

USER MANUAL Cribrum

Introduction

Cribrum is a video software for multiple displays. It allows the user to add and edit media and play them all at the same time on different displays. Cribrum can also make an entire session of different videos, sounds, images, and Windows windows and play them in whatever order the user desires.

Installation guide

1. Download or move the program from the disk/USB, to where you would like to have the program.
2. If the program is inside a zip file then unzip the folder. It will contain a jar file called Cribrum.jar and some other files/folders.
3. Now you are good to go, just start the program by **double clicking the cribrum.jar file**.
4. The software might require a newer version of java. It is recommended to have the newest version of java installed on the computer.

Supported Media:

Video:

avi, mpg, mkv, wmv, mp4», mov.

Audio:

mp3, flac, wma, waw.

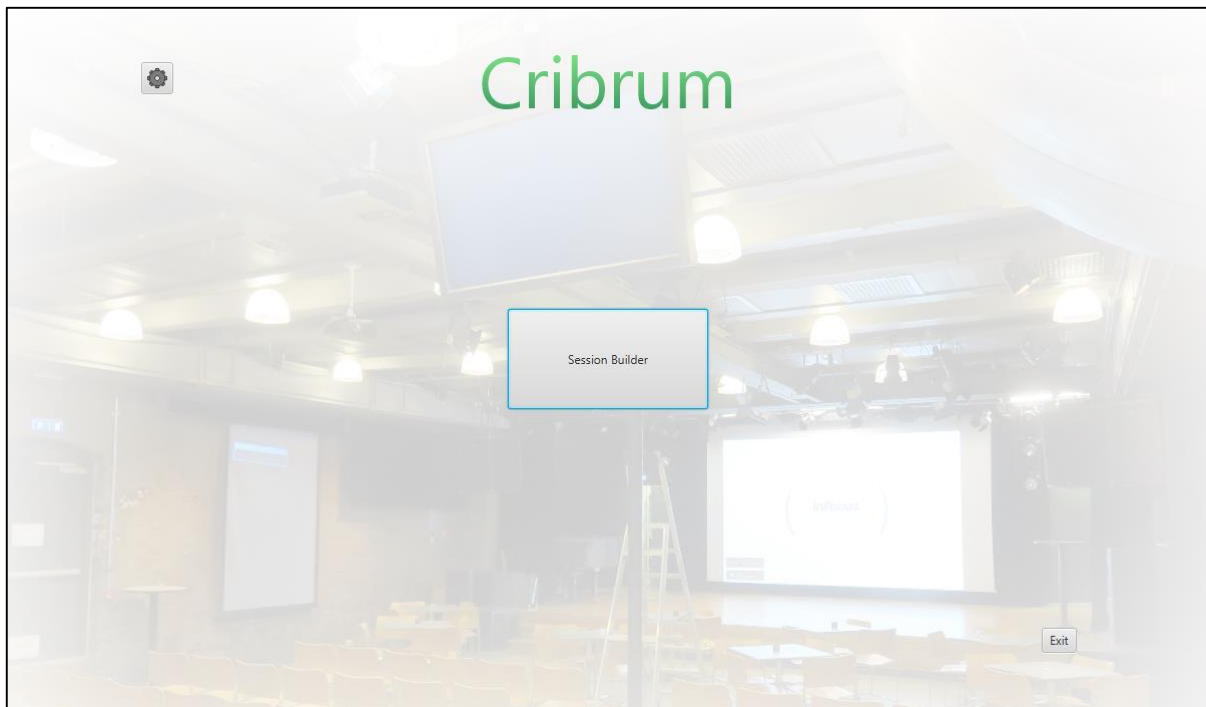
Image:

Img, jpg, jpeg, png.

