

**LUMENA**

**VIDEO**

**User's Manual**

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## Section 1

### Introduction

Lumena Video enables you to combine graphics and text images produced with Lumena and Lumena Fonts & Layout and animation sequences produced with Lumena Animation with a live, broadcast, or taped external source video image. All Lumena commands, including those in Fonts & Layout and Animation, function as usual with the Video program and can be used in conjunction with video imaging.

To use the Video menu, you must have a television or a composite monitor set to the TV display mode. You must also have a Mindset Video Production System, including the Video Production Module and all required cables and connectors.

If your external source video image is black and white rather than color, the Lumena palette will also be black and white while you're using Lumena Video.

**NOTE:** If you have version 1.06 or an earlier version of Lumena, a composite display may roll vertically when you exit Lumena after enabling genlocking through the Video Menu. To stop the rolling, you may either reset your system (by pressing ALT-RESET) or use the following MS-DOS command:

**MODE 80,CO,CH,EM**

## Installing Lumena Video on Your Lumena System Disk or Hard Disk

Before you can use it with Lumena, you must install your Video program on your working copy of Lumena, either on diskette or on a hard disk. The Video Installation Disk contains an easy-to-use utility that prompts you through the steps required to install the program.

The Installation Disk allows you to install Video only twice, so be sure to read through the instructions that follow and have all required materials ready before beginning.

### Installing Lumena Video on a Lumena Diskette

If you have version 1.06 or an earlier version of Lumena and do not have a hard disk, be sure to install Video on your original Lumena System Disk, which must be in drive A of your screen when you load Lumena.

To install Video on a Lumena diskette (your Lumena System Disk if you have version 1.06 or an earlier version), you'll need:

Your Lumena System Disk or working diskette copy of Lumena;

Video Installation Disk;

MS-DOS System Disk;

a blank, formatted diskette.

If you've stored any files on your Lumena diskette, you must remove all of them, particularly .PIX (picture) files, from the diskette before installing Video. Use the MS-DOS COPY command to copy any such files that you want to preserve onto a formatted data diskette; then use the DEL command to delete them from your Lumena diskette.

To install Video:

1. Load MS-DOS from diskette drive A. Set the date and time, if necessary, or simply press RETURN twice. (If necessary, use MS-DOS to format a blank diskette at this time.) Remove the MS-DOS system disk from drive A.
2. Remove the write-protect tab from the Video Installation Disk and place the disk in drive A. Remove the write-protect tab from your Lumena diskette and place the diskette in drive B.

3. With the A> prompt on your screen, type:

**INSTALL B**

and press RETURN. (If you type the command incorrectly, an error message will result, and you can enter the command again.) The installation utility prompts you to check that you have the correct diskettes in drives A and B and to STRIKE ANY KEY WHEN READY. . . .

4. Press any key. The utility copies Video onto your Lumena diskette. When the process is complete, this message appears:

New LUMENA disk with VIDEO menu is installed.

Installation complete.

Remove the Video Installation Disk from drive A and store it in a safe place. Remove your Lumena diskette from drive B and put a write-protect tab on it. This is your working copy of Lumena, which now includes the Video menu and commands.

Remember that with version 1.06 and earlier versions of Lumena, you must place your original Lumena System Disk in drive A when loading Lumena.

#### Installing Lumena Video on a Hard Disk

To install Video on a working copy of Lumena on a hard disk, you need only your Video Installation Disk and MS-DOS.

To install the program:

1. Boot MS-DOS. If necessary, use the MS-DOS CHDIR (CD) command to change to the working Lumena directory. Remove the write-protect tab from your Video Installation Disk and place the disk in drive A.

2. Type:

**A:INSTALL C**

and press RETURN. (If you type the command incorrectly, an error message will result, and you can enter the command again.) The installation utility prompts you to check that you have the correct diskette in drive A and to STRIKE ANY KEY WHEN READY. . . .

3. Press any key. The utility copies Video onto your working Lumena directory. When the process is complete, this message appears:

New LUMENA disk with VIDEO menu is installed.

Installation complete.

Remove the Video Installation Disk from drive A and store it in a safe place.

Your working copy of Lumena on the hard disk now includes the Video menu and commands. Remember, however, that with version 1.06 and earlier versions of Lumena, you must place your original Lumena System Disk in drive A when loading Lumena.

## Section 2

### Video Menu

> VIDEO <	GENLOK	SETCOL	CYCLE	BLINDS

The VIDEO MENU enables you to combine a video image with graphics created with Lumena. While a live, broadcast, or taped source video image is onscreen, all Lumena drawing and editing commands remain active. Any palette colors can be selected for transparency, so the video image can appear in any shape. Once Video has been installed on your Lumena diskette or your hard disk, you can select the VIDEO MENU from the Lumena ANIM MENU. To return to the Lumena MAIN MENU, press VIDEO.

