

bugEyes quickStart

bugEyes software quick start manual

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I System Overview

This manual provides a quick start guide to operating the BugEyes software.

I.1 The BuEyes Software

This manual describes how to :-

- Connect the PC and boxes together.
- Setup up the DG-9 'Dongles'.
- Set up the Comm Ports
- Set up a Bug Burner
- Set up a Bug Collection
- Import Bugs to the Collection
- Add Bugs to a Playlist
- Save the Collection in Bug Burner format
- Upload the Collection to the Bug Burner

2 Installation

2.1 Cabling the PC, Dongle and Boxes

The PC communicates with the boxes through an Eyeheight DG-9 'Dongle' connected to a COM port on the PC and to the I-BUS port on the first box.

N.B. For a single chassis system connect the chassis and PC using a straight through pin to pin cable.

(The 100 Ohm Terminators are fitted across pins 2 and 7).

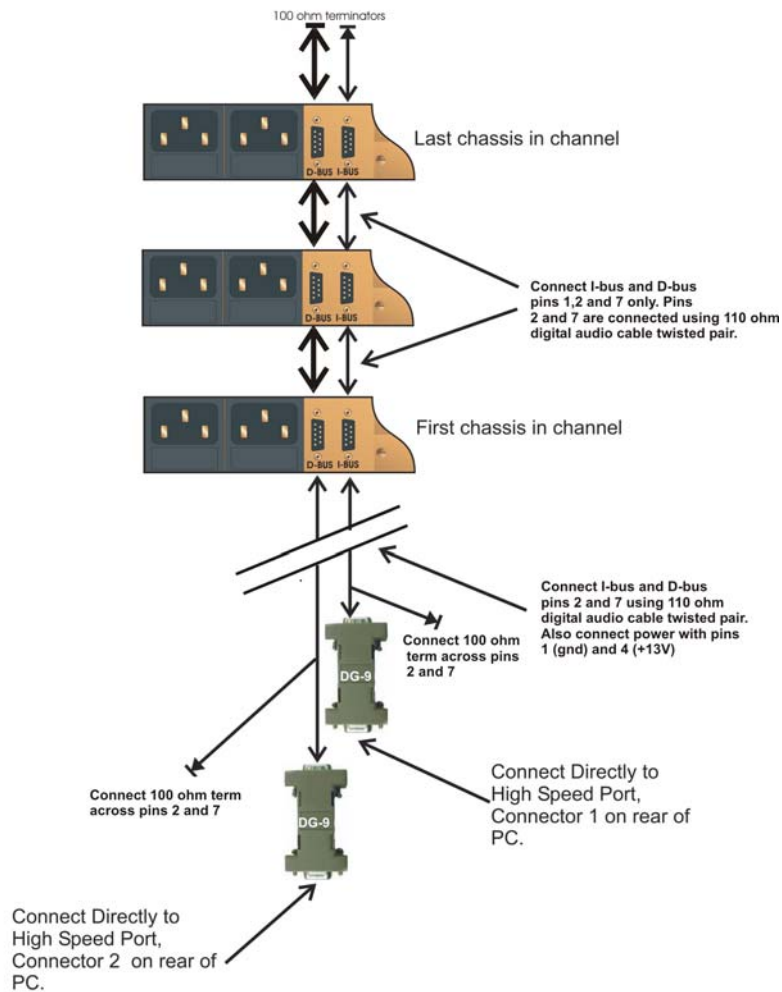


Figure 1 Cabling the PC, DG-9s and Boxes

3 Using the BugEyes Software

3.1 Configuring the PC COM Ports

- Select 'Comms and Line Standard' then select 'Comms and Line Standard Setup', from the menu.
- Select the '1' button on the 'Network' row to select Network 1.
- Click the 'COM 3' button on the 'I-Bus' row to assign Comm Port 3 to the instruction bus.
- Click the 'COM 4' button on the 'D-Bus' row to assign Comm Port 4 to the high speed data bus.
- Click on '625' or '525' in the 'Line Standard' window to select the correct line standard
- Left click the 'Set The Values' button.

