

LControlE

COLLABORATORS

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REVISION HISTORY

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Chapter 1

LControlE

1.1 LControlE.guide

LControl 1.52

(C) 1993-1995 by Juergen Frank and Michael Watzl

LControl is shareware. The unregistered version may be freely distributed as long as no profit is made. Please note that a hardware is required to use LControl. You have to register to get the schematics of the hardware or the hardware itself. See

Registering

.

Please read the file "licence". You can find it in the drawer documentation after the installation.

YOU USE LCONTROL ON YOUR OWN RISK. NO WARRANTY CAN BE GIVEN.

What Is LControl

Installation

How To Use

Appendix

Index

1.2 LControlE.guide/What Is LControl

What is LControl

LControl is a program to control video cameras via a special control

hardware. The cameras must have a LANC- (Sony compatible) or 5-Pin-Edit-interface (Panasonic compatible).

For cameras with a LANC-interface there are hardwares for the (internal) parallel and the (internal) serial port of the Amgia. The solution for the serial port needs much less CPU power. The parallel port hardware offers a two camera option - the software can swap between the two connected cameras.

For cameras with a 5-Pin-Edit-interface (Panasonic/Blaupunkt) there is a parallellport hardware, too. (LControl becomes PControl).

You will get the schematics for the hardware, the construction kit or the complete hardware(1) after the registration. See
Registering

.

LControl is a commodity and it has an ARexx port. Therefore LControl can work in the background and your camera can be "programmed" via ARexx.

See also

IR-Master-Support

.

----- Footnotes -----

(1) For 5-Pin-Edit-cameras we only offer the schematics

1.3 LControlE.guide/Installation

Installation

Requirements for LControl/SControl/PControl:

- * Amiga computer
- * Amiga-OS 2.04 or better
- * a video camera with
 - LANC-interface (for LControl/SControl)
 - 5-Pin-Edit-interface (for PControl)

Start the installation process by doubleclicking the LControl english icon. The installation script(1) will run automatically.

----- Footnotes -----

(1) Installer (c) 1991-1993 Commodore-Amiga, Inc. All Rights reserved. Reproduced and distributed under licence from Commodore. Installer Software is provided "as-is" and subject to change; no warranties are made. All use is at your own risk. No liability or

responsibility is assumed.

1.4 LControlE.guide/How To Use

```

                                How To Use
*****

                                Menus

                                Gadgets

                                ARexx Port

                                Tooltypes
```

1.5 LControlE.guide/Menus

```

                                Menus
=====

Project
-----

About...
    Gives some information about the authors and the program.

Hide
    Closes the LControl window. However, LControl stays active.

Fix position
    Snapshots the current position. This piece of information is saved
    in the tooltypes. See
        Tooltypes
        .

Quit
    Quits LControl.

Special
-----

Reset counter
    Resets the counter of the camera.

Zoom in
    Sends "Zoom In" to the camera

Zoom out
```

Sends "Zoom Out" to the camera

Record

Sends "Record" to the camera.

Eject

Sends "Eject" to the camera.

Gotomode

In the submenu you can select one of these commands.

0 Play

1 Stop

2 Pause

3 Record

The selected command is sent when a successful "goto" was made.

Goto

You may enter a counter. Then the tape is winded to this position an the command selected with gotomode is sent.

Special-II

Note: All the commands in this menu refer directly to standard camera commands. Please look up their meaning in your camera's user manual.

1.6 LControlE.guide/Gadgets

Gadgets

=====

Swap

Swaps to the other camera(1).

Play

Sends a "Play"-command to the camera.

Stop

Sends a "Stop"-command to the camera.

Pause

Sends a "Pause"-command to the camera.

FREW

Sends a "fast rewind" command to the camera.

FFOR

Sends a "fast forward" to the camera.

PREW

Sends a "picture rewind" to the camera.

PFOR
Sends a "picture forward" to the camera.

--
Sends a "slow motion rewind" to the camera.

-
Sends a "single pic back" to the camera.

+
Sends a "single pic forward" to the camera.

++
Sends a "slow motion forward" to the camera.

----- Footnotes -----

(1) LControl (parallel) only

1.7 LControlE.guide/ARexx Port

ARexx Port

=====

The name of the ARexx port of
LControl (LANC/parallel) is LControl_rexx
SControl (LANC/serial) is SControl_rexx
PControl (5-Pin-Edit/parallel) is PControl_rexx
So far, the following commands are supported:

LC_QUIT
Quits LControl.

LC_SHOW
Opens the LControl window.

LC_HIDE
Closes the LControl window.

LC_ENABLE
Opens the LControl window and opens the ARexx port (if closed).

