated.

        > Login and Password
          The login and password for the server, your homepage is on.
          Please don't use any "$"-signs.
          ATTENTION: Login and password are uncrypted on your HD. Better
                     dynamically enter/delete the password and login at
                     every start and end of VLRec NG in order to minimize
                     the chances for hackers to get out your password.
                     WE CAN NOT BE HELD RESPONSIBLE FOR ANY SECURITY LECKS
                     AND/OR LOSS OF LOGIN AND PASSWORD.

        > FTP-directory
          This is the only real complex thing: In order to find out the correct
          directory, first start your prefered FTP-client (e.g. SimpleFTP). Now
          change to the directory, in which you want the pictures to be uploaded
          and now copy the pathname via clipboard in this field. Note, that you
          may not use the "$"-sign here for technical reasons.

        > FTP-filename
          The name of the graphic-file, which shall be saved to the above
          given FTP-directory. Please pay attention to the correct case sensity
          in your HTML-pages. For reloading a page NewPage.html along with its
          graphics at every NowAndThen Seconds, the following has to be inserted
          into your HTML-source:

          <META HTTP-EQUIV="REFRESH" CONTENT="NowAndThen; URL=NewPage.html">

        > Skip rate
          The number of pictures to skip between the upload of two webcam-
          pictures.

        > JPEG Quality
          The quality of the pictures to upload.

        > Debug-Output
          If you shouldn't suceed at once when uploading files, you should switch
          on this option.
```

1.14 The editingstation

```
The editingstation
        You can find a framebar on the top, below the control-panel with
```

all the important options and again below this one the selection-panel,
and below that one the list of effects and the button "Perform".

· The framebar
  You can steer to every frame with this slider. The currently
  selected frame is shown in the right part of the window.

· The control-bar
  The symbols from left to right
        > Scenestart
          Go to the first frame.

        > Rewind
          Go back 7 frames.

        > Record
          Start recording. The newly recorded frames are added to the
          end of the sequence.

        > Play
          Play the sequence from the currently selected frame.

        > Forward
          Go forward 7 frames.

        > Sceneend
          Go to the last frame

        > Eject
          Delete the whole sequence from memory.

        > Save animation
          Saves the whole animation as MPEG-I, IFF-ANIM5 or as PPM-
          singlepics. Simply choose the format you want in this window.

        > Delete selected sceneregion
          Deletes the currently selected part of the scene.

        > Color/Monochrom-recording
          Delete the whole sequence from memory and switch the modus from ←
              color
          to grayscales or reverse.

· Sceneregion-selection
  With the left button you select the currently viewed picture as the
  first one of the sceneregion.

  With the right button you select the currently viewed picture as the
  last one of the sceneregion.

· Calculation of effects
  Selected the effect you want from the list, then click on "Perform" to
  perform the effect on the currently selected sceneregion. There ←
      currently
  is NO undo!

1.15 Snapshot Center

```
Snapshot Center
        After the snapshot-window has opened, you see some graphical buttons
        (from left to right):

           · New
             Delete all pictures, that are currently in memory.

           · Save
             Saves the currently selected pictures in the selected format.

           · Snapshot
             Does a snapshot of the currently incoming videosignal.

           · Delete
             Delete the currently selected picture.

           · Deinterlace
             This removes every second line and replaces it by the above one. This is ↩
                 quite
             useful for snapshots that look somehow "mixed".

           · Picture-Viewer
             Clicking this button opens a window with the currently selected picture
             in full resolution.

           · Dia-Show
             Shows all snapshots as dia-show. You can abort by pressing a key or by  ↩
                 clicking
             with the mouse.

           · Navigationbutton
             You can navigate through the snapshots with these buttons.
```

1.16 Registration

```
Registration
 If you register VLRec the following limitations of the shareware-version
 are taken away:
  - Animations are saved without the demo-blocks
  - The watch-function can be used as long as you want to, without a break
  - The JPEG-images can be saved without the black lines
  - CPU-optimized versions for 68030/881 and 68040/881
  - working timelapse and webcam

 The price of VLRec is only 30 DM/15 EURO/20 USD. You get a key and the full- ↩
     version
 on a disk or via Email. You also support the development of new versions.
 Simply fill out the registration-form, print it and send it to:

  Innovative
  c/o Felix Schwarz
  Am Gründla 3
```

```
  D-91074 Herzogenaurach
  Germany

 Registered users of VLRec V1.x / V2.x can upgrade to VLRec NG V3.0 for 10 DM/5  ←
    EURO/6 USD.

 Thank you for your support!
```

1.17 History

```
 History
         · V1.0 - V2.1
           > completly other program, just sharing the name with
             VLRec NG :)

         · V3.0 NG
           > initial NG-release
           > complete rewrite
           > sorry for the short doc. I think, I'll improve it with
             the next versions

         · V3.2 NG
           > Recording in color
           > Ability to open an own screen for VLRec NG
           > NTSC-support fully implemented
           > seperate window for viewing of single snapshots
           > the area to be recorded can now be set
           > minimally improved recordingspeed
           > pause-function for the preview-window
           > Bugfixes: YUV/RGB-conversion, GUI-engine and viewing
                       routines for custom-chips

         · V3.5 NG
           > many, many bugfixes of bugs, that have come up through
             internal restructuring.
           > VLRec NG now uses the GUI-routines of fxPAINT's GUI-
             Engine:
                 - GUI in full 24 Bit
                 - alternative picture at selected state
                 - new icons/refreshed iconstyle
           > WebCam
           > open architecture for new boarddrivers
                 - Definition of the new standard VHI
                 - driver for VLab with automatic recognition
                   of VLab Y/C and VLab Classic and further
                   speedup
           > stable WarpUP-support
           > detailed and cleaned up options
```