



## **VIDVUE Index**

[Basics:Menu](#)

[Basics:Controls](#)

Use the scroll bar to see entries not currently visible in the Help window. To learn how to use Help, choose "Help-How to use Help" in the menu bar.

### [Registering VIDVUE](#)

#### [Overview](#)

### **The Image**

[Viewing Window](#)

[Viewing Window Toolbar](#)

[Viewing Window Hotkeys](#)

### **The Remote Control**

[Control Window](#)

[Control Window Toolbar](#)

[Control Window Hotkeys](#)

### **Multimedia Slideshows**

[Immediate Slideshows](#)

[Slideshow Options](#)

[User-Scripted Slideshows](#)

[User-Scripted Slideshow Commands](#)

[Monitor Adjustment](#)

[File Comments Window](#)

[Image & Multimedia File Formats](#)

[Associating VIDVUE with File Manager](#)

[Questions & Answers](#)



## VIDVUE Overview

[Basics:Menu](#)

[Basics:Controls](#)

VIDVUE supports **multiple instances**. This means that you can have several copies of VIDVUE running simultaneously - each showing a different picture. There are two windows that comprise VIDVUE.

The **Viewing Window** can be thought of as the monitor or television set; it displays the image file or **AVI** video or **FLI** animation playback; it has all options to change how the graphic image is shown without changing the image in memory. The entire image is always scaled to fit the window; scrolling and zooming options are also scaled accordingly.

The **Control Window** acts as a remote control; it is where you activate video controls, select, convert, modify and save image files; most image processing options will actually change the image (e.g., size, colors) but can be undone; all changes are seen on the **viewing window**.



The home icon on the **viewing window** links you to the **control window** whenever it is covered by another window, hidden or minimized; double-click on the image duplicates this function.

A **viewing window** or **control window** (amidst other optional instances) can be active or inactive. The active window has **focus**. On 256-color modes, the proper colors for the active window will always be maintained, while inactive windows will have colors that will be matched against the active window's palette as closely as possible; this is due to Windows **palette management**.



## Control Window Menu

[Basics:Menu](#)

[Basics:Controls](#)

### File

[Load](#)

[Save](#)

[Delete](#)

[Print](#)

[User Options](#)

[Save User Profile](#)

[Load User Profile](#)

[Mark Directory](#)

[Unmark Directory](#)

[Run Slideshow](#)

About - displays program information

Exit - terminates the program.

### Image

[BackUp Image](#)

[Undo Image Changes](#)

[Tune Colors](#)

[Resize Image](#)

[Convert to Gray](#)

[Convert to 256 colors](#)

[Convert to 16 colors](#)

[Convert to B&W](#)

[Flip Image](#)

[Rotate](#)

[PackVideo](#)

### Video

[Play Video](#)

[Pause Video](#)

[Close Video](#)

[Playback Features](#)

[Configure VFW](#)

[Status Update](#)

### Help



## Control Window Toolbar

[Basics:Menu](#)

[Basics:Controls](#)



File-[Load](#)



File-[Print](#)



File-[User Options](#)



Image-[Tune Colors](#)



Image-[Resize Image](#)



Video-[Playback Features](#)



[Rewind Video](#)



Video-[Close \(Stop\) Video](#)



Video-[Play Video](#)



Video-[Pause Video](#)



[Frame Advance](#)



## Control Window Hotkeys

Basics:Menu

Basics:Controls

Hotkey	Function
Ctrl-L	File- <u>Load</u>
Ctrl-S	File- <u>Save</u>
Ctrl-P	File- <u>Print</u>
Ctrl-B	Image- <u>BackUp Image</u>
Ctrl-U	Image- <u>Undo Image Changes</u>
Ctrl-T	Image- <u>Tune Colors</u>
Ctrl-R	Image- <u>Resize Image</u>
Shift-Ins	Video- <u>Play Video</u>
Shift-Del	Video- <u>Pause Video</u>
Alt-Bksp	Video- <u>Close (Stop) Video</u>
Ctrl-V	Video- <u>Playback Features</u>



## Viewing Window Menu

[Basics:Menu](#)

[Basics:Controls](#)

### View

[Home](#)

[FullScreen Window](#)

[AutoReset Window](#)

[Optimize Window](#)

[Fit In Window](#)

[Show \(Hide\) Scrollbars](#)

[Relative Zoom](#)

[Reset Zoom](#)

[Minimize Zoom](#)



## Viewing Window Toolbar

[Basics:Menu](#)

[Basics:Controls](#)



View-[Home](#)



View-[Full Screen Window](#)



View-[Auto Reset Window](#)



View-[Optimize Window](#)



View-[Show \(Hide\) Scrollbars](#)



View-[Relative Zoom](#)



View-[Minimize Zoom](#)



## Viewing Window Hot Keys

[Basics:Menu](#)

[Basics:Controls](#)

Hotkey	Function
Ctrl-H	View- <a href="#">Home</a>
Ctrl-W	View- <a href="#">FullScreen Window</a>
Ctrl-A	View- <a href="#">AutoReset Window</a>
Ctrl-O	View- <a href="#">Optimize Window</a>
Ctrl-1	View- <a href="#">Fit In Window-1:1</a>
Ctrl-2	View- <a href="#">Fit In Window-1:2</a>
Ctrl-3	View- <a href="#">Fit In Window-1:3</a>
Ctrl-4	View- <a href="#">Fit In Window-1:4</a>
Ctrl-5	View- <a href="#">Fit In Window-1:5</a>
Ctrl-6	View- <a href="#">Fit In Window-1:6</a>
Ctrl-7	View- <a href="#">Fit In Window-1:7</a>
Ctrl-8	View- <a href="#">Fit In Window-1:8</a>
Ctrl-S	View- <a href="#">Show (Hide) Scrollbars</a>
Ctrl-R	View- <a href="#">Reset Zoom</a>
Ctrl-M	View- <a href="#">Minimize Zoom</a>





## Viewing Window: Resizing Options

[Basics:Menu](#)

[Basics:Controls](#)

### Icon View Menu Option and Description



"View-**FullScreen Window**" centers the image on a maximized window without the toolbar or menubar; click the **home icon** on the lower right corner of the screen to return to a normal window. This is the only function that displays the image as is (i.e., without scaling it); as such, if the image is larger than the screen then it is cropped;



"View-**AutoReset Window**" adjusts the window and image to the actual image size or largest possible that can fit on your screen.



"View-**Optimize Window**" adjusts the window and image to minimize the background bordering the image. This option is particularly useful when you manually adjust the viewing window and want the image to be resized with minimal background.

**N/A** "View-**Fit In Window**" adjusts the window and image to smaller, proportional **viewing window** sizes with the following image to window ratios: 1:2, 1:3, 1:4, 1:5, 1:6, 1:7 and 1:8; if the window will not shrink to that size it is simply ignored.



## Viewing Window: Zooming Options

[Basics:Menu](#)

[Basics:Controls](#)

### Icon View Menu Option and Description



"View-... **Scrollbars**" toggles the scrollbars (Show or Hide). If the scrollbars are toggled and shown, then the image is automatically zoomed to an optimal factor given the size of the window; you can use the Zoom scrollbars to increase or decrease the zoom factor. If the scrollbars are toggled and hidden, then the current zoom factor is retained.



**relative zoom scrollbar** adjusts the zoom factor and image, relative to the display window. If the image is zoomed then the **image scrollbars** are toggled and shown. If the zoom factor is set to 100, then the **image scrollbars** are toggled and hidden.

**N/A** "View-**Relative Zoom**" sets zoom factor, relative to the display window, in increments of 100 from 200% to 800%; selected values directly set the **relative zoom scrollbar**.

**N/A** "View-**Reset Zoom**" resets the relative zoom factor to 100% and toggles (hides) the image scrollbars, if they are shown.



View-**Minimize Zoom** adjusts the zooming factor to a minimum value without changing the aspect ratio; this is the same value calculated when the scrollbars are toggled and shown. Depending on the size of the window, setting the **relative zoom scrollbar** to a value less than the minimum can cause distortion of the aspect ratio; use this function to restore the aspect ratio and zoom factor to defaults.



