

# **VIOSO ANYBLEND 3**

## **Warping & Blending for Windows**

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english version

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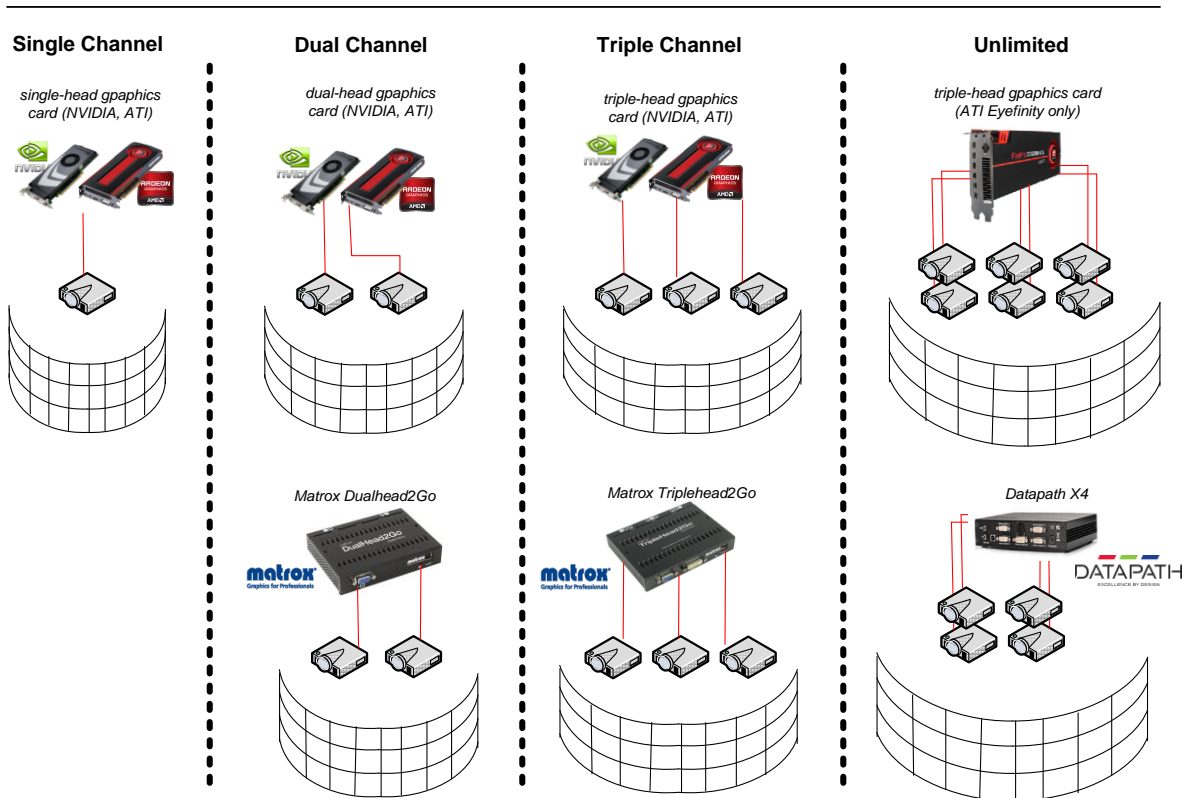
# 1. Hardware setup

*VIOSO Anyblend™* embeds warping and blending in numerous ways to the Windows desktop, into supporting GPUs (currently NVIDIA Quadro K5000 & K6000) as well as into selected APIs (DirectX 9, OpenGL).

## PC Setup

In order to begin projecting or carrying out automatic image correction, all required components (notebook / PC, projectors and camera if applicable) must be connected properly and the software must be installed.

## Setup Examples



### Projector Setup

Ensure all projectors are properly connected to your PC. Focus the projectors onto the desired projection surface. The projection should be as clear as possible, and the brightness of the surroundings should be adapted according to the light output of the projectors.

