

# Live!™ 1.0

## User Documentation

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# Table of Contents

1.	Introduction.....	2
2.	System Requirement.....	2
<b>2.1</b>	<b>Compatibility</b> .....	2
3.	Installation .....	2
4.	Launching Live! .....	3
5.	User Interace .....	3
<b>5.1</b>	<b>Recording Video</b> .....	4
<b>5.2</b>	<b>Play Video</b> .....	4
6.	Preferences .....	5
7.	Loading Video.....	6
8.	Export Video .....	6
9.	Making the Video on the Desktop.....	8
9.1	Copying Video to Desktop.....	8
9.2	Making Video .....	8
10.	User License.....	9
11.	Copyright .....	9
12.	Disclaimer .....	9
13.	Limitation of Liability .....	10
14.	Termination of License.....	10
15.	Technical Support.....	10

## 1. Introduction

The Treo600 has a built in camera that takes still pictures at a maximum 640x480 resolutions. The Treo Camera application does not take full motion videos.

Live! is specifically designed for the Treo600 to take motion videos with out sound. Recording sound is not possible with the first generation of Treo600. Video can be recorded to main memory with or without compression and to external SD card without compression. The recording length is set to the maximum of 2000 frames and is limited to the amount of free memory available. Frame count will change in the future versions.

Recorded video can be saved and play back later. You can set the recording and play back speed and the number of frames to record.

After the video is saved you can export the video to individual JPG files to the external card. You can then use a desktop application like Microsoft Movie Maker to make the movie with fancy transitions, mixing and sounds.

## 2. System Requirement

- Treo600 with Camera
- 150K of free memory
- External card SD/MMC®

### 2.1 Compatibility

- Palm® Treo600

## 3. Installation

To install Live! double click on the files Live!.prc, LiveJPG.prc and SysZLibARM.prc and install to the HotSync® user id. Press the HotSync® button on the cradle. The HotSync® manager will install the files to your Palm.

## 4. Launching Live!



From your Launcher look for the icon **Live!** and tap on it to launch it. If you cannot find the icon use the scroll bar and scroll down.

## 5. User Interface

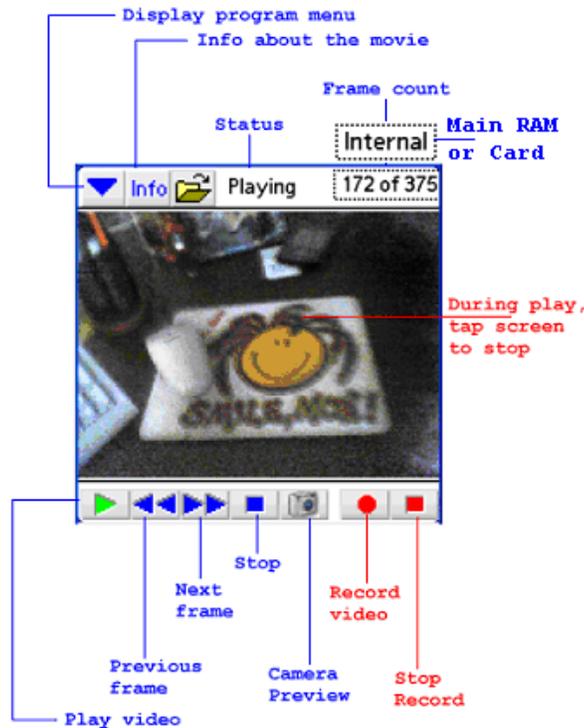


Diagram 1: main screen.

### Internal vs External

To switch from Internal RAM to external RAM tap on the toggle box **Internal** on the right top corner. When you record the video will be saved to the selected location. If Internal is used the video will be saved to main memory. If External is selected the video will be saved to the card in the /Palm/Live folder.

## 5.1 Recording Video

Before you start recording video make sure that Live! is in Preview mode. To put Live! in Preview mode tap on the Preview icon .

Tap on the Record button  to start recording. As Live! records the frame count 172 of 375 at the top of the screen will change. You can tell how many frames are left.

To stop recording tap on the stop button . Live! will display the save as video dialog. If you want to save the video enter a new name or just tap on the OK button. To cancel the save, tap on the Cancel button.

After have saved the video you can play back the video by tapping on the Play button .

## 5.2 Play Video

There are two ways that you can play the video. Play the video after you have saved the newly recorded video or load in a new video by tapping on the open folder icon .

