

# CFTBL Video Mod Utility Manual

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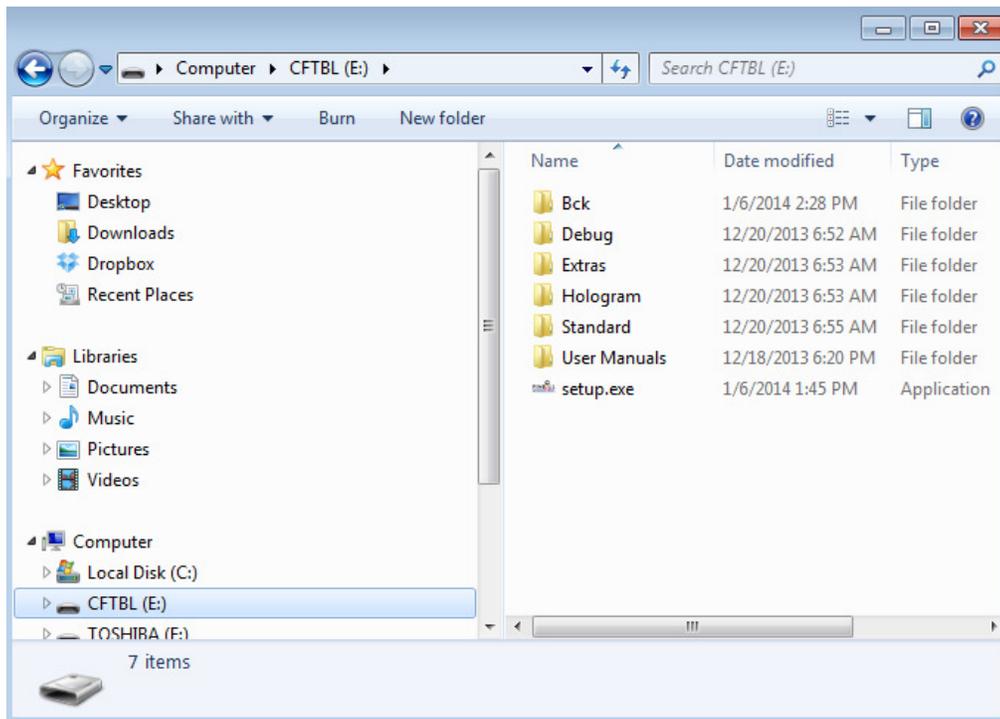
## General Notes

This manual will walk you step-by-step through how to install and use the CFTBL Video Utility Software provided with the MOD. The video development software is located on the root of the USB drive (executable file named setup.exe). This software can only be used on a Windows based PC, so please don't attempt to install it on a MAC or LINUX machine.

### USB Folder Structure:

The MOD is programmed to display video files that are stored in various folders located on the USB drive. Here is a complete list of all the folders and subfolders located on the USB drive:

- Bck
- Debug
- Extras
  - Alternate Videos
  - Alternate FILM Images
  - Win32diskimager-v0.8-binary
- Hologram
  - Attract
  - Multiball
  - Film
  - Screensaver
- Standard
  - Attract
  - Multiball
  - Screensaver
  - Left\_Ramp
  - Right\_Ramp
  - Video
  - Film
  - Move\_Your\_Car
  - Snack\_Bar
- User Manuals
  - MOD Installation Manual
  - CFTBL Video MOD Utility Manual



Video files used for the *Standard Mode of Operation* are stored within the subfolders inside the “Standard” folder located on the root of the USB drive. As defined in the YouTube installation videos, *Standard Mode* runs when a jumper is installed at J4 (MODE SELECT) on the MOD’s interface board. Video files used for the *Hologram Emulation Mode of Operation* are stored within the subfolders inside the “Hologram” folder located on the root of the USB drive. As defined in the YouTube installation videos, *Hologram Mode* runs when the jumper is removed from J4 (MODE SELECT) on the MOD’s interface board.

The *Standard Mode of Operation* supports the following nine interactive mode features:

- Attract – This video plays when the game is in attract mode
- Multiball – This video plays when the Creature has been located during multiball
- Screensaver – This video plays when a game is active and no other modes are active
- Left\_Ramp – This video plays when “Ultimate Millions” mode is active
- Right\_Ramp – This video plays when “Big Millions” mode is active
- Video – This video plays when the “Video” mode is active
- Film – These images are displayed when one of the “FILM” letters is awarded
- Move\_Your\_Car – This video plays when “Move Your Car” mode is active
- Snack\_Bar – This video plays when “Mega Menu” mode is active

Again, each interactive mode feature has its own corresponding subfolder located within the “Standard” folder.

The [Hologram Mode of Operation](#) supports the following four interactive mode features:

- Attract – This video plays when the game is in attract mode
- Multiball – This video plays when the Creature has been located during multiball
- Film – These images are displayed when one of the “FILM” letters is awarded
- Screensaver – This video plays when a game is active and no other modes are active

Again, each interactive mode feature has its own corresponding subfolder located within the “Hologram” folder.

The MOD also allows you to have more than one video per mode feature, meaning you can have multiple videos in any of the subfolders within either the “Standard” or “Hologram” folders. The program will simply scroll through your videos based on the file names (the order in which videos are displayed is based on alphanumeric order). For example, if you have 5 videos in the “Move\_Your\_Car” folder, then each time you start the “Move Your Car” mode a new video will be displayed until you have seen all 5 videos. On the sixth time you start the “Move Your Car” mode the first of the 5 video will be displayed again.

Videos can be easily added or removed, simply modify the content within a given subfolder. For Example, if you want to add an additional video for the “Mega Menu” mode you just add your video to the “Snack\_Bar” subfolder within the “Standard” folder. Likewise, the same thing can be done for “FILM” letters, only these should be image files instead of video files. Now you can customize the MOD to your preference. The only limitation is the size of the USB and your own creativity.

Before you install the MOD we recommend you do the following:

