

VLabTVDoc

COLLABORATORS

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

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

VLabTVDoc

1.1 Table of contents

VLabTV Release Version 0.15
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VLabTV is Giftware

Table of contents

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1.2 preface

VLabTV is one of the first CyberGraphX projects I had written back in early 1995. 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 8/15/16/24 bit intuition environment. (Have a look at vlabtvprev.jpg).

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

1.3 features

- Grab VLab images and display them in a 8/15/16/24 bit intuition environment.
- 8/15/16/24 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+, have a 68020+ 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

Tooltype descriptions

There are some supported tooltype parameters:

NOMSCRWIDTH

The nominal screen width your vlabtv screen should have.

NOMSCRHEIGHT

The nominal screen height your vlabtv screen should have

SCRDEPTH

The screen depth your screen should have. 8 is minimum

GRAB_X

Horizontal startposition of the grabbed image.

GRAB_Y

Vertical startposition of the grabbed image.

GRAB_WIDTH

Width of the grabbed image

GRAB_HEIGHT

Height of the grabbed image

GRAB_INPUT

Input channel which is to be used.

GRAB_VTR

if GRAB_VTR=YES, grab source is VTR by default

GRAB_LACE

If GRAB_LACE=YES, images are grabbed interlaced by default

GRAB_MODE

if GRAB_MODE=PAL, then images are grabbed in PAL mode, NTSC otherwise

PUBSCREEN

8-24 bit pubscreen which VLabTV should be opened on (see preview picture)
This only works with cybergraphics 40.41 and higher.

FASTYUV2RGB

If FASTYUV2RGB=YES, then a custom YUV to RGB conversion routine is used for the monitor color preview.

SETTINGS

With the SETTINGS tooltype you can specify a different preferences file for VLabTV, default is "PROGDIR:VLabTV.prefs"

NEXTFRAMEDELAY

Set NEXTFRAMEDELAY to a valid number in milliseconds to reduce cpu load while the monitor is activated

FIXEDPREVIEW

If FIXEDPREVIEW=YES, VLabTV offers a new greyscale preview monitor (Does not work with VLab par). vlab.library V10 required

DITHER

If DITHER=FLOYD, VLabTV uses Floyd dithering for 8 bit previews instead of ordered dithering which leads to slower rendering speeds but often better results.

1.7 questions

to be done

1.8 todo

Things that could become true in the future

- animation support

Well, that's quite a complicated thing. VLab is not the fastest frame grabber on the planet. The original software uses many undocumented features of the hardware which are not accessible with the standard vlab.library. Interleaved frame recording is nearly impossible with the original vlab.library design and is not very likely to be a feature of a future version

- faster playback

The bandwidth of the VLab board is quite limited, so there is not really much that could be done in this part. Once the CV64/3D becomes available I will add video stream support, so most of the time consuming YUV->RGB conversion routines will become obsolete and are available in hardware because of the graphics board's video stream engine.

1.9 unnamed.1

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

1.10 credits

If you have any questions or just have found a bug concerning VLabTV feel free to contact me via email. My address is as follows:

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.

1.13 Installer

Installer and Installer project icon

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NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY
OR RESPONSIBILITY IS ASSUMED.

1.14 history

Revision V0.15

- changed the documentation/address info

Revision V0.14

- VLabTV does not crash anymore when started in monitor pause mode and quitted in pause mode
- the tooltype FASTYUV2RGB is now available as gui option on the monitor options page

Revision V0.13

- new option "scalable window" for all grab projects. You now are able to choose between scalable and zoomable windows. Two new gadgets have been added for zoomable windows in all grab projects when in non scalable mode.
- channel, scansize, scanposition can now be set seperately for preview and scan
- option window is now split into two pages for monitor and scan options

Revision V0.12

-
- added new tooltype NEXTFRAMEDELAY=(number in milliseconds) to reduce cpu load while the monitor is activated
 - new tooltype FIXEDPREVIEW=(YES|NO) which offers a new greyscale preview monitor when enabled. (Does not work with VLab par)
 - added tooltype DITHER=FLOYD/ORDERED
 - The proportional gadgets around a grab window are not available anymore when in scaled mode
 - The currently active project now has a border around its image
 - This version of of VLabTV comes with vlab.library 10.0 which fixes an annoying bug with VLab YC (The monitor froze sometimes without obvious reasons) and offers some new monitor functions
 - saved pictures now get an aspect ratio of 10:9 instead of 4:3 which is more suitable for PAL format images
 - removed some annoying debug output left in the 0.10 release
 - prop sliders are not available anymore when monitor is in scaled mode
 - The monitor preview is a separate task now and works asynchronously from the main program
 - VLabTV works on 256 colours screen now, too. Grab projects get a ordered dither in these modes.
 - inputchannel is saved with options now, too

Revision V0.10

-
- vlabtv now features a window to change screenmode and fonts options
 - vlabtv now opens a custom screen when the pubscreen given was no truecolour screen instead of aborting
 - all strings are localized now (german only for now)

Revision V0.9

-
- mainwindow and monitorwindow positions/sizes are saved now
 - gtlayout.library v26 is required now
 - vlabtv now pops up a quit requester when the user tries to quit without saving project
 - vlabtv now supports config files besides tooltypes. config files override tooltype settings. You can specify tooltype SETTINGS for a different config filename. Default is <PROGDIR>:VLabTV.prefs
 - added "save options on exit" option in options menu
 - added "snapshot window" option in options menu
 - fixed save project option in grab menu
 - active project is now correctly set when a new grab project is opened
 - recompiled with SAS/C 6.56

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 OS3.1apedeck.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 ---
