VIDVUE Index

Use the scroll bar to see entries not currently visible in the Help window. To learn how to use Help, choose "Help-How to use Help" in the menu bar.

VIDVUE Overview

VIDVUE supports **multiple instances**.   You can have several copies of VIDVUE running simultaneously - each showing a different picture.   There are two windows that comprise VIDVUE.

The **Viewing Window** can be thought of as the monitor or TV; it displays the image file or **AVI**, **MOV** video, **FLI** or **FLC** animation playback; it is where options to change how images are shown without changing the image in memory.   The image is always scaled to fit the window (except in **FullScreen Window**); scrolling and zooming options are also scaled accordingly.

The **Control Window** acts as a remote control; it is where you activate video controls, select, convert, modify and save image files; most image processing options will actually change the image (e.g., size, colors) but can be undone; all changes are seen on the **viewing window.**

       The home icon on the **viewing window** links you to the **control window** whenever it is covered by another window, hidden or minimized.

Note: A **viewing window** or **control window** can be active or inactive.   The active window has **focus**. In 256-color modes, the colors of the active window will always be maintained; inactive windows will have colors matched against the active window's palette as closely as possible; this is due to Windows **palette management**.

Control Window Menu

File

Load
Save
Recall
Delete
Print
Refresh
User Options
   Basic Setup
   Advanced Setup
   BackColor Setup
   Optimize For Speed
   Optimize for Quality
Save User Profile
Load User Profile
Mark Directory
Unmark Directory
Run Slideshow

Edit

Copy -> Clipboard - copies current image as DIB to Windows clipboard
Paste <- Clipboard - copies DIB from Windows clipboard
Empty Clipboard - clears ALL entries in clipboard

Image

BackUp Image
Undo Image Changes
Tune Colors
Resize Image
Promote Colors
Convert to Gray
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Flip Image
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Video

Play Video
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Control Window Toolbar

Basics:Menu   **Basics:Controls**

File-**Load**

File-**Print**

File-**User Options**

Image-**Tune Colors**

Image-**Resize Image**

Video-**Playback Features**

Rewind Video

Video-**Close (Stop) Video**

Video-**Play Video**

Video-**Pause Video**

Frame Advance

Control Window Hotkeys

Hotkey	Function
Ctrl-L	File-**Load**
Ctrl-S	File-**Save**
Ctrl-P	File-**Print**
Ctrl-B	Image-**BackUp Image**
Ctrl-U	Image-**Undo Image Changes**
Ctrl-T	Image-**Tune Colors**
Ctrl-R	Image-**Resize Image**
Shift-Ins	Video-**Play Video**
Shift-Del	Video-**Pause Video**
Alt-Bksp	Video-**Close (Stop) Video**
Ctrl-V	Video-**Playback Features**

Viewing Window Menu

View

Home

FullScreen Window

AutoReset Window

Optimize Window

Fit In Window

Show (Hide) Scrollbars

Relative Zoom

Reset Zoom

Minimize Zoom

Read GIF Comment

Viewing Window Toolbar

View-Home

View-FullScreen Window

View-AutoReset Window

View-Optimize Window

View-Show (Hide) Scrollbars

View-Relative Zoom

View-Minimize Zoom

Viewing Window Hot Keys

Hotkey	Function
Ctrl-H	View-**Home**
Ctrl-W	View-**FullScreen Window**
Ctrl-A	View-**AutoReset Window**
Ctrl-O	View-**Optimize Window**
Ctrl-1	View-**Fit In Window-1:1**
Ctrl-2	View-**Fit In Window-1:2**
Ctrl-3	View-**Fit In Window-1:3**
Ctrl-4	View-**Fit In Window-1:4**
Ctrl-5	View-**Fit In Window-1:5**
Ctrl-6	View-**Fit In Window-1:6**
Ctrl-7	View-**Fit In Window-1:7**
Ctrl-8	View-**Fit In Window-1:8**
Ctrl-S	View-**Show (Hide) Scrollbars**
Ctrl-R	View-**Reset Zoom**
Ctrl-M	View-**Minimize Zoom**

Viewing Window: Resizing Options

Icon   View Menu Option and Description

          "View-**FullScreen Window"** centers image on full screen; clicking anywhere returns to a normal window.   This is the only function that displays the image as is (i.e., without scaling it); if the image is larger than the screen then full screen scrollbars are enabled.

          "View-**AutoReset Window"** adjusts window and image to the actual image size or largest possible that can fit on your desktop.

          "View-**Optimize Window"** adjusts window and image to minimize background borders.

N/A   "View-**Fit In Window"** adjusts window and image to smaller, proportional **viewing window** sizes with the following scaling ratios: 1:2, 1:3, 1:4, 1:5, 1:6, 1:7 and 1:8; if the window cannot to a selected ratio it is ignored.

Viewing Window: Zooming Options
Basics:Menu   **Basics:Controls**

Icon   View Menu Option and Description

       "View-**... Scrollbars"** toggles the scrollbars (Show or Hide).   If scrollbars are toggled and shown, the image is automatically zoomed to an optimal factor for the viewing window size; use the Zoom scrollbars to increase/decrease zoom factor.   If scrollbars are toggled and hidden, then the current zoom factor is retained.

       relative zoom scrollbar adjusts zoom factor and image relative to the viewing window.   If the image is zoomed then **image scrollbars** are toggled and shown.   If the zoom factor is set to 100, then **image scrollbars** are toggled and hidden.

N/A   **"**View-**Relative Zoom"** sets zoom factor, relative to display window, from 200% to 800%; selection directly sets **relative zoom scrollbar.**

N/A   **"**View-**Reset Zoom"** resets relative zoom factor to 100% and toggles (hides)   the image scrollbars, if shown.

       View-**Minimize Zoom** adjusts zooming factor to a minimum value without changing the aspect ratio.   Depending on viewing window size, setting the **relative zoom scrollbar** to a value less than the minimum can cause aspect ratio distortion; this function restores the aspect ratio and zoom factor to defaults.

Loading, Saving & Deleting Image Files

How to Load an Image (or Multimedia) File

From the **control window** menu, select "File-Load" or click the "File-Load" toolbar button.

1. Change to desired drive and/or directory.
2. If desired, change the filename extension from the **Type** dropbox.
3. Highlight a filename from **Files** listbox.
4. If available, click the **Info button** for information about the image/file.
5. Click the **Load button**. or double-click on a filename to load it.

Note: Any of last eight (8) files loaded can be randomly recalled by selecting "File-Recall" to list available files.   Click on any listed to recall them.   The recall list is updated each time you load a new file.

If you load a multiple-page **TIF** or **DCX** file, a **Page** button appears on the Control Window; click it to view the next page.   When the last page is reached, it cycles back to the first page.

PCD (Photo CD) images are retrieved at 512x768x16M (base resolution).   To select higher resolutions,   click the **Type** dropbox which lists available **file formats** and select from 256x384x16M, 512x768x16M, 1024x1536x16M or 2048x3072x256 grays.

How to Save an Image File

From the **control window** menu, select "File-Save".   The **Load button** changes into a **Save button**; and the **Type** dropbox will list available **file formats** and compression options.

1. Change to desired drive and/or directory.
2. If desired, select a file format and compression option from the **Type** dropbox.
3. Select existing filename in **File** listbox to overwrite or enter a new filename in **File** textbox.
4. Click the **Save button**.

How to Delete an Image File

1. Change to desired drive and/or directory.
2. Highlight a filename from the **File** listbox.
3. From the **control window** menu, select "File-Delete"

Note: If you add or delete files in the current directory via another app (e.g., File Manager); select "File-Refresh" to update the file listing.

Printing

How to Print an Image File

From the **control window** menu, select "File-Print" or click the "File-Print" toolbar button.   A print dialog box will show the current paper size, orientation, resolution (in dots per inch - dpi), and position of image when printed on a **simulated document**.

1. Optionally, click the **Setup button** to change printer settings.   The simulated document will be repositioned and resized depending on the paper and orientation selected.

2. Optionally, resize the image by setting the **Size Scrollbar**   (10% to 100%); a dark rectangle on the **simulated document** will show the image's relative size when printed.

