

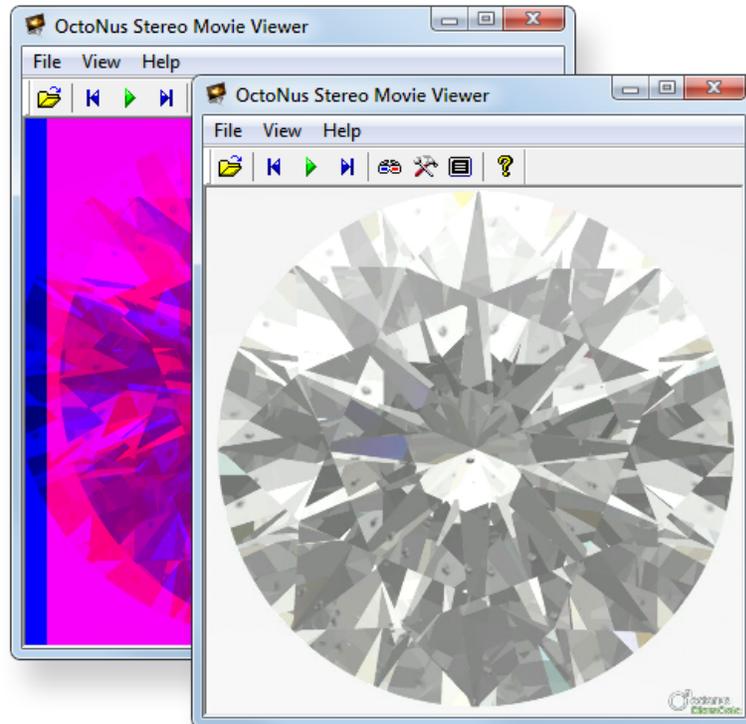
# **Stereo Movie Viewer 2.17 User Manual**



OctoNus Software  
7 June 2011

## Introduction

The *Stereo movie viewer* allows playing movies and stereo movies in **FLM** format or series of photos in **BMP** or **JPG** formats. It supports playing DiamCalc stereo movies with realistic rendering of inclusions and depth-of-field effect, lens or human eye modeling.



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## Stereo Movie Viewer 2.17 User Manual

### Introduction

#### What is new in Stereo Movie Viewer 2.17 minor update ?

- Minor user interface improvements, including - XP/Win7- styled controls

- Frame-by-frame movement by moving of mouse

- Restructuring of application menu

- Fixed bug

#### What is new in Stereo Movie Viewer 2.16 ?

- Playing DiamCalc stereo movies with realistic rendering of inclusions and depth-of-field effect

- Support for NVIDIA® 3D Vision™ and 3D Vision™ Pro technology

- User interface improvements

- Additional movie visualization options: 50%, 100%, 200% frame scale

- Added split types: Side by Side, Frame Shift and Over / Under

- Added Full screen mode

- Changed names of parameters for stereo movies: A to Frame Shift, D to Frame Distance

### System requirements

### Quick Guide

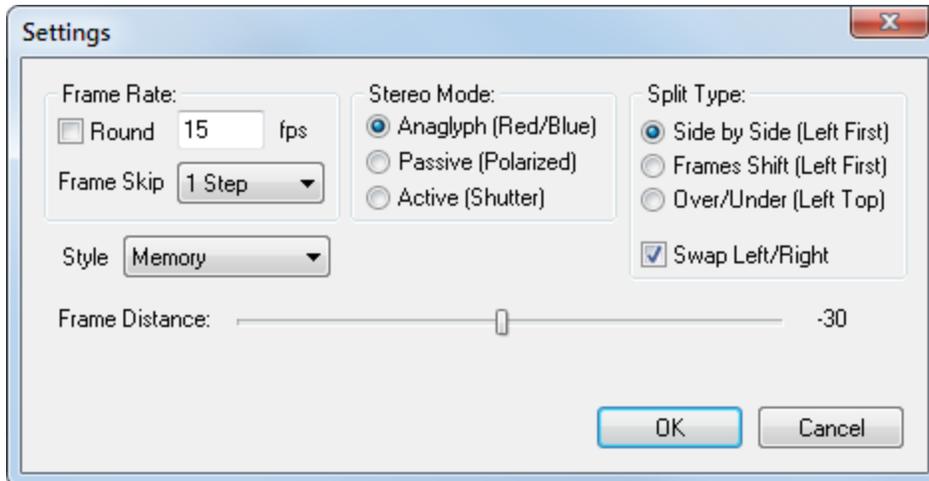
### Command prompt parameters

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## What is new in Stereo Movie Viewer 2.17 minor update ?

