EGS-Applications

COLLABORATORS			
	TITLE : EGS-Applications		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 7, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

EGS-Applications

1.1   EGS-Applications - Overview

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              EGSPhotoAlbum, EGS-TV, EGSTVPlayer Release 7.1c © by Helmut  ←
                  Hoffmann 1994-99
==================================

*** ATTENTION! *** PRICE REDUCTION! *** SIDE-GRADE-OFFER! ***

From now on all EGSApplication users can order my new package
of PhotoAlbum/CyberShow at a special sidegrade price of only 17,90EUR
or 22US$. The base price of the EGSApplication package has also been
reduced.

Due to this all EGSApplication users should change to the new
and more powerful package of PhotoAlbum/CyberShow. The new
PhotoAlbum 6.0 again offers many enhancements which are much more
powerful than EGSPhotoAlbum. E.g. it now offers flexible sorting functions,
HTML web page creation and 24Bit datatype support!

Additional advantages: compact catalog file, database concept, intelligent
thumbnail cache, combinable subtitles, script programmable presentations,
use of external viewers, group copy function and much more...

To be found on Aminet:
  * Picture management
               PhotoAlbum
                (gfx/misc/photoalbum##.lha)
  * Slideshow presentation and Viewer
               CyberShow Pro
                (gfx/board/cybershow##.lha)
  * TrueColor animation player CyberTVPlayer (included with CyberShow)

To oder for the sidegrade price please use the registration form from
the PhotoAlbum or CyberShow demo versions (17,90EUR, 35DM or 22US$).

Any more questions? Don't hesitate to ask by EMail:
My new EMail address  : 101.72723@germanynet.de
Also visit my homepage: http://www.amigaworld.com/support/photoalbum/index.html

If you still would like to use the EGSApplications instead, you should
```

consider that due to lack of interest I can not continue development of
my EGS applications anymore. All Amiga users with at least OS3.0 should
consider to change to my new program generation for AGA and CyberGraphX
instead. This will also run on Picasso 96 due to its CyberGraphX
compatibility.

EGS-Applications: This package (
                package price: 35US$, 50DM or 25,56EUR
)
================= for
                EGS
                 users consists of

->

                EGSPhotoAlbum Professional
                  Picture management and slideshow presentation software for
                EGS
                  with support for more than 20 picture file formats (incl. ←
                    PhotoCD)

->

                EGS-TV Professional
                  Animation, framegrabber and handyscanner software for
                EGS
                  incl. simple animation editing functions, blue screen keying ←
                    effect
   system and support for VLab, IV24, VideoCruncher and
   Cameron/Reisware/ScanKing handyscanners

->

                EGSTVPlayer
                : Animation and video sequence player program

and is only useful for users of the
                EGS graphic environment system
                .

                Disclaimer, Copyright, Usage and Distribution conditions

                What is EGS?
                  (EGS is (c) by VIONA-Development)

                The fontsensitive user interface of EGS applications

                Using EGSPhotoAlbum Professional
                  (Shareware)

                Using EGS-TV Professional
                  (Shareware)

                Using EGSTVPlayer
                  (Freeware player program)

                How to register for the full version?
                  (Order address)

Hard- and Software used while developing

Special Thanks

Version history

1.2   Disclaimer, Copyright, Usage and Distribution conditions

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Disclaimer
==========


This software (programs and documentation) is provided "as is" and
comes with no warranty, either expressed or implied.
The author is in no way responsible for any damage or loss that may
occur due to direct or indirect usage of this software. You use
this software entirely at your own risk.

Copyright
=========


This software (programs and documentation) is copyright by

                    Helmut Hoffmann
      Rubensstrasse 4
      D-41063 Mönchengladbach


      Germany

This person is called "the author" in the following conditions.

Usage and Distribution conditions
=================================

For use and distribution of this software you must comply with the following
conditions:

1) Everybody who uses or distributes this software automatically accepts
   the Disclaimer, Copyright and Usage/Distribution conditions. Every
   violation of the conditions excludes the user from future use or
   distribution of this product and any other products of the author.
   Persons who have violated the conditions in other programs of the
   author are also excluded from use or distribution of this product.

2) Everybody who uses this software for more than 4 weeks must register
   with the author and pay the stated shareware fee. He then receives
   a personal keyfile which will also remove the restrictions contained
   in the demo version.

3) Official demo versions may be distributed as long as the following
   points are met:

     * All files of the package must be kept together
     * No file may be modified or crunched in executable form
```

   * The only official method for packed distribution is the
     original .lha archive
   * Distributors may only charge for the duplication process (including media)
     and not for the software. Theese charges may not exceed the following
     limits:
     a) Demo on a PD-disk: 8US$ including postage&packing
     b) Demo on a PD-CD-ROM: 40US$ including postage&packing
     c) Demo on a BBS/Mailbox/ftp-site or other electronically
        callable system: Maximum charge 4US$ for downloading
     Anyway, it must be made explictly clear to the buyer, that he does not
     pay for the program (demo) itself but only for the duplication service.
   * The demo may also be included with commercial products which are
     more expensive, as long as the conditions are met and it is
     made absolutely clear to the buyer of the commercial product, that
     he does not pay for the use of this software and must pay the
     shareware fee to be allowed to use it.
     The demo version may e.g. be part of distributions of the following
     products: Amiga computers, Draco computers, graphic boards with CyberGraphX-
     support, painting and image processing programs

4) The creation, distribution and modification of keyfiles (egstv.library
   and egsphotoalbum.library) is not allowed (except for the author).
   Users of the keyfiles may only make a copy for back-up purposes.
   For each registration the program may only run on one machine
   at the same time. The creation of a back-up disk of the original
   disk is allowed. All keyfiles contain visible and invisible
   marks which allow trace back to the original user even if keyfiles
   are modified. The illegal use of faked or modified keyfiles or keyfiles
   which have been the base of modified keyfiles can lead to undefined
   results. Registered users must take care that their keyfiles can
   not be accessed by any other person.

5) Disassembling or analysation of this software (incl. the keyfiles)
   is prohibited. The integrated usage restrictions in the demo versions
   may under no circumstance be bypassed or removed.

1.3 What is EGS?

EGS is a true color user interface extension for the Amiga in
conjunction with graphic boards. Without graphic board it
is still possible to use EGS (a PD version of EGS is available
for Amigas without graphic board). The TrueColor displaying has
then to be reduced and dithered to the Amiga displaying capabilities.
Using EGS without a compatible graphic board is not useful because
you should better use my programs for AGA/CyberGraphX Amigas (need
at least OS3.0) instead.

1.4 The fontsensitive user interface of EGS applications

EGS programes have a fontsensitive user interface, which means that
the fonts which are used in windows and buttons can be selected with
the EGS font preferences program "eFonts". You can change the size

and appearance of the control windows by selecting several
fonts. The EGS system distinguishes between 3 usage classes:

1) The Screen-Text-Font
2) The Window-Text-Font
3) The System-Text-Font (used e.g. for editable gadgets)
   This font must not be proportional.

For 800x600 screens I recommend the following fonts:

for 1) Helvetica 15
for 2) Helvetica 13
for 3) Courier 15

For 640x480 screens I recommend the following fonts:

for 1) Helvetica 13
for 2) Helvetica 11
for 3) Courier 13

You can find theese fonts on all original workbenches.

1.5 How to register to get the full version

                 The registration fee for the EGS-Application package (consisting ←
                   of
EGSPhotoAlbum Pro, EGS-TV Pro, EGSTVPlayer) is only 35US$ or 25,56EUR (50DM).
For additional 7US$ or 5,11EUR (10DM) add-on price each you can order
additional
                 universal modules
                  for several painting and image processing
programs.

To register you must send in the filled in and signed registration form
(included in demo version) and send it to my address together with the
shareware fee as cheque or banknotes.

My adresse: Helmut Hoffmann
      Rubensstraße 4
      D-41063 Mönchengladbach

                        Deutschland

Do not forget to sign your registration form before sending it to me,
as otherwise your order can be delayed until you have sent a signed form.
Registrations by EMail are NOT possible.

After registration you receive your keyfiles and the latest
versions of the programs. The keyfiles allows usage of later
demo versions as full versions. Please allow some weeks
for handling/delivery.

1.6 Hard- and Software used while developing

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Most parts of the programs are written in pure Assembler (using the OMA
assembler). Only the lowlevel JPeg functions have been implented
in C (based on the portable C source of the Independent JPeg Group;
This software is based in part on the work of the independent JPeg Group)
and compiled with the MaxonC++ system.

My development system:

Amiga 3000/030/25MHz/18MBRAM/OS3.1
Piccolo SD64(4MB)/EGS7.1
Classical VLab (vlab.library 8.2)
```

1.7 Special Thanks

```
I want to thank all registered users of my programs, esp.
Mr. Gualino for his testing of the IV24 functions.

I want to thank Mr. Woodall (NOVA-Design) for providing me with "ImageFX".
I want to thank Mr. Thomas Dorn for providing me with "XiPaint".
I want to thank Almathera for providing me with "Photogenics".
I want to thank Cloanto for providing me with "PPaint".
I want to thank Haage&Partner for providing me with "ArtEffect".
I want to thank Macrosystem for providing me with "ADPro".
I want to thank Mr. Manfred Günther for providing me with "ScanQuix".

My special thanks go to the Ingenieurbüro Helfrich and Jan-Claas Dirks
for their great support.

I want to thank Alexander Pratsch for support with "PicoPainter".

I also want to thank the "Independent JPEG Group" for providing
the portable C source code for JPeg compression. The JPeg functions
are based on this code (This software is based in part on the work
of the independent JPeg Group).
```

1.8 EGS-TV Professional

```
                EGS-TV-Professional
==================

   Animation, framegrabber and handyscanner software for EGS
   incl. simple animation editing functions, blue screen keying effect
   system and support for VLab, IV24, VideoCruncher and
   Cameron/Reisware/ScanKing handyscanners

General information:


                Disclaimer, Copyright, Usage and Distribution conditions
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```
                 What is EGS?
                  (EGS is (c) by VIONA-Development)

                 The fontsensitive user interface of EGS applications

                 How to register for the full version?
                  (Order address)

                 Hard- and Software used while developing

                 Special Thanks

                 Version history
                 Usage:

>>>
                 Using EGS-TV
                  <<<
```

Important information about requirements, configurations, possible problems:

