

**LControlE**

<b>COLLABORATORS</b>
----------------------

	<i>TITLE :</i> LControlE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 2, 2024	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>LControlE</b>	<b>1</b>
1.1	LControlE.guide	1
1.2	LControlE.guide/What Is LControl	1
1.3	LControlE.guide/Installation	2
1.4	LControlE.guide/How To Use	2
1.5	LControlE.guide/Menus	3
1.6	LControlE.guide/Gadgets	4
1.7	LControlE.guide/ARexx Port	5
1.8	LControlE.guide/Tooltypes	8
1.9	LControlE.guide/Appendix	10
1.10	LControlE.guide/Support & Bugreports	10
1.11	LControlE.guide/Registering	11
1.12	LControlE.guide/IR-Master-Support	12
1.13	LControlE.guide/History	12
1.14	LControlE.guide/Index	14

## Chapter 1

# LControlE

### 1.1 LControlE.guide

LControl 2.00

(C) 1993-1996 by Juergen Frank and Michael Watzl

LControl is shareware. The unregistered version may be freely distributed as long as no profit is made. Please note that a hardware is required to use LControl. You have to register to get the schematics of the hardware or the hardware itself. See Registering.

Please read the file "licence". You can find it in the drawer documentation after the installation.

YOU USE LCONTROL ON YOUR OWN RISK. NO WARRANTY CAN BE GIVEN.

What Is LControl  
Installation  
How To Use  
Appendix  
Index

### 1.2 LControlE.guide/What Is LControl

What is LControl  
\*\*\*\*\*

LControl is a program to control video cameras via a special control hardware. The cameras must have a LANC- (Sony compatible) or 5-Pin-Edit-interface (Panasonic compatible).

For cameras with a LANC-interface there are hardwares for the (internal) parallel and the (internal) serial port of the Amgia. The solution for the serial port needs much less CPU power. The parallel port hardware offers a two camera option - the software can swap

---

between the two connected cameras.

For cameras with a 5-Pin-Edit-interface (Panasonic/Blaupunkt) there is only a parallelport hardware. A two camera option is not available for the 5-Pin-Edit hardware.

You will get the schematics for the hardware, the construction kit or the complete hardware(1) after the registration. See Registering.

LControl is a commodity and it has an ARexx port. Therefore LControl can work in the background and your camera can be "programmed" via ARexx.

See also IR-Master-Support.

----- Footnotes -----

(1) For 5-Pin-Edit-cameras we only offer the schematics

## 1.3 LControlE.guide/Installation

Installation

\*\*\*\*\*

Requirements for LControl:

- \* Amiga computer
- \* Amiga-OS 2.04 or better
- \* a video camera with one of this interfaces:
  - LANC-interface
  - 5-Pin-Edit-interface

Start the installation process by doubleclicking the LControl english icon. The installation script will run automatically.

## 1.4 LControlE.guide/How To Use

How To Use

\*\*\*\*\*

Menus

Gadgets

ARexx Port

Tooltypes

---

## 1.5 LControlE.guide/Menus

Menus

=====

Project

-----

About...

Gives some information about the authors and the program. In this window you can find the arexx port name, too.

Hide

Closes the LControl windows. However, LControl stays active.

Fix position

Snapshots the current position. The whole configuration is saved in the tooltypes. See Tooltypes.

Quit

Quits LControl.

Special

-----

Reset counter

Resets the counter of the camera.

Zoom in

Sends "Zoom In" to the camera

Zoom out

Sends "Zoom Out" to the camera

Record

Sends "Record" to the camera.

Eject

Sends "Eject" to the camera.

Gotomode

In the submenu you can select one of these commands.

0 Play

1 Stop

2 Pause

3 Record

The selected command is sent when a successful "goto" was made.

Goto

You may enter a counter. Then the tape is winded to this position an the command selected with gotomode is sent.

Special-II

-----

Note: All the commands in this menu refer directly to standard

---

camera commands. Please look up their meaning in your camera's user manual.

#### Libraries

-----

Via the menu items LANC, EDIT, SLANC, RAPID and DEBUG you can set the actual camera driver. In general you should not change this.

## 1.6 LControlE.guide/Gadgets

#### Gadgets

=====

##### Swap

Swaps to the other camera(1).

##### Play

Sends a "Play"-command to the camera.

##### Stop

Sends a "Stop"-command to the camera.

##### Pause

Sends a "Pause"-command to the camera.

##### FREW

Sends a "fast rewind" command to the camera.

##### FFOR

Sends a "fast forward" to the camera.

##### PREW

Sends a "picture rewind" to the camera.

##### PFOR

Sends a "picture forward" to the camera.