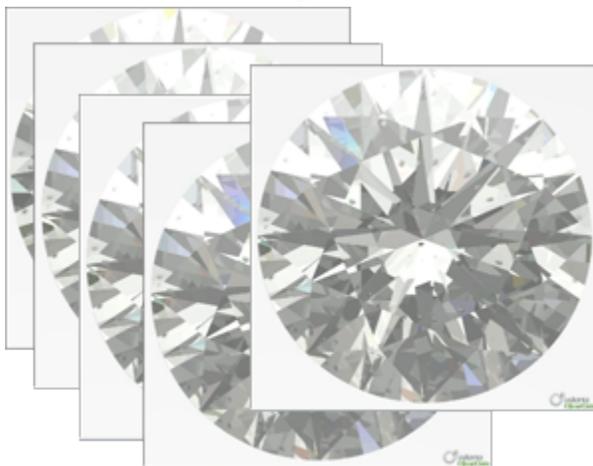
**Minor user interface improvements, including - XP/Win7-styled controls**

Now program and its controls has modern style of XP/Win7.



### Frame-by-frame movement by moving of mouse

It is possible to scroll movie frames-by-frame with mouse. Hold on mouse button over the movie and just move a mouse from left to right or from right to left.

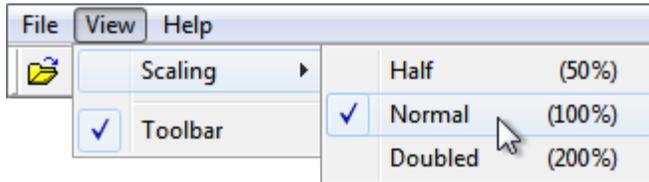


*The old method of movie's scrolling by mouse wheel still works also.*

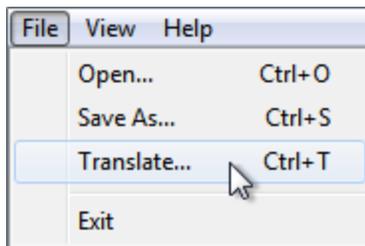
## Restructuring of application menu

The menu of application is restructured.

Menu **Scaling** moved to menu **View**.



Option **Translate** moved to menu **File**.



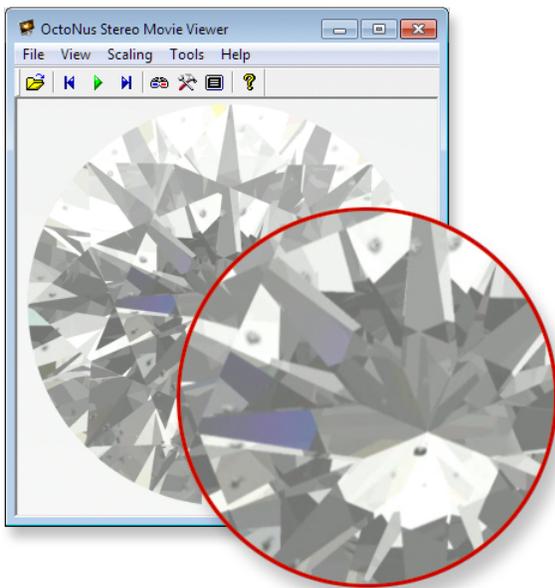
## Fixed bug

Fixed bug of small imperfections of Direct-X visualization.

## What is new in Stereo Movie Viewer 2.16 ?

### Playing DiamCalc stereo movies with realistic rendering of inclusions and depth-of-field effect

The new Stereo movie viewer supports playing DiamCalc stereo movies with realistic rendering of inclusions and depth-of-field effect, lens or human eye modeling.