## Loading, Saving & Deleting Image Files

[Basics:Menu](#)

[Basics:Controls](#)

### How to Load an Image (or Multimedia) File

From the **control window** menu, select "File-Load" or click the "File-Load" toolbar button.

1. Change to desired drive and/or directory.
2. If desired, change the filename extension from the **Type** dropdown.
3. Highlight a filename from the **Files** listbox.
4. If **GIF**, **PCX**, **TGA**, **TIF**, **BMP** or **DIB**, and **JPG** or **JIF** files are selected, click the **Info** button for information about the image.
5. Click the **Load** button. or double-click on a filename to load it.

### How to Save an Image File

From the **control window** menu, select "File-Save". The **Load** button changes into a **Save** button; and the **Type** dropdown will list available **file formats** and compression options.

1. Change to desired drive and/or directory.
2. If desired, select a file format and compression option from the **Type** dropdown.
3. Highlight a filename from the **File** listbox to overwrite it or enter a new filename on the **File** textbox.
4. Click the **Save** button.

### How to Delete an Image File

1. Change to desired drive and/or directory.
2. Highlight a filename from the **File** listbox.
3. From the **control window** menu, select "File-Delete"



## Printing

[Basics:Menu](#)

[Basics:Controls](#)

### How to Print an Image File

From the **control window** menu, select "File-Print" or click the "File-Print" toolbar button. A print dialog box will show the current paper size, orientation, resolution (in dots per inch - dpi), and position of image when printed on a **simulated document**.

1. Optionally, click the **Setup button** to change printer settings. The simulated document will be repositioned and resized depending on the paper and orientation selected.
2. Optionally, resize the image by setting the **Size Scrollbar** (10% to 100%); a dark rectangle on the **simulated document** will show the image's relative size when printed.
3. Optionally, position the image on the document by adjusting the **horizontal and vertical scrollbars** on the **simulated document**.
4. Click **Print button** to print.

### B&W Printing Tips

On black & white printers, VIDVUE will use an error-distributed **dithering** method for superior gray shades. For best results:

- on Epson-compatible printers, set dpi to 120x144 to equalize white spaces;
- convert the image to gray shades and modify it's contrast and brightness to taste.



## User Options

[Basics:Menu](#)

[Basics:Controls](#)

**Verify GIFs** enables special processing for **GIF** files; as an on-line format, these files were intended to be viewed as they are decoded (not simply loaded in memory). There are several [GIF decoding options](#).

**AutoSave** enables automatic saving of a loaded image to disk before you use any image processing functions on it; a separate image backup command can be called by selecting "File-Image-[BackUp Image](#)". Set this option if you call the "Image-[Tune Colors](#)" or "Image-[Resize Image](#)" options often.

**AutoSize** forces images to be initially decoded to a smaller **viewing window**, regardless of it's height and width, faster display updates. The actual image is not modified - the image is simply resized to fit a smaller **viewing window**. Select "View-[AutoReset Window](#)" or it's toolbar equivalent to resize to window to actual dimensions (or largest possible). **This option affects immediate slideshow (see [Multimedia Slideshow:Immediate Options](#)).**

**AutoDither** enables automatic [dithering](#) of 24-bit images on 256-color video modes, or all images with 16+ colors to 16 colors in 16-color modes. This reduces the color depth of images to match your video mode - thereby speeding up display updates. Set this option if you have several applications open on your desktop and want to view the image for an extended time; this is highly recommended for viewing 24-bit images on 256-color modes or when your video driver renders 24-bit and 256-color images poorly on 16-color modes. **This option affects immediate slideshow (see [Multimedia Slideshow:Immediate](#)).**

**AutoCenter** centers the **viewing window** on your desktop whenever you load a new image.

**AutoAspect** enables automatic resizing of 320x200, 320x400, 320x480, 360x480 and 640x400 images to a square aspect ratio for accurate viewing and printing. Keep this option set if you have a lot of old images with image dimensions mentioned. If a **GIF** file was decoded **to Window** or **to FullScreen** (see [GIF decoding options](#)) then it is corrected after reactivating either the control window or viewing window (i.e., by clicking any control or window).

**JPG loss scrollbar** adjusts the degree of image compression vs. image quality for saving images in **JPG** format; the setting ranges between 0 (default, for minimum compression with maximum quality) to 100 (maximum compression with significant loss in quality).



## Advanced Options: Monitor Adjustment

[Basics:Menu](#)

[Basics:Controls](#)

Select "File-[User Options](#)" then click the **Advanced Options** button. The following scrollbars in the Advanced Options frame will affect all images loaded in memory.

### **Brightness Adjustment scrollbar**

This scrollbar adjust the brightness level of all images loaded in memory. **Only the image displayed in the viewing window is modified.** Brightness can be adjusted between -63 to +63 levels. Adjustments can be saved with the user profile and are automatically loaded during startup..

### **Contrast Adjustment scrollbar**

This scrollbar adjust the contrast level of all images loaded in memory. **Only the image displayed in the viewing window is modified.** Contrast can be adjusted between -63 to +63 levels. Adjustments can be saved with the user profile and are automatically loaded during startup..



## GIF Decoding Options

[Basics:Menu](#)

[Basics:Controls](#)

Selecting "File-[User Options](#)" will present the following options for decoding [GIF](#) files.

- o **to Memory** - decodes first image only; it is the fastest mode and includes enhanced verification; all other features are disabled; image is retained and can be edited.
- o **to Window** - decodes simultaneously to a Window and memory; multiple-image graphics and [89a features](#) are enabled; the image is retained and can be edited. The image is decoded without corrections to screen; after it is fully displayed, the image is updated with corrections, if any (eg., fit to screen, aspect ratio). If GIF comments are available, then another window will pop up with comments. Decoding can be aborted by pressing Esc key.
- o **to FullScreen** - decodes simultaneously to full screen and memory; the home icon will appear on the lower left corner to return to a normal Window; the image is centered if smaller than the screen, clipped if larger; all other features are essentially the same as **to Window** decode mode described above.
- o **to Browse Window** - decodes to a window for a quick "browse"; only the first graphic image is decoded; the image is **not** retained in memory;
- o **to Browse FullScreen** - decodes to full screen for a quick "browse"; the home icon will appear on the lower left corner to return to a normal Window; the image is centered if smaller than the screen, clipped if larger; all other features are essentially the same as **to Browse Window** decode mode described above.



## Image BackUp & Undo

[Basics:Menu](#)

[Basics:Controls](#)

### How to Backup an Image

From the **control window** menu, select "Image-Backup Image". If the [AutoSave](#) option is enabled then the image is automatically saved to disk before calling "Image-[Tune Colors](#)" or "Image-[Resize Image](#)". After an image is saved "Image-Backup Image" is enabled.

If no image backup is available, you will always prompted with the opportunity to backup the image before image modifications.

### How to Undo Image Changes

From the **control window** menu, select "Image-Undo Image". This menu option is enabled only if the current loaded image is saved via the "Image-Backup Image" or the [AutoSave](#) option.





## Image Conversion to Gray or 256 Colors

[Basics:Menu](#)

[Basics:Controls](#)

### How to Convert Color Images to Gray Shades

From the **control window** menu, select "Image-Convert to Gray". This function will convert 16-color, 256-color and True-color (24 bit) images. Use this function to modify and enhance an image for printing on Black & White printers.

For best results on 16-color video modes, convert the image to 16 colors after converting to gray shades. (see [Convert to 16 Colors](#))

### How to Convert True-Color Images to 256 Colors

From the **control window** menu, select "Image-Convert to 256 colors-Optimize Palette" or "Image-Convert to 256 colors-Error Diffusion".

The **Optimized Palette** method will create a histogram and analyze which are the most frequently used colors from over 16 million possible colors! It will then select 256 colors and remap the image to that palette. Since this function can take a long time to complete, you will be prompted with an opportunity to abort the operation. Since no **dithering** is applied, the image is "solid" and resizing after using this method leaves no undesirable results (i.e., extraneous patterns).

