# Igloo Preview

Igloo Preview is a simple app that can preview and record Spout content. The interface consists of just a menubar through which is possible:

- Setting **Options**:
  - **Window Size Automatic**: if enabled rearranges the size of the windows according to the content selected
- Selecting **Receiver**s: it opens a sub-menu that provides
  - a list of the receiver families currently available, clicking on one of it the receivers associated will be created and shown by the app using the last layout selected.
  - a list of layouts currently available in a combo
  - a list of properties related to receivers (Y Axis Inverted) and layout (only for Grid the numbers of rows and columns)
- **Output**ting the Content:
  - Taking a **Screenshot**: it opens a sub menu in which is possible to specify the path, name, width, height, and format of the screenshot to be taken
  - **Record**ing it: it opens a modal window in which is possible to specify the path, name, width, height, fps and codec of the video to be recorded
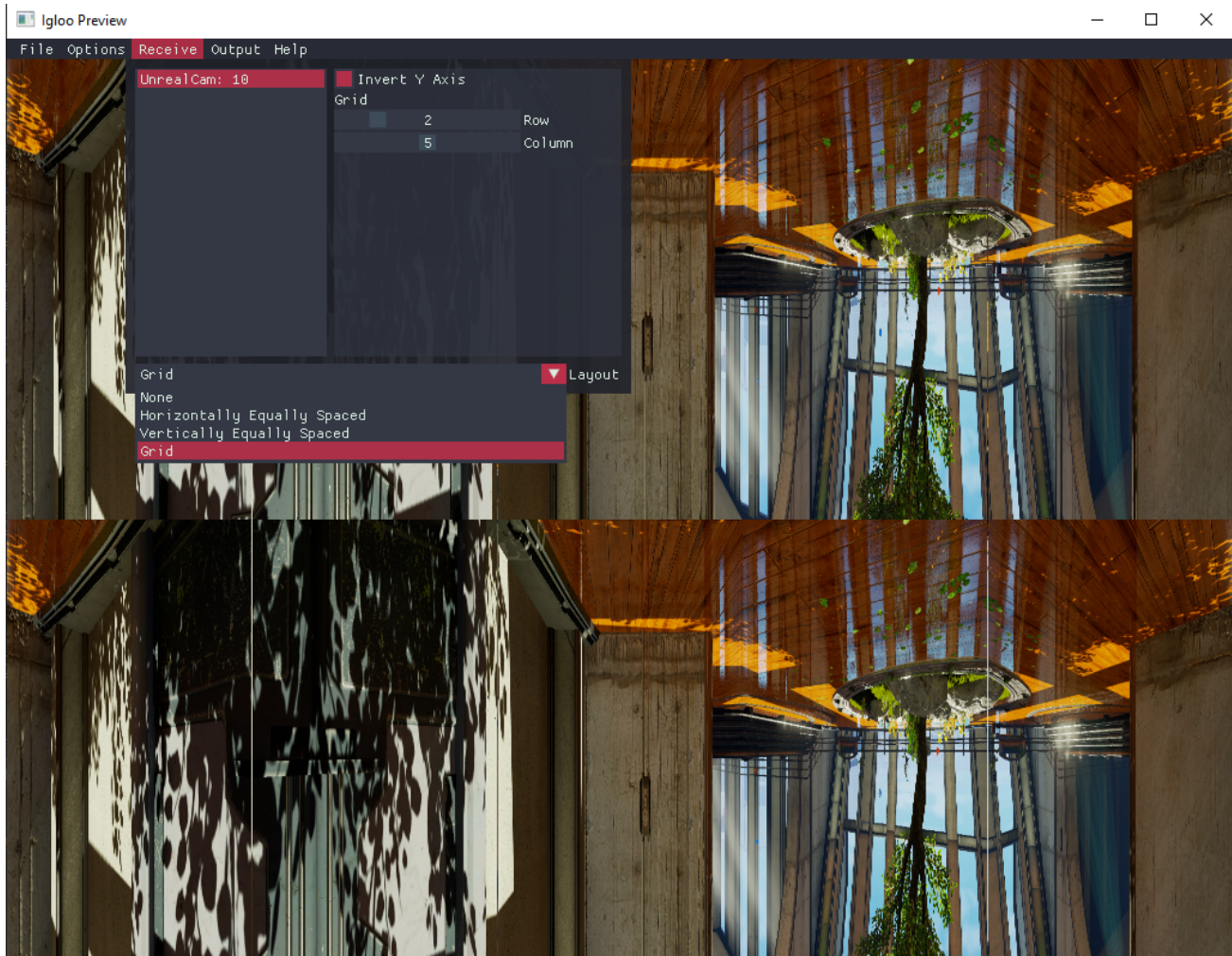
The following settings are saved in the application data folder in a file called settings.xml during the application closing:

- **SelectedReceiverFamily**: last receiver family (receiver prefix) used
- **YAxisInverted**: boolean value for Y Axis inversion
- **ReceiverLayout**: layout selected to show the content
  - 0: none
  - 1: horizontally equally spaced
  - 2: vertically equally spaced
  - 3: grid NxN (default 2x5)
- **GridRow**: rows in the grid layout
- **GridColumn**: columns in the grid layout
- **WindowSizeAutomatic**: if enabled rearranges the size of the windows according to the content
- **RecordingPath**: path used for saving the screenshot or the recorded video
- **ScreenshotWidth**: width used to take a screenshot
- **ScreenshotHeight**: height used to take a screenshot
- **ScreenshotFormat**: format used to take a screenshot (0 bmp; 1 png)
- **VideoRecordingWidth**: width used during the video recording
- **VideoRecordingHeight**: height used during the video recording

- **VideoRecordingFPS**: Fps for the video recording
- **VideoRecordingCodec**: codec used by for the video recorder (Hap, Hap - Snappy)

It's worth noting that at the startup all the settings will be loaded, **it means that the last SelectedReceiverFamily will be created to be shown by the app using the last layout selected**.

Example:

<IglooPreview>

> *<SelectedReceiverFamily>UnrealCam</SelectedReceiverFamily>*
> *<YAxisInverted>1</YAxisInverted>*
> *<ReceiverLayout>3</ReceiverLayout>*
> *<GridRow>2</GridRow>*
> *<GridColumn>5</GridColumn>*
> *<WindowSizeAutomatic>1</WindowSizeAutomatic>*
> *<RecordingPath></RecordingPath>*
> *<ScreenshotWidth>1920</ScreenshotWidth>*
> *<ScreenshotHeight>1080</ScreenshotHeight>*
> *<ScreenshotFormat>0</ScreenshotFormat>*
> *<VideoRecordingWidth>1920</VideoRecordingWidth>*
> *<VideoRecordingHeight>1080</VideoRecordingHeight>*
> *<VideoRecordingFPS>30.000000000</VideoRecordingFPS>*
> *<VideoRecordingCodec>Hap</VideoRecordingCodec>*

</IglooPreview>