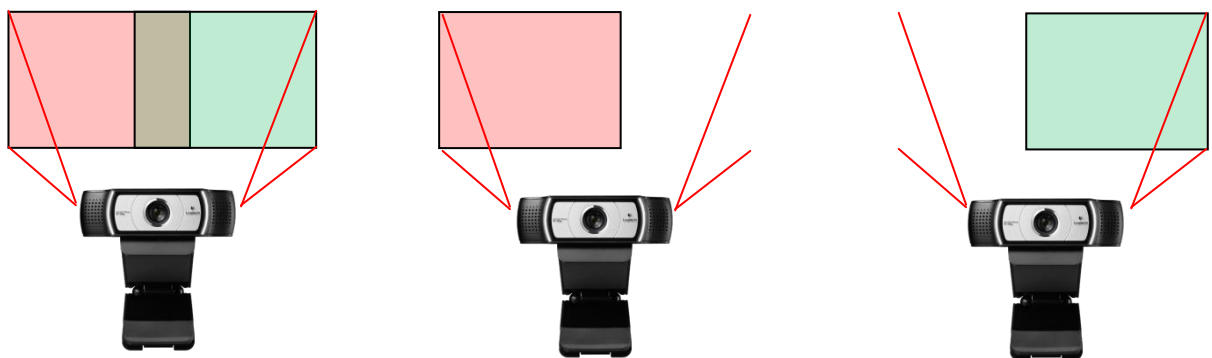
Ensure that the projectors are set up so they are stable, since they should not be moved during and after calibration.

The required projector overlap depends on various parameters. As a rule of thumb, consider an overlap not lower than 10% of each projector's edge. An overlap greater than 25% should be avoided, since too much pixels and brightness are lost by such huge overlaps.

### Camera Setup

Connect the camera with the PC and make sure that it's signal is detected via the "DirectShow" interface. Use the tool "DirectShow Tester (AMCap)" which comes with this software.

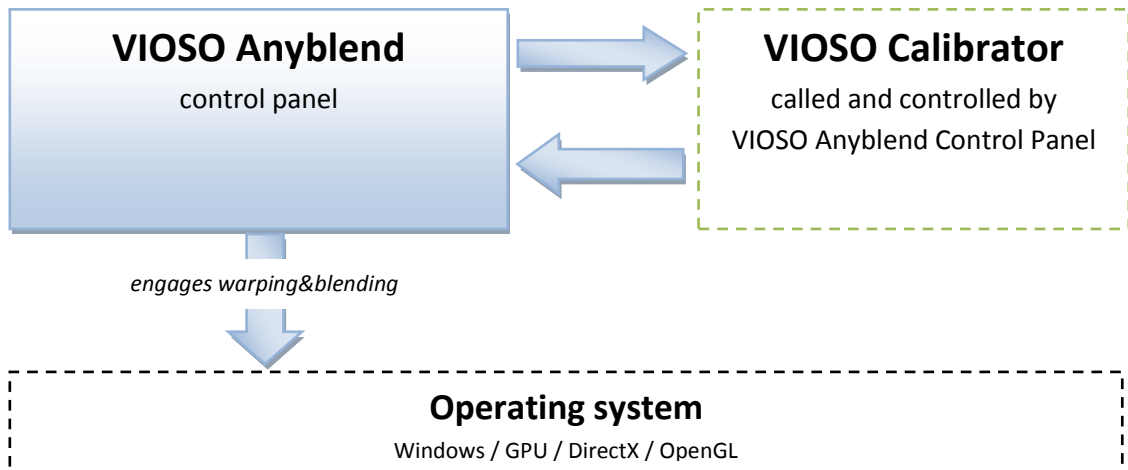
Place the camera to a position so that the total projection screen (with all projectors' images on it) viewed totally by the camera picture.