The **Error Diffusion** method uses a uniform 256-color palette to represent as many as colors as possible). It then applies **dithering** (Stucki algorithm) to the image to enhance color depth perception. This method is generally faster and provides good overall results. Since dithering is applied, resizing the image after using this method has undesirable results (i.e., extraneous patterns). For best results, always resize the image before applying this method. This method is used by the [AutoDither](#) option.



## Image Conversion to 16 Colors

[Basics:Menu](#)

[Basics:Controls](#)

### How to Convert Color Images to 16 Colors

From the **control window** menu, select "Image-Convert to 16 colors-Bayesian" or "Image-Convert to 16 colors-Error Diffusion". The functions will handle any colored image.

The **Bayesian** method uses a uniform 16-color palette and applies ordered dithers (i.e., Bayer algorithm) to the image. Since ordered dithering is applied, resizing the image after using this method has very undesirable results (i.e., can make image unrecognizable). For best results, always resize the image before applying this method.

The **Error Diffusion** method uses a uniform 16-color palette to represent as many as colors as possible). It then applies **dithering** (Stucki algorithm) to the image to enhance color depth perception. This method is generally faster and provides good overall results. Since dithering is applied, resizing the image after using this method has undesirable results (i.e., extraneous patterns). For best results, always resize the image before applying this method. This method is used by the [AutoDither](#) option.



## Image Conversion to Black & White

[Basics:Menu](#)

[Basics:Controls](#)

### How to Convert Color Images to Black & White

From the **control window** menu, select "Image-Convert to 16 colors-Bayesian" or "Image-Convert to 16 colors-Error Diffusion" or "Image-Convert to 16 colors-Halftone".

The **Bayesian** method applies black & white, ordered dithers (i.e., Bayer algorithm) to the image. Since ordered dithering is applied, resizing the image after using this method has very undesirable results (i.e., can make image unrecognizable). For best results, always resize the image before applying this method.

The **Error Diffusion** method dithers (Stucki algorithm) the image to enhance gray shade perception. This method is generally faster and provides good overall results. Since **dithering** is applied, resizing the image after using this method has undesirable results (i.e., extraneous patterns). For best results, always resize the image before applying this method.

The **Halftone** method applies black & white, ordered dithers (similar to pattern seen in newspaper pictures). This method is the fastest but has the poorest results. Since ordered dithering is applied, resizing the image after using this method has very undesirable results (i.e., can make image unrecognizable). For best results, always resize the image before applying this method.



## Image Resizing & Tuning

[Basics:Menu](#)

[Basics:Controls](#)

### How to Resize an Image

1. From the **control window** menu, select "Image-Resize Image" or click the "Image-Resize Image" toolbar button. A dialog box will be shown on the **control window**.
2. Select a resizing factor (from 10% to 800% of original image size) with the **Size Scrollbar**; you can also enter values directly into the **Width textbox** and/or **Height textbox** to distort the image aspect ratio.

If the new image cannot fit into Windows memory, VIDVUE prompt you with the maximum height and width values that can fit into current Windows memory; the **Width textbox** and **Height textbox** will be updated with these values.

3. Click the **Resize button**.

After the Image is resized, the window is also resized to the actual image size (or largest possible) to accurately assess the appearance of the resized image. This is particularly important when the [AutoSize](#) option is enabled, since it reduces the size of the **display window** for faster display updates.

### How to Tune Image Colors

1. From the **control window** menu, select "Image-Tune Image" or click the "Image-Tune Image" toolbar button. A dialog box will be shown on the **control window**.
2. Adjust The **Sharp scrollbar**, **Brit scrollbar** and/or **Cont scrollbars**.

You can click the **Reset button** at anytime to reset all scrollbars to zero (default).

All scrollbars have a -100% to 100% range which will increase or decrease sharpness, brightness and contrast respectively. The **Sharp scrollbar** is enabled only with gray scale and 24-bit images; it uses anti-aliasing to soften and convolution to sharpen an image.

3. Click the **Apply button** to begin tuning.

The **Undo button** will reload the back-up image from disk (see [Backup Image](#)); this is provided as a convenience so that you can interactively experiment with tuning functions.



## Image Flipping & Rotating

[Basics:Menu](#)

[Basics:Controls](#)

### How to Flip an Image

From the **control window** menu, select "Image-Flip Image" and choose from "Flip Horizontal" or "Flip Vertical".

**Flip Vertical** creates a mirror image by flipping the image from top to bottom. **Flip Horizontal** creates a mirror image by flipping the image from left to right.

### How to Rotate an Image

From the **control window** menu, select "Image-Rotate Image" and choose from "90 degrees", "180 degrees" or "270 degrees". If the [AutoSize](#) option is disabled then do the following to correct the aspect ratio ( **Important:** The image must have a square aspect ratio; if the [AutoAspect](#) option is disabled, then it will still appear distorted).

After the Image is rotated the aspect ratio will most likely be distorted if the image was rotated by 90 or 270 degrees. Although it will appear correct, the actual image does not have the correct aspect ratio. Select "View-[AutoReset Window](#)" or it's toolbar equivalent to resize to window to actual dimensions (or largest possible). Follow these steps to correct a rotated aspect ratio.

1. From the **control window** menu, select "Image-Resize Image" or click the "Image-Resize Image" toolbar button. A dialog box will be shown on the **control window**.
2. Exchange the values in the **Width textbox** and **Height textbox**. For example, if the original image had a width of 640 and a height of 480 pixels, exchange the values by entering "480" in the **Width textbox** and "640" in the **Height textbox**.
3. Click the **Resize button**.



## Image Processing: PackVideo

[Basics:Menu](#)

[Basics:Controls](#)

### What is PackVideo?

PackVideo, for lack of a better description, is an image processing algorithm to enhance video frames captured with frame grabbers. Video images, particularly frames from broadcast TV signals or videotape (NTSC), compromise the color and gray scale information with what is known as subsampling; moreover, the images are interlaced and, frequently, captured frames are "jaggy" or "noisy". Since a captured 640x480x24M image generally contains redundant video information, reducing the image to 320x240x24M (i.e., "quarter screen") will bring about a sharper image. However, resizing the captured frame will lose some video information and may bring out noise (ie., artifacting). By using the PackVideo process before resizing to "quarter screen", detail is enhanced and noise is minimized, if not removed. **This is a 24-bit (true color) process.**

### How to Use PackVideo Image Processing.

If you have a 24-bit (true color) image loaded, select "Image-PackVideo" from the **control window** menu. After processing, resize the image to 50%. That's it!

To appreciate what the algorithm is doing, load a dithered 24-bit, JPG image. Adjust the **viewing window** and view the image with the [Fit In Window](#) viewing option set to 2:1. You will notice a lot of "grain" or "noise". Now apply the PackVideo process and the image will be enhanced dramatically.









## Video Menu & Toolbar Options

[Basics:Menu](#)

[Basics:Controls](#)

### Icon View Menu Option and Description

-  **"Video-Play Video"** starts or restarts playback of **AVI** video or **FLI** animation file in viewing window. Playback is always windowed to facilitate scaling of video image and playback. FLI animation is fixed and cannot be scaled.
-  **"Video-Pause Video"** pauses playback of video or animation file. This allows you to resize the AVI video image, or set the video/animation file to a specific position.
-  **"Video-Close Video"** closes the video/animation file and removes it's drivers from memory.
-  **"Video-Playback Features"** displays a dialog box with special playback features; these include toggling audio on or off, monitoring the video's timeline, non-linear fast forwarding or rewinding of the video file, grabbing video frames, resizing/scaling the video window, correcting the **viewing window** aspect ratio, information on the video frame rate, height and width are also provided.
- N/A **"Video-Configure VFW"** activates the standard Video For Windows configuration screen. All options will be implemented except Full Screen playback to facilitate scaling of AVI video image and playback.
- N/A **"Video-Status Update"** adjusts how often the **video timeline scrollbar** (see [Playback Features](#)) is updated. Options range from "1:1 second" (once every second) to "6:1 second" (six times a second). Since playing video uses a lot of the CPU's time, set update to "1:1 second" on a 386s.
-  **Rewind Video** will pause video/animation playback and reset the file position to the beginning - analogous to completely "rewinding" a tape. This option can be accessed only by the toolbar icon.
-  **Frame Advance** will pause video/animation playback and advances the file by one frame. This option can be accessed only by the toolbar icon.