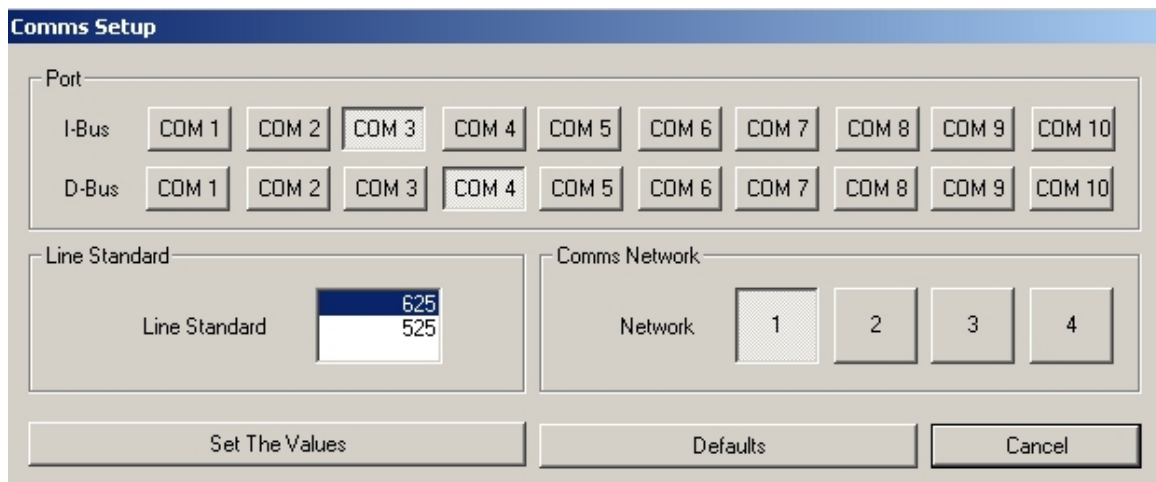


Figure 2 Setting / Checking the Comm Ports

3.2 Checking the Comm Ports

- Select 'Comms and Line Standard' then select 'Comms and Line Standard Setup', from the menu.
- Select a network by clicking on the relevant button on the 'Network' row.
- The depressed buttons on the 'I-Bus' and 'D-Bus' rows indicate the Port setups.
- Left click the 'Cancel' button to exit without making changes.

3.3 Setting up a Bug Burner

- Select 'Burner' then select 'Add Burner', from the menu.

- Select the network in which the required burner resides, by pressing the relevant 'Network' button i.e. Network 1.
- Select the box number and the slot number where the bug burner is located i.e. Box 1, Slot 3.
- Enter a name for the burner i.e. Eyeheight 1.
- Left click the 'Add' button.

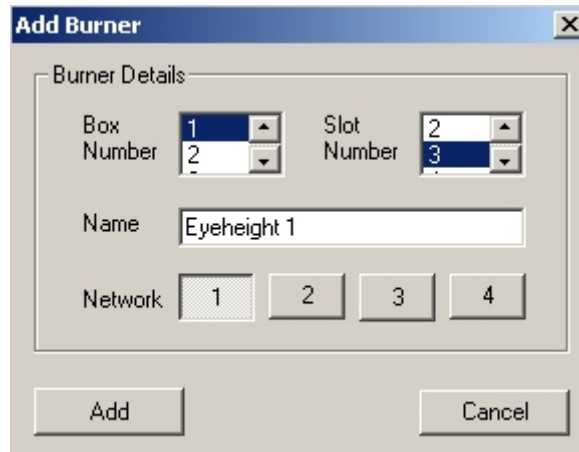


Figure 3 Adding a Bug Burner

3.4 Checking available Bug Burners

- Select 'Burner' then select 'Show Burners', from the menu.
- One burner should be displayed in the 'Available Burners' window, 'Eyeheight 1'.
- Left click on 'Eyeheight 1' in the 'Available Burners' window and '1' will be displayed in the 'Box Number' window, '3' will be displayed in the 'Slot Number' window and the '1' button will be depressed in the 'Network' row.

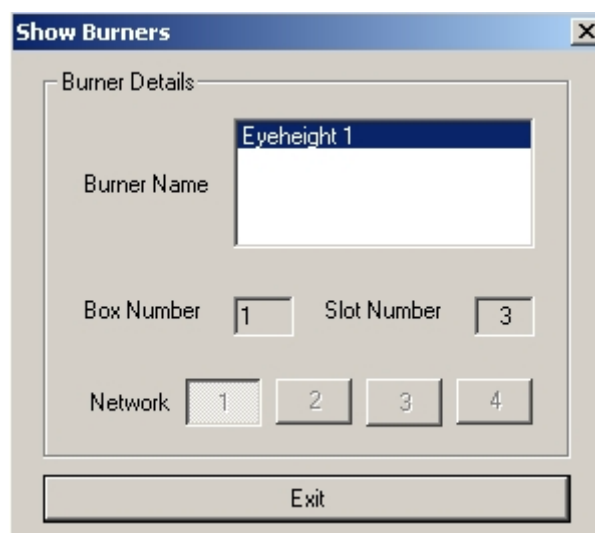


Figure 4 Available Bug Burners

3.5 Setting up a Bug Collection

- Select 'Bug Collection' then select 'Add New Collection', from the menu.
- Enter a name for the collection i.e Collection 1.
- Left click the 'Add' button.

