

User Manual GVeejayReloaded



Gveejay Reloaded

USER MANUAL

November 2005
<http://veejay.dyne.org>

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*This is the manual for version 0.9.1beta of Gveejay Reloaded
If your version of Gveejay Reloaded (as verified with veejay -version) is older or newer than this
version of the manual , please use the document appropriate for your current version.*

*The biggest advantage of Veejay is it's free availability. Even more importantly, it is not freeware.
Veejay is an OSS (Open Source Software) program covered by the GPL license which gives you the
following freedoms:*

- 1. You are free to use the program for whatever purpose*
- 2. You are free to study and modify the program (source is always included)*
- 3. You are free to redistribute the software*

Table of Contents

| | | |
|---------|----------------------------------|----|
| 1.1 | About | 7 |
| 1.1.1 | Limitations..... | 7 |
| 1.2 | Starting for the first time..... | 8 |
| 1.3 | The Launcher Window | 9 |
| 1.3.1 | Preference button..... | 10 |
| 1.3.1.1 | Video Norm..... | 10 |
| 1.3.1.2 | Audio options..... | 11 |
| 1.3.1.3 | Customization..... | 11 |
| 1.3.1.4 | Video dimensions..... | 11 |
| 1.3.1.5 | Video framerate..... | 11 |
| 1.3.1.6 | Quality | 11 |
| 1.3.1.7 | Internal YUV format..... | 11 |
| 1.3.1.8 | OSC Multicast | 11 |
| 1.3.1.9 | VIMS Multicast..... | 11 |
| 1.3.2 | The File browser Window..... | 12 |
| 1.3.2.1 | Filelist..... | 12 |
| 1.3.2.2 | Add button..... | 12 |
| 1.3.2.3 | Remove button..... | 12 |
| 1.3.2.4 | File filter..... | 13 |
| 1.3.2.5 | Cancel button..... | 13 |
| 1.3.2.6 | Open button..... | 13 |
| 1.3.3 | Filename..... | 14 |
| 1.3.4 | Hostname | 14 |
| 1.3.5 | Port number..... | 14 |
| 1.3.6 | Close button..... | 14 |
| 1.3.7 | Connect button..... | 14 |
| 1.4 | The Main interface..... | 15 |
| 1.4.1 | Menubar..... | 17 |
| 1.4.1.1 | CPU statistics..... | 17 |
| 1.4.1.2 | Connect button..... | 17 |
| 1.4.1.3 | Disconnect button..... | 17 |
| 1.4.1.4 | Bezerk mode..... | 17 |
| 1.4.1.5 | Console verbosity..... | 17 |
| 1.4.1.6 | Change playback mode..... | 17 |
| 1.4.1.7 | Mask..... | 18 |
| 1.4.1.8 | Audio..... | 18 |
| 1.4.1.9 | Screenshot..... | 18 |
| 1.4.2 | Preview Window..... | 19 |
| 1.4.2.1 | The Video preview..... | 19 |

| | | |
|----------|---|----|
| 1.4.2.2 | Currently playing..... | 19 |
| 1.4.2.3 | Preview togglebutton..... | 19 |
| 1.4.2.4 | Timeline..... | 20 |
| 1.4.2.5 | Trickplay slider..... | 20 |
| 1.4.2.6 | Audio volume..... | 20 |
| 1.4.2.7 | Go to start..... | 20 |
| 1.4.2.8 | Rewind..... | 20 |
| 1.4.2.9 | Play reverse..... | 20 |
| 1.4.2.10 | Play pause..... | 20 |
| 1.4.2.11 | Play forward..... | 20 |
| 1.4.2.12 | Forward..... | 21 |
| 1.4.2.13 | Go to end..... | 21 |
| 1.4.2.14 | Previous frame..... | 21 |
| 1.4.2.15 | Next frame..... | 21 |
| 1.4.2.16 | Set starting position of new sample..... | 21 |
| 1.4.2.17 | Set ending position of new sample..... | 21 |
| 1.4.3 | Samplebank..... | 22 |
| 1.4.3.1 | Open a file as a new sample..... | 22 |
| 1.4.3.2 | Create a new input stream..... | 22 |
| 1.4.3.3 | Create a new solid color stream..... | 22 |
| 1.4.3.4 | Load samplebank..... | 23 |
| 1.4.3.5 | Save samplebank..... | 23 |
| 1.4.3.6 | Copy sample..... | 23 |
| 1.4.3.7 | Delete sample / stream..... | 23 |
| 1.4.3.8 | Sample / Stream properties..... | 23 |
| 1.4.4 | FX Panel..... | 24 |
| 1.4.4.1 | Chain Entry..... | 25 |
| 1.4.4.2 | Effect Description..... | 25 |
| 1.4.4.3 | Effect status..... | 25 |
| 1.4.4.4 | Keyframe status..... | 25 |
| 1.4.4.5 | FX Chain..... | 25 |
| 1.4.4.6 | Cut..... | 25 |
| 1.4.4.7 | Copy | 25 |
| 1.4.4.8 | Paste..... | 25 |
| 1.4.4.9 | KF..... | 25 |
| 1.4.4.10 | Snapshot..... | 25 |
| 1.4.4.11 | Clear Entry..... | 26 |
| 1.4.4.12 | Reset Chain..... | 26 |
| 1.4.4.13 | Enable or disable entry..... | 26 |
| 1.4.4.14 | Current selected chain entry..... | 26 |
| 1.4.4.15 | Current selected effect..... | 26 |
| 1.4.4.16 | Enable or disable KF engine for this entry..... | 26 |