## **Video Playback Features**

[Basics:Menu](#)

[Basics:Controls](#)

From the **control window** menu, select "Video-Playback Features" or click the video toolbar button after the video file and **AVI** or **FLI** drivers have been loaded. A dialog box appears which contains special video controls.

[How to Turn Audio On/Off](#)

[How to Position the Video/Animation File to Specific Frame](#)

[How to Capture AVI Video Stills](#)

[How to Resize the AVI Video Window](#)





## Enabling & Disabling AVI Audio Playback

[Basics:Menu](#)

[Basics:Controls](#)

### How to Turn AVI Audio On/Off

From the **control window** menu, select "Video-Playback Features" or click the video toolbar button after the video file and **AVI** drivers have been loaded. A dialog box appears which contains special video controls.



**Toggle Audio (On/Off)** will pause video playback and will set audio playback on or off when video is played. This function is useful for viewing video in an office (to maintain a quite atmosphere) or at night (to avoid waking up others).



## Selecting Video Frames

[Basics:Menu](#)

[Basics:Controls](#)

From the **control window** menu, select "Video-Playback Features" or click the video toolbar button after the video file and **AVI** or **FLI** drivers have been loaded. A dialog box appears which contains special video controls.

### How to Position the Video/Animation File to Specific Frame



The **Rewind Video** toolbar button can be used to reset the video file position to the beginning - analogous to completely "rewinding" a tape.



The **Frame Advance** toolbar button can be used to advance the video by one frame.



The **video timeline scrollbar** is updated the scroll position to reflect the current frame being played. It is updated every second (up to six times a second) depending on your "Video-[Status Update](#)" setting. If clicked or scrolled, it will pause video playback and move to a desired position in the video file. The scrollbar arrows can also be used to move to the previous or next frame.



## Capturing AVI Video Frames

[Basics:Menu](#)

[Basics:Controls](#)

From the **control window** menu, select "Video-Playback Features" or click the video toolbar button after the video file and **AVI** drivers have been loaded. A special dialog box appears which contains special controls for video.

### How to Capture AVI Video Stills

1. Position the video file to the desired frame.
2. Click the **Grab Still button** to capture the current frame being displayed in the viewing window. After successfully grabbing an image, the **View Still button** will be enabled.
3. If satisfied with your selection, click the **View Still button** to close the current video file and converts the grabbed video frame into a bitmap; thereafter, you can edit, apply image processing, print, and save the image.



## Resizing the AVI Video Window

[Basics:Menu](#)

[Basics:Controls](#)

At anytime after the video is loaded, you can manually adjust the **viewing window** size by "**dragging**" **the frame** of the **viewing window**; video playback will be paused and resized to fit the new window. Since you may not accurately resize the window with the correct aspect ratio (i.e., it will appear elongated, "flat", "thin" or wide) several options are provided for your convenience.

### How to Resize the AVI Video Window

1. From the **control window** menu, select "Video-Playback Features" or click the video toolbar button after the video file and **AVI** drivers have been loaded. A special dialog box appears which contains special controls for video.
2. Optionally, click the **Fix Aspect button** to correct the **viewing window** size and keep the original aspect ratio; video playback will be paused then the video window will be adjusted.
3. Optionally, click the **Reset button** to restore the **viewing window** to the actual frame size with no magnification (i.e., 100%); video playback will be paused then the video window will be reset.
4. Optionally, select a specific resizing factor by clicking one of the buttons labeled as **125%**, **150%**, **175%**, **200%**, **225%**, **250%**, **275%**, and **300%**; video playback will be paused then the video window will adjust to desired factor.



## Multimedia Slideshows: Immediate

[Basics:Menu](#)

[Basics:Controls](#)

### How to Run Multimedia Slideshows with Marked Files.

From the **control window** menu, select "File-Load" or click the "File-Load" toolbar button.

1. Change to desired drive and/or directory.
2. If desired, change the filename extension from the **Type** dropdown.
3. Highlight filenames from the **Files** listbox to select them.

File selection follows standard Windows convention; keep the left mouse button down and highlight several or all of the files; or, you keep the **Ctrl** key down as you click on different filenames to mark or unmark items from the list. Optionally, select "File-Mark Directory" to mark all files in the current directory or "File-Unmark Directory" to deselect all files.

4. Select "File-Run Slideshow"

Since immediate slideshows are intended as a convenient way to view several files in a directory (eg., from CDROM collections), files are shown in alphabetical order. To structure slideshow sequence, see [User-Scripted Multimedia Slideshows](#).

To stop the slideshow press the **Esc** key several times. If a file is currently being decoded it may take a few seconds before the slideshow screen is removed.



## Multimedia Slideshows: Immediate Options

[Basics:Menu](#)

[Basics:Controls](#)

### How to Configure User Options for Multimedia Slideshows.

Select "File-[User Options](#)". Enabling or disabling the two following options, globally modify the behavior of immediate slideshows.

**AutoSize** forces all images, in the immediate slideshow to be decoded to a specified image size while retaining image aspect ratio. The default image size is full screen; the size can be adjusted with the **AutoSize scrollbar** described below. If **AutoSize** is enabled then [GIF decoding options](#) are ignored.

**AutoDither** enables automatic [dithering](#) of 24-bit images on 256-color video modes, or all images with 16+ colors to 16 colors in 16-color modes. If **AutoSize** is disabled then **AutoDither** is ignored when processing GIF files.

Click the **Advanced Options** button to modify the following scrollbars:

#### Wait scrollbar

This scrollbar determines how long a pause will be inserted between each slide in the immediate slideshow. It ranges between 0 to 600 seconds. Regardless of how long a pause is specified, pressing the **spacebar** will terminate the pause and proceed to the next slide. For presentations, you can set the **Wait scrollbar** to its maximum setting - 600 seconds (or 10 minutes) and press the **spacebar** when finished discussing the slide.

#### AutoSize scrollbar

If the [AutoSize](#) option is enabled then this scrollbar will determine what portion of full screen will be used to scale the image; images are cropped if larger than full screen. All images are scaled and centered. For example, on an 800x600 display, a scrollbar value of 50% will display all images, centered, in a 400x300 region; a value of 80% will display all images, centered, in a 640x480 region. This option is useful for keeping a uniform presentation with images that vary in size.

#### AVIsize scrollbar

[AVI](#) video files will be scaled from 100% to 200% depending on the scrollbar value. As with images, the video file is centered on the full screen.

**Note:** All of the immediate slideshow options above are ignored by [User-Scripted Multimedia Slideshows](#).



## User-Scripted Multimedia Slideshows: Basics

[Basics:Menu](#)

[Basics:Controls](#)

### How to Create and Run User-Scripted Multimedia Slideshows.

User-Scripted slideshows are simple text files saved with a [SHO](#) extension; use any text editor (eg., Notepad) to create it. The simplest way to create one is to list the multimedia files in the order you would want them presented. In this example, two files will be shown in a loop. A variable pause is added after each slide as well as comments anywhere in the slide section. With a sound card, WAV or MID files can also be played while the image is showing. After saving the text file, you can select and run it from the **control window**; simply **load** the [SHO](#) file as you would any other file to run it

```
[SLIDE1]
FILENAME=d:\GIF\BEACH.GIF
DURATION=5
;800x600x16 - nice beach scene with 5 second pause
```

```
[SLIDE2]
FILENAME=c:\JPG\MOUNTAIN.JPG
FILENAME=d:\WINDOWS\CANYON.MID
;1024x768x256 - rocky mountains, play MIDI file instead of pause
```

AutoDithering can be added to render true color files in 16-color/256-color displays. In this, example AVI video is also added.

```
[SLIDE1]
AUTODITHER=OFF
FILENAME=d:\GIF\BEACH.GIF
DURATION=5
;800x600x16 - nice beach scene with 5 second pause - no dithering req.
```

```
[SLIDE2]
AUTODITHER=ON
FILENAME=c:\JPG\MOUNTAIN.JPG
FILENAME=d:\WINDOWS\CANYON.MID
;1024x768x256 - rocky mountains, play MIDI file instead of pause; dither it
```

```
[SLIDE3]
FILENAME=z:\WINDSURF.AVI
;play video from CDROM
```

To appreciate the power of scripted slideshows, see the next page listing available commands.



