

ImageSalsa™

User's Manual

Software Version 1.6.0
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ImageSalsa Editions and Capabilities

All Editions:

- Compatible with any video capture device supporting Microsoft's Video for Windows (VfW) standard
- Uses JPEG or Windows Bitmap picture files
- Generates JPEG files

Basic Edition:

- Periodic image capture to file
- Periodic sequential image capture to file (for movie making)
- User-adjustable motion detection – may also be used to detect nature events such as lightning strikes
- Windows background update
- Automatically FTP images to a server
- May be configured to use a web image for the source image
- Streaming image server
- Supports (1) canvas with (5) lines of text and (3) graphics

Script Edition:

- Includes Base Edition features
- Includes a scripting engine (VBScript-based) that allows users to create their own programs to interact with many of the program's parameters. The script engine also allows users to interface with all standard COM objects.
- Supports (3) canvases with (100) lines of text and (20) graphics per canvas

Weather Edition:

- Includes Script Edition features
- Automatically retrieves weather measurements from Ambient's Virtual Weather Station to be used for text and graphics overlay (i.e. place the temperature and wind speed on the image)
- Keeps a 3600-entry database of VWS data for script interaction programming
- Supports (3) canvases with (100) lines of text and (20) graphics per canvas

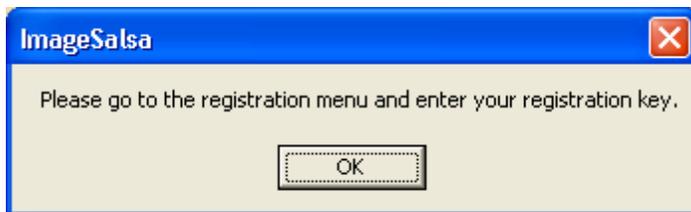
Quick Start Guide

This Quick Start Guide will show you the steps to creating your first canvas after installing ImageSalsa.

First of all, install the software by running the SETUP.EXE program that you downloaded. There is nothing special about this installation, so will skip on to actually running the program.

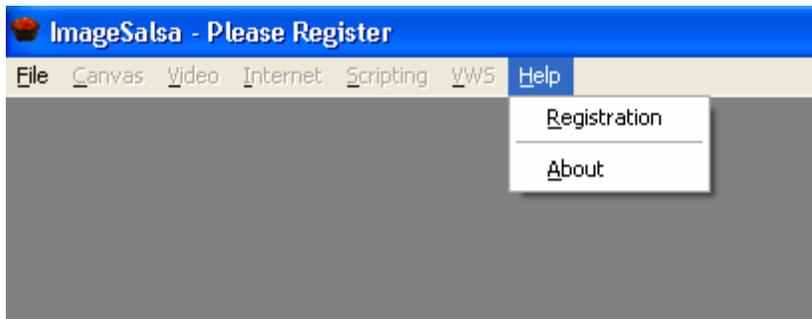
Registering:

The first time you start ImageSalsa, you will be asked to provide a registration key:

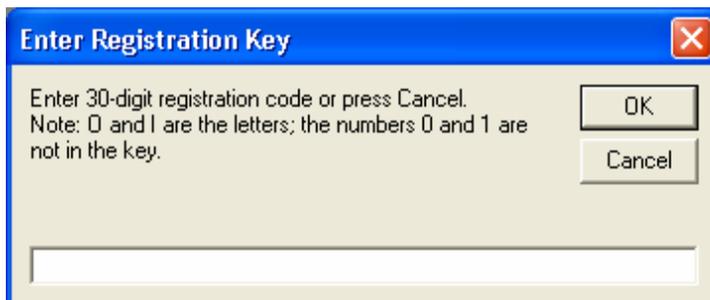


Click 'OK'.

Once the main work area is open, click the Help Menu and select 'Registration':



Enter your registration key:

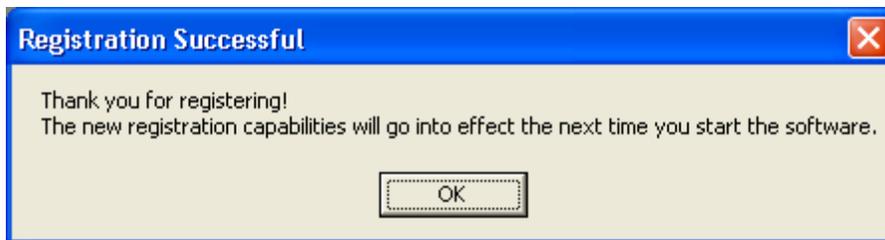


The registration key consists of the letters A through Z, the numbers 2 through 9, and hyphens (-). An example: ABCDE-FGHIJK-LM234-56NOP-789QRS-TUVWX.

There are two types of keys:

- 1) Demo Keys: these unlock all of the program's features but only supports one canvas with a limited number of text and graphics elements (5 and 3, respectively). In addition, it places the text "Demo Version" across the canvas. Demo keys are typically available from the download site and expire after a few weeks; therefore, you may need to download another key if the expiration has passed.
- 2) Registered Keys: these unlock a specific edition of the software. Typically, these keys never expire. Purchasers of ImageSalsa will receive their very own key that they may use for their copy of the software.

Upon successful completion of the registration you should receive the following message:



Close ImageSalsa and restart to make sure the program unlocks the proper features.

Check the version and registration by clicking the Help Menu and then 'About':

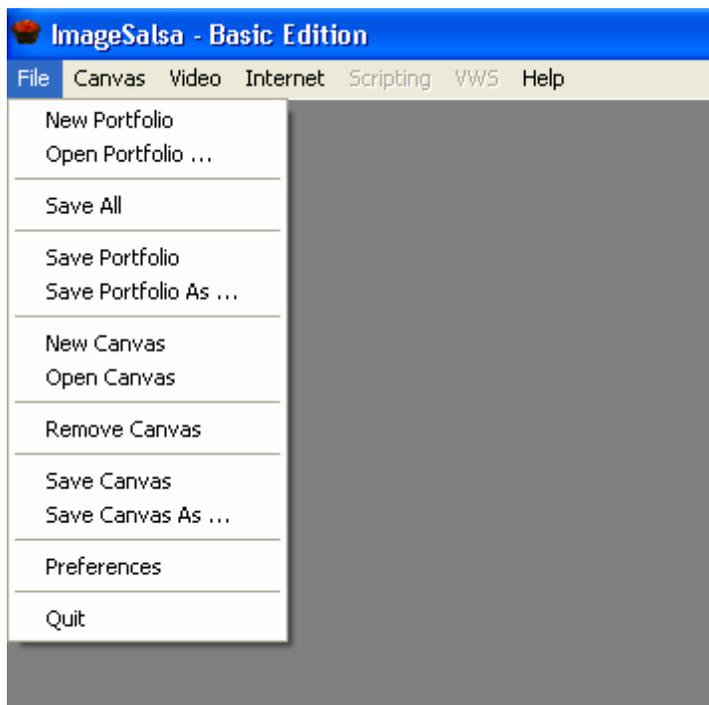


The "Registration Code" is a 5-character designation assigned to your copy. This could be your name or serial number, but has no effect on the operation of the software. Hit 'OK' to close this window. You are now ready to generate a canvas.

Generating a simple Canvas:

This section of the Quick Start Guide assumes that you have completed registration of the program using a demo or registered key and have restarted the program. If you are using a demo key, the words “Demo Version” will appear across your canvas. This is a limitation of this version. For the following examples, a registered Basic Edition is shown.

The work area is called a “portfolio”. Only one portfolio may be open at a time. To create a new portfolio, select “New Portfolio” from the File Menu.

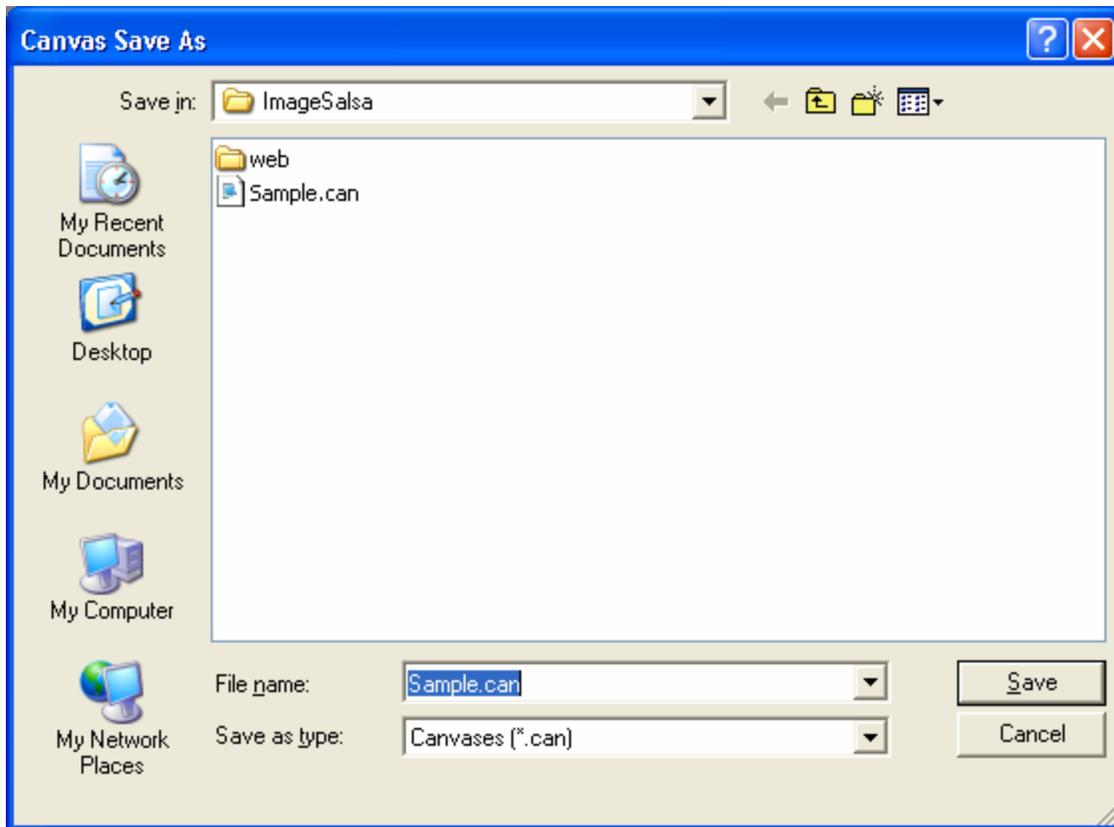


If you always want the last portfolio to open upon startup, select “Automatically load last portfolio on program startup” from the File/Preferences menu item.

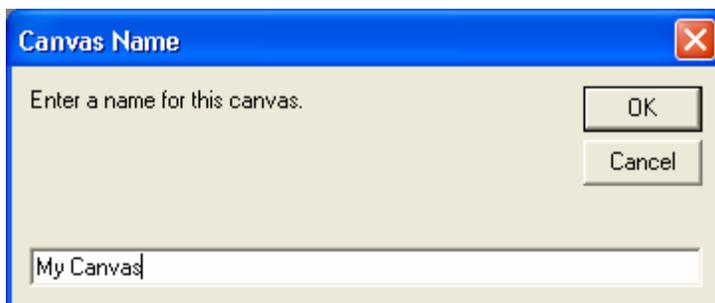
A portfolio may hold one or more canvases (limited by the edition of the software).

From the File menu, select “New Canvas”.

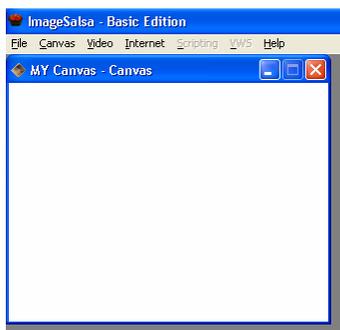
Select a file name for the canvas and press “Save”:



Enter your own personalized name for the canvas and press “OK”:



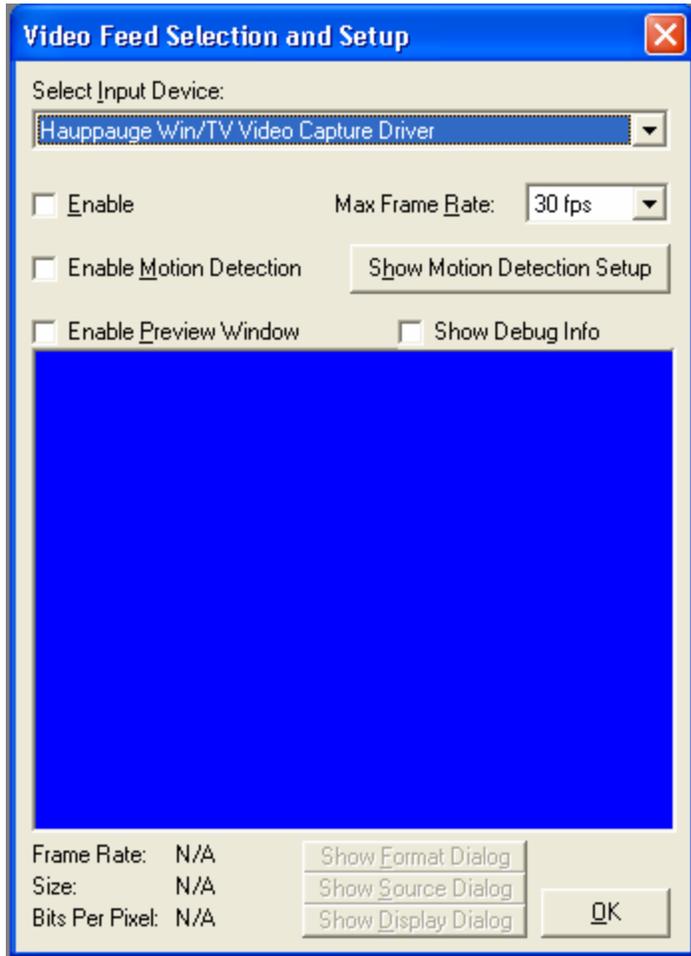
Your new canvas is ready for design:



Setting up a video feed:

Now, let's set up a video feed. If you do not have a video capture device, then skip this part of the setup.

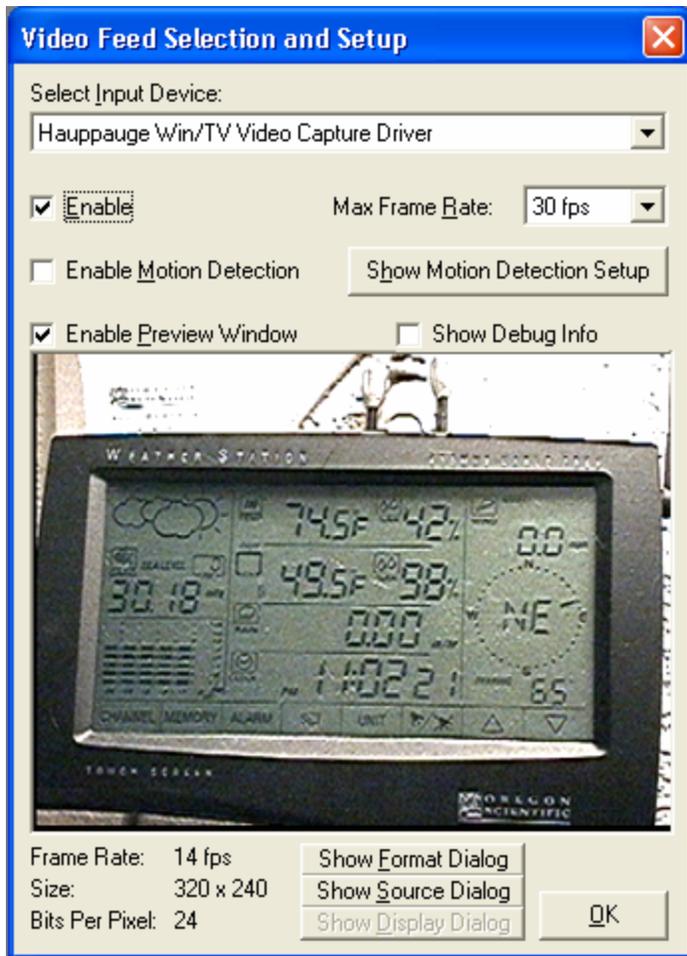
Set "Video Feed Setup" from the Video menu:



Select your video device from the drop down menu. Some VfW capture devices – especially USB devices – will use the Microsoft WDM Capture device.

Enable the device by checking the "Enable" box.

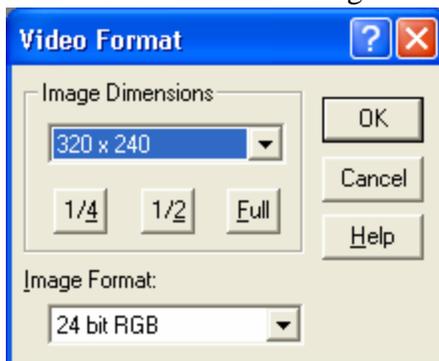
Check the video feed by clicking the "Enable Preview Window" box:



If you still get a blue screen, check the Frame Rate, Size, and Bits Per Pixel fields in the bottom left. If you get 0 frames per second, the video feed isn't operational. If there is a number, but no picture. Check the Bits Per Pixel (BPP). The BPP should be 15 or 24. Even a value of 24 doesn't guarantee that it will work.

There are three Show Dialog boxes that open up the manufacturer's driver settings. Only certain ones may be enabled based on the manufacturer's preferences.

Click "Show Format Dialog":



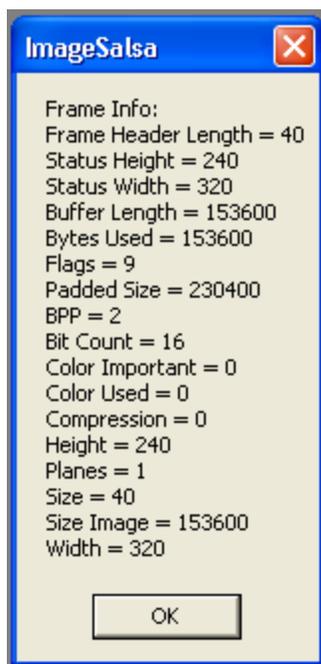
This dialog box is specific to your video capture device so it may look different.

In particular, we want the Image Format or something similar to output 15 or 24-bit RGB data. This could also appear as RGB24, RGB15, RGB8:8:8, RGB5:5:5. In addition, RGB16 can also be used as this is usually the same format as RGB15. At this time, there are no plans to support other output formats as RGB15 and RGB24 are fairly standard to most video capture devices.

When both RGB15 and RGB24 are available, experiment to see which provides the highest Frame Rate as different drivers perform differently with each data format. Also, while we are here, select the output to be 320 x 240 pixels.

Note: It is completely possible that the manufacturer of the video capture device may have placed these settings in the Source Dialog or Format Dialog so you may have to look around.

If you still can't get a visible video feed, but you are getting a Frame Rate other than zero, click "Show Debug Info" and provide the following data in the support forum when requesting help:



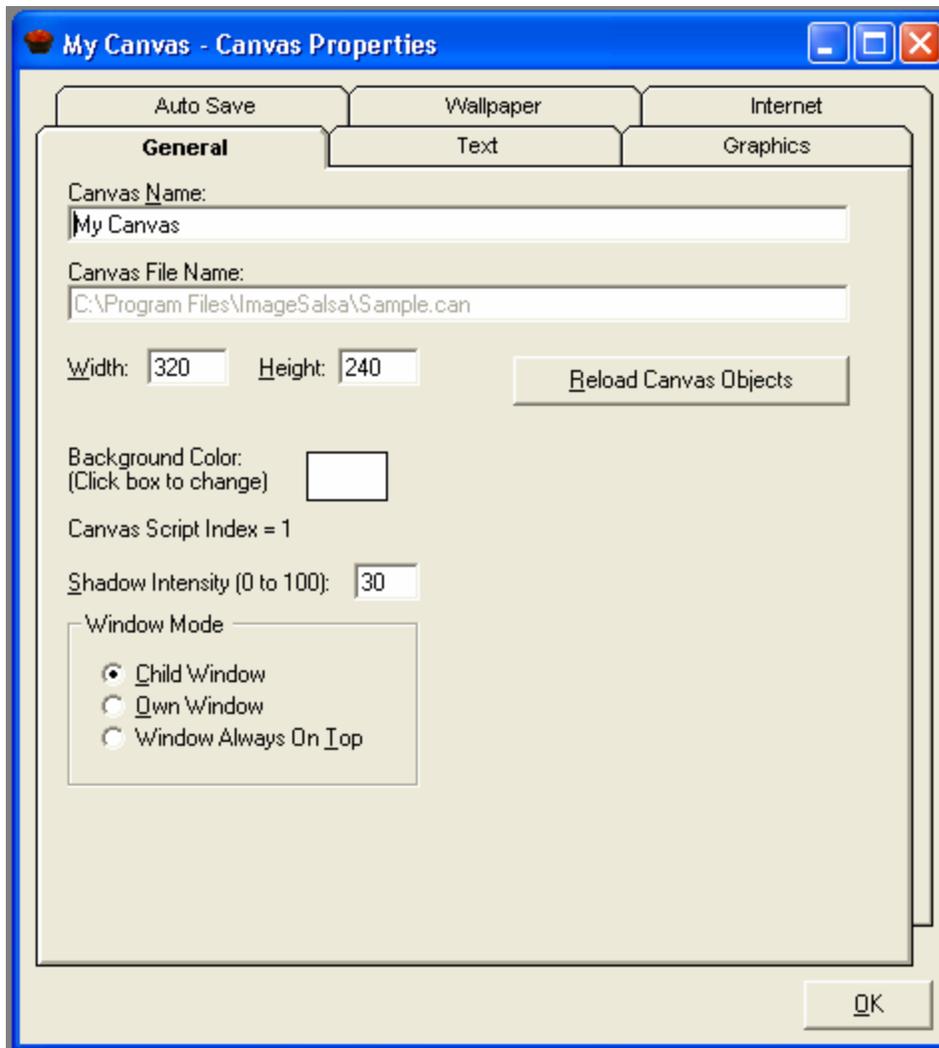
This data provides information necessary to understand what the video capture device is sending so we can understand the problem.