3. Optionally, position the image on the document by adjusting the **horizontal and vertical scrollbars** on the **simulated document**.

4. Click **Print button** to print.

B&W Printing Tips

On black & white printers, VIDVUE will use an error-distributed **dithering** method for superior gray shades.   For best results:

o   on Epson-compatible printers, set dpi to 120x144 to equalize white spaces;

o   convert the image to gray shades and modify it's contrast and brightness to taste.

User Options

Verify GIFs enables special processing for **GIF** files (these were intended to be viewed as they are decoded, not simply loaded in memory).   See **GIF decoding options**.

AutoSave enables automatic saving of loaded image to disk before applying image processing functions; to backup manually, select "File-Image-**BackUp Image**".   Set this option if you use "Image-**Tune Colors**" or "Image-**Resize Image**" functions frequently.

AutoSize forces images to be displayed in a smaller **viewing window**, for faster display updates.   The image is not modified, but displayed fit a smaller area.   Select "View-**AutoReset Window** "or it's toolbar equivalent to resize window to actual dimensions (or largest possible).   **This option affects immediate slideshow (see Multimedia Slideshow:Immediate Options)**.

AutoDither enables automatic **dithering** of 24-bit or 256-color images on 256-color and 16-color displays, respectively;   This reduces color depth to match your video mode and faster display updates. **This option affects immediate slideshow (see Multimedia Slideshow:Immediate)**.

AutoCenter centers the **viewing window** on your desktop whenever you load a new image.

AutoAspect enables automatic resizing of 320x200, 320x400, 320x480, 360x480 and 640x400 images to a square aspect ratio for accurate viewing and printing.   Set this option if you have a lot of old images with image dimensions mentioned.   If a   **GIF** file was decoded **to Window** or **to FullScreen** (see **GIF decoding options**) then it is corrected after reactivating either the control window or viewing window (i.e., by clicking any control or window).

Note: Above options can be saved by via "**File-User Options-Save User Profile**" or with "**File-User Options-Load User Profile**".   You can also select the "**File-User Options-Optimize for Speed**" or "**File-User Options-Optimize for Quality**" to set all relevant options for you.

FullScreen Disk Buffer swaps memory to hard disk when a scrolling full screen is required (ie., image is larger than full screen); keep this option set if memory is running low.

Browse WAV files immediately plays succeeding WAV audio files "instanteously"; files are played normally if it cannot fit in memory.   MIDI playback is disabled with this option to maintain PC speaker compatibility (see README.WRI).

Enhanced JPG save results in better images at higher compression, but requires more memory.

JPG loss scrollbar adjusts the degree of image compression vs. image quality for saving images in **JPG** format; 99 provides maximum compression with equivalent image degradation.

Advanced User Options

How to Adjust Monitor Gamma, Contrast and Brightness.

1. Select "File-User Options-Advanced Setup".
2. Adjust the **Gamma**, Brightness and Contrast scrollbars to taste.
3. Select "File-User Options-Save User Profile" to save settings.

Note: Only the viewing window is modified, the image in memory is unaffected; depending on **GIF decoding option**, only the display of last image of a multiple-image GIF (kept in memory) is affected.   To actually modify the gamma factor, contrast and brightness of an image in memory see "Image-**Tune Colors**".

For optimal setting, view the GAMMA.BMP file and adjust gamma level until the inner red, green, blue and gray rectangles match outer rectangles.   Gamma correction has a nominal effect on image decoding and refresh; to optimize speed, set gamma value to 1.0.

How to Select a Background Color.

1. Select "File-User Options-BackColor Setup".
2. Select any color then click "OK".

Note: The background color will be displayed for image viewing and immediate slideshows; **GIF** files, however, may override selected background, depending on **GIF decoding option**.

How to Setup Immediate Slideshows.

1. Select "File-User Options-Advanced Setup".
2. Adjust the **Wait**, **AutoSize** and **AVIsize** scrollbars to desired settings.

Note: See **Slideshow Options** for details.

GIF Decoding Options

After selecting "File-**User Options**" , click the GIF decoding list box for the following decoding options for **GIF** files.

o   **to Memory** -   decodes first image only; it is the fastest mode and includes enhanced verification; all other features are disabled; image is retained and can be edited.

o   **to Window** -   decodes simultaneously to a Window and memory; multiple-image graphics and **89a features** are enabled; the image is retained and can be edited.   The image is decoded without corrections to screen; after it is fully displayed, the image is updated with corrections, if any (eg., fit to screen, aspect ratio, monitor brightness).   If GIF comments are available, then another window will pop up with comments.   Decoding can be aborted by pressing Esc key.

o   **to FullScreen** - decodes simultaneously to full screen and memory; the home icon will appear on the lower left corner to return to a normal Window; the image is centered if smaller than the screen, clipped if larger; all other features are essentially the same as **to Window** decode mode described above.

o   **to Browse Window** -   decodes to a window for a quick "browse"; only the first graphic image is decoded; the image is **not** retained in memory;

o   **to Browse FullScreen** -   decodes to full screen for a quick "browse"; the home icon will appear on the lower left corner to return to a normal Window; the image is centered if smaller than the screen, clipped if larger; all other features are essentially the same as **to Browse Window** decode mode described above.

Image BackUp & Undo

How to Backup an Image

From the **control window** menu, select "Image-Backup Image".   If the **AutoSave** option is enabled then the image is automatically saved to disk before calling "Image-**Tune Colors**" or "Image-**Resize Image**".   After an image is saved "Image-Backup Image" is enabled.

If no image backup is available, you will always prompted with the opportunity to backup the image before image modifications.

How to Undo Image Changes

From the **control window** menu, select "Image-Undo Image".   This menu option is enabled only if the current loaded image is saved via the "Image-Backup Image" or the **AutoSave** option.

Image Conversion to Gray or 256 Colors

How to Convert Color Images to Gray Shades

From the **control window** menu, select "Image-Convert to Gray".   This function will convert 16-color, 256-color and True-color (24 bit) images.   Use this function to modify and enhance an image for printing on Black & White printers.

For best results on 16-color video modes, convert the image to 16 colors after converting to gray shades. (see **Convert to 16 Colors**)

How to Convert True-Color Images to 256 Colors

From the **control window** menu, select "Image-Convert to 256 colors-Optimize Palette" or "Image-Convert to 256 colors-Error Diffusion".

The **Optimized Palette** method will create a histogram and analyze which are the most frequently used colors from over 16 million possible colors!   It will then select 256 colors and remap the image to that palette.   This is a lenghty operation; you will be prompted to continue or abort the operation.   Since no **dithering** is applied, the image is "solid" and resizing after using this method leaves no undesirable results (i.e., extraneous patterns).

The **Error Diffusion** method uses a uniform 256-color palette to represent as many as colors as possible).   It then applies **dithering** to enhance color depth perception.   This method is faster and has good results.   Since dithering is applied, resizing the image after using this method has undesirable results (i.e., extraneous patterns).   For best results, always resize the image before applying this method. This method is used by the **AutoDither** option.

Image Conversion to 16 Colors

How to Convert Color Images to 16 Colors

From the **control window** menu, select "Image-Convert to 16 colors-Bayesian" or "Image-Convert to 16 colors-Error Diffusion".   The functions will handle any colored image.

The **Bayesian** method uses a uniform 16-color palette and applies ordered dithers (i.e., Bayer algorithm) to the image.   Resizing the image after using this method can make the image unrecognizable.   For best results, always resize the image before applying this method.

The **Error Diffusion** method uses a uniform 16-color palette then applies **dithering** to enhance color depth perception.   This method is faster and has good results.   Resizing the image after using this method has undesirable results (i.e., extraneous patterns).   For best results, always resize the image before applying this method.   This method is used by the **AutoDither** option.

Image Conversion to Black & White

How to Convert Color Images to Black & White

From the **control window** menu, select "Image-Convert to 16 colors-Bayesian" or "Image-Convert to 16 colors-Error Diffusion" or "Image-Convert to 16 colors-Halftone".

The **Bayesian** method applies black & white, ordered dithers (i.e., Bayer algorithm) to the image. Resizing the image after using this method can make the image unrecognizable.   For best results, always resize the image before applying this method.