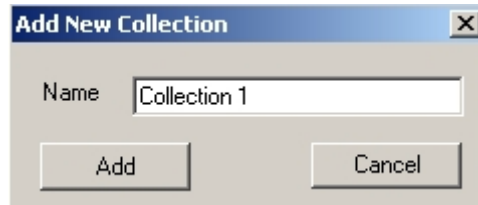


Figure 5 Adding a new Bug Collection

3.6 Selecting a Bug Collection

- Select 'Bug Collection' then select 'Select Collection', from the menu.
- One collection should be displayed in the 'Available Collections' window, 'Collection 1'.
- Left click on 'Collection 1'.
- Left click on the 'Select' button to select the collection.

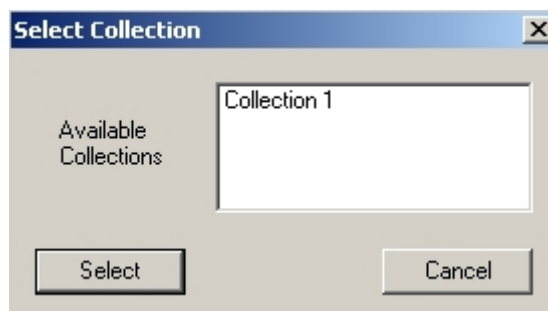


Figure 6 Selecting a Bug Collection

- The text in the window title bar will change to 'Current Collection = Collection 1' to ensure that the user is always aware of which collection is currently selected. This is important because all collection operations are performed on the currently selected collection.

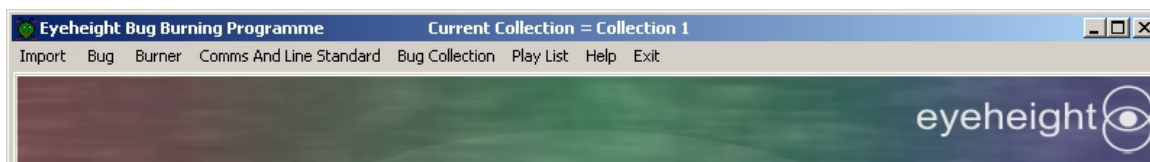


Figure 7 The Selected Bug Collection

3.7 Importing a Static Bug to the Collection

- Select 'Import' then select 'Open Bug Directory', from the menu.

- A 'Browse For Folder' window will open.
- Left click on the '+' sign beside 'Local Disk (C:)'.
- Left click on the '+' sign beside 'Program Files'.
- Left click on the '+' sign beside 'Eyeheight'.
- Left click on the 'BugEyes' folder.
- Left click on the 'OK' button.

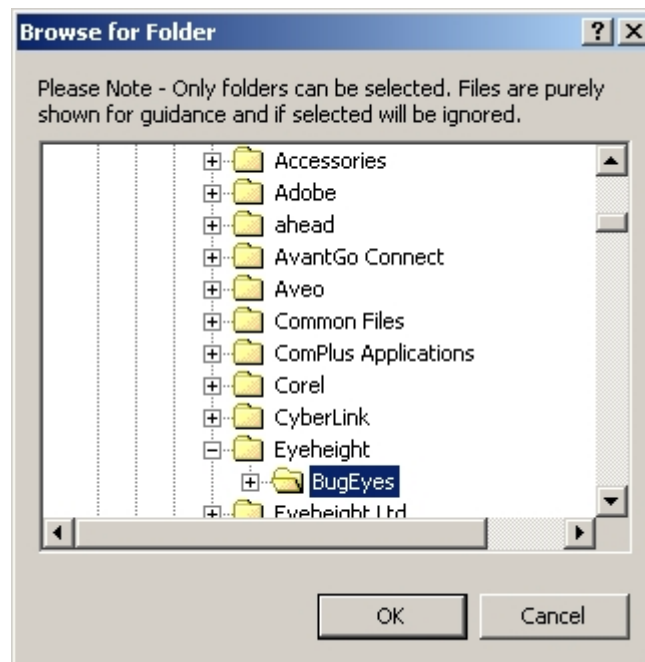


Figure 8 Selecting the Bug Folder

- Two thumbnail images will be displayed.
- Left click on the image labeled 'A F1'. ('A' is the name of the image and 'F1' shows that it has 1 frame).
- The thumbnail border will change to magenta to indicate that it has been selected.