LC_DISABLE
Closes the LControl window and the ARexx port.

LC_PLAY
LC_STOP
LC_PAUSE
LC_FREW
LC_FFOR
LC_PREW
LC_PFOR
LC_PLUS
LC_MINUS
LC_SLOW

LC_RSLOW

LC_GETCOUNTER

The current counter will be returned in RESULT.

LC_GETSTATUS

Returns the current status in RESULT:

CAMERA0:<action>

When camera 0 is the active one.

CAMERA1:<action>

When camera 1 is the active one. Note: <action> stands for STOP, PLAY etc. If no camera is connected you will get "CAMERA0:NO CAMERA".

LC_RESET

Resets the counter of the camera.

LC_SWAP

Swaps to the other camera(1).

LC_ZOOMIN

Zooms in one step.

LC_ZOOMOUT

Zooms out one step.

LC_RECORD

Sends Record to the camera.

LC_EJECT

Sends Eject to the camera.

LC_GOTOMODE

Expects a number (0,1,2 or 3) as parameter. See
Menus

.

LC_GOTO

Expects a counter as parameter. See
Menus

.

LC_WAITFORCOUNTER

Parameters are the same as in LC_GOTO. LC_WAITFORCOUNTER blocks LControl until the passed counter is reached - without wasting too much CPU resources. To cancel LC_WAITFORCOUNTER (and LC_GOTO) send a break to LControl. (If LControl is started from shell you can use the shell command break to do this, otherwise you will need a special tool for this.

LC_INSAUDIO

LC_INSVIDEO

LC_ASSEMBLE

LC_INSA_LON

LC_INSA_LOFF

LC_INSA_RON

LC_INSA_ROFF

LC_INSV_ON
 LC_INSV_OFF
 LC_ASSEMBLEON
 LC_ASSEMBLEOFF
 LC_RAWCOMMAND

This command directly sends data to the camera.

WARNING: Use this command only when you really know what you are doing!

Expects hexadecimal bytes as parameters. Example:

LC_Rawcommand ff 10 aa

This will send 255, 16 and 170 to your camera.

Basic VTR-commands

hex	command
00	CH-1/1
40	CH-2/2
20	CH-3/3
60	CH-4/4
10	CH-5/5
50	CH-6/6
30	CH-7/7
70	CH-8/8
08	CH-9/9
48	CH-10/10
28	CH-11
68	CH-12/CH/ENTER/#
18	CH-13/1-
58	CH-14/2-
38	CH-15
78	CH-16
04	CH-HIGH
44	CH-LOW
14	X3 OR 2X
54	POWER ON/OFF
22	SLOW 2
62	SLOW 3
32	HIGH DOUBLE SPEED
2A	ANT-SW
5A	ANT-VTR
3A	POWER ON
7A	POWER OFF
06	REVERSE
46	FORWARD
09	INDEX WRITE
49	INDEX ERASE
65	INDEX

----- Footnotes -----

(1) Only for LControl/parallel

1.8 LControlE.guide/Tooltypes

Tooltypes

=====

The following tooltypes are recognized:

CX_POPUP=

"YES" or "NO"

YES

Pop window up on startup

NO

Start hidden

CX_POPKEY=

Hotkey for LControl e.g.: lshift f10 ==> left shift-key + F10

Default: lcommand esc.

LEFT=xxx

Leftedge of the window

TOP=yyy

Topedge of the window

PUBSCREEN=name

If specified, LControl tries to open its gui on the publicscreen named name.

GOTOMODE=

Expects a decimal number (0,1,2 or 3) as parameter. See
Menus

gotomode. You can specify the default command which should be
sent when positioning with the goto-function.

LIBNAME=

Here you can specify the library name which should be used.

LANC

For the parallelport hardware for LANC-cameras (LControl).

SLANC

For the serialport hardware for LANC-cameras (SControl).

EDIT

For the parallelport hardware for 5-Pin-Edit-cameras
(PControl).

DEBUG

Just fakes a camera (DControl).

FAST_AT=

If the distance between the current counter and the target is more than <fast_at> seconds for a goto, LControl should use FFOR/FFREW for positioning.

PLAY_AT=

If the distance between the current counter and the target is less than <play_at> seconds for a goto, LControl should use only PLAY for positioning.

SAVEPLAY=

If the distance between the current counter and the target is even less than <saveplay> seconds for a goto, LControl should rewind first.

FFOR_OFFSET=

FFREW_OFFSET=

PFOR_OFFSET=

PREW_OFFSET=

If the camera is in the mode xxxx and a STOP is sent, then the xxxx_OFFSET is the difference between the counter where the STOP was sent and the counter where the camera really stops.