```
                 Using EGS-TV with VLab framegrabbers

                 Using EGS-TV with IV24 video boards

                 Using EGS-TV with the VideoCruncher

                 Using EGS-TV with handy scanners

                 Using EGS-TV as stand alone program

                 Important requirements for EGS-TV

                 Installing EGS-TV

                 Important notes for problems with VLab framegrabbers
```

1.9 Using EGS-TV with VLab framegrabbers

VLab is a realtime framegrabber made by Macrosystem which is capable of
grabbing a frame from your running Video-Source (TV-Tuner, Videotape,
VideoCamcorder, ...) in full Color.

Different version of VLab exist:

* The classical VLab which has two standard Video-Inputs
* A parallel port version of the classical VLab
* The Super-VLab (Y/C-VLab) which has an additional Y/C-Input for better
  quality when connected to a modern Super-VHS-Recorder or Hi8-Camcorder
* A parallel port version of the Super-VLab
* The VLab-Motion which is a very recent product and is capable of
  digitizing full sequences in one pass by hardware JPeg-compression

EGS-TV currently supports the classical and super VLabs (as board or

as parallelport version). You can use several VLabs connected to your
Amiga with EGS-TV (upto 6 video inputs are supported).

Due to lack of support by MacroSystem, EGS-TV currently can not support
the VLab-Motion. There is no developer information available for the
VLab-Motion by MacroSystem.

It is even possible to use VLabs together with other framegrabbers in EGS-TV.

1.10   Using EGS-TV with IV24 video boards

The IV24 (Impact Vision 24) of GVP is a complex video board, which offers
many application possibilities.

EGS-TV uses the IV24 only as framegrabber. The displaying of the user
interface (including full color monitor window) is done with EGS, which
is not possible on the IV24 when it is used as framegrabber.

To use the IV24 as framegrabber for EGS-TV you need another graphic board
with the EGS-System. Alternatively you can use EGS-TV on the Amiga chips
with EGS. As the IV24 is used with EGS-TV only as a framegrabber, it is
not necessary to have the EGS system for the IV24. Activating an EGS
system for the IV24 might even prevent the use of IV24 by EGS-TV.

If you have an EGS board and an additional IV24, you can watch the running
IV24 signal in a monitor window of highest quality, totally flicker free
and record pictures or sequences...

The IV24 can be used concurrently with VLabs in EGS-TV. The IV24 is always
connected to input number 8 of EGS-TV.

1.11   Using EGS-TV with a VideoCruncher

The VideoCruncher is a very powerful motion JPeg video board, which main
purpose is in the motion area (realtime recording/playback). Theese functions
are not available in EGS-TV.

If you want to use the Cruncher also for comfortable grabbing of single
frames, EGS-TV is quite the right program. Certainly the usual sequence
features of EGS-TV are also available with the Cruncher, but the speed
is not very high for this.

The usual monitor window is also available with the Cruncher. This is
the usual EGS-TV software monitor and not the hardware PIP of the
Cruncher. This has the advantage that you can use yor EGS board in
full 24 Bit color without any limitations of the Cruncher (the monitor
must then certainly be connected directly to the graphic board). The
frame rate is certainly lower.

Blue Screen Keying is only usable as combining function with sequences;
the quasi parallel combining of two video inputs is currently not possible.

The four VideoCruncher inputs are available in EGS-TV as input 5 to 8.
The Cruncher can also be used concurrent with VLab boards.

Unfortunately only LoRes half frames can be grabbed with the Cruncher.
The grabbing area can be selected by mouse in the monitor window or
numerically. The extensive saving and exporting functions are also available.

1.12   Using EGS-TV with handy scanners

                    EGS-TV has not been designed as a scan software; the handy scanner ↩
                        support
in EGS-TV has merely been implemented for experimenting reasons.
Nevertheless, the functions should be useful for some users...

Supported interfaces:

* Reisware interface (manufacturer no. 43537, device no. 17)
* Cameron interface (manufacturer no. 43521, device no. 16)

Supported scanners:

* Cameron, Reisware, ScanKing handy scanner with
  black&white, 16 or 256 real greyscales

I could only test EGS-TV with the Cameron Type 14 scanner (upto 256
real greyscales) connected to a Reisware interface.

Since version 4.6 pure black&white scans are also supported, but
internally all pictures are converted or saved in 256 greyscales.

Important!

The scanner selection is done in the sequence control window;
the
                    Picture source
                     button allows the selection
of handy scanners as picture source in horizontal and vertical
scanning mode.

The scan size has to be entered in pixels in the area size gadgets.
It is used directly for "half frames". If you scan as "full frame",
wide and height will be doubled.

During scanning the picture will appear in realtime in upto 256
greyscales in the right orientiation (!) in the preview window.

1.13   Using EGS-TV as stand alone program

                    EGS-TV Professional can be used as powerful animation creation/ ↩
                        editing
software due to the harddisk sequence editing capabilities. For fast
and smooth playback of animations this sequence format is not very

good. The high flexibility (insertion/deletion of frames at any position
direct on harddrive) has some drawbacks. Ready edited animation can
easily be exported as series of frames in many formats, to be then
converted into a fast animation format.

The powerful blue screen keying system is also usable as stand alone
program, e.g. to combine titles or similair things into animations.

The best way to create/extend sequences, is to select a whole directory
of pictures as "import directory" and to import all thoose pictures
then in one go (insert/append). You can also combine pictures with
animations with the blue screen keying. The number of supported

                 picture formats
                  is extremely high and even includes DataTypes
(OS3.x needed). Pictures can optionally be scaled down during loading.

Single pictures/frames can also be imported comfortably from ImageFX
by direct import or from EGS bitmaps by many other EGS programs
(e.g. PicoPainter/SpectraPaint/EGSPaint).

The key to all thoose import functions is the import source button.
The
                 Import
                  source can be selected in the sequence control window.
It is not only used for sequences, but also for single grabs!
Only the monitor function is only usable by framegrabbers. When using
EGS-TV as stand alone program, the monitor is deactivated.

1.14   Important requirements for EGS-TV

                 General requirements

                 Requirements for VLab users

                 Requirements for IV24 users

                 Voraussetzungen für VideoCruncher users
                 Please note: For harddisk recording and editing OS3.0/3.1 is ↩
                     recommended
   as this allows harddisk partition block sizes of more than 512Bytes,
   which allows much faster seek access (up to factor 10!).
   A block size of 2kBytes is recommended for partitions that will be
   used for hard disk recording. OS3.x is also needed for DataType
   support and for optional sequence control by the joystick port.

1.15   General requirements

1) Memory: at least 4MByte Fast-RAM; 6MByte to 16MByte are recommended
   for extensive use. Low memory can lead to problems with the EGS system.
   Virtual memory should also be usable (e.g. VMM or GigaMem).

2) Amiga-OS: OS2.04 required (OS3.x recommended)

3) EGS system: at least V6.0; even demo versions are usable

Suggestions:

EGS programs normally run fastest on 24-Bit screens. Dithering makes the EGS
system often much slower on screens with lower color depths. Especially
without a graphic board the necessary chunky to planar conversion for
the Amiga Chips makes EGS even slower and nearly unusable.

If you run out of memory, the following hints may help:

1) If you want to have many preview windows open, be sure not to switch on
   the EGS-Feature "Force Simple To Smart" for the screen depths (24Bit) you
   intend to use. This will save a lot of memory and will probably speed up
   the monitor. As on the other hand screen updates of fullframes which
   are to be deinterlaced can become real slow this way, there is an option
   in the menu of the control window, which allows you to select the refresh
   mode separately for half frames (incl. HiRes) and full frames. This is
   set by default to SmartRefresh for full frames. You can switch this off,
   if you want to save some memory. All grabbed frames are currently only
   stored as YUV-Pictures in EGS-TV and are recalculated for every refresh
   (this saves a lot of memory).

2) Avoid to have several EGS screens open, as they usually have to be
   copied to your FastRAM then, wasting lots of memory. To save as much
   memory as possible, switch your Workbench screen to a normal Amiga
   screen mode, so that the EGS program screen is the only EGS screen.

1.16 Requirements for VLab users

Supported VLab models:

* classical VLab (2 inputs)
* classical parallelport VLab
* Y/C-VLab (3 inputs)
* Y/C-Parallelport-VLab

The VLab-Motion can currently not be supported due to lack of support by
the manufacturer.

To use a VLab with EGS-TV the "vlab.library" is needed. As this is not
needed by the original VLab software, it can be that you have to copy
this library manually from your original VLab disk to the LIBS: directory.

EGS-TV requires at least version 6 of the vlab.library; it can be that
you need a higher library version to use specific VLab hardware versions.
It is recommended to use at least version 8.2 of the vlab.library.

Important:

With Y/C-VLabs vlab.library 7.3 seems to lead to massive problems
(crashes, freezes of EGS-TV, ...). I really recommend not to use
Y/C-VLabs with this library version. A new option in EGS-TV (since

version 3.4) might also reduce the problems.

Ask your dealer or Macrosystem to get the latest library.

Please note that even in vlab.library version 8 the filter functions
do not work. I have implemented the filter-function gadgets in EGS-TV
and they call the corresponding functions in VLab-library but upto
version 8 theese will do nothing. I hope that later versions of
vlab.library will have this bug corrected.

1.17   Requirements for IV24 users

To use an IV24 the "fye.library" is needed. To make it possible for
EGS-TV to access the IV24, the IV24 must not be occupied by other software.
Especially you can not use the IV24 as "EGS graphic board"; the parallel
usage of the IV24 as graphic board and framegrabber is impossible!
This does also mean that you do not need an EGS system for your IV24.
You need an EGS system configured for another graphic board or for
native Amiga screen modes, so that the IV24 is free to be used as
a framegrabber.

1.18   Requirements for VideoCruncher users

The "cruncher.device" is needed for VideoCruncher access. If this device
is found by EGS-TV on program start, the Cruncher is integrated and the
4 video inputs of the cruncher are available in EGS-TV as input 5 to 8.
While EGS-TV is running, the cruncher.device can not be used by other
programs. On the other hand, EGS-TV can't integrate the Cruncher, if the
device is already in use by another program.

Direct output to the Cruncher is currently not supported. To output
pictures or even Slideshows including transition effects to the Cruncher
I recommend EGSPhotoAlbum which supports the VideoCruncher for output.

1.19   Installing EGS-TV

                 The program can be used without special installation procedures.
For use as full version the personal keyfile "egstv.library"
must be copied to LIBS:, which can be done with a script from
the original disk.

                 Configuring the registered professional version
                 Important notes:

1) Framegrabber support

If you want to use EGS-TV together with a framegrabber, you might need to
install special libraries. See the
                 important requirements

                  for more
information about this.

2) Trouble on program start

If you have trouble running EGS-TV, please retry to run it from a shell
(with at least 25000 Bytes of stack). If the program returns immediatly
with no message from the shell window it means:

   1) Not enough memory to load EGS-TV
or 2) dos.library 37 or later can not be opened.

Otherwise you will get a message in the shell, that another library,
EGS-Screen or Window can not be opened. If the basic things can be opened,
you might still get a requester on the EGS-Screen, that some library, a
font or a message port can not be opened. If you have an incompatible
framegrabber hardware, you can press "OK" to use EGS-TV as stand alone
program.

Please make sure to have all the required libaries installed. If you
think that EGS-TV reports a missing object without reason, please check
if there is enough free memory left. Missing memory can prevent the
access to any object and lead to such reports.

1.20   Configuring the registered version

                  There exist two different types of configuring methods for EGS-TV:

On the one hand there is the file "
                  egstv.config
                  ", which influences
the starting screenmode as well as the configurable ARexx transfer
menu entries. This file has to be created/edited with a text editor.
If this file is missing, the full version of EGS-TV just starts
with the same screen mode as the demo version would do.

On the other hand there are
                  setting files
                   (xxx.cnf), which you
can create from EGS-TV with "Save setting". If you save such a setting
file with the name "default.cnf", it will be loaded on the next program
start automatically and all your current settings will then be used.

1.21   Problems with VLab framegrabbers

1) Y/C-VLab general

Unfortunately sometimes trouble appears when using Y/C-VLabs under high
CPU loads with the vlab.library. A new option (since EGS-TV 3.4) can be used
to select a high task priority during the VLab grab functions. This option
replaces the older option for isolated VLab calls and should have the same
positive effect, without introducing the drawbacks.

This option is preselected automatically if a Y/C-VLab is present.

2) Y/C-VLab and vlab.library 7.3

This combination is very unsafe due to reports of some users. If you
have this configuration and trouble like crashes or freezes of EGS-TV,
I recommend to use another version of vlab.library, if the option
described in 1) does not solve the problems.

A warning requester is included since EGS-TV 3.3; you can switch this
of with a menu setting (save this as default.cnf).

3) Synchronisation problems

Similair symptoms (freezing of EGS-TV) can be caused by VLab synchronisation
problems. If this happens on your system you can normally escape from this
situation by switching your video hardware to another channel or on and off.
Unstable video tape recorder signals are another typical source of trouble.
You should really switch on the Time Base Correction for such signals.

1.22 Using EGS-TV

Starting EGS-TV

Opening the control window

Using the monitor
  (only for realtime framegrabbers)

Setting hardware parameters

Color control

Grabbing frames

Sequence processing
  (including information for IFR sequences)

Import function for pictures
  (including picture load function)

Setting Grab-Parameters

Deinterlacing
  (only for VLab users)

Saving pictures
  (only for registered users)

Transfering pictures to other programs
  (only for registered users)

The Blue-Screen-System (Chroma Keying)

EGS-TV Info-Requesters

Selecting a screenmode
  (only for registered users)

Loading/Saving Settings
  (only for registered users)

How to exit EGS-TV

1.23 Starting EGS-TV

EGS-TV can be startet directly from workbench or from a shell ←
                (25000
Bytes of Stack are necessary). On default it will try to use the
default screen in 24Bit color depths. If this is not possible, the
default screen will be used in it's normal color depths (if a Video-
Cruncher is found, usually the selected default screen depths will
be used directly).

The main control window will then appear automatically. If a suitable
realtime framegrabber is connected, the monitor window will be
opened as well with the running video signal.

If the start-up procedure fails, please check the important requirements
and read the notes for
                installation
                .

For a maximum speed I recommend to use a 24Bit screen, as EGS looses
a lot of time while dithering in lower screen depths.

EGS-TV uses the power supply frequency to decide, if PAL or NTSC should
be selected as default video norm. The modus can be changed with the PAL
button at any time.

The main control window can be opened with the right mouse button in the
monitor window if it is closed. Instead of opening a menu the control
window will appear. This can be closed if you don't need it any more.

For the full and professional version the start-up procedure can changed
with different
                configuration
                 methods.

1.24 The Control Window

Many global control features of EGS-TV are grouped in the control window.
If this is not open, you can open it by pressing the right mouse button

in the active monitor window. One of theese windows will always be open.
If you close both the control and the monitor window, EGS-TV will quit.

You can close the control window with it's close gadget. Please note that
all Preview-Windows will be closed, if the control window is closed. To
prevent sequence windows from unintended closing you can select a
security requester in the control menu to appear before closing sequences.
You can select such an optional warning requester for closing of unsaved
picture windows also.

Many of the gadgets in the control window have keyboard shortcuts,
which are underlined.

In the menu of the control window you can configure many settings and
open Info-Requesters or activate load functions.

Some special functions (as the Blue-Screen-System and Sequence-Recording)
have their own control window. Such windows can be opend with buttons
in the main control window. All theese windows can be open simultaneously
and used independent of each other.

1.25 EGS-TV Monitor

                    The monitor window of EGS-TV currently always works in LoRes (upto ←
                         360*310
in PAL-Mode) or VeryLoRes (upto 180*155 in PAL-Mode).

The size of the monitor window can be selected directly through the
Min/Max-Gadgets in the title bar of the monitor window, similair to
the HiRes and full frame preview windows. The size is also saved in
the "default.cnf".

There are three monitor states:

1) Off (Monitor window closed)
2) Hold (Monitor is showing a picture and updates it when you click on it)
3) Running (Monitor is permanently grabbing new pictures; this might decrease
          the speed performance of other applications significantly)

The monitor window function can only be used with realtime framegrabbers:

Monitor function for the IV24
=============================

The IV24 supports hardware downscaling so that the small monitor window
size will increase the refresh rate very significantly. The IV24 monitor
window always appears in full 24Bit RGB quality; the monitor modes have
no influence on the IV24 monitor.

For speed reasons the
                color intensity
                 has no influence on the IV24
monitor function, but it is used for preview windows and exported pictures.

Monitor function for VLab framegrabbers and VideoCrunchers

==

You can currently use the following color modes:

1) Greyscales (about 256)
2) Quick color (about 16000 colors)
3) High color (about 64000 colors)

The color conversion is done with my own fast algorithms for reduced
colors. You can change the
                color strength
                 from 0% to 100%. This will
effect the monitor as well as all preview windows (new grabs or
updated windows). Once selected, a lower color strength will not effect the
speed of monitoring or grabbing, as it is integrated in my algorithms.

Please note that all monitor modes run fastest on 24 Bit screens (at least
on my
                configuration
                . EGS loses a lot of time when trying to dither
images on lower screen depths.

1.26   Setting hardware parameters

                Setting the Video-Norm

                Time Base correction for Video Tape Recorders
                 (only for VLab)

                VLab-Input channel

                Selecting the monitor/grab-area
                 (also for picture import necessary!)

                VLab filter functions
                 (only for VLab)

1.27   Setting the Video-Norm

In the upper right area of the main control window the video norm switch
is located. It is preselected due to your power supply frequency.

It has influence on the maximum picture height (for half frames this is
currently 310 for PAL and 260 for NTSC; full frames can be twice as high).

With VLab framegrabbers this switch also has influence on the video
hardware. If the wrong mode is selected while using a VLab, the picture
will only appear in greyscale and distorted by shapes.

While the NTSC-mode is selected, the hue-color-correction-value can be

changed in the gadget to the left of the switch. The default value is 0,
the maximum value is 255. On PAL-mode this gadget is disabled, as it
has no influence in this mode. Currently the Hue gadget is only useful for
VLab users.

1.28   Time Base Correction for Video tape recorders (only for VLab)

When you try to monitor (or grab from) an input channel with a running Video
tape, you often get problems with unsteady synchronisation from the VTR.
This results in distorted pictures. Select the Time Base Correction of your
VLab with the Video-Gadget to solve this problems; you should then get
stable pictures from your VTR.

1.29   Input Channels

EGS-TV currently supports 8 input channels. Theese may be distributed
over several framegrabbers. The Channels which are not available can not
be selected (gadgets are blocked).

For VLab framegrabbers the inputs from 1 to max. 6 will be used; an
IV24 board can be selected by input 8; the VideoCruncher uses inputs
5 to 8.

1.30   Selecting the monitor/grab-area

On default there is a typical TV-Area defined. This can be reselected by
the default button.

To watch the full signal (including overscan and blanks) press the Full
Size button.

Pressing the "Select" button allows you to select a smaller area on the
monitor with the mouse. Go to the top left position in the monitor window
and press and hold the left mouse button. Then move it to the lower right
position and release the button. The mouse pointer will change during this
process. If possible, the new area is selected. To cancel this area
slection at any time, press the right mouse button.

The actual offsets and sizes can be seen and changed numerically directly
below the action buttons. Please note that increasing the offsets may
require to decrease the size first, if otherwise the area would be partially
off the maximum area.

All coordinates in theese gadgets are measured for LoRes pictures.
HiRes-pictures have twice the wide, full frames additionaly have twice
the height.

1.31   VLab filter functions (only for VLab)

Important note:

The VLab hardware has some integrated filters to reduce noise and to
improve sharpness. Unfortunately the version 8 of vlab.library has a
documented bug, which makes it ignore all filter settings. This does
not effect the original VLab-software as it does not use the library.