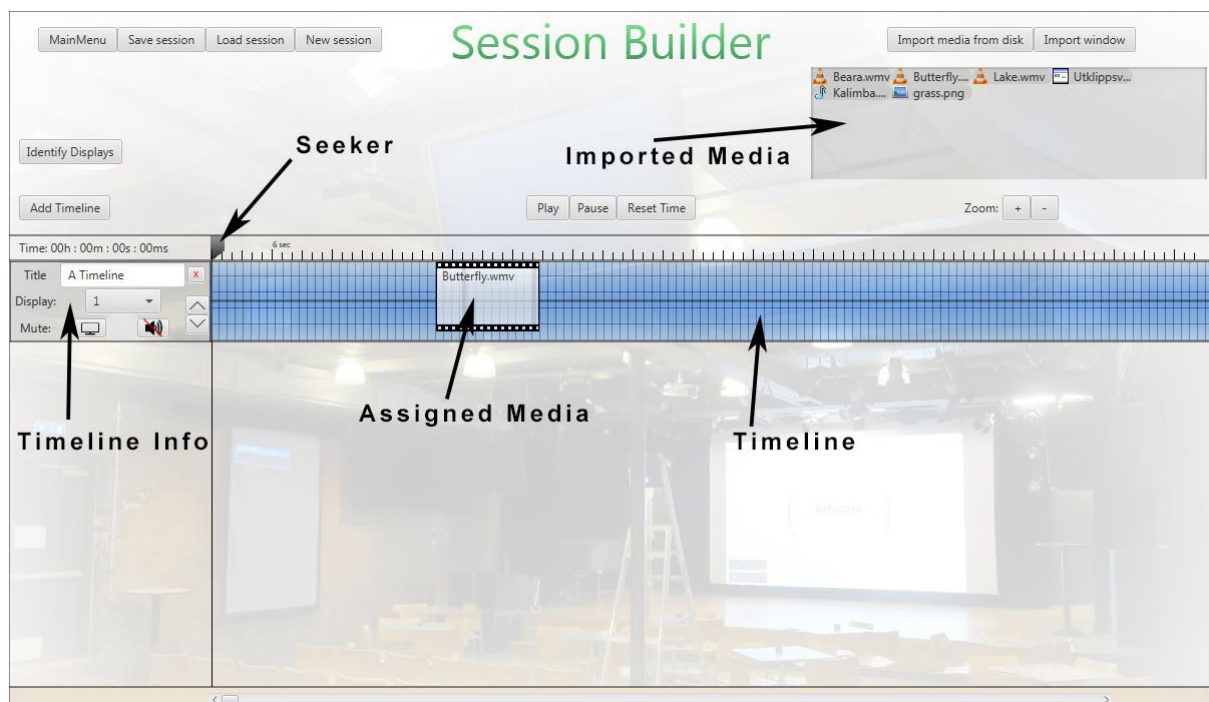
User Guide

Getting started

The first thing you will see when you start Cribrum is the Main Menu screen. This screen has three different buttons; Options, SessionBuilder and Exit. Options contains options for altering the VLC configurations and will be explained later in this chapter. The SessionBuilder is the main part of the software and is where you will build the media session.