Once you have your video feed setup, close the Video Feed Selection and Setup window.

Setting up the Canvas:

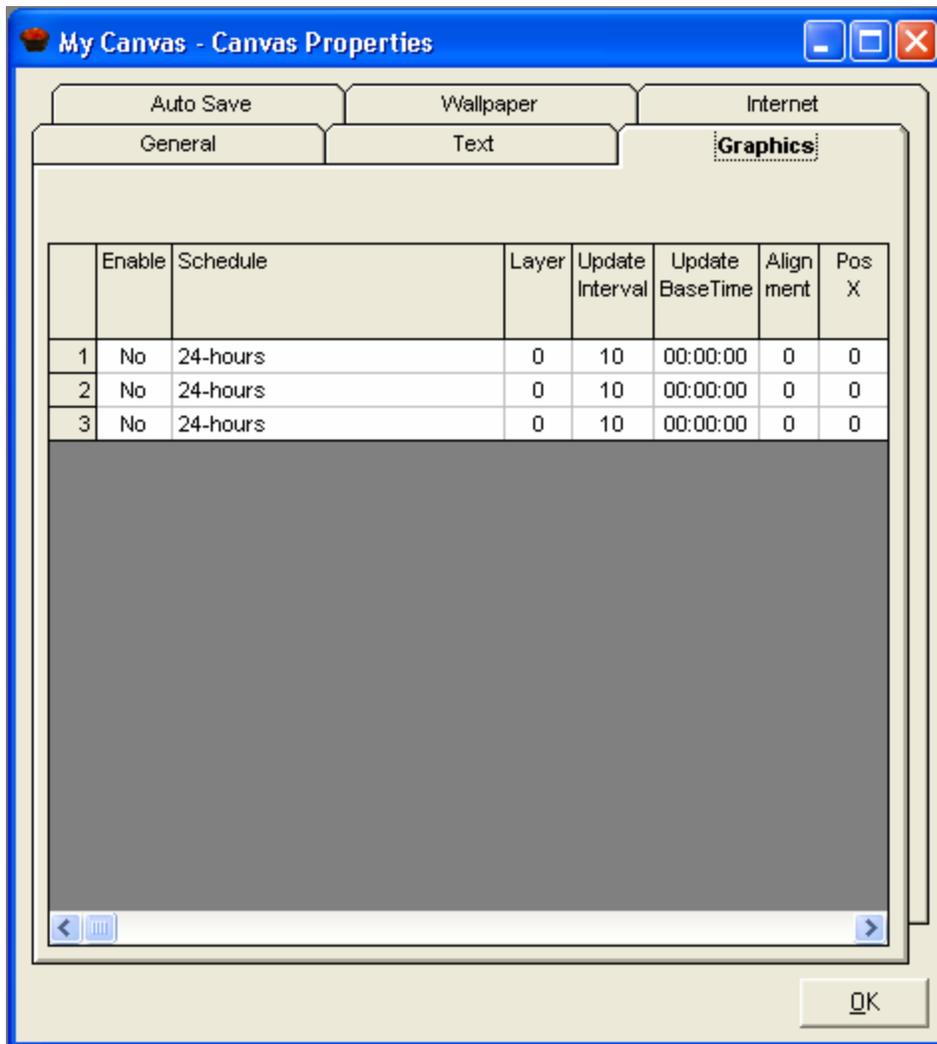
Now, let's set some basic properties of our canvas.

Right click inside the canvas to open the "Canvas Properties" window:



For the time being, let's leave these settings.

Click on the "Graphics" tab to open the Graphic Configuration Grid:



Working with the first line, set the following values:

Enabled=Yes

Update Interval=0.03

Source Type=0 - Video Feed

Video Feed=*The name of your video feed that you just enabled*

If you didn't have a video capture device, you can set the following values:

Enabled=Yes

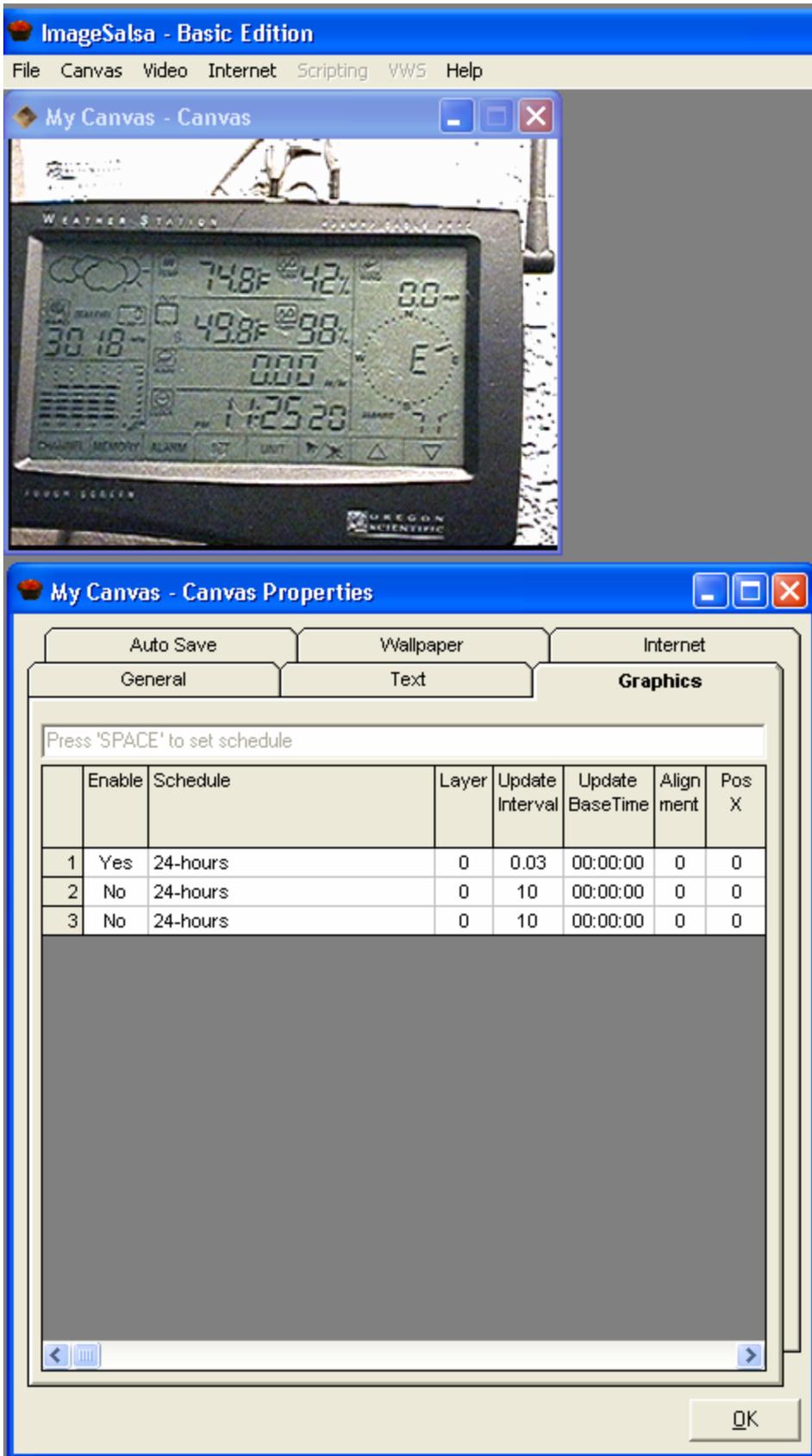
Update Interval=0

Source Type=1 – Graphic File

Source FileName=*Some .bmp or .jpg file on your PC – provide the full path (i.e. c:\pictures\mypic.bmp). It can be any size, but 320 x 240 is preferred.*

Leave all other settings the same (you can experiment with them later ☺)

You should now see you video feed or picture in your canvas:



Now click on the “Text” tab top open the Text Configuration Grid:

Working with the first line, set the following values:

Enabled=True

Layer=1

Alignment=6 - Bottom Left

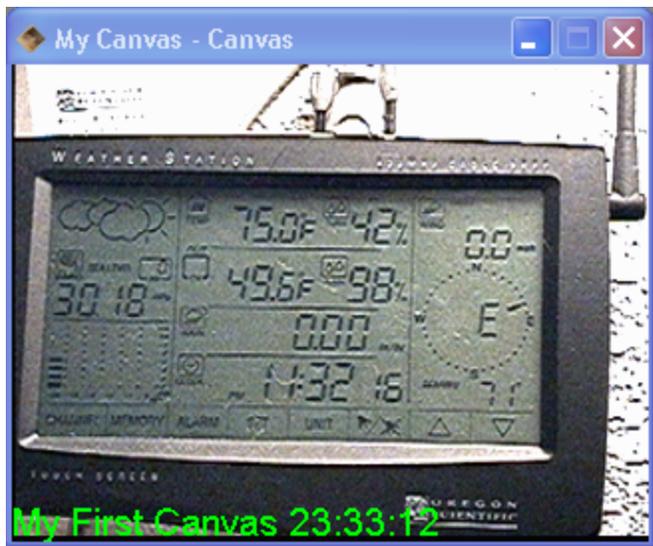
Pos X=0

Pos Y=240

Text=My First Canvas <time>

Color=Green (click on the gray-colored cell and then select a green color)

You should now have something like this:



Now feel free to explore the other parameters listed in the next section.

To save this canvas and portfolio. The easiest method is to click "Save All" under the File menu.

Using ImageSalsa and Portfolios

In this section, I'll cover some of the small operational nuances with the program.

When you first install and start ImageSalsa it will open in a maximized window. You can un-maximize, minimize, and resize the main window. Under the Preferences menu, you will find an option that determines how ImageSalsa's main window opens when you start the program. You can have it open maximized, minimized, or at the last state it was in when the program was closed. This information is stored in the ImageSalsa.INI file.

When you minimize ImageSalsa, it is removed from the Task Bar. At all times, the ImageSalsa icon is available in the System Tray as a small salsa bowl:



By right-clicking the icon you can restore the window its non-minimized state (if minimized) or exit the program. If the program is minimized, left-clicking the icon will also restore the window.

The canvases also maintain their state (position and window state) between sessions. This information is store in each canvas' .can file.

Finally, most of the program's information is stored in the portfolio's .por file. This is why most features require a portfolio to be open before you can set those values.

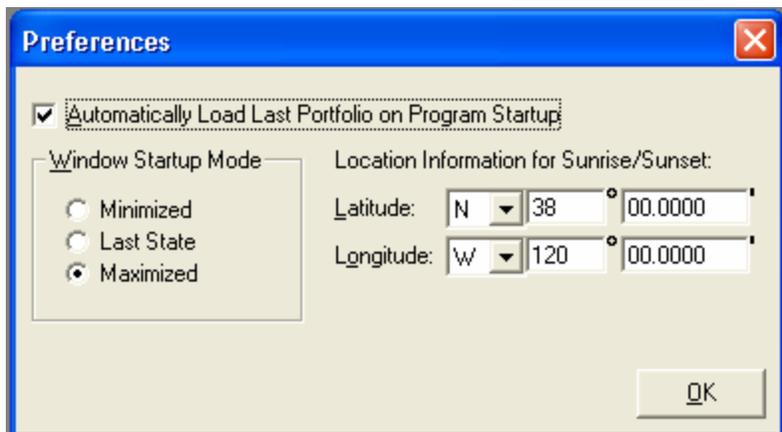
All setup files are saved as text files that you can read and edit with many text editors. This shouldn't normally be necessary, but if so, you will find all information in the ImageSalsa.INI file (typically found in the ImageSalsa program directory), the .por file for your portfolio, and a .can file for each canvas in your portfolio.

Many times when you open a setup window or make a change to a canvas or the portfolio, it is internally marked as "dirty". When you go to close the program, it will ask if you want to save the changes. Sometimes the program will ask this even if the nothing has changed (for example, you open a setup window but make no changes).

Finally, if you want ImageSalsa to start automatically when your computer starts, place a copy in the Startup folder. Then, go to the Preferences (next section) and select "Automatically Load Last Portfolio on Program Startup".

ImageSalsa Preferences

Select "Preferences" from the File menu to open the Preferences window:



Automatically Load Last Portfolio on Program Startup: By selecting this option, ImageSalsa will automatically load your last portfolio and canvases when it is started. This is a great option when you have ImageSalsa in the Startup folder.

Window Startup Mode : Controls how the main program window is opened when starting up.

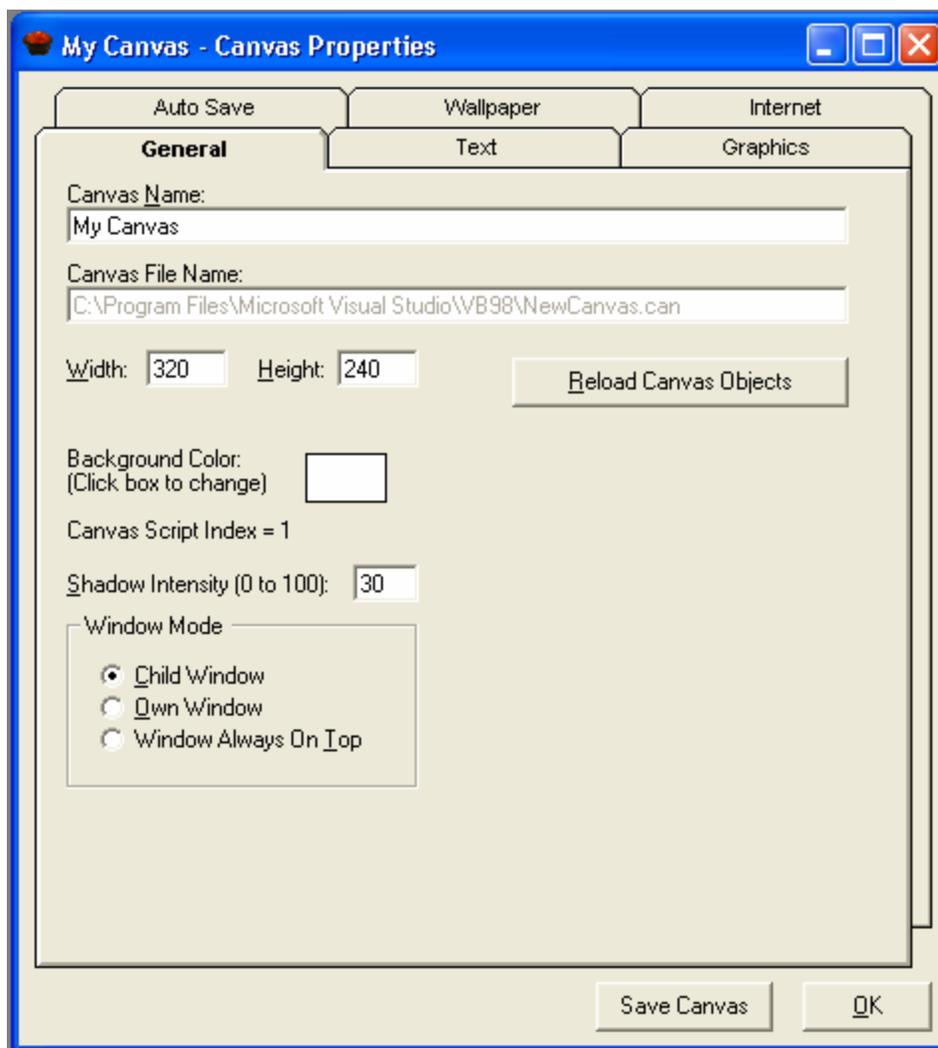
Location Information for Sunrise/Sunset: You need to enter your latitude and longitude into ImageSalsa if you plan to use any text, schedules, or scripts that rely on the sunrise and sunset times. Your time zone is retrieved from your Windows' setting so this also needs to be correct for proper calculation.

Canvas Properties

Right click inside a canvas window or select “Properties” from the “Canvas” menu to open the “Canvas Properties” window.

There are six tabs for the Canvas Properties window:

- General – used to change some basic properties of the canvas such as background color, dimensions, and name.
- Text – used to enter the various lines of text on the canvas.
- Graphics – used to place images or rectangles on the canvas.
- Auto Save – used to set the file name(s) and update rates of the automatic image saves.
- Wallpaper – used to set the rate at which the Windows® background, or wallpaper, is replaced with the canvas image.
- Internet – used to set up the FTP push or web serving of the canvas image.

General Tab:

Canvas Name: The canvas name appears across the top of the canvas window and is provided as an identification aid only. The user may select any description that would help them recognize a particular canvas.

Canvas File Name : Provided as a reference.

Width and Height: Used to set or view the dimension of the canvas (in pixels). The maximum canvas size is 1600 x 1200. The minimum dimensions are 1 x 1.

Reload Canvas Objects: Forces all text and graphics to be reloaded, recalculated, etc... regardless of interval but still obeying each enabled and schedule property. Finally, it redraws the canvas. There may be a slight delay before internet graphics are updated while they load. Also, any TextUpdate and GraphicUpdate enabled scripts will be called.

Background Color: The canvas is composed of four different layers. Before any layer is added, the canvas is painted a solid color chosen by the background color. By clicking on the provided colored square, you may select the background color. Note: If the

background is completely obscured by other images, then it doesn't really matter what color is chosen as the background.

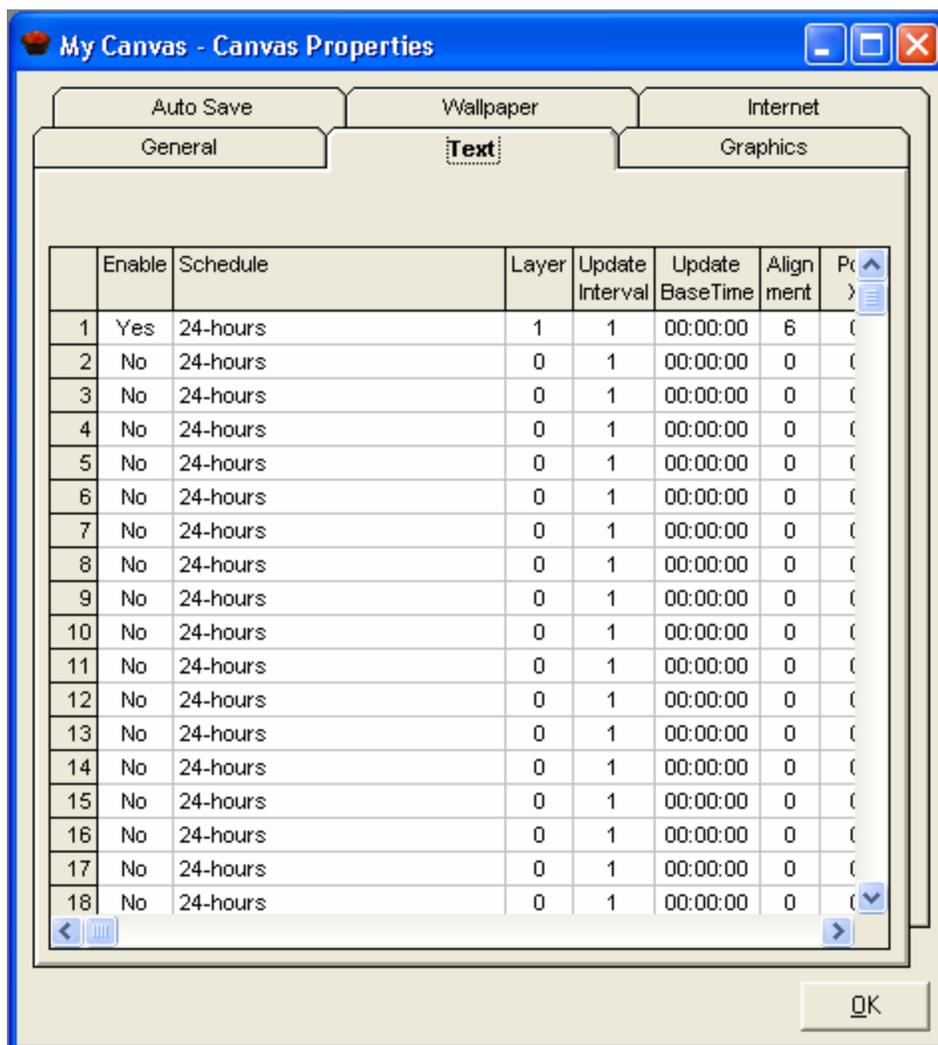
Canvas Script Index: Although it is easy to identify canvases by their file name or user name, the script index is provided for script writers since scripts must refer to canvases by number only. Typically, the first canvas is numbered 1, the second 2, and so forth. If a canvas is deleted, the remaining numbers stay the same (i.e. they do not shift to fill the void).