***Note.** At the moment versions of DiamCalc available for download do not support rendering inclusions and export of FLM stereo movies. It is coming on the next versions.*

Example of DiamCalc stereo movie with inclusions, light background	Example of DiamCalc stereo movie with inclusions, black background
 <p data-bbox="358 785 613 842">Movie in FLM format (zip archive 17,5 Mb):</p> <p data-bbox="358 974 613 1003">Free Download Now ↓</p>	 <p data-bbox="961 785 1216 842">Movie in FLM format (zip archive 18,7 Mb):</p> <p data-bbox="961 974 1216 1003">Free Download Now ↓</p>
Frame Distance = -30	Frame Distance = -30

## Support for NVIDIA® 3D Vision™ and 3D Vision™ Pro technology

Support for *NVIDIA® 3D Vision™* and *3D Vision™ Pro* technology. It allows to watch stereo movies on *NVIDIA® 3D Vision™* supported hardware in full-screen and windowed display mode. Windowed mode is supported for *NVIDIA® 3D Vision™ Pro* with *NVIDIA® Quadro®* technology.



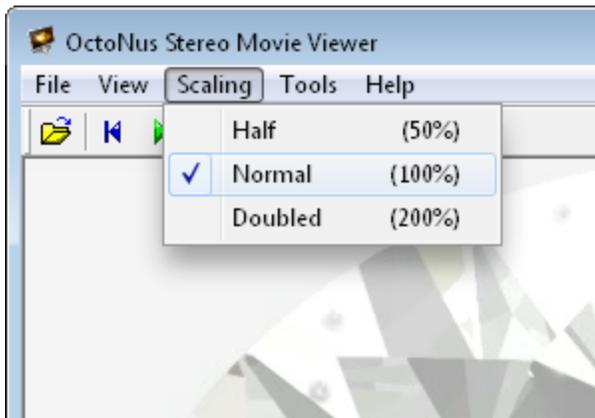
## User interface improvements

The program interface is improved.



## Additional movie visualization options: 50%, 100%, 200% frame scale

New additional visualization option allows scaling of movies.  
To change scale select from menu Scaling: **Half (50%)**, **Normal (100%)** or **Doubled (200%)**



## Added split types: Side by Side, Frame Shift and Over / Under

The three split types are available in the program:

### 1. Side by Side (Left first)



In case of this split type the initial frame is divided in two images, for left and right eye, by vertical line. It is widespread content type.

### Frame Shift (Left first)



In case of this split type the images for left and right eye are presented from the stream of frames with some shift.

For movies with rotating objects.

### Over / Under (Left top)



In case of this split type the initial frame is divided in two images, for left and right eye, by horizontal line.

It is rare content type.

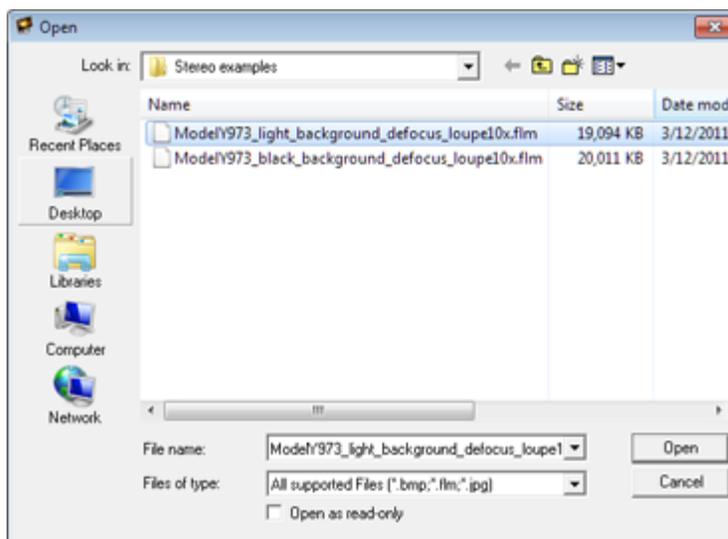
There are two methods of choosing split type:

**Method 1.** Selecting split type while opening a file

**Method 2.** Changing split type in Settings dialog box

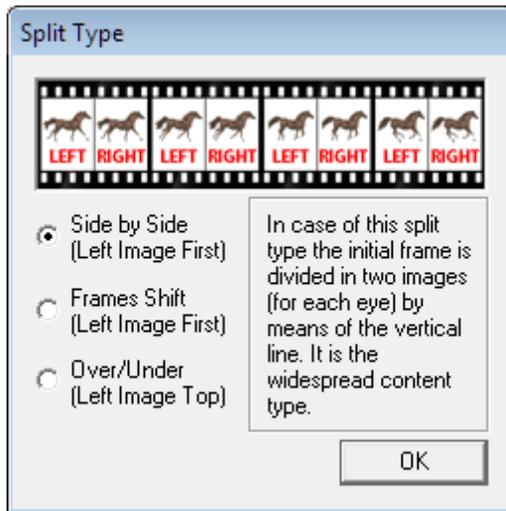
### Method 1. Selecting split type while opening a file

- Press button Open  to open **FLM** movie or series of photos in **BMP** or **JPG** formats
- Select a movie (**FLM**) or photo (**JPG, BMP**) in a series



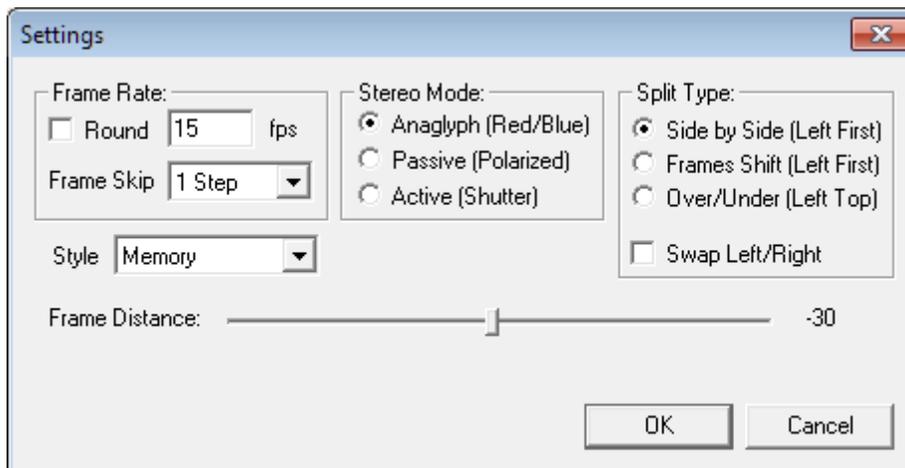
- Press button **Open**

- Change split type in the dialog and press **OK**



## Method 2. Changing split type in Settings dialog box

- To adjust settings stop playing movie and press button 
- **Settings** dialog box will appear



- Select split type in section **Split Type**

## Added Full screen mode

This mode allows watching movie on a full screen.

- To enter Full screen mode press button  on the toolbar
- To exit Full screen mode press **Esc**

## Changed names of parameters for stereo movies: A to Frame Shift, D to Frame Distance

Changed names of parameters:

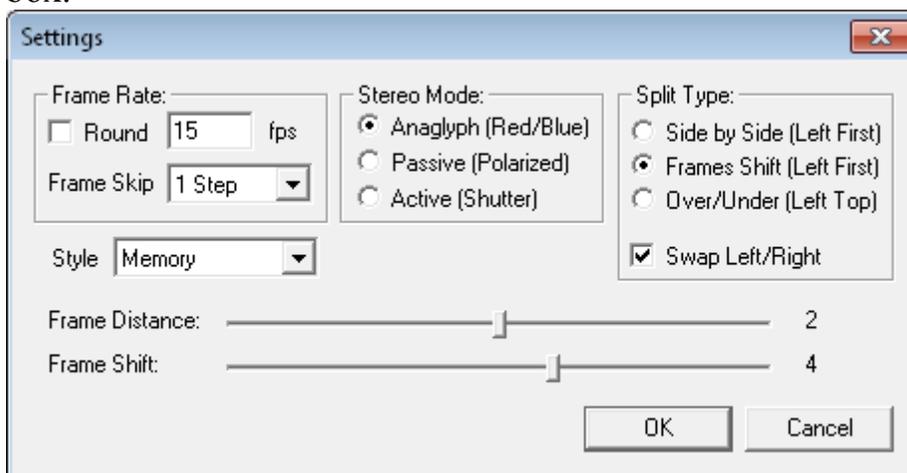
**A to Frame Shift**

**D to Frame Distance**

These parameters are useful for rotating type of objects in stereo mode.

