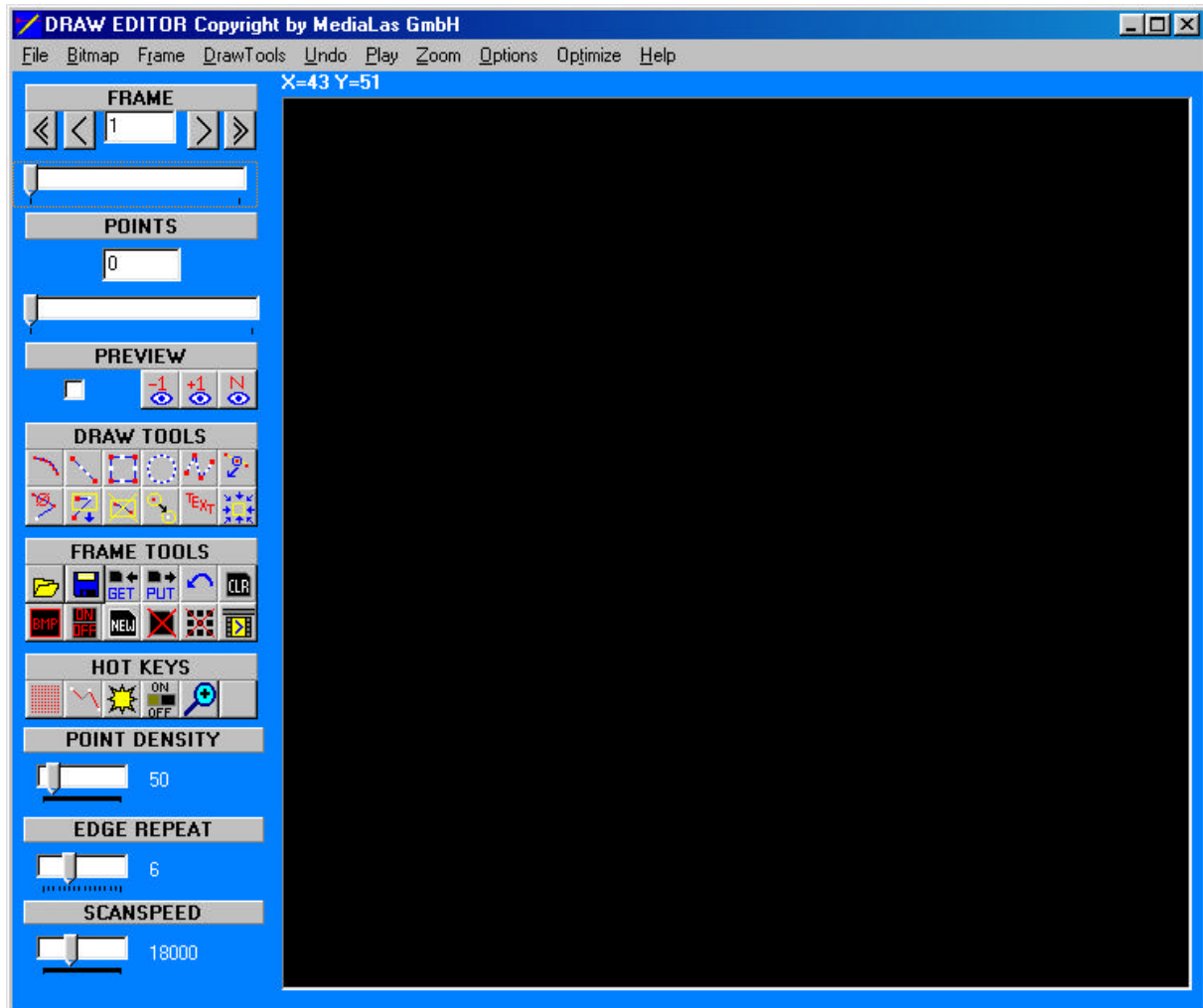


LaserPainter

Welcome to the World of LaserPainter laser software !



LaserPainter is the new, hot laser software for low cost projects, laser hobbyists and semi-professional laserists. Without extensive costs, LaserPainter offers full graphical capabilities. Whether you use the LaserPainter HotBoard, the playback version of LaserPainter, or the LaserPainter Live!, the live show software - LaserPainter offers more than others !