--

Sends a "slow motion rewind" to the camera.

-

Sends a "single pic back" to the camera.

+

Sends a "single pic forward" to the camera.

++

Sends a "slow motion forward" to the camera.

----- Footnotes -----

(1) if the hardware supports this

## 1.7 LControlE.guide/ARexx Port

### ARexx Port

=====

The name of the ARexx port is LCONTROL.x where x is a positive integer. x counts the instances of LControls already running on your system. If LControl is started first, its arexx port is called LCONTROL.1.

So far, the following commands are supported:

#### LC\_QUIT

Quits LControl.

#### LC\_SHOW

Opens the LControl windows.

#### LC\_HIDE

Closes the LControl windows.

#### LC\_ENABLE

Opens the LControl windows and opens the ARexx port (if closed).

#### LC\_DISABLE

Closes the LControl windows and the ARexx port.

#### LC\_PLAY

#### LC\_STOP

#### LC\_PAUSE

#### LC\_FREW

#### LC\_FFOR

#### LC\_PREW

#### LC\_PFOR

#### LC\_PLUS

#### LC\_MINUS

#### LC\_SLOW

#### LC\_RSLOW

#### LC\_GETCOUNTER

The current counter will be returned in RESULT.

#### LC\_GETSTATUS

Returns the current status in RESULT:

CAMERA0:<action>

When camera 0 is the active one.

CAMERA1:<action>

When camera 1 is the active one. Note: <action> stands for STOP, PLAY etc. If no camera is connected you will get "CAMERA0:NO CAMERA".

#### LC\_RESET

Resets the counter of the camera.



**LC\_SWAP**

Swaps to the other camera(1).

**LC\_ZOOMIN**

Zooms in one step.

**LC\_ZOOMOUT**

Zooms out one step.

**LC\_RECORD**

Sends Record to the camera.

**LC\_EJECT**

Sends Eject to the camera.

**LC\_GOTOMODE**

Expects a number (0,1,2 or 3) as parameter. See Menus.

**LC\_GOTO**

Expects a counter as parameter and starts postioning to this counter. Use the tooltypes (FFOROFFSET, OVERRUN, etc.) to optimize the positioning routine. See Tooltypes. For more information about positioning, see Menus.

**LC\_WAITFORCOUNTER**

Parameters are the same as in LC\_GOTO. LC\_WAITFORCOUNTER blocks LControl until the passed counter is reached - without wasting too much CPU resources. To cancel LC\_WAITFORCOUNTER (and LC\_GOTO) send a break to LControl. (If LControl is started from shell you can use the shell command break to do this, otherwise you will need a special tool for this.

**LC\_INSAUDIO****LC\_INSVIDEO****LC\_ASSEMBLE****LC\_INSA\_LON****LC\_INSA\_LOFF****LC\_INSA\_RON****LC\_INSA\_ROFF****LC\_INSV\_ON****LC\_INSV\_OFF****LC\_ASSEMBLEON****LC\_ASSEMBLEOFF****LC\_RAWCOMMAND**

This command directly sends data to the camera.

**WARNING:** Use this command only when you really know what you are doing!

Expects hexadecimal bytes as parameters. Example:

LC\_Rawcommand ff 10 aa

This will send 255, 16 and 170 to your camera.

Basic VTR-commands

hex

command

---

00	CH-1/1
40	CH-2/2
20	CH-3/3
60	CH-4/4
10	CH-5/5
50	CH-6/6
30	CH-7/7
70	CH-8/8
08	CH-9/9
48	CH-10/10
28	CH-11
68	CH-12/CH/ENTER/#
18	CH-13/1-
58	CH-14/2-
38	CH-15
78	CH-16
04	CH-HIGH
44	CH-LOW
14	X3 OR 2X
54	POWER ON/OFF
22	SLOW 2
62	SLOW 3
32	HIGH DOUBLE SPEED
2A	ANT-SW
5A	ANT-VTR
3A	POWER ON
7A	POWER OFF
06	REVERSE
46	FORWARD
09	INDEX WRITE
49	INDEX ERASE
65	INDEX

**LC\_GETLIBRARY**

Returns in the variable RESULT the currently used camera library.  
See Menus.

**LC\_CHANGELIBRARY**

Use a positive integer (LANC=0, EDIT=1,...) as parameter to change the current camera library. See also Menus/Libraries, Menus.

Note: The following commands activate different camera modes. Read your camera manual to get more information.