For example **Rough stereo movies** here: <http://www.octonus.com/oct/projects/movies1.phtml>

It is possible adjusting **Frame Shift** and **Frame Distance** in the **Settings** dialog box.



Adjusting **Frame shift** is available for selected split type **Frames shift** only.

*Note.* For changing parameters values use mouse or keyboard's left and right arrows

## System requirements

The program is designed to work under *Windows XP / Vista / 7* operating systems.

Stereo rendering requires *OpenGL 1.4* and higher or *DirectX 9.0c Redist* (June 2010). We recommend using at least *NVIDIA GeForce 6600* video card with latest drivers installed.

For faster movie playing we recommend at least **1 Gb** of Ram

Different stereo rendering modes require additional hardware:

1. **Red-Blue Stereo** required *red-blue* glasses like shown below:



2. **Interlaced Stereo** requires stereo monitor with interlaced stereo technology.

We have tested the program with *Zalman Trimon ZM-M220W* Stereo Monitor.

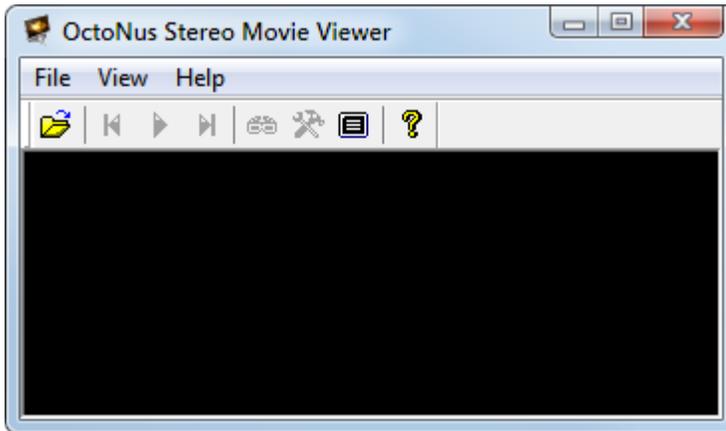
3. **Shutter glasses stereo mode** requires complete support of *NVIDIA 3D*

*Vision* technology (Home or Pro). Check hardware and software requirements here <http://www.nvidia.com/object/3d-vision-main.html>.