The **Error Diffusion** method dithers (Stucki algorithm) the image to enhance gray shade perception. This method is faster and provides good results.   Resizing the image after using this method has undesirable results (i.e., extraneous patterns).   For best results, always resize the image before applying this method.

The **Halftone** method applies black & white, ordered dithers (similar to pattern seen in newspaper pictures). This method is the fastest but has the poorest results.   Resizing the image after using this method can make the image unrecognizable.   For best results, always resize the image before applying this method.

Promoting Images to 256 or 24-bit Color

How to Promote 256-colors Images to 24-bit Color

From the **control window** menu, select "Image-Promote Colors-to 16M colors" for 256-color images, or "Image-Promote Colors-to 256 colors" for Black & White or 16-color images.

After the image has been converted, you will be able to adjust **Sharpness** as well as use the **PackVideo** image process.

Image Resizing & Tuning

How to Resize an Image

1. From the **control window** menu, select "Image-Resize Image" or click the "Image-Resize Image" toolbar button.   A dialog box will be shown on the **control window**.

2. Select a resizing factor (from 10% to 800% of original image size) with the **Size Scollbar**; you can also enter values directly into the **Width textbox** and/or **Height textbox** to distort the image aspect ratio.

    If the new image cannot fit into Windows memory, VIDVUE will prompt you with the maximum height and width values that can fit into current Windows memory; the **Width textbox** and **Height textbox** will be updated with these values.

3, Click the **Resize button**.

    After the Image is resized, the window is also resized to the actual image size (or largest possible) to accurately assess the appearance of the resized image.   This is particularly important when the **AutoSize** option is enabled, since it reduces the size of the **display window** for faster display updates.

How to Tune Image Colors

1. From the **control window** menu, select "Image-Tune Image" or click the "Image-Tune Image" toolbar button.   A dialog box will be shown on the **control window**.

2. Adjust the **Gamma scrollbar, Sharp scrollbar**, **Brit scrollbar** and/or **Cont scrollbars**.

    The **Gamma** scrollbar adjusts the gamma factor between 0.01 to 1.99;   it's inital value is set to your   **Monitor & Gamma Adjustment** setting.

    All other scrollbars have a -100% to 100% range which increase or decrease sharpness, brightness and contrast respectively.   The **Sharp scrollbar**   uses anti-aliasing to soften and convolution to sharpen an image; it is enabled with gray scale and 24-bit images (use Promote to covert 256-color images to 24-bits).   You can click the **Reset button** at anytime to reset all scrollbars to zero (default).

3. Click the **Apply button** to begin tuning.

    The **Undo button** will reload the back-up image from disk (see **Backup Image**); this is provided as a convenience so that you can interactively experiment with tuning functions.

Image Flipping & Rotating

Basics:Menu   **Basics:Controls**

How to Flip an Image

From the **control window** menu, select "Image-Flip Image" and choose from "Flip Horizontal" or "Flip Vertical".

Flip Vertical creates a mirror image by flipping the image from top to bottom.   **Flip Horizontal** creates a mirror image by flipping the image from left to right.

How to Rotate an Image

From the **control window** menu, select "Image-Rotate Image" and choose from "90 degrees", "180 degrees" or "270 degrees".   If the **AutoSize** option is disabled then do the following to correct the aspect ratio (**Important:** The image must have a square aspect ratio; if the **AutoAspect** option is disabled, then it will still appear distorted).

After the Image is rotated the aspect ratio will most likely be distorted if the image was rotated by 90 or 270 degrees.   Although it will appear correct, the actual image does not have the correct aspect ratio.   Select "View-**AutoReset Window**" or it's toolbar equivalent to resize to window to actual dimensions (or largest possible).   Follow these steps to correct a rotated aspect ratio.

1. From the **control window** menu, select "Image-Resize Image" or click the "Image-Resize Image" toolbar button.   A dialog box will be shown on the **control window**.

2. Exchange the values in the **Width textbox** and **Height textbox**.   For example, if the original image had a width of 640 and a height of 480 pixels, exchange the values by entering "480" in the **Width textbox** and "640" in the **Height textbox**.

3. Click the **Resize button**.

Image Processing: PackVideo

What is PackVideo?

PackVideo, for lack of a better term, is an image processing algorithm to enhance captured video frames. Video image frames from TV broadcasts or videotape (NTSC) compromise the color and gray scale information (i.e., subsampling); moreover, images are interlaced and are frequently "jaggy" or "noisy". Since a captured 640x480x24M image generally contains redundant video information, reducing the image to 320x240x24M (i.e., "quarter screen) will bring about a sharper image.   However, resizing the captured frame will lose some video information and may bring out noise (ie., artifacting).   By using the PackVideo process before resizing to "quarter screen", detail is enhanced and noise is minimized, if not removed.   **This is a 24-bit (true color) process.**

How to Use PackVideo Image Processing.

If you have a 24-bit (true color) image loaded, select "Image-PackVideo" from the **control window** menu.   After processing, resize the image to 50%.   That's it!

To appreciate the algorithm, load a dithered 24-bit, JPG image.   Adjust the **viewing window** and view the image with the **Fit In Window** viewing option set to 2:1.   You will notice a lot of "grain" or "noise".   Now apply the PackVideo process and compare the difference.

Video Menu & Toolbar Options

Icon   View Menu Option and Description

"Video-**Play Video**" starts/resumes playback of **AVI** video or **FLI** animation file in viewing window.   Playback is always windowed to facilitate scaling of video image and playback.   FLI/FLC animation is fixed and cannot be scaled.

"Video-**Pause Video**" pauses playback of video or animation file.   This allows you to resize the AVI video image, or set the video/animation file to a specific position.

"Video-**Close Video**" closes the video/animation file and removes drivers from memory.

"Video-**Playback Features**" displays a dialog box with special playback features; these include toggling audio on or off, monitoring the video's timeline, non-linear fast forwarding or rewinding of the video file, grabbing video frames, resizing/scaling the video window, correcting the **viewing window** aspect ratio,   information on the video frame rate, height and width are also provided.

N/A   "Video-**Configure VFW**" activates the standard Video For Windows configuration screen.   All options will be implemented except Full Screen playback to facilitate scaling of AVI video image and playback.

N/A   "Video-**Status Update**" adjusts how often the **video timeline scrollbar** (see **Playback Features**) is updated.   Options range from "1:1 second" (once every second) to "6:1 second" (six times a second).   Since playing video uses a lot of the CPU's time, set update to "1:1 second" on a 386.

Rewind Video pauses video/animation playback and resets file position to beginning - analogous to "rewinding" a tape.   This option can be accessed only by the toolbar icon.

Frame Advance pauses video/animation playback and advances file by one frame.   This option can be accessed only by the toolbar icon.

Video Playback Features

Basics:Menu   **Basics:Controls**

From the **control window** menu, select "Video-Playback Features" or click the video toolbar button after the video file and **AVI** or **FLI**drivers have been loaded.   A dialog box appears with special video controls.

How to Turn Audio On/Off

How to Position the Video/Animation File to Specific Frame

How to Capture AVI Video Stills

How to Resize the AVI Video Window

Enabling & Disabling AVI Audio Playback
Basics:Menu   Basics:Controls

How to Turn AVI Audio On/Off

From the **control window** menu, select "Video-Playback Features" or click the video toolbar button after the video file and **AVI** drivers have been loaded.   A dialog box appears with special video controls.

    Toggle Audio (On/Off) pauses video playback and sets audio playback on or off.   Use this to avoid bothering others (who may be working or sleeping).

Selecting Video Frames

From the **control window** menu, select "Video-Playback Features" or click the video toolbar button after the video file and **AVI** or **FLI** drivers have been loaded.   A dialog box appears with special video controls.

How to Position the Video/Animation File to Specific Frame

The **Rewind Video** toolbar button resets the video file position to beginning -   analogous to completely "rewinding" a tape.

The **Frame Advance** toolbar button advances video by one frame.

The **video timeline scrollbar** updates it's position to reflect the current frame played.   It is updated up to six times a second depending on your "Video-**Status Update**" setting.   If clicked or scrolled, it will pause video playback and move to a desired position in the video file.   The scrollbar arrows can also be used move to the previous or next frame.

