

VLabTVDoc

COLLABORATORS

	<i>TITLE :</i> VLabTVDoc		
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REVISION HISTORY

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Chapter 1

VLabTVDoc

1.1 Table of contents

VLabTV Release Version 0.8
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Table of contents

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1.2 preface

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

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

1.3 features

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

1.4 requirements

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

What is CyberGraphX ?

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

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

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

1.5 installation

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

1.6 tooltypes

1.8 unnamed.1

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

1.9 credits

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

Andreas Goiczzyk

For his comments and testing

Olaf "Olsen" Barthel

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

Mike Timm

For testing and suggestions

1.10 copyright

Legal and Distribution Information

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

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

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

VLabTV is not shareware, as no donation or usage fee is required. However, any donations are always appreciated, and can only encourage further development of the program. This is an ongoing project, and will continue to be so as long as interest in it is shown.

1.11 disclaimer

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

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

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

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

1.12 Installer

Installer and Installer project icon

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OR RESPONSIBILITY IS ASSUMED.

1.13 history

Revision V0.8

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

Revision V0.7

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

Revision V0.5

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

Revision V0.4

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

Revision V0.3

--- Initial release ---