| | | |
|-------------|---------------------------------------|----|
| 1.4.4.17 | FX Parameter [0..7]..... | 26 |
| 1.4.4.18 | Log..... | 27 |
| 1.4.4.19 | FX Chain Alpha | 27 |
| 1.4.4.20 | FX List type..... | 28 |
| 1.4.4.21 | FX List selection..... | 28 |
| 1.4.4.22 | Keyframe Start and End positions..... | 29 |
| 1.4.4.23 | Keyframe parameter selection..... | 29 |
| 1.4.4.24 | Keyframe drawing method..... | 29 |
| 1.4.4.25 | Keyframe Play..... | 29 |
| 1.4.4.26 | Save curve to KF engine..... | 29 |
| 1.4.4.27 | Clear curve..... | 30 |
| 1.5 | Sample / Stream Edit..... | 30 |
| 1.5.1 | Sample Edit..... | 30 |
| 1.5.1.1 | Effect Chain..... | 30 |
| 1.5.1.2 | Start position in EDL..... | 30 |
| 1.5.1.3 | End position in EDL..... | 30 |
| 1.5.1.4 | Playback speed..... | 30 |
| 1.5.1.5 | Loop types..... | 31 |
| 1.5.1.6 | Record duration..... | 31 |
| 1.5.1.7 | Recording format..... | 31 |
| 1.5.1.8 | Autoplay..... | 31 |
| 1.5.1.9 | Start recording..... | 31 |
| 1.5.1.10 | Stop recording..... | 31 |
| 1.5.1.11 | Record progress bar..... | 31 |
| 1.5.2 | Sample EDL..... | 32 |
| 1.5.2.1 | EDL current position..... | 32 |
| 1.5.2.2 | EDL total frames..... | 32 |
| 1.5.2.3 | EDL Contents..... | 32 |
| 1.5.2.4 | Append videofile to EDL..... | 32 |
| 1.5.2.5 | Save selection | 32 |
| 1.5.2.6 | Save EDL..... | 32 |
| 1.5.3 | EDL operations..... | 33 |
| 1.5.3.1 | Selection start..... | 33 |
| 1.5.3.2 | Selection end..... | 33 |
| 1.5.3.3 | Cut | 33 |
| 1.5.3.4 | Copy..... | 33 |
| 1.5.3.5 | Paste | 33 |
| 1.5.3.6 | Crop..... | 34 |
| 1.5.3.7 | Delete..... | 34 |
| 1.5.3.8 | Destination..... | 34 |
| 1.5.3.9 | Paste at | 34 |
| Appendix A. | GNU Free Documentation License..... | 35 |

1.1 About

The GUI, `Gveejay Reloaded` is a separate program and it requires `veejay`. `Veejay` is the server program and programs like `Gveejay Reloaded`, `Gveejay`, `sayVIMS` are clients. Each of these clients sends requests to the server. `Veejay` is a stateful server. It remembers the information between requests on a global scope.

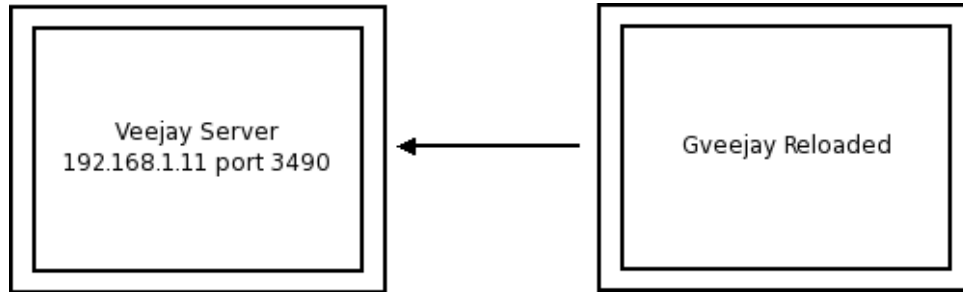


Illustration 1.: Core separation

1.1.1 Limitations

The `veejay` server is bound to a few constraints:

- no (software) scaling of input video sources
- static video framerate
- no queuing of video frames (changes are immediately visible)

1.2 Starting for the first time

The user is required to prepare the video files beforehand. If you want to use sample based editing with veejay, it is best to use the MJPEG codec and the AVI container. Alternatively, you can use MPEG4 (AVI), Digital Video (AVI, rawdv) , YV16 uncompressed video (AVI) or YV12 uncompressed video (AVI).

When you launch Gveejay Reloaded (for the first time), you will see the Launcher Window. If you would simply click the 'Connect' button, the Launcher will try to find a local veejay server on port 3490. If this fails, it will start a new veejay server in dummy mode. Next, Gveejay Reloaded will open a connection to the veejay server and popup the main interface where you will see a black video running in the preview window.

In the following paragraphs you will find an explanation for the most important components.

1.3 The Launcher Window



Illustration 1: Launcher Window

1.3.1 Preference button

By clicking the preference button, a new window showed below will popup. Here, you can configure the veejay server.