Shadow Intensity: Sets how dark you want the shadows to appear – 0 is the non-existent, 100 is the darkest.

Window Mode: Sets how the canvas window behaves:

- **Child Window**– Window always appears in the ImageSalsa developer area. If ImageSalsa is minimized, all child windows are minimized as well. Canvases do not appear in the task bar.
- **Own Window**– Window operates outside of the ImageSalsa developer area and appears in the task bar. Window may be hidden if behind ImageSalsa or any other program windows. Minimizing ImageSalsa has no effect on the canvas window.
- **Window Always on Top**– Same as “Own Window” except that the canvas appears on top of all other windows. You will need to move or minimize a canvas to access other programs running underneath.

Save Canvas: Saves the canvas being edited. Text appears bold after any property has been modified until the canvas is saved.

Text Tab:

The text tab contains a spreadsheet-style grid that is used to enter the various lines of text and their properties. Each line of text is numbered 1, 2, 3, etc... Each row of the grid represents one line of text. The number of rows available is determined by the edition of software.

To navigate the grid, you may use the mouse or arrow keys. As changes are made, they will be reflected in real-time on the canvas.

To change the property of more than one text line at a time, click on the property of the first line and while continuing to hold the mouse button down, drag the mouse down to highlight the desired number of rows. Once a change is made to the property, all of the properties will reflect the change.

Some properties require text to be entered. In these cases, a text box will appear above the grid. Changes may be made in the grid or in the text box.

Some properties have only a fixed number of choices. In these cases, a drop down list will appear above the grid. Changes may be made by selecting the correct value from the drop down list. In addition, to this method, you may press the Space bar to cycle through the options or press certain hot keys to automatically select an options (such as numbers when the options are numbered or “Y”/”N” for Yes/No).

Some properties require opening another window to set the value. These include the Schedule and Color properties. By pressing space while one of these cells is selected or clicking the grid cell with the mouse, a second window will open to select the property.

You may copy and paste some cell entries using Ctrl-C (copy) and Ctrl-V (paste).

Here is an explanation of each of the properties:

Enable: Rather than delete rows, an unused line of text is made invisible by setting the Enable property to “No”. To use a text line, set its Enable property to “Yes”.

Schedule: Used in conjunction with the Enable property, the schedule sets the time frame during which the line of text will be visible. Click this cell to open the schedule window. See the section *Schedule Setup* to learn how to set any schedule in ImageSalsa.

Layer: Each canvas is composed of four layers numbered 0 to 3 (0 being the bottommost and 3 being the topmost layer). The user can use any of these layers to created the desired layering affects. For example, an opaque line of text placed in layer 2 will obscure and cast shadows on any other images or text in layers 0 and 1.

Update Interval: This property determines how often (in seconds) a particular line of text is updated. It is beneficial to leave the update rate as high (i.e. slow) as possible. For example, if the line of text never changes, this may be set to 0 (never update) and the line will only be refreshed when the canvas is loaded. Any time a graphic or text item is updated, the entire canvas is redrawn. Depending on the number of items on the canvas, this can consume huge amounts of unnecessary system resources if the image is not changing. Now for items of text that show the time or another dynamic value, it makes sense to set this property to once per second or as fast as the dynamic value is expected to change. If an image is only being saved to a file once per minute, however, those extra 59 updates may only be noticed by someone watching the canvas window.

Update Base Time : See *Understanding Base Time*.

Note: Independent of Update Interval and Update Base Time, all text lines are drawn once when the program starts and/or a canvas is opened.

Alignment: The value is used with the Pos X and Pos Y properties to position lines of text on the canvas. For example, if the Pos X and Pos Y values are set to 0,0 (the top left corner of the canvas) and the Alignment is set to 0 (top-left alignment), the top left corner of the text is aligned to the top-left corner of the canvas. In certain instances, it may not appear that the far edge of the text is being used for alignment, this is a limitation based on the font being used, its properties (bold, italic, etc...), and the letters used (a, e, w, etc... where the text never extends more than half-way up the normal height). In these

situations, the Pos X and Pos Y properties may need to be adjusted properly. Don't confuse the alignment property with where the text will appear on the canvas: this is done mostly with the Pos X and Pos Y properties.

Pos X and Pos Y: The X and Y-coordinates used to position the text. The coordinate system is such that Pos X=0, Pos Y=0 is the top-left of the canvas. Pos X sets the left to right position and Pos Y sets the top to bottom position. Use with the Alignment property to adjust which direction, relative to the X,Y coordinate, the text is placed.

Text: What you want to appear. Certain tags may be embedded in the text that will be dynamically replaced with the tag's value. For example, the tags <time> and <date> will become the current system time and date. You may combine any static characters with any number of tags. When using tags, set an interval for the line of text that is appropriate to the rate of change of the tag. For example, the tag <time> only changes once per second so it's interval should be 1. The tag <time10>, however, changes ten times a second so it's interval should be 0.1 – a slower value will simply show the time, accurate to the tenths of a second, that the update occurred. This contains the full list of tags that may be used.

Font: Used to set the type face, size, bold, and italic properties. By clicking this box or pressing the space bar while this property is highlighted will open the Font dialog where these changes may be made. The box normally shows the letters ABC using the properties selected. Note: If the text is considerably large, the cell may appear empty.

Color: Sets the color of the text. By clicking this box or pressing the space bar while this property is highlighted will open the Color dialog where the color may be chosen.

Shadow Enable: Used to enable (Yes) or disable (No) the shadowing of the text. The shadow is drawn with the current layer (i.e. any shadows from layer 2 will appear on text/graphics in layers 0 or 1).

Shadow Size: Different sized shadows are available to simulate various light sources. Examples:



Shadow Offset X and Y: Sets the shadow location relative to the text. Values may be positive or negative. The offsets may be changed to create the illusion of height differences or light source locations.

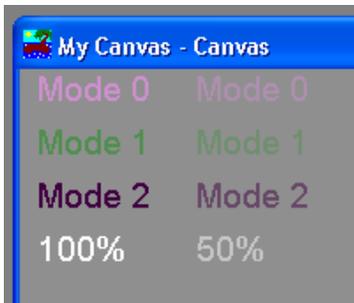
Opacity (%): The opacity sets how transparent (0%) or opaque (100%) the line of text appears. Note that any shadows will also be affected (i.e. a very transparent line of text will cast a faint shadow compared to a fully opaque line of text). Examples:



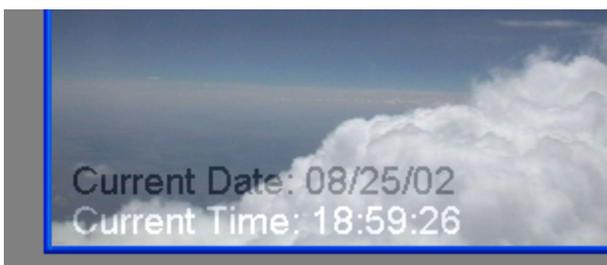
Mode (opacity mode): There are three different Opacity Mode options available for text and graphics:

- Mode 0 (additive) – for each pixel, the red, green, and blue values are added to the underlying image. The intensity is adjusted by the color and opacity. Typically, this mode is used with a dark gray text color to create an embossed look.
- Mode 1 (negative or subtractive) – for each pixel, the red, green, and blue values are subtracted from the underlying image. The intensity is adjusted by the color and opacity.
- Mode 2 (merge) – for each pixel, the red, green, and blue values are averaged with the underlying image based on the opacity.

Example (using an R,G,B color of 64,0,64 (dark purple) on a background of 80,80,80 (gray) with 100% and 50% opacities):

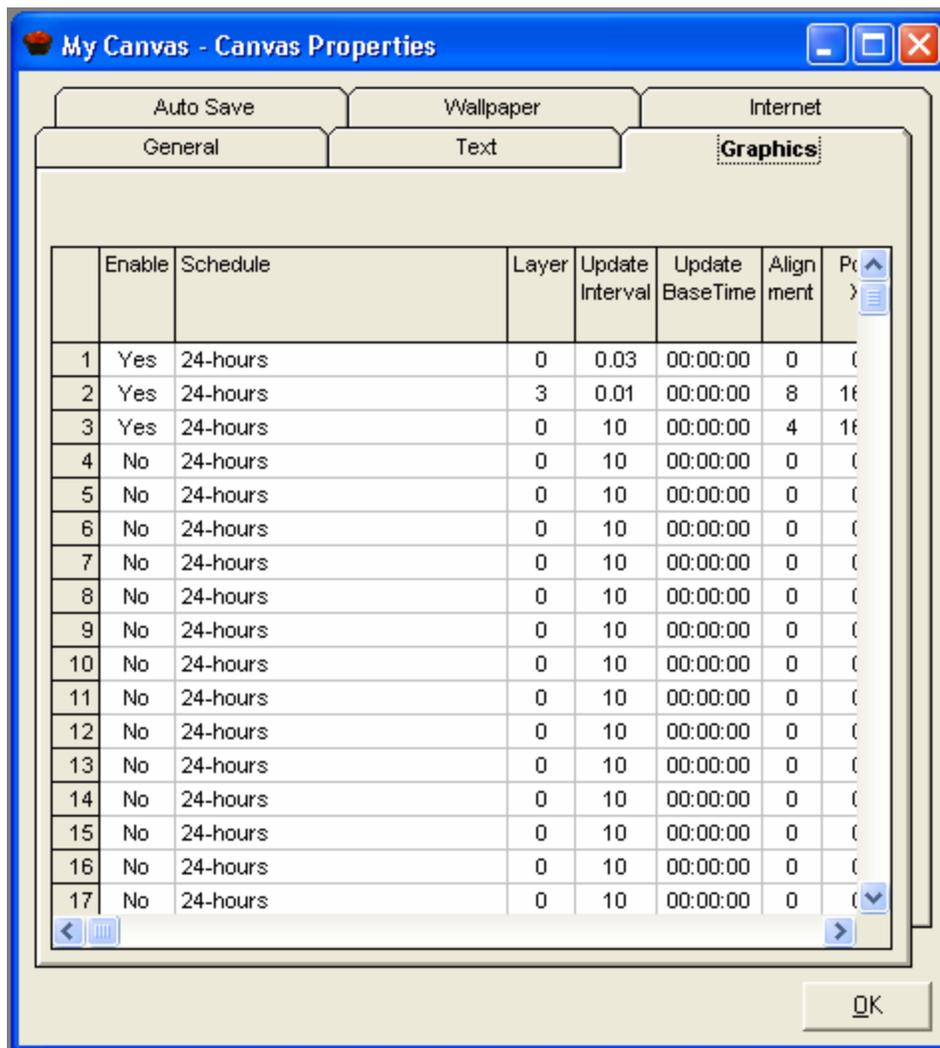


Another example (Date in mode 1, subtractive, with a text color of 48,48,48 and Time in mode 0, additive, with the same text color):



Rotate Degrees: Sets an arbitrary rotation angle from 0 to 360 degrees. Rotated about the alignment point.

Script Enable: When set to “Yes” and Scripting is enabled, a call will be attempted to the procedure TextUpdate and will pass the canvas number and index number of the text line. See *Scripting* for more details.

Graphics Tab:

Like the text tab, the graphics tab contains a spreadsheet-style grid that is used to enter the various lines of text and their properties. Each graphic is numbered 1, 2, 3, etc... Each row of the grid represents one graphic. The number of rows available is determined by the edition of software.

To navigate the grid, you may use the mouse or arrow keys. As changes are made, they will be reflected in real-time on the canvas.

To change the property of more than one text line at a time, click on the property of the first line and while continuing to hold the mouse button down, drag the mouse down to highlight the desired number of rows. Once a change is made to the property, all of the properties will reflect the change.

Some properties require text to be entered. In these cases, a text box will appear above the grid. Changes may be made in the grid or in the text box.

Some properties have only a fixed number of choices. In these cases, a drop down list will appear above the grid. Changes may be made by selecting the correct value from the drop down list. In addition, to this method, you may press the Space bar to cycle through the options or press certain hot keys to automatically select an options (such as numbers when the options are numbered or “Y”/”N” for Yes/No).

Some properties require opening another window to set the value. These include the Schedule and Color properties. By pressing space while one of these cells is selected or clicking the grid cell with the mouse, a second window will open to select the property.

You may copy and paste some cell entries using Ctrl-C (copy) and Ctrl-V (paste).

Here is an explanation of each of the properties:

Enable: Rather than delete rows, an unused graphic is made invisible by setting the Show property to “No”. To use a graphic, set its Show property to “Yes”.

Schedule: Used in conjunction with the Enable property, the schedule sets the time frame during which the graphic will be visible. Click this cell to open the schedule window. See the section *Schedule Setup* to learn how to set any schedule in ImageSalsa.

Layer: Each canvas is composed of four layers numbered 0 to 3 (0 being the bottommost and 3 being the topmost layer). The user can use any of these layers to created the desired layering affects. For example, a graphic in layer 2 will obscure any other images or text in layers 0 and 1.

Update Interval: This property determines how often (in seconds) a particular graphic is refreshed or reloaded. It is beneficial to leave the update rate as high (i.e. slow) as possible. For example, if the graphic never changes, this may be set to 0 (never update) and the image will only be refreshed when the canvas is loaded. Any time a graphic or text item is updated, the entire canvas is redrawn. Depending on the number of items on the canvas, this can consume huge amounts of unnecessary system resources if the image is not changing. Now for items of graphics such as video feeds, it makes sense to set this property to the refresh rate of the video feed. If an image is only being saved to a file once per minute, however, all of those extra updates may only be noticed by someone watching the canvas window.

Update Base Time : See *Understanding Base Time*.

Note: Independent of Update Interval and Update Base Time, all graphics are drawn once when the program starts and/or a canvas is opened.

Alignment: The value is used with the Pos X and Pos Y properties to position graphics on the canvas. For example, if the Pos X and Pos Y values are set to 0,0 (the top left corner of the canvas) and the Alignment is set to 0 (top-left alignment), the top left corner of the graphic is aligned to the top-left corner of the canvas. Don't confuse the alignment property with where the graphic will appear on the canvas: this is done mostly with the Pos X and Pos Y properties.

Pos X and Pos Y: The X and Y-coordinates used to position the graphic. The coordinate system is such that Pos X=0, Pos Y=0 is the top-left of the canvas. Pos X sets the left to right position and Pos Y sets the top to bottom position. Use with the Alignment property to adjust which direction, relative to the X,Y coordinate, the graphic is placed.

Source Type: There are four different types of graphics that may be used:

- Video Feeds (Type 0) – from capture cards, USB cameras, etc...
- Graphics File (Type 1) – JPEGs and BMPs.
- Internet Graphics (Type 2) – JPEGs and BMPs from the internet (i.e. <http://www.myurl.com/webcams/currentpic.jpg>)
- Rectangles (Type 3) – Used for effects such as text backgrounds.
- Canvas (Type 4) – Uses another canvas' image as a graphic

Video Feed: If Type 0 (Video Feed) is selected for the source type, select one of the available feeds from the drop down list. The available feeds are limited by the devices installed with Video-for-Windows (VfW) drivers, that are not in use, and have been enabled under the Video Feeds setup. If any other source type is selected, this property is ignored.

Source Filename: If Type 1 (Graphics File) is selected, enter the full path to a JPEG or Bitmap image file. If any other source type is selected, this property is ignored.

Source URL: If Type 2 (Internet Graphics) is selected, enter the full URL to a JPEG or Bitmap image on the internet. If any other source type is selected, this property is ignored.

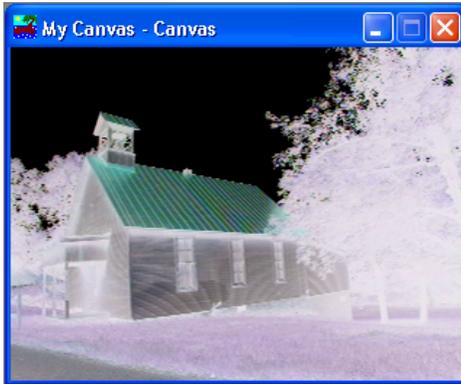
Source Canvas: If Type 4 (Canvas) is selected, enter the number of the source canvas (shown as Canvas Script Index under the General Properties tab). If any other source type is selected, this property is ignored.

Background Color: Only applicable to the rectangle graphic. Sets the color of the rectangle.

Color Filter: Five different filters exist that you may put in place to enhance any of the graphic images:



- None (Option 0)



- Negative (Option 1)



- Grayscale (Option 2)



- Sepia (Option 3)



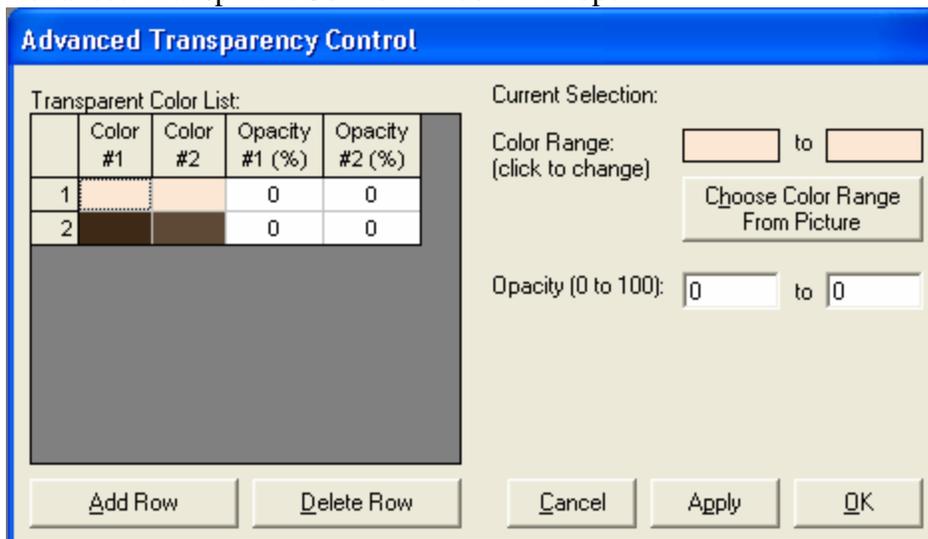
- 20-Year-Old Photograph (Option 4)



- Blue-Enhancement (Option 5)

Transparent Enable: Determines if the transparent color option is enabled.

Transparent Color: Selects the color or range of colors to be used as a transparent color. When the box is clicked or the space bar is pressed while highlighted, the Advanced Transparency Control window will open:



The Advanced Transparency Control allows you to select a range of colors that will become transparent. For more information, consult the section *Using the Advanced Transparency Control*.

Stretch: If set, forces the image to be stretched to the Width x Height dimensions. Not used with the rectangle option.

Smooth Stretch: If set, allows pixels to be blended when stretching an image. Does not work as well when transparent colors are used since pixels may be blended with transparent pixel colors to produce a color that is neither transparent nor the desired image color.

Width and Height: Used to set the rectangle dimensions or the image dimensions when stretch is enabled with the Stretch property.

Crop Left, Right, Top, Bottom: Crops the outer edge by the number of pixels given. Not used with the rectangle option.