When you load in a new video Live! will play it right away. To stop playing tap anywhere on the screen. After you have stopped the video, you are in Frame Mode. You can use the Previous and Next buttons to move between frames. You can also use the Up and Down keys on the 5 way keypad to move between frames.

## 6. Preferences

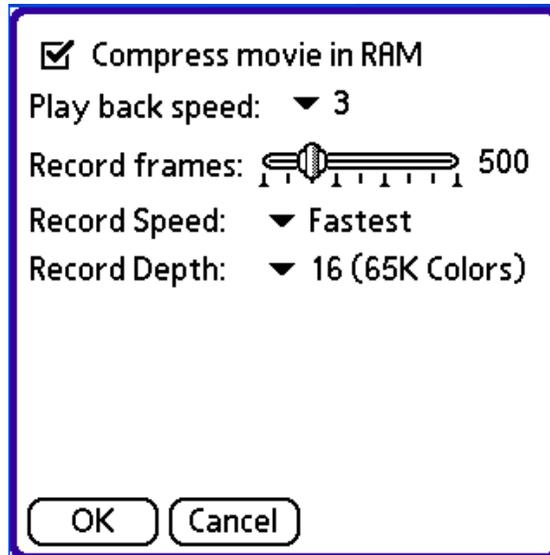


Diagram 2: Preferences

### Buttons

**Compress movie in RAM** If you are recording to RAM, you can compress the video. By default if you record to the card the video will be uncompressed.

**Play back speed:** ▼ 3 You set the play back speed of the video. When recording to RAM, the speed will be quicker vs. recording to the external card. If the play back is too fast then set it to a slower speed.

**Record frames:**  500 You set the number of frames to capture. The maximum number of frames is 2000. This value will change in the future versions. When the maximum number of frames are recorded Live! will stop.

**Record Speed:** ▼ **Fastest** This is the speed for capturing each frame. The faster the speed the more memory is required. The fastest setting will give you better and smoother video because it captures more frames per second. If you want to capture time lapse video then set the speed to a slower rate.

**Record Depth:** ▼ **16 (65K Colors)** The depth of recording. This is default to 16 bit and you can not change this value.

## 7. Loading Video

To load in a new video tap on the Open icon  and the following screen will be opened.



Select the movie you want to play in the list box then tap on the OK button.

To view the list of videos on the card, tap on the toggle box . This will switch between main memory and the external card.

## 8. Export Video

Since Live! does not save the video in the standard MPEG, AVI or WMV format. You will need to export the video the card then use your desktop video editing application to put the movie together.

To export a video tap on the Open icon  and the following screen will be opened.



Select the movie you want to export in the list box then tap on the Export button.

Live! will play the video and then export each frame to the folder in /palm/Live. A new folder will be created and all the frames are stored there.

To stop the export tap on anywhere on the screen.

**Note: Exporting the video is a slow process. On the top right corner you will see each frame processed.**

## 9. Making the Video on the Desktop

This section will describe on how to put the exported video back together on the Windows desktop using Microsoft Movie Maker.

If you don't have Movie Maker you can download the free copy at Microsoft.

<http://www.microsoft.com/windowsxp/moviemaker/downloads/moviemaker2.asp>

### 9.1 Copying Video to Desktop

Before you even start you will need to copy the exported video on to your desktop computer. There are a number of ways that you can do this.

a. Card Reader

Use a card reader and copy all the frames from the folder in /Palm/Live movie folder. A new folder name is created when you exported the video.

b. Desktop Application

There are a number of specific applications designed to read the files off the external card.

Visit <http://www.envicon.com/SyncWizard/> to download SyncWizard.

### 9.2 Making Video

The following only describes on how the import the jpg frames into Movie Maker. It does not describe on how to use Movie Maker.

1. Click on the New icon in Movie Maker toolbar
2. In the Movie Tasks window under **Capture Video** click on Import Pictures
3. A File Open dialog will be opened. Look for the exported video images and select all then click on the Import button.
4. In Movie Maker toolbar popup select Collections. The imported jpgs will be showing.
5. Now select all the frames in the Collection window and drag the to the Storyboard
6. Movie Maker will put the frames in sequence. You can preview the movie by playing it

7. When you are have doing adding the collections to the storyboard and have previewed the video you can now save it. In the Movie Tasks window under **Finish Movie**, click on Save to my Computer.
8. Following the instructions to save the movie.

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