**LC\_INSAUDIO**

"insert audio"

**LC\_INSVIDEO**

"insert video"

**LC\_ASSEMBLE**

"assemble"

**LC\_INSA\_LON**

"insert audio left on"

```

LC_INSA_LOFF
    "insert audio left off"

LC_INSA_ROM
    "insert audio right on"

LC_INSA_ROFF
    "insert audio right off"

LC_INSV_ON
    "insert video on"

LC_INSV_OFF
    "insert video off"

LC_ASSEMBLEON
    "assemble on"

LC_ASSEMBLEOFF
    "assemble off"

----- Footnotes -----

(1) Only for LControl/parallel

```

## 1.8 LControlE.guide/Tooltypes

Tooltypes  
=====

The following tooltypes are recognized:

```

CX_POPKEY=
    Hotkey for LControl e.g.: lshift f10 ==> left shift-key + F10. By
    pressing the hotkey all LControl windows are opened.
    Default: lcommand esc.

PUBSCREEN=name
    If specified, LControl tries to open its gui on the publicscreen
    named name.

GOTOMODE=
    Expects a decimal number (0,1,2 or 3) as parameter. See Menus,
    gotomode. You can specify the default command which should be
    sent when positioning with the goto-function.

LIBRARY=
    Here you can specify the library name which should be used.

LANC
    For the parallelport hardware for LANC-cameras.

SLANC
    For the serialport hardware for LANC-cameras.

```

---

EDIT

For the parallelport hardware for 5-Pin-Edit-cameras.

DEBUG

Just fakes a camera.

FASTAT=

If the distance between the current counter and the target is more than the specified value in seconds for a goto, LControl should use FFOR/FFREW for positioning.

PLAY\_AT=

If the distance between the current counter and the target is less than the specified value in seconds for a goto, LControl should use only PLAY for positioning.

SAVEPLAY=

If the distance between the current counter and the target is even less than <saveplay> seconds for a goto, LControl should rewind first.

FFOR\_OFFSET=

FREW\_OFFSET=

PFOR\_OFFSET=

PREW\_OFFSET=

If the camera is in FFOR, FREW, PFOR or PREW mode and a STOP is sent, then the xxxx\_OFFSET is the difference between the counter where the STOP was sent and the counter where the camera really stops. This value is used to improve the positioning routine.

OVERRUN=

The overrun value is also used to improve the positioning routine. The value is given in frames. It forces LControl to position this values earlier. E.g. after sending PAUSE you camera still rolls 5 frames. Set OVERRUN=5 in the tooltypes and the position routine will stop exactly at the given counter.

COUNTERWINDOW=

Expects YES or NO. The counter window is either opened or not opened on startup.

COUNTERLEFT=

Give the coordinates of the counter window.

COUNTERFONTNAME=

This is used to specify a different counter font e.g. "courier.font". Even proportional fonts can be used but the window can be trashed then. It is better to use monospaced fonts only.

COUNTERFONTSIZE=

Specify the font size for the counter.

MAINWINDOW=

MAINLEFT=

MAINTOP=

MAINWIDTH=

---

MAINHEIGHT=  
INFOWINDOW=  
INFOLEFT=  
INFOTOP=  
INFOWIDTH=  
INFOHEIGHT=

Like the values for the counter window you can specify size and coordinates for the other windows.

INFOQUEUELENGTH=

This value determines the number of messages to be remembered in the infowindow.

## 1.9 LControlE.guide/Appendix

Appendix

\*\*\*\*\*

Support & Bugreports  
Registering  
IR-Master-Support  
History

## 1.10 LControlE.guide/Support & Bugreports

Support & Bugreports

\*\*\*\*\*

Support

=====

You may simply send a disk and enough stamps to one of the following addresses to get the newest software version of LControl:

Michael Watzl	or	Jürgen Frank
Haunstetterstr. 95/11		Wittelsbacherweg 7
86161 Augsburg		86609 Donauwörth
Tel.: +49 821 576857		Tel.: +49 906 1057
Germany		Germany

If you own a modem you can download the most recent versions of IR-Master, LControl etc. in the Amiga Box Sinning (ABS) (+49 8435 920021). You will find the archives in the board IR-Master.

Bugreports

=====

Bugreports or suggestions are welcome and should be sent to one of the addresses above mentioned.

---

Please include a brief description of your computer and its configuration -- this will help us to reproduce the bugs.

Bugreports and suggestions may also be sent to Michael Watzl via e-mail (indy@abs.gun.de).