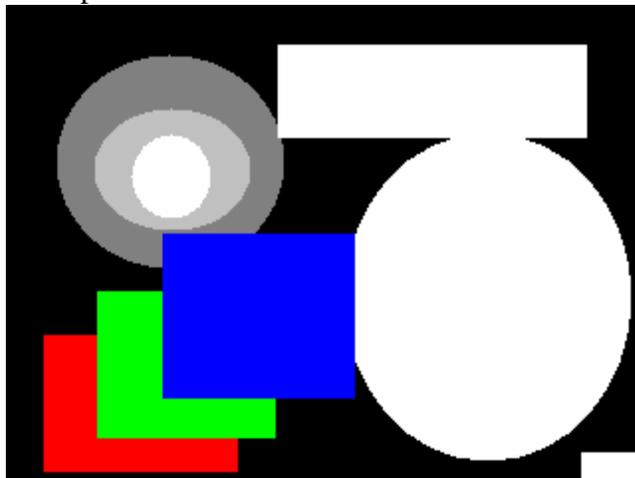
Shadow Enable: Used to enable (Yes) or disable (No) the shadowing of the image. The shadow is drawn with the current layer (i.e. any shadows from layer 2 will appear on text/graphics in layers 0 or 1).

Shadow Size: Different sized shadows are available to simulate various light sources. See the text section for shadow examples.

Shadow Offset X and Y: Sets the shadow location relative to the image. Values may be positive or negative. The offsets may be changed to create the illusion of height differences or light source locations.

Opacity Picture: Enables/disables the use of an opacity picture. The opacity image should contain black areas when the picture becomes transparent and white areas where the picture becomes opaque (and grayscale, in between). If the picture is not the same dimensions as the displayed image, it will be stretched to fit. Typically, this option is useful for odd-shaped image overlays where there is no one specific transparent color or where the overlay should have a feathered edge. Note that the feather radius and width properties must be set to 0 as they have precedence. In addition, the general opacity property is ignored while the opacity picture is enabled. Finally, the shadows will be drawn with an intensity based on the opacity of the particular pixels.

Example:



Opacity Image (opacity.bmp)

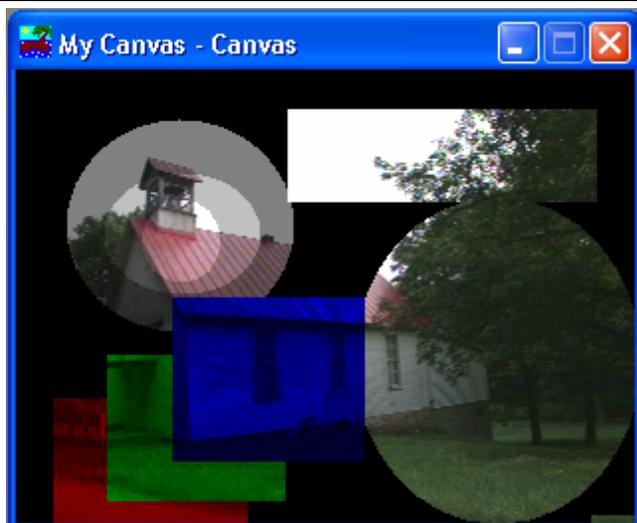
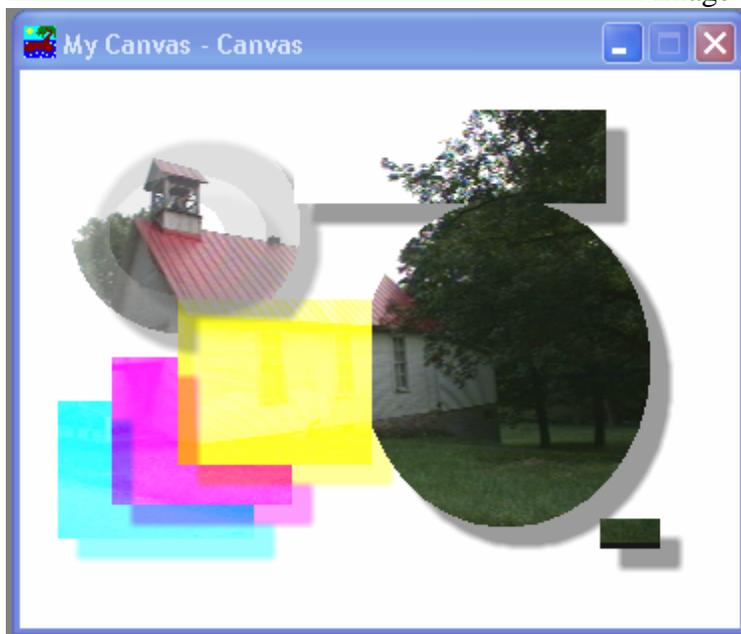


Image with Opacity File



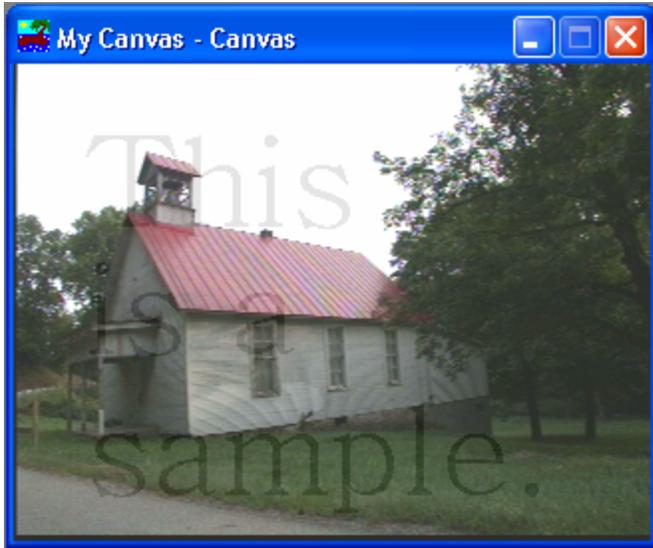
Same on a white background

to show the shadows.

Note that the opacity file is not stretched to fit the image size. It does overlay the final image before rotation is applied. See *Canvas Assembly Specifics*.

Opacity Filename: Filename of the opacity picture.

Opacity (%): The opacity sets how transparent (0%) or opaque (100%) the graphic appears. Note that any shadows will also be affected (i.e. a very transparent line of text will cast a faint shadow compared to a fully opaque line of text). Examples:



90% opacity over a white background with black text.

Mode: There are three different options available for text and graphics:

- Mode 0 (additive) – for each pixel, the red, green, and blue values are added to the underlying image. The intensity is adjusted by the color and opacity. Typically, this mode is used with a dark gray text color to create an embossed look.
- Mode 1 (negative or subtractive) – for each pixel, the red, green, and blue values are subtracted from the underlying image. The intensity is adjusted by the color and opacity.
- Mode 2 (merge) – for each pixel, the red, green, and blue values are averaged with the underlying image based on the opacity.

See the text tab for an example.

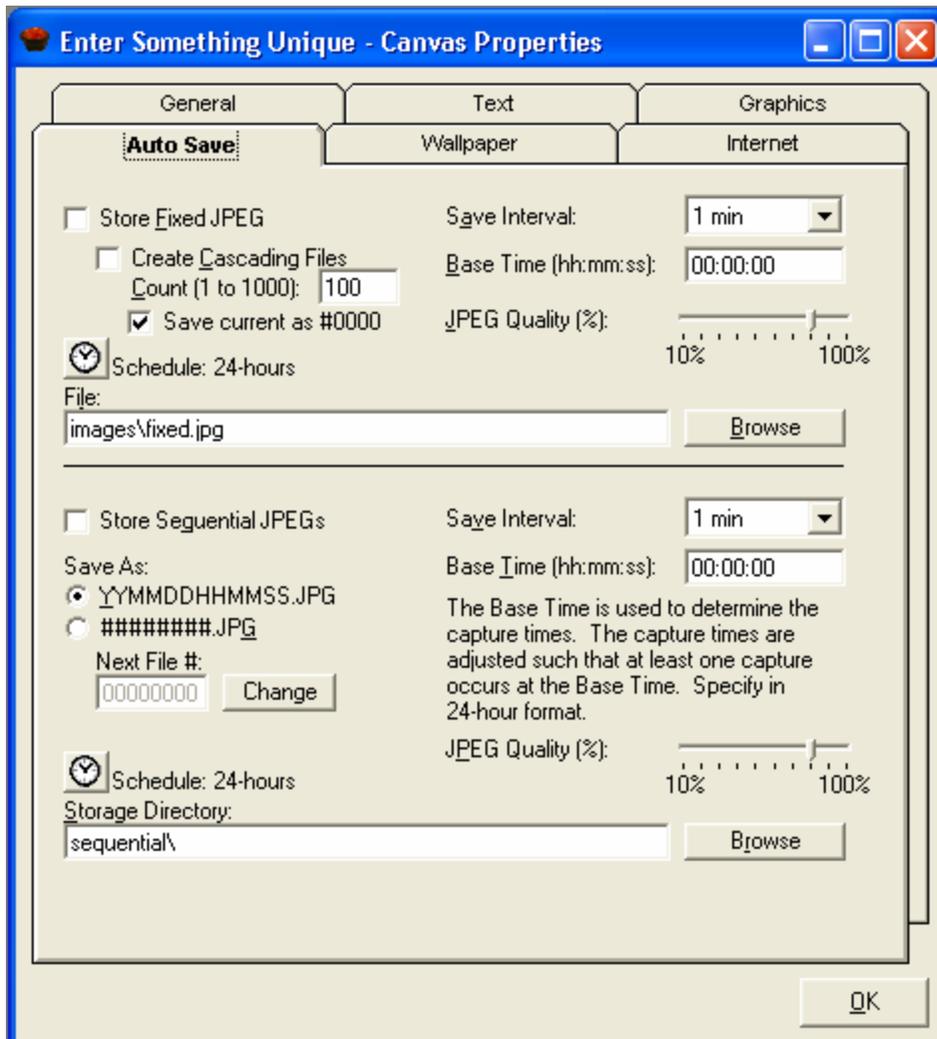
Feather Radius and Width: Automatically creates a feathered edge on the image. This also affects the generated shadow since the edge is now pseudo-transparent.

Example:



Rotate Degrees: Sets an arbitrary rotation angle from 0 to 360 degrees. Rotated about the alignment point.

Script Enable: When set to “Yes” and Scripting is enabled, a call will be attempted to the procedure GraphicUpdate and will pass the canvas number and index number of the graphic. See *Scripting* for more details.

Auto Save Tab:

The Auto Save tab is where you go to determine how and when images are saved to disk.

There are basically two options:

- **Store Fixed JPEG** – keeps overwriting the same file with the current image.
- **Store Sequential JPEGs** – creates a new file each time using a file name based on the date and time or a sequential number.

In addition to writing one JPEG under the Store Fixed option, you can also enable cascading files. This basically takes your base file name (“fixed” in the screen above) and appends a four-digit number to the end starting with 0000. On the next save, fixed0000.jpg will be moved to fixed0001.jpg and the current image will be written as fixed0000.jpg. This cascading continues to the number of files you specified (up to 1000); at which point, they “fall off”. Note that with cascading files, fixed0000.jpg will be the same file as fixed.jpg – or whatever you name your file. You can disable the saving of fixed0000.jpg by deselecting “Save current as #0000”.

Save Interval: Basically, how often do you want the file saved to disk. There are many standard time intervals to choose from: from 1 second to 1 day.

Base Time: See the section *Understanding Base Time*.

JPEG Quality: Sets the quality of the image. 100% is very clear, but takes a lot of disk space. 10% is nearly illegible but takes little disk space. Experiment to see good an image you would like vs. the disk space an image consumes. Typically an image in the 70 to 90% range looks really good and takes up about a fourth of the disk space that an image at 100% requires.

Schedule: See the section *Schedule Setup*.

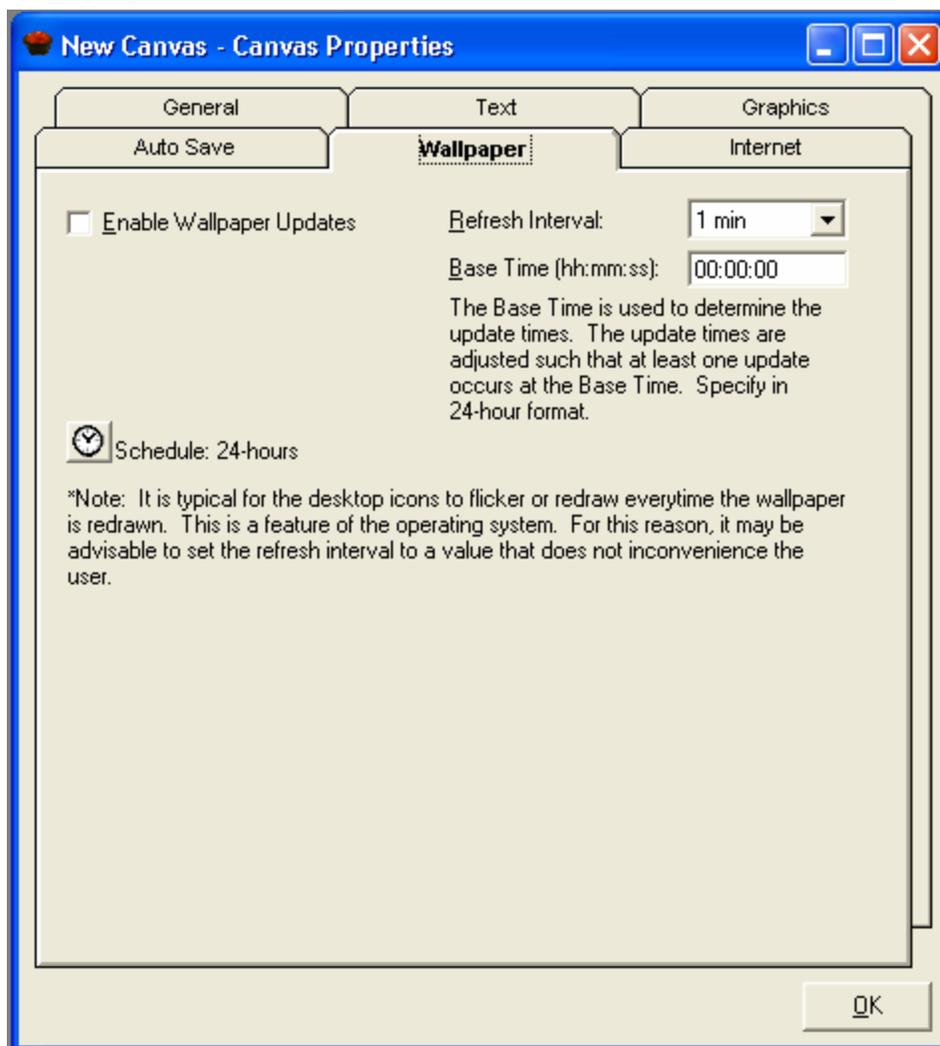
File: The file name to use with the fixed JPEG saves. It is also used to determine the root filename for the cascading saves. You must use a JPEG file name. You must also specify a path. If no path is specified, the file will be written to the ImageSalsa program directory. If cascading files is enabled, they will be written to the same directory.

Browse: Use this to select the file name for the fixed saves or to select a directory for the sequential saves.

Save As: You can store the sequential files with a date and time stamp for a file name or as a sequential number.

Next File #/Change: Press the "Change" button to select the next file number to write.

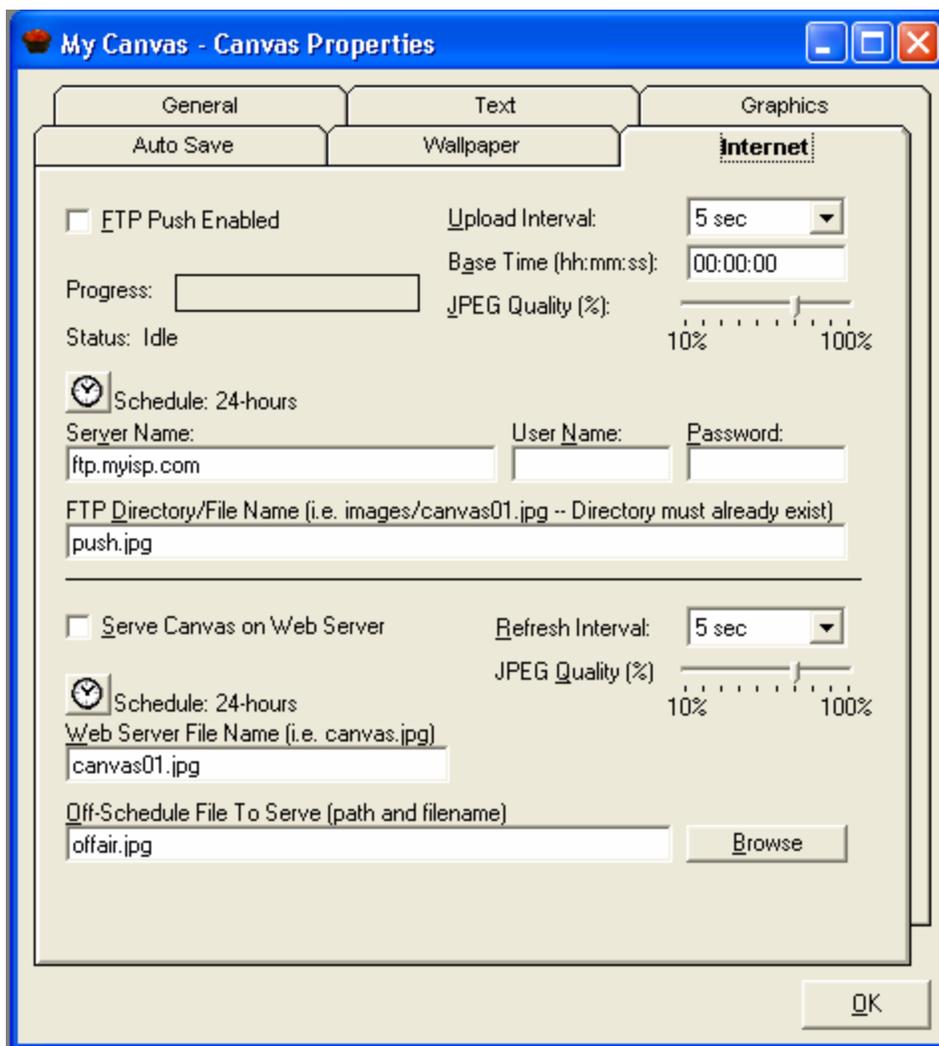
Storage Directory: Enter the directory where you want images to be written to. If none is specified, they will be written to the ImageSalsa program directory.

Wallpaper Tab:

ImageSalsa can take any canvas and use it as your Windows' desktop wallpaper. Simply enable this feature and select the interval, base time, and schedule.

Note: Updating any wallpaper causes Windows to redraw the desktop icons. It also make create a temporary lag in system response while it is updating the picture. Unfortunately, this is normal operating system behavior for these actions so you will have to select an interval that you can "live" with.

Typically, the canvas image is stretched to fit the screen. After enabling this feature, you can go to your normal desktop setup and change the properties for the "ImageSalsaWallPaper" to stretched, tiled, or centered.

Internet Tab:

The Internet section allows you to set how ImageSalsa will deliver your images to the internet.

There are two modes of operation that you can choose (you can run both simultaneously).

- **FTP Push:** This mode uses the File Transfer Protocol (FTP) to place the images on an FTP server. You select how often this occurs. This method has the drawback that it can use a lot of your upload bandwidth. In addition, the image will only be as new as the last image sent. The benefit is that images stay on the FTP server even if ImageSalsa is terminated. In addition, if you expect a lot of traffic for the same picture, you only have to upload it once and the FTP server can handle the rest of the traffic.
- **Serve Canvas on Web Server:** Using ImageSalsa's built in web server, you can host the image directly from the PC running ImageSalsa. The advantage is that you only use your upload bandwidth when an image is requested. In addition, each image requested can be the latest image – see **Refresh Interval**. Finally, the image is un-cached in the end-user's browser – see the section *Real-Time Image Streaming*. The drawbacks are that the end users will be limited in speed based

on your upload rate. Also, unless your IP address is static, you will have to find a method to keep any pointers to your PC accurate.

When ImageSalsa performs the FTP, it first sends a temporary file containing the image to the server. It then deletes any existing file. Finally, it renames the temporary file to the designated file name. This minimizes the amount of time a file is incomplete during the upload period.

Upload Interval: Sets how often ImageSalsa should FTP the canvas to the server.

Base Time: See the section *Understanding Base Time*.

JPEG Quality: Sets the quality of the image. 100% is very clear, but takes a lot of disk space. 10% is nearly illegible but takes little disk space. Experiment to see good an image you would like vs. the disk space an image consumes. Typically an image in the 70 to 90% range looks really good and takes up about a fourth of the disk space that an image at 100% requires.

Progress: This progress bar shows what stage of the FTP sequence ImageSalsa is currently at.