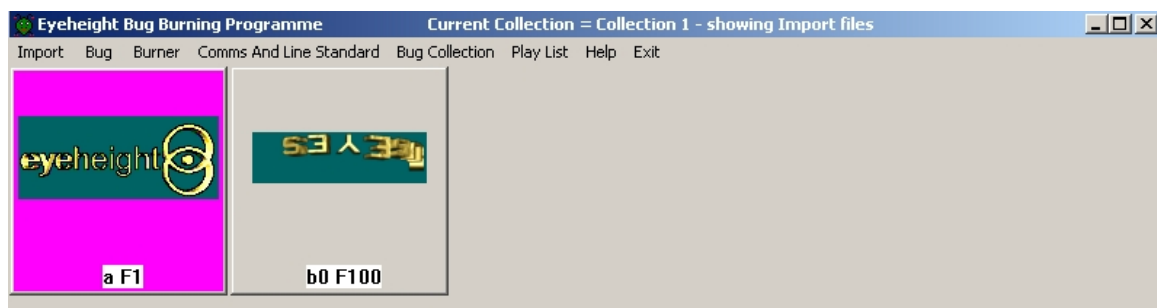


Figure 9 Importing a Static Bug

- Select 'Bug Collection' then select 'Add Bug to Collection', from the menu.
- The bug will be added to the collection.

- Select 'Exit' from the menu.

3.8 Showing the Currently Selected Collection

- Select 'Bug Collection' then select 'Show Collection', from the menu.
- The thumbnail, 'A', will be displayed.
- Select 'Exit' from the menu.

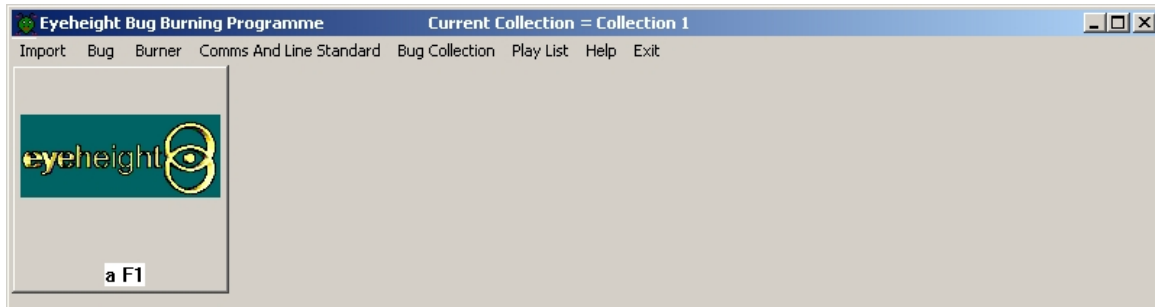


Figure 10 Showing the Current Collection

3.9 Importing an Animated Bug to the Collection

- Select 'Import' then select 'Open Bug Directory', from the menu.
- A 'Browse For Folder' window will open.
- Left click on the '+' sign beside 'Local Disk (C:)'.
- Left click on the '+' sign beside 'Program Files'.
- Left click on the '+' sign beside 'Eyeheight'.
- Left click on the 'BugEyes' folder.
- Left click on the 'OK' button. (See Figure 8 Selecting the Bug Folder)
- Two thumbnail images will be displayed.
- Left click on the image labeled 'F0' F100'. ('B' is the name of the image and 'F100' shows that it has 100 frames, numbered F0 to F99).
- The thumbnail border will change to magenta to indicate that it has been selected.
- Select 'Bug Collection' then select 'Add Bug to Collection', from the menu.
- The animated bug will be exploded into its constituent frames, numbered 'F0' to 'F99'.

