

**POVControl**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> POVControl		
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NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>POVControl</b>	<b>1</b>
1.1	POVControl.guide . . . . .	1
1.2	introduction . . . . .	1
1.3	requirements . . . . .	1
1.4	description . . . . .	2
1.5	configuration . . . . .	2
1.6	address . . . . .	3
1.7	wildgraphics . . . . .	3
1.8	end . . . . .	4

## Chapter 1

# POVControl

### 1.1 POVControl.guide

POV Control v1.0

Written by Nicolas Mougel

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Introduction  
Requirement  
Description of POV Control  
Configuration file  
The author  
The end

### 1.2 introduction

Introduction

POV Control is a utility that can set the parameters of the Persistence Of Vision 2.x raytracer from the POV Team, only by using an intuition interface.

All the beginners to POV would appreciate it, because this kind of software hasn't existed on the Amiga until now.

For the intermediate users of POV and for all the other, POV Control would certainly made them save time.

### 1.3 requirements

Requirements

The OS 2.0 is the minimum required for POV Control.

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That's all !

## 1.4 description

Description of POV Control

After having started the program, a control panel appear. This panel allow you to set all the parameters of POV and also to launch the raytracer.

To indicate to POV Control where POV is, you have to use the menu 'POV/Where POV is ?'. This option is only available by menu (and not by the control panel) because it is preferable to made a difference between what is a POV parameter and what is not.

Two other menus are also VERY useful for POV : 'Project/Load Config' and 'Project/Save Config'.

They allow you to load and save configuration files for POV Control. Depending on your needs, you can create several configurations for POV and then load them.

By default, POV Control will always look for the file 'S:POVControl.cfg'. If you have a configuration that you use often, then name it like this.

## 1.5 configuration

Configuration file.

This file is deliberately readable and also parametrable by hand, even if POV Control make it for you.

The known commands are :

Commands	Separator	Argument	Limits
pov	:	Where POV is	
input	:	Scene to trace	
output	:	Output file	
include	:	Includes	
version	:	Version of the scene	1.0   2.x
symbol	:	Max nb of symbols	>=0
format	:	Output file format	dump targa  raw on off
width	:	Width of picture	1-736
height	:	Height of picture	1-482
startcol	:	Start column for trace	

endcol	:	End column	
startrow	:	Start row for trace	
endrow	:	End row	
quality	:	Picture quality	0-9
display	:	Display	on off
pause	:	Pause	on off
continue	:	Continue trace	on off
verbose	:	Verbose while tracing	on off
antialias	:	Anti-aliasing	on off 0.0-3.0
raynn	:	Area of antialias	1-9
jittering	:	Jittering	on off 0.0-1.0
buffer	:	Buffer for saving	on off >=0
bounding	:	Bounding	>=0
clock	:	Clock	>=0

Important : POV couldn't use filenames or pathnames with spaces.  
So be aware of this ; The most frequent case is 'Ram Disk:'.

Enter one command per line. You can lighten your file by carriage returns and make comment lines using the '//' characters at the start of a line.

## 1.6 address

The author

If you have suggestions for POVControl, or if you are a postal card fanatic :

Nicolas Mougél, 6 avenue de la Chasse, 77500 Chelles, FRANCE

For all the fans of image synthesis and fractals, a french newsletter named Wild Graphics is available. If you are interested write to the address above.

## 1.7 wildgraphics

Wild Graphics is a monthly newsletter dedicated to image synthesis and fractals.

It was launched in February 1994 and count actually 11-12 people who contribute alternately to the articles.

The goal of this newsletter is to group together fans of images and to encourage creation by dealing every month with :

- the projects
- the ideas
- the news
- the asks-answers

...of every one.

If you think you could bring something to this newsletter, then write to the given address.

Every motivated letter will have a response.

## 1.8 end

The End

POV Control wouldn't have seen the light without :

- The POV Team who made the Persistence Of Vision raytracer, especially David K. Buck.

- GadToolsBox for creating the graphic user interface.

I also thanks Jean-Paul for his hints which have been precious.

That's all ? That's all.

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