Status: Shows a verbal status of the FTP upload. If an error occurs, the error description is shown here as well.

Schedule: See the section *Schedule Setup*.

Server Name: Name of your FTP server. For example, <ftp.myserver.net>.

User Name: Username required to log into the FTP server.

Password: Password for the FTP server. This password is stored in plain text in your canvas file so you may want to protect who has read access to this file.

FTP Directory/FTP File Name: Location and name of the destination file. For example, if you want the image canvas.jpg placed in the images directory, use "images/canvas.jpg".

The Serve Canvas on Web Server feature will only work if the generic web server has also been enabled – see *Internal Web Server*.

Refresh Interval: Typically, you would set this to "Each Request". This means that each time a connection is made for the image, a new JPEG will be generated from the canvas image and sent to the requestor. If you set this to a timed value, it will keep sending the same JPEG to new requests until the refresh interval expires. At that point, it will generate a new image on the next request and use it until the refresh interval expires again.

Web Server File Name: This is the file that will be asked for. For example, if your computer has the IP address 111.222.033.044, and you set the Web Server File Name to

canvas01.jpg, the proper URL to address this image is <http://111.222.033.044/canvas01.jpg>. The built-in web server will take each request and try to find a Web Server File Name from each canvas serving its image before looking in the web server's data directory.

Off-Schedule File to Serve: You can specify another file to load from the disk and send in place of the canvas image. If you don't specify a directory, it will use ImageSalsa's program directory. If no file is specified, it will try to find an index.htm file in your web-server's data directory to send. If it doesn't find that file, it will send a "404 - URL not found".

Browse: Use to select the Off-Schedule File.

Video Feed Setup

To open the Video Feed Selection and Setup window, select “Video Feed Setup” from the Video menu:



ImageSalsa supports just about any Video-for-Windows (VfW) capable input device. These typically include USB or PCI cameras for video capture cards. Some video (output) cards may also contain a video input and VfW drivers.

ImageSalsa enumerates all VfW input devices in the “Select Input Device” pull-down box. Select each video device you plan to use and set the following properties:

Enable: You must enable an input device before using it. Note that VfW device drivers typically only allow one application to open a particular device at a time. So, if you receive an error when you try to enable a device, check to make sure no other applications are connected to the device – if they were and they crashed, many times they don't release the device and you must reboot the PC.

Enable Motion Detection: Enables the motion detection capability – see the *Motion Detection Setup* section.

Enable Preview Window: Shows a 320x240 image as received from the input device. Very useful to determine if the device is working correctly.

Max Frame Rate: The fastest rate at which ImageSalsa will try to poll frames from the input device. The fastest rate is 30 frames per second (fps), however, depending on the speed of the PC, other applications running, other work being done by ImageSalsa, and the device drivers of the input device, your actual fps may be less. Set this value to the slowest speed necessary for your canvases to reduce the load on your PC.

Show Motion Detection Setup: Opens the Motion Detection Setup window. Enable motion detection first to enable the motion detection routines. See the *Motion Detection Setup* section.

Show Debug Info: If the input device is sending frames to ImageSalsa (a fps other than 0) but no image is shown on the preview window, clicking this box will open an information window about the next frame. This information can be passed along to aid in the debug process for new input devices users may try.

Frame Rate: Current frame rate, in frames per second, received from the input device.

Size: Current frame dimensions, in pixels.

Bits Per Pixel: Current frame bit rate.

Show Format Dialog: Opens the manufacturer's Vfw Format dialog window. The availability, contents, and look is specific to the manufacturer's driver.

Show Source Dialog: Opens the manufacturer's Vfw Format dialog window. The availability, contents, and look is specific to the manufacturer's driver.

Show Display Dialog: Opens the manufacturer's Vfw Format dialog window. The availability, contents, and look is specific to the manufacturer's driver.

Note that ImageSalsa is designed to handle RGB15 and RGB24 frame formats. These may also be called RGB5:5:5, RGB8:8:8, 15-bit RGB, 24-bit RGB, etc... It may also work with RGB16 (a.k.a. 16-bit RGB), which is the same format as RGB5:5:5 since RGB5:5:5 is 16-bits per pixel, but the last bit is ignored. You can usually set one of these formats in the Format or Source dialog windows.

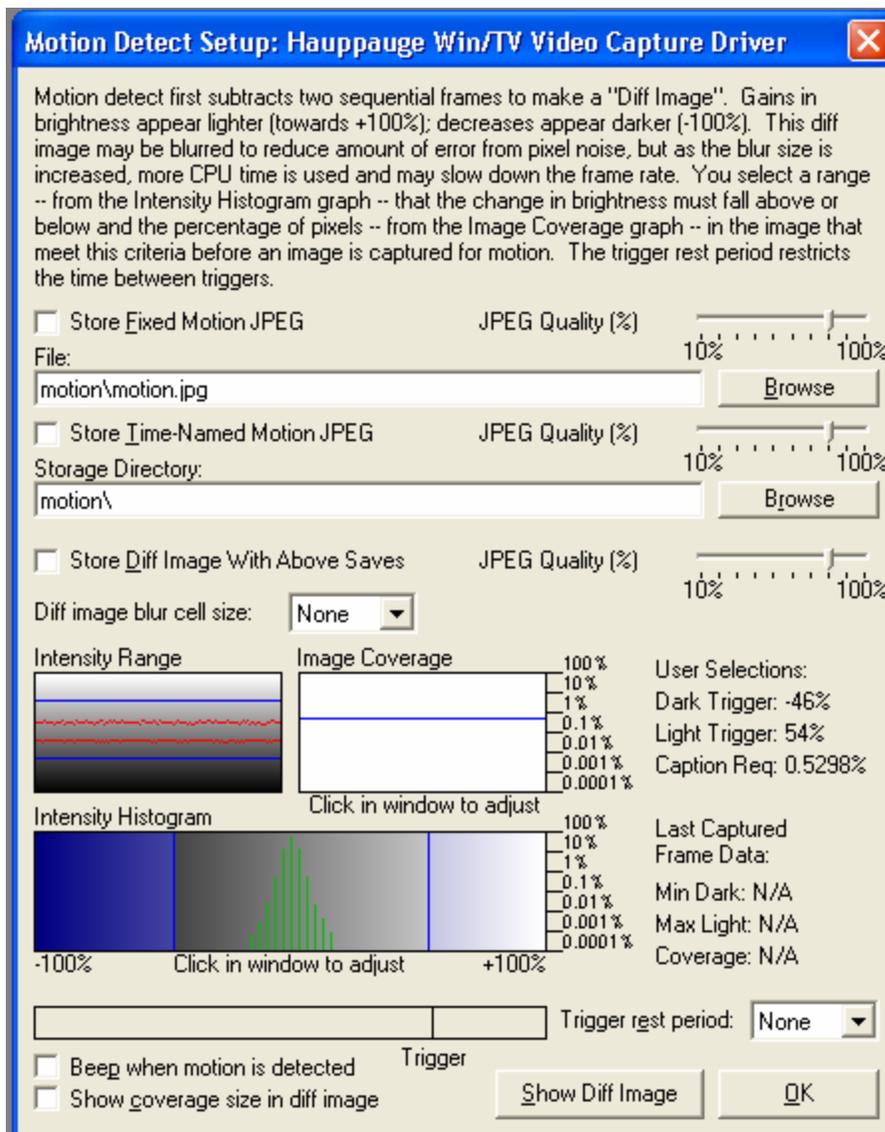
The performance of RGB15 vs. RGB24 may vary. Although RGB15 requires an extra step in ImageSalsa to convert it to RGB24 (all processing in ImageSalsa uses RGB24), some drivers have shown a 50% improvement in the RGB15 format. So, if both are available, it doesn't hurt to see which is faster. Make sure to remove all (or disable) canvases and set the Max Frame Rate to 30fps, to allow the driver and ImageSalsa to run at their fastest speeds.

One final note: It is possible to have a frame rate reported but no picture. This is because the frames may not be in the RGB15 or RGB24 format necessary to display them.

Motion Detection Setup

ImageSalsa contains built-in motion detection algorithms that allow you to capture frames that show differences in colors (caused by motion or other events such as lightning flashes).

To setup the motion detection, click the button labeled “Show Motion Detection Setup”. This button is found on the Video Feed Selection and Setup window – available by selection Video Feed Setup from the Video menu. Once you've figured that out, you should see something like this:



The following properties exist:

Store Fixed Motion JPEG: Enable/disable the saving of the image when motion was detected. Saves only the image – no canvases. Next image will overwrite last image.

File: Path of Fixed Motion JPEG.

Store Time-Named Motion JPEG: Saves the pictures in the format YYMMDDHHMMSSFF.JPG. The "FF" is normally 00 unless multiple pictures (up to 100) are detected in one second.

Storage Directory: Folder to store Time-Named Motion JPEG's.

Store Diff Image With Above Saves: Stores the differential image that was used to determine motion. Stores it with the same name as the Fixed or Time-Name Motion JPEG's, but instead of *filename.jpg*, the image is saved as *filename.diff.jpg*.

JPEG Quality (%): Sets the quality of the image. 100% is very clear, but takes a lot of disk space. 10% is nearly illegible but takes little disk space. Experiment to see good an image you would like vs. the disk space an image consumes. Typically an image in the 70 to 90% range looks really good and takes up about a fourth of the disk space that an image at 100% requires.

Diff Image Blur Cell: Set to None, 1x1, 3x3, or 5x5. Since noisy images can give the impression that colors are changing and will therefore cause a false motion trigger, you can blur the image first to reduce the random noise. The more you blur, the less noisy the final image. Note: blurring an image is a very data-intensive task and will slow the performance of ImageSalsa on slower machines.

Intensity Range: No user-adjustable points in this window. Shows a strip chart of the most recent images color change ranges and user settings.

Image Coverage: User may click anywhere in this window to set the percent of the image that must change before motion is detected. The current user-selected threshold and the actual percentage are scrolled in a strip-chart manner.

Intensity Histogram: Shows the current color changes (dark to light) composing the last two frames. By clicking on either side of the middle of the box, you can select the dark and light thresholds.

Trigger Rest Period: You can set the amount of time to wait between motion detection/file saves. This period may be adjustable from none (save every image), one frame (capture a light level change, but not the reverse as would be the case for lightning), or number of seconds (in case the image was really noisy from wind, etc...).

Trigger: This bar shows how close (or over) the percentage coverage reached. When the green bar exceeds the vertical line in the middle, motion is detected as long as the rest period has elapsed since the last motion detected.

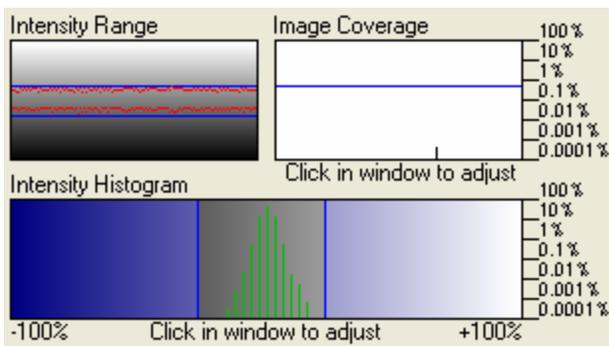
Beep When Motion is Detected: The computer will beep at you when it detects motion.

Show Coverage Size in Diff Image: When the differential image window is open, a white square may be shown in the middle that represents the total area that must exceed the brightness threshold for motion detection.

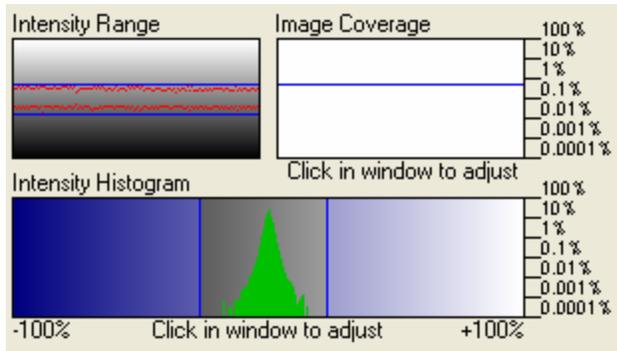
Show Diff Image: Opens the differential image window. Changes from the last image are shown as black (darker pixels) to white (brighter pixels). Pixels that do not change are shown as gray-colored pixels:



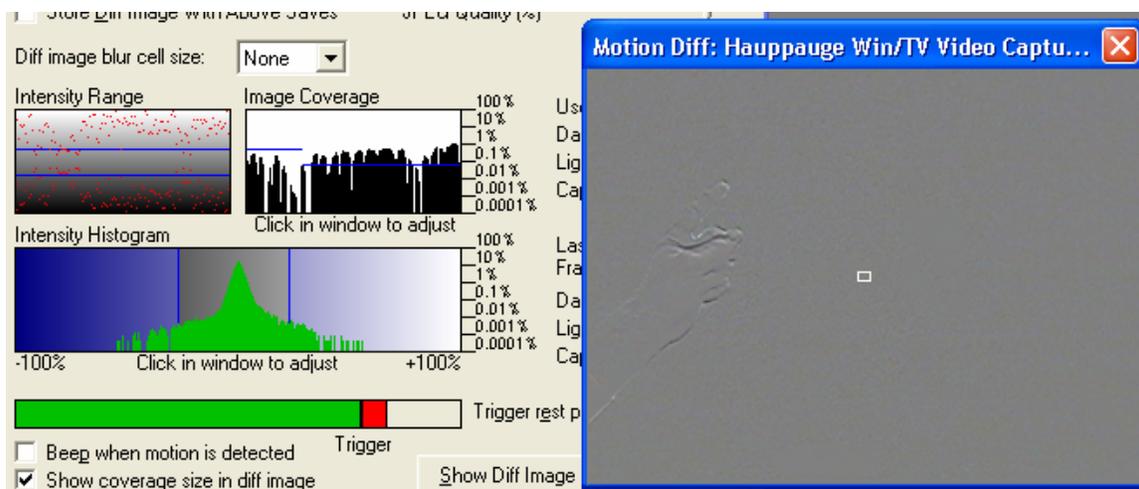
Generally, to set up motion detection, you need to determine how much noise already exists in your image. Using the intensity histogram to judge the normal noise in the picture (you can set a blur cell size if too much noise is present), set the dark and light thresholds just beyond the histogram's range:



Note: If you are running in RGB15 (as this was), there are a finite number of intensity ranges, causing a gapped histogram. Running in RGB24, produces a continuous histogram:



Now, show the differential image by clicking the “Show Diff Image” button. Also, check the check box “Show Coverage Size in Diff Image”. Click a spot in the Image Coverage box to set what percentage of pixels must exceed the dark or light brightness threshold you set in the last step (you may need a test subject to determine this percentage):



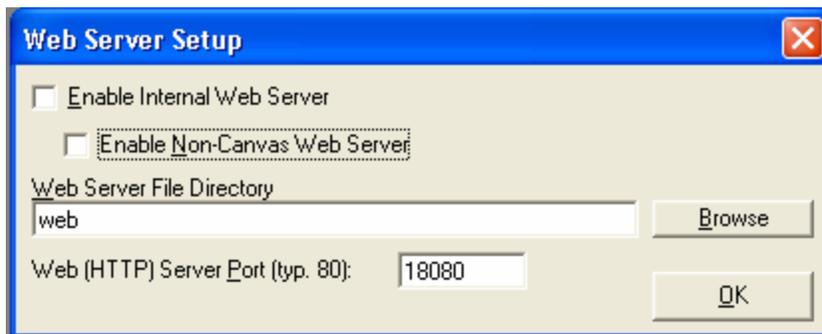
Once you have the thresholds set to your liking, select the image saves that you want and then close all windows.

Note: The differential image saves are very useful when you first start saving motion detected images. These show you what caused the algorithm to trigger and will help you tune a better range to prevent false triggers.

Internal Web Server

ImageSalsa contains a very simple web server. This server will typically be used to serve images from web-server-enabled canvases but it can also be used to serve other files and html pages from your computer's drive or other accessible network drives.

To enable the web server, select "Web Server Setup" from the Internet menu:



Enable Internal Web Server: Allows you to turn on or off the internal web server. By disabling the internal web server, all server functions – including serving canvases on the web are disabled. Note: If you change the Web Server File Directory or Web Server Port, ImageSalsa automatically disables the internal web server until you click Enable Internal Web Server again. This is done for security purposes and to prevent the program from trying to use an invalid directory or port number.

Enable Non-Canvas Web Server: Allows you to turn on or off the internal web server for non-canvas files. To enable simple serving of images and pages from the "Web Server File Directory", check this box.

Web Server File Directory: This is the directory containing files or html pages that you would like to serve from the built-in web server. You can specify the full path like "c:\web" or you can give a sub folder from the ImageSalsa installation folder (i.e., "web" typically maps to "c:\program files\ImageSalsa\web". Leaving the field blank will use the ImageSalsa installation folder. If you do not plan to serve files or web pages other than the canvas images, it is advisable to disable "Non-Canvas Web Server".

Browse: Use to find and select the Web Server File Directory.

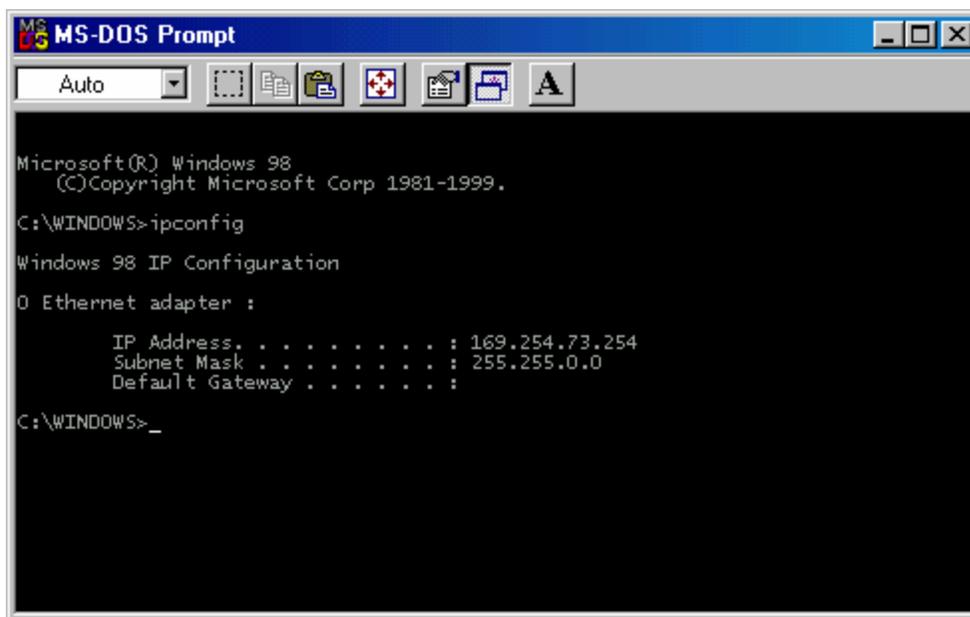
Web (HTTP) Server Port: Each network service requires a port number in addition to your IP address to connect to/from. In the case of the Hypertext Transport Protocol (HTTP), the typically accepted port is 80. Many routers and firewalls block this port for security reasons. In addition many ISPs block port 80 to prevent their users from hosting web servers on their systems. Finally, many malicious hackers will try to attack port 80 to see if they can find a security hold in web servers. These are the many cons, but there are some benefits. If you host on port 80, your users can use a standard URL like <http://111.222.033.044/> or <http://www.yourwebdomain.com/> since port 80 is assumed. If you use a different port (like the default 18080), they will need to use the port override URL syntax: <http://111.222.033.044:18080/> or <http://www.yourwebdomain.com:18080/>.

In addition, you can use other web server programs that would typically run on port 80. The port numbers should typically be between 10000 and 65535 to avoid ports in used by other programs. Even then, you may need to try a few different ones if there is an error with the port.

If your computer is connected directly to the internet – i.e. it is directly on a standard modem, DSL modem, or cable modem, you are already in business and you can serve your pages using your IP address or domain name.

If you use a router or other device that allows more than one computer to connect through a standard modem, DSL modem, or cable modem then more than likely you are using NAT (network address translation). NAT allows many computers to use a single IP address by assigning each computer a unique local IP address and then translating their requests into the single internet IP address. These local IP addresses are typically start with the numbers 192.168. Common local IP addresses are 192.168.0.X and 192.168.1.X where X is a number from 1 to 255. In addition, most routers or NAT-enabled devices assume the address 192.168.0.1 or 192.168.1.1 and then provide the next numbers 192.168.0.2 or 192.168.1.2 and so on to their connected computers. This is all very important to server web pages since it will affect how you view pages vs. somebody on the internet.