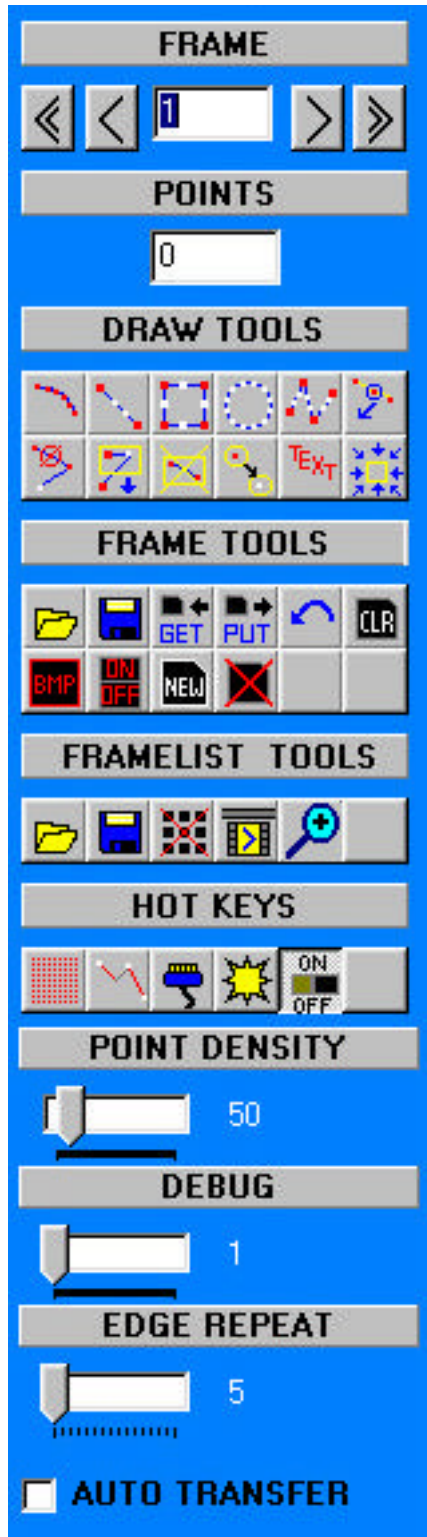
LaserPainter is such easy to use, we only need to give you a few hints and show you some basic tricks how to get perfect results.

Frames (Pictures)

The DRAW-editor uses its own frame format, the "FLM" for the HotBoard-version, and the "FLX" for the Live!-version. This format allows us to store important information for later versions. All LaserPainter versions can also import the standard ILDA format. A list of frames is stored by using the frame-tool "save". This is the LaserPainter's internal format. You can import ILDA frames by using "load frames", then chose "ILD" instead of "FLM" or "FLX". In the editor single frames or entire framelists can be edited and saved individually. The information within the frames or the framelist holds picture information only, no movement or animations.

Drawings

For drawing new frames or editing existing frames there are several useful and powerful tools available. The following short description explains their use. The tools are self-explaining with hints. Important rule: In the drawing windows: First mouse click = Draw, second mouse click = fix.



Number of frame displayed in drawing window.

Number of points used in frames.

Drawing tools from left to right:
Freehand, line, rectangles, circles, polygons, move points.

Move points, move point groups, delete point group, convert point, edit text.

Single frame tools

Open frame, save frame, copy, paste, undo, delete,
load bitmap to background, switch on/off bitmap, add new empty frame

Framelist tools:

Load, save, delete, append.
Attention: To append a framelist you have to create a new empty frame first.
To load some ILDA frames just chose the filetype in the loading window