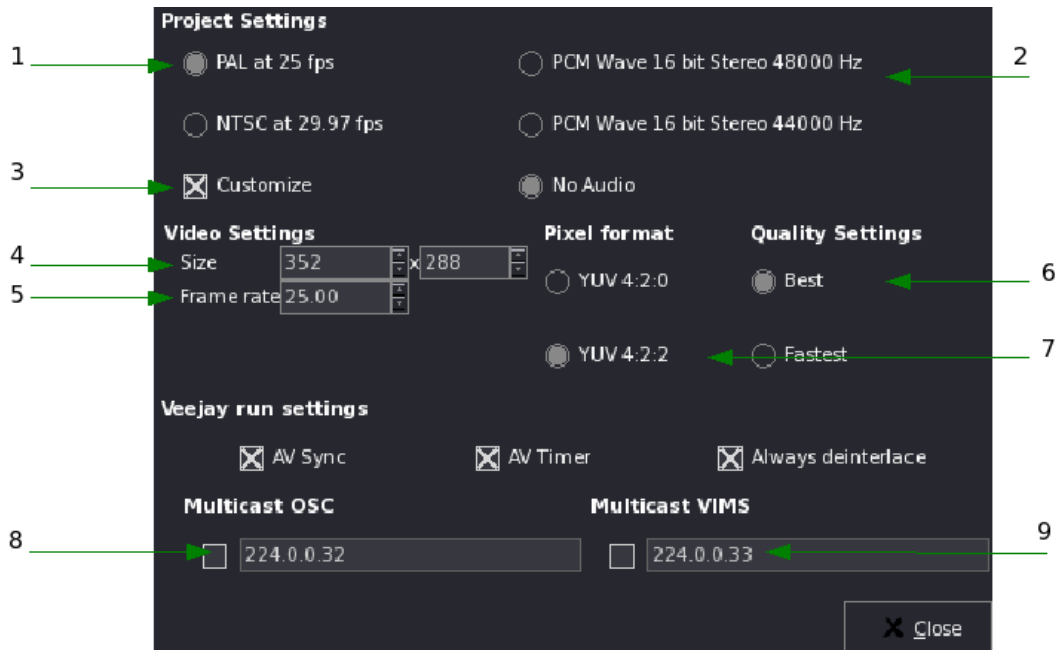


Illustration 2: Preference Window

1.3.1.1 Video Norm

Here you can select the video standard for Veejay to use. There are only 2 choices:

1. **PAL**, the color coding system for television widely used in Europe and throughout the world. The video dimensions are set to 720x576 pixels and the framerate is set to 25 frames per second.
2. **NTSC**, the color television standard used in the USA, Canada, Mexico, Japan and other countries. The video dimensions are set to 720x480 pixels and the framerate is set to 29.97 frames per second

1.3.1.2 Audio options

Here you can select the audio standard for Veejay to use. There are only 3 choices:

1. PCM Wave 16 bit stereo at 48000 Hz
2. PCM Wave 16 bit stereo at 44000 Hz
3. No Audio

1.3.1.3 Customization

Here you can select to customize the video dimensions and framerate of your project. When enabled, the video settings below will become available.

1.3.1.4 Video dimensions

Change the video dimensions of your project.

1.3.1.5 Video framerate

Change the framerate of your project

1.3.1.6 Quality

Here you can choose a quality setting for the rendered video frames. By default, Veejay uses the setting 'Best'.

By changing into 'Fastest', Veejay will fallback to simpler and less accurate sampling functions.

1.3.1.7 Internal YUV format

Here you can choose the internal YUV format for Veejay to use.

In general, 4:2:2 has a slightly better quality then 4:2:0 but is also more CPU consuming.

1.3.1.8 OSC Multicast

Here you can choose to use OSC Multicast. You must fill in a multicast group for Veejay to use.

1.3.1.9 VIMS Multicast

Here you can choose to use VIMS Multicast. You must fill in a multicast group for Veejay to use.

1.3.2 The File browser Window

By clicking the browse button, a new window showed below will popup.

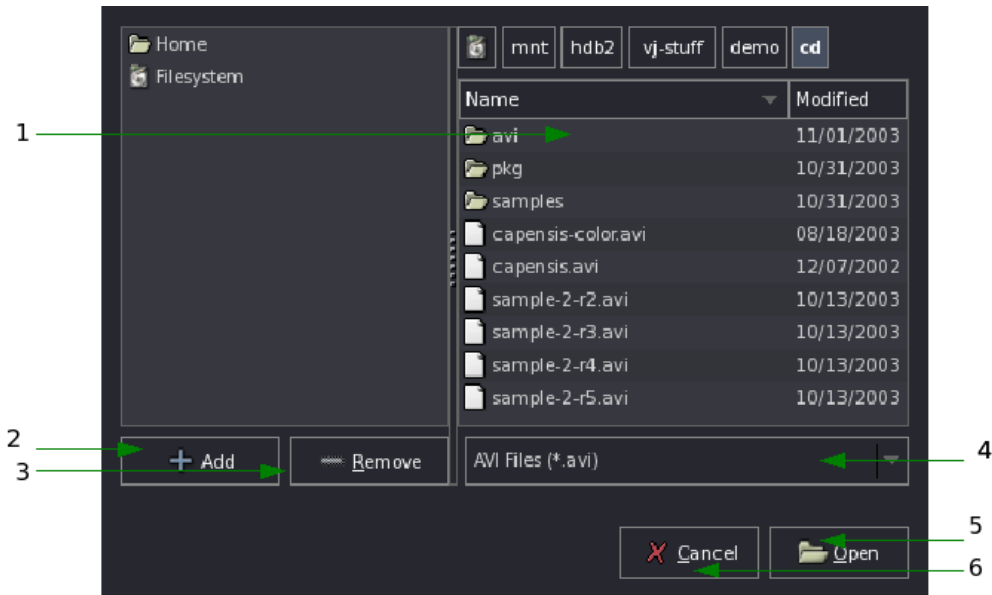


Illustration 1: File browser Window

1.3.2.1 Filelist

Here you can select a video file or EDL file to open Veejay with.

1.3.2.2 Add button

By selecting a file or folder from the filelist, you can add it to the file clipboard on the left.

1.3.2.3 Remove button

By selecting a file or folder from the clipboard, you can remove it by clicking the remove button.

1.3.2.4 ***File filter***

To reduce the number of files in the filelist, you can select a file filter. Currently, you can select one of the following file extension filters:

1. AVI Files (*.avi)
2. Digital Video Files (*.dv)
3. Edit Descision List Files (*.edl)
4. PNG Portable Network Graphics (*.png)
5. JPG Joint Photographic Experts Group (*.jpg)
6. All Files (*.*)

1.3.2.5 ***Cancel button***

By clicking the cancel button the filebrowser window will be closed.