First, you need to determine your local IP address. The easiest way to find this out is to go to a command prompt and type “ipconfig”:

A screenshot of a Windows 98 MS-DOS Prompt window. The window title is "MS-DOS Prompt" and it has a standard Windows 98 interface with a menu bar (File, Edit, Format, View, Help) and a toolbar. The command prompt shows the following text:

```
Microsoft(R) Windows 98
(C)Copyright Microsoft Corp 1981-1999.

C:\WINDOWS>ipconfig

Windows 98 IP Configuration

0 Ethernet adapter :

    IP Address. . . . . : 169.254.73.254
    Subnet Mask . . . . . : 255.255.0.0
    Default Gateway . . . . . :

C:\WINDOWS>_
```

If you see an address that starts with 192.168, you are most likely using NAT. Any computer behind the router must use the local IP address to view the images being served by ImageSalsa. For example, if your ImageSalsa machine's address is 192.168.0.7, the port you selected was 18080, and canvas #1 is being served as the file canvas01.jpg, then the local URL that you would type into a browser would be <http://192.168.0.7:18080/canvas01.jpg>. If the router was connected to the WAN (wide-area network or internet) using the address 111.222.033.044, then internet users would

have to use the URL <http://111.222.033.044:18080/canvas01.jpg>. To find out your WAN address, you will need to go to your router's setup pages to find this information. It may have been provided to you by your ISP, but unless you have a "static IP address" the WAN address may change (I've heard of this changing once a week where other users keep theirs almost forever).

The last step is to tell your router that you have a computer on the NAT serving on port 18080. This is done in the router's setup. Typically, this is done under a section called "Port Forwarding". Basically, you need to tell it to forward port 18080 to local IP 192.168.0.7. If you are given a range for the ports, enter 18080 to 18080. Since each router is different I won't even attempt to go into details here.

So, to troubleshoot the internal web server, first try to access from another computer on the local area network ("behind the router") – you can even access it from the same computer running ImageSalsa – using the local IP address URL as shown earlier. If this doesn't work, then you most likely have a issue in your ImageSalsa setup – make sure you have enabled the internal web server **and** the "Serve Canvas on Web Server" under the "Internet" tab of the "Canvas Properties". If this works but you still cannot access ImageSalsa from the WAN, you should first check that you have the right IP address. If this is correct, then check that you have the port forwarding enabled.

One last note about the internal web server: When forming responses for web pages and file requests, the internal web server includes tags that ask the web browser to leave the page or file uncached. This doesn't change how the images or other files appear, but instead of reloading the same image from its internal cache on each subsequent request, the browser goes back and grabs the image from ImageSalsa's web server. This means nothing has to be done extra to get an up-to-date image.

Real-Time Image Streaming

Using ImageSalsa's internal web server it is possible to create a "near" real-time streaming image on the web. I quoted "near" because very few web sites truly provide real-time 30 frames-per-second streaming. In tested cases where a cable modem was providing the uplink, other internal sites obtained 0.5 to 3 frames per second throughput which is typical of other streaming sites using similar uplinks.

So, how is it done? The first thing to do is to set ImageSalsa to serve one or more canvases using the "Serve Canvas on Web Server" feature with the Refresh Interval to "Each Request". As you have probably tried and seen, each time you view the image, the image is up-to-date. So, basically, you need a script that refreshes the image on a periodic basis. We can do this with JavaScript:

```
<html>
<head>

<script language="JavaScript"><!--

function director() {
  if (!document.images) return;
  if (document.images['myPush'].readyState=='complete') {
    //supports readystate properties (IE 4.0 and above)
    setTimeout('RSrefresh()',100);
    return;
  }
  //older browsers
  setTimeout('Oldrefresh()',10);
  return;
}

function RSrefresh() {
  if (!document.images) return;
  if (document.images['myPush'].readyState=='complete') {
    document.images['myPush'].src=document.images['myPush'].src;
  }
  document.images['myPush'].onreadystatechange=RSrefreshState2;
  return;
}

function RSrefreshState2() {
  //used for forced delay between frames
  if (document.images['myPush'].readyState=='complete') {
    //set minimum delay between load to refresh
    setTimeout('RSrefresh()',50);
  }
  return;
}

function Oldrefresh() {
  if (!document.images) return;
  document.images['myPush'].src=document.images['myPush'].src;
  //set delay between frames (needs to allow for frame load)
  setTimeout('Oldrefresh()',5000);
  return;
}

--></script>
<title>Test</title>
</head>

<body onLoad="director()">

<div align="center">
<center>
<table border="1" cellpadding="0" cellspacing="0" style="border-collapse: collapse"

```

```
bordercolor="#111111" width="320" id="AutoNumber1" height="269">
<tr>
  <td height="18">
    <p align="center"><font face="Century" size="5">WeatherVision Live</font>
  </td>
</tr>
<tr>
  <td height="290">
    
  </td>
</tr>
<tr>
  <td height="13">
    <p align="center"><font size="1" color="#6699FF">Best viewed with IE4.0 or
      above</font>
  </td>
</tr>
</table>
</center>
</div>

</body>
</html>
```

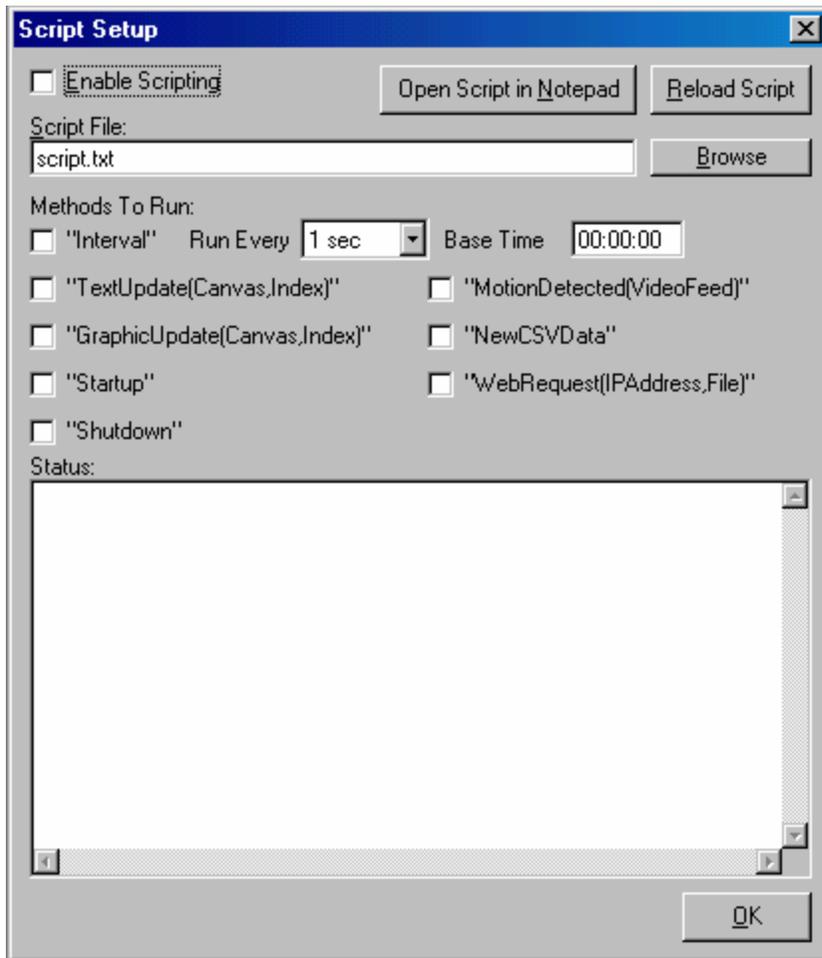
This script will load the image once in your page and then continuously reload the image with Internet Explorer. In the case of Netscape, I couldn't find a way to automatically start a reload upon completion of the image download so it will reload the image after an interval that you can change in the example (currently set to 5 seconds so modem users can download the image before it is reloaded).

To increase speed, reduce the JPEG quality of the served image to reduce the download time per frame. Also, reducing the canvas dimensions help quite a bit.

There seems to be a quirk with internet browsers as they will show part of a large JPEG before it is completely loaded. When used with this streaming procedure, it causes white bands to appear across the bottom of the picture as it is being loaded and filled in. The best way to eliminate this is to make your JPEGs smaller so they load faster.

It is completely feasible to create a Java applet (not JavaScript as shown here) that does a better job of continuously retrieving the JPEGs and displaying them in a window. If anyone is up this task and is willing to share this with other users, I'll include it on the ImageSalsa website and provide user information in this documentation.

Script Setup



Scripts (Script and Weather Editions only) allow automation of the program's functions through a programming language -- *Writing Scripts*. To setup the scripting parameters, select "Scripting Setup" from the Scripting Menu to open the Script Setup window.

Enable Scripting: Used to enable or disable the internal script execution. By enabling scripting, the script listed in the Script File space is loaded into the script engine. Any load-time errors will be reported. If no load-time errors are encountered, the Status Window will report the number of lines and any Methods detected. At this point, the scripting is running.

Open Script in Notepad: Opens the script in the Script File space in Notepad. Save the script in Notepad before reloading it for any changes to take effect.

Reload Script: Resets the scripting and reloads the script in the Script File space into memory. Any load-time errors will be reported. If no load-time errors are encountered, the Status Window will report the number of lines and any Methods detected. If Enable Scripting is checked, it will also start making the appropriate method calls. All global variable space is reset to default values during this sequence.

Script File: Path of the script file. Script files are written in VBScript using any text editor. The file extensions may be anything you decide, but the standards use .vb or .vbs. I prefer to use .txt since it will automatically be opened in Notepad when clicked. Also, many virus programs (and now Outlook) are very cautious about .vbs files and may not even let you use them.

Browse: Used to find and select a file to use as the Script File.

Methods To Run: Once the script is loaded, you must specify what methods will be called:

- **Interval:** Called on a regular basis based on the time and base time provided. Looks for the method "Interval" with no parameters (i.e. "Public Sub Interval()")
- **TextUpdate:** Called whenever a line of text is updated based on its interval and base time **AND** the property Script Enabled is selected for each line of text. Passes two numbers. The first is the canvas number (see General section of Canvas Properties) that contains the line of text. The second number is the number (grid row) of the enabled line. Looks for the method "TextUpdate" with two parameters (i.e. "Public Sub TextUpdate(Canvas,Index)"). Note that the parameters must usually be converted to Longs using the CLng function before being used in the object tree (i.e. "Portfolio.Canvas(CLng(Canvas)).Text(CLng(Index)).Text="ABC") This may change in later revisions of the ImageSalsa software.
- **GraphicUpdate:** Exactly the same as the TextUpdate method, except applied to graphic items.
- **Startup:** Called when a portfolio is loaded and script has been enabled previously. Looks for the method "Startup" with no parameters. Often useful to initialize global variables.
- **Shutdown:** Called when the program is closed. Looks for the method "Shutdown" with no parameters. Set CancelShutdown in object tree to abort shutdown.
- **MotionDetected:** Called when motion is detected by the Motion Detection routine. Passes one number – the feed that had the motion. Looks for the method "MotionDetected" with one parameter (i.e. "Public Sub MotionDetected(VideoFeed)").
- **NewCSVData:** Called when new weather station data is reported (not necessarily what the VWS interval was set to). This is determined by examining the CSV file's internal time stamp. This method is called following the CSV data post-processing. Looks for the method "NewCSVData" with no parameters (i.e. "Public Sub NewCSVData()")
- **WebRequest:** Called when the internal web server receives a request for a piece of data. Two parameters are passed. The first parameter is a string containing the IP address of the requesting PC (i.e. "111.222.033.044"). The second parameter is a string containing the file being requested (i.e. "canvas01.jpg", "images/dot.jpg", etc...)

Status: Shows the current status including errors.

Writing Scripts

ImageSalsa provides the ultimate level of user customization by providing scripting (requires the Script or Weather Editions). Scripting uses a programming language to perform user-defined calculations, modifications, and other automated actions without manually having to change any settings in the program. This can be used to perform an almost unlimited number of possible actions such as:

- Change what a line of text says when a specific text tag isn't available
- Change what file a graphic item uses for its image based on some condition
- Change the shadow of text based on the time of day
- Read a text file to parse data to be shown
- Open Microsoft Outlook and send an email and attach a recent image
- Calculate the amount of time the temperature has been below freezing and display it as a line of text – requires Weather Edition

ImageScript uses VBScript, a simplified but powerful programming language based on Visual Basic. If you have been programming in Visual Basic or Visual Basic for Applications (VBA), VBScript should be very simple to learn. A good reference may be found at <http://www.microsoft.com/scripting>.

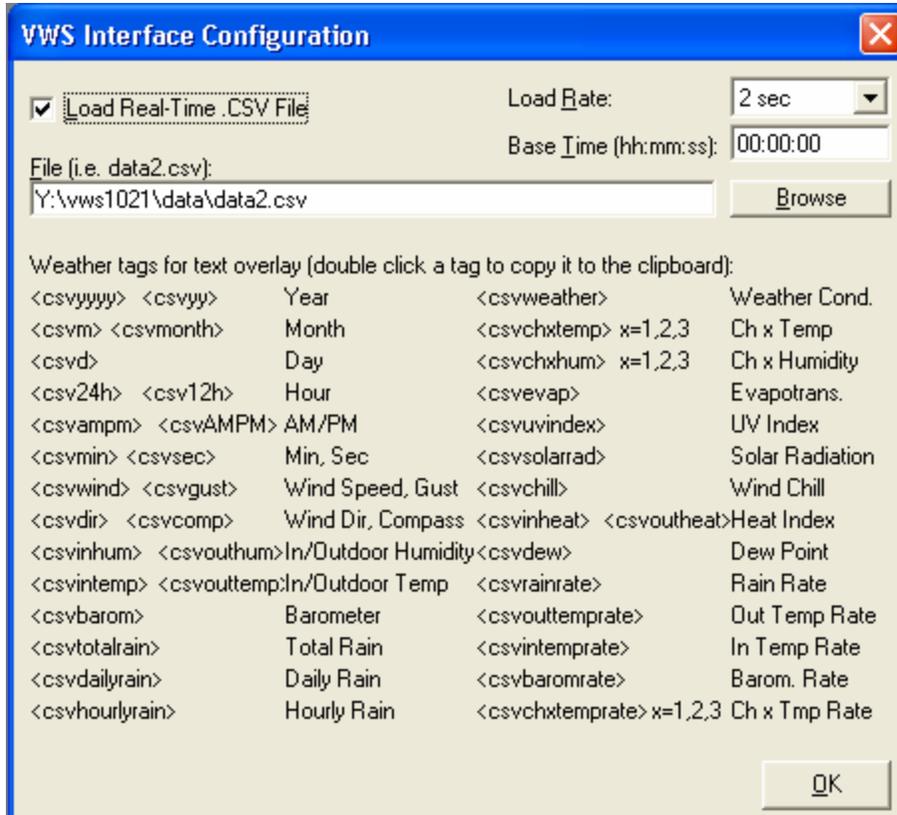
Here are a list of helpful points when using VBScript or ImageSalsa's script engine:

- For/Next loops can not explicitly provide the variable name in the Next statement. This is optional in VisualBasic, but it is an required omission in VBScript.
- All variables in VBScript are Variants. No variable declarations can be declared for any type other than Variant.
- All references to ImageSalsa's properties must be done through the ImageSalsa object tree – see *Script Language Object Tree* section.
- Many of ImageSalsa's internal properties and methods require explicit variable types. When calling these types, it may be necessary to convert them to the correct type using the CLng, CStr, functions, etc...
- The object tree may change – consult this document for changes. Most specifically, new properties and methods may become available. Also, there is room to make the internal properties and methods more robust to variable types (see previous statement) that would disqualify the need for type conversions.
- You can use COM objects at run-time by using the CreateObject method.
- You may open, edit, and close text files using the Microsoft File System Object. The <http://www.microsoft.com/scripting> site and a search for "file system object" will provide detailed usage information.
- You can launch other applications using the Windows Scripting Object.
- You can open Excel, Outlook, Powerpoint, and Word documents using the respective COM objects.

- You cannot use the Microsoft Script Debugger when writing VBScript applications for ImageSalsa since the ImageSalsa Object Tree is not a standard object recognized by the script debugger.
- Scripts are best debugged by analyzing the error message under the Script Setup window. Also, learning how to use the MsgBox method can be very useful in tracking script execution.
- Scripts have a global variable section (any variable declared outside of a procedure) that may be used to hold variables whose state needs to be retained between procedure calls. Note that when a script is reloaded, the global variables are erased.
- Code may exist outside of a procedure, but it is not recommended. Code that needs to be executed when ImageSalsa first loads a script should be placed in the Startup procedure call and then it will be executed when the portfolio is loaded.
- When ImageSalsa is closed and Shutdown procedure is enabled and called, setting CancelShutdown to True will abort the process.
- Call ExitApp() to force a program shutdown.

VWS Setup

Go to the VWS Input Setup under the VWS Menu (VWS Edition required) to access the VWS Interface Configuration window:



Load Real-Time .CSV File: Interfacing to Virtual Weather Station (VWS) all comes down to loading a comma-separated data file that contains the last weather data retrieved by VWS. Selecting this enabled the retrieval of this file.

Load Rate: Selects the rate that ImageSalsa reads the .CSV file.

Base Time: See *Understanding Base Time* section.

File: Selects the path and filename of the .CSV file.

Typically, the .CSV files are named DATA.CSV and DATA2.CSV and are placed in the “data” directory of VWS. See the section “CSV File Export” of the VWS User’s Manual. Note that DATA.CSV file is in the native units (°F, for example) and DATA2.CSV is in the user-defined units.

ImageSalsa only recognizes version 1.00 of the CSV data format. Any other versions in the future will require a new version of ImageSalsa.

See the *Text Tags* sections for more information about the tags listed on this window. Any tags that are not available return “N/A”.

Advanced VWS Setup

Select “VWS Advanced Setup” from the VWS menu (VWS Edition required) to open the VWS Advanced Setup window:

The advanced setup relies on data provided by the VWS Input Setup window – set the source of the .CSV file and enable the .CSV file loading before using tags from either window.

Altitude: Enter your station altitude and units. This and the outdoor temperature is used to calculate the sea-level barometric pressure.

Barometric Offset: Not to be confused with sea-level barometric pressure offset. This value is to correct for any sensor error.

Temperature Units: Select the units provided in the .CSV file. This is required so ImageSalsa knows what the temperature are (units are not specified in the .CSV file) to calculate the sea-level barometric pressure.

Wind Statistics Window: ImageSalsa will calculate the average wind speed, direction, and maximum gust during a moving window of time. The width of this window is set by this property.

Barom. Trend Threshold: Sets the positive and negative threshold for the barometric trend readings. If the barometric rate (<csvbaromrate> tag) is greater than or equal to this

value, the <csvbaromtrend> tag returns “rising”. Similarly, the <csvbaromtrendarrow> tag returns an upwards pointing arrow. Similarly, a value below/equal the negative of the threshold value returns “falling” and a downwards pointing arrow. A value between the positive and negative threshold returns “steady” and no arrow.

Temp. Trend Threshold: Same as Barom. Trend Threshold above, but with the outdoor temperature.

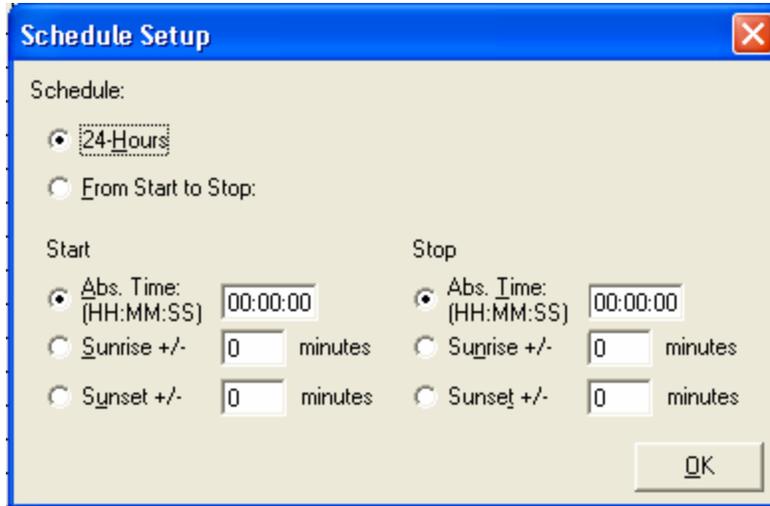
The Advanced VWS window also shows tags that provide the max/min values for today and yesterday as well as rainfall for yesterday. These values are calculated each time a new set of data is read from the .CSV file. Therefore, ImageSalsa must be running at the time of a minimum or maximum value to be recorded for these tags.