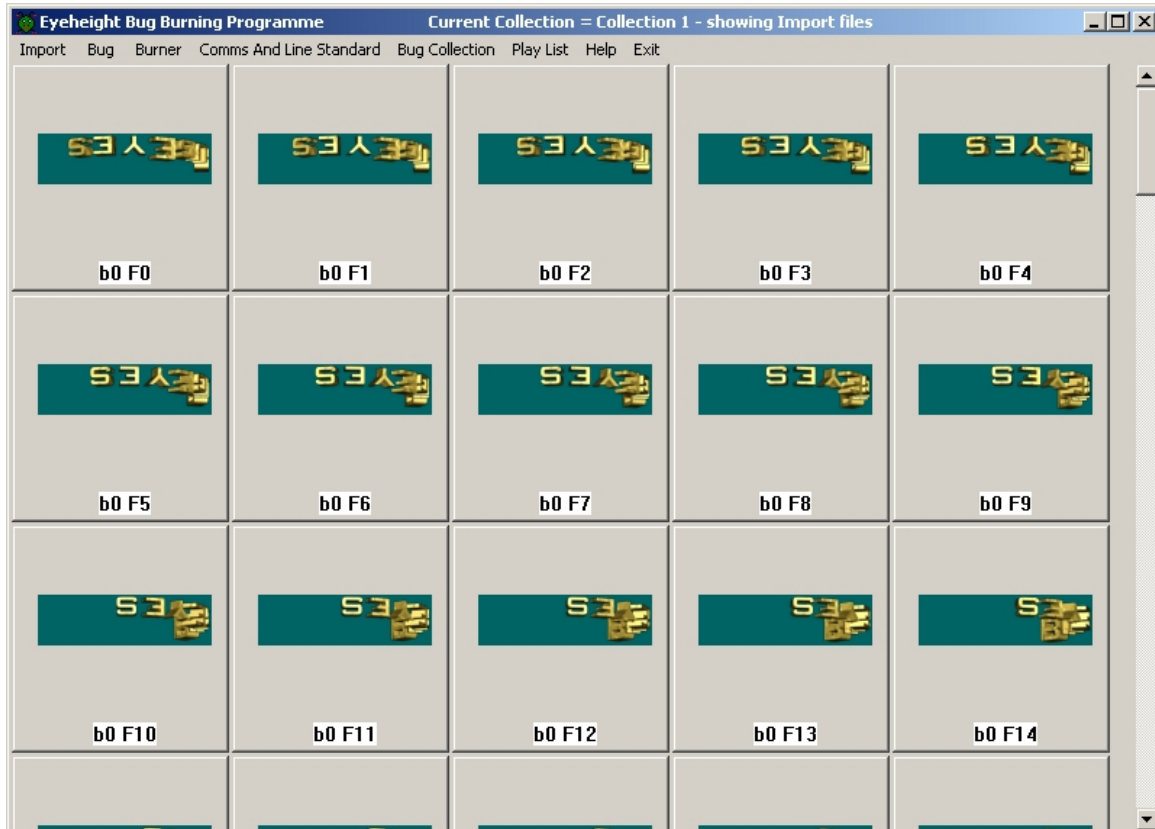


Figure 11 An Exploded Animated Bug

- Left click on the first frame, 'F0' and the thumbnail border will change to green to indicate that the 'Start' frame has been selected.

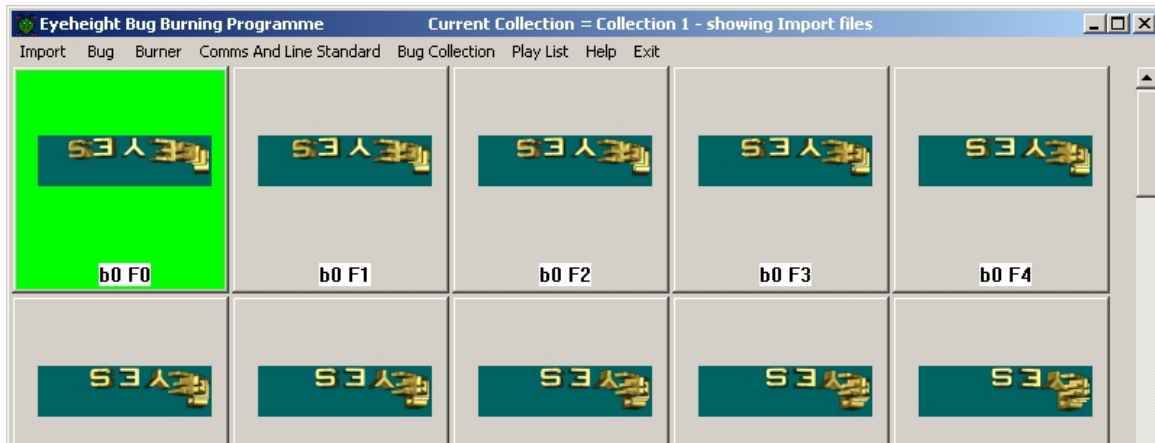


Figure 12 Selecting the First Frame of an Animated Bug

- While holding down the 'Shift' key on the keyboard, left click on the last frame, 'F99' and the thumbnail border will change to red to indicate that the 'Stop' frame has been selected.



Figure 13 Selecting the Last Frame of an Animated Bug

- Select 'Bug Collection' then select 'Add Bug to Collection', from the menu.
- The bug will be added to the collection.
- Select 'Exit' from the menu.
- If a different 'Start' frame and / or 'Stop' frame had been selected the animation would have been 'cropped' i.e. only the selected frames and the frames between them, would be saved to the collection.

3.10 Inverting (Vertically Flipping) a Bug

- Sometimes a bug will be upside down when it is imported to the collection and will need to be inverted. This is not a fault but an inherent feature of TARGA files.
- Select 'Bug Collection' then select 'Show Collection', from the menu.
- The thumbnails, 'A' and 'B', will be displayed.
- Left click on 'B' and the thumbnail background will change to magenta to indicate that it has been selected.