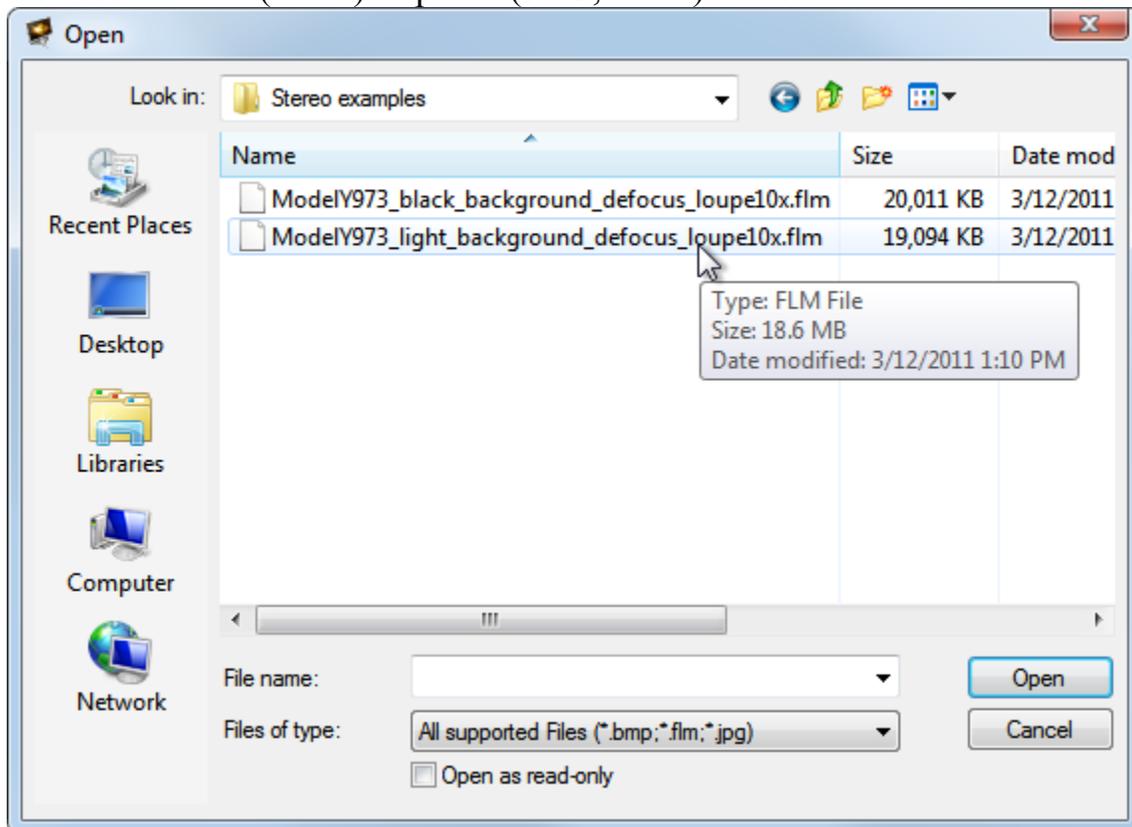
Please note that for windowed stereo mode is required an *NVIDIA Quadro* video card.

## Quick Guide

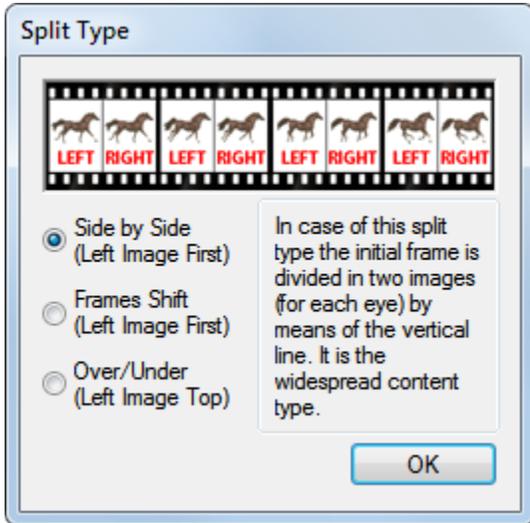
- Download and install *StereoMovieViewer.exe*
- Start program



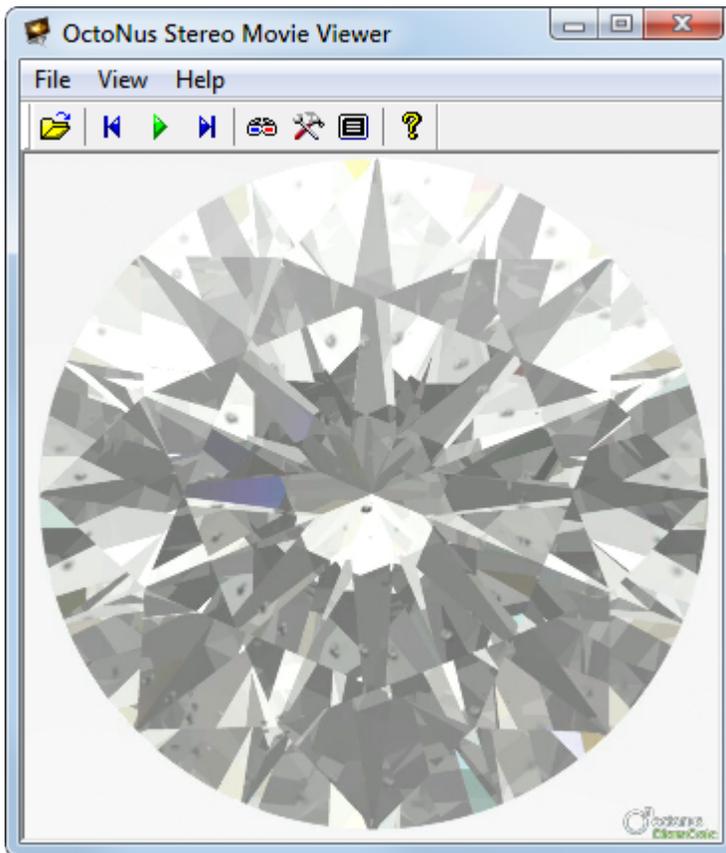
- Press button **Open**  to open **FLM** movie or series of photos in **BMP** or **JPG** formats
- Select a movie (**FLM**) or photo (**JPG, BMP**) in a series