The camera must capture the whole scenery and is not allowed to move during the calibration of all projectors

## 2. Main usage

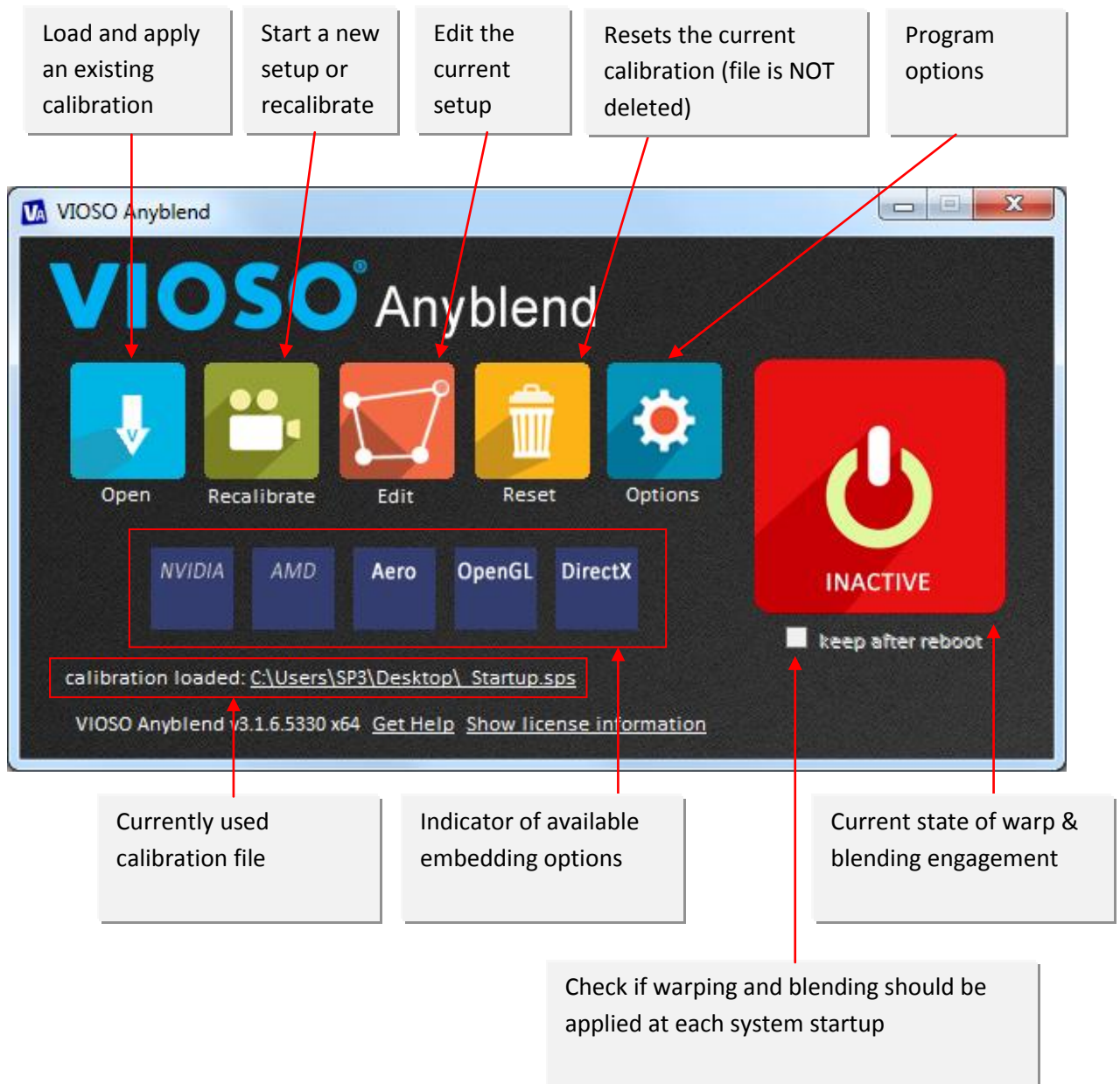
Anyblend consists of two program parts:



- Anyblend Service:  
This program display the Anyblend control panel and is for embedding the calibration results into the Windows desktop or an NVIDIA Quadro K5000/6000 GPU or into a supported 3D programming environment (currently Microsoft DirectX 9 and OpenGL).
- VIOSO Calibrator:  
This program runs the projector calibration procedure.  
VIOSO Calibrator is “used” by the Anyblend control panel, so usually there is no need to call the program VIOSO Calibrator separately.  
However, for complex calibrations or tests it may be useful to handle the calibration procedure independent from the embedding in your current operating system session.