All other applications, which have to use the library, can't access
theese features.

I have provided all the filter gadgets in the hope that a new version
of the library will appear and solve the problems. If you change
any of theese gadgets, the correct library-function will be called.
If you already have a newer version of the library, theese functions
might work.

Sharpness filter:

The top filter gadget lets you select the strength of the sharpness
filter. This also effects the noise filter. You have to turn on the
sharpness filter to turn the noise filter on.

The middle gadget lets you select the frequency of the filter. The
lower this frequency is, the stronger will be the effect of sharpening
details, but fine details may be lost. Higher frequencies allow
more details to pass the filter.

Noise filter:

This only works in conjunction with the sharpness filter. You can
select different strength to reduce noise. This might filter out
small details of the picture too, so use it with care.

1.32   Color control

               Some framegrabbers produce very strong colors. You will often like ←
                   to
reduce this colors. To make this as easy as possible, I have integrated
two color control gadgets in the
               control window
                   .

The left one allows numerical input of the color strength (0%-100%),
the right one is a slider gadget with the same range.

The color strength you select effects all previews which are opened
or refreshed after your change the strength (in quick or high color mode)
and most of the picture save and export functions. The speed of the EGS-TV
monitor and previews is not reduced; only changing the strength or the
color mode will take a short time. For VLabs this period will be shorter,
if the internal color conversion is selected (in the VLab specific settings
menu); this also makes transfer and save functions faster, but might produce
slightly other colors than the original VLab-conversion.

The color intensity has influence on the monitor window with some frame-
grabbers. In conjunction with an IV24 the color intensity has no influence
on the monitor window.

In

                        NTSC-Mode

                         there is another color control possible with the Hue-
gadget next to the PAL-Gadget. This is a VLab hardware feature and is
not usable in PAL-Mode.

1.33 Grabbing frames

                        EGS-TV allows you to grab an unlimited number of pictures (limited ←↩
                            only by
your memory) and shows them all simultaneously in separate preview windows.
You can change the appearance of the preview windows (
                        Grabbing parameters
).
Functions for editing and saving are available as menu entries in a menu
local to the preview window.

The left three grab buttons create a new window and grab a picture as
LoRes, HiRes or fullframe (HiRes Interlaced). The Regrab-Gadget allows you
to grab a new frame for the last opened preview window (in the same grab
size). This is useful if you find that a grabbed frame is not worth keeping
and has the same effect as closing the preview window and then grabbing a
new frame again.

New: Pictures can now be grabbed with the function keys "F1" to "F3"
directly from the monitor window (LoRes, HiRes, FullFrame). The control
window does not have to be open for theese operations.

You can close any of the preview windows with it's close button. If you want
to grab a new frame into any of the open preview windows, you can activate
it and select the ReGrab-Feature from it's menu.

If you want to get rid of all of your preview windows, you can select the
Close All-Button. Closing the control window has the same effect (but
make sure that the monitor window is open, otherwise EGS-TV will quit).

In the title bars of the preview windows you can find information about
the size, the grabmode (LoRes, HiRes, fullframe, color or greyscale),
the color intensity and the deinterlace-status (fullframes only).

Grabs can be
                        deinterlaced
                         automatically or manually.
This is currently only working when the "vlab.library" is present.

You can also transform a picture preview window into a RAM-sequence window.

Important note:

The picture source selection of the sequence control window also has in-

fluence on single grabs. If you e.g. select ImageFX as source, pictures are
not grabbed but imported from ImageFX (see
                Import functions for pictures
).

1.34   Sequence processing

                Desktop-Video with EGS-TV
=========================

EGS-TV can maintain any number of video sequences in memory. In the
demo EGS-TV version all frames are kept in memory. The professional
version offers all functions (recording, editing, playback) for harddisk
sequences as well. In addition the professional version offers full timing
control (Time Code for each frame). Theese are also displayed in the demo,
but can be changed or used only in the professional version.

Each sequence has its own preview window, which contains information about
the current and total number of frames in the title bar. A sequence preview
window also has a special sequence window with useful control functions.

A separate control window can be used to easily access most sequence
functions. It is opened with a button in the main control window.

The sequence control window
===========================

The sequence control window is the control panel for sequence editing.
It is used to control the last activated sequence (to activate another
sequence, just click into the corresponding preview window).

                Global parameters

                Creating a new sequence

                Loading and opening a sequence / sequence types
                  (full version only)

                Transforming a single picture into a sequence

                Saving and exporting sequences
                  (full version only)

                Locating frames / search playback modes

                Editing functions

                Time-Code support
                  (Professional version only)

                Special external button interface

                Realtime playback

(Professional version only)

Information displays for sequences

Important notes for RAM sequences

Important notes for harddisk sequences
  (Professional version only)

Notes for IFR sequences of VLabs

1.35 Global parameters

1) Frame size

You can select half frame, HiRes and full frame as frame size for
sequences. Sequences of full frames are not recommended due to the
possible differences between to combined halfframes.

The fastest sequence type for VLab framegrabbers is RAM-HiRes (using
greyscale will make this even faster). LoRes sequences are slower
due to the necessary downscaling. For harddisk sequences the lower
amount of data will be more relevant so that LoRes sequences are
normally the fastest for harddisk recording.

2) Picture source (this parameter is used also for single pictures!)

The frame source can be selected direct below of the frame size gadget.
Normally "Grab" is preselected, which selects a realtime framegrabber
as picture source. The signal, which can be seen on the monitor window,
will be used. Depending on your framegrabber, you can select between
different channels (inputs). Some framegrabbers with several inputs
can even combine two signals with the realtime blue screen keying.

As alternative to the realtime framegrabber grab, you can select one of
several
                import functions
                , which are normally used
for single frame picture imports. If no EGS-TV compatible realtime
framegrabber is found on start-up, ImageFX is preselected as source.

3) maximum number of frames

The recording methods are divided into Two different categories:
New recordings (incl. insert and assemble edit) and overwrite
recordings (incl. the combine function). The first category will
create a new sequence or add new frames to a sequence; the second
category only changes the picture date of some frames in a sequence.

If 0 is selected as maximum number of frames in one category, the
recording will only stop if the memory/disk is full, an error occurs,
the stop button is pressed or the end of the sequence is reached while
overwriting/combining.

If an import function is selected as picture source, the picture will
only be imported one time, regardless of the selected number; an
exception from this is the combine function, as it makes use to
combine the same import picture (e.g. a video title on a blue back-
ground) with several frames of a sequence as a new foreground.

4) Frame delay and playback mode (Professional version only)

The frame delay is used for recording and alternatively for realtime
playback too. For recording it is used to specify the time which
should be waited between two frames. If it is lower then technically
needed (depends on your hardware and parameter selection), the maximum
possible speed is used. The frame delay must be specified in milli-
seconds. If you e.g. want to record two frames per second, specify 500
as frame delay.

For realtime playback the frame delay is only used, if "fixed speed" is
slected as playback mode. If "as recorded" is selected, the recorded
time code will be used, which allows sequences to be played with varying
frame duration. Through manual selection of very long time codes you
could even create a "slide show" with EGS-TV...

For the combining-function with a new foreground signal the same rules
are applied as for playback. If you have selected "fixed speed", a
fixed frame delay will be used to grab the foreground signal (the time
code of the sequence will be unchanged). If "as recorded" is selected,
the foreground signal will be recorded in the speed of the time code of
the background frames.

1.36   Creating a new sequence

The recording of a new sequence can be started with the "RAM" and
"Disk" buttons. "RAM" creates a RAM sequence, "Disk" starts the
harddisk recording (professional version only). For harddisk
recording you must specify a filename. If a file already exists
with the specified name a warning is emitted, as it would be
deleted for the new sequence. As file name extension ".seq"
is recommended for EGS-TV sequences. To make high frame rates
possible, the grabbed pictures are not displayed during recording.
All other EGS-TV windows are blocked during recording. The
sequence recording will be stopped, if the memory or disk is full,
if the selected maximum number of frames is reached (on default
0 is selected, which means any number of frames) or the stop button
is pressed. All other buttons in the sequence control window are
blocked during recording.

The Professional version allows the specification of the recording
speed with the
                frame delay
                 gadget; if this is
selected as 0 or smaller than possible, the recording will be done
as fast as possible. This also happens in the other versions.

During sequence recording a time code is also recorded, which marks
the really needed frame time for every frame.

If an import source is selected, only the first frame of the sequence
is created.

The usual grab parameters (area, grab mode color or greyscale) are also
valid for sequence recording.

1.37   Loading and opening a sequence / sequence types

EGS-TV sequences can be saved in a special YUV-like file format. This
format can be read again with EGS-TV. Two variants of this format exist
currently. The sequential version can be loaded as complete sequence
(RAM sequences). The random access variant (Professional version only)
can only be opened as disk sequence.

Load and Open functions can be activated in the global project menu
or with buttons in the sequence control window.

While loading or opening, the sequence control window appears.
The load can be aborted by the stop button. The load function is aborted
automatically if it runs out of memory or the file format is wrong.
Frames which have already been loaded will be kept; opening disk sequences
will fail, if some frames can't be scanned or the opening is aborted.
During opening the timecodes are read and the order of the frames is
checked. The memory amount for each frame is very low (about 40Bytes RAM).

Sequential (RAM-)sequences can be opened as disk sequence as well. As long
as no insert, append or delete is performed, the structure of the sequential
RAM sequence will be unchanged on disk. Otherwise (after a warning requester)
the sequence will be transformed to a random access disk sequence.

A status line in the sequence control window shows the type of the current
sequence. Modified disk sequences can be updated to disk with the Update
button, but update is automatically performed before closing the window.

If you want to apply time codes to old (2.9 version) sequences, you should
first load them as RAM sequence to memory, and then save them again, before
using them as disk sequences. Otherwise the disk sequence will not have
the necessary space for the time code.

1.38   Transforming a single picture into a sequence

There is the possibility to transform a picture preview window
into a RAM sequence window with the "Picture->Sequence" menu entry.
This can be useful to use the Blue Screen Keying Combine function
for a single picture, as this can only be applied to a sequence.
Such a one frame sequence can also be the starting point to create
a longer sequence (append/insert).

1.39   Saving and exporting sequences

1) Disk sequences (Professional version only)

For harddisk sequences no save function is available, as theese are
always kept on harddisk. Due to timing reasons, the location table
is not updated to disk after every change, but it will be automatically
updated to disk, before the window is closed. You can update the location
table to disk manually with the Update button or an update menu entry.

Warning: If EGS-TV is aborted abnormally (Reset, Crash, Power failure)
disk sequences can get unusable if their location table is not uptodate!
I recommend to press the Update button after long edit operations.

2) RAM sequences

The usual save functions can be used to save the current frame. A special
sequence save function (which is located in the project menu of sequence
preview windows) saves the whole sequence in an EGS-TV YUV-like sequence
format. A separate player program "egstvplayer" for this format is
available (new: now also available as "cybertvplayer" for all Amigas with
at least OS3.0 and also for Cybergraphics). You can use the sequence save
function for a picture grab too. The picture is then automatically converted
to a one-frame-sequence.

3) Exporting sequences (RAM and Disk sequences)

To export all frames of a sequence as single picture files, export
functions exist in the preview window menu for each of the supported
file formats. Theese functions show all frames one after the other
and save them in the desired format. This procedure can take a long
time. You can abort it with the stop button in the sequence control
window, after the current frame has been saved. Exporting is useful
if you want to use sequences in other programs (like animation packages),
as theese will probably not support the internal EGS-TV sequence format.

Instead of a full filename, the export functions ask you for a base file
name. This must not contain a % character. This base is normally extended
automatically in the form .0001 and so on for the current frame number.
You can change this numbering format by providing a %-control-sequence in
the base name. To get the standard format, you could use .%04ld as end of
your base name. The number 4 specifies the number of digits to be used,
while the leading 0 marks, that leading 0s should be generated. The other
characters (%ld) must not be changed, otherwise unexpected results may
occur!

1.40 Locating frames / search playback modes

The gadgets in the playback area can be usedfor:

1) Locating the first frame
2) Starting a backward search playback (playback with maximum speed)
   (also available on the keyboard with the < key)
3) Single step backwards (also available on the keyboard with the - key)
4) Stop button for search modes, playback, recording or loading
5) Single step forwards (also available on the keyboard with the + key)

6) Starting a forward search playback (playback with maximum speed)
   (also available on the keyboard with the > key)
7) Locating the last frame

To locate any frame in your sequence you can use the frame number gadget
in the upper right area of the sequence control window. It is not only
used as a frame number display but also as an input gadget. This allows
fast access to all frames of a sequence.

The search playback functions can be used in parallel for several
sequences and even in parallel with the monitor function. To obtain the
highest possible speed, you should hold or switch off the monitor.

The functions 1) to 7) are also available as menu entries in local menus
in sequence preview windows.

1.41   Editing functions

                    The record/edit area offers basic editing functions:

1) Insert

   This allows you to insert new frames from the selected frame source
   into your current sequence. The frames will be inserted after the
   currently visible frame!

2) Append

   This allows you to append new frames at the end of the sequence. This
   has the same effect as locating the last frame and inserting afterwards.

3) Replace

   This allows you to overwrite frames of a sequence with new pictures.
   The replace function will stop at the end of the sequence. If you only
   want to replace one single frame, you can use the "ReGrab" function
   from the preview window menu.

4) Combine

   This is a very powerful function. It combines the sequence replace
   function with the
                 Blue Screen Keying system
                 . Opposite to the
   realtime blue screen, which is only available for some framegrabbers
   with several inputs, this function can be used with all framegrabbers
   and even with import picture sources. The existing frames are used
   as background; the selected frame source is used as new foreground.
   All areas in the foreground picture, where the selected chroma color
   appears, will let the original background picture shine through
   unchanged.

   An example usage of the import combining would be video title generation.
   You create a video title on a blue background with any image processing
   program and combine it with some frames of your sequence; this is the

easy way to create a video title in your sequence...

The realtime playback mode (Professional version only) has influence
on the combine function: If you select "fixed speed", the foreground
signal will be grabbed with the selected constant frame rate. The
time codes of the sequence will remain unchanged. If you select
"as recorded", the timecode of the background pictures will be used
to control the recording speed of the foreground pictures as well.

5) Delete frame

The current frame will be deleted. If the sequence contains only one
frame, the sequence window will be closed with this operation.

The functions 1) and 3) to 5) are also available as menu entries in
sequence preview windows.

1.42   Time-Code support (Professional version only)

All versions automatically create time code information for all
frames, which are used as base for the realtime position counter.
In the professional version you can also manually change the time
codes. To input a new time code the frame delay gadget is used.
The "Set"-button copies the selected frame delay to the frame
duration of the current frame.

This e.g. allows you to create a slide show, by setting an
individually selected long frame delay for every frame.

1.43   Special external button interface

Since version 3.4a an external interface with the mouse/joystickport 1
is supported for simple sequence control functions. To use this function
you need at least OS3.1 (esp. the lowlevel.library version 40 or higher).

If this interface should be used, a flag has to be set in the global
settings menu. If this flag is set, the device will be polled upto
50 times per second.

The following functions are supported:

1) normal button (left mouse button; fire button)

Insert frames

2) additional button (right mouse button)

Delete frame

3) Left

Previous frame

4) Right

Next frame

5) Down

Overwrite frames

6) Up

Combine frames (with blue screen keying)

For single frame editing you should select 1 as max. frame number.
All functions are repeated automatically if the button is pressed
for a longer time.

1.44   Realtime playback (Professional version only)

The simple playback functions are used as search playback; they
play the sequence in the highest possible speed. To get a precise
realtime playback, the professional version offers several functions.
Theese block all other operations; during a realtime playback, no
other program functions can be used. The Stop button can be used
to abort the realtime playback.

Two different playback modes are available:

1) fixed speed

   This allows playback with a fixed, selectable speed. The frame delay
   has to be selected in milli seconds. If the frame delay is selected
   lower as possible, the playback will be as fast as possible.

2) as recorded

   The time codes of the sequence are used. This allows playback of
   sequences with a variable frame duration. In an extreme case
   you could use this as slide show, by setting really long time
   codes for each frame.

1.45   Information displays for sequences

The sequence control window offers a status line which gives you
information about the sequence type of the current sequence:

1) pure RAM sequence

2) RAM sequence as Disk sequence (Professional version only)

   A sequential RAM sequence has been opened as disk sequence.
   Playback- and Replace/Combine-functions can be applied without

    changing this status.

    Inserting/Appending or deleting frames will transform such
    a sequence permanently into a non sequential disk sequence.

3) unchanged disk sequence (Professional version only)

4) modified disk sequence (Professional version only)

    Frames have been added to or removed from a disk sequence. For speed
    reasons the location table is not updated automatically after such
    operations. This is done automatically when the window is closed,
    but it can be done manually with the update button.

The sequence control window also offers detailed position and time
code information:

1) Frame

    This field shows the current frame number. It is not only a display,
    but also an input gadget, which can be used to jump to any frame
    in a sequence.

2) Length: Total number of frames in the current sequence

3) Position:

    Position (due to the Time-Codes) in the current sequence. This is a
    kind of realtime position counter, if the sequence has time codes.

4) Total: Total duration of the sequence in hours/minutes/seconds

5) Frame time:

    This field shows the duration (Time Code) of the current frame.
    The Set-button next to this field allows professional users to
    set a new frame duration, which is copied from the frame delay gadget.

The output of the frame number and total number of frames is also done
in the title bar of the sequence preview windows.

1.46   Important notes for RAM sequences

Should you run out of memory while grabbing, you should delete some
frames or close some windows after that situation immediatly. Otherwise
the memory is filled up so much, that the EGS system can come into
severe trouble (because depending on your configuration it needs lots
of memory even for moving windows etc.). EGS-TV itself tries to leave
300000 Bytes of memory unused, but if other programs run in parallel
with EGS-TV, they could just allocate this security space.

1.47   Important notes for harddisk sequences (Professional version only)