## 1.11 LControlE.guide/Registering

Registering (2.00)

\*\*\*\*\*

NAME: \_\_\_\_\_

STREET: \_\_\_\_\_

ZIP-CODE: \_\_\_\_\_ CITY: \_\_\_\_\_

COUNTRY: \_\_\_\_\_ TEL: \_\_\_\_\_

I want to become registered user of LControl, therefore I

- o include a cheque
- o include a money order
- o include cash

Please send me:

- |   |  |
|---|--|
| o newest version + schematics<br>(par/ser for LANC-cameras)<br>for \$12 / DM 20 | o newest version + schematics<br>(par for 5-Pin-Edit hardware)<br>for \$12 / DM 20 |
| newest version + construction kit   |  |
| o serial LANC/Control-L hardware  |  |
| o parallel LANC/Control-L hardware<br>for \$18 / DM 30                          |  |
| newest version + complete hardware  |  |
| o for serial port LANC/Control-L  |  |
| o for parallel port LANC/Control-L<br>for \$30 / DM 40                          |  |

----- Optional [for construction kit LANC/Control-L] -----

o two-camera-set [allows connection of two cameras to LControl hardware]  
plus \$3 / DM 5

----- Optional [for complete hardware, parallel LANC/Control-L] -----

o two-camera-set [allows connection of two cameras to LControl hardware]  
plus \$6 / DM 10

-----

Together \_\_\_\_\_ \$ / Mark

\_\_\_\_\_  
locality, date

\_\_\_\_\_  
sign

## 1.12 LControlE.guide/IR-Master-Support

IR-Master-Support

\*\*\*\*\*

Taken from "IR-Master.guide":

"The IR-Master package consists of two software parts and a control hardware which is plugged to the joystickport of your Amiga. With this equipment almost any device shipped with an IR remote can be controlled by your Amiga.

At first you edit a virtual IR remote with the IR-Editor. Then this project is saved to disk and launched with the IR-Runner. The number of active IR-Runners is not limited.

You can use the IR-Runner either interactively or control it via ARexx from other applications or even program it using ARexx scripts.

There are also some optional (send-only) hardwares:

One is connected to the (internal) parallel port of the Amiga and carries up to eight IR senders. These eight channels can be selectively used by the IR-Master.

Another optional hardware is designed for the audio-port. Here, the sending of IR commands uses DMA(1) with the advantage not to block the system for a moment.

With IR-Master 3.20 a new hardware for the (internal) serial port of the Amiga is introduced.

LControl and other applications to control video cameras and players are supported directly since version 2.5 of the IR-Master."

----- Footnotes -----

(1) direct memory access - does not stress the CPU

## 1.13 LControlE.guide/History

History

\*\*\*\*\*

V1.00  
first Release

V1.01

---

- arexx-command: GETSTATUS added
- fixed some minor bugs

## V1.02

- Support for 2 cameras added [Switch]
- minor bugfixes

## V1.05

- Zoom in/Zoom out added
- Record added

## V1.1

- Goto added
- Better SWAP implementation

## V1.2

[never released]

## V1.3

- Now LControl uses a library (LANC.library)
- goto added (automatic positioning)
- many other minor bugfixes an features

## V1.4

- localized

## V1.50

- pos-routine improved
- camera parameters can be modified to optimize pos-routine
- multiple configurations supported via project icons

## V1.51

- calling pause in status record did send rubbish to the player

## V1.52

- bug fixed: LControl activates gadgets when starting with an active player connected
- bug fixed: No more crashes when quitting during a camera check
- bug fixed: under some circumstances a goto could not been breaked
- bug fixed: LControl won't crash no more if no camera is connected and a command is sent to the arexx port
- bug fixed: ARexx command LC\_getstatus returns now correct values (CHANGED A LITTLE BIT!)
- New ARexx command: LC\_WAITFORCOUNTER, waits (non busy) until a certain counter is reached

## V1.53

- bug fixed: player was trapped in TAPE-TOP or TAPE-END status

## V2.00

- LControl has now 3 windows: counter-window, status-window and control-window
  - conterfont configurable
-



- switching between different camera-libraries
- new AREXX-Commands:
  - LC\_GETLIBRARY
  - LC\_CHANGE LIBRARY
- Portname has changed (LCONTROL.x) x=1,2,3...
- window sizable