Capturing AVI Video Frames

Basics:Menu   **Basics:Controls**

From the **control window** menu, select "Video-Playback Features" or click the video toolbar button after the video file and **AVI** drivers have been loaded.   A dialog box appears with special video controls.

How to Capture AVI Video Stills

   1   Position video file to desired frame.

   2. Click **Grab Still button** to capture the current frame displayed in viewing window.   After successfully grabbing image, **View Still button** will be enabled.

   3. If satisfied with selection, click **View Still button** to close the current video file and converts the grabbed video frame into a bitmap; thereafter, you can edit, apply image processing, print, and save the image.

Note: If your preferred graphics mode is in 32K, 64K or 24-bit colors,see README.WRI file for compatibility settings.

Resizing the AVI Video Window

After video is loaded, you can adjust **viewing window** size by **"dragging" the frame** of the **viewing window**; playback will be paused and image resized to fit the new window.   Since you might distort the correct aspect ratio (i.e., it will appear elongated, "flat", "thin" or wide) several options are provided for your convenience.

How to Resize the AVI Video Window

1. From **control window** menu, select "Video-Playback Features" or click video toolbar button after **AVI** file loads.   A special dialog box appears with controls for video.

2. Optionally, click   the **Fix Aspect button** to correct the **viewing window** size and keep the original   aspect ratio; video playback will be paused then the video window will be adjusted.

3. Optionally, click the **Reset button to** restore the **viewing window** to the actual frame size with no magnification (i.e., 100%); video playback will pause then video window will reset.

4. Optionally, select a specific resizing factor by clicking one of the buttons labeled as **125%**, **150%**, **175%**, **200%**, **225%**,**250%**, **275%**, and **300%**; video playback will pause then the video window will adjust to desired factor.

Multimedia Slideshows: Immediate

How to Run Multimedia Slideshows with Marked Files.

From the **control window** menu, select "File-Load" or click the "File-Load" toolbar button.

1. Change to desired drive and/or directory.
2. If desired, change the filename extension from the **Type** dropbox.

3. Highlight filenames from the **Files** listbox to select them.

   FIle selection follows standard Windows convention; keep the left mouse button down and highlight several or all of the files; or, you keep the **Ctrl** key down as you click on different filenames to mark or unmark items from the list.   Optionally, select "File-Mark Directory" to mark all files in the current directory or "File-Unmark Directory" to deselect all files.

4. Select "File-Run Slideshow-Normal Play" or "File-Run Slideshow-Shuffle Play".

   Since immediate slideshows are intended as a convenient way to view several files in a directory (eg., CDROM collections), files are shown in alphabetical order.   To structure slideshow sequence, see **User-Scripted Multimedia Slideshows.**

   To stop the slideshow press the **Esc** key several times. If a file is currently being decoded it may take a few seconds before the slideshow screen is removed.

Multimedia Slideshows: Immediate Options

Basics:Menu   **Basics:Controls**

How to Configure User Options for Multimedia Slideshows.

1. Select "File-**User Options**".

2. Enable or disable **AutoSize** feature.

   If enabled, forces all images in immediate slideshow to decode to a specified image size while retaining image aspect ratio. The default image size is full screen; the size can be adjusted with the **AutoSize scrollbar** described below.

3. Enable or disable **AutoDither** feature.

   If enabled, automatically **dithers** 24-bit and 256-color images in 256 and 16-color modes, respectively.

Note: These options will affect GIF processing in immediate slideshows only if **Verify GIF** is set (see **GIF decoding options**).   All immediate slideshow settings are ignored by **User-Scripted Multimedia Slideshows.**

How to Setup Immediate Multimedia Slideshow Options.

1. Select "File-User Options-Advanced Setup".

2. Adjust the **Wait scrollbar**.

   This scrollbar determines the lenght of the pause between each slide in the immediate slideshow. It ranges between 0 to 600 seconds; pressing the **spacebar** will terminate the pause and proceed to the next slide.   For presentations, you can set the **Wait scrollbar** to maximum - 600 seconds (10 minutes) and press **spacebar** after discussing the slide.

3. Adjust the **AutoSize scrollbar**.

   If **AutoSize** option is enabled, this scrollbar determines the percentage of full screen to be used for scaling the image; images are cropped if larger than full screen.   All images are scaled and centered.   On an 800x600 display, a value of 50% will display all images, centered, in a 400x300 region; a value of 80% will use a 640x480 region.   Use this option to maintain a uniform presentation with images that vary in size.

4. Adjust the **AVIsize scrollbar**.

   AVI video files will be scaled from 100% to 300% depending on the scrollbar value.   As with images, the video file is centered on the full screen.

User-Scripted Multimedia Slideshows: Basics

How to Create and Run User-Scripted Multimedia Slideshows.

User-Scripted slideshows are simple text files saved with a SHO extension; use any text editor (eg., Notepad) to create it.   The simplest way to create one is to list the multimedia files in presentation order. This example shows and loops two files with a pause is added after each slide, and comments anywhere in slide section.   With a sound card, WAV or MID files can also be played while the image is showing. After saving the text file, select and run it from the **control window;** simply **load** the SHO file as you would any other file.

[SLIDE1]
FILENAME=d:\GIF\BEACH.GIF
DURATION=5
;800x600x16 - beach scene with 5 sec pause

[SLIDE2]
FILENAME=c:\JPG\MOUNTAIN.JPG
FILENAME=d:\WINDOWS\CANYON.MID
;1024x768x256 - mountains, play MIDI file instead of pause

AutoDithering can be added to render true color files in 16-color/256-color displays.   In this, example AVI video is also added.

[SLIDE1]
AUTODITHER=OFF
FILENAME=d:\GIF\BEACH.GIF
DURATION=5
;no dithering

[SLIDE2]
AUTODITHER=ON
FILENAME=c:\JPG\MOUNTAIN.JPG
FILENAME=d:\WINDOWS\CANYON.MID
;dither it

[SLIDE3]
FILENAME=z:\WINDSURF.AVI
;play video from CDROM

To appreciate the power of scripted slideshows, see the next page listing avaliable commands.

User-Scripted Multimedia Slideshows Commands

Keyword: **[SLIDE]**
Syntax: [SLIDE nn where nn is any number

Keyword: **;**
Syntax: none, any text beginning with the semi-colon is treated as a comment

Keyword: **FILENAME=**
Syntax: FILENAME=<full path with filename>

Keyword: **DURATION=**
Syntax: DURATION=nn where nn is any number between 0 to 600 representing seconds.

Keyword: **BACKCOLOR=**
Syntax: BACKCOLOR=<color>   where color is one of the following keywords: **BLACK, DKGRAY, GRAY, LTGRAY, WHITE, DKRED, RED, LTRED, DKYELLOW, YELLOW, LTYELLOW, DKGREEN, GREEN, LTGREEN, DKCYAN, CYAN, LTCYAN, DKBLUE, BLUE, LTBLUE, DKVIOLET, VIOLET, LTVIOLET**

Keyword: **AUTODITHER=**
Syntax: AUTODITHER=[ON|OFF]

Keyword: **AUTOSIZE=**
Syntax: AUTOSIZE=[ON|OFF]

Keyword: **FULLSCREEN=**
Syntax: FULLSCREEN=nn where nn is any number between 50 and 100 (% of full screen)

Keyword: **GIFMIG=**
Syntax: GIFMIG=[ON/OFF]

Keyword: **GIFBACK=**
Syntax: GIFBACK=[ON/OFF]

Keyword: **AVISIZE=**
Syntax: AVISIZE=nnn where nnn=100 to 300 (% of original size)

Keyword: **GAMMA=**
Syntax: GAMMA=nnn where nnn=0.01 to 1.99

Keyword: **WALLPAPER=**
Syntax: WALLPAPER=<full path with filename>

Slideshows Commands: [SLIDE & ";"

Keyword: **[SLIDE]**
Function: Defines start of a slide section:
Syntax: [SLIDE nn where nn is any number

