

FAST MODE FOR VP200/VP250

Operating mode and naming of files

The fast mode is selected by the file «fastmode.txt»

If fastmode.txt is present, player is in Fast Mode (important: lower case letters only)

Without the fastmode.txt file, player is in «standard» mode (with all directories and options functions)

fastmode.txt file and video file (any name) for the fastmode are placed at root of the media.

- In this mode, the player will play a video segment instantly when an input is triggered.
- The player will play only a single file in the root, it will not play multiple files.
- After powering up, the player will seamlessly loop line 000 (see line 000 explanation below).

If you have a number of files that you want to play using the input, use your video editing software to combine these files together to create a new single file. This single file is basically a compilation of many files (video segments) where each video segment is represented by playtime in seconds. You can then assign different input to play these different video segments.

You can start a segment using external input 1, using RS232 protocol from 000 to 009 or using remote control (0 to 9)

Example: Suppose you have 4 different files, one in loop mode and 3 with trigger input:

Garden.mpg - 100 seconds long (loop file)

Fruit.mpg - 40 seconds long (input 1 or RS232 command 001 or remote control key 1)

Vegetable - 120 seconds long (RS232 command 002 or remote control key 2)

Flower.mpg - 60 seconds long (RS232 command 003 or remote control key 3)

Use your video software editing program to combine these 4 files and create a single file for example «Myvideo.mpg».

Inside this file, you actually have 4 video segments: Garden, Fruit, Vegetable, Flower.mpg. Total playtime of this Myvideo.mpg is $100+40+120+60= 320$ seconds long.

Garden.mpg	Fruit.mpg	Vegetable.mpg	Flower.mpg
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Total = 320 seconds = Myvideo.mpg

Note:

When creating the new single file video, end each segment of the video into the nearest full second by adding black screens.

Example :

If the original Garden.mpg is only 99.3 seconds, end this Garden.mpg segment at 100 seconds by adding 0.7 seconds of black screens. This segment is 100 seconds and starts at 0 sec and ends at 100 seconds.

After powering up, the player will seamlessly loop this Garden.mpg.

- If the original Fruit.mpg is only 39.7 seconds, end this Fruit.mpg segment at 40 seconds by adding 0.3 seconds of black screens. This segment is 60 seconds and starts at 100 sec and ends at 160 seconds.

- Same for the other segments.

And here is an example of the memory card in fast mode:

Example USB drive:

Myvideo.mpg
fastmode.txt

And here is the content of the fastmode.txt:

000=00,100
001=100,140
002=140,260
003=260,320

Explanation:

000=00,100

000 is the main loop file. This line 000 will automatically loop after powering up. (-> Garden.mpg)

The player will automatically loop line 000 after powering up. It will loop between 0 secs and 100 secs. Input 000 plays from 0 sec to 100 seconds, total playtime is 100 seconds.

001=100,140

If input 1 is triggered, player will instantly jump to 100 second and play to 140 second. At 140 secs, player will return to loop line 000. Input 1 plays from 100 sec to 140 seconds, total playtime is 40 seconds.

002=140,260

If input 2 is triggered, player will instantly jump to 140 second and play to 260 second. At 260 second player will return to loop line 000. Input 2 plays from 140 sec to 260 seconds, total playtime is 120 seconds.

003=260,320

If input 3 is triggered, player will instantly jump to 260 second and play to 320 second. At 320 second, player will loop back line 000. Input 3 (combine 1 + 2) plays from 260 sec to 320 seconds, total playtime is 60 seconds.

Optional parameters (Fast mode)

- If input does not have any code, the player will play this input from start to endtime and automatically return to line 000.

- If 000 don't exist in fastmode.txt file, then player is in «Pause mode» and show a «black» image.

- If the input has code X, then after playing from start to endtime it will pause and wait for another input. It will not return to play line 000.

- If the input has code N, it will play with No Interruption. While playing it will ignore other input. After playing from start to endtime, the player will automatically return to play line 000.

- If the input has code L it will LOOP this video segment from start to endtime of the segment.

Another sample fastmode.txt in fast mode using input codes X,N and L:

000=00,100
001=100,300
002X=300,620
003N=620,820
004L=820,900

Explanation:

000=00,100

The player will automatically loop line 000 after powering up. Playtime is 100 seconds.

001=100,300

If input 1 is triggered, player will instantly jump to position 100 second and start play. At position 300 second, player will return to loop line 000. Playtime is 200 seconds.

002X=300,620

If input 2 is triggered, player will instantly jump to 300 second, start play and then PAUSE at 620 second, Player DOES not return to line 000, it will pause and wait for another input. While waiting it will show the last frame (code X). Playtime is 320 seconds.

003N=620,820

If input 3 is triggered, player will instantly jump to 620 second and play to 820 second. While playing, player will ignore other input (N is no interrupt). At 820 second, player will jump back to loop line 000. Playtime is 200 seconds.

004L=820,900

If input 4 is triggered, player will instantly jump to 820 and play to 900 and then return to 820 to loop segment 4. (L is loop). Playtime is 80 seconds.