

IVAL IO

Version 1.0

The IVAL IO module provides handling capabilities to the DIVA3D software package for video stream buffers which contain integer values (ival video buffers). In order to support these video buffers the concept of an *.ival file where DIVA 3D stores the data from ival video 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 ival io module needs the streamio.dll to exist in DIVA3D's working directory in order to work properly.

Usage

After installation, the entry **IVAL 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 *.ival file to open. The module then creates a new video buffer and associates the specified file with the video stream buffer.
- **Save** : Saves a video stream's buffer contents in an *.ival file. After selecting this menu option the IVAL IO module brings up the *Select Input Video* dialog box where the user can select the video stream buffer to save.