

Iqdlog Download Software IQSSAM.EXE

In order to use this software you will need to have the minimum rollcall installation. The rollcall required files are in iqspce.zip. Unzip these files and install them in the usual way.

Copy iqssam.exe into a directory (usually in the same directory with all bitmaps you want to play with).

Make sure there is at least 50 MBytes of disk space free on your c: drive. The program uses a Templogo directory on the C: drive for its intermediate files. In theory you can remove all the intermediate files if you are short of space (but logos will be converted on the fly and therefore take longer) but I haven't fully tested that yet.

Start Iqssam.exe by double clicking or however you normally like to do these things.

The program consists of 4 Windows

Project Window

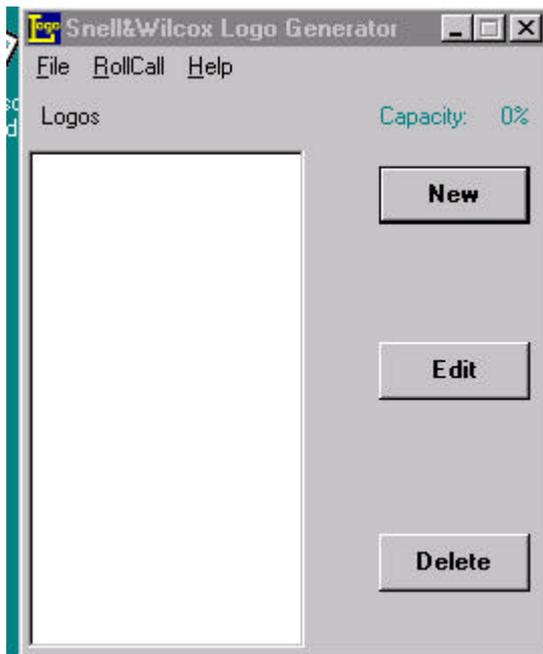
Logo Creation Window

View Window

Animation Key Frame Window

Project Window

The project is the holder for all your logos. The idea is that you create a project (which has a file extension .lgo) containing all the logos you want and then download it to the target iqdlog using rollcall.



The main panel is a list of the logos in the current project (which starts off empty). Select the new button to create your first logo. Once you have logos visible in this window you will also be able to select a logo and either edit or delete it.

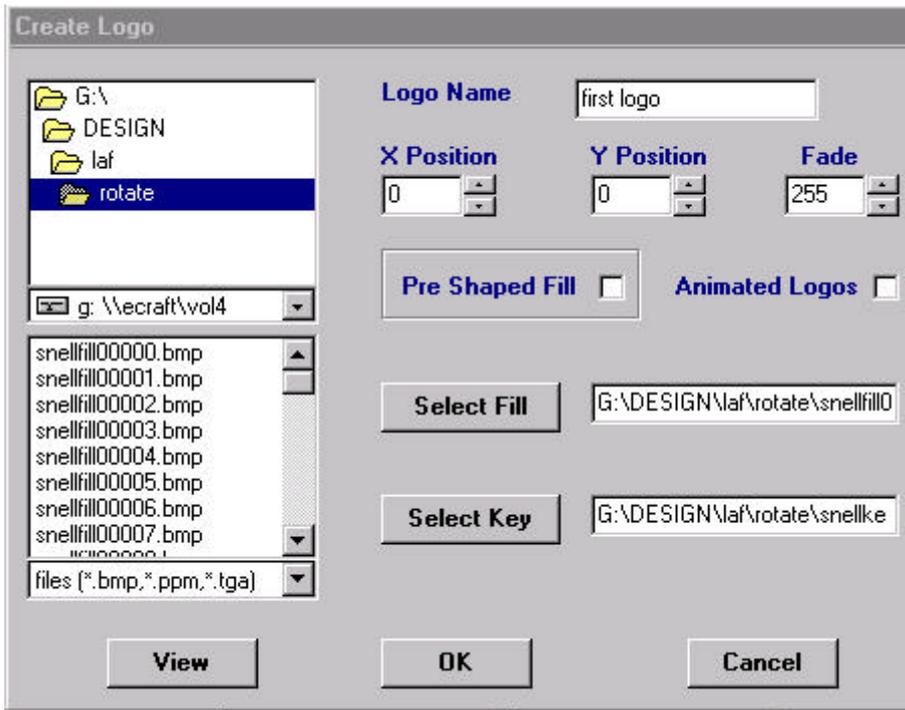
The pull down File menu lets you save the project, rename it, open another project etc.

The pull down Rollcall menu lets you download the project to the iqdlog or launch the rollcall control panel to allow remote control of the iqdlog (or any other unit on your rollcall network)

Logo Creation Window.

A logo consists of a name, some graphics, positional information and a fade value.

You use the file browser window to select the bitmaps you wish to use for the fill and the key. The positional information and fade value are offsets to those selected via the units front panels (or over the network via the rollcall control panel) You can leave these at their default values as you can alter them in real time later.



The functionality is fairly obvious standard e.g. to delete a fill you have selected you highlight it and hit the delete key on your keyboard.

Animation Key Frame Window.

