

**Scanner\_Framegrabber**

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	<i>TITLE :</i> Scanner_Framegrabber		
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## Chapter 1

# Scanner\_Framegrabber

### 1.1 Scanner: FrameGrabber

ImageFX is a very powerful production tool when used in a video environment. It's ARexx automation features make it an ideal choice for rotoscoping and other tasks involving sequences of images.

Frame Grabbing is normally done at Video resolutions, only a series of screen sizes that should be very familiar to Amiga Users:

#### NTSC Screen Sizes

Low Resolution (320 x 200) and Low Resolution OverScan (370 x 240)  
Interlaced (320 x 400) and Interlaced OverScan (370 x 480)  
High Resolution (640 x 400) and High-Resolution OverScan (736 x 480)

#### PAL Screen Sizes

Low Resolution (320 x 256) and Low Resolution OverScan (370 x 300)  
Interlaced (320 x 512) and Interlaced OverScan (370 x 600)  
High Resolution (640 x 512) and High-Resolution OverScan (736 x 600)

Depending on the Frame Grabber hardware used, images can be captured at the following color depths:

- 4-bits (16-colors or 16 grey levels)
- 8-bits (256 colors or 256 grey levels)
- 12-bits (4,096 colors)
- 24-bits (16.7 Million colors)

One of the most cost-effective and longest-lived video capture products is the Frame Grabber series from Progressive Peripherals & Software. PP&S enhanced their basic 4 or 6-bit Frame Grabber in 1990, adding full 8-bit greyscale capture capability.

When the Frame Grabber or Frame Grabber 256 control panel is properly configured, click the Preview button to view the selected external video source on your RGB monitor. Clicking the Capture button will initiate a Frame Grab.

When in Preview mode, you may use the Keyboard equivalent "c" key to capture a frame.

Capturing an image with the Frame Grabber Scanner module

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automatically cancels Preview mode and restores the Scanner control panel display. The captured image is loaded into ImageFX's main image buffer and an approximated version of it appears in the Preview screen behind the Frame Grabber or Frame Grabber 256 control panel..

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