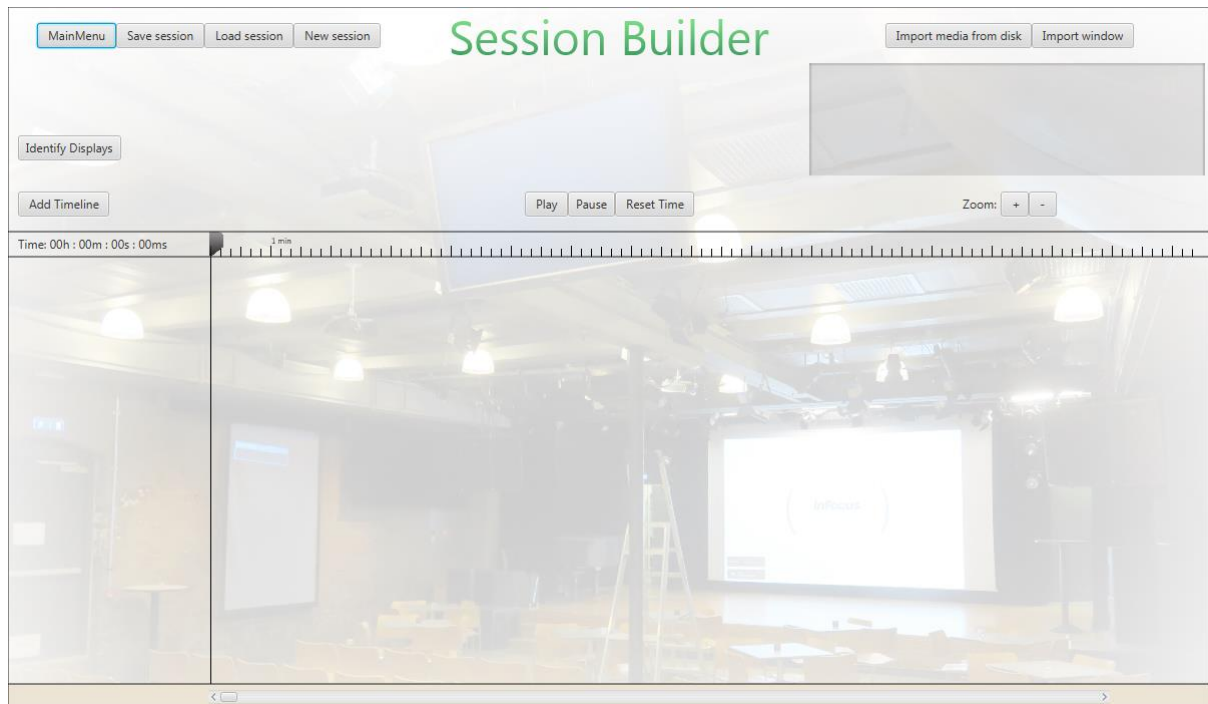


Quick start:



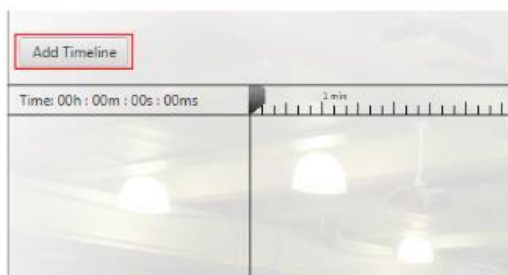
SessionBuilder

The SessionBuilder is where you build your sessions, this where you add media to the software and use it. In order to play a media you must import it into the software and add it to a timeline.



Creating and deleting timelines

To create a new timeline, just click the add timeline button. This will spawn a new timeline for you to use at the top of the field below the button. To remove a timeline, you click the X on a timeline. This will remove the timeline and all work done on it so be careful.



(a) Session with no timeline



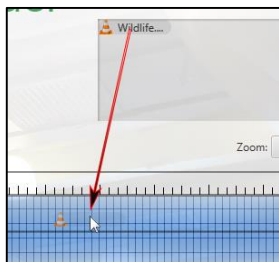
(b) Timeline has been added

Importing media objects

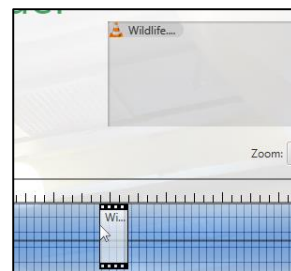
It is quite easy to import files such as videos, images and audio or a window like a browser or a folder. All you need to do is **click the import media from disk** or import window. Then, for import media, navigate to the file you want to import. For window, choose from the list which window you want to add. Finally click Open for media or import! for window. Now you should be able to see the imported object below the buttons, from there you are able to drag them down on the timelines you have created. You can add multiple media at once if you mark all you want before clicking open. Also if a file does not show up then sadly it might not be compatible with the program. **Remember, you need to drag the media to a timeline in order for it to be playable, importing it will not play it for you.**

Adding media to a Timeline

When you have imported some media, then you are able to **drag them down on your timelines**. When they are dropped on a timeline, they expand into their full length and you can move them along the timeline. They will crop down if another object would collide with them, but it is easy enough to change it back. Just move the other object out of the way and then right click your object and either remove it and add it again or edit it. Through editing you are able to set when the object should start/be shown, how long it should be played/shown. If its a media file you can also choose what offset the file should start playing with. Better explanation on editing can be found under Editing MediaObjects in the Advanced section.