- Press button **Open**
- Change **Split Type** in this dialog and press **OK**

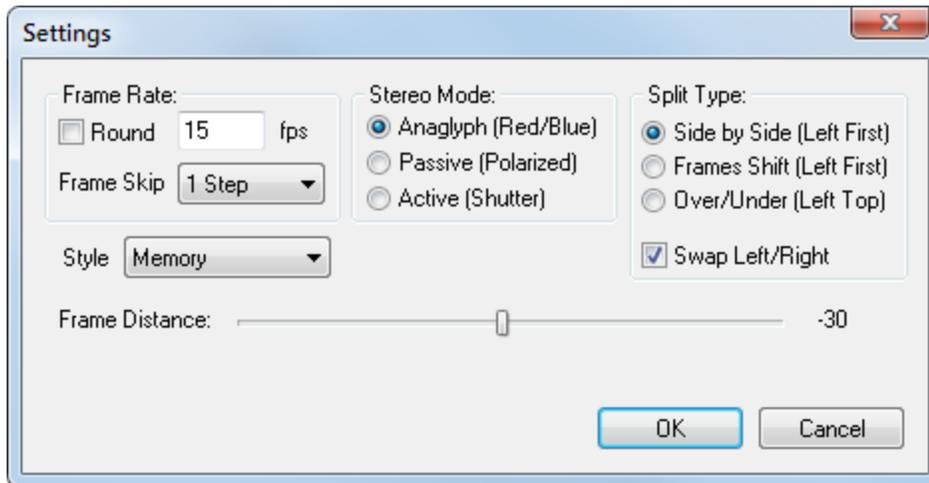


- Movie opens



- Press button **Play**  to start movie
- To switch On / Off stereo mode press button 

- To enter Full screen mode press button 
- To exit Full screen mode press **Esc**
- To adjust settings stop playing movie and press button 
- **Settings** dialog box will appear



- Set **Frames Rate** (fps)
- Check **Round** to loop movie
- Select **Stereo Mode**
  - **Anaglyph** (Red / Blue) for red-blue stereo glasses
  - **Passive** (Polarized) for interlaced polarized stereo glasses
  - **Active** (Shutter) for *NVIDIA 3D Vision* stereo glasses
- Select **Split Type**
  - **Side by Side** (Left first)



In case of this split type the initial frame is divided in two images, for left and right eye, by vertical line.

It is widespread content type.

- **Frame Shift (Left first)**



In case of this split type the images for left and right eye are presented from the stream of frames with some shift.

For movies with rotating objects.

