

LControlE

COLLABORATORS

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REVISION HISTORY

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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
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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 positioning 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_INSVVIDEO

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_CHANGE LIBRARY

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

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

Please send me:

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

- Optional [for construction kit LANC/Control-L] -----
- two-camera-set [allows connection of two cameras to LControl hardware]
plus \$3 / DM 5
- Optional [for complete hardware, parallel LANC/Control-L] -----
- 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

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