## User-Scripted Multimedia Slideshows Commands

### Basics:Menu

### Basics:Controls

Keyword: **[SLIDE]**

Syntax: [SLIDE nn where nn is any number

Keyword: **:**

Syntax: none, any text beginning with the semi-colon is treated as a comment

Keyword: **FILENAME=**

Syntax: FILENAME=<full path with filename>

Keyword: **DURATION=**

Syntax: DURATION=nn where nn is any number between 0 to 600 representing seconds.

Keyword: **BACKCOLOR=**

Syntax: BACKCOLOR=<color> where color is one of the following keywords: **BLACK, DKGRAY, GRAY, LTGRAY, WHITE, DKRED, RED, LTRED, DKYELLOW, YELLOW, LTYELLOW, DKGREEN, GREEN, LTGREEN, DKCYAN, CYAN, LTCYAN, DKBLUE, BLUE, LTBLUE, DKVIOLET, VIOLET, LTVIOLET**

Keyword: **AUTODITHER=**

Syntax: AUTODITHER=[ON|OFF]

Keyword: **AUTOSIZE=**

Syntax: AUTOSIZE=[ON|OFF]

Keyword: **FULLSCREEN=**

Syntax: FULLSCREEN=nn where nn is any number between 50 and 100 (% of full screen)

Keyword: **GIFMIG=**

Syntax: GIFMIG=[ON|OFF]

Keyword: **GIFBACK=**

Syntax: GIFBACK=[ON|OFF]

Keyword: **AVISIZE=**

Syntax: AVISIZE=nnn where nnn=100 to 200 (% of original size)





## Slideshows Commands: [SLIDE & ";"

[Basics:Menu](#)

[Basics:Controls](#)

Keyword: **[SLIDE]**  
Function: Defines start of a slide section:  
Syntax: [SLIDE nn where nn is any number

Example: **[SLIDE1]**  
GIFBACK=ON  
GIFMIG=ON  
AUTOSIZE=OFF  
AUTODITHER=OFF  
FILENAME=D:\GIF\WOMAN.GIF  
DURATION=5  
;display this image for 5 seconds or until spacebar is pressed  
;show this multiple 640x480x16 image AS IS w/out resizing

Keyword: ;  
Function: Defines start of a comment  
Syntax: none, any text beginning with the semi-colon is treated as a comment

Example: **[SLIDE2]**  
AUTOSIZE=OFF  
AUTODITHER=OFF  
FILENAME=E:\JPG\BASEBALL.JPG  
FILENAME=D:\WINDOWS\CHEERS.WAV  
DURATION=10  
;dither before displaying this 640x480x24M image without resizing  
; then play CHEERS.WAV file  
;wait for 10 seconds or until spacebar is pressed



## Slideshows Commands: FILENAME

[Basics:Menu](#)

[Basics:Controls](#)

Keyword: **FILENAME=**  
Function: Defines a file to be displayed or played  
Syntax: FILENAME=<full path with filename>

Example: **[SLIDE1]**  
**GIFBACK=ON**  
**GIFMIG=ON**  
**AUTOSIZE=OFF**  
**AUTODITHER=OFF**  
**FILENAME=D:\GIF\WOMAN.GIF**  
**DURATION=5**  
;display this image for 5 seconds or until spacebar is pressed  
;show this multiple 640x480x16 image AS IS w/out resizing

**[SLIDE2]**  
**AUTOSIZE=OFF**  
**AUTODITHER=ON**  
**FILENAME=E:\JPG\BASEBALL.JPG**  
**FILENAME=D:\WINDOWS\CHEERS.WAV**  
**DURATION=10**  
;dither before displaying this 640x480x24M image without resizing  
; then play CHEERS.WAV file  
;wait for 10 seconds or until spacebar is pressed

**[SLIDE3]**  
**AVISIZE=200**  
**FILENAME=C:\AVI\DALLAS.AVI**  
;play the AVI file at 200%

Note: WAV files can be used as a special effect since they do not clear the current image shown. All other file formats will cause the screen to be cleared before shown.



## Slideshows Commands: DURATION

[Basics:Menu](#) [Basics:Controls](#)

Keyword: **DURATION=**  
Function: Inserts a delay after this slide is shown  
Syntax: DURATION=nn where nn is any number between 0 to 600 representing seconds.

Example: [SLIDE1]  
GIFBACK=ON  
GIFMIG=ON  
FILENAME=D:\GIF\WOMAN.GIF  
**DURATION=5**  
;show this multiple 640x480x16 image AS IS w/out resizing  
;load and display next slide after 5 seconds

[SLIDE2]  
AUTOSIZE=OFF  
AUTODITHER=ON  
FILENAME=E:\PCX\FIGURE.PCX  
FILENAME=D:\WINDOWS\WHISTLE.WAV  
**DURATION=600**  
;dither before displaying this 360x400 clip without resizing  
;then play WHISTLE.WAV file while the image is up  
;wait for 10 minutes while i discuss this slide or until spacebar is pressed

[SLIDE3]  
FILENAME=E:\PCX\MONSTER.TIF  
FILENAME=Z:\MOVIES\HORROR.WAV  
**DURATION=600**  
;dither before displaying this 512x480 clip without resizing  
;then play WAV file while the image is up

Note: **This keyword must appear AFTER specifying FILENAME=; if you put it before the FILENAME= keyword a delay will be generated before the image is shown.** Pressing the spacebar terminates the inserted delay. By specifying DURATION=600 seconds; you can keep a slide up for the maximum period while the slide is being discussed. After 10 minutes the next slide is shown; if no other slide exists then the first slide in the script will be looped.



## Slideshows Commands: BACKCOLOR

[Basics:Menu](#)

[Basics:Controls](#)

Keyword: **BACKCOLOR=**  
Function: Defines background color for image  
Syntax: BACKCOLOR=<color> where color is one of the following keywords **BLACK, DKGRAY, GRAY, LTGRAY, WHITE, DKRED, RED, LTRED, DKYELLOW, YELLOW, LTYELLOW, DKGREEN, GREEN, LTGREEN, DKCYAN, CYAN, LTCYAN, DKBLUE, BLUE, LTBLUE, DKVIOLET, VIOLET, LTVIOLET**

Example: [SLIDE1]  
AUTOSIZE=OFF  
AUTODITHER=OFF  
**BACKCOLOR=WHITE**  
FILENAME=E:\PCX\FIGURE.PCX  
FILENAME=D:\WINDOWS\WHISTLE.WAV  
DURATION=600  
;use a white background and dither before displaying this 360x400 clip without resizing;  
then play WAV file then wait for 10 minutes while i discuss this slide or until spacebar is  
pressed;

[SLIDE2]  
AUTOSIZE=OFF  
AUTODITHER=ON  
**BACKCOLOR=BLUE**  
FILENAME=E:\TGA\OCEAN.TGA  
FILENAME=D:\WINDOWS\WAVES.WAV  
DURATION=0  
;use a blue background and ;dither before displaying this 640x480x24M image without  
resizing ;then play WAV file

[SLIDE3]  
FILENAME=Z:\VACATION.TIF  
FILENAME=D:\WINDOWS\SAMBA.MID  
DURATION=0  
;use the same blue background and dither before displaying this 640x480x24M image  
without resizing ;then play MID file

Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.** If the GIFMIG=ON keyword is used with GIFBACK=ON then the specified background color is ignored when a GIF file is displayed.