1.3.2.6 ***Open button***

By clicking the open button, the selected filename will be confirmed and the filebrowser window will be closed.

1.3.3 Filename

The filename to open Veejay with. If you have used the filebrowser window, the selected filename will be printed here.

1.3.4 Hostname

The machine name to connect to. Use this if you want to connect to a remote (already) running Veejay server.

1.3.5 Port number

The port number of the remote machine to connect to. Use this if you want to connect to a remote (already) running Veejay Server.

1.3.6 Close button

By clicking the close button, the Launcher video fill close and GVeejayReloaded will end its session.

1.3.7 Connect button

By clicking the connect button, The launcher will either try to connect to an already running Veejay server or it will use the configuration settings to start a localized Veejay server

1.4 The Main interface

Once the launcher has successfully completed, it will automatically close and a new window will popup:

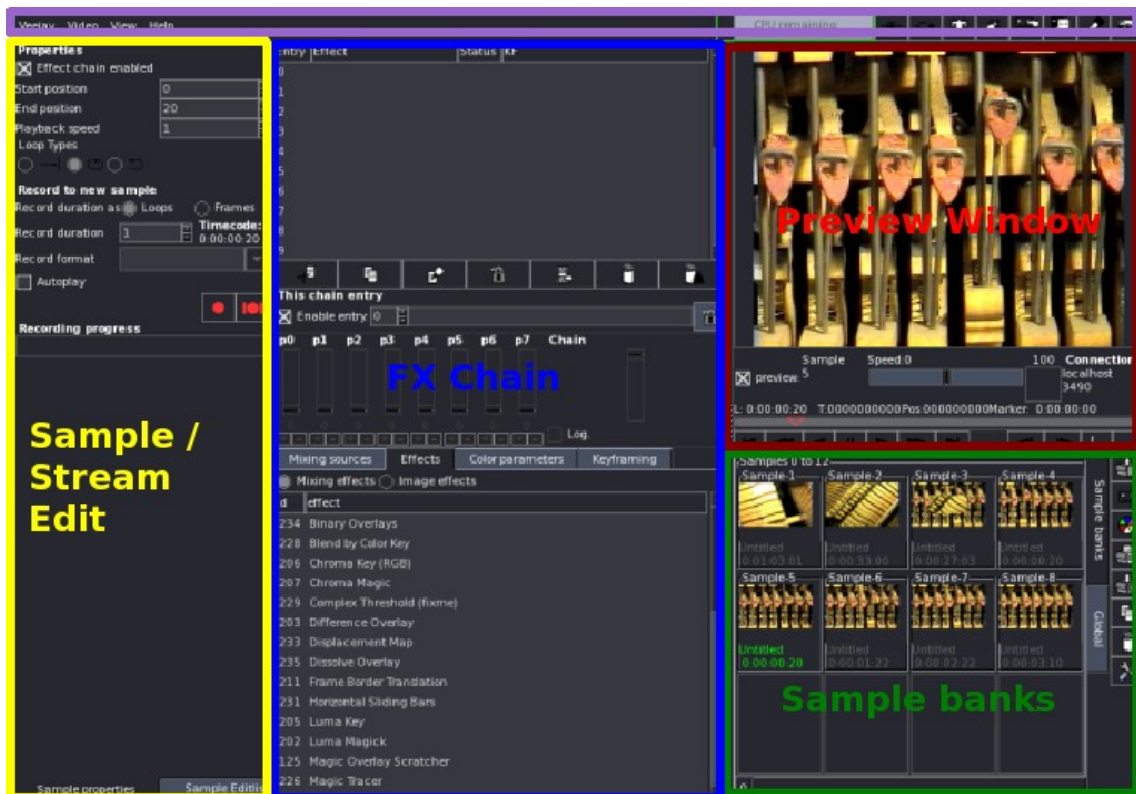


Illustration 1: The Main interface

The interface functionality can be divided in roughly 6 parts:

1. Menubar
2. Preview Window
3. Sample Banks
4. FX Chain
5. Sample/Stream Edit

User Manual GVeejayReloaded

In the following paragraphs you will find an explanation for each component.

1.4.1 Menubar

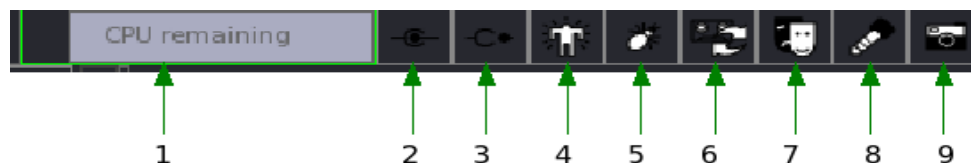


Illustration 2: Toolbuttonbar

1.4.1.1 CPU statistics

This progress bar shows available CPU cycles of a running Veejay server. When running realtime, the border of the progress bar is green. When running slower than realtime, the border is colored red.

1.4.1.2 Connect button

Quick connect

1.4.1.3 Disconnect button

Disconnect from Veejay now

1.4.1.4 Bezerk mode

By default, Veejay will restart the sample when a mixing channel changes. By restarting, subsequent loops of the sample will be identical. If you press this button, the sample will not be restarted, causing a drift in time with each loop.

1.4.1.5 Console verbosity

Click this button if you want more/less verbose information in Veejay's console panel.

1.4.1.6 Change playback mode

Click this button if you want to play the main EDL

1.4.1.7 *Mask*

Click this button to capture the next video frame to use as a background Mask (only applicable to some Effects)

1.4.1.8 *Audio*

Click this button to enable or disable audio playback through Jack

1.4.1.9 *Screenshot*

By clicking this button Veejay will try to save the current video frame as an image.