Extra new functions

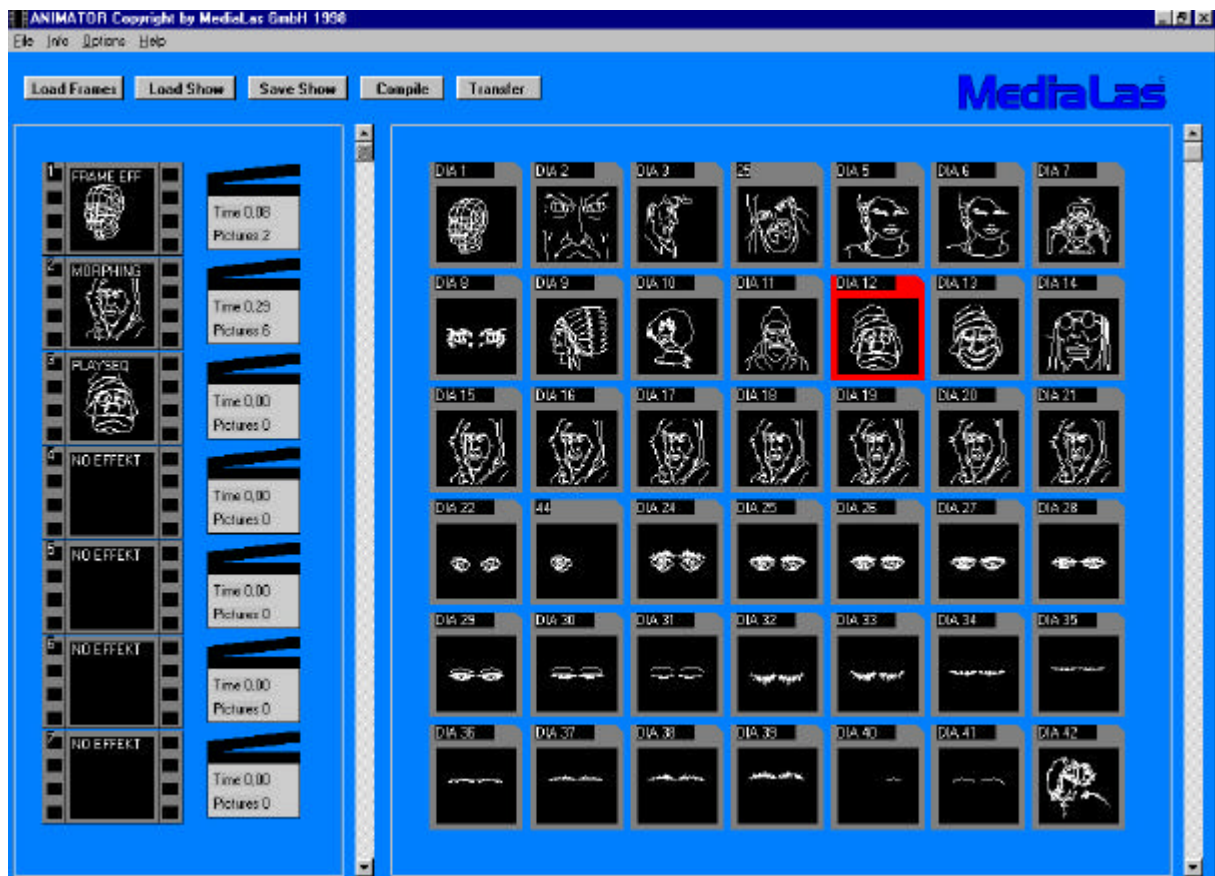
Grid, show blanked lines, transfer pic to HOTBOARD, optimize, output
enable/disable

Number of interpolated points

Shows order of points

Number of corner points. For test use only.

Switches on or off auto transfer to laser scanner.



The ANIMATOR

Drawn frames (framelists) are loaded into the ANIMATOR and grouped on the right frame-window to create animations via the scene-editor. Up to 3000 frames can be loaded into the ANIMATOR at the same time. Each frame or framelist can be individually set into max. 100 different animation scenes. Each scene is an individual runtime-routine with different animation capabilities. Several different effects, set by sliders on the screen, helps to create powerful animations easily.

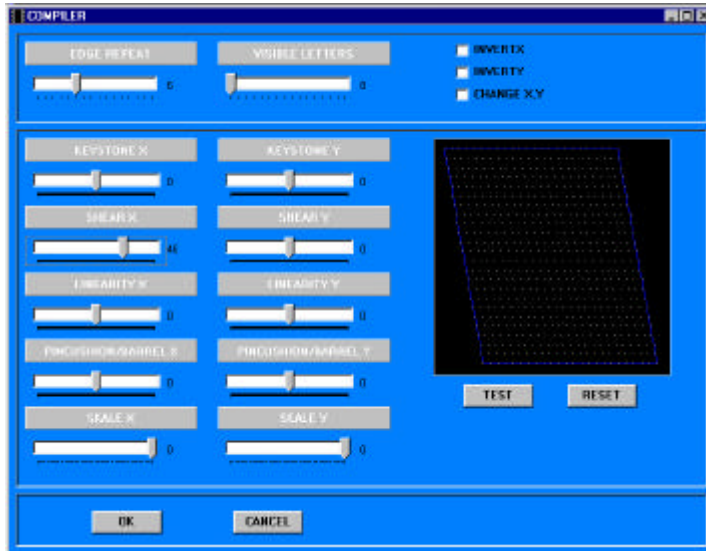
How to create an animation

First load a framelist via the button „Load frames“. The frames are shown in the right frame window. During loading time you will see the cursor changing to an hourglass. To move a frame to a sceneline just click on a frame. It turns red which means the frame is selected. Now click on a sceneline to move the selected frame to the sceneline

Now click on the effect symbol on the right side of the sceneline. The effect editor opens. Move the sliders to see the animations in the start- and end-windows. Read more about the effect-editor later.