Example: **[SLIDE1]**
                  GIFBACK=ON
                  GIFMIG=ON
                  AUTOSIZE=OFF
                  AUTODITHER=OFF
                  FILENAME=D:\GIF\WOMAN.GIF
                  DURATION=5
                  ;display for 5 seconds or spacebar
                  ;show multiple 640x480x16 image AS IS w/out resizing

Keyword: **;**
Function: Defines start of a comment
Syntax: none, any text beginning with the semi-colon is treated as a comment

Example: [SLIDE2]
                  AUTOSIZE=OFF
                  AUTODITHER=OFF
                  FILENAME=E:\JPG\BASEBALL.JPG
                  FILENAME=D:\WINDOWS\CHEERS.WAV
                  DURATION=10
                  ;dither before displaying 640x480x24M image -no resizing
                  ; play CHEERS.WAV
                  ;wait for 10 sec or spacebar

Slideshows Commands: FILENAME
Basics:Menu   **Basics:Controls**

Keyword: **FILENAME=**
Function: Defines a file to be displayed or played
Syntax: FILENAME=<full path with filename>

Example: [SLIDE1]
                GIFBACK=ON
                GIFMIG=ON
                AUTOSIZE=OFF
                AUTODITHER=OFF
                FILENAME=D:\GIF\WOMAN.GIF
                DURATION=5
                ;display for 5 sec
                ;show multiple 640x480x16 AS IS -no resizing

                [SLIDE2]
                AUTOSIZE=OFF
                AUTODITHER=ON
                FILENAME=E:\JPG\FOOTBALL.JPG
                FILENAME=D:\WINDOWS\CHEERS.WAV
                DURATION=10
                ;dither before displaying 640x480x24M -no resizing
                ;play CHEERS.WAV
                ;wait 10 sec or spacebar

                [SLIDE3]
                AVISIZE=200
                FILENAME=C:\AVI\DALLAS.AVI
                ;play AVI file at 200%

    Note: WAV or MID files can be used as special effect since current image shown kept.   All
            other file formats will cause the screen to be cleared before shown.

Slideshows Commands: DURATION

Keyword: **DURATION=**
Function: Inserts a delay after this slide is shown
Syntax: DURATION=nn where nn is any number between 0 to 600 representing seconds.

Example: [SLIDE1]
                GIFBACK=ON
                GIFMIG=ON
                FILENAME=D:\GIF\WOMAN.GIF
                DURATION=5
                ;load and display next slide after 5 seconds

                [SLIDE2]
                AUTOSIZE=OFF
                AUTODITHER=ON
                FILENAME=E:\PCX\FIGURE.PCX
                FILENAME=D:\WINDOWS\WHISTLE.WAV
                DURATION=600
                ;dither in req. without resizing
                ;play WHISTLE.WAV file while the image is up
                ;wait for 10 minutes while i discuss slide or until spacebar is pressed

                [SLIDE3]
                FILENAME=E:\PCX\MONSTER.TIF
                FILENAME=Z:\MOVIES\HORROR.WAV
                DURATION=600
                ;dither before displaying this 512x480 clip without resizing
                ;play WAV file with image up
                ;again, wait for 10 minutes while i discuss slide or until spacebar is pressed

Note: **This keyword must appear AFTER specifying FILENAME=;   if you put it before the FILENAME= keyword a delay will be generated before the image is shown.**
        Pressing the spacebar terminates the inserted delay.   By specifying DURATION=600 seconds; you can keep a slide up for the maximum period while the slide is being discussed.   After 10 minutes the next slide is shown; if no other slide exists then the first slide in the script will be looped.

Slideshows Commands: BACKCOLOR

Keyword: **BACKCOLOR=**
Function: Defines background color for image
Syntax: BACKCOLOR=<color>   where color is one of the following keywords **BLACK, DKGRAY, GRAY, LTGRAY, WHITE, DKRED, RED, LTRED, DKYELLOW, YELLOW, LTYELLOW, DKGREEN, GREEN, LTGREEN, DKCYAN, CYAN, LTCYAN, DKBLUE, BLUE, LTBLUE, DKVIOLET, VIOLET, LTVIOLET**

Example: [SLIDE1]
                AUTOSIZE=OFF
                AUTODITHER=OFF
                BACKCOLOR=WHITE
                FILENAME=E:\PCX\FIGURE.PCX
                FILENAME=D:\WINDOWS\WHISTLE.WAV
                DURATION=600
                ;white background and dither before display - don't resizing
                ;play WAV file then wait for 10 minutes or until spacebar is pressed;

                [SLIDE2]
                AUTOSIZE=OFF
                AUTODITHER=ON
                BACKCOLOR=BLUE
                FILENAME=E:\TGA\OCEAN.TGA
                FILENAME=D:\WINDOWS\WAVES.WAV
                DURATION=0
                ;use a blue background, dither if req. but don't resize
                ;play WAV file then jump to next after playing

                [SLIDE3]
                FILENAME=Z:\VACATION.TIF
                FILENAME=Z:\MUSIC\SAMBA.MID
                DURATION=0
                ;use same blue background and play music

     Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.**   If the GIFMIG=ON keyword is used with GIFBACK=ON then the specified background color is ignored when a GIF file is displayed.

Slideshows Commands: AUTODITHER

Keyword: **AUTODITHER=**
Function: Dithers an image before showing it; useful when showing true color images on a 256-color display or 256-color image on a 16-color display
Syntax: AUTODITHER=[ON|OFF]

Example: [SLIDE1]
                AUTOSIZE=OFF
                AUTODITHER=OFF
                BACKCOLOR=WHITE
                FILENAME=E:\PCX\FIGURE.PCX
                FILENAME=D:\WINDOWS\WHISTLE.WAV
                DURATION=600
                ;white background, dither before display, no resizing
                ;play WAV file, wait 10 minutes or until spacebar is pressed;

                [SLIDE2]
                AUTOSIZE=OFF
                AUTODITHER=ON
                BACKCOLOR=BLUE
                FILENAME=E:\TGA\OCEAN.TGA
                FILENAME=D:\WINDOWS\WAVES.WAV
                DURATION=0
                ;use a blue background and ;dither before display, no resizing
                ;play WAV.

                [SLIDE3]
                FILENAME=Z:\VACATION.TIF
                FILENAME=Z:\MUSIC\SAMBA.MID
                DURATION=0
                ;same blue background
                ;play music file

    Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.**   If the GIFMIG=ON keyword is used this keyword is ignored since the image will be be automatically rendered if necessary.

Slideshows Commands: AUTOSIZE & FULLSCREEN

Keyword: **AUTOSIZE=**
Function: Determines if image will be scaled to fullscreen or cropped
Syntax: AUTOSIZE=[ON|OFF]

Example: [SLIDE1]
               AUTOSIZE=OFF
               AUTODITHER=OFF
               BACKCOLOR=WHITE
               FILENAME=E:\PCX\FIGURE.PCX
               FILENAME=D:\WINDOWS\WHISTLE.WAV
               DURATION=600
               ;white background, no dithering or resizing
               ;play WAV
               ;10 min. wait or until spacebar is pressed

               [SLIDE2]
               FILENAME=Z:\PCX\DIET.BMP
               FILENAME=D:\WINDOWS\JINGLE.MID
               ;same white background, play MID file

      Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the
               previous setting will be used, if any.**   Image will be scaled to percentage of full screen
               if FULLSCREEN= keyword is used.   If the GIFMIG=ON keyword is used scaling will be
               ignored.

Keyword: **FULLSCREEN=**
Function: Determines the maximum screen size an image will be scaled to fit
Syntax: FULLSCREEN=nn where nn is any number between 50 and 100 (% of full screen)

Example: [SLIDE3]
               AUTOSIZE=ON
               FULLSCREEN=50
               GIFMIG=OFF
               FILENAME=E:\GIF\FLOWERS.GIF
               ;use a previous background; scale 640x480x24M image to 512x384x24M (on a
               1024x768x256 display) before displaying; then play MID file

      Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the
               previous setting will be used, if any.**   If the GIFMIG=ON keyword is used this keyword
               is ignored since scaling is not performed on multiple image GIFs or full featured GIF 89a
               files.