## Slideshows Commands: AUTODITHER

[Basics:Menu](#)

[Basics:Controls](#)

Keyword: **AUTODITHER=**

Function: Dithers an image before showing it; useful when showing true color images on a 256-color display or 256-color image on a 16-color display

Syntax: AUTODITHER=[ON|OFF]

Example:

```
[SLIDE1]
AUTOSIZE=OFF
AUTODITHER=OFF
BACKCOLOR=WHITE
FILENAME=E:\PCX\FIGURE.PCX
FILENAME=D:\WINDOWS\WHISTLE.WAV
DURATION=600
;use a white background and dither before displaying this 360x400 clip without resizing;
then play WAV file then wait for 10 minutes while i discuss this slide or until spacebar is
pressed;
```

```
[SLIDE2]
AUTOSIZE=OFF
AUTODITHER=ON
BACKCOLOR=BLUE
FILENAME=E:\TGA\OCEAN.TGA
FILENAME=D:\WINDOWS\WAVES.WAV
DURATION=0
;use a blue background and ;dither before displaying this 640x480x24M image without
resizing ;then play WAV file.
```

```
[SLIDE3]
FILENAME=Z:\VACATION.TIF
FILENAME=D:\WINDOWS\SAMBA.MID
DURATION=0
;use the same blue background and dither before displaying this 640x480x24M image
without resizing ;then play MID file
```

Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.** If the GIFMIG=ON keyword is used this keyword is ignored since the image will be automatically rendered if necessary.



## Slideshows Commands: AUTOSIZE & FULLSCREEN

[Basics:Menu](#)

[Basics:Controls](#)

Keyword: **AUTOSIZE=**  
Function: Determines if image will be scaled to fullscreen or cropped  
Syntax: AUTOSIZE=[ON|OFF]

Example: [SLIDE1]  
**AUTOSIZE=OFF**  
AUTODITHER=OFF  
BACKCOLOR=WHITE  
FILENAME=E:\PCX\Figure.PCX  
FILENAME=D:\WINDOWS\WHISTLE.WAV  
DURATION=600  
;use white background without dithering or resizing; then play WAV file then; wait for 10 minutes while i discuss this slide or until spacebar is pressed;

[SLIDE2]  
FILENAME=Z:\PCX\DIET.BMP  
FILENAME=D:\WINDOWS\JINGLE.MID  
;use same white background without dithering or resizing then play MID file; then wait for 10 minutes while i discuss this slide or until spacebar is pressed;

Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.** Image will be scaled to percentage of full screen if FULLSCREEN= keyword is used. If the GIFMIG=ON keyword is used scaling will be ignored.

Keyword: **FULLSCREEN=**  
Function: Determines the maximum screen size an image will be scaled to fit  
Syntax: FULLSCREEN=nn where nn is any number between 50 and 100 (% of full screen)

Example: [SLIDE3]  
**AUTOSIZE=ON**  
**FULLSCREEN=50**  
**GIFMIG=OFF**  
FILENAME=E:\GIF\FLOWERS.GIF  
;use a previous background and delay settings; scale 640x480x24M image to 512x384x24M (since I have a 1024x768x256 display) before displaying; then play MID file; use last wait

Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.** If the GIFMIG=ON keyword is used this keyword is ignored since scaling is not performed on multiple image GIFs or full featured GIF 89a files.



## Slideshows Commands: GIFMIG & GIFBACK

[Basics:Menu](#)

[Basics:Controls](#)

Keyword: **GIFMIG=**  
Function: Determines if GIF 89a features and/or multiple image graphics will be shown.  
Syntax: GIFMIG=[ON/OFF]

Example: [SLIDE1]  
**GIFBACK=ON**  
**GIFMIG=ON**  
FILENAME=D:\GIF\WOMAN.GIF  
DURATION=5  
;show this multiple 640x480x16 image AS IS w/out resizing  
;load and display next slide after 5 seconds

Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.** This keyword displays GIF89a files and multiple image GIFs "as is"; dithering is not performed on multiple image GIFs or full featured GIF 89a files since images are automatically rendered, if necessary. If an image is larger than your display, then it is cropped.

Keyword: **GIFBACK=**  
Function: Determines if background color flag in a GIF file is displayed or ignored.  
Syntax: GIFBACK=[ON/OFF]

Example: [SLIDE2]  
AUTOSIZE=ON  
FULLSCREEN=50  
**GIFBACK=OFF**  
**GIFMIG=OFF**  
AUTODITHER=OFF  
BACKCOLOR=RED  
FILENAME=E:\GIF\FLOWERS.GIF  
FILENAME=D:\WINDOWS\CANYON.MID  
DURATION=0  
;use a blue background and scale 640x480x24M image to 512x384x24M (since I have a 1024x768x256 display) before displaying; then play MID file.

Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.** This feature is handy when you want to display multiple image GIFs or GIF 89a files where the GIF background color is not necessary; this way you can keep a uniform background color in your slideshow, if desired. **Some GIF 89a files, will not display correctly with this keyword set to OFF (eg., 89AILL.GIF).**



## Slideshows Commands: AVISIZE

[Basics:Menu](#)

[Basics:Controls](#)

Keyword: **AVISIZE=**  
Function: Determines if AVI video will be scaled and how much  
Syntax: AVISIZE=nn where nn=100 to 200 (% of original size)

Example: [SLIDE1]  
**AVISIZE=200**  
FILENAME=C:\AVI\LONDON.AVI  
;play the AVI file at 200%

[SLIDE2]  
FILENAME=C:\AVI\NEWYORK.AVI  
;play the AVI file at 200% (previous setting)

[SLIDE3]  
**AVISIZE=150**  
FILENAME=C:\AVI\MUNICH.AVI  
;play the AVI file at 150%

Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.**





## Supported File Formats

[Basics:Menu](#)

[Basics:Controls](#)

VIDVUE supports the following file formats:

**AVI**(load only)  
**BMP**(load/save)  
**DCX**(load only)  
**DIB**(load/save)  
**EPS**(load only)  
**FLI**(load only)  
**FLC**(load only)  
**GIF**(load/save)  
**JIF**(load/save)  
**JPG**(load/save)  
**MID**(load only)  
**PCX**(load/save)  
**PCT**(load/save)  
**SHO**(load only)  
**TGA**(load/save)  
**TIF**(load/save)  
**WAV**(load only)  
**WPG**(load/save)



## Viewing File Comments

[Basics:Menu](#)

[Basics:Controls](#)

Vidvue supports file comment viewing for two file formats: [GIF](#), and [JPG](#) or [JIF](#).

GIF 89a files support comments and are typically embedded at the end of the file; however, they can be placed anywhere in the GIF file. When GIF comments are encountered, you will be prompted after viewing the file to view the comments. GIF comment viewing is enabled only when images are decoded **to Window** or **to FullScreen** (see [GIF decoding options](#)).

JPG or JIF files will typically have the comments near the start of the file. To view JPG or JIF comments, highlight a filename from the **Files** listbox then click the **Info button** for information about the file. If comments exist, you will be prompted to view them.

If you opt to view the comments, a **comments viewing window** will appear which features:

### **Text scrollbar**

If the text scrolls beyond the window, despite resizing or maximizing, you can use the scrollbar to scroll the text up or down.

### **FontSize menu option**

From the menu, you can select different font sizes; these range from 8pts to 14 pts.

### **FontStyle menu option**

From the menu, you can select different fonts supported by your system; a monospaced font will be selected, if it exists as a default. If you select this option, a list of installed fonts will be presented in a popup window. From the popup window's listbox, you can double-click on any available font to activate it or select an available font and click the **Ok button**.

Selected fonts and font size are remembered by the instance of VIDVUE and are retained until you end your viewing session.



## Questions & Answers

[Basics:Menu](#)

[Basics:Controls](#)

### Graphics

- Q. [Why are large images always scaled? How can I see the actual image?](#)
- Q. [How do I see those special GIF 89a features?](#)
- Q. [Why are the colors of the image wrong when it looked fine in DOS?](#)
- Q. [Why is my image grainy?](#)
- Q. [My video card can handle more than 256-colors, why don't I see it?](#)

### Video

- Q. [Why can't I run AVI movies?](#)
- Q. [Why can't I run FLI animation?](#)
- Q. [Why can't I play WAV or MID \(MIDI\) files?](#)
- Q. [Why is the AVI video playback jerky?](#)
- Q. [Why is AVI video playback silent?](#)

### System

- Q. [How can I speed up VIDVUE's start up?](#)
- Q. [How can I run VIDVUE from another program and show a picture?](#)
- Q. [How can I "Associate" VIDVUE so that Window's File Manager uses VIDVUE to view files and play video?](#)



## Questions & Answers (Video)

[Basics:Menu](#)

[Basics:Controls](#)

### Q. Why can't I run AVI movies?

- A. You must have the Video For Windows runtime drivers installed in Windows; you can download the drivers from BBSs, GENie's Windows RT or Windows-related forums at CompuServe; search using "VFW" as a keyword

### Q. Why can't I run FLI animation?

- A. You must have the AAWIN.DLL (1.1 or later) and MCIAAP.DRV files installed in your Windows environment. Get them from BBSs, GENie's Windows RT or Autodesk's Forum at CompuServe; search for "AAWIN" or "AAPLAY".as a keyword.

