Spout Slideshow

Version 1.014

Spout Slideshow is an application for Microsoft Windows that can be used to load image files from a folder and display a slideshow which is also a Spout sender and so the output can be received into any *Spout* enabled application. Version 1.014 is built for Spout 2.007 and is compatible with previous Spout versions.

Installation

Unzip the distribution file into any convenient folder and run *SpoutSlideshow.exe*.

Operation

SpoutSlideshow will start for the first time with no images to load, so the screen will be black. The default image folder is that of SpoutSlideshow itself. RH click on the window or select "File > Settings" to open the Settings dialog.

After you choose a folder containing images, the main window displays the filename of the image being displayed.

File types

Image file types supported are jpg, png, gif, bmp, ppm, psd and tga.

Animated png

SpoutSlideShow will load most animated png files and play with the correct speed. Although it does not fully implement the animated png specification for frame control position and area for rendering within the frame size, frame disposal and frame by frame blending, most images will not use these features.

The animation will play for as long as the slide interval selected, except when the animation is longer than the interval, then the entire duration is used. Fade out is not supported for extended animations.

Animated gif

Animated gif is not directly supported, but utility programs make it easy to create png from image sequences or convert animated gif to png.

Convert animated gif to animated png using gif2apng
http://gif2apng.sourceforge.net/

From the website, click "browse all files"

  Download : gif2apng_gui-1.9-bin-win32.zip
  Download : gif2apng-1.9-bin-win32.zip

gif2apng_gui

- Open gif2apng_gui.exe
- Select the input animated gif file
- Set the output path and file name for the animated png.
- Click Convert

gif2apng (command line)

Refer to the readme file for single file conversion

For batch conversion

- Copy all the gif files into an empty folder
- Run the batch file provided with AniPngGL - gif2apng_convert.bat
- The console window will close when all the files are converted

Create animated png from a video file using VirtualDub and APNG Assembler

Create the image sequence using VirtualDub
http://www.virtualdub.org/

1) Open VirtualDub
2) Open the video file
3) Set the final size you want (keep it small)
   - Video > Filters
   - Add > Resize > OK > Enter the new size > OK
4) Select the portion you want using the start and end mark buttons.
   - Edit > Crop to Selection
5) Set the frame delay using Video > Frame Rate > Decimate
   - Try 3 to start with i.e. record every 3rd frame (see below)
6) Save an image sequence - File > Export > Image sequence

Create the animated PNG using APNG Assembler
http://apngasm.sourceforge.net/

- Open apngasm_gui.exe
- Drag and drop all of the image sequence files to the input area
- Set the delay between frames "Delays All Frames] - try 6/100 (0.06sec or 60msec)
- Select the output file folder and enter a name
- Leave the default settings and Click "Make Animated PNG"
- It might take a while.

Example of setting the delay between frames

Video source is 30fps (33.3msec/frame)
1) No decimation
   - Delay should be 3/100 = 0.03 seconds = 30msec/frame
2) Decimate to preserve movie speed
   - Decimate by 2 gives 66.6msec/frame
   - Delay should be 7/100 = 0.07 seconds = 70msec/frame
3) For a smaller png file but a more jerky result
   - Decimate by 4 gives 133.6msec/frame
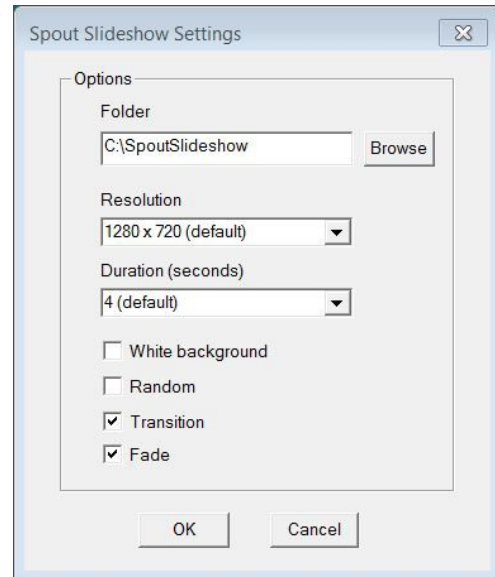   - Delay should be 13/100 = 0.13 seconds = 130msec/frame

Settings

Folder

Click "Browse" and navigate to the folder containing images for the slideshow.

All of the images in this folder will be shown, so set it up beforehand with the images you want.

Images can be "bmp", "jpg", "png", "gif", "tif", "tga", "ppm" or "psd" formats.

After clicking OK to the "Browse for folder" dialog and OK to the settings, the slideshow will start.

Resolution

The resolution of the Spout sender, not the slideshow window itself. You can resize the slideshow window to any size, but the sender resolution remains as selected.

Duration

Duration of the viewing of each slideshow image, between 2 and 20 seconds.

White background

White background instead of black.

Random

Random selection of images rather than sequential.

Transition

Fade transition from one image to the next.

Fade

An optional transition effect which fades the current image out to the background and the next image in. It fades in and out from black or white depending on the background selected.

All settings are saved in the registry and recalled each time *SpoutSlideshow* is started.

Menu options

File menu

Settings
Open the Settings dialog.

Exit
Quit the application.

Window menu

Show info
Hide or show the on-screen information display.

Pause
Pause or resume the slideshow at the current image.

Show on Top
Keep the slideshow window topmost or not.

Full screen
Toggle full screen mode. RH click is still active for changing settings. 'Space' can also be used to pause. Remember that *SpoutSlideshow* is a Spout sender. Full screen is most useful for preview.

Fit to window
Fit images to the window dimensions.

Help Menu

Keys
Show keyboard shortcuts.

Documentation
Open this document.

Check for update
Checks the Spout website to find if there is a more recent version. If there is, you can save the zip file and unzip to any convenient location. No installation is required. If the version is current, you will receive a message "SpoutSlideShow is up to date".

About
Information about SpoutSlideShow.

Contact and License

Contact us at spout.zeal.co

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