**COMMAND:** GENLOK  
**PURPOSE:** Toggle genlocking on or off.  
**PROMPTS:** OK?  
**EXIT:** Press GENLOK again.

**PROCEDURE:**

1. Press GENLOK.
2. Press OK? in the Prompt Box.

**EFFECTS:**

Genlocking is turned alternately on or off at each press. A message at the top of the screen indicates whether genlocking is on or off.

When genlocking is off, Lumena and external source video images mix but are not clearly defined.

When genlocking is turned on, the background (color 0, the lower left color block in the palette) is transparent, allowing the external source video image to show through. Even if the image area is filled with other colors, you'll be able to see the video image through color 0 in the menu. (You can alter the transparency of any color by using the SETCOL command.)

**NOTES:** If the display is not in TV mode or if your Video Production System is not fully operational, a distorted image will fill the screen when you press GENLOK. To return to the normal Lumena screen, press the pen anywhere on the tablet. When you turn on genlocking, you may have difficulty seeing the Lumena graphics cursor. Press the X key on your keyboard to "brighten" the cursor. Press X again to return the cursor to its normal brightness.

**COMMAND:** SETCOL (set color)

**PURPOSE:** Set a color to be transparent, allowing the video image to show through, or make a transparent color opaque.

**PROMPTS:** 1C (1 color)

**EXIT:** Press SETCOL and press the selected color again.

**PROCEDURE:**

1. Press SETCOL.
2. Press the color to be changed.

**EFFECTS:**

If the color is opaque, SETCOL makes it transparent; if it is transparent, SETCOL makes it opaque. Any number of colors can be transparent at once.

SETCOL affects the palette position of selected colors. So, though you may change the positions of colors through the PALET MENU, the positions made transparent through SETCOL will remain transparent. To make them opaque, use SETCOL again.

Drawing with a transparent color reveals the video image as you draw.

The fade-control lever on the Video Production Module lets you manually fade in the external source video image through colors that are set as opaque by this command,. Colors set as transparent by this command will remain transparent, regardless of the position of the fade control lever on the Video Production Module.

**COMMAND:** CYCLE

**PURPOSE:** Make the video image cycle through a range of colors.

**PROMPTS:** 2C (2 colors); OK?

**EXIT:** Press the pen anywhere on the tablet.

**PRELIMINARY COMMANDS:**

SETCOL (VIDEO MENU) CYCLE assumes that at least one color in the range to be cycled is transparent and that at least one color is opaque, since it is actually the "transparency" that moves from one position to the next.

Speed of cycling is determined by the number in the Status Box when CYCLE is pressed. This number can be increased or decreased just as you increase or decrease pen size when using Lumena.

**PROCEDURE:**

1. Press CYCLE.
2. Press the first and last colors in the range to be cycled.
3. Press OK? in the Prompt Box.

To exit, press the pen anywhere on the tablet.

**EFFECTS:**

Transparency will move through the selected range of colors, so the video image will show through consecutive colors in the range.

**COMMAND:** BLINDS

**PURPOSE:** Reveal--or conceal--the external source video image as if through a set of opening or closing blinds.

**PROMPTS:** H?V (horizontal or vertical); OK?

**EXIT:** None needed.

**PRELIMINARY COMMANDS:**

SETCOL (VIDEO MENU); SWAP (CELLS MENU), PUTBUF, OR PUTCEL (CSTOR MENU)

Before using BLINDS, you must fill the screen with a nontransparent color or an image that contains no transparent colors; use SETCOL to adjust your screen colors to nontransparency.

In general, you must also have an image of transparent colors in the cell buffer. Provided that your current background color is set to transparent and you've stored no image in the cell buffer, the buffer is filled with transparent color. However, you may wish to place an image in the cell buffer--if you want that image overlaid on your source video image as the latter is revealed when you execute BLINDS. Use SWAP in the Lumena MAIN MENU or PUTBUF or PUTCEL in the CSTOR MENU for this purpose.

**PROCEDURE:**

1. Press BLINDS.
2. To select horizontal or vertical blinds, press the pen anywhere on the tablet, stroke horizontally or vertically, and release pressure. (Do not press H?V in the Prompt Box.)
3. Press OK? in the Prompt Box and, to keep the menu from reappearing after BLINDS has executed, move the cursor above the menu area.
4. To conceal the source video image once again with closing blinds, press BLINDS again before going to another menu.

**EFFECTS:**

The first time BLINDS is executed, the image currently in the cell buffer is revealed onscreen as if through a set of opening horizontal or vertical blinds; provided that the image in the cell buffer includes transparent colors, the external source video image is placed in a temporary buffer.

If you select BLINDS a second time before you exit the VIDEO MENU, the original onscreen image reappears, concealing the source video image as if with a set of closing blinds. Otherwise, the original onscreen image will be lost.