### Q. Why can't I play WAV or MID (MIDI) files?

- A. You must have a sound card and appropriate drivers installed. Audio files must match your hardware setup (i.e., 16-bit **WAV** and stereo files cannot play on 8-bit and mono sound cards, respectively, without appropriate emulators). Also, only **MID** files with matching instruments mapped by your MIDI Mapper can be played.

### Q. Why is AVI video playback silent?

- A. Firstly, ensure that you have not disabled audio playback (see [Enabling & Disabling Audio Playback](#)). Playback of AVI files with sound requires a sound card and Windows driver capable of hardware-assisted **WAV** playback.

### Q. Why is the AVI video playback jerky

- A. Firstly, make sure your AVI files are placed on an uncompressed hard drive; AVI files should **not** be placed on compressed drives since decompression drivers interfere with smooth playback; they are already highly compressed and cannot be compressed further.

160x120x256 AVI files running at 15 fps (or less) should run smoothly on an 386/33. If the frame rate and/or frame size is greater, you may need a faster CPU (e.g., 486/33 for 320x240x32K colors at 24 fps) or video accelerator for smoother playback.

Enlarging the video window beyond your hardware's capability can also result in jerky video. If you resize a 160x120 video at 15fps by 200%, it would be similar to running a 320x240 video at 15 fps; reset the video window size to a smaller zoom factor or 100% until it runs smoothly (see [Resizing the Video Window](#)).



## Questions & Answers (Graphics)

[Basics:Menu](#)

[Basics:Controls](#)

**Q. Why are large images always scaled? How can I see the actual image?**

**A.** If [AutoSize](#) is enabled then the image is scaled to a smaller window; you can activate the [AutoReset Window](#) function to reset the window to actual image size. If the image is larger than the largest possible window, set the [relative zoom scrollbar](#) to a value greater than 100.

To view an image without scaling, select **View-[FullScreen Window](#)**(or use it's hotkey or toolbar equivalent).

**Q. How do I see those special GIF 89a features?**

**A.** Firstly, you must have GIF 89a files (e.g. GRNEYE.GIF); check file header information with the **Info button**. If you do have GIF 89a files; ensure that GIF decode options are set **to Window** or **to FullScreen**(see [GIF Decoding Options](#)).

**Q. Why are the colors of the image wrong when it looked fine in DOS?**

**A.** In 16-color modes, Windows uses a fixed 16-color system palette; all colors are matched to the closest one available in the system palette.

In 256-color modes, Windows reserves 20 colors for the system palette; only 236 colors can be exact while remaining colors are simply matched to the closest one - the result 'hotspots'. With [GIF](#) files, VIDVUE will apply special processing to remove 'hotspots'; the same process will be applied to other file formats in the future.

**Q. Why is my image grainy?**

**A.** What you see is [dithering](#). This is automatically applied when the [AutoDither](#) option is enabled; your video driver may also use it's own dithering technique to show more colors (e.g., 256 colors in 16-color mode, or 24-bit color in 256-color mode).

**Q. My video card can handle more than 256-colors, why don't I see it?**

**A.** Your video card may support more colors but your Windows video driver may not; check with your video card dealer or manufacturer for an updated driver.



## Questions & Answers (Program)

[Basics:Menu](#)

[Basics:Controls](#)

**Q. How can I speed up VIDVUE's start up?**

- A.** VIDVUE comes with a special program called VVULOADR.exe which speeds up the startup by as much as 300%. If you didn't load it during VIDVUE's setup; "drag and drop" the VIDVUE Preloader icon from the VIDVUE Program Group into your Startup Program Group so that it loads everytime you initialize Windows.

If you inadvertently removed it from your desktop; open Startup Program Group and use the "File-New" selection of the Program Manager to add a **New Item**; use the **Browse button** to find VVULOADR.exe and install it there.

**Q. How can I run VIDVUE from another program and show a picture?**

- A.** VIDVUE can be "shelled" from a VB (Visual Basic) application or executed from any Windows applications and passed a command line parameter. This is similar to DOS applications where you pass the full path and name of the file.

For example, from VB you would call type this line of code if VIDVUE was in drive D: and a directory "\VVU".

```
id%=Shell ("D:\VVU\VIDVUE.exe d:\gif\test.gif",1)
```

**Q. How can I "Associate" VIDVUE so that Window's File Manager uses VIDVUE to view files and play video?**

- A.** From File Manager select "File-Associate" and enter the VIDVUE's path and "VIDVUE.EXE". For example, if you installed VIDVUE in "D:\VIDVUE" enter "D:\VIDVUE\VIDVUE.EXE". VIDVUE supports numerous [file formats](#) that you can "Associate" with File Manager.



## **BASICS: Dialog Box Controls**

Dialog boxes contain various controls which you click on with the mouse to activate. Pressing the "Tab" key jumps from one selection to another while pressing "Alt" and an underlined character moves to a selection or activates a control. Dimmed controls are not available until certain conditions change.

### **Edit Boxes, Text Boxes & Labels**

An edit box or text box is where you can type information. If you click the mouse pointer on an edit box, a flashing vertical bar appears; this is where you can type information. Labels simply describe a control or provide information on changing values.

### **List Boxes & Drop Boxes**

List boxes and drop boxes display available choices. You use the scroll bar to see hidden choices; on a drop box, the list appears when you click on it or press the "Alt"+underlined character that labels the control. To select an item, click on the listed choice.

### **Check Boxes and Option Buttons**

Check boxes let you activate or deactivate as many options as you want, by clicking on it or pressing the "Alt"+underlined character associated with it. Clicking on a check box toggles its existing condition. An "X" will appear on an activated checkbox and disappears when deactivated.

Option buttons offer choices where only one can be selected. You can change your selection by clicking on another option button in the same list (or pressing the "Alt"+underlined character labelling the option button); option buttons are typically grouped by a rectangular frame.

### **Scroll Bars**

Scroll bars can show hidden portions of an image or list; they also change values shown in associated labels or edit boxes. Use the scroll arrows for minor incremental changes or drag the scroll button to make large changes corresponding to its position on the scroll bar. You can also use the mouse on the spaces adjacent the scroll button for large incremental changes.

### **Command Buttons**

After making selections, changing values, or typing information, click the appropriate command button to implement it. Other command buttons require no values to be set and will immediately implement the command (e.g., Reset buttons, Restore buttons, etc.).



## **BASICS: Menu Bar & Toolbar**

The menu bar lets you select from various options in the **command window** or **viewing window**. When you select an option from the menu bar, a "pull-down" sub-menu of functions appears.

### **How to Use the Menu Bar**

To "pull down" a menu, move the mouse pointer to a menu selection and click on it. Once the sub menu is shown, use the mouse to point to a selection and click on it to activate.

All menu selections have corresponding shortcut key strokes which you can use instead of using the mouse. To pull down a menu, press the "Alt" key and the underlined character in the menu bar selection. Once the sub-menu is shown, press the underlined character identifying the selection to activate it. You can also use the arrow keys to navigate and highlight sub-menu options, then press "Enter" to activate it.

### **Hotkeys & Toolbar buttons**

When you "pull down" a menu you will notice that some items have a denoted keystroke combination labelled to the right of it; this is the "hotkey". "Hotkeys" (or accelerator keys) let you activate a specific function without having to navigate through menus and sub-menus.

For example, to select and activate "File" then "Load" from the **control window**, you can press "Ctrl"-"L" without going through the Menu Bar selections.

Toolbar buttons are small command buttons located under the menu bar. These command buttons behave in the same manner as "hotkey" by providing a shortcut to certain menu bar selections.



