

# DIVA3D Media Player

Version 1.2

## Installation

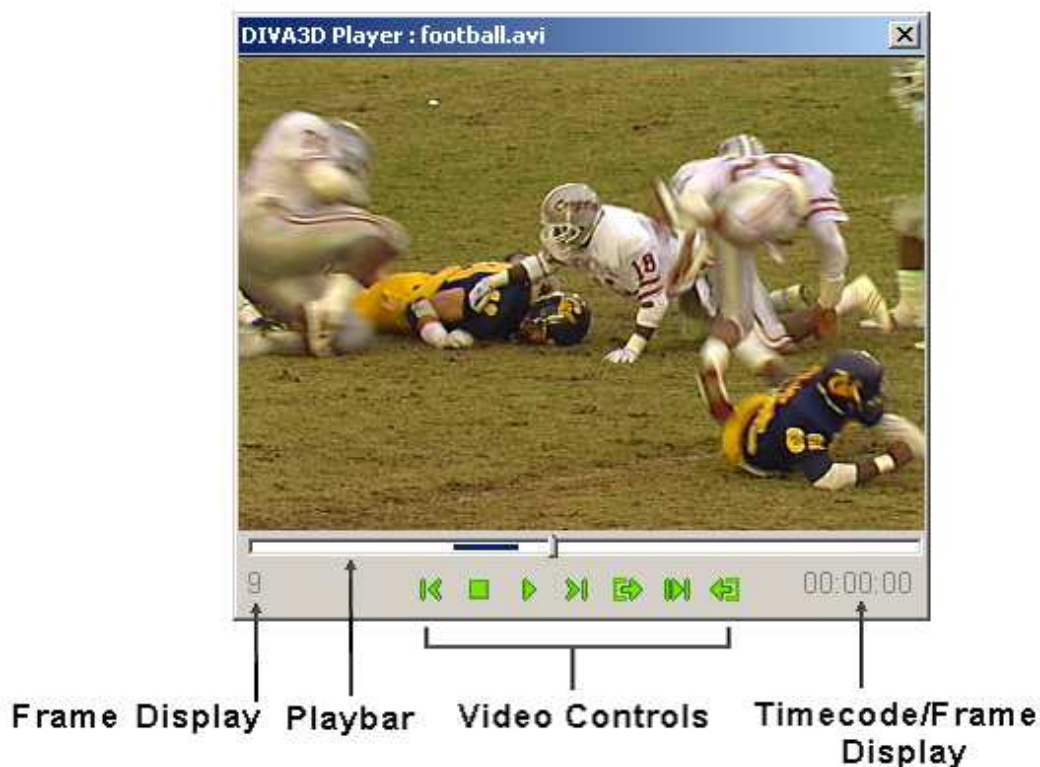
The Diva3d Media Player Display module for DIVA3D allows the user to view the selected movie as if it would have been opened in Windows Media Player. To install the module just copy the PLAYER.DLL in DIVA3D's directory; it will be loaded automatically by DIVA3D the next time it is started. After installation NO entry is displayed under the Modules menu. The player.dll exports it's function to any i/o module that resides in DIVA3D's directory so the viewing of the movie will be done through these modules.

## Dependencies



The player module needs the streamio.dll to exist in DIVA3D's working directory in order to work properly.






## Usage

The player displays the movie without taking under consideration the size of the video stream buffer associated with the displayed movie.



**Video Controls :** This portion of the video window contains buttons to navigate and select the portion of the movie which would be processed. :

-  Play the entire movie movie (from the beginning till the end).
-  Go one frame back.

-  Go one frame forward.
-  Stops playing the movie.
-  Set's the point from which we want all the future processes to take place.
-  Set's the point up to which we want all the future processes to take place.
-  Plays only the portion of the movie we have selected with the two upper buttons. Note : The portion of the movie that is selected for processing is painted blue on the Playbar.

**Playbar** : The play bar can be used for fast navigation throughout the movie.

**TimeCode/Frame Display** : Displays timecode or frame information about the movie. The selection can be done by right-clicking on the display. A popup menu appears and we can select the information we would like to be displayed.



**Movie Options** : By right clicking on the movie a popup menu appears by which we can :

- Play / Stop the movie.
- Select the view size we want for the movie (Half size , Normal and Double size are available).
- Set the movie's volume level.
- Set the movie's speed.
- Send MCI commands to the movie window.