In addition, these calculated data values are stored to the drive and re-read when ImageSalsa starts. This allows the machine to be rebooted without losing the minimum/maximums, etc... In addition, if ImageSalsa is restarted one day after being last shutdown, it automatically loads the “today” values it had stored into the “yesterday” values.

Any tags that are not available return “N/A”.

Schedule Setup

Many elements in ImageSalsa allow you to program a schedule to set their enabled duration:



There are two schedule types:

- **24-Hours:** Always enabled.
- **From Start to Stop:** Runs from the Start time to the Stop time. If the Stop time occurs before the Start time, it will run from the Start time to the Stop time of the next day.

For each Start and Stop time, there are three choices:

- **Absolute (Abs.) Time:** A static time specified in 24-Hour HH:MM:SS format.
- **Sunrise:** You may add up to 1440 minutes (one day) to this time by placing a positive value in the box to the right. You may subtract up to 1440 minutes to this time by placing a negative value in the box.
- **Sunset:** Similar to Sunrise

The Sunrise and Sunset times are calculated daily based on your latitude and longitude as specified in the ImageSalsa General Preferences window – see *General Preferences*.

Understanding Base Time

Probably the most misunderstood property of ImageSalsa, but one of the most common. Under most circumstances, you can just leave it to the default value of midnight (“00:00:00”).

One of the applications for ImageSalsa is generating still images at a regular interval to be used for time-lapse movie generation. For some events, this could be once every few seconds. Other events may only need one image a day.

For example, let's say you want to perform the task of creating a “seasons” movie where you want one image a day for 365 days. In this scenario it is pretty important that you take the daily picture at the same time each day. Since the computer and ImageSalsa may be restarted many times throughout the year, you need a way to specify what time to take the picture. This is where the base time comes into play.

In a simple definition, the base time is a user-specified time (in 24-hour HH:MM:SS format) that at least one event of a periodic series must occur.

So, if you set your interval to 24 hours and the base time to 10:00:00, there is only one event per day so it has to occur at 10AM to meet the base time requirement. If you left it at 00:00:00, this time would be midnight.

Similarly, if you set the interval to 12 hours and the base time to 10:00:00, there are two events spaced 12 hours apart. One must occur at 10AM; so, the other has to occur at 10PM.

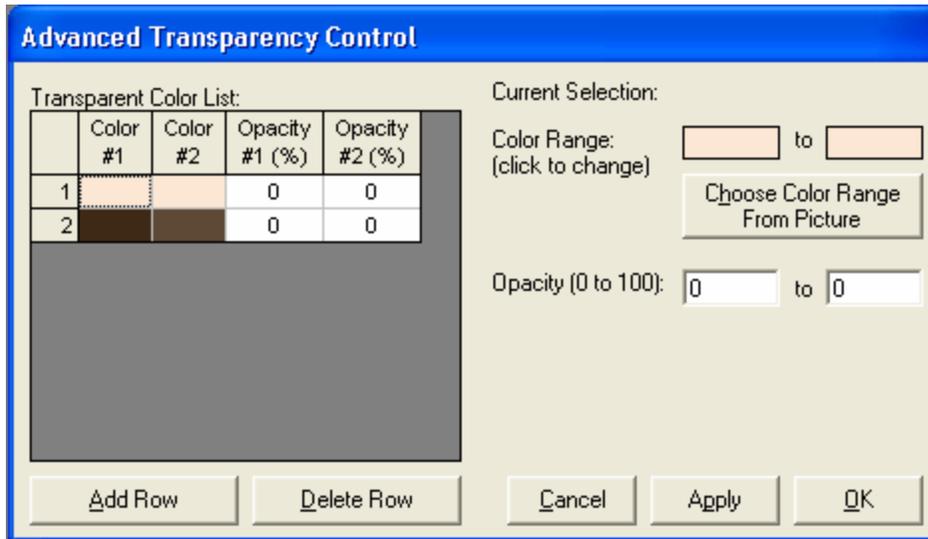
When ImageSalsa starts or a canvas is opened, it calculates the next event times for many different activities based on their base time and interval. So, if you started the program at 8:00AM, 8:30AM, 9:46AM, or 2:00AM, it will still perform the operation at the designated times.

If your interval is very small, there probably is very little need for specific synchronization to a clock; therefore, the default value of midnight (“00:00:00”) is appropriate. Leaving it at this value still allows events to overlap as much as possible to reduce the load from the program.

If you are still confused, here are some more examples:

Interval	Base Time	Event Times in 12 or 24-hour times
1 minute	00:00:00	Midnight, 12:01AM, 12:02AM, ..., 11:58PM, 11:59PM
1 minute	00:01:00	Same as above
1 minute	12:45:10	00:00:10, 00:01:10, ..., 12:45:10, 12:46:10, ..., 23:59:10
10 seconds	00:00:01	00:00:01, 00:00:11, ..., 23:59:51
6 hours	03:00:00	3:00AM, 9:00AM, 3:00PM, 9:00PM
6 hours	15:00:00	Same as above

Using the Advanced Transparency Control



The advanced transparency control (ATC) is used to select a range of transparent colors for a graphic item.

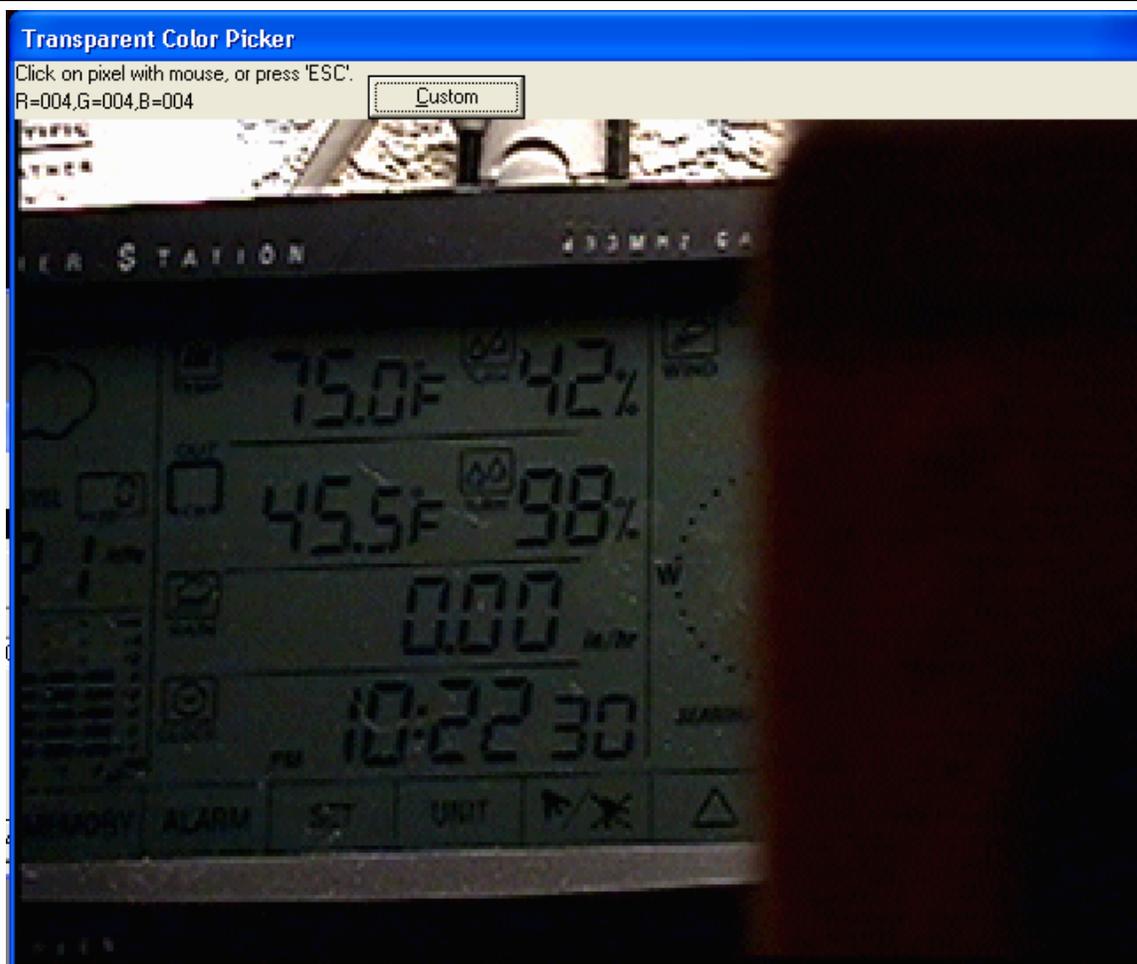
Each color is created by varying the amount of red, green, and blue color that are blended to form the pixel. On a computer, the amount of each color can be from 0 (none) to 255 (the most). The color black is represented with the R,G,B code 0,0,0 and the color white is 255,255,255. Bright green would be 0,255,0.

In its simplest mode, you can use the ATC to select one or more R,G,B colors to become transparent. In its more complex mode, you select a range of R,G,B colors.

A range is a set of colors that exist between Color #1 (R1,G1,B1) and Color #2 (R2,G2,B2). If a pixel has the color components R,G,B, it is considered in the range if R is between R1 and R2, G is between G1 and G2, and B is between B1 and B2.

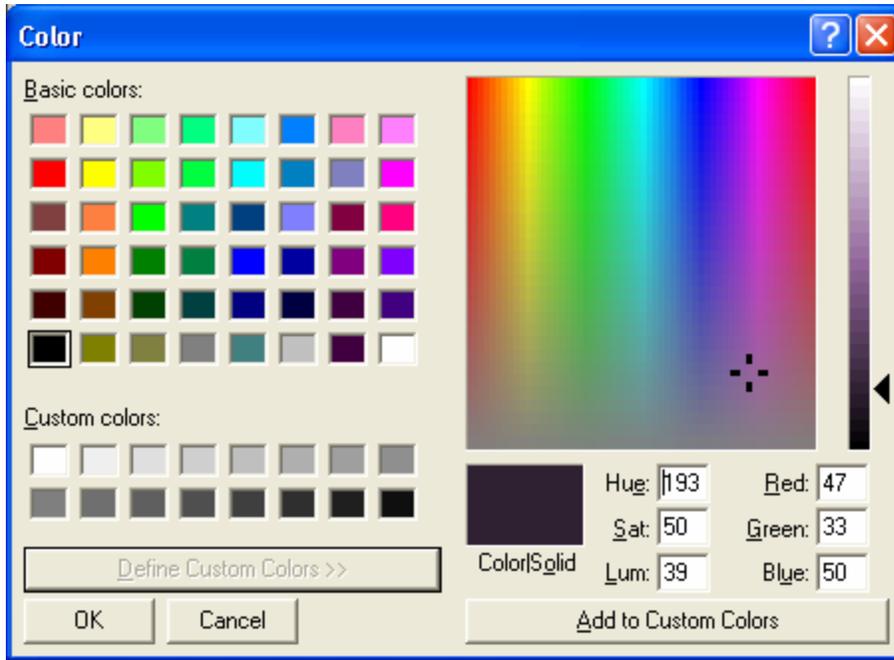
You can add single colors or range of colors by clicking the “Add Row” button. You can also delete a range by clicking on the grid row and then click “Delete Row”.

You set the single color or range by clicking on the grid row you want to change and then click one of the two boxes to the right of the words “Color Range”. This opens the Transparent Color Picker window:



This shows a 2x still image of the current canvas. By moving your mouse around the picture, you will see the R,G, and B components of each pixel in the top left corner. When you have identified a color, click the left mouse button. If you decide to abort the color selection, hit the Escape key.

If you want to select a color from the color picker table or set the R,G,B values manually, click "Custom" (see picture on next page). This opens the Color Picker window where you can select from one of the basic colors or choose a Custom Color by clicking the button labeled "Define Custom Colors". From there you can enter in the R,G,B value in the Red, Green, and Blue text boxes. If you wish to abort the color selection process, click "Cancel".



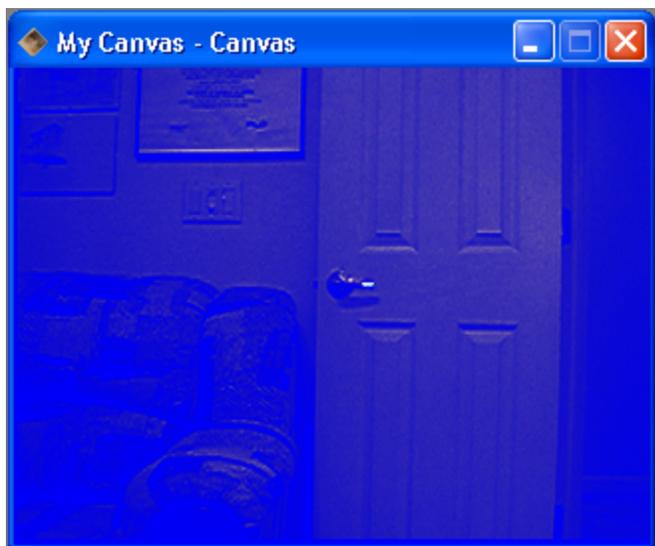
If you want to select a single color, click the other color box and click the same colored pixel or go to the advanced properties and type in the same values. This will make Color #1 and Color #2 be identical; therefore, the color has to be an exact match to be considered transparent.

Click “Choose Color Range From Picture” to open up the color picker window for a range selection. Create a rectangle around the colors of interest by left clicking the mouse at one corner, hold the button, size the rectangle, and then release the button. Image Salsa will then determine what color range would encompass all colors in that area and set both color boxes accordingly.

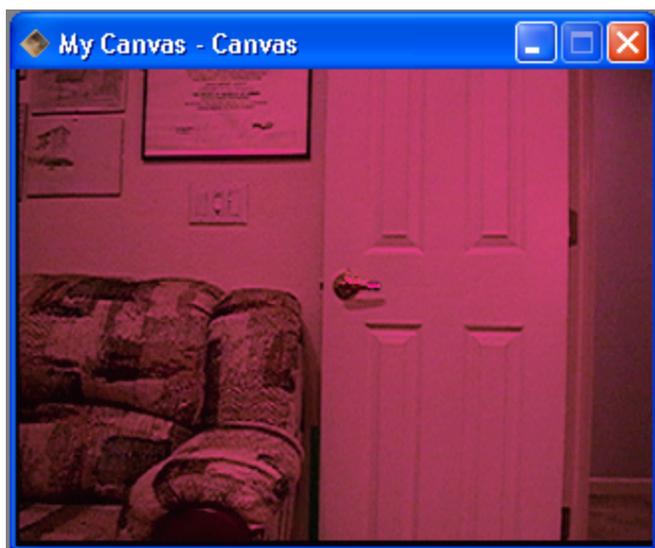
In addition to selecting a range, you can set the opacities associated with the two boundaries. An opacity of 0 is fully transparent and an opacity of 100 is fully opaque. By setting a range, ImageSalsa will calculate where each pixel's color is between the two transparent colors and come up with an opacity based on that determination.

For example, if you picked Color #1 to be 0,0,0 (black) and Color #2 to be 255,255,255 (white) and then you set Opacity #1 to be 0 (fully transparent) and Opacity #2 to be 100 (fully opaque), the darker the pixel, the more transparent it would become (see picture on next page).

Once you have selected a transparent color, click “Apply” to see the result or click “OK” to see the result and exit. If you have transparent colors already set and you go to the Transparent Color Picker window, the colors that were already considered transparent are shown in green. This should make it easier to determine what colors still remain.



In this example, the background of the canvas was set to blue, Color #1 was set to black, Color #2 was set to white, Opacity #1 was set to 0, and Opacity #2 was set to 100. Where the image was darker, it became more transparent and more of the blue bled through. Where it was lighter, it became more opaque and showed more of the actual image.



In this example, the Opacities were swapped from the previous example and the background was set to pink. Since the brighter colors now bleed the background color more, it gives the appearance that the room is lit with a pink light.

With practice, you will be able to pull many colors from an image and/or create interesting effects. Something to watch for: With video signals, the image can often be grainy. It is sometimes difficult to remove a grainy area since it consists of a wide variety of colors without exceed the area of concern.

Canvas Assembly Specifics

I find it helps to understand how things are created in a program to realize what is going on. So here's how a canvas and image objects are processed:

About one hundred times a second, ImageSalsa checks to see if any of the text or graphic item's interval has expired. If so, it clears the canvas to the background color and assembles each layer from 0 to 3.

Each layer consists of a shadow mask and the individual objects. An object is either a line of text or graphic item (in the program, the code that processes the images treats them the same). First, a layer's shadow mask is set to fully transparent. Then, each object's shadow is removed from the shadow mask to make that area opaque. Once all object shadows for that layer have been processed, that shadow is applied to the current working canvas. Then, each object is drawn on the current canvas. Graphic items are drawn first, so any text and graphics occupying the same pixel will show the text since it was drawn later. After all objects are drawn on the current working canvas, the next layer is drawn.

If a layer has no objects, the above section is skipped for that layer. So, it is beneficial to reduce the number of layers to increase performance.

As mentioned earlier, text and graphic items are treated as similar objects. Basically, text is a rectangular graphic with text as the image and the background of the rectangle is set to a transparent color so it doesn't show.

These objects go through multiple processing steps depending on what has been enabled. We will examine the picture graphic image since it is all-inclusive. The others are variants using the same process.

First, the picture is loaded from file and placed in ImageSalsa's memory. At this point, any color filtering is applied.

Second, the image is cropped and then is stretched.

At this point, the final dimensions are known so the program can create an opacity mask. This mask is either generated using the feathering parameters or it is loaded from a user-specified file. If neither option is enabled, this step is skipped.

Now, the image and opacity mask (if generated in the previous step) are rotated. At this time, the alignment position offsets are calculated.

Next, a shadow mask is calculated using the transparent colors and opacity mask.

Finally, the shadow and image is drawn on the canvas with all of it's buddies.

Example: Creating a Window Effect

This example shows how to create the effect of looking out a window at a web cam image:



This example uses two graphics items. The first item is the camera image (320x240). The next item is the window picture placed on the layer above.

First, I searched the web for a nice window picture since I haven't sold enough copies of this software to afford nice draperies ☺. I then resized the image to 320x240. Nicely, window pictures can be stretched with very little noticeable effect:



Now, we need to make two different images. One image will be the picture minus the outdoor image and the other image will be an opacity filter. We will first generate the opacity image.

An opacity image is usually a grayscale picture the same size as the original. The shade at each pixel determines if the opacity from fully opaque (white, i.e. you see the original picture) to fully transparent (black, i.e. you see what's underneath the picture).

Our goal is to make the individual panes fully transparent (black), the draperies some shades of gray (semi-transparent), and the doors and wall fully opaque (white).

A good start was to take the negative of the picture:



Next, the image was manipulated by an image editing program to convert it to grayscale. Then the image was manipulated to create purer whites and blacks and to remove a lot of the darkness from the drapes. The result is our opacity image that is named windowopacity.jpg:



Now, we need to create the original image. Since the opacity image will make the window panes perfectly transparent, we don't have to worry about them. The draperies, however, need to be modified since they are only semi-transparent and their highlighting will be visible even when the camera image is black. With some very rough editing, the drapery highlights were removed and the image was saved as windowimage.jpg:



Now, we are ready to create the effect. Enable two graphic items. Make one of them have a camera source (320x240) and change the source to an available video feed. On the other, make its layer than the camera's layer so it sits on top. Select its source to image file and type in the name of your image. Only the window picture should be visible at the moment. Now, set Opacity Picture to Yes and type in the name of the opacity image. You should now see the camera's image through the window panes:



Text Tags

In the case of VWS data tags (those that start with "<CSV") you can copy the tag to the clipboard by double-clicking the tag under the VWS and VWS Advanced Setup menus.

Tag enclosed in <>	Description
DATE	Date in MM/DD/YY format
DATEYY	Last two digits of Year
DATEYYYY	Full Year
DATE0M	Month with leading zero
DATEM	Month with no leading characters
DATE M	Month with leading space
DATEMONTH	Full Month name
DATE0D	Day of Month with leading zero
DATED	Day of Month with no leading characters
DATE D	Day of Month with leading space
DATESHORTMONTH	First three letters of Month name
DATEFORMALDAY	Day of Month with "st", "nd", or "rd" attached
TIME	Time in 24-hour HH:MM:SS format
TIME10	Time in 24-hour HH:MM:SS.S format
TIME100	Time in 24-hour HH:MM:SS.SS format
TIMEHH	Hour with leading zero, 24-hour format
TIME0H	Hour with leading zero, 24-hour format
TIMEH	Hour with no leading characters, 24-hour-format
TIME H	Hour with leading space, 24-hour format
TIMEMM	Minute with leading zero
TIMESS	Second with leading zero
TIME10S	Tenths of a second
TIME100S	Hundredths of a second
TIME12H	Time in 12-hour HH:MM:SS AM/PM format
TIME1012H	Time in 12-hour HH:MM:SS.S AM/PM format
TIME10012H	Time in 12-hour HH:MM:SS.SS AM/PM format
TIMEHH12H	Hour with leading zero, 12-hour format
TIME0H12H	Hour with leading zero, 12-hour format
TIMEH12H	Hour with no leading characters, 12-hour-format
TIME H12H	Hour with leading space, 12-hour format
TIMEAMPM	Time "AM" or "PM"
TIMEZONE	System Time Zone text
TIMEZONEABBREV	System Time Zone text abbreviated to uppercase letters
TIMEZONELOOKUP	System Time Zone text converted to custom text from TIMEZONE.TXT file in program directory (read at startup). File is a list in the format "time zone text,custom text"
MOTIONDETECTTIME#	Time of last motion on video feed # (0 through 9, where the 0 is the first video feed listed under the Video Feed Setup window) in 24-hour HH:MM:SS. Shows "N/A" if no motion has been detected since startup.