1.4.2 Preview Window

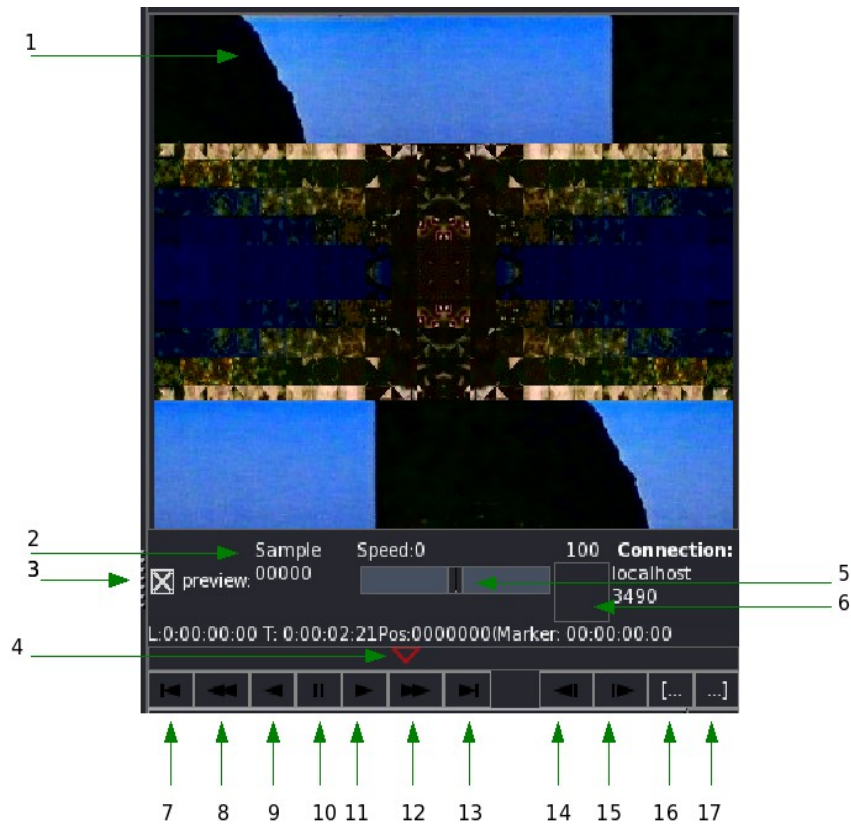


Illustration 1: Preview Window

1.4.2.1 The Video preview

Here you will see the output of the Veejay server.

1.4.2.2 Currently playing

This label informs you about which Sample or Stream is currently playing.

1.4.2.3 Preview togglebutton

Use this togglebutton to turn on or to turn off the video preview window.

1.4.2.4 ***Timeline***

The red triangle is the timeline pointer. Press and hold the left mouse button to drag the pointer across the timeline. If you are playing a sample, you can set in- and out points by clicking resp. the left or right mouse button. By double clicking the in- and out points are cleared. By pressing the middle mouse button, the relative length between the in- and out points will be kept and you can move the marker across the timeline. Press the middle mouse button again to release it.

Below you will find a marker of 3 frames in length:

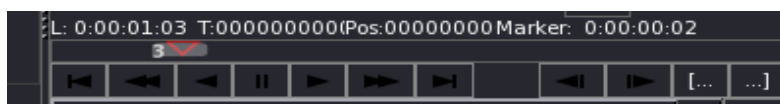


Illustration 2: Timeline in-and out points

1.4.2.5 ***Trickplay slider***

Pull the slider to the left for increasingly faster reverse playback, pull the slider to the right for increasingly faster forward playback.

1.4.2.6 ***Audio volume***

If Veejay was started with audio support, you can use this knob to adjust the audio volume.

1.4.2.7 ***Go to start***

Go to the first frame in the Edit Descision List or go to the starting position of a Sample.

1.4.2.8 ***Rewind***

Go back 1 second

1.4.2.9 ***Play reverse***

Play the video backwards

1.4.2.10 ***Play pause***

Stop or play the video

1.4.2.11 ***Play forward***

Play the video forwards

1.4.2.12 *Forward*

Go forward 1 second

1.4.2.13 *Go to end*

Go to the last frame in the Edit Descision List or go to the ending position of a Sample.

1.4.2.14 *Previous frame*

Go to previous frame

1.4.2.15 *Next frame*

Go to next frame

1.4.2.16 *Set starting position of new sample*

Set current frame number as new starting position

1.4.2.17 *Set ending position of new sample*

Set current frame number as new ending position and create a new Sample

1.4.3 Samplebank

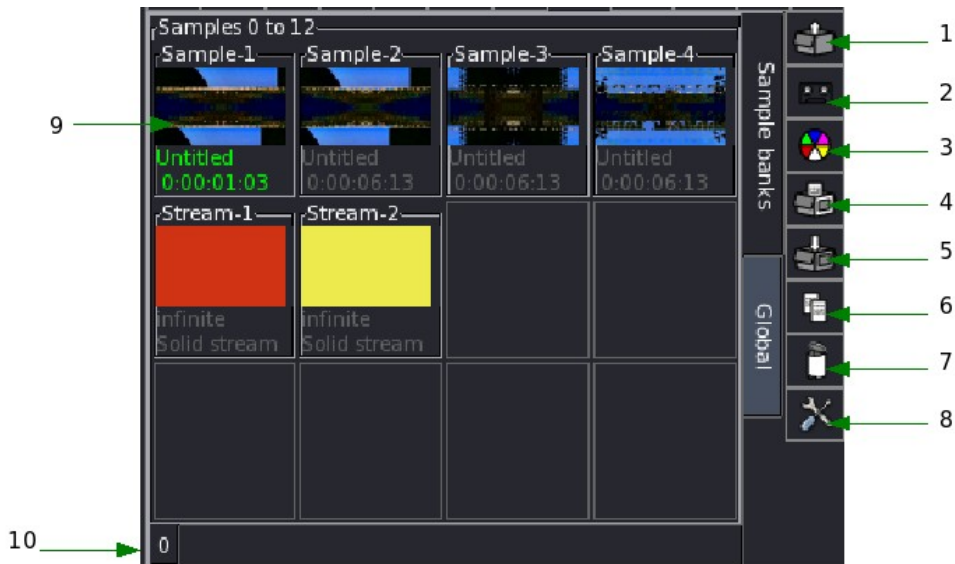


Illustration 1: Samplebank

1.4.3.1 Open a file as a new sample

By clicking this button, the filebrowser window will popup. It is similar to the window described in chapter 1.3.2. Here you can select a videofile you want to add as a new sample to the samplebank.