Figure 14 Logo B Selected

- Select 'Bug' then select 'Details, Invert, Animation etc.', from the menu.
- A new window will open with the bug 'B' displayed in the centre.



Figure 15 Inverting A Bug

- Left click on the 'Invert' button.
- The bug will be flipped vertically and will remain flipped for all operations on this bug within this collection.



Figure 16 The Inverted Bug

- The original bug and any other copies of it in other collections will not be affected.
- Left clicking on the 'Invert' button is the only operation on this screen that will alter the bug. Left clicking on the other buttons will run the animation or supply further information but will not alter the bug in any way.
- Select 'Exit' from the menu.

3.11 Adding a Static Bug to a Collection's Playlist

- Select 'Bug Collection' then select 'Show Collection', from the menu.
- The thumbnails, 'A' and 'B', will be displayed.
- Left click on 'A' and the thumbnail background will change to magenta to indicate that it has been selected.



Figure 17 Selecting Bug A

- Select 'Playlist' then select 'Add to Playlist', from the menu.
- A dialog window entitled 'Playlist Item' and a simulated television screen marked with 'Safe areas' will appear with the proportionally scaled bug 'A', displayed upon it.

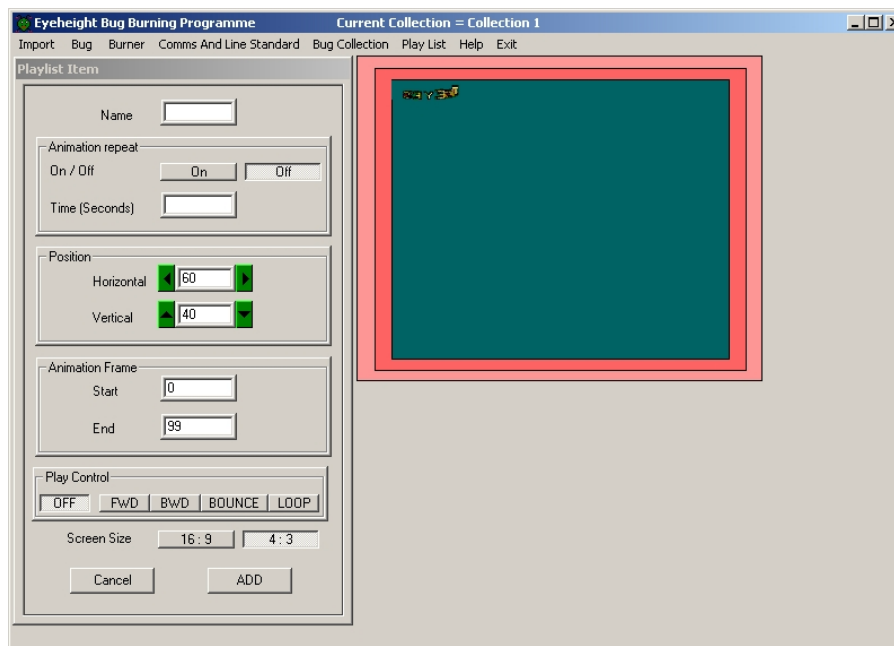


Figure 18 Adding a Static Bug to Collection's Playlist

- Left click in the 'Name' text box and enter a name for the bug. The name can be up to 16 characters long. Extra characters will be ignored.
- As the bug is not animated 'Animation repeat' should be 'Off' and 'Time (Seconds)' should be blank.
- There are 3 ways to position the bug:
 - Move the cursor to the position on the simulated television screen where the bug is required to be displayed and then left click. If you wish to move the bug again left click, re-position the cursor and then left click and the bug will move to the new position.
 - Enter the horizontal position where the bug is required to be displayed directly into the 'Horizontal' text box and then press the 'Tab' key on the keyboard. Enter the vertical position where the bug is required to be displayed directly into the 'Vertical' text box and then press the 'Tab' key on the keyboard. Incorrect entries, such as negative values or values that are too large, will be automatically corrected.
- Use the left, right, up and down arrow buttons to nudge the bug 2 pixels at a time.
- As this is not an animated bug leave the 'Start' and 'End' text boxes at '0'. As this is not an animated bug leave the 'Play Control' at 'Off'.
- Pressing the '16:9' button will change the television screen simulation from 'Normal' to 'Wide' screen to allow an evaluation of the relative proportions of the bug on the different screens. None of the bug's settings will be affected by toggling between '4:3' and '16:9'.
- Left click on the 'Add' button to add the bug's settings to the Collection's Playlist.