To insert or delete a scene, click on the sceneline by using the right mouse button. Now you can insert or delete a scene on the sceneline.

Please do not forget to save a show via „SAVE SHOW“. The effects are saved in a separate file called *.sho.

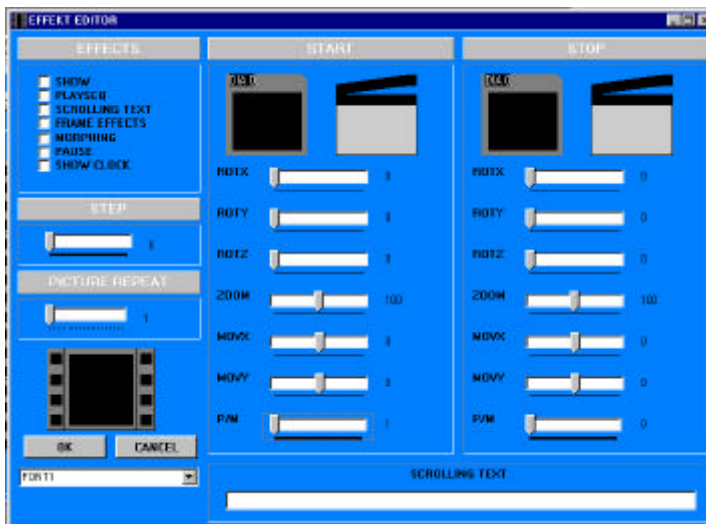


Compiling and transferring the show

After creating a show the result has to be compiled to fit into the HotBoard's flash-memory. It is possible to get compression rates of 1:8. This means, 4 Megs of ILDA-animation fits into 512k HotBoard-memory. The compiled file is transferred via parallel port to the HotBoard. Now you can transfer by clicking the transfer-button. If you do not chose a special file the actual default file will be transferred. Otherwise please chose a file and click „start“. For transfer, the HotBoard (CATpro) has to be connected to the

printer port and switched on.

Before you compile a show, you can manipulate images by using the geometric corrector. This powerful tool allows to project even on round surfaces. All adjustments will be saved in an initialization file, so all further compilings will use the same settings.



The effect editor

All possible effects such as rotations, scrolling, animations, movements or running text are preselected in this effect window. The start- and endframe of the movement is visible in the preview windows. The lower left window shows the full animation. Just click direct on the window to start the preview.

Each effectline offers the full features in animation. Adjust the start- and endframe with the interactive sliders. If you are satisfied with what you see,

please chose the step rate. This number describes the amount of steps of the animation. The more steps you chose the longer will the animation run.

Now click on the lower left preview window to watch the animation running. If you are satisfied with your work, klick OK.

Functions and effects:

Show

Displays a single picture at an adjustable time. Adjust time with STEP and PICTURE REPEAT.

Playseq

Playback a complete sequence of frames by setting the P/M-slider on the START frame and the PM-slider on the STOP frame. All frames in between those two frames are displayed. Adjust the running speed by using the PICTURE REPEAT slider. Frame manipulations such as rotation or zoom are permitted within this function.

Scrolling text

Type in a text in the lower SCROLLING TEXT window. Adjust speed by using the PICTURE REPEAT slider.

Frame effects

Manipulate single frames or a whole sequence with the slider functions. Chose START-setting by changing the sliders in the START-section, chose the END-settings by using the sliders in the END-section. Chose speed and time of the animation by using the STEP and PICTURE REPEAT sliders. STEP means the number of steps between START and STOP settings, PICTURE REPEAT allows you to select the number of repeats of each single picture.

Morphing

Use Morphing same way as you use frame effects.

Pause

Creates a blanked frame for pausing between two frames or for blinking. Adjust pause time via STEP slider.

Show clock

This function enables the realtime clock on the HotBoard. During the transfer the time of the upload computer will be used to synchronize the internal clock. Use STEP to adjust the projection time for the clock. Show clock will not work with LaserPainter Live!

Additional programs

There are some extra programs on the disk for expanding features of the HotBoard (CATpro). These are:

TRANSFER.EXE

Allows you to simply transfer pre-created scn-files without using the Animator. Only for HotBoard or CATWEAZLE pro.

TIMEPLAY.EXE

Set up a list of pre-created scn-files, which will be uploaded or played back at preselected times.

LIVEPLAY.EXE

30 onscreen buttons. Every button can handle a scn-file. Upload it at a mouseclick or play it at a mouseclick !

MERGE.EXE

Merge different scn-files into one !

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