MOTIONDETECTDATE#	Same as above with MM/DD/YY format
SUNRISE	Sunrise Time in 12-hour HH:MM AM/PM
SUNSET	Sunset Time in 12-hour HH:MM AM/PM
SUNRISE24H	Sunrise Time in 24-hour HH:MM
SUNSET24H	Sunset Time in 24-hour HH:MM
The following tags require the Weather Edition	
CSVYYYY	Year of last CSV file data in YYYY format
CSVYY	Year of last CSV file data in YY format
CSVMM	Month of last CSV file data with leading zero
CSVMONTH	Name of Month of last CSV file data
CSVDD	Day of Month of last CSV file data with leading zero
CSV12H	Hour of last CSV file data with leading space in 12-hour format
CSV24H	Hour of last CSV file data with leading zero in 24-hour format.
CSVampm	Meridian designator for last CSV file data in lower case (am or pm)
CSVAMPM	Meridian designator for last CSV file data in upper case (AM or PM)
CSVMIN	Minute of last CSV file data with leading zero
CSVSEC	Second of last CSV file data with leading zero
CSVWIND	Wind Speed, format specified by CSV file
CSVGUST	Wind Gust, format specified by CSV file
CSVDIR	Wind Direction (in degrees), format specified by CSV file
CSVCOMP	Wind Direction (compass direction), 16 points
CSVINHUM	Indoor Humidity, format specified by CSV file
CSVOUTHUM	Outdoor Humidity, format specified by CSV file
CSVINTMP	Indoor Temperature, format specified by CSV file
CSVOUTTEMP	Outdoor Temperature, format specified by CSV file
CSVBAROM	Barometric Pressure, format specified by CSV file
CSVTOTALRAIN	Total Rain, format specified by CSV file
CSVDAILYRAIN	Daily Rain, format specified by CSV file
CSVHOURLYRAIN	Hourly Rain, format specified by CSV file
CSVWEATHER	Text (noun) of Weather Conditions, (i.e. "Snow", "Rain", "Clear", etc...)
CSVCH1TEMP	Channel 1 Temperature, format specified by CSV file
CSVCH1HUM	Channel 1 Humidity, format specified by CSV file
CSVCH2TEMP	Channel 2 Temperature, format specified by CSV file
CSVCH2HUM	Channel 2 Humidity, format specified by CSV file
CSVCH3TEMP	Channel 3 Temperature, format specified by CSV file
CSVCH3HUM	Channel 3 Humidity, format specified by CSV file
CSVVEVAP	Evapotranspiration, format specified by CSV file
CSVUVINDEX	UV Index, format specified by CSV file
CSV SOLARRAD	Solar Radiation, format specified by CSV file
CSVCHILL	Wind Chill, format specified by CSV file

CSVINHEAT	Indoor Heat Index, format specified by CSV file
CSVOUTHEAT	Outdoor Heat Index, format specified by CSV file
CSVDEW	Dew Point, format specified by CSV file
CSVRAINRATE	Rain Rate, format specified by CSV file
CSVOUTTEMPRATE	Outdoor Temperature Rate, format specified by CSV file
CSVINTEMPRATE	Indoor Temperature Rate, format specified by CSV file
CSVBAROMRATE	Barometric Pressure Rate, format specified by CSV file
CSVCH1TEMPRATE	Channel 1 Temperature Rate, format specified by CSV file
CSVCH2TEMPRATE	Channel 2 Temperature Rate, format specified by CSV file
CSVCH3TEMPRATE	Channel 3 Temperature Rate, format specified by CSV file
CSVSRUNRISE	Sunrise Time in 12-Hour HH:MM AM/PM
CSVSRUNSET	Sunset Time in 12-Hour HH:MM AM/PM
CSVSRUNRISE24H	Sunrise Time in 24-Hour HH:MM
CSVSRUNSET24H	Sunset Time in 24-Hour HH:MM
CSVSLBAROM	Sea-Level Corrected Barometer
CSVSTATWIND	Average Wind Speed during the statistics window
CSVSTATGUST	Maximum Wind Gust during the statistics window
CSVSTATDIR	Average Wind Direction during the statistics window
CSVSTATCOMP	Average Wind Direction Compass during the statistics window (N, NNW, SE, etc...), 16 points
CSVMAXGUSTTODAY	Maximum Wind Gust since midnight
CSVMAXGUSTYESTERDAY	Maximum Wind Gust yesterday
CSVMINTEMPTODAY	Minimum Outdoor Temperature today
CSVMAXTEMPTODAY	Maximum Outdoor Temperature today
CSVMINTEMPYESTERDAY	Minimum Outdoor Temperature yesterday
CSVMAXTEMPYESTERDAY	Maximum Outdoor Temperature yesterday
CSVRAINYESTERDAY	Yesterday's Rainfall
CSVBAROMTREND	Barometric Trend ("Rising", "Falling", "Steady")
CSVBAROMTRENDA ROW	Barometric Trend Arrow (up arrow, down arrow, nothing)
CSVTEMPTREND	Outdoor Temperature Trend ("Rising", "Falling", "Steady")
CSVTEMPTRENDA ROW	Outdoor Temperature Trend Arrow (up arrow, down arrow, nothing)

Script Language Object Tree

This section lists the object tree available to user scripts written for the Script Edition of ImageSalsa.

The root of the tree is an object called **ImageSalsa**. The object is different from the rest in that it isn't required when specifying a method or property. It is provided for clarity.

For example, these two lines perform the same operation:

```
ImageSalsa.Portfolio.Canvas(1).Text(1).Enabled=True  
Portfolio.Canvas(1).Text(1).Enabled=True
```

This demonstration also shows how the object tree is referenced using periods (.)'s in VBScript (also in Visual Basic or VBA). Each object may contain *methods* (subroutines such as **Save**), *properties* (such the **Enabled** property is the previous example), or other *objects* (in this case, **Canvas(1)** is an object of **Portfolio**).

When dealing with multiple parts of the same object, it is easier, and more efficient to use the **With** and **End With**:

```
With Portfolio.Canvas(1).Text  
  .Layer=2  
  .Text="My Line of Text"  
  .Shadow=True  
  .Enabled=True  
End With
```

You can also nest various levels:

```
With Portfolio.Canvas(1)  
  For i=1 to 10  
    With .Text(i)  
      .Text=""  
      .Enabled=False  
    End With  
  Next  
End With
```

In the tree description, you will see variable types listed with the *as* keyword. For example, in the following description:

Object **CSText**:

Properties:

Enabled as **Boolean**

Boolean is the variable type of the property **Enabled**.

The Object Tree:

Object **ImageSalsa**:

Properties:

MaxCanvas as **Long** – Read only, based on version
MaxText as **Long** – Read only, based on version
MaxGraphic as **Long** – Read only, based on version
CurrentClock as **Double** – current time accurate to 1/100s.
Convert to string using CStr(CDate(CycleTime))
Sunrise as **Double** – sunrise accurate to 1/100s. Convert to string
using CStr(CDate(CycleTime))
Sunset as **Double** – sunset accurate to 1/100s. Convert to string
using CStr(CDate(CycleTime))
LoadLastOnStartup as **Boolean**
LoadLastFilename as **String**
IsSaveCapable as **Boolean** – Read only, based on version
IsInternetCapable as **Boolean** – Read only, based on
version
IsVWSCapable as **Boolean** – Read only, based on version
IsScriptCapable as **Boolean** – Read only, based on version
CancelShutdown as **Boolean** – Set to True to cancel shutdown

Methods:

Function **vbFormat (Expression as Variant,
FormatString as String)** – same as VB Format function
Sub **SaveAll ()** – same as selecting “Save All” from File Menu
Sub **SavePortfolio ()** – same as selecting “Save Portfolio” from
File Menu
Sub **ExitApp ()** – closes the program

Objects:

Portfolio as **SCPPortfolio**

Object **SCPPortfolio**:

Properties:

FileName as **String**
NeedSaving as **Boolean** – set to False to prevent save popup on
close; sets all canvas' NeedSaving to False if value is set to False.
CycleTime as **Double** – Read only, time that the current cycle was
started. Convert to string using CStr(CDate(CycleTime))

Methods:

None

Objects:

Canvas(1 to MaxCanvas) as SCCanvas
VideoFeed(0 to 9) as SCVideoFeed
VWS as SCVWS
WebServer as SCWebServer

Object **SCCanvas**:

Properties:

Width as **Long**
Height as **Long**
Name as **String**
FileName as **String**
BackgroundColor as **Long** -- &HBBGRR
ShadowIntensity as **Long**
WindowMode as **Long** – 0=Child Window, 1=Own Window,
 2=Always on Top
NeedSaving as **Boolean** – set to false to prevent popup messages
 on close

Methods:

Sub **SetWidthHeight(Width as Long, Height as Long)** – sets both at once.
 Sub **Save()** – saves canvas
 Sub **ForceRedraw()** – redraws canvas on screen
 Sub **ForceReload()** – redraws canvas, but also forces all objects
 (text and graphics) to recalculated/redrawn regardless of interval and
 current time (still obeys enable and schedule properties).

Objects:

Text(1 to MaxText) as SCText
Graphic(1 to MaxGraphic) as SCGraphic
FTTPush as SCFTTPush
CanvasWebServer as SCCanvasWebServer
AutoSave as SCAutoSave
Wallpaper as SCWallpaper

Object **SCText**:

Properties:

Enabled as **Boolean**
Schedule as **SCSchedule**
Layer as **Long**
Text as **String**
Rate as **Double**
BaseTime as **Long** – seconds since midnight
Alignment as **Long**
X as **Long**
Y as **Long**

FontName as **String**
FontSize as **Single**
FontBold as **Boolean**
FontItalics as **Boolean**
Color as **Long** -- &HBBGRR
ProcessedString as **String** – string after tag conversion and before printing (any changes will be lost the next time it processes **Text** into **ProcessedString**).
Shadow as **Boolean**
ShadowSize as **Long**
ShadowOffsetX as **Long**
ShadowOffsetY as **Long**
Opacity as **Long**
OpacityMode as **Long**
RotationAngle as **Single**
Scripted as **Boolean**

Methods:

Sub **ProcessText ()** – forces **Text** to be processed into **ProcessedString**
Sub **ForceUpdate ()** – forces text to be redrawn. Be careful using this with the TextUpdate routines as it can lead to an infinite loop condition.

Objects:

None

Object **SCGraphic**:

Properties:

Enabled as **Boolean**
Schedule as **SCSchedule**
Layer as **Long**
Rate as **Double**
BaseTime as **Long** – seconds since midnight
Alignment as **Long**
X as **Long**
Y as **Long**
Shadow as **Boolean**
ShadowSize as **Long**
ShadowOffsetX as **Long**
ShadowOffsetY as **Long**
Opacity as **Long**
OpacityMode as **Long**
RotationAngle as **Single**
Scripted as **Boolean**

SourceType as **Long**
SourceVideoFeed as **Long** – 0 to 9
SourceFileName as **String**
SourceURL as **String**
SourceCanvas as **Long** – Script Index of canvas
CropLeft as **Long**
CropRight as **Long**
CropTop as **Long**
CropBottom as **Long**
Stretch as **Boolean**
StretchWidth as **Long**
StretchHeight as **Long**
OpacityUseFile as **Boolean**
OpacityFileName as **String**
FeatherRadius as **Long**
FeatherWidth as **Long**
ColorProcessing as **Long**
BackgroundColor as **Long** -- &HBBGRR
TransparentEnabled as **Boolean**
TransparentColorCount as **Long** – number of table items (1 to 100)
TransparentColorTable(0 to 399) as **Long** – the color table is made up of groups of four. The first two elements of the group are the min and max colors. The second two elements are the min and max opacities.

Methods:

Sub **ForceUpdate()** – forces graphic to be redrawn. Be careful using this with the GraphicUpdate routines as it can lead to an infinite loop condition.

Objects:

None

Object **SCVWS**:

Properties:

Enabled as **Boolean**
Rate as **Double**
BaseTime as **Long** – seconds since midnight
CSVFileName as **String**
Altitude as **Double**
AltitudeUnits as **Long** – 0=meters, 1=feet
TemperatureUnits as **Long** – 0=°C, 1=°F
BarometerOffset as **Double**
WindStatisticsWindow as **Long** – in seconds
BarometricTrendThreshold as **Double**

TemperatureTrendThreshold as **Double**
LastData(0 to 59) as **Double** – see CSV Data below
LastDataString(0 to 39) as **Double** – Data unmodified from CSV field; see CSV Data below
DatabaseBufferSize as **Long** – Read only, size of circular buffer
DatabaseTailPointer as **Long** – Read only, 0 to DatabaseBufferSize (oldest valid point)
DatabaseHeadPointer as **Long** – Read only, 0 to DatabaseBufferSize (points to next point; DatabaseHeadPointer – 1 points to newest valid point)

Methods:

None

Objects:

None

Object **SCVideoFeed**:

Properties:

Enabled as **Boolean**
Width as **Long** – read only
Height as **Long** – read only
Rate as **Double** – in frames per second
FPS as **Long** – read only
PreviewWindowEnabled as **Boolean**
InputDeviceName as **String**

Methods:

None

Objects:

MotionDetect as **SCMotionDetect**

Object **SCMotionDetect**:

Properties:

Enabled as **Boolean**
SaveFixed as **Boolean**
FixedFileName as **String**
FixedQuality as **Long**
SaveTimeNamed as **Boolean**
TimeNamedFileName as **String**
TimeNamedQuality as **Long**
SaveDiff as **Boolean**
DiffQuality as **Long**
BlurSize as **Long** – 0=none, 1=3x3, 2=5x5, 3=7x7
CoverageRequirement as **Double** – Logarithmic; Percent=10^(CoverageRequirement*6-4); 1=100%, 0=0.0001%
DarkTrigger as **Double** – -100 to 0

LightTrigger as **Double** – 0 to 100

TriggerRestPeriod as **Long** – 0=none, negative=#of frames, positive=seconds

LastMotionTime as **Double** – Convert to string using CStr(CDate(CycleTime))

BeepOnTrigger as **Boolean**

ShowCoverageSize as **Boolean** – When diff window is open

Methods:

Sub **ShowDiffFrame()** – pops open the differential frame window

Objects:

None

Object **SCWebServer**:

Properties:

Enabled as **Boolean**

AllowNonCanvasServes as **Boolean** – enables/disables serving of non-canvas files.

Port as **Long** – need to disable before setting and enabled afterwards

RootPath as **String** – need to disable before setting and enabled afterwards; path of web files

Methods:

None

Objects:

None

Object **SCFTPPush**:

Properties:

Enabled as **Boolean**

Rate as **Long** – in seconds

BaseTime as **Long** – seconds since midnight

FilePath as **String**

UserName as **String**

Password as **String**

ServerName as **String**

Quality as **Long** – 0 to 100

Status as **String** – Status message

Stage as **Long** – 0 to 90, non-zero means it is busy sending a file

Methods:

Sub **Upload()** – forces upload if FTTPush is not currently busy.

Objects:

None

Object **SCCanvasWebServer**:

Properties:

Enabled as **Boolean**

Quality as **Long** – 0 to 100

FileName as **String**

Interval as **Double** – number of seconds between new JPEG generation. A zero value means always generate a new JPEG.

Methods:

None

Objects:

None

Object **SCWallpaper**:

Properties:

Enabled as **Boolean**

Schedule as **SCSchedule**

Rate as **Long** – in seconds

BaseTime as **Long** – seconds since midnight

Methods:

None

Objects:

None

Object **SCAutoSave**:

Properties:

FixedEnabled as **Boolean** – a.k.a. Store Fixed JPEG

FixedSchedule as **SCSchedule**

FixedRate as **Long** – in seconds

FixedBaseTime as **Long** – seconds since midnight

FixedFileName as **String**

FixedQuality as **Long** – 0 to 100

CascadeEnabled as **Boolean**

CascadeCount as **Long** – 1 to 1000

CascadeMode as **Long** – 0 = save 0000 cascade file, 1 = don't save

SequentialEnabled as **Boolean** – a.k.a. Store Fixed JPEG

SequentialSchedule as **SCSchedule**

SequentialRate as **Long** – in seconds

SequentialBaseTime as **Long** – seconds since midnight

SequentialDirectory as **String**

SequentialQuality as **Long** – 0 to 100

SequentialType as **Long** – 0=YYMMDDHHMMSS.JPG,
1=#####.JPG

SequentialNumber as **Long**

Methods:

None

Objects:

None

Object **SCSchedule**:

Properties:

ScheduleMode as **Long** – 0=24-hours, 1=Start to Stop
StartMode as **Long** – 0=Absolute Time, 1=Sunrise, 2=Sunset
StopMode as **Long** – 0=Absolute Time, 1=Sunrise, 2=Sunset
StartAbsoluteTime as **Double** – $0 \leq t < 1$, fractional day
StopAbsoluteTime as **Double** – $0 \leq t < 1$, fractional day
StartSunriseOffset as **Double** – $-1440 \leq t \leq 1440$, minutes
StopSunriseOffset as **Double** – $-1440 \leq t \leq 1440$, minutes
StartSunsetOffset as **Double** – $-1440 \leq t \leq 1440$, minutes
StopSunsetOffset as **Double** – $-1440 \leq t \leq 1440$, minutes

Methods:

EnableNow(Time as Double) as **Boolean** – True if Time falls in range

Objects:

None

CSV File Values Index:

TIME = 0 (time is represented as a double, use CStr(CDate(value)) to convert to a string)

VERSION = 1

YEAR = 2

MONTH = 3

DAY = 4

HOUR = 5

MINUTE = 6

SECOND = 7

WIND = 8

GUST = 9

DIRECTION = 10

IN_HUM = 11

OUT_HUM = 12

IN_TEMP = 13

OUT_TEMP = 14

BAROMETER = 15

TOTAL_RAIN = 16

DAILY_RAIN = 17

HOURLY_RAIN = 18

WEATHER = 19

0 = "Clear"

1 = "Few Clouds"

2 = "Scattered Clouds"

3 = "Broken Clouds"

4 = "Overcast"

5 = "Drizzle"

6 = "Rain"

7 = "Frozen Rain"

8 = "Showers"
9 = "Mist"
10 = "Tornado"
11 = "Fog"
12 = "Smoke"
13 = "Hail"
14 = "Haze"
15 = "Ice Crystals"
16 = "Sand"
17 = "Snow Grains"
18 = "Snow"
19 = "Snow Showers"
20 = "Lightning"
21 = "Thundershowers"

CH1_TEMP = 20

CH1_HUM = 21

CH2_TEMP = 22

CH2_HUM = 23

CH3_TEMP = 24

CH3_HUM = 25

EVAP = 26

UV_INDEX = 27

SOLAR_RAD = 28

WIND_CHILL = 29

IN_HEAT_INDEX = 30

OUT_HEAT_INDEX = 31

DEW_POINT = 32

RAIN_RATE = 33

OUT_TEMP_RATE = 34

IN_TEMP_RATE = 35

BAROM_RATE = 36

CH1_TEMP_RATE = 37

CH2_TEMP_RATE = 38

CH3_TEMP_RATE = 39

Derived Values:

MAX_TEMP_TODAY = 40

MIN_TEMP_TODAY = 41

MAX_TEMP_YESTERDAY = 42

MIN_TEMP_YESTERDAY = 43

BAROM_TREND = 44

-1 = "Falling"

0 = "Steady"

1 = "Rising"

TEMP_TREND = 45

-1 = "Falling"

0 = "Steady"

1 = "Rising"

AVG_WIND_SPEED = 46

AVG_WIND_DIR = 47

AVG_WIND_GUST = 48
MAX_GUST_YESTERDAY = 49
MAX_GUST_TODAY = 50
RAIN_YESTERDAY = 52
SEA_LEVEL_BAROM = 55