3.12 Adding an Animated Bug to a Collection's Playlist

- Select 'Bug Collection' then select 'Show Collection', from the menu.
- The thumbnails, 'A' and 'B', will be displayed.
- Left click on 'B' and the thumbnail background will change to magenta to indicate that it has been selected.
- Select 'Playlist' then select 'Add to Playlist', from the menu.
- A dialog window entitled 'Playlist Item' and a simulated television screen marked with 'Safe areas' will appear with the proportionally scaled bug 'B', displayed upon it.
- Left click in the 'Name' text box and enter a name for the bug. The name can be up to 16 characters long. Extra characters will be ignored.
- As the bug is animated and has 100 frames which will run at 25 frames a second, set 'Animation repeat' to 'On' and set 'Time (Seconds)' to 4.
- There are 3 ways to position the bug:

- Move the cursor to the position on the simulated television screen where the bug is required to be displayed and then left click. If you wish to move the bug again left click, re-position the cursor and then left click.
- Enter the horizontal position where the bug is required to be displayed directly into the 'Horizontal' text box and then press the 'Tab' key on the keyboard. Enter the vertical position where the bug is required to be displayed directly into the 'Vertical' text box and then press the 'Tab' key on the keyboard. Incorrect entries, such as negative values or values that are too large, will be automatically corrected.
- Use the left, right, up and down arrow buttons to nudge the bug 2 pixels at a time.
- As this is an animated bug with 100 frames the 'Start' text box will display '0' and the 'End' text box will display '99'. If you wished to crop the animation you could enter new values into the 'Start' and 'End' text boxes.
- As this is an animated bug the 'Play Control' must not be left at 'Off' otherwise the animation will not run.
- As we have chosen to repeat the bug after 4 seconds, 'looping' and 'bouncing' are not relevant so select 'FWD' to run the animation forwards.
- Pressing the '16:9' button will change the television screen simulation from 'Normal' to 'Wide' screen to allow an evaluation of the relative proportions of the bug and the screens. None of the bug's settings will be affected by toggling between '4:3' and '16:9'.

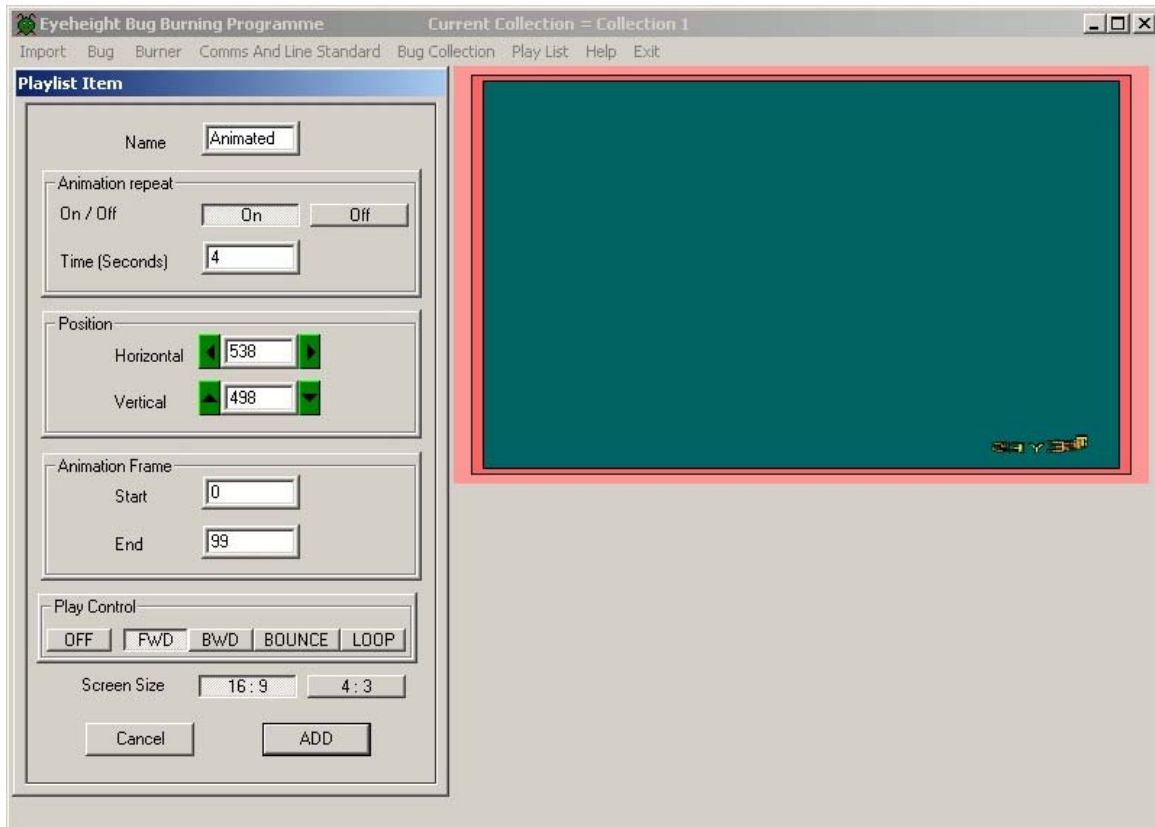


Figure 19 Adding an Animated Bug to a Collection's Playlist and Viewing it on a 16:9 Screen

- Left click on the 'Add' button to add the bug's settings to the Collection's Playlist.