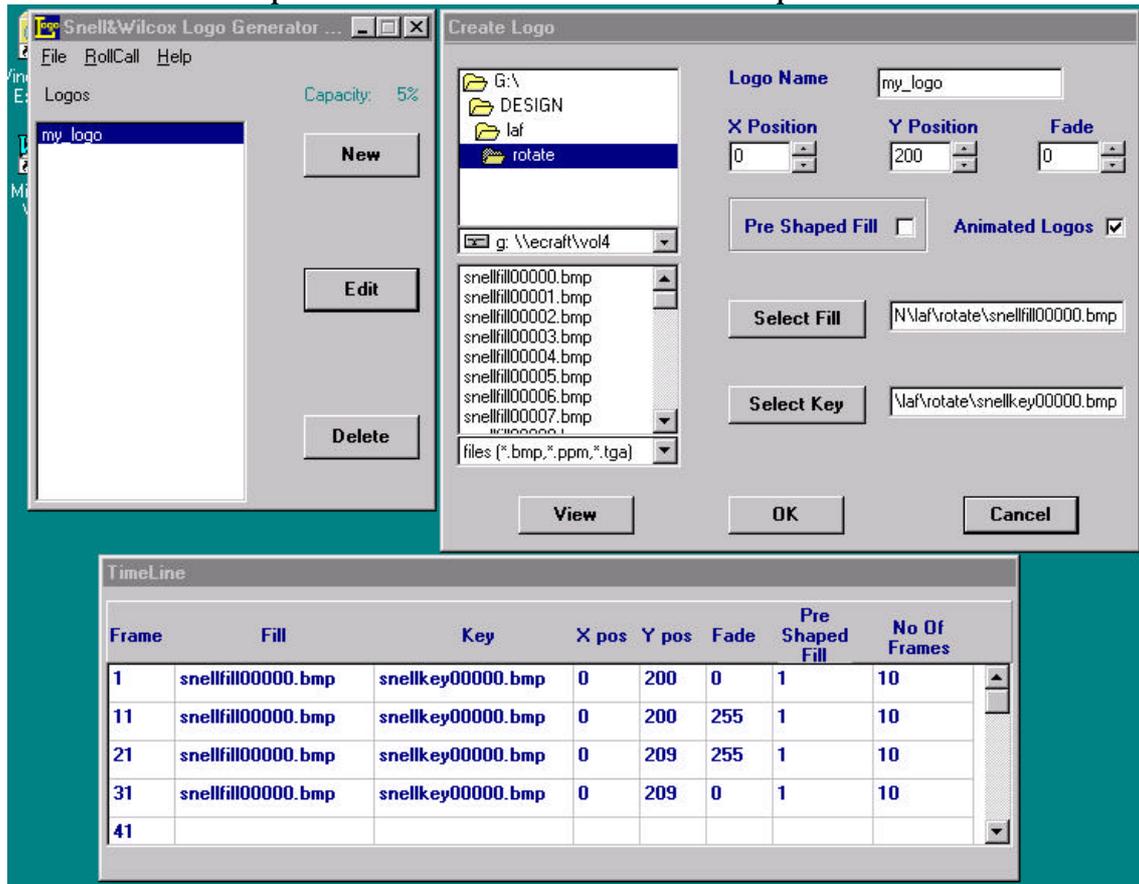
The power of the IQDLOG is in its ability to create animated logos simply. Animated logos are created by filling in the fields of this key frame window with values required for the desired effect.

Frame	Fill	Key	X pos	Y pos	Fade	Pre Shaped Fill	No Of Frames
1	snellfill00000.BMP	snellkey00000.bmp	0	0	255	1	1
2	snellfill00001.BMP	snellkey00001.bmp	0	0	255	1	1
3	snellfill00002.BMP	snellkey00002.bmp	0	0	255	1	1
4	snellfill00003.BMP	snellkey00003.bmp	0	0	255	1	1
5	snellfill00004.BMP	snellkey00004.bmp	0	0	255	1	1

The logo creation window is linked into the timeline window so that if you select a row in the timeline window, changing the values in the creation window updates the fields of that row.

The frames entry is the number of frames over which the unit will interpolate between the current row and next.

Examples. The above example uses a different logo every frame. The following uses one fill and key to create a logo called my_logo which fades in over 10 frames then moves vertically over 10 lines, then fades out over 10 frames. This can be run in a looped mode from the Rollcall control panel.



View Window.

This window just views the file shown in the directory listing panel. Its there as an aid to the user when looking for required bitmaps.

KEYING FUNDAMENTALS

S&W offer a full logo creation service. This service takes customer created bitmaps and turns them into professional looking logos. To produce logos using

the Iqssam program it is imperative that the user fully understand all the following IN DEPTH.

The key signal is a greyscale image which cuts a hole in the video. Black in the image lets the background through and white removes it.

The fill signal is the picture (i.e. the actual logo) that the unit puts in the hole that has been cut by the key.

Colour Space. Bitmaps that are created in RGB, the unit converts them to YUV. The colour space conversion can result in images that do not appear the same on the video output as they do on the computer screen

Aspect ratio. Computers have square pixels, video pixels are rectangular. Logos created by novices can have incorrect aspect ratios.

Pre-shaped Fill.

The fill is assumed to have no relationship to the key so to make the maths work the unit actually does the following

$$\text{Output} = (\text{Video} * (1 - \text{Key} * \text{Fade})) + \text{Fill} * \text{Key} * \text{Fade}.$$

Hence the key cuts a whole in the video and also shapes the fill so that when the two are added together they result in a correctly scaled output.

Some sources such as Character generators produce fills which have already been scaled by the key signal in which case the unit implements

$$\text{Output} = (\text{Video} * (1 - \text{Key} * \text{Fade})) + \text{Fill} * \text{Fade}.$$

To let the unit know that the fill is pre-shaped you need to tick the pre-shaped fill box.

NOTE: If you tick pre-shaped fill for a fill that HAS NOT been shaped then the output video created can be outside the allowed video data range.

Aliasing. The fill and key can be created with frequency components that result in aliasing effects. The fill and key signal need to be filtered to bandwidth limit them to meet CCIR 601.

Logo Size. The internal format is YUV. YUV requires that logos are an EVEN number of pixels in the horizontal domain. If the bitmap to be converted has an odd number of horizontal pixel it will break the conversion