- **Over / Under (Left top)**

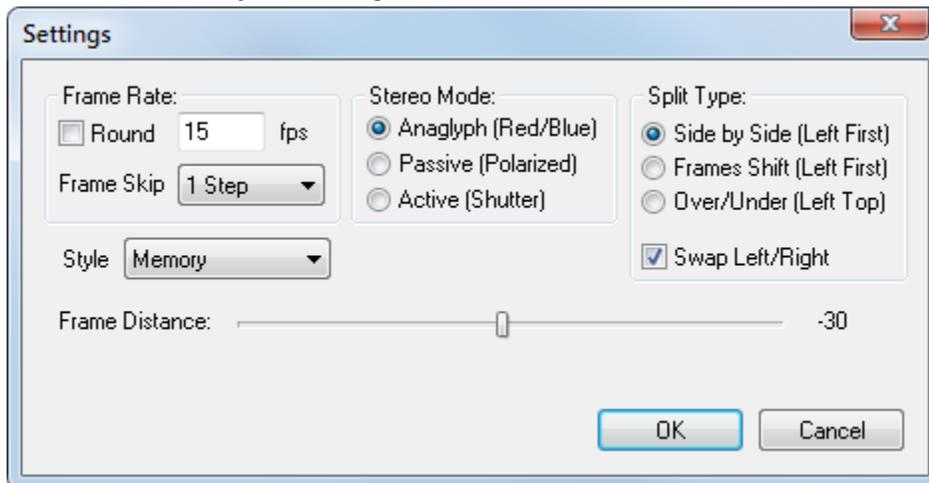


In case of this split type the initial frame is divided in two images, for left and right eye, by horizontal line.

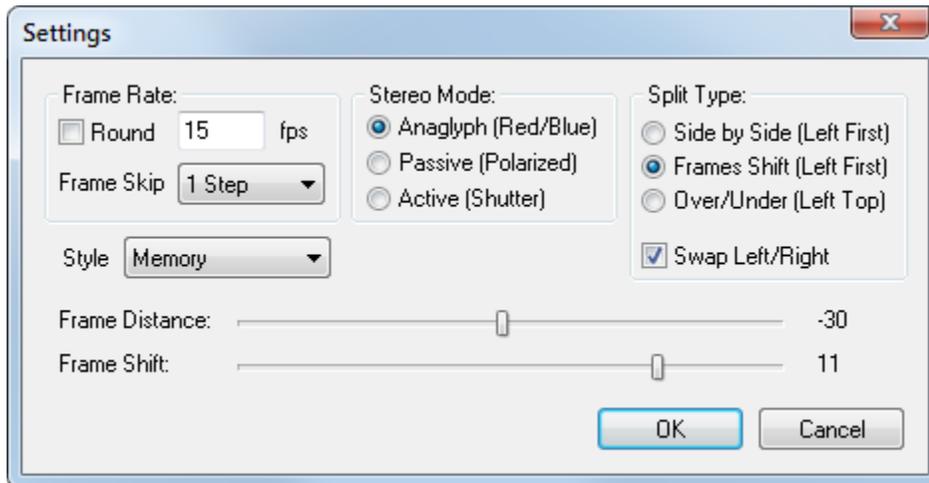
It is rare content type.

- For comfort viewing stereo:

In mode **Side by Side** adjust **Frame Distance** or use recommended value.

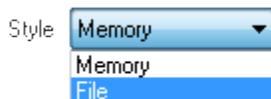


In mode **Frame Shift** adjust **Frame Distance** and **Frame Shift** or use recommended values.



*Note.* For changing parameters values use mouse or keyboard's left and right arrows

- If you movie playing slowly select **Style /File** in Settings dialog box



## Command prompt parameters

Attribute	Description
<file_name>	Opens file with this path and name (only FLM)
play	File is played at opening
stereo	File is opened in stereo mode
invert	Swaps left and right images
round	Repeats movie
DX	Forced choice of DirectX rendering (also on Quadro)
OGL	Forced choice of OpenGL rendering (only on Quadro)
split=s	Side-by-side image split type (default value)
split=f	Frames shift image split type
split=o	Over/under image split type
A=<int_num>	Integer number of frames shift (default = 4)

Examples of commands:

```
Stereo.exe C:\Movie001.flm -play -stereo -invert -DX -split=f -A=5  
Stereo.exe C:\Movie002.flm -play -round -split=s  
Stereo.exe C:\Movie003.flm -OGL
```

## Download

Download the last version of Stereo movie viewer from our web-site:

[http://www.octonus.com/oct/download/stereoplayer\\_download.phtml](http://www.octonus.com/oct/download/stereoplayer_download.phtml)