

**VLabTVDoc**

**COLLABORATORS**

	<i>TITLE :</i> VLabTVDoc		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## VLabTVDoc

### 1.1 Table of contents

VLabTV Release Version 0.10  
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### 1.2 preface

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VLabTV is one of the first CyberGraphX projects I have written. It is comparable to EGSTV but does not need EGS. You need at least a VLab frame grabber and CyberGraphX together with a graphics board. Then you are capable of digitizing video frames on a 15/16/24 bit intuition environment. (Have a look at vlabtvprev.jpg).

As I've already said, it's my first CyberGraphX project and it is a freebie. I don't know if I continue my work on this project, it depends on your feedback.

### 1.3 features

- Grab VLab images and display them in a 15/16/24 bit intuition environment.
- 15/16/24 bit preview monitor
- grabbed images can be saved as simple iff files.

### 1.4 requirements

This software is of use only if you are running Kickstart 3.0+ and CyberGraphX. A VLab frame grabber is mandatory, of course.

What is CyberGraphX ?

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The CyberGraphX system was designed to define an independant graphics standard for graphics boards. We also wanted to continue our development of workbench emulations. We could include all our knowledge of about 3 years of gfx board software development (wb-emulation of visiona, domino, picasso and now the cybervision64).

CyberGraphX is based on hardware dependant monitor drivers and hardware independant libraries. This has some advantages: Bug fixes in the workbench emulation or speed optimizations is of benefit for ALL gfx boards that are supported by the CyberGraphX system. There is no third like XpERT or Village-Tronic inbetween developers and users. That guarantees bug fixes and continued development of the software in the future.

CyberGraphX allows using of 15/16/24 screens independant of the used color model. You are able to use the cybergraphics.library functions to modify this screens. Using graphics.library functions is currently not possible but this may change in one of the next releases.

### 1.5 installation

To use VLabTV you just have to click on the VLabTV icon.

### 1.6 tooltypes

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## Tooltype descriptions

There are some supported tooltype parameters:

### NOMSCRWIDTH

The nominal screen width your vlabtv screen should have.

### NOMSCRHEIGHT

The nominal screen height your vlabtv screen should have

### SCRDEPTH

The screen depth your screen should have. 15 is minimum

### GRAB\_X

Horizontal startposition of the grabbed image.

### GRAB\_Y

Vertical startposition of the grabbed image.

### GRAB\_WIDTH

Width of the grabbed image

### GRAB\_HEIGHT

Height of the grabbed image

### GRAB\_INPUT

Input channel which is to be used.

### GRAB\_VTR

if GRAB\_VTR=YES, grab source is VTR by default

### GRAB\_LACE

If GRAB\_LACE=YES, images are grabbed interlaced by default

### GRAB\_MODE

if GRAB\_MODE=PAL, then images are grabbed in PAL mode, NTSC otherwise

### PUBSCREEN

15/16/24 bit pubscreen which VLabTV should be opened on (see preview picture)  
This only works with cybergraphics 40.41 and higher.

### FASTYUV2RGB

If FASTYUV2RGB=YES, then a custom YUV to RGB conversion routine is used for the monitor color preview.

### SETTINGS

With the SETTINGS tooltype you can specify a different preferences file for VLabTV, default is "PROGDIR:VLabTV.prefs"

## 1.7 questions

If you have any questions or just have found a bug concerning VLabTV feel free to contact me via email. My address is as follows:

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GERMANY

## 1.8 unnamed.1

To install VLabTV just copy the main program VLabTV wherever you want.

## 1.9 credits

I have some people to thank for their assistance in the development of VLabTV. A few of the more influential people who have contributed greatly to this effort are:

Andreas Goiczky

For his comments and testing

Olaf "Olsen" Barthel

For developing the wonderful GUI engine I used in this project.

Robert Reiswig

For the installer script

## 1.10 copyright

### Legal and Distribution Information

This software is provided as is. Bug reports and suggestions for improvement are welcomed, and every effort will be made to evaluate such reports.

VLabTV is freely distributable provided no fee other than a moderate fee for disk copying charges is made for its acquirement. It may be distributed across any electronic network, provided no fee is charged specifically for it's download. A broad-based download fee is acceptable provided it is charged universally for all such file downloads. All associated files included with the distribution archive of VLabTV are to remain intact and unaltered. BBS listing notices and the like may be included in the archive provided no alterations are made to the actual distribution files themselves.

This program, and all accompanying files are not public domain. They are copyright material and may not be used for commercial purposes without permission from the author. The author must be contacted before any distribution with a commercial product.

VLabTV is not shareware, as no donation or usage fee is required. However, any donations are always appreciated, and can only encourage

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further development of the program. This is an ongoing project, and will continue to be so as long as interest in it is shown.

## 1.11 disclaimer

I hereby reject any liability or responsibility for these or any other consequences from the use of VLabTV whatsoever. This includes, but is not limited to, damage to your equipment, to your data, personal injuries, financial loss or any other kinds of side effects.

Although VLabTV has been tested thoroughly on several different machines, I cannot rule out the possibility that VLabTV

- o is somehow incompatible to your equipment
- o has bugs that show up on your equipment
- o does not do what it is supposed to do on your equipment

It is your responsibility to take any precautions necessary to protect yourself from these or any other effects. I explicitly reject any liability or responsibility from the consequences of you using VLabTV.

## 1.12 Installer

Installer and Installer project icon

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OR RESPONSIBILITY IS ASSUMED.

## 1.13 history

Revision V0.10

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- vlabtv now features a window to change screenmode and fonts options
- vlabtv now opens a custom screen when the pubscreen given was no truecolour screen instead of aborting
- all strings are localized now (german only for now)

Revision V0.9

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- mainwindow and monitorwindow positions/sizes are saved now
  - gtlayout.library v26 is required now
  - vlabtv now pops up a quit requester when the user tries to quit without saving project
-



- vlabtv now supports config files besides tooltypes. config files override tooltype settings. You can specify tooltype SETTINGS for a different config filename. Default is <PROGDIR>:VLabTV.prefs
- added "save options on exit" option in options menu
- added "snapshot window" option in options menu
- fixed save project option in grab menu
- active project is now correctly set when a new grab project is opened
- recompiled with SAS/C 6.56

#### Revision V0.8

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- Up to 20 GrabProject are possible now
- greyscale monitor preview should be much faster now if you have at least cybergraphics.library 40.60
- diverse layout changes
- XPos, YPos, Width, Height gadgets are changeable now

#### Revision V0.7

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- added new tooltype GRAB\_MODE=(PAL|NTSC)
  - added PAL/NTSC cycle gadget
  - gtlayout.library is required now to use VLabTV
  - VLabTV now uses the OS3.1apedeck.gadget in the monitor window if it's available
  - added faster YUV to RGB conversion. Should improve monitor speed especially on 030 machines in color preview mode. added
  - new tooltype FASTYUV2RGB=(YES|NO)
- greyscale preview monitor may be scaled and non scaled now

#### Revision V0.5

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- added frames/sec to preview monitor
- sped up the grey scale monitor preview (at least cgfx 40.44 required)

#### Revision V0.4

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- every grab window has a menu strip now to save the data or resize the window
- VLab monitor display is now correctly refreshed if window is inactive and parts were hidden
- yuv data is now automatically freed when the frame is grabbed (this needs less memory)
- grab project window is now scaled to half size of the original grab size by default to save desktop space
- added tooltype GRAB\_VTR to activate VTR mode by default
- added tooltype GRAB\_LACE to activate interlace option by default

#### Revision V0.3

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--- Initial release ---

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