1.4.3.2 Create a new input stream

By clicking this button, the Input Stream window will popup.

TODO: Document instream window

1.4.3.3 Create a new solid color stream

By clicking this button, a default (black) solid color stream will be created and added to the samplebank.

1.4.3.4 Load samplebank

By clicking this button, the filebrowser window will popup. It is similar to the window described in chapter 1.3.2. Here you can load a samplebank from file.

1.4.3.5 Save samplebank

By clicking this button, the filebrowser window will popup. It is similar to the window described in chapter 1.3.2.. Here you can save the samplebank to a file

1.4.3.6 Copy sample

Click this button to copy the currently selected sample to a new sample.

1.4.3.7 Delete sample / stream

Click this button to delete the currently selected sample or stream.

1.4.3.8 Sample / Stream properties

Click this button to open the sample or stream properties panel.

1.4.4 FX Panel

The FX Panel is divided into:

- FX Chain
- FX Parameters
- FX Lists and Source List
-

In the following paragraphs you will find an explanation for each of these components in chronological order.

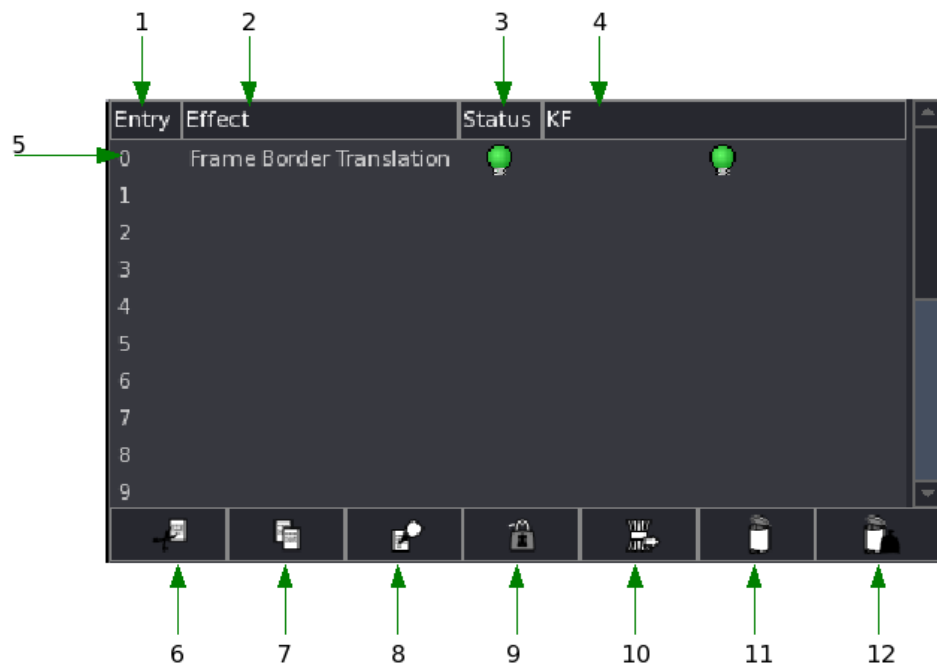


Illustration 1: FX Chain

1.4.4.1 *Chain Entry*

The position in the FX Chain (also known as 'entry' or chain index). The FX chain is rendered sequentially from top to bottom

1.4.4.2 *Effect Description*

The name of the effect in the FX Chain

1.4.4.3 *Effect status*

The current status of the effect in the FX Chain (either enabled or disabled)

1.4.4.4 *Keyframe status*

The current status of the KF engine for this effect in the FX Chain.

1.4.4.5 *FX Chain*

Here you will see the contents of the FX Chain.

1.4.4.6 *Cut*

By clicking this button, the current selected entry will be moved to a buffer.

1.4.4.7 *Copy*

By clicking this button, the current selected entry will be copied to a buffer

1.4.4.8 *Paste*

By clicking this button, the contents of the buffer will be copied to a selected entry.

1.4.4.9 *KF*

Click this button to enable or disable the keyframe engine.

1.4.4.10 *Snapshot*

Click this button to create a VIMS bundle in memory (See the chapter on Action Files and Keyboard bindings)

1.4.4.11 Clear Entry

Delete the current selected entry

1.4.4.12 Reset Chain

Clear all contents of the FX Chain

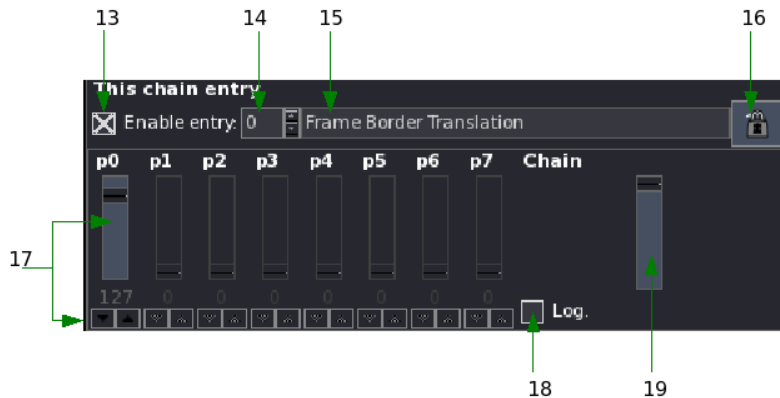


Illustration 2: FX Parameters

1.4.4.13 Enable or disable entry

Click this checkbox to enable or disable processing of this Effect

1.4.4.14 Current selected chain entry

Here you can select another chain index

1.4.4.15 Current selected effect

The effect currently selected. Depending on the amount of parameters for this effect, FX parameters [0..N] will be activated or greyed out.