```
DOS-Seek access:
```

Tests have shown that DOS backward seek accesses are sometimes upto 10(!)
times slower than forward seek accesses on partitions with 512Byte block
size. This can have extreme effects on harddisk sequence functions. It
is really recommended, to format a harddisk partition for harddisk
sequences with a block size of at least 2kByte. This is probably only
possible since OS3.0/3.1. Depending on your harddrive, other block sizes
may be even better.

```
DOS-Error requesters:
```

The DOS-Error requesters which could appear on the Workbench screen in
earlier versions, are suppressed since version 3.4a. Instead an EGS-TV
requester will appear to inform you.

If you run out of disk space while harddisk recording, and such a requester
appears, you should delete some frames after that, to leave room for the
location table. Otherwise you run into the danger that there will be no
room to create this table, which can make your sequence unusable.

1.48   Notes for IFR sequences of VLabs

The IFR principle (Interleaved Frame Recording) which is supported by
newer Y/C-VLabs is unfortunately not supported by the vlab.library, which
is the only documented interface to the VLab hardware. Thus a direct support
of IFR is not possible in EGS-TV.

Since version 4.3 EGS-TV has the possibility to import such IFR sequences
(which have been generated by the original VLab software) in a comfortable
way so that it then can be viewn and edited in EGS-TV.
The IFR sequences are recorded by the VLab software as a numbered series of
single frames in VLab raw format in a selectable directory. This directory
should be selected as import directory in the sequence control window of EGS-TV;
as frame source "Load picture" should be selected. Then you should enter the
exact are size of your sequence in the area gadgets and select the correct
sequence type (half frame, HiRes or full frame). You can then create
a new sequence (as RAM or disk) in which all frames of the IFR sequence then
will be imported automatically in the right order.

1.49   Importing pictures (including load functions for pictures)

                    All picture import functions are available even in the demo ←
                         version since
version 3.6 of EGS-TV.

Whole directories of pictures in all common
                file formats
                 can be
imported/loaded automatically, which can include an optional downscaling.
OS3.x users can also use DataTypes for picture loading.

Direct import of pictures is possible from (EGS-)ImageFX (by fast direct
transfer) or from EGS Bitmaps in memory (this allows "imports" from programs
as PicoPainter or SpectraPaint).

Some
                    handy scanners
                     can be selected as import source too.

Please read the general notes included below, which are valid for all
import functions!

The sequence control window has a globally effectiv video source button.
If this is selected as "Grab", all picture and sequence functions are used
with the frame grabber. You have currently the following choices:

1) Grab

This is the classical selection for the use of EGS-TV with framegrabbers.
Depending on the type of the framegrabber you can select more parameters
in the main control window (e.g. input channel).

2) ImageFX

This import function can be used with ImageFX and EGS-ImageFX. All
grabbing functions (except the monitor function) will then import
from ImageFX. The main picture buffer of this program will be read
and converted to EGS-TVs YUV format. A picture of the size selected
in EGS-TV (grab area) will be created; the size of the picture
of ImageFX is currently not relevant, but should be the same; other-
wise part of the picture will get lost or be black.

3) Next EGS-BitMap

This import function searches all used memory areas of the computer
for 24Bit EGS BitMap structures in the size of the area selected in EGS-TV.
The next found BitMap will be read. This should allow "direct import" from
all typical EGS programs (e.g. PicoPainter and SpectraPaint). Programs
which have not been designed for EGS (sa TVPaint, ImageFX) will not have
such BitMaps. Use the ImageFX-Import for this program.

If you want to import a 640x480 picture from an EGS program, choose
a grab area of 320x240 in EGS-TV and grab as full frame (double wide
and height). Many programs use several additional BitMaps for things
like UNDO-buffers, brushes or stencils. It can happen that you do not
get the desired picture with your first grab, but another picture.
Repeating the grabbing will search for the next picture.

4) Repeat BitMap

Once you have found the "right" BitMap with "Next EGS-BitMap", you can
switch to "Repeat BitMap", to get this BitMap several times (maybe
slightly modified).

5) Load Picture (includes import of all pictures in a directory)

This selection allows the loading of pictures e.g. for use in sequences

in many
                 file formats
                  including DataTypes.

All grab functions (even for single pictures) will serve as load
function. It is even possible to combine loaded pictures with Blue Screen
Keying with a sequence.

The selected area in EGS-TV is also used for this function. As pictures
are normally integrated into sequences, this should not be a problem.
Only for the creation of new sequences, the area size has to be
selected manually (see notes for Bitmap import).

Pictures can be scaled down by whole factors (JPeg only 1:1, 1:2,
1:4, ...) on loading optionally. This option can be selected in the
file format settings menu. Pictures will then be redurced to fit into
the window (if possible). Otherwise only part of the picture will be
loaded. If the picture is smaller than the window, the remaining area
will be black.

*** new in V3.7 ***

Automatic loading of all pictures in a directory: This function is
used in a way similair to the "load picture" function. You just have
to select an import directory to change loading to directory mode.
With the "Choose" button you open a path requester in which you can
select the path and a pattern for the pictures which should be
imported. If you then press "OK", a list of all the pictures is
build (sorted by file name). If you press "CANCEL", the import
directory will be deselected; subsequent load functions will then
act as single picture load functions again. The path of a selected
import directory is shown, as long as there are files left unread.
All subsequent grab/load operations will use all the pictures in the
list, as long as the desired number pictures is not exceeded, no
error occurs and the list still contains unread files. In case of an
error or abort you can continue to use the remaining files in the list
by starting the desired operation again.

*** new in V4.3 ***

The VLab raw format can be loaded and saved without any loss, so you can
use combinations of export and import in VLab raw format for sophisticated
editing (import frames from one sequence into another), conversion (convert
a disk sequence to a RAM sequence) or even import of a whole IFR sequence
from the original VLab software (as IFR can not be supported due to missing
functions in the vlab.library). The VLab raw format is not dependent on
the VLab or vlab.library, so it is actually useful for editing purposes for
all EGS-TV users!

6) Handyscanner vertical and
7) Handyscanner horizontal

This function is designed to scan pictures with some
                 handy scanners
                          .
Scanning is supported in black&white, 16 and 256 greyscales and
then converted to 256 greyscales. The scanning area is determined

by the area gadgets as usual; the selected size is doubled if you
scan as "full frame". Scanner specific size limitations might
prevent big full frame scans; in case of trouble a requester will
appear. Scans can be cancelled with the left mouse button.
During scanning the picture will already appear in realtime and
upto 256 greyscales in the correct orientation in the preview
window.

You can even create or extend greyscale sequences with scanned pictures.
This also makes the usage of the Blue Screen Keying possible (in this
case used with Luma keying), if you select the Chroma color so that
the picture will be replaced from (or upto) some brightness.

General Notes

All import functions convert color pictures into the EGS-TV internal
YUV-like format, so that pictures can be combined with grabbed pictures
in sequences. The sequence recording functions are only applied one
time while an import source is selected, except for the "Combine"-
function. This combines the Import picture with the selected number
of frames, which is useful to apply a video title (on a blue background)
to several frames of a sequence in one go. If an import directory has
been selected, each picture in the directory is only imported one time.

Important!

The import functions use the normal
                grab size parameters
                 of the area
gadgets (the offsets are ignored). To import higher resolutions, import
as full frames, which doubles the height and wide. If you import HiRes-
or full frame color pictures, a 4:1:1-YUV-conversion is done; for LoRes-
pictures a 2:1:1-YUV-conversion is used. This is done to be compatible
with VLab pictures in sequences. This will also save a lot of memory
compared to full RGB pictures.

1.50 Grabbing Parameters

                You can
                grab frames
                 in color or greyscale mode. A cycle gadget
lets you select the desired mode.

The two cycle gadgets below the grabmode gadget allow you to change the
appearance of the preview windows. You can select greyscale or different
color modes. Frames which are grabbed in greyscale are certainly only
showed in greyscales independent of the preview color mode.

Please note that preview windows appear in high color mode (instead of quick
color) if the monitor is running in high color mode.

Changing the preview color mode effects all new grabs and preview windows
which are redrawn. Please note that changing the
                color intensity

                  also effects
all grabs which are redrawn or grabbed after the change.

The bottom cycle gadget lets you select the initial preview window size.
If you select full size, HiRes and fullframe grabs are shown in big
windows. If you select small size, all grabs are shown in LoRes windows.

You can change the window size of HiRes and fullframe grabs at any time
with the minimum and maximum gadgets in the title bar of the preview
windows.

You can select different
                  Deinterlace
                  -Parameters and an automatic
Deinterlacing for full frames (only usable with a vlab.library).

The refresh mode can be choosen separately for full frame windows and
half frame windows (incl. HiRes) with flags in the control menu.
If you set such a flag, corresponding windows are opened with smart
refresh, which means that their grabs don't have to be recalculated if
invisible parts become visible. This speeds up esp. the refresh of
windows with deinterlaced pictures, but it does need more memory if
windows overlap. If you switch a flag off, the corresponding windows are
opened as simple refresh windows (as long as you don't use the
ForceSimpleToSmart-Option from EGS for your screen depth) and have
to be recalculated from the YUV-Buffers on each refresh.

There is a Redraw-Entry in the preview windows menu to force redrawing
(e.g. to use a new color intensity).

1.51   Deinterlacing images (only for VLab users)

When you grab fullframes (and view them in full size) you will often find
unpleasent effects of moving objects. This is a result of the video technic
which uses two interleaved half frames to produce a fullframe. This means
that all even lines in a full image belong to another frame than the
odd lines. The only way to get rid of this effect is reducing the resolution
in areas of movement. This process is called deinterlacing.

Unlike the original VLab software, you can select different deinterlace
modes in EGS-TV (Even, Odd or Mix) and different strength. In most cases
you should use Even or Odd (depending on the half frame you want to keep
in areas of movement) and the default strength (default button pushed down).
But as an Undo-Feature is integrated, you can try different settings on
your image.

The Mix-Mode mixes both halfframes in areas of movements; this is only
useful in special situations of fast movement where you want to keep
a motion-effect in your picture.

The strength of deinterlacing can be set between 20% and 100%, if the
default button is not pushed down.

Changing any of theese parameters does not effect images which are
already grabbed. If you want to try new parameters on such an image,

just select the Deinterlace-Entry in the menu of it's preview window
(you don't need to select Undo first to remove a previous deinterlace).

Selecting Undo in the menu of a preview window cancels the deinterlacing
effects. This also works with pictures which got deinterlaced automatically.

If you want to get all grabbed fullframes deinterlaced automatically,
you can select the Auto-Gadget.

Please note that you have to watch the preview-window in full size
to see the deinterlace effect.

1.52 Saving pictures (registered users only)

                    In the full version you can save pictures as file or to clipboard.
You can also
                    tansfer
                     them directly to other applications.
Select the preview window of a picture to use any of theese functions,
which can be found in the preview windows menu bar.

Please note that the currently selected color intensity as well as the
selected deinterlacemode of the picture are normally used before the
picture is saved. An exception from this are the YUV and VLab formats,
where no color processing is done.

Since version 3.1 VLab users can select an internal conversion as
alternative to the vlab.library conversion. This runs much faster, but
it might produce slightly different results. When using EGS-TV without
VLab, the internal conversion is used always. The conversion method can
be selected in the VLab specific settings menu.

Currently the following file types can be created (the clipboard
can only store IFF-ILBM-Pictures):

1) IFF-ILBM 24 or 8 (compressed and uncompressed)

   Compression can be selected by menu setting flags; one flag
   specifies file compression and one flag clipboard compression.
   You can also disable generation of 8Bit files by such a flag
   to save all pictures as 24Bit.

2) PPM (P5 and P6) (an uncompressed format, saveable very fast)

   As some programs have problems with P5 (greyscale files), you
   can disable generation by a menu flag (P6 will then be used).

3) YUV (an uncompressed format; only for VLab users!)

   This format can currently only be used when vlab.library is present.
   This format produces shorter files because not every pixel has its
   own color information. This format can also be saved very fast
   because no YUV-To-RGB-Conversion is necessary. This implies that
   no color correction is done when saving with this format
   (but deinterlacing will be applied).

Please note that some applications have trouble loading YUV pictures
(some colors are decoded wrong) and that some applications can not
even read YUV greyscale pictures (Y-Format).

4) QRT (an uncompressed format)

5) Targa (compressed and uncompressed; EGS-TV saves in Top-Down order)

Compression can be selected by menu setting flags.

6) DEEP (used by TVPaint, XiPaint and other software incl. VLab software)

Currently only uncompressed RGB storage is supported.

7) EGS-TV sequence format

This format has been designed to save whole sequences. It can be used
to save a picture, which is then converted to a one-frame sequence.