Dragging media



Media added to timeline

Assigning and identifying displays

Every timeline have a **drop-down box** set to None when created, and choosing one of the numbers will assign that timeline to a corresponding display connected to the computer. Also by pushing the identify button, all display will show their number. A display can only have one timeline assigned to it and each timeline can only have one display assigned to it. Note that if you add or remove a display then the program needs to be restarted to register the change.

Play, pause and seek

By pressing the play button you start the performance you have created with your timelines and MediaObjects. There is a cursor that will begin moving, and if not changed will start at the beginning of the timelines. You are free to move this around, but doing so will stop the currently playing videos and make all assigned displays go black, so you need to play them again. You can also pause the performance which stops the videos but does not make the displays go black, allowing you to resume again whenever without problem.

Saving and loading

To save the timelines created, media imported and the setup of the objects on the timeline, you need to **push the save session button**, choose where to save, give the file a name and save. Then through load session you can find and choose a previously saved session and reload it. Note that you need to reassign the displays to the timelines, and reopen windows you have imported.

Functions on timelines

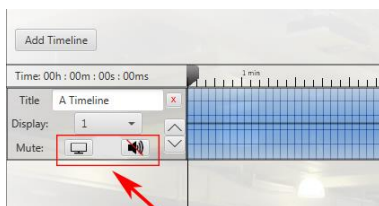
All timeline have its **own title** which you are free to change to whatever you want, and it will be saved together with the rest of the session, so even if you need to assign the displays again when loading, you can set the title to something allowing you to remember what display the timeline should be assigned. Another function is to **change the order of the timelines**. Clicking the buttons with arrow up and down will move the timeline over (arrow up) or under (arrow down) the timeline above or below the current timeline.

Duplicating timelines

If you ever find yourself in the situation where you have created a really cool, long and complicated timeline just to find that you want it on three different displays, maybe you want to have a similar but with a little change, then there is a easy solution, **just right click on a empty part of a timeline** (there is some space below the media objects that work also) **and click Duplicate** to get a new timeline exactly the same as the first one only without an assigned display and a default title.

Mute and hide timelines

There are two buttons on each timeline below the assign display drop-down box. They are for muting the videos and hiding the videos on a timeline. All timelines start revealed and muted so if you want sound from the videos on the timeline then you need to unmute that timeline. The hide function allows you to have a black screen while playing the sound from the video (unless it is muted of course). The indication of if a timeline is muted or hidden is if there is a red line across the button. No line means the timeline is shown/unmuted