1.4.4.16 Enable or disable KF engine for this entry

Here you can enable or disable processing of this effect in the KF engine

1.4.4.17 FX Parameter [0..7]

Here you see a series of combined widgets. The vertical slider can be used for rough

control of a parameter, the up and down buttons for fine control of a parameter.

1.4.4.18 ***Log***

If enabled, the FX Chain Alpha slider will be less steep. A fade to black or white will be smoother. By default, linear interpolation is used.

1.4.4.19 ***FX Chain Alpha***

Here you can change the opacity of the FX Chain.

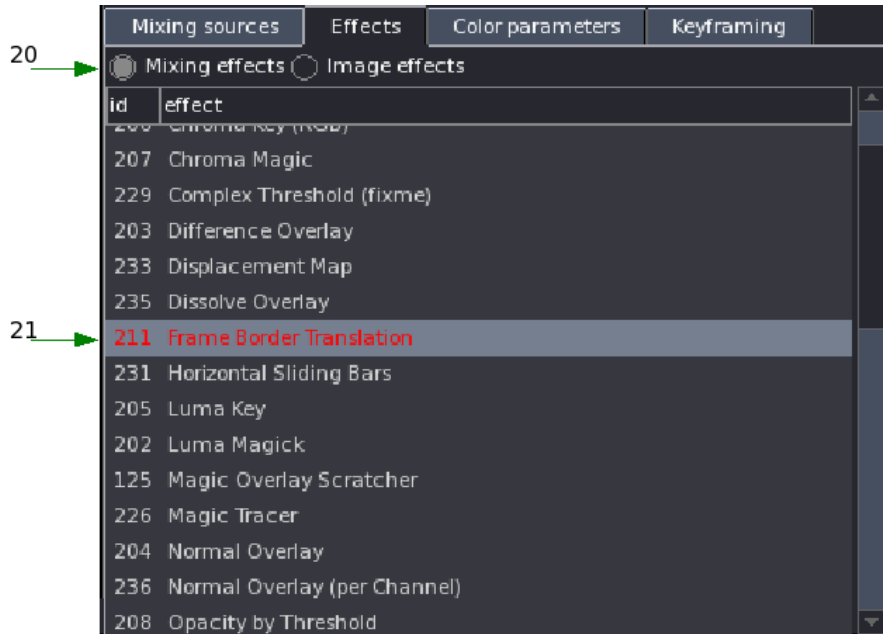


Illustration 3.: FX Lists

1.4.4.20 **FX List type**

Here you can choose between Image – and Mixing effects. Only Mixing effects take a secondary channel to mix in.

1.4.4.21 **FX List selection**

By single clicking you can select an effect from the list. By double clicking it will be added to the current selected entry.

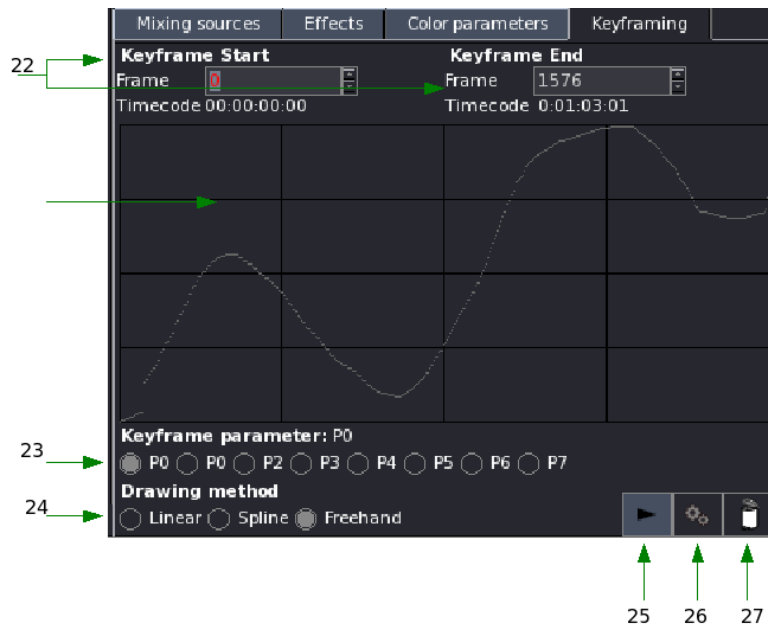


Illustration 4.: Keyframe Edit

1.4.4.22 **Keyframe Start and End positions**

Here you can setup the duration and start / stop position for the keyframe engine.

1.4.4.23 **Keyframe parameter selection**

Here you can select a single parameter from the toggle button group. Parameters that are not available are greyed out.

1.4.4.24 **Keyframe drawing method**

Here you can select the type of curve to use. The current curve will be redrawn.