1.9 LControlE.guide/Appendix

Appendix

Support & Bugreports

Registering

IR-Master-Support

History

1.10 LControlE.guide/Support & Bugreports

Support & Bugreports

Support

=====

You may simply send a disk and enough stamps to one of the following addresses to get the newest software version of LControl:

Michael Watzl

or

Jürgen Frank

Konradstr. 11
 86609 Donauwörth
 Tel.: +49 906 5834
 Germany

Wittelsbacherweg 7
 86609 Donauwörth
 Tel.: +49 906 1057
 Germany

Bugreports

=====

Bugreports or suggestions are welcome and should be sent to one of the addresses above mentioned.

Please include a brief description of your computer and its configuration -- this will help us to reproduce the bugs.

Bugreports and suggestions may also be sent to Michael Watzl via e-mail (indy@abs.gun.de).

1.11 LControlE.guide/Registering

Registering (1.52)

NAME: _____
 STREET: _____
 ZIP-CODE: _____ CITY: _____
 COUNTRY: _____ TEL: _____

I want to become registered user of LControl/SControl or PControl, therefore I

- o include a cheque
- o include a money order
- o include cash

Please send me:

- | | |
|---|--|
| o newest version + schematics
(par/ser for LANC-cameras)
for \$12 / DM 20 | o newest version + schematics
(par for 5-Pin-Edit hardware)
for \$12 / DM 20 |
|---|--|

- newest version + construction kit
- o serial LANC/Control-L hardware
 - o parallel LANC/Control-L hardware
for \$18 / DM 30

- newest version + complete hardware
- o for serial port LANC/Control-L
 - o for parallel port LANC/Control-L
for \$30 / DM 40

----- Optional [for construction kit LANC/Control-L] -----

```

o two-camera-set [allows connection of two cameras to LControl hardware]
  plus $3 / DM 5
----- Optional [for complete hardware, parallel LANC/Control-L] -----
o two-camera-set [allows connection of two cameras to LControl hardware]
  plus $6 / DM 10
-----

```

Together _____ \$ / Mark

locality, date

sign

1.12 LControlE.guide/IR-Master-Support

IR-Master-Support

Taken from "IR-Master.guide":

"The IR-Master package consists of two software parts and a control hardware which is plugged to the joystickport of your Amiga. With this equipment almost any device shipped with an IR remote can be controlled by your Amiga.

At first you edit a virtual IR remote with the IR-Editor. Then this project is saved to disk and launched with the IR-Runner. The number of active IR-Runners is not limited.

You can use the IR-Runner either interactively or control it via ARexx from other applications or even program it using ARexx scripts.

There are also some optional (send-only) hardware:

One is connected to the (internal) parallel port of the Amiga and carries up to eight IR senders. These eight channels can be selectively used by the IR-Master.

Another optional hardware is designed for the audio-port. Here, the sending of IR commands uses DMA(1) with the advantage not to block the system for a moment.

With IR-Master 3.20 a new hardware for the (internal) serial port of the Amiga is introduced.

LControl and other applications to control video cameras and players are supported directly since version 2.5 of the IR-Master."

----- Footnotes -----

(1) direct memory access - does not stress the CPU

1.13 LControlE.guide/History

History

- V1.00
 - first Release
 - V1.01
 - arexx-command: GETSTATUS added
 - fixed some minor bugs
 - V1.02
 - Support for 2 cameras added [Switch]
 - minor bugfixes
 - V1.05
 - Zoom in/Zoom out added
 - Record added
 - V1.1
 - Goto added
 - Better SWAP implementation
 - V1.2
 - [never released]
 - V1.3
 - Now LControl uses a library (LANC.library)
 - goto added (automatic positioning)
 - many other minor bugfixes an features
 - V1.4
 - localized
 - V1.50
 - pos-routine improved
 - camera parameters can be modified to optimize pos-routine
 - multiple configurations supported via project icons
 - V1.51
 - calling pause in status record did send rubbish to the player
 - V1.52
 - bug fixed: LControl activates gadgets when starting with an active player connected
 - bug fixed: No more crashes when quitting during a camera check
 - bug fixed: under some circumstances a goto could not been breaked
 - bug fixed: LControl won't crash no more if no camera is connected and a command is sent to the arexx port
 - bug fixed: ARexx command LC_getstatus returns now correct values (CHANGED A LITTLE BIT!)
-

- New ARexx command: LC_WAITFORCOUNTER, waits (non busy) until a certain counter is reached

1.14 LControlE.guide/Index

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Videocamera

What Is LControl

What is LControl

What Is LControl

Zoom in

Menus

Zoom out

Menus