An internal YUV-like represantation is saved with this file format.
It can be saved extremely fast. Separate player programs (EGSTVPlayer
for EGS and CyberTVPlayer for all Amigas with OS3.x) are available
as freeware.

8) JPeg (JFIF for color and greyscale pictures)

This file format is only supported in the professional version of EGS-TV.
It is a picture format with variable, very high compression ratio, but
it is lossy. This means that a picture saved as JPeg will not be exactly
the same after loading, but the loss in quality is nearly invisible
especially in digitised pictures. You can choose the quality between
0% and 100% (but even with 100% JPeg is not lossless). The normally
usable range is between 25% and 95%. Besides the quality you can also
choose a smoothing factor (0%-100%). This should normally be switched
off (0%); only for very noisy video signals smoothing is recommended.
There is also the possibility to to optimise the JPeg file and make
it a bit smaller without further quality loss, but this option needs
a lot of memory during saving. Another option allows to save color
pictures as greyscale JPegs. All theese options can be selected in a
requester appearing before saving as JPeg. You can abort the save
operation with the Cancel button. During sequence export this will
also cancel the whole export.

Greyscale file generation can be disabled with a menu flag to
avoid problems with some programs which are unable to read grey JPegs.

The JPeg functions are based on the portable C source code of the
independent JPeg Group (This software is based in part on the work
of the independent JPeg Group).

9) VLab raw data format (usable without vlab.library as well!)

This format stores the raw VLab data which is also used by the original
VLab software for frames during sequence recording. It can be saved
slightly faster than YUV because no conversion is needed. Neither
color correction nor deinterlacing is applied to the picture!

For saving as file a standard
                EGS file requester
                 will appear.

During saving the mouse pointer will change. While the working symbol
(tooth wheels on default) is shown, EGS-TV is making it's internal
YUV/RGB-conversions, color correction or deinterlacing. While the
disk-symbol is shown, the saving process is going on (including
conversions necessary for the actual file format). This second
period will be shortest with PPM format, while the first period
will be shortest with VLab raw format.

The same file formats (except the sequence format 7) are also available
in export functions, which can be used to save all frames of a sequence
in the specific picture format. While exporting as JPeg, the options
requester will appear only once at the beginning.

1.53   EGS file requester

The standard EGS file requester is used for requesting any file in
EGS-TV. The using of this requester should be explained in your
EGS manuals.

Unfortunately this requester has bugs (at least in EGS version 6.2).
If you activate a string gadget (e.g. for entering a file name),
the functionality of all other gadgets is disturbed.

Clicking any of the bottom gadgets or clicking anywhere in a free
region of the requester will finish the requester as if OK had
been selected! This is worst when you press the CANCEL-Button,
because you get the opposite effect of what you intended.

This bug does not appear any more in EGS system version 7.x.

1.54   Transfering pictures (registered users only)

                In the full version you can transfer pictures automatically to ←
                 other
applications. Select the preview window of a picture to use any
of theese functions, which can be found in the transfer sub menu
of the preview window.

Please note that the currently selected color intensity as well as the
selected deinterlacemode (VLab only) of the picture are used before the
picture is transferred.

Besides the predefined entries in the transfer menu you can add up
to 9 custom defined entries. Theese entries must be specified with
a text editor in the file "
                egstv.config
                ". This gives you the
possibility to contact any application with ARexx support.

If your favorite graphics package does not support ARexx, write a letter
to the programmers/distributors of that package stating your wishes.

The predefined transfer functions currently use fast direct transfers
or ARexx controlled file transfer. It would be nice to have more fast
direct transfers, but I am dependent on the support of the producers
and users of other software products here.

Integrated transfer functions:

* PicoPainter (fast direct transfer)

Here the picture is copied directly from BitMap to BitMap; besides the
necessary YUV-to-RGB-conversion (and sometimes DeInterlacing) prac-
tically no time (and no additional memory) is needed for the transfer.
The direct transfer can be performed to a picture window or to a brush.

* ImageFX and EGS-ImageFX (fast direct transfer)

New since version 3.0 is the fast ImageFX and ImageFX-EGS direct
transfer. This replaces the older ARexx controlled ImageFX-EGS file
transfer and is upto 3 or 4 times faster than that.

* XiPaint (fast direct transfer)

New since version 4.0 is the fast direct transfer to XiPaint.
Several pictures can be sent to XiPaint, which will be numbered
automatically and appear all in separate XiPaint windows.

* TV-Paint (ARexx controlled file transfer)

1.55 Configuring EGS-TV with egstv.config

                   You can create a text file with the name "egstv.config", which is
automatically read on program start. This file is even read in the
demo version, but only the color depth of the screen can be used there.

The file must be a standard ASCII file and can be created or edited
with any text editor which uses $0A (LineFeed) to mark the end of
lines, which is the standard on the Amiga.

The exact format of this file has to be kept, otherwise it won't be
understood properly by EGS-TV. All lines are read from the first
column upto the end of line or to the first semicolon. Up to the
first semicolon even spaces may not appear at the wrong position!
After the semicolon you can add a comment of any length.

The whole file must be shorter than 10000 characters, otherwise it
is not read.

1) Starting screen mode and color depth

The first line may contain a color depth and a screenmode which are
to be used on program start. In the demo version only the color

depth is read. The color depth must be specified in exactly two
digits in the first two columns of the file. EGS supports at
least the depth 01,02,03,04,08,16,24. Depending on your driver,
additional depth may be available (e.g. 05 on Amiga driver) or
missing.

The screenmode name must be written in exactly the same form as
it appears in the screenmode requester (including spaces).
At the end of the name the semicolon or end of line must follow
immediatly.

If the specified screen can not be opened on program start, the
default screen is cloned with the desired color depth (24 Bit
if no valid depth is given) or the default screen is used
directly (only in the registered version), if the given depth
is identical to that of the default screen.

To start EGS-TV on the default screen automatically, you should
just specify the depth of the default screen in the first two
columns (and no screen mode name).

2) Transfer menu definitions

If you use foreign programs with ARexx ports which are not (yet)
integrated in EGS-TV, you can configure your own connection.
You can define a maximum of 9 such transfer functions. For each
function you have to use exactly 4 lines in the configuration
file, starting from the second line (as the first is reserved
for the screenmode),

There are two variants to use transfer functions. On the one hand
you can send an ARexx command to an application, on the other
hand you can invoke a whole ARexx script.

In any case the picture file which is created (even in Clipboard)
will automatically be deleted after the transfer to save memory.

The 9 possible definition blocks must each have the following
format:

1st line: Menu entry name with keyboard shortcut in first column.

    Please don't use shortcut letters which are already used
    in one of the Preview menus. If you want to be sure,
    that your choice is not used in later EGS-TV versions,
    please use only the digits 1 to 9 as shortcuts. I have
    reserved theese numbers for this purpose. If you don't
    want any shortcut for your entry, use a space in the
    first column.

    The menu entry name may not be empty.

2nd line: File name with file type in first column.

    If you don't specify a file here (empty line), the picture
    will be saved to clipboard. In the clipboard only IFF-ILBMs
    can be stored. If thoose are to be compressed can be selected

with a flag in the control menu.

If you want to create a file explicitly, you can currently
        choose one of the following types:

0 = IFF-ILBM uncompressed
1 = IFF-ILBM compressed
2 = PPM
3 = YUV (only available with the vlab.library)
4 = QRT
5 = Targa (compressed or uncompressed depending on menu setting)
6 = DEEP
7 = EGS-TV internal sequence format
8 = JPeg (available only in the professional version)
9 = VLab raw data format

More information about the different formats can be found
in the chapter "
            Saving
            ".

Compressing IFFs takes only a minimal amount of time but
does not lead to good compression ratios.

If possible you should use PPM, QRT, Targa or DEEP, as theese
are much faster (no laborious Chunky/Planar conversion necessary).
        Even loading will normally be much faster with your foreign
        application. If your external application does not support
        any of theese formats, write a letter to the manufactorer stating
        your wishes...

Alternatively you could use the YUV format, which can be
saved very fast too. But please note that no color correction
is applied when saving with this format and that some foreign
programs have problems with reading YUV (esp. with greyscale
pictures). The VLab raw format is only supported by very
few programs (esp. by the original VLab software). No deinterlacing
is applied in VLab raw format.

JPeg is not recommended as transfer format, because it is lossy.
It should be used merely for archiving purposes.

3rd line: ARexx port name

    Specify the name of your applications ARexx port here if
    you want to send a single command to it, or nothing (or REXX)
    if you want to start an ARexx script.

4th line: Command (with parameters) or script name

    Specify here the command for the application (normally to
    load your named file or to load from clipboard) including
    the necessary parameters or the name of your script file.

    To use a script file, this has to be located in the REXX:-path
    and might have the optional file name extension ".rexx".

An example file is given between the lines:

16PICOa:NEC 1024x768i; This is the starting screen mode (with 16Bit color depth)
1My custom transfer;   Specify your menu entry name here with shortcut
2ram:egstv.export;   Specify the file type and name here
PPaint;   Specify the application port here
LOAD ram:egstv.export; Specify the ARexx command here
2My special script;   Example to activate a scrip
;   The picture is saved in the clipboard here
;   The script start command is send to "REXX"
GoodScript;   Your GoodScript should be located in the REXX:-path
----

This GoodScript could for example send commands to several applications so
that your picture would be transfered in one process to several programs.

You could also include commands to modify your picture in an intermediate
step by another application.

Another idea would be to send commands to an application to load your
picture as a brush...

1.56   The Blue-Screen-System (Chroma Keying)

                    Welcome in the world of the Blue Screen
==

The blue screen system is a commonly used technic in the television
production to partially mix pictures, with the goal, to add any
foreground (e.g. a news correspondent) to any background (e.g.
a landscape video). Both video signals can be running Video sources.
To decide, which parts of the foreground picture are to be replaced
by the background, a color range has to be selected.
For technical reasons a dark blue is normally selected as chroma color
in professional studios, as this color must not appear in the desired
foreground objects. In our example, the news correspondent must not
wear a blue jacket, otherwise the background would shine through it...
This is, where the blue screen system got it's name from. In the
more general version this technic is known as Chroma keying (or
similair as Luma keying). All this is possible with EGS-TV.

Using the Blue Screen in EGS-TV
==============================

In EGS-TV you can select any color as
              chroma keying color
               to adapt
to your personal "studio" environment. You can also select the sensi-
tivity of the chroma color, to decide how exact the color must match.

If you select a very small acceptable color range, you can keep the re-
strictments of the foreground picture very low, which is important, if the
foreground objects should be very colorful. On the other hand, the back-
ground (e.g. blue wall) must then be very evenly colored and even the light
should be smooth, so that the background will not shine through partially.

Especially in private "studios" such a background can only be found very
difficult; this is why you can also specify a very wide range of accep-
table background color. With this even unbalanced illuminated and unsmooth
backgrounds are accepted, but on the other hand similair colored spots in
the foreground object can become to holes this way.

The blue-screen functions are grouped in a separate control window.
This can be opened by pressing the Blue-Screen button in the main
control window.

Blue Screen as technic to combine new foregrounds with sequences
==

For this function the
                Combine
                 button is available in the sequence
control window. This combines an existing sequence of background frames
with a new foreground signal. This can be repeated any number of times,
so that it is possible to apply many layers of new foreground signals
with a background sequence. This can be used to bring a person several
times into the same picture (as his own double).

For this technic only the
                Chroma keying color sensitivity
                 has to be
specified. The other parameters (Blue screen channel and switching
delay) should be deactivated (the blue screen channel should be selected
as "Off").

This technic can be used with all framegrabbers and even with imported
pictures. This makes it possible to add video titles to a sequence;
create a title on a blue background with an image processing program
and "combine" this title with several frames, which lets the title
appear in your sequence for some time.

If you want to apply this function to a single picture, convert it
with the function "Picture->Sequence" in a single frame sequence
and then use the combine function.

Blue Screen as realtime effect for several video signals (VLab only)
==

This method needs several video inputs concurrently, which can be
combined. This is currently only possible with VLab framegrabbers.
To use this, select the channel for the background picture in the
main control window; the foreground channel is selected in the
Blue Screen control window.

This blue screen effect has influence on all functions (including
monitor window and sequence grabs).

The following parameters have to be selected for the realtime effect:

1)
                Blue-Screen channel
                2)