## 2.1 Anyblend control panel

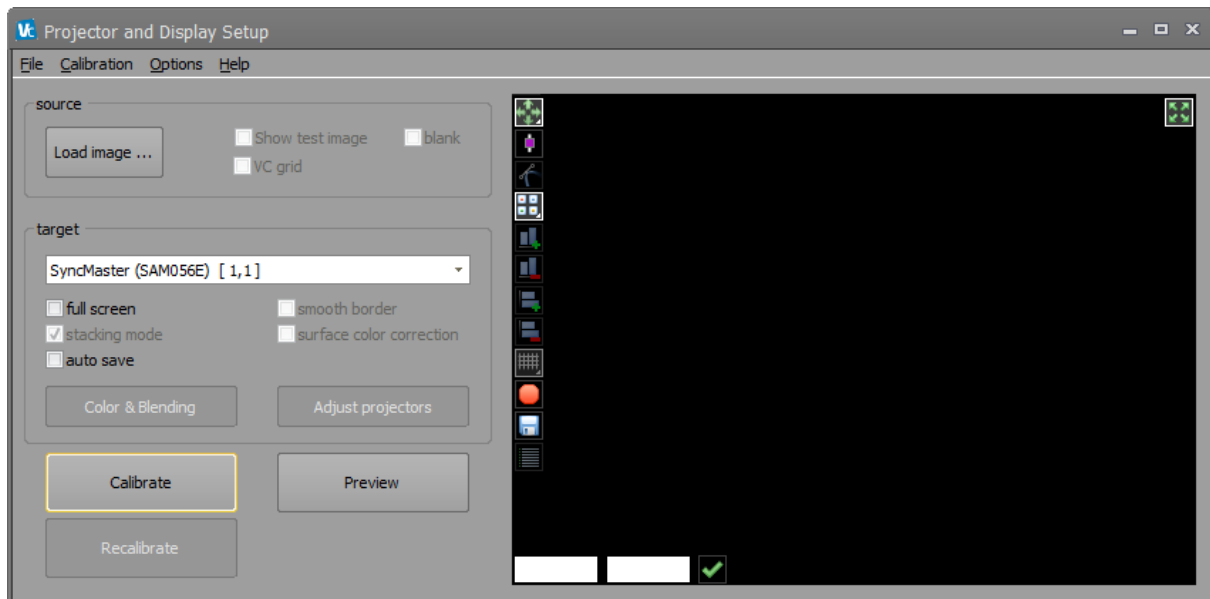
Anyblend is configured by a simple, self-explaining control panel. It shows up by clicking the Icon “Anyblend Service” on the Windows Desktop or Start Menu.



## 2.2 Calibration

The program “VIO SO Calibrator” is called and controlled by Anyblend. In the usual workflow it is not required to think about the fact, that the calibration procedure is handled by another program.

For in-depth documentation about the calibration procedure, please refer to the help manual of “VIO SO Calibrator”.

