

FVAL IO

Version 1.0

The FVAL IO module provides handling capabilities to the DIVA3D software package for video stream buffers which contain float values (fval video buffers). In order to support these video stream buffers the concept of an *.fval file, where DIVA 3D stores the data from fval video stream buffers, is assumed. To install the module, the file ival.dll should be copied to the DIVA3D directory. The module will be loaded automatically by DIVA3D the next time it's started.

Dependancies

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

Usage

After installation, the entry **FVAL IO** appears under the **Modules** menu of DIVA3D providing the following two options :

- **Open** : This option brings up a common *Open File* dialog box that allows the user to select the *.fval file to open. The module then creates a new video stream buffer and associates the specified file with the video buffer.
- **Save** : Saves a video stream's buffer contents in an *.fval file. After selecting this menu option the FVAL IO module brings up the *Select Input Video* dialog box where the user can select the video stream buffer to save.