```
                        Chroma Keying color parameters
                        3)
                        Switching delay
                        The Blue-Screen window is closed automatically when the main  ←
                           control
```
window is closed and can also be closed manually with it's own
closing gadget at any time. Please note that the Realtime-Blue-Screen
function remains active even if the window is closed, as long as a blue
screen channel is selected.

1.57   The Blue-Screen channel (VLab only)

The realtime Blue-Screen functions for the first time use the possibility,
to grab from several video sources quasi concurrently on the VLab.
With the input channel selector of the main control window you select
the desired video source for the background (e.g. a video of a landscape).
In the Blue-Screen window you find another channel selector. If this is
in the Off-position, the realtime Blue-Screen functions are deactivated.
To activate this effect you have to select a channel for the foreground
video (normally your video camera) with this channel selector. The
Blue-Screen effect needs two different video sources. If both channels
are selected identically, the effect is not activated.

The selected grabbing area is used (as all other parameters) for both
video sources. If one of the video sources is a VCR, you have to select
the TimeBaseCorrection. The video signal of the Blue-Screen channel has
to be a color signal. The background signal can also be a monochrome
signal. In this case both signals are mixed to a greyscale picture.

1.58   Chroma Keying color parameters of the Blue Screen System

The Blue-Screen is configured to a typical blue background color with
moderate acceptable color range on default. You can change this
in many ways.

For all of the three RGB components you can select a sensitivity
parameter between 0% and 100% numerically or with a slider.
Important for the meaning of theese values are the mode gadgets
on the right of the sliders. If you choose "minimal" here, this
means that the color component must have at least the selected
brightness. Similair "maximal" specifies that the component
may not have more than this brightness.

For perfect Blue-Screen-Backgrounds theese settings would be
flexible enough. You could e.g. select minimal 85% for blue
and maximal 15% for red and green to accept a typical blue
screen.

For uneven illuminated backgrounds (e.g. complex blue sceneries
build with blue objects, which are used in studios for special
effects) relative color modes are useful. You can specify
for any of the components, that this may not be higher than

a selected percentage of one of the other two components.
You could e.g. specify that red may not be higher than
30% of blue to accept the color for chroma keying.

Changes in the sliders and mode gadgets are not immidietly
used in the blue screen effect. To apply changes to the effect
you have to press the button "New Chroma Keying parameters".
The parameters are then transformed to an internal format,
which then is used. The button is disabled, when the
parameters are uptodate. After changing one of the parameters,
the button is enabled again, so that you can see at any
time, if the selected parameters are used.

1.59 Switching delay for the Blue-Screen (VLab only)

Unfortunately sometimes synchronisation problems appear, if
video inputs are switched too fast on the VLab, depending
on the configuration and the video signal quality, as two
independent video signals are not synchroneous. The VLab
hardware then needs a specific time, to adapt to the new
signal, before a correct grab is possible. Unfortunately
the right delay time can not be detected by software.
You have to experiment a bit manually, to find the minimal
needed switching delay times. You can select theese separately
for the switching from the background to foreground signal
and vice versa (in units of 1/50 second, which means half frames).
The delay time for switching from background to foreground
signal must normally be bigger as no internal calculations are
made between grabbing. On the other change there is time
needed for the RGB conversion, combining and displaying, which
means that the delay time can be smaller.

If you select bigger delay times (maximal 50 frames per
switching, totally 2 seconds), the frame rate will decrease
drastically. The delay time can be used by other programs.

If the pictures jump up and down or stay in a wrong vertical
position, the switching times are not selected high enough.
Depending on the frame which is wrong (fore- or background),
you have to increase the corresponding delay time.

1.60 EGS-TV Info-Requesters

The Info-Menu-Entry pops up the usual info requester. In the full version
this includes your registration name and number, in the demo version
you will find some information for registering. The demo version will
also show this requester automatically on startup.

VLab users only:

The VLab-Info-Menu-Entry pops up a requester containing some hardware
information which is read from your vlab.library. Please report the

numbers shown there in bug reports regarding compatibility problems.

For other framegrabbers currently no info requester is available.

1.61   Selecting a screenmode (registered users only)

You can select a screenmode in the full version of EGS-TV with the
screenmode gadget. Please note that all preview windows are closed
(and their contents lost) during this process. You can select any
screen (even native Amiga screens), if you have the right EGS driver.
For speed reasons, you should prefer 24 Bit screens.

You can also select the default screen. This is the system conform way to
run several applications on one EGS screen.

If you don't want to use the default screen or you have another EGS
application, which can not use the default screen, you can try the
Jump Screen gadget. Please note that this is not system conform.
EGS-TV will visit other EGS-screens when you press this button.
This might lead to unexpected behaviour. Use this option at your
own risk and don't close the foreign screen before you have removed
EGS-TV from it's screen! I had no problems with this function, as
long as I obeyed to this rule.

The demo version can not change the screen while it is running.
It can either run on the default screen or on a cloned default
screen with the configured screen depth (default 24Bit).

1.62   Loading/Saving settings (registered users only)

                 The full version allows you to select a setting from different ↩
                      settings
(for your different video sources/purposes) and to save the actual
setting under any name. I recommend to use the file extension ".cnf"
for your settings so that you don't lose track and get confused.
The selection of the file name is done with the
                 EGS file requester
                      .

When loading a setting, all hardware parameters and some corresponding
EGS-TV settings are retrieved from the file. This includes for example:

* the selected area
* the input channel
* the filter modi
* the PAL/NTSC mode and the hue value
* the color or greyscale grab mode
* the time base correction mode
* the color intensity
* the deinterlace parameters
* the Blue Screen channel
* the Blue Screen chroma color parameters

A special position is held by the file "default.cnf". You can create this
file exactly as all other setting files, but it is loaded on every
program start automatically and some additional parameters are
retrieved from this file then, e.g.:

* the actual monitor mode
* the status of the monitor window (only if control window flag is set)
* the size of the monitor window (LoRes or VeryLoRes)
* the preview color mode and size
* the refresh modes for preview windows
* the position of the monitor and control windows
* the compression modes and other file formats flags/parameters
* the Blue Screen switching time parameters
* the maximum number of frames to be recorded
* the flag for security requesters on closing of sequence/picture windows
* the frame size for sequence recordings
* Sequence timing settings

If you want to get the control window opened automatically on program
start you have to set the control window flag in the control menu and
save this as your "default.cnf". In this case the monitor status will
be kept.

The configuration files are implemented in an upward compatible way,
so that you can use your old configurations in extended versions of
EGS-TV in the future (unsaved parameters in the configuration file
will then just not be changed on loading and a warning will be emitted).

1.63   How to exit EGS-TV

You can exit EGS-TV with the Quit-Button or by closing both the monitor
and the control window (previews are closed automatically with the
control window). A requester will warn you before EGS-TV is quit.

The third method to quit EGS-TV is to send a Ctrl-C-Signal to the task.

Please don't forget to close EGS-TV before another program if you
are visiting the other programs screen (this is not necessary for
the EGS-Default-Screen). Otherwise you might get massive problems.

1.64   EGSPhotoAlbum Professional

                  EGSPhotoAlbum Professional
==========================

    Picture management and slideshow presentation software for EGS
    with support for more than 20 picture file formats (incl. PhotoCD)

-> Much more powerful functions (e.g. independent access to database
   collections of thumbnails across several CD-ROMs) are offered
   by my