## 1.14 LControlE.guide/Index

### Index

\*\*\*\*\*

+	Gadgets
++	Gadgets
-	Gadgets
-	Gadgets
5-Pin-Edit	What Is LControl
About...	Menus
ABS	Support & Bugreports
Amiga Box Sinning	Support & Bugreports
Amiga-OS	Installation
ARexx Port	ARexx Port
Authors	Support & Bugreports
Blaupunkt	What Is LControl
Bugreports	Support & Bugreports
Control-L	What Is LControl
COUNTERFONTNAME=	Tooltypes
COUNTERFONTSIZE=	Tooltypes
COUNTERLEFT=	Tooltypes
COUNTERWINDOW=	Tooltypes
CX_POPKEY=	Tooltypes
DEBUG	Tooltypes
DEBUG.library	Tooltypes
E-Mail	Support & Bugreports
EDIT	Tooltypes
EDIT.library	Tooltypes
Eject	Menus
FASTAT=	Tooltypes
FFOR	Gadgets
FFOR_OFFSET=	Tooltypes
Fix position	Menus
FREW	Gadgets
FREW_OFFSET=	Tooltypes
Goto	Menus
Gotomode	Menus
GOTOMODE=	Tooltypes
Hardware	What Is LControl
Hide	Menus
How to use	How To Use
INFOHEIGHT=	Tooltypes
INFOLEFT=	Tooltypes
INFOQUEUELENGTH=	Tooltypes
INFOTOP=	Tooltypes
INFOWIDTH=	Tooltypes

INFOWINDOW=	Tooltypes
Infra Red	IR-Master-Support
Installation	Installation
Installer	Installation
IR-Master-Support	IR-Master-Support
LANC	What Is LControl
LANC	Tooltypes
LANC.library	Tooltypes
LC_ASSEMBLE	ARexx Port
LC_ASSEMBLE	ARexx Port
LC_ASSEMBLEOFF	ARexx Port
LC_ASSEMBLEOFF	ARexx Port
LC_ASSEMBLEON	ARexx Port
LC_ASSEMBLEON	ARexx Port
LC_CHANGE LIBRARY	ARexx Port
LC_DISABLE	ARexx Port
LC_EJECT	ARexx Port
LC_ENABLE	ARexx Port
LC_FFOR	ARexx Port
LC_FREW	ARexx Port
LC_GETCOUNTER	ARexx Port
LC_GETLIBRARY	ARexx Port
LC_GETSTATUS	ARexx Port
LC_GOTO	ARexx Port
LC_GOTOMODE	ARexx Port
LC_HIDE	ARexx Port
LC_INSAUDIO	ARexx Port
LC_INSAUDIO	ARexx Port
LC_INSA_LOFF	ARexx Port
LC_INSA_LOFF	ARexx Port
LC_INSA_LON	ARexx Port
LC_INSA_LON	ARexx Port
LC_INSA_ROFF	ARexx Port
LC_INSA_ROFF	ARexx Port
LC_INSA_RON	ARexx Port
LC_INSA_RON	ARexx Port
LC_INSVVIDEO	ARexx Port
LC_INSVVIDEO	ARexx Port
LC_INSV_OFF	ARexx Port
LC_INSV_OFF	ARexx Port
LC_INSV_ON	ARexx Port
LC_INSV_ON	ARexx Port
LC_MINUS	ARexx Port
LC_PAUSE	ARexx Port
LC_PFOR	ARexx Port
LC_PLAY	ARexx Port
LC_PLUS	ARexx Port
LC_PREW	ARexx Port
LC_QUIT	ARexx Port
LC_RAWCOMMAND	ARexx Port
LC_RECORD	ARexx Port
LC_RESET	ARexx Port
LC_RSLOW	ARexx Port
LC_SHOW	ARexx Port
LC_SLOW	ARexx Port
LC_STOP	ARexx Port
LC_SWAP	ARexx Port

---

---

LC_WAITFORCOUNTER	ARexx Port
LC_ZOOMIN	ARexx Port
LC_ZOOMOUT	ARexx Port
Libraries	Menus
LIBRARY=	Tooltypes
MAINHEIGHT=	Tooltypes
MAINLEFT=	Tooltypes
MAINTOP=	Tooltypes
MAINWIDTH=	Tooltypes
MAINWINDOW=	Tooltypes
Menus	Menus
OVERRUN=	Tooltypes
Panasonic	What Is LControl
Parallel port	What Is LControl
Pause	Gadgets
PFOR	Gadgets
PFOR_OFFSET=	Tooltypes
Play	Gadgets
PLAY_AT=	Tooltypes
PREW	Gadgets
PREW_OFFSET=	Tooltypes
Prices	Registering
Project	Menus
PUBSCREEN=	Tooltypes
Quit	Menus
Record	Menus
Registering	Registering
Requirements	Installation
Reset counter	Menus
SAVEPLAY=	Tooltypes
SLANC	Tooltypes
SLANC.library	Tooltypes
Sony	What Is LControl
Special	Menus
Special-II	Menus
Stop	Gadgets
Support	Support & Bugreports
Swap	Gadgets
Tooltypes	Tooltypes
Update	Support & Bugreports
Videocamera	What Is LControl
What is LControl	What Is LControl
Zoom in	Menus
Zoom out	Menus

---