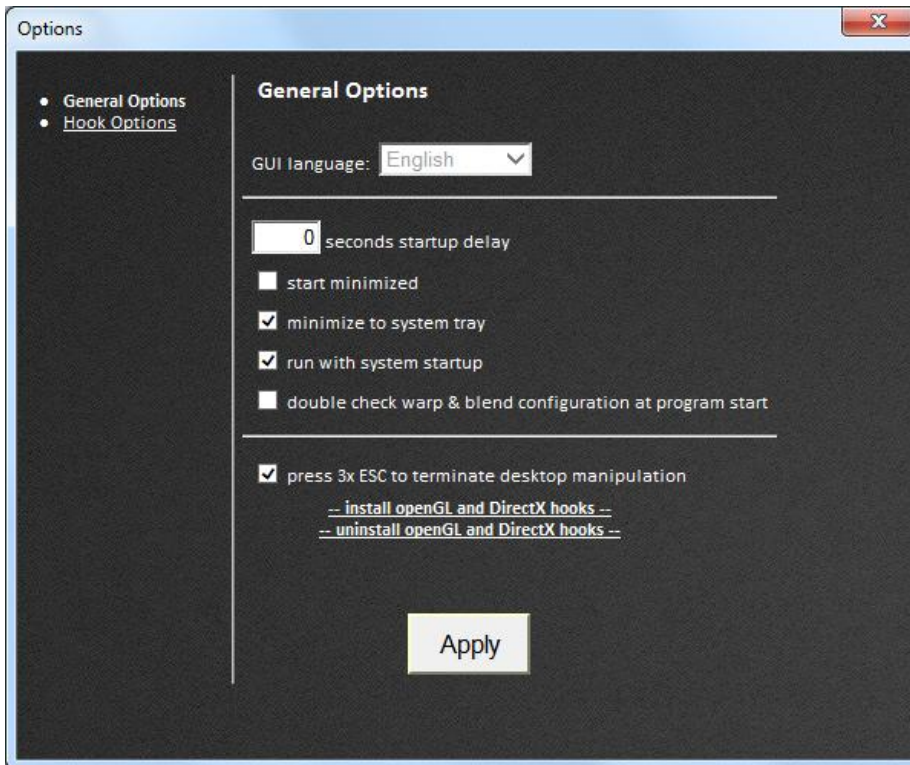


## 3. Program Options

Global program options are available by this assortment of dialogs.

### 3.1 General options

This provides control over the general program behavior:



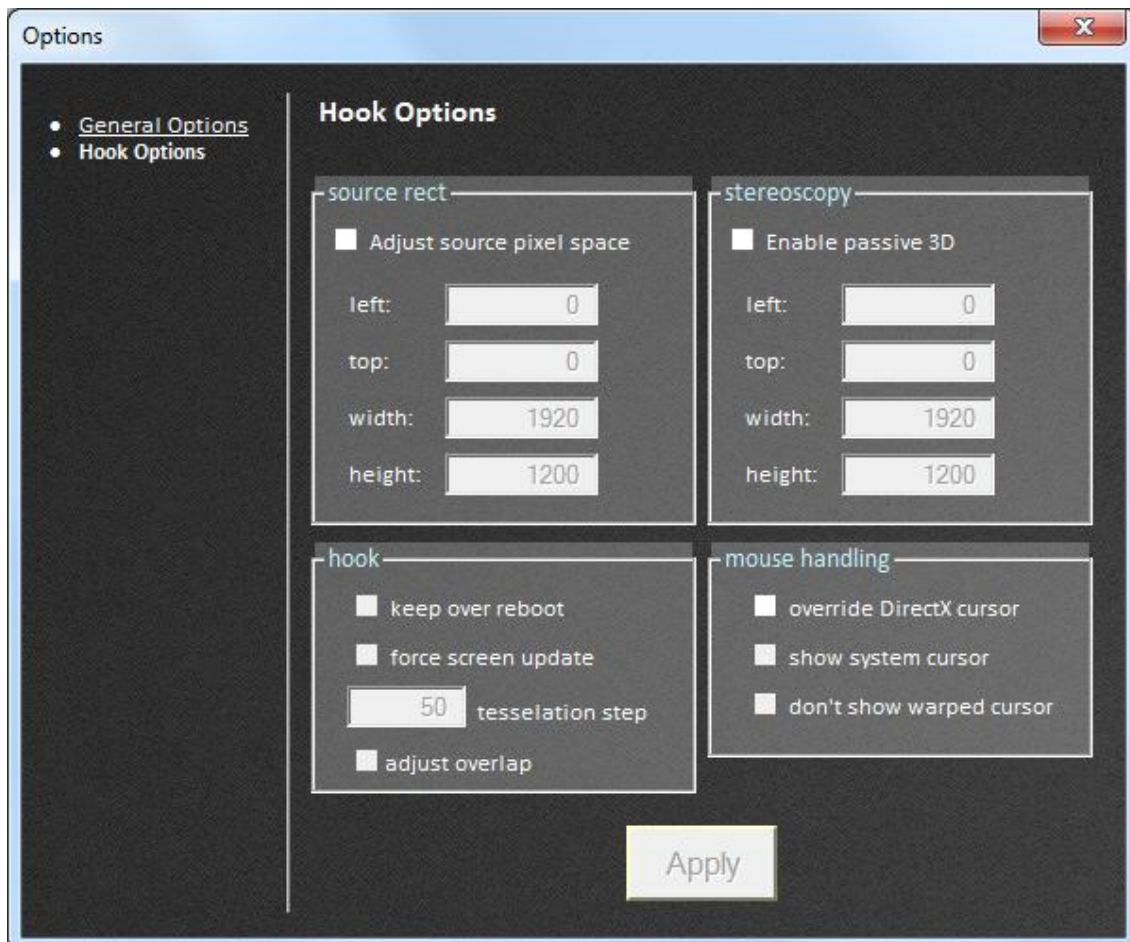
- GUI language:  
currently only English is available as language for the Anyblend Control Panel
- [ ] seconds startup delay:  
number of seconds after start of Anyblend until the warping and blending is applied;  
use if there are problems with other applications upon startup
- Start minimized:  
show Anyblend icon in the task bar instead on the desktop
- Minimize to system tray:  
show the Anyblend icon in the system tray instead of the taskbar
- Run with system startup:  
starts Anyblend with Windows  
if a calibration is loaded and “keep after reboot” is checked (see control panel’s main window), the warping and blending is executed upon each startup of Windows
- Double check warp & blend configuration and program start:  
if checked, the automatic applying of a warping and blending requires a “double opt in”; this is for complicated setups and for testing mainly
- Press 3x ESC to terminate desktop manipulation:  
if checked, an applied warping and blending is exited whenever the ESC key is hit three times in a row; this is useful if there are problems with the visual output or any other kind of problem with embedding warping and blending into the operating system