```
                    new PhotoAlbum 2.5
                     for CyberGraphX and AGA Amigas! <-

General information:


                    Disclaimer, Copyright, Usage and Distribution conditions

                    What is EGS?
                      (EGS is (c) by VIONA-Development)

                    The fontsensitive user interface of EGS applications

                    How to register for the full version?
                      (Order address)

                    Hard- and Software used while developing

                    Special Thanks

                    Version history
                    Usage:

>>>
                    Using EGSPhotoAlbum
                      <<<

Important information about requirements, configurations, possible problems:


                    Important requirements for EGSPhotoAlbum

                    Installing EGSPhotoAlbum

                    Informations about the loadable picture formats

                    Informations about the saveble picture formats

                    Using DataTypes
```

1.65 Installing EGSPhotoAlbum

The program can be used without special installation procedures.
For use as full version the personal keyfile "egsphotoalbum.library"
must be copied to LIBS:, which can be done with a script from
the original disk.

The program can be started from Workbench or Shell (use at least a
stacksize of 20000 Bytes!).

1.66 Informations about the loadable picture formats

                    My EGS applications can currently read pictures in the following ↩
                    formats
(PhotoCD only available in EGSPhotoAlbum, not in EGS-TV):

1) IFF-ILBM (all standard formats 1 to 8Bit, EHB, HAM6, HAM8, 15&24Bit)
2) JPeg (color and greyscale)
3) PPM/PGM/PBM (P1&P4 b&w, P5 grey, P6 color)
4) QRT (also known as dump format by PD raytracers as POV-Ray)
5) Targa (RLE compr.&uncompr. 1/8/15/16/24/32Bit; incl. interleaved)
6) PCX (compr.&uncompr. EGA1-4Bit, VGA 8Bit grey/Colormap and 24Bit)
7) BMP (uncompr. 24Bit RGB,1Bit,4Bit or 8Bit Colormap; RLE compressed 8Bit,1Bit)
8) TIF (packbit-compr.&uncompr. 24Bit,1-8Bit grey/Color Motorola&Intel formats)
9) EGS7.x window icons
10) DEEP (compr.&uncompr. IFF-DEEP 24Bit and 32Bit formats)
11) YUV (color 1:1:1, 2:1:1, 4:1:1 and greyscale)
12) VLAB raw (color 1:1:1, 2:1:1, 4:1:1 and greyscale)
13) RGB (IFF-RGB: RGB8 and RGBN compressed; RGB5 uncompressed)
14) HHsYUVSq sequence format (sequential or random access)
15) IFF-PBM (DPII) format
16) ACBM (IFF-ACBM: 1 to 8Bit, EHB, HAM6, HAM8)
17) FBM (8Bit grey/Colormap and 24Bit)
18) Sun raster (uncompressed formats for 1Bit, 8Bit grey/ColorMap and 24Bit)
19) MacPaint (b&w compressed 1Bit format; datafork only)
20) HHsXRL formats (1-8Bit ColorMap incl. HAM6/8, 8Bit grey, 24Bit RGB compressed)
21) PhotoCD (Base format 768x512 or 512x768 (portrait); linear 24Bit RGB)
22) binary-EPS bitmaps (RGB and CMYK; this function is experimental)
23) TBCPlus frames & fields

and all picture DataType formats (OS3.0 and up) and animation DataType
formats (OS3.1 and up).

-> Important! If you have any difficulties viewing certain picture types
-> (e.g. PCX, PhotoCD, DataTypes, JPeg etc.) directly from CD-ROMs (while viewing
-> the same pictures copied to disk works), you have encountered a CD-ROM file
-> system problem. I have heard of difficulties with several third party file
-> systems. I recommend to use only one of the following CD-ROM file systems:
->   1) Original AmigaDOS OS3.1 CD-ROM file system
-> or 2) AmiCD-File System V1.15 or higher (older versions are probably NOT usable ↩
)
-> see section "Important" below for more details.
-> The "BabelCDROM-File system V1.2" should also be usable.

Important note: Due to legal reasons the GIF (®) format can not be supported
  anymore since 11th jan. 1995.

In addition
                DataTypes
                are supported (OS3.x or higher needed)
to make reading of many more formats possible, which can not be
supported directly due to technical or legal reasons. Animation
DataTypes are also supported.

1.67   Informations about the saveable picture formats

EGSPhotoAlbum can currently save in the following formats (full version only):

1) IFF-ILBM (only 24Bit) (compressed and uncompressed)
2) JPeg (color and greyscale pictures with variable quality/smoothing/optim.)
3) PPM-P6 color
4) QRT
5) Targa 24Bit (compressed and uncompressed)
9) EGS7.x window icons
10) IFF-DEEP (special TVPaint format; currently only uncompressed)
13) IFF-RGB (only RGBN compressed and RGB5 uncompressed)
20) HHsTRL24 format (24Bit compressed; ideal for lossless storage of
        raytracing pictures; also usable for lossy storage)

For preview file generation currently PPM-P6, IFF24, JPeg, Targa24,
IFF-RGBN and the lossy HHsTRL24 format can be used.

1.68 Using DataTypes

                Since version 3.4 EGSPhotoAlbum supports the DataType system (OS3. ←
                    x or higher)
for loading. On default, DataTypes will be used as a last option, if no
internal format can be used for loading. You can also switch off the
DataType support, which might make reading of large directories with
unreadable files faster. If DataTypes should be used instead of internal
loaders, you can also select this with a menu setting. For loading of
preview files this has no influence, because DataTypes can not be used
to load such files.

Since version 3.5 animation DataTypes are also supported; for animations
the first frame in the file will be loaded.

Trouble with DataTypes (or other picture formats) and CD-ROMs:

Unfortunately some CD-ROM filesystems have bugs in rarely used DOS functions.
Such bugs can lead to trouble e.g. with DataType loading. If you have
trouble with CD-ROM pictures, please copy them to harddrive and try
to load them from there; if this is possible, you know where the
problem is: you should then try another CD-ROM filesystem...
(see
                formats
                 for usable file systems).

Some of the widespread PD-DataTypes are unfortunately a bit unstble; problems
during loading of certain pictures with DataTypes can not be excluded.
Please check loading such pictures with other DataType-supporting programs
(e.g. MultiView) if you experience any trouble, to see, if the DataType
is erroneous.

New: As default for datatypes now the internal DT-ID will be shown as
filetype. If you instead prefer a general ID for all Datatypes (as used
in earlier versions of EGSPhotoAlbum) you can change this with a menu
entry. The general ID shows information about the color depths:

DT0# with #=1..8 for pictures with # Bitplanes (2^# colors) by DataTypes

```
DTH# with #=6,8 for pictures in HAM# format by DataTypes
DTE# with #=6 for pictures in EHB# format by DataTypes
```

For animations loaded by DataTypes the string begins with DA instead of DT.

Changing the Datatype ID type will only be effective after reloading the
pictures ("Rescan"). Only the currently shown IDs will be saved for
preview files.

1.69   Using EGSPhotoAlbum

                    EGSPhotoAlbum currently always runs on the EGSDefaultScreen. For ↩
                       highest
quality and speed this should be selected to 24Bit.

If you start EGSPhotoAlbum from CLI, you can now specify a parameter
with a directory path incl. an optional pattern or picture name
(a picture name will just be interpreted as pattern for a single picture).
In this case, the path requester will not appear on program start,
but instead the selected directory will be shown immediately according
to the optional pattern. Example: "EGSPhotoAlbum RAM:#?.pcx" starts
EGSPhotoAlbum and shows all pictures with the ".pcx" extension in the
RAM disk. To select the current directory, just pass "" as argument.
In the registered version the specified pictures are presented
as slideshow automatically after program start (optional).

After start from Workbench (or with missing or invalid CLI parameter)
a file requester will appear. With this you should select a Path for
your pictures (->
                   formats
) and optionally a search
pattern if you want to restrict the search to some files. It won't be
a problem if you select unsuitable files; theese are quietly ignored.

Please note: Files with the extension ".pre" are always ignored, as
        such names are reserved for preview files.

The Professional version can automatically search subdirectories too.
Please note, that patterns have to match the directory names as well
(this is a restriction in AmigaDOS). If you select a pattern "#?.jpg"
for recursive search, only files from the main directory, ending with
".jpg" are accepted, and files from subdirectories, if the subdirectory
name ends with ".jpg". If you instead want to read all files with
the ending ".jpg" from all subdirectories, the pattern should be
"#?/#?.jpg", but would then only match files in the first level
of subdirectories.

After the path selection EGSPhotoAlbum starts to load little previews
of all pictures asynchronously and shows them in an overview page.
During the loading you can still control EGSPhotoAlbum as normal. To
control EGSPhotoAlbum a control window exists with many functions.
The overview window can be resized at any time; the pictures will
then automatically rearranged. Picture previews need not to be reloaded
(if enough memory exists) once they have been loaded.

You can exit/quit EGSPhotoAlbum with the "Quit" button or by closing
the preview or control window. All open full picture windows will be
closed automatically.

Functions of the control window:

1) Field layout (variable or fixed)

If fixed layout is selected a rectangular area of fixed size will be
reserved for all preview pictures. The actual preview pictures will
then be scaled down by whole amounts into this area. The area size
can be selected upto 200x200.

At variable layout the pictures will also be downscaled, but only
the actually needed place of the picture will be reserved. This
normally allows more pictures to be shown on one page, but it might
look slightly untidy.

2) max. field size

Theese gadgets specify the maximum size of a preview field. It can be
selected as upto 200x200. The change of this size gadgets will result
in a reloading of the preview pictures (as they might have to be
scaled in another ratio). Some standard field sizes can easily be
selected by menu entries.

3) Page changing buttons

If more pictures are found in a directory than can be shown on the
actual page, you can "turn the pages" with theese buttons. Such functions
are also available as menu entries with shortcuts in the preview window.

4) New directory button

This button opens the file requester again, so you can select a new
path and pattern for your pictures. If you cancel this requester,
no change will be done. A change of the directory will also close
all full picture windows.

5) Configuration switches

Auto View: Full size picture viewing by simple mouse selection; if this
  is turned off, you can view pictures in full size by double clicking
Preload: pictures not yet visible will be preloaded
Recursive: subdirectories will also be searched for pictures/animations

6) Info lines / editable file comment

During loading of the preview images (and of full images) an info field
shows how much (in percent) of the image is already loaded.

Below that there are field for information about the currently selected
image. You can select a picture by a mouse click in it's preview image.
Multiple pictures can be selected by multi select (with pressing the
shift button during the mouse click). If the "Auto View" feature is
selected, a selected picture will be shown in full size directly
(only in full version).

The information currently includes the file type, path/file name, picture
size, file size and file comment. For animation files, the total number of
frames in the animation is also shown. If a separate preview file exists for
the selected picture, the information about the picture will partially
be read from the preview file. This can lead to wrong information, if
the preview file does not belong to the corresponding full picture file.

In the full version you can edit the file comment, which will then be
saved to the original picture file as well as to the preview file.

7) Picture subtitles

You can select different informations for subtitling of the pictures.
Currently you have the choice of "None", filename, file type, picture
size, file site, path name, file comment and number of frames (for
animations/sequences).

8) Menues

Some configurations (e.g. about file formats) can be done with menues
in the control window. You can also select some predefined field sizes
by menu entries. In addition menu entries for directory change or
directory rescan are available.

9) Slide show delay

In this field you can specify the displaying time (in seconds) for pictures
in the slide show presentation mode. If 0 is specified, a key or mouse button
press is awaited.

10) Control field

View pictures: Opens a full picture window for all selected pictures (full version ←
)
Close pictures: Closes all opene full picture windows
Delete pictures: Deletes all selected pictures after confirmation (full version)
Remove pictures: Removes all selected pictures without deleting

Slide show: Slideshow presentation of all selected pictures
  with automatic preloading and precise timer control; if the delay time
  is specified as 0, it waits for a key or mouse press. Otherwise the
  picture will also be changed after the specified number of seconds.
  The presentation can be aborted by ESC or the right mouse button.

  Several options are selectable in menu settings in the control
  window: endless loop mode, automatic presentation on program start
  (if CLI parameter is specified), downscaling, transition effects
  and Video-Cruncher output. The spectacular transition effects
  change after each picture. If you have a Video-Cruncher of
  Ing.büro Helfrich, you can additionally output slideshow
  presentations directly to Video (including transition effects).
  You need the "cruncher.device" for this, and it must be free
  for use (no other program should be using the Cruncher).

Info: Shows information about EGSPhotoAlbum, which includes the user
      data/registration number in the full version

Select all: Selects all pictures (on all pages) incl. yet unloaded pictures!
    This is useful for preview file creation, as you do not have to
    wait until all pictures are loaded to select them.
Deselect all: Deselects all pictures (on all pages)
Select previews: selects all loaded pictures with preview file
Select without previews: selects all loaded pictures without preview file

Generate previews: In the full version you can create preview files for all
    selected pictures with this button, which will strongly accelerate
    later access to them. The preview files get the additional
    extension ".pre" and are normally created in the same
    directory as the original picture. Alternatively you
    can select a separate path (useful for pictures from
    CD-ROMs). Besides the image the preview files contain
    some information about the picture.

    For the preview file creation the current field size
    is used. A small field size will take less space on disk
    but also makes it impossible, to watch the previews in
    a bigger size later. You can certainly create new preview
    files at any time, for which the original image will be
    used, so that you can select a bigger field size at some
    later time.

    A requester allows the selection of various file formats
    for the previews. The formats differ in disk space usage,
    access speed and picture/color quality. Depending on the
    situation, you can select one of this
                formats
                 .
    JPeg preview file generation can be stopped at any time
    with the Cancel button in the JPeg parameter window.

Preview directory: With this button you can select a directory for the
    preview files. If you want to return to the default behaviour
    (preview files in original picture directory), you should
    select this function and then CANCEL the requester.

    For saving of preview files from subdirectories, such
    subdirectories will automatically created in the slected
    preview directory.

    The preview directory path is also saved in the configuration
    file.

    Since V5.0c for loading of previews the current image
    directory will always be searched before the preview path.

Free cache memory: This button releases all memory which is occupied by
    preview images. After this the images have to be reloaded,
    if you turn the page. If memory is low, the cache memory
    will be freed automatically from time to time. Manual
    release of memory is not possible during picture or
    preview loading (deselect preloading first).

Save configuration: In the full version you can save the current settings

       (e.g. window size and position, field size and type,
       switches, menu settings, file format parameters
       and the preview directory path) with this button.
       The name of the configuration file is "ephdefault.cnf"
       and it is saved and automatically loaded on program
       start from the program directory. The format will
        be upward compatible to formats of future versions.

Please note
===========

Some functions (as Delete Pictures and Generate Previews) can only
be used, if no picture or preview loading is in progress, as the
whole picture list is effected by thoose operations. To abort the
preview loading (of not visible pictures) you can deselect the
preload setting button.

Some functions try to open requesters (e.g. the delete function).
If not enough memory is left to open such a requester, nothing
will happen (as the memory will then usually not be enough for
an "out of memory" requester as well!).

Full picture viewing windows in the registered version
==

Pictures can be shown in full size by a simple mouse click (if
automatic view is selected), by a double click or after selection
with the "View picture" button. The picture will be shown in
a separate window, which offers (in the Professional version)
fast scrolling and zooming functions. You can have multiple
picture windows open at the same time, if enough memory is
available.

If there is not enough memory, full picture viewing can fail.
If memory is very low (less than a 1MByte block free), even a
memory failure requester can not appear, and thus nothing will
happen. You can save lots of memory, if you have your workbench
on a normal Amiga screen instead of an EGS screen. You could
also install some virtual memory (e.g. VMM or GigaMem).

Scrolling: with the scroll bars or with the 4 cursor keys
Zooming: on default pictures are shown 1:1
  Enlargement upto 1:8 (menu entries or + key on numeric keypad)
  Downscaling upto 8:1 (menu entries or - key on numeric keypad)

The full picture windows have a local menu, which allows saving of
the picture in different formats or fast transfers to other programs
or to the Clipboard, as well as a menu for zooming. There is also
a menu entry for closing of the window, which is useful if the
close gadget is not reachable in a very small window.

Fast direct transfers: to PicoPainter (as picture or brush),
(EGS-)ImageFX and XiPaint.

Transfers to other programs could be possible, if the developers
of thoose programs would be willing to cooperate with me.

Save functions are available (esp. for 24Bit pictures) in several

                  file formats
                  . For some formats you can specify
settings or parameters with menues or requesters.

1.70 EGSTVPlayer (Animation and video sequence player program for EGS)

                  EGS-TV-Player 3.1 (c) by Helmut Hoffmann 1994-96
==================

->
                  Disclaimer, Copyright, Usage and Distribution conditions
                  This is a freeware animation player program for TrueColor ↩
                      animations
in HHsYUVSq animation format. Animations can be played in TrueColor
(or whatever you select) on the EGS default screen (for playback
on Workbench screen incl. CyberGraphX WB you can use CyberTVPlayer).

* EGS-TV-Player shows all sequences in the HHsYUVSq sequence format
  direct from hard disk. The memory usage is very low this way
  (also memory is needed to hold a frame in full size as loaded
  and in converted form for EGS). Since version 2.0 also random
  access harddisk sequences can be shown.

* EGS-TV-Player uses its own very high quality (21Bit) color decoding
  routines. It can also show sequences in greyscales.

* EGS-TV-Player supports (besides a filename) additional CLI parameters:
  The "Once" parameter can be used to play the animation only once;
   default is to play as endless loop.
  The "Delay" parameter can be used to specify an additional frame
   delay (in 1/50ths of a second). Without this parameter, playback
   will be as fast as possible (this is also the case for Workbench start).
  Just close the window to stop the sequence.
  If EGS-TV-Player is started from Workbench or without file argument,
  a file requester will appear.

* EGS-TV-Player runs in a window on the EGS-Default-Screen.

* You can start EGS-TV-Player several times concurrently to watch
  several sequences at the same time.

* Please note that EGS-TV-Player runs fastest on 24Bit-Screens even if
  you view a sequence in greyscales. This is because the EGS-System
  dithers on lower screen depths, which takes lots (!) of time.

Sequences in a suitable format can e.g. be created with ImageFX,
XiPaint and Photogenics in conjunction with my
                  universal modules
                  for thoose programs or with
                  EGS-TV Professional
                  .

Version history