## **GIF 89a Features**

The GIF 89a format has advanced features which include animation via multiple images, plain text with variable font sizes and colors, comments, transparent images, image restores, timed delays, user inputs and users pauses. If VIDVUE is configured to decode GIF images simultaneously to memory and a window (or full screen) then all these features will be enabled and decoded. Some GIF 87a files support animation via multiple images; since they have not timed delays, it will simply decode as fast as possible.

## **GIF (Graphics Interchange Format)**

CompuServe's popular graphics file format that supports multiple B&W to 256-color images. There are two versions - GIF87a and GIF89a. Both support multiple images in the same file, the latter includes additional features such as plain text, graphics control, user and timed inputs and transparency. It is pronounced as "jif".

**AVI (Audio Video Interleave)**

AVI is the full-motion video format used with Microsoft's Video for Windows (VFW). It supports 16-color to True-color (24-bit) video frames (images) at any resolution. Video playback can vary from 1 to 30 frames per second; files are compressed with a growing variety of formats; installed VFW runtime files are required (free - download from BBSs, GENIE's Windows RT or Windows-related forums at CompuServe).

## **JPG/JIF (Joint Photographic Experts Group)**

JPG files contain 8-bit gray shades or 24-bit color images and may be compressed with a variety of proprietary methods. The most common format is a non-proprietary standard created by a group of computer industry leaders - JFIF (JPEG File Interchange Format). **Only JFIF-compliant files are supported.** Compression results are quite impressive; however, as a "lossy" format, image quality can suffer significantly.

**PCX (Zsoft)**

PCX files originated with Zsoft's Paintbrush program, supporting a maximum of 16-colors; this quickly became the default industry standard. The current format supports B&W to 24-bit color. Files are either uncompressed or use run-length encoding.

## **TGA (TARGA/Truevision)**

TGA files were originally created to support Truevision's products; this quickly became an industry standard (particularly among video producers) due to its 32768-color format. TGA files support 256-colors, 32768-colors (16-bit), 24-bit and 32-bit color files. Files are either uncompressed or use run-length encoding. 32-bit files are essentially 24-bit files with additional overlay information; loading and saving them as 24-bit files does not lose any image information.

## **TIF (TIFF/Tagged Image File Format)**

TIFF files were originated by Aldus to handle just about any possibility. TIFF files supports B&W to 24-bit color files and uses various compression methods: uncompressed, Huffman/CCITT, Pack Bits, Group3 Fax, Group4 Fax and LZW. LZW compression may include "predictors" to further enhance compression; this method attains superior "lossless" compression of 24-bit images but takes longer to decode.

## **EPS (Encapsulated PostScript)**

EPS is a device-independent page description language originated by Adobe Systems for both text and graphics (up to 24-bit color images). EPS files may not have images to be viewed. **EPS files saved with a preview image (sometimes referred to as "binary" ) can be viewed.**



## **WPG (WordPerfect Graphics)**

WPG is a format used by WordPerfect; it may contain vector data (graphic commands) or raster data (a bitmap with up to 256-colors); **WPG files with bitmaps can be viewed.**

## **BMP/DIB (Windows Device Independent Bitmap)**

The format originated with OS/2's Presentation Manager. The Windows BMP and DIB formats are actually enhanced OS/2 versions; they may be uncompressed or use run-length encoding. Although some apps expect the DIB extension, both files are the same (e.g., DIB extension is expected to import bitmaps into AVI, Video for Windows files).

**DCX (Intel)**

This format is essentially a multiple-image PCX file originated by Intel to support its multimedia line of products. The format is relatively rare and supports up to 24-bit color images uncompressed or with run-length encoding.

## **PCT (PICT/Apple Macintosh)**

This is the most commonly supported format for Macs. It may contain vector data (graphic commands) or raster data (bitmap); supports up to 24-bit color images. **PICT files with bitmaps can be viewed.** Version 1 and 2 files are supported

**dithering**

A technique used to "show" more colors by displaying a pattern of pixels instead of a single color. Ordered dithers have a fixed pattern of pixels; error-distributed dithering (error diffusion) uses varied patterns to enhance "perceived" color depth.

**focus**

The Windows program that is actively receiving all mouse or keyboard has input focus. Typically the app with focus has a window with a different color from the rest. In 256-color modes, this app has all its colors accurately rendered. When running multiple instance or several graphics apps in SVGA 256-color modes, click anywhere on it to set focus and restore original colors.

**multiple instances**

The ability to run several copies of the same program on your desktop. Each instance is completely independent.

## **palette management**

The way a single 256-color palette is shared by several programs or instances in a multitasking environment. Since each instance or program has its own set of 256 colors, only the program with focus will have accurate colors; all others will have their colors matched to the the 256 colors of the program with focus.



## **WAV (Windows Waveform)**

WAV is a digitized sound format for Windows. To play digitized audio you need an audio card and corresponding sound drivers. **WAV files must match your hardware; you cannot play 16-bit audio on an 8-bit sound card.** The software-only driver for PC speakers does not support AVI.

## **FLI/FLC (Autodesk)**

FLI files were one of the first animation formats; they have no sound and are limited to 320x200x256 colors at about 10 fps; FLC files have higher resolutions. Installed MCIAAP.DRV and AAWIN.DLL files (free - download them from BBSs, GENie' Windows RT, or Autodesk's Forum on CompuServe) are required. **FLI/FLC files cannot be scaled.**

## **MID (MIDI - Musical Instrument Digital Interface)**

MID files, unlike WAV files, contain no digitized sound samples. It contains data to select instruments and play notes in a predetermined fashion. To play MIDI files, you need a sound card and corresponding MIDI drivers. Not all MIDI files can be played in Windows; **only MIDI files with instruments that match those mapped by your MIDI Mapper can be played.**

**SHO (Vidvue's SlideSHo script)**

SHO files are plain text files that act as a script for Multimedia Slideshow presentations. It's syntax is similar to Windows \*.INI (initialization) profile files.

## Registering VIDVUE: USA & Canada

You can use the automated registration in VIDVUE when prompted or Select "File-Print Topic" from the menu bar to print this form. If you live outside of the USA. or Canada, please see [Registering VIDVUE: International.](#)

NAME:

COMPANY:

STREET:

STREET:

CITY:

STATE (or PROV.)

ZIP:

COUNTRY:

VIDVUE 2.0 Registration Fee	(USD)	\$35.00..._____
	or	
	(Canadian)	\$45.00..._____

Total (Cheque or Money Order)

=====

Make cheque payable to: Lawrence Gozum

Mail to: Lawrence Gozum  
100 Oriole Parkway #310  
Toronto, Ontario M5P 2G8 (Canada)

If you don't know the postage from the USA, simply stick two domestic stamps and it will arrive.

Once received, you will be provided with a personal Serial Number that corresponds to your name, as specified above. In appreciation of your registration, you will also receive the latest version of VIDVUE. Please allow about 4-6 weeks to process your registration. Thank you.

## Registering VIDVUE: International

You can use the automated registration in VIDVUE when prompted or Select "File-Print Topic" from the menu bar to print this form. If you live in the USA. or Canada, please see [Registering VIDVUE: USA & Canada.](#)

NAME:

COMPANY:

STREET:

STREET:

CITY:

STATE (or PROV.)

ZIP:

COUNTRY:

VIDVUE 2.0 Registration Fee

(Please select from list.)

- 35 Pounds drawn from a U.K. bank
- 45 Dollars (U.S.) drawn from a U.S. bank
- 75 Dollars (Australian) drawn from an Australian bank
- 90 Marks drawn from a German bank
- 95 Guilders drawn from a Dutch bank
- 75 Francs (Swiss) drawn from a Swiss bank
- 290 Francs (French) drawn from a French bank
- 6000 Yen drawn from a Japanese bank

Make cheque or money order payable to: Lawrence Gozum

Mail to: Lawrence Gozum  
100 Oriole Parkway #310  
Toronto, Ontario M5P 2G8 (Canada)

Once received, you will be provided with a personal Serial Number that corresponds to your name, as specified above. In appreciation of your registration, you will also receive the latest version of VIDVUE. Please allow about 4-6 weeks to process your registration. Thank you.