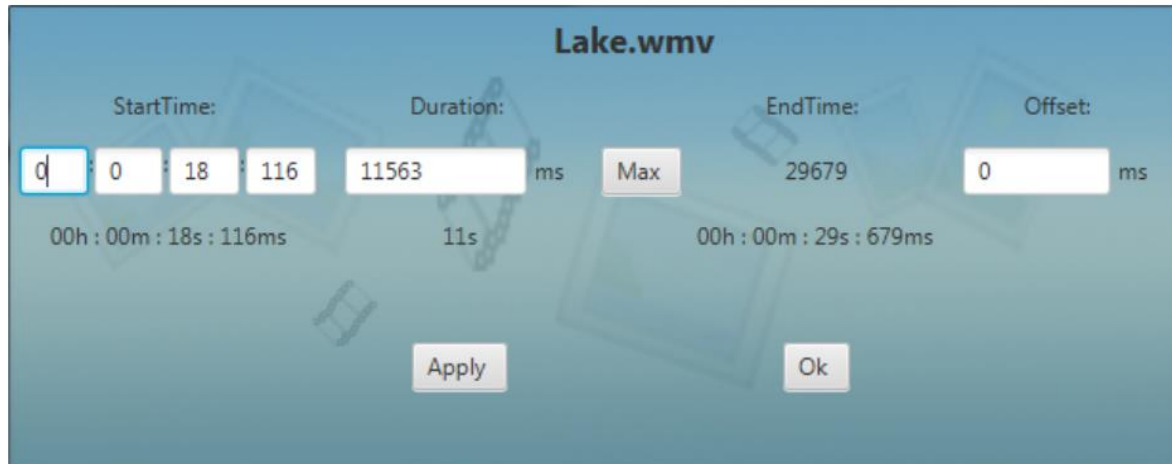


Muting and Hiding

Session Builder functionality (Advanced)

Editing MediaObjects

To edit a MediaObject you right click it, choose "edit" and the MediaObjects modal will appear.



A modal for the "Lake" video

StartTime: The start time of the media, that is; when it should start displaying on the assigned display.

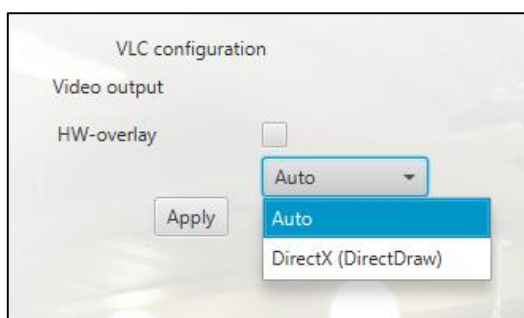
Duration: How long the video/image should last/be displayed. This cannot be longer than the duration of the video /music. (The limit for images and windows are not set, so adjust them carefully). When using windows the duration is how long the window should be displayed, and when the duration end the window is minimized)

Offset: When inside the media the content should start to be visible. Setting a video to an offset of 10seconds will make the video content start from 10seconds inside the video.

Apply/Ok: When you are done modifying the changes to start Time, duration and off sett you can press apply to apply the changes immediately or just press ok and the changes will be applied as well. (To abort you can press the "x" in the top right corner).

Changing options

To change the options in the VLCs that the software uses you have to go to the options screen from the main menu. There you can change a few options that will change the way the VLC acts. Mainly you can choose HardWare-Overlay, and to use DirectX (DirectDraw). These choises can alter the performance of your videos (some types of videos requires DirectX to work properly).



Known bugs

The software was made without limitations, this means that the user are not restricted in any way. But without limits there are issues.

- If you play, then pause, then move the mediaObject that is playing away from where the seeker is, then play, then the old video that were there won't disappear but continue playing until the seeker get to an actual mediaobject. this can be solved by moving the seeker, resetting all the mediaplayers, making them go black, then play.
- Some video types are known not to work properly, but our software still supports many of them; .mkv files often needs DirectDraw. DivX HD files can be slow on startup, also when pausing and then playing again.
- Windows windows cannot be placed over multiple displays at the same time (We cannot copy a Windows window).
- Pressing "Identify displays" while an image and video is playing at the same time will prevent the images from being displayed when identify is done after 5 seconds. Sometimes the image will not show up again and some times the number of the display remains on top of it. This bug can be prevented by never pressing identify displays while a session is playing. In case the bug ever happens, a simple pause and play will fix the problem.
- Setting max length on a picture then apply does not work.
- Some images causes the program to work really slow, and the images have a lot of latency: If you encounter this problem, it can be solved by creating a new image in another format.
- The mute/unmute button might not work properly sometimes. The problem seems to occur if you unmute a timeline before you have added any video or audio: You can fix it by muting and then unmuting again.
- "Set path" does not work properly unless the media is not loaded (it works when the icon has a red border).