

# Welcome to VidCap



Thank you for downloading/purchasing TwinGriffin Works VidCap 1.0

VidCap is a great utility for creating textures from PC movie files (.AVI, .MPG). You have the ability to create single frame textures or even a sequenced texture (animated texture).

Being a registered user you will receive all minor enhancements for free. Any major upgrades will be available for a discount for registered users. VidCap 1.0 is available for \$25 US.

Please remember to visit our site for updates and new products at <http://www.tgw.org>

If you are interested in beta testing our software please send e-mail to Jason Clark at [jason@tgw.org](mailto:jason@tgw.org).

## **Contact Information:**

For technical support, enhancement requests/suggestions, or general comments please e-mail us at [service@tgw.org](mailto:service@tgw.org)

We sincerely hope that you enjoy the **VidCap** product. Future developments are forthcoming in the **VidCap** product line.

Sincerely,

Paul A. Denton, Director of Programming  
Jason Clark, Director of Operations

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# VidCap Requirements

This release of VidCap has the following requirements:

Windows 95/NT 4.x (c/w Video for Windows)  
16 MB RAM  
5 MB Free Space (for installation)  
Microsoft DirectX version 4.0 (version 5.2 recommended)

For the latest Microsoft DirectX goto [www.microsoft.com/directx](http://www.microsoft.com/directx)

Depending on the demands put forth for **VidCap** the overhead requirements are quite low. However, we recommend that you have a sizeable swapfile space allocated when doing large files.

If the frame is a high resolution and high color density you can expect files to reach 100MB of space. Use a bit of planning, for such occasions do a single frame capture and save it in the format that you will use and multiply the file size by the number of frames.

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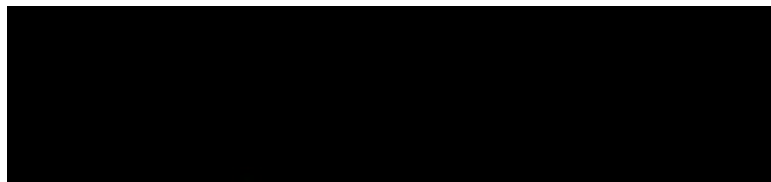
# Playing a File

Upon opening **VidCap**, you will be able to open a media file. Supported media files are *AVI*, *and MPG* files. Once you open a media file you will be presented with the Control Pad. Here you can play, stop, pause or invoke the frame grabber sequential file output option.

Simply click play to view the file. Use the controls to advance a frame, go to the start/end.

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## Control Pad



# Creating Sequential Image Output

Upon opening a media file you can use the Control Pad to immediately output the media file to a sequential image format.



When the *Control Pad* dialog box is open click the Frame Grabber button; *frame grabber* icon. This will yield the Frame Grabber.

The options within the *frame grabber* allow you to:

- Output the entire media file to a sequential file output (select *All*)
- Output a selected range of frames (highlight *Select*)

So, to output your media file as a sequential file use the following steps:

- 1) Select number of frames; either *All* or *Select*. When using *Select*, enter the frame range.
- 2) Enter the path in the file path box; , you do not need to specify a name (although it does help)-- the program will just name each file starting with 001.*extension*
- 3) Now simply click *Begin* and let *Frame Grabber* do it's work. Done.

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***Frame Grabber***

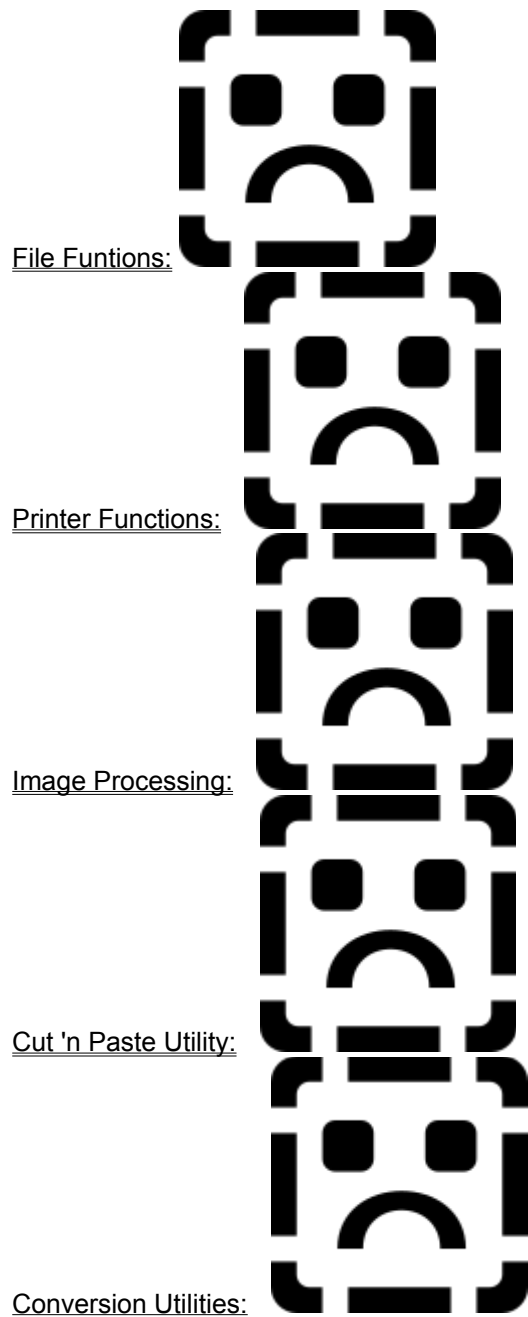


# Creating and Enhancing a Single Frame

Remember the Control Pad?

Upon the *Control Pad* opening, select the *Record Image* button;

Now opens the Image Control panel, with the *Capture Editor* window where you can see the results of your enhancements.





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# Image Control



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# File Functions



Clear Image File; clears current image

Open Image File; opens a new image for editing

Save File; saves current image to disk

Save File As...; saves current image as...

Close These Functions; closes *Image Control*

# Printer Functions

This area is for printer setup and final output to the printer.



Printer Setup:

Use this tool to setup your printer.



Print Image:

Guess what?? Prints the image.

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# Image Processing

These tools allow you to 'tweak' a single frame capture. There are quite a few tools here and you'll learn more by playing with them.

So go ahead and have fun.



## Enhancement Utilities:

These tools allow you to enhance the color of the image using a variety of scales (RGB, CMYK etc.). You can also detail the image using blur, smooth, sharpen.



## Resize Image:

Resizing the image occurs by a percentage (1.00=100%) in both the vertical and horizontal.



## Crop Image:

Just as it says, pick an area box.



## Flip Image Horizontally:

Produces a 'mirror' image along the *vertical* axis.



Flip Image Vertically:  
Produces a 'mirror' image along the *horizontal* axis.

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# Cut 'n Paste Utility



Select Area to Copy:

Use a rectangle selection area tool.



Copy Selected Area:



Float Item on Image:

You *must* do this *before* being able to *Attach Copied Image*. Floating allows you to position the copied image before "pasting".



Delete Copied Image:

Use this to clean the copied image from memory if you decide to select another area to copy.



Attach Copied Area to Image:

After *floating* the copied image, use this tool to place the copied area to the image.

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# Conversion Utilities

This is where you can set the image options, globally, for the exporting of images you create. You can also complete the [Frame Grabber](#) function here too.



## Image Formats:

This allows you to control the options for JPEG & TIFF formats.



## Image Resolution Options:

This is where you can set BMP options.



## Frame Grabber:

A second place to option for the Sequential File Output