3.13 Showing the Collection's Playlist

- Select 'Playlist' then select 'Show Playlist', from the menu.
- A new window will open entitled 'The Collection 1 Playlist'.
- The settings that you entered for bug 'A' and bug 'B' will be displayed. These settings cannot be edited on this screen.

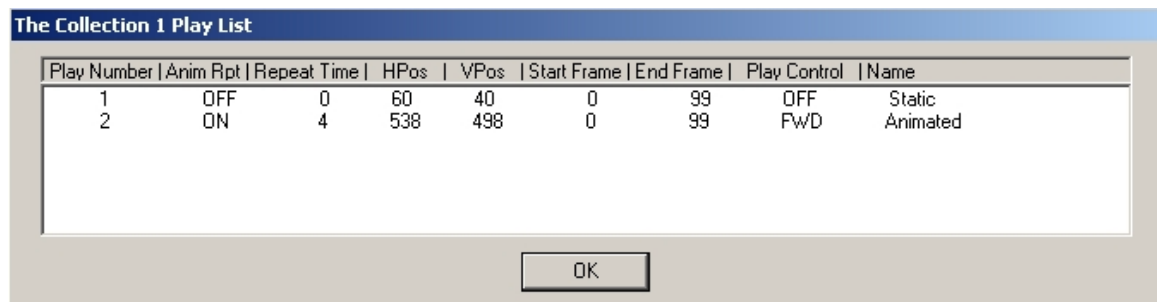


Figure 20 Showing the Collection's Playlist

- Left click on 'OK' to exit the Playlist.

3.14 Saving the Collection in Burner Format ready for Uploading

- The Collection must be converted to a special format before it can be uploaded to the Eyeheight Bug Burner.
- The bugs are automatically cropped to the size of the Alpha Channel Mask. To adjust the Alpha Channel Threshold select 'Set Alpha Channel Threshold' from the 'Bug Collection' menu.



Figure 21 Default Alpha Channel Setting

- Select 'Bug Collection' then select 'Save Collection in Burner Format', from the menu.
- Depending on the size of the collection there will be a short delay and the hourglass will be displayed, whilst the Collection is being formatted.

3.15 Uploading the Collection to the Eyeheight Bug Burner

- Select 'Comms And Line Standard' then select 'Upload Burner Memory', from the menu.
- A new dialogue window will be displayed entitled 'Setup Upload'.
- Left click on 'Burner 1' in the 'Available Burners' list.
- Left click on 'Collection 1' in the 'Available Collections' list.
- Left click on the 'Upload' button.

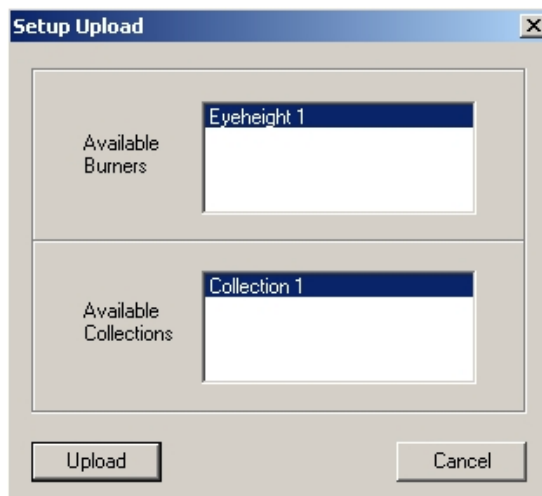


Figure 22 Selecting the Collection and the Burner for the Upload

- A new progress window will be displayed entitled 'Upload Progress'.
- Status information will be displayed as each part of the Bug Burner memory is uploaded.
- When the upload has successfully completed left click on the 'OK' button on the message box.



Figure 23 Collection Upload Progress Screen

3.16 Exiting the BugEyes Software

- Select 'Exit' from the menu or select the 'Close' button [X] on the top right of the window.
- If you had not saved the Collection in Burner Memory format you will receive a message inviting you to do so before exiting. Left click on the 'Yes' or 'No' button, as appropriate.