Slideshows Commands: GIFMIG & GIFBACK
Basics:Menu   **Basics:Controls**

Keyword: **GIFMIG=**
Function: Determines if GIF 89a features and/or multiple image graphics will be shown.
Syntax: GIFMIG=[ON/OFF]

Example: [SLIDE1]
                GIFBACK=ON
                GIFMIG=ON
                FILENAME=D:\GIF\WOMAN.GIF
                DURATION=5
                ;show this multiple 640x480x16 image AS IS w/out resizing
                ;load and display next slide after 5 seconds

    Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the
            previous setting will be used, if any.**   This keyword displays GIF89a files and multiple
            image GIFs "as is"; dithering is not performed on multiple image GIFs or full featured GIF
            89a files since images are automatically rendered, if necessary.   If an image is larger
            than your display, then it is cropped.

Keyword: **GIFBACK=**
Function: Determines if background color flag in a GIF file is displayed or ignored.
Syntax: GIFBACK=[ON/OFF]

Example: [SLIDE2]
                AUTOSIZE=ON
                FULLSCREEN=50
                GIFBACK=OFF
                GIFMIG=OFF
                AUTODITHER=OFF
                BACKCOLOR=RED
                FILENAME=E:\GIF\FLOWERS.GIF
                FILENAME=D:\WINDOWS\CANYON.MID
                DURATION=0
                ;use a blue background and scale 640x480x24M image to 512x384x24M (on a
                1024x768x256 display) before displaying, play MID file.

    Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the
            previous setting will be used, if any.**   This feature is handy when you want to display
            multiple image GIFs or GIF 89a files where the GIF background color is not necessary;
            this way you can keep a uniform background color in your slideshow, if desired.   **Some
            GIF 89a files, will not display correctly with this keyword set to OFF (eg.,
            89AILL.GIF).**

Slideshows Commands: AVISIZE

Keyword: **AVISIZE=**
Function: Determines if AVI video will be scaled and how much
Syntax: AVISIZE=nn where nn=100 to 300 (% of original size)

Example: [SLIDE1]
                  AVISIZE=200
                  FILENAME=C:\AVI\LONDON.AVI
                  ;play the AVI file at 200%

                  [SLIDE2]
                  FILENAME=C:\AVI\NEWYORK.AVI
                  ;play the AVI file at 200% (previous setting)

                  [SLIDE3]
                  AVISIZE=150
                  FILENAME=C:\AVI\MUNICH.AVI
                  ;play the AVI file at 150%

   Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.**

Slideshows Commands: GAMMA

Keyword: **GAMMA=**
Function: Sets **Gamma** adjustment level
Syntax: GAMMA=nnn where nnn=0.01 to 1.99

Example: [SLIDE1]
                GAMMA=1.00
                FILENAME=C:\JPG\NATURE.JPG
                ;do not adjust gamma

                [SLIDE2]
                GAMMA=1.43
                FILENAME=F:\PHOTO_CD\IMAGES\IMG0011.PCD
                ;adjust gamma

                [SLIDE3]
                FILENAME=F:\PHOTO_CD\IMAGES\IMG0015.PCD
                ;use previous gamma setting

   Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.**

Slideshows Commands: WALLPAPER

Keyword: **WALLPAPER=**
Function: Displays a centered background bitmap
Syntax: WALLPAPER=<full path with filename>

Example: [SLIDE1]
                WALLPAPER=C:\BACKGRND\TV.BMP
                FILENAME=C:\AVI\NEWS.AVI
                ;simulate TV news broadcast

                [SLIDE2]
                WALLPAPER=C:\BACKGRND\CINEMA.BMP
                FILENAME=C:\MOV\ACTION.MOV
                ;simulate a theatre with audience

                [SLIDE3
                WALLPAPER=C:\VIDVUE\3DFRAME.BMP
                FILENAME=C:\FLI\EMERALD.FLI
                ;use VIDVUE's supplied 3D background

        Note: **The keyword must be placed BEFORE the FILENAME= keyword; otherwise the previous setting will be used, if any.   Specify "WALLPAPER=" to disable background display.**

                To create background bitmaps (BMP files only) for 256-color or 16-color video modes, use the Convert to 16 colors (Error Diffusion method) to avoid palette conflicts; in 32K, 64K or 24/32-bit color modes, you can use any background bitmap.

Slideshow Tips & Tricks

How To Setup Snappy GIF (Immediate) Slideshows.

1. After selecting desired GIF files; select "File-User Options-Basic Setup".
2. Disable **Verify GIF** feature.
3. Disable **AutoSize** feature.
4. Disable **AutoDither** feature.
5. Optionally select a background color by selecting "File-User Options-BackColor Setup".
6. Select "File-RunSlideshow-Normal Play" or "Shuffle Play".

Note: Succeeding GIFs are decoded in background and displayed after decoding.   This setup assumes no full-featured (eg., multiple-image) GIF files since **Verify GIF** is disabled.

How To Setup High Quality JPG (Immediate) Slideshows on VGA Video.

1. After selecting desired JPG files; select "File-User Options-Basic Setup".
2. Enable **AutoSize** feature.
3. Enable **AutoDither** feature.
5. Optionally select a background color by selecting "File-User Options-BackColor Setup".
4. Select "File-RunSlideshow-Normal Play" or "Shuffle Play".

Note: Succeeding JPGs are decoded and dithered in background before being displayed.

Supported File Formats

VIDVUE supports the following file formats:

AVI(load only)
BMP(load/save)
DCX(load only)
DIB(load/save)
EPS(load only)
FLI(load only)
FLC(load only)
GIF(load/save)
JIF(load/save)
JPG(load/save)
MID(load only)
MOV(load only)
PCX(load/save)
PCD(load only)
PCT(load/save)
SHO(load only)
TGA(load/save)
TIF(load/save)
WAV(load only)
WMF(load only)
WPG(load/save)

Viewing File Comments

Vidvue supports file comment viewing for two file formats: **GIF**, and **JPG** or **JIF**.

GIF 89a files support comments and are typically embedded at the end of the file; however, they can be placed anywhere in the GIF file.   When GIF comments are encountered, you will be prompted after viewing the file to view the comments. GIF comment viewing is enabled only when images are decoded **to Window** or **to FullScreen**   (see **GIF decoding options**.).

To reread GIF comments, select **"View-Read GIF Comments"** from the **Viewing Window.**

JPG or JIF files will typically have comments near start of the file.   To view JPG or JIF comments, highlight a filename from **Files** listbox then click **Info button** for information about the file.   If comments exist, you will be prompted to view them.

If you opt to view comments, a **comments viewing window** will appear which features:

Text scrollbar

If the text scrolls beyond the window, despite resizing or maximizing, you can use the scrollbar to scroll the text up or down.

Common Font dialog

From the Font Dialog box, you can choose **any** Font, Font Style (eg., Bold), and Font Size supported by your system.

Selected fonts and font size are remembered by the instance of VIDVUE and are retained until you end your viewing session.

Questions & Answers

Graphics

- **Q.** **Why are large images always scaled?   How can I see the actual image?**
- **Q.** **How do I see those special GIF 89a features?**
- **Q.** **Why are the colors of the image wrong when it looked fine in DOS?**
- **Q.** **Why is my image grainy?**
- **Q.** **My video card can handle more than 256-colors, why don't I see it?**

Video

- **Q.** **Why can't I run AVI or MOV movies?**
- **Q.** **Why can't I run FLI animation?**
- **Q.** **Why can't I play WAV or MID (MIDI) files?**
- **Q.** **Why is the AVI video playback jerky?**
- **Q.** **Why is AVI video playback silent?**

System

- **Q.** **How can I speed up VIDVUE's start up?**
- **Q.** **How can I run VIDVUE from another program and show a picture?**
- **Q.** **How can I "Associate" VIDVUE so that Window's File Manager uses VIDVUE to view files and play video?**

Questions & Answers (Video)

Q.   Why can't I run AVI or MOV movies?

A.   You must have the Video For Windows runtime drivers installed in Windows; download the drivers from BBSs, AOL, GEnie, or CompuServe (eg., WinMM, GraphSupport, Energy); search using "VFW" as a keyword.   Apple Quicktime MOVie playback requires the Quicktime for Windows (QTW) drivers (see README.WRI).