1.4.4.25 **Keyframe Play**

Send 'Play' or 'stop' to the KF engine for this chain entry

1.4.4.26 **Save curve to KF engine**

Store the curve drawn in memory of KF engine

1.4.4.27 *Clear curve*

Reset the curve memory in KF engine

1.5 Sample / Stream Edit

1.5.1 *Sample Edit*

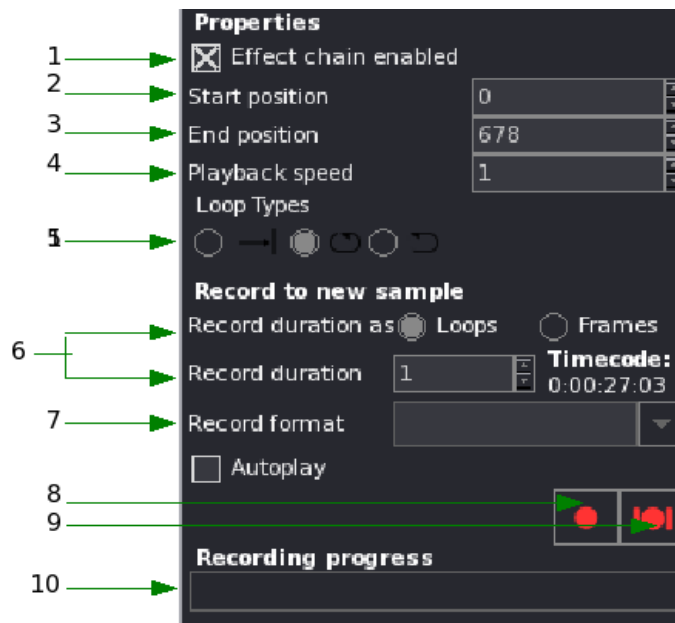


Illustration 1.: *Sample Properties*

1.5.1.1 *Effect Chain*

Enable or disable processing of effect chain for this sample

1.5.1.2 *Start position in EDL*

Change start position in EDL of this sample

1.5.1.3 *End position in EDL*

Change end position in EDL of this sample

1.5.1.4 *Playback speed*

Change playback speed of this sample (also with 'Trickplay Slider')

1.5.1.5 Loop types

Change looptype of this sample (Once, Forward Loop, Pingpong Loop)

1.5.1.6 Record duration

Setup record duration, either by giving the number of frames to record or the number of loops

1.5.1.7 Recording format

Choose a codec to use for recording. You can choose at least MJPEG, MPEG4, Divx , YV16 and YV12.

1.5.1.8 Autoplay

Enable if you want to switch to the newly recorded sample as soon as the recording has finished.

1.5.1.9 Start recording

Click this button to start recording

1.5.1.10 Stop recording

Click this button to stop recording

1.5.1.11 Record progress bar

This progress bar shows the amount of work done by the sample recorder when it is active.

1.5.2 Sample EDL

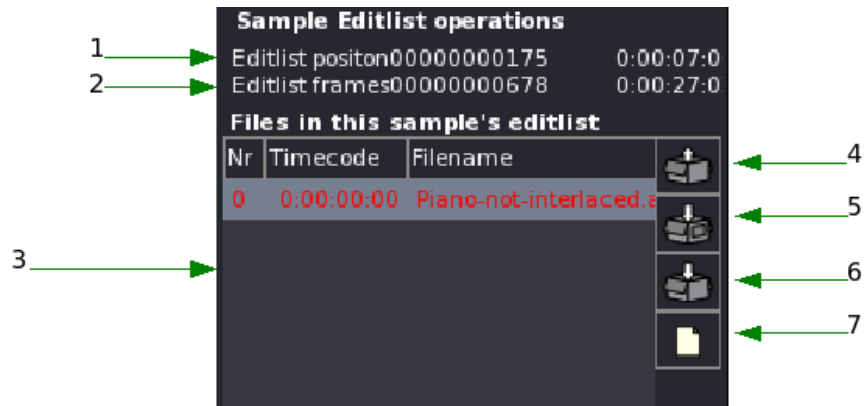


Illustration 1.: Sample EDL

1.5.2.1 EDL current position

The current EDL position

1.5.2.2 EDL total frames

The total number of frames in this EDL

1.5.2.3 EDL Contents

A list of filenames

1.5.2.4 Append videofile to EDL

Click this button to append a videofile to the EDL

1.5.2.5 Save selection

Click this button to save the current selection to a new EDL

1.5.2.6 Save EDL

Click this button to save the EDL

1.5.3 EDL operations

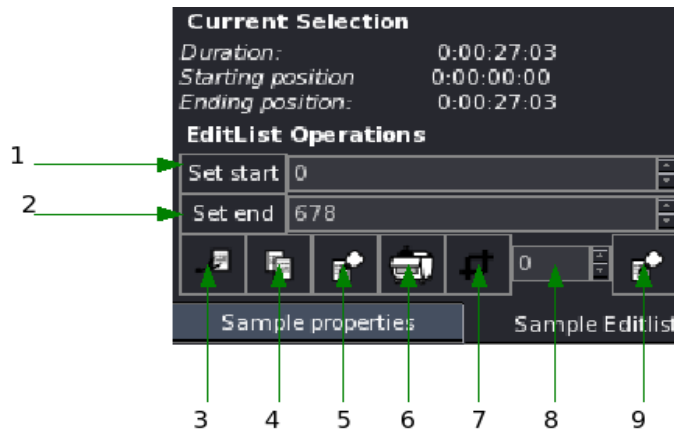


Illustration 1.:EDL operations

1.5.3.1 Selection start

Click this button to set the current frame number as selection start. Alternatively, you can type or adjust the number with the spinbox next to it.

1.5.3.2 Selection end

Click this button to set the current frame number as selection end. Alternatively, you can type or adjust the number with the spinbox next to it.

1.5.3.3 Cut

Cut the current selection to a buffer

1.5.3.4 Copy

Copy the current selection to a buffer

1.5.3.5 Paste

Paste the buffer to the destination position in the EDL

1.5.3.6 ***Crop***

Crop EDL

1.5.3.7 ***Delete***

Delete selection from EDL (no buffer!)

1.5.3.8 ***Destination***

Set destination frame

1.5.3.9 ***Paste at***

Paste buffer at ...

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Version 1.2, November 2002

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