## 3.2 Hook options

“Hooking” describes the action of embedding warping and blending to a third-party interface, e.g. the Windows Desktop or any supported GPU.

Several features of such hooking behavior can be controlled in this dialog:



- **Source rect:**
  - configure the region of interest (ROI) from the source, e.g. the part of the Windows desktop to be used for the warping and blending
- **Stereoscopy:**
  - converts parts of the Windows Desktop to a stereoscopic output
- **Hook:**
  - Keep over reboot: (deprecated) make the hooking persistent
  - Force screen update: check if parts of the displays are not automatically updated
  - [ ] tessellation step: preciseness of the warping; applicable for NVIDIA Quadro
  - Adjust overlap: check if using NVIDIA Quadro K5000/K6000 to get a Windows desktop resolution without overlap; increases the visual quality
- **Mouse handling:**
  - Override DirectX cursor: Replaces natively rendered cursors of games, etc.
  - Show system cursor: display an additional cursor to application-generated cursors
  - Don't show warped cursor: Do not display a system cursor

## 4. VIOSO contacts

Should there be any questions which cannot be answered in the help section, please tell us about them. Please use the Support Function if there are any problems or errors. Wings Platinum can be updated via function Software Update. If you have any questions or suggestions, you can reach also us on the phone on weekdays from 8.00 am to 17.00 pm.

### **VIOSO GmbH**

Ronsdorferstr. 77a

D-40233 Düsseldorf

Tel. +49 211 544 75 33 – 0

Fax: +49 211 544 75 33 – 33

E-mail: [info@vioso.com](mailto:info@vioso.com)

Internet: [www.vioso.com](http://www.vioso.com)

### **Documentation Status**

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VIOSO Player version: **1.2**

VIOSO Anyblend Version: **3.0**