Q.   Why can't I run FLI animation?

A.   You must have the AAWIN.DLL and MCIAAP.DRV files installed in your Windows environment. At CIS, GO ASOFT and download NEWPLA.ZIP or WAPLAY.EXE;   at GEnie, download AAWIN11.ZIP from Cyberspace RT;   or, search for "AAWIN" or "AAPLAY", "WAPLAY" or "NEWPLA" at BBSs (see README.WRI).

Q.   Why can't I play WAV or MID (MIDI) files?

A.   You must have a sound card and appropriate drivers installed.   Audio files must match your hardware setup (i.e., 16-bit **WAV** and stereo files cannot play on 8-bit and mono sound cards, respectively, without appropriate emulators).   Also, only **MID** files with matching instruments mapped by your MIDI Mapper can be played.   The **Browse WAV Files** option disables MIDI playback to maintain PC speaker driver compatibility; turn this feature OFF.

Q.   Why is AVI video playback silent?

A.   Firstly, ensure that you have not disabled audio playback (see **Enabling & Disabling Audio Playback**).   Playback of AVI files with sound requires a sound card and Windows driver capable of hardware-assisted **WAV** playback.

Q.   Why is the AVI video playback jerky

A.   Make sure your AVI files are placed on an uncompressed hard drive; decompression drivers interfere with smooth playback.

160x120x256 AVI files running at 15 fps (or less) should run smoothly on an 386/33.   If the frame rate and/or frame size is greater, you may need a faster CPU (e.g., 486/33 for 320x240x32K colors at 24 fps) or video accelerator for smoother playback.

Enlarging the video window beyond your hardware's capability can also result in jerky video.   If you resize a 160x120 video at 15fps by 200%, it would be similar to running a 320x240 video at 15 fps; reset   the video window size to a smaller zoom factor or 100% until it runs smoothly (see **Resizing the Video Window**).

Questions & Answers (Graphics)

Q.   Why are large images always scaled?   How can I see the actual image?

A.   If **AutoSize** is enabled then the image is scaled to a smaller window; you can activate the
AutoReset Window function to reset the window to actual image size. If the image is larger than
the largest possible window, set   the **relative zoom scrollbar** to a value greater than 100.

To view an image without scaling, select **View-FullScreen Window**(or use it's hotkey or toolbar
equivalent).

Q.   How do I see those special GIF 89a features?

A.   Firstly, you must have GIF 89a files (e.g. GRNEY2.GIF); check file header information with the
Info button.   If you do have GIF 89a files; ensure that GIF decode options are set **to Window**
or **to FullScreen**(see **GIF Decoding Options**).

Q.   Why are the colors of the image wrong when it looked fine in DOS?

A.   In 16-color modes, Windows uses a fixed 16-color system palette; all colors are matched to the
closest one available in the system palette.

In 256-color modes, Windows reserves 20 colors for the system palette; only 236 colors can be
exact while remaining colors are simply matched to the closest one - the result 'hotspots'.   With
GIF files, VIDVUE will apply special processing to remove 'hotspots'; the same process will be
applied to other file formats in the future.

Q.   Why is my image grainy?

A.   What you see is **dithering** which is automatically applied if **AutoDither** option is set; your video
driver may also use it's own dithering technique to show more colors (e.g., 256 colors in 16-color
mode, or 24-bit color in 256-color mode).

Q.   My video card can handle more than 256-colors, why don't I see it?

A.   Your video card may support more colors but your Windows video driver may not; check with your
video card dealer or manufacturer for an updated driver.

Questions & Answers (Program)

Q.   **How can I run VIDVUE from another program and show a picture?**

A.   VIDVUE can be called from another Windows app (eg., "shelled" from another Visual Basic app) and passed a command line parameter.   This is similar to DOS applications where you pass the full path and name of the file.

For example, from VB you would call type this line of code if VIDVUE was in drive D: and a directory "\MYDIR".

id%=Shell ("D:\MYDIR\VIDVUE.exe d:\gif\test.gif",1)

You can also run user-scripted slideshows the same way:

id%=Shell ("D:\MYDIR\VIDVUE.exe d:\SLIDES\test.sho",1)

You can also use DDE commands to instruct one instance of VIDVUE to view a different image, play a different multimedia file or run a multimedia slideshow.   VVUDDE.MAK includes Visual Basic source code for writing an application to send DDE instructions to VIDVUE and view/play different files.

Q.   **How can I "Associate" VIDVUE so that Window's File Manager uses VIDVUE to view files and play video?**

A.   Highlight a file in File Manager then select "File-Associate"; enter VIDVUE's path and "VIDVUE.EXE" (eg., if you installed VIDVUE in "D:\MYDIR" enter "D:\MYDIR\VIDVUE.EXE"). Many **file formats** can be associated.

BASICS: Dialog Box Controls

Dialog boxes contain various controls which you click on with the mouse to activate.   Pressing the "Tab" key jumps from one selection to another while pressing "Alt" and an underlined character moves to a selection or activates a control.   Dimmed controls are not available until certain conditions change.

Edit Boxes, Text Boxes & Labels

An edit box or text box is where you can type information.   If you click the mouse pointer on an edit box, a flashing vertical bar appears; this is where you can type information.   Labels simply describe a control or provide information on changing values.

List Boxes & Drop Boxes

List boxes and drop boxes display available choices.   You use the scroll bar to see hidden choices; on a drop box, the list appears when you click on it or press the "Alt"+underlined character that labels the control .   To select an item, click on the listed choice.

Check Boxes and Option Buttons

Check boxes let you activate or deactivate as many options as you want, by clicking on it or pressing the "Alt"+underlined character associated with it.   Clicking on a check box toggles it's existing condition.   A "X" will appear on an activated checkbox and disappears when deactivated.

Option buttons offer choices where only one can be selected.   You can change your a selection by clicking on another option button in the same list (or pressing the "Alt"+underlined character labelling the option button); option buttons are typically grouped by a rectangular frame.

Scroll Bars

Scroll bars can show hidden portions of an image or list; they also change values shown in associated labels or edit boxes.   Use the scroll arrows for minor incremental changes or drag the scroll button to make large changes corresponding to it's position on the scroll bar.   You can also use the mouse on the spaces adjacent the scroll button for large incremental changes.

Command Buttons

After making selections, changing values, or typing information, click the appropriate command button to implement it.   Other command buttons require no values to be set and will immediately implement the command (e.g., Reset buttons, Restore buttons, etc.).

BASICS: Menu Bar & Toolbar

The menu bar lets you select from various options in the **command window** or **viewing window**.   When you select an option from the menu bar, a "pull-down" sub-menu of functions appears.

How to Use the Menu Bar

To "pull down" a menu, move the mouse pointer to a menu selection and click on it.   Once the sub menu is shown, use the mouse to point to a selection and click on it to activate.

All menu selections have corresponding shortcut key strokes which you can use instead of using the mouse.   To pull down a menu, press the "Alt" key and the underlined character in the menu bar selection. Once the sub-menu is shown, press the underlined character identifying   the selection to activate it.   You can also use the arrow keys to navigate and highlight sub-menu options, then press "Enter" to activate it.

Hotkeys & Toolbar buttons

When you "pull down" a menu you will notice that some items have a denoted keystroke combination labelled to the right of it; this is the "hotkey".   "Hotkeys" (or accelerator keys) let you activate a specific function without having to navigate thorugh menus and sub-menus.

For example, to select and activate "File" then   "Load" from the **control window**, you can press "Ctrl"-"L" without going through the Menu Bar selections.

Toolbar buttons are small command buttons located under the menu bar.   These command buttons behave in the same manner as "hotkey" by providing a shortcut to certain menu bar selections.

GIF 89a Features

The GIF 89a format has advanced features which include animation via multiple images, plain text with variable font sizes and colors, comments, transparent images, image restores, timed delays, user inputs and users pauses.   If VIDVUE is configured to decode GIF images simultaneously to memory and a window (or full screen) then all these features will be enabled and decoded.   Some GIF 87a files support animation via multiple images; since they have not timed delays, it will simply decode as fast as possible.