```
===============
```

```
1.0: 06.09.94 Greyscale only version
1.1: 08.09.94 Full color version
2.0: 25.09.94   Random access harddisk sequences can be shown
3.0: 11.12.95 Extended CLI parameter support for delay and once-mode
3.1: 10.02.96 Bugfix of used directory for CLI start
```

1.71   CyberShow: flexible slideshow and viewer program

```
+----------------------------------------------------------------------+
| The fast picture viewer (incl. slideshow presentations) for all OS3.x Amigas: |
| * Supports TrueColor/HighColor on graphic boards with CyberGraphX or        |
|   compatible systems, like graphic boards with the new "Picasso 96" software! |
| * Supports upto 256 colors on AGA Amigas                                    |
| * Supports more than 20 picture formats (incl. PhotoCD, IFF, PCX, BMP,      |
|   JPeg (incl. Progressive-JPeg), TIF, Targa, PPM, YUV, ... and DataTypes)   |
| * Fast scrolling and zooming functions and downscaled loading              |
| * Conversion functions, direct transfers, transition effects and more ...  |
| - - - additional functions ONLY FOR PHOTOALBUM/CYBERSHOW-PACKAGE USERS: - - - |
| * script controlled slideshow presentations with for each picture individually|
|   selectable presentation times and transition effects                     |
| * ARexx-controlled transfer functions for ArtEffect,ADPro,PPaint,IFX,PGS2,XiP.|
| * Optional mouse control for picture switching (left=forward, middle=backward)|
| * BlankerMode option for use in conjunction with modular screenblankers     |
| * EffectDelay option to adapt transition effects for fast CPUs              |
| * Displaying of requesters on selected screens now also before 1st picture  |
| * New: 24Bit Datatype interface and more flexible Datatype handling!        |
| ->-> My new EMail address for enquiries: 101.72723@germanynet.de <-<-       |
+------->Visit my homepage: http://www.amigaworld.com/support/cybershow/<-------+
```

CyberShow is part of the PhotoAlbum/CyberShow complete package for 35US$ or
25,56EUR (50DM). Sidegrade offer for all EGSApplication users: 22US$ or 17,90EUR.

Demo version e.g. on Aminet: "gfx/board/cybershow##.lha"

The loading functions are nearly identical to thoose in EGSPhotoAlbum Pro.
CyberShow can be used on all Amigas (and Dracos) with at least OS3.0.
The maximum picture viewing quality can be reached in conjunction with
graphic boards used under CyberGraphX or Picasso 96.

1.72   PhotoAlbum: Picture management for all Amigas and Dracos with at least OS3.0

```
+----------------------------------------------------------------------+
| The fast and intuitive picture management software for all Amigas with OS3.x: |
| * Supports upto 256 colors on AGA Amigas                                    |
| * Supports TrueColor/HighColor on graphic boards with CyberGraphX or        |
|   compatible systems, like graphic boards with the new "Picasso 96" software! |
|   (TrueColor displaying supported for thumbnails and full picture windows)   |
| * Supports more than 20 picture formats (incl. PhotoCD, IFF, JPeg (incl.    |
|   Progressive), TIF, PCX, BMP, Targa, PPM, YUV, ... and DataTypes incl. 24Bit)|
```

```
| * Open any number of picture windows incl. fast scrolling and zooming    |
|   functions, conversion functions, direct transfer functions, ...        |
| * Font sensitive picture subtitles and gadget bar (fonts configurable)   |
| * Support of several preview file formats (highlycompressed or fast access)|
| * Functions for creation of picture databases across multiple volumes    |
| * Configurable thumbnail cache memory    * Editable picture comments      |
| * Copy function for picture groups       * user configur. ARexx command line |
| * optional catalog file concept (one single file for many thumbnails)    |
| * ARexx loading functions for ArtEffect,ADPro,PPaint,XiPaint,ImageFX&Phot.g.2 |
| * ARexx call for CyberShow and CyberTVPlayer as external viewers          |
| * Presentation function with effects together with CyberShow Pro 8.x      |
| * Sorting functions for name,comment,size,type etc.  * Last page button   |
| New: *** HTML web page creation from PhotoAlbum picture collections! ***  |
+------->Visit my homepage: http://www.amigaworld.com/support/photoalbum/<------+
```

PhotoAlbum is part of the PhotoAlbum/CyberShow complete package for 35US$ or
25,56EUR (50DM). Sidegrade offer for all EGSApplication users: 22US$ or 17,90EUR.

Demo version e.g. available on Aminet: "gfx/misc/photoalbum##.lha"

The loading functions are nearly identical to thoose in EGSPhotoAlbum Pro.
PhotoAlbum can be used on all Amigas (and Dracos) with at least OS3.0.
The maximum picture viewing quality can be reached in conjunction with
graphic boards used under CyberGraphX or Picasso 96.

1.73 Universal modules

                    My currently available universal modules:

* FastIFXModules for "ImageFX" (1.5, 2.0, 2.1, 2.6, ...)
  available e.g. on Aminet in gfx/misc/fastifxmodul##.lha
* XiPaintModule for "XiPaint" (3.2, 4.x, ...)
  available e.g. on Aminet in gfx/misc/xipaintmodul##.lha
* UniversalGIO for "Photogenics" (1.2, 2.0, ...)
  available e.g. on Aminet in gfx/edit/universalgio##.lha

For the above listed programs I have created universal modules.
The modules are only available in conjunction with a package
order for the EGS-Application package or the new PhotoAlbum/CyberShow
package for an add-on-price of 7US$ or 5,11EUR (10DM) per each module.

The modules offer the following functionality:

1) Loading functions

Fast and flexible loading functions which are nearly the same
as thoose in EGSPhotoAlbum (JPeg is currently only supported
in the XiPaint module). The modules also offer downscaled loading,
which can be very handy in low memory conditions to get large
pictures in smaller form or a quick overview.

2) TrueColor animation creation

This function is esp. useful for EGS or CyberGraphX users. You can
create TrueColor animations in HHsYUVSq animation format. They can

```
be played with my freeware players "CyberTVPlayer" and
                EGSTVPlayer
                For all three modules ARexx scripts for automatic animation
creation from directories of pictures are included; in addition
there are ARexx scripts for animation conversion into HHsYUVSq
format included for the ImageFX and Photogenics modules.

Please note: For ARexx script usage with UniversalGIO you need at
  least Photogenics V2.0.
```

1.74 Version history

```
                [EGS-TV version history V1.0a (13.6.94) to V5.4d (29.4.96) deleted ←
                ]
[EGSPhotoAlbum history V1.0 (31.10.94) to V5.4e (05.6.96) deleted]
[EGSApplication history V6.0 (26.08.96) to V7.1b (04.05.98) deleted]

Release 7.1c (25th feb. 1999)
  *** Price reductions! *** Sidegrade offer! ***
        Finally a new super cheap sidegrade offer is available for all
  EGSApplication users to change to the new PhotoAlbum/CyberShow-
  package (for only 17,90EUR, 35DM or 22US$).
  The price for the EGSApplication package has also been reduced
  to only 25,56EUR, 50DM or 35US$.


+--------------------------------------------------------------------------+
| Important: Due to lack of interest I can not continue development of my EGS   |
| applications anymore. All Amiga users with at least OS3.0 should consider     |
| to change to my new program generation for AGA and CyberGraphX instead. In    |
| this area I currently offer the following products as a complete package      |
| for complete only 35US$ or 25,56EUR, which EGSApplication users can order for |
| only 22US$ or 17,90EUR (35DM):                                                |
| * Picture management                                                          |
                PhotoAlbum
                 (Aminet:gfx/misc)                                 |
| * Slideshow presentation and Viewer                                           |
                CyberShow Pro
                 (Aminet:gfx/board)             |
| * TrueColor animation player CyberTVPlayer (included with CyberShow)          |
| Theese programs are much more powerful and comfortable to use than            |
| EGSPhotoAlbum, e.g. with sorting functions, html web page creation, 24Bit-DT, |
| the powerful catalog concept, database concept (access to preview pictures is |
| possible without original volume), smart configurable thumbnail cache memory, |
| combinable picture subtitles, script programmable slideshow presentations     |
| with more effects, support of external viewers, finer JPeg scaling, group     |
| copy function, and much more...                                               |
| For 7US$ or 5,11EUR (10DM) add-on price each you can order additional         |
|
                Universal modules
                 which e.g. make TrueColor animation creation for          |
| CyberTVPlayer possible.                                                       |
+--------------------------------------------------------------------------+
```