Graphics:MVB_PD/MVB_PD

COLLABORATORS

	TITLE : Graphics:MVB_PD/MVB_PD		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 23, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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                                What is MainView Broadcast PD

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1.2   MVB_PD.guide/Introduction

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Introduction
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   This is the Public Domain version of MainView Broadcast, MainActor
Broadcast's external player. It only has a limited amount of
loader/sound modules, but supports all features of MainView Broadcast.

   We did make this version available to enable owners of MainActor
Broadcast to give away their animations, together with sound, which
they have created with MainActor Broadcast.

   The following animation formats are supported by MainView Broadcast
PD : IFF-Anim5/7/8, CyberVision, FLI, FLC, Picasso, Piccolo, Retina,
Merlin, Spectrum.

   MainView Broadcast only supports IFF and .mod sound files. MainActor
Broadcast supports more than 20.

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    MainView Broadcast needs an MABROADCAST: assign !

    For more information about MainActor Broadcast, contact your local
VillageTronic dealer, or :

    MainConcept, GbR Mönig/Zabel
    Hermann-Heusch-Platz 3
    D-52062 Aachen
    Germany

    Tel: +49-241-4090444
    FAX: +49-241-4090445
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    EMail: info@mainconcept.ac-copy.com
    WWW:   http://www.ac-copy.com/maincpt.html
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1.3   MVB_PD.guide/MainView Broadcast

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                MainView Broadcast
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    MainView Broadcast is MainActor Broadcast's external player. It can
display all animations/pictures for which MainActor Broadcast has the
proper load modules.  You can simply intgrate it into file managers
like DiskMaster II or DirectoryOpus.

    The key commands while playing animations or showing pictures are
the same as if you would view them directly with MainActor Broadcast.

    If MainActor Broadcast saved an icon for the animations/pictures to
view, MainView will take the view settings from this icon (overruling
its own settings)!

    MainView will use MainActor Broadcast's Center option (which centers
the display of your animations or pictures) by default. If you specify
an X or Y Offset the center option will be disabled and the specified
offsets will be used instead.

    You can start MainView Broadcast from the Workbench or from the CLI.


                Starting MainView Broadcast from the Workbench

                Starting MainView Broadcast from the CLI
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1.4   MVB_PD.guide/Starting MainView Broadcast from the Workbench

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Starting MainView Broadcast from the Workbench
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    If you start MainView from the Workbench (per icon), you can select
the file(s) to view in an ASL requester. For multi selecting just press
one of the shift keys and select the files with the mouse. (Starting
from OS 2.1+)

MainView supports the following tooltypes:

DisplayModule=<Module>
     This tool type gives you the possibility to select your prefered
     display module, like Amiga, Picasso, etc. and to pass that
     information to MainView Broadcast.

DisplayType=<Number>
     If the selected display module supports more than one display type,
     for example Intuition Window or Intuition Screen, you can pass your
     prefered display type to MainView Broadcast with this tool type.
     The display types in the display modules are numbered in
     lexicographic order with 1 being the first display type.

LoaderModule=<Module>
     The default load module is the Universal module.  You can select
     another module with this tool type.

Directory=<Path>
     This is the initial directory for the ASL requester. The default
     value is PROGDIR: for the directory MainView Broadcast is started
     from.

Center
     This tool type activates the Center option of the display modules.
     All graphic information will be aligned to the center of the
     output device (screen or window)

XOffset=<Value>
     You can directly set the start x offset. 0 is the left border.  If
     you specify an XOffset, centration will be disabled !

YOffset=<Value>
     You can directly set the initial y offset. 0 is the top border.
     If you specify an YOffset, centration will be disabled !

FrameCounter
     FrameInfo enables the FrameCounter option of the display modules.
     You can get the number of the actual frame from the upper right
     corner of the screen. It is disabled by default.

StopPlayback
     This option is quite useful for recording animations on a video
     recorder.  The tool type makes the playback stop after displaying
     the first frame; you can then start recording on the video
     recorder and continue playback with the SPACE bar.

EndlessRepeat
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      This option makes MainView Broadcast play all animations
      continously.

Repeat=<Value>
      Repeats the animation <Value> times. For example Repeat=1 would
      play the animation one time. Disables the Endless Repeat option.

CacheData
      Enables caching. With caching enabled, MainView plays all pictures
      and animations from the RAM disk and not directly from the
      harddisk (or whatever). If you do not have enough RAM, MainView
      Broadcast automatically disables this option and loads the data
      directly from device.

1.5 MVB_PD.guide/Starting MainView Broadcast from the CLI

Starting MainView Broadcast from the CLI
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   Starting MainView from the CLI will give you enhanced functionality.
You can, for example, define patterns for animations or picture lists.
The commands are identical to the tool types, so please refer to the
section Starting MainView Broadcast from the Workbench to get details.

   Usage is :

      DM=DISPLAYMODULE/K,
      LM=LOADERMODULE/K,
      FC=FRAMECOUNTER/S,C=CENTER/S,
      XO=XOFFSET/K,YO=YOFFSET/K,
      SP=STOPPLAYBACK/S,
      CD=CACHEDATA/S,
      ER=ENDLESSREPEAT/S,R=REPEAT/K,
      DT=DISPLAYTYPE/K,F=FILES/F

   MainView Broadcast supports Amiga wildcards, for example:

MVBroadcast CD REPEAT=1 DISPLAYMODULE=PICASSO WIDTH=1024
HEIGHT=768 cd0:fli/#?.fli.

   This example would play all files on the device cd0: , which end
with ".fli". They would be displayed on the Picasso-II graphics board
with a resolution of 1024x768 points; the data would be cached in
memory and played only once.