GIF (Graphics Interchange Format)

CompuServe's popular graphics file format that supports multiple B&W to 256-color images.   There are two versions - GIF87a and GIF89a.   Both support multiple images in the same file, the latter includes additional features such as plain text, graphics control, user and timed inputs and transparency.   It is pronounced as "jif".

AVI (Audio Video Interleave)
AVI is the full-motion video format used with Microsoft's Video for Windows (VFW).   It supports 16-color to True-color (24-bit) video frames (images) at any resolution.   Video playback can vary from 1 to 30 frames per second; files are compressed with a growing variety of CODECs (COmpression and DECompression schems); installed VFW runtime files are required (free - download from BBSs, AOL, GEnie, or CompuServe (eg., WinMM, GraphSupport, Energy).

MOV (Quicktime for Windows MOVie)

MOV is the full-motion video format of Apple Computers; although originally designed for the Macintosh, it can be used in various PC/Windows applications via Apple's Quicktime for Windows (QTW) adaptation. It is similar (and in some cases superior) to the AVI video format and is typically found with 256-color and/or 16-bit (64K color) video frames (images) at any resolution.   Video playback can vary from 1 to 30 frames per second; files are compressed with a growing variety of CODECs (COmpression and DECompression schemes); installed QTW runtime files are required (see README.WRI).

JPG/JIF (Joint Photographic Experts Group)

JPG files contain 8-bit gray shades or 24-bit color images and may be compressed with a variety of proprietary methods.   The most common format is a non-proprietary standard created by a group of computer industry leaders - JFIF (JPEG File Interchange Format).   **Only JFIF-compliant files are supported.**   Compression results are quite impressive; however, as a "lossy" format, image quality can suffer significantly.

PCX (Zsoft)

PCX files originated with Zsoft's Paintbrush program, supporting a maximum of 16-colors; this quickly became the default industry standard.   The current format supports B&W to 24-bit color.   Files are either uncompressed or use run-length encoding.

TGA (TARGA/Truevision)

TGA files were originally created to support Truevision's products; this quickly became an industry standard (particularly among video producers) due to its 32768-color format.   TGA files support 256-colors, 32768-colors (16-bit), 24-bit and 32-bit color files.   Files are either uncompressed or use run-length encoding.   32-bit files are essentially 24-bit files with additional overlay information; loading and saving them as 24-bit files does not lose any image information.

TIF (TIFF/Tagged Image File Format)

TIFF files were originated by Aldus to handle just about any possibility.   TIFF files supports B&W to 24-bit color files and uses various compression methods: uncompressed, Huffman/CCITT, Pack Bits, Group3 Fax, Group4 Fax and LZW.   LZW compression may include "predictors" to further enhance compression; this method attains superior "lossless" compression of 24-bit images but takes longer to decode.
VIDVUE supports multiple-page TIF files (eg., G3, G4 and CCITT fax).

EPS (Encapsulated PostScript)

EPS is a device-independent page description language originated by Adobe Systems for both text and graphics (up to 24-bit color images). EPS files may not have images to be viewed. **EPS files saved with a preview image (sometimes referred to as "binary") can be viewed.**

WPG (WordPerfect Graphics)

WPG is a format used by WordPerfect; it may contain vector data (graphic commands) or raster data (a bitmap with up to 256-colors); **WPG files with bitmaps can be viewed.**

BMP/DIB (Windows Device Independent Bitmap)

The format originated with OS/2's Presentation Manager.   The Windows BMP and DIB formats are actually enhanced OS/2 versions; they may be uncompressed or use run-length encoding.   Although some apps expect the DIB extension, both files are the same (e.g., DIB extension is expected to import bitmaps into AVI, Video for Windows files).   Windows "Wallpaper" uses this format.

DCX (Intel)

This format is essentially a multiple-image PCX file originated by Intel.   This format is a popular multi-page fax format.   VIDVUE supports mutiple-page DCX files.

PCT (PICT/Apple Macintosh)

This is the most commonly supported format for Macs.   It may contain vector data (graphic commands) or raster data (bitmap); supports up to 24-bit color images.   **PICT files with bitmaps can be viewed.** Version 1 and 2 files are supported.

PCD (Kodak Photo CD)

An exciting true-color (24-bit) image format from Kodak, composed of Image Pacs on CDROM, which are actually several image resolutions of the same picture (i.e., 64x96, 128x192,256x384, 512x768, 1024x1536 and 2048x3072.   Since Windows cannot address more than 16MB, the 2048x3072 resolution is forced to 256 gray shades (great for printing).

dithering
A technique used to "show" more colors by displaying a pattern of pixels instead of a single color. Ordered dithers have a fixed pattern of pixels; error-distributed dithering (error diffusion) uses varied patterns to enhance "perceived" color depth.

focus

The Windows program that is actively receiving all mouse or keyboard has input focus.   Typically the app with focus has as window with a different color from the rest.   In 256-color modes, this app has all its colors accurately rendered.   When running multiple instance or several graphics apps in SVGA 256-color modes, click anywhere on it   to set focus and restore original colors.

multiple instances

The ability to run several copies of the same program on your desktop.   Each instance is completely indenpendent.

palette management

The way a single 256-color palette is shared by several programs or instances in a multitasking environment.   Since each instance or program has its own set of 256 colors, only the program with focus will have accurate colors; all others will have their colors matched to the the 256 colors of the program with focus.

WAV (Windows Waveform)

WAV is a digitized sound format for Windows.   To play digitized audio you need an audio card and corresponding sound drivers.   **WAV files must match your hardware; you cannot play 16-bit audio on an 8-bit sound card.**   The software-only driver for PC speakers is supported but not for AVI playback.

WMF (Windows Meta File)

Windows Meta File is not a bitmapped format (no raster data); it is made of a series of graphical commands (vector data).   Currently, only viewing support is included for WMF files.

FLI/FLC (Autodesk)

FLI files were one of the first animation formats; they have no sound and are limited to 320x200x256 colors at about 10 fps; FLC files have higher resolutions.   Installed MCIAAP.DRV and AAWIN.DLL files (free - download them from BBSs, GEnie' Windows RT, or Autodesk's Forum on CompuServe) are required.   **FLI/FLC files cannot be scaled.**

MID (MIDI - Musical Instrument Digital Interface)

MID files, unlike WAV files, contain no digitized sound samples.   It contains data to select instruments and play notes in a predetermined fashion. To play MIDI files, you need a sound card and corresponding MIDI drivers.   Not all MIDI files can be played in Windows; **only MIDI files with instruments that match those mapped by your MIDI Mapper can be played.**

SHO (Vidvue's SlideSHo script)

SHO files are plain text files that act as a script for Multimedia Slideshow presentations.   It's syntax is similar to WIndows *.INI (initialization) profile files.

Gamma Correction (Tonal Quality)

The brightness level of midtones (technically, the slope where density is linearly proportional to logarithmic exposure).   Adjust this to see more midtones (eg., flesh tones) with minimal change to contrast and brightness settings.

Registering VIDVUE

You can use the automated registration in VIDVUE when prompted or Select "File-Print Topic" from the menu bar to print this form.

NAME:

COMPANY:

STREET:

STREET:

CITY:

STATE (or PROV.)   ZIP:

COUNTRY:

VIDVUE Registration Fee $35.00   (USD)
                                     or
                                                 $45.00   (Canadian)

Outside USA or Canada
add shipping/handling $10.00 (USD)

(Cheque or Money Order drawn on
  US   or Canadian bank)   ....TOTAL   ============

Make cheque payable to: Lawrence Gozum

Mail to: Lawrence Gozum
          100 Oriole Parkway #310
          Toronto, Ontario M5P 2G8 (Canada)

If you don't know the postage from the USA, simply stick two domestic stamps and it will arrive.

Once received, you will be provided a personal Serial Number that corresponds to your name, as specified above. **As always, your Personal S/N will be valid for all maintenance releases.**   In appreciation of your registration, you also receive a tech support telephone number, substantial discounts on other products, upgrade offers on major updates and ofcourse, the current version of VIDVUE, if released.   Please allow about 4-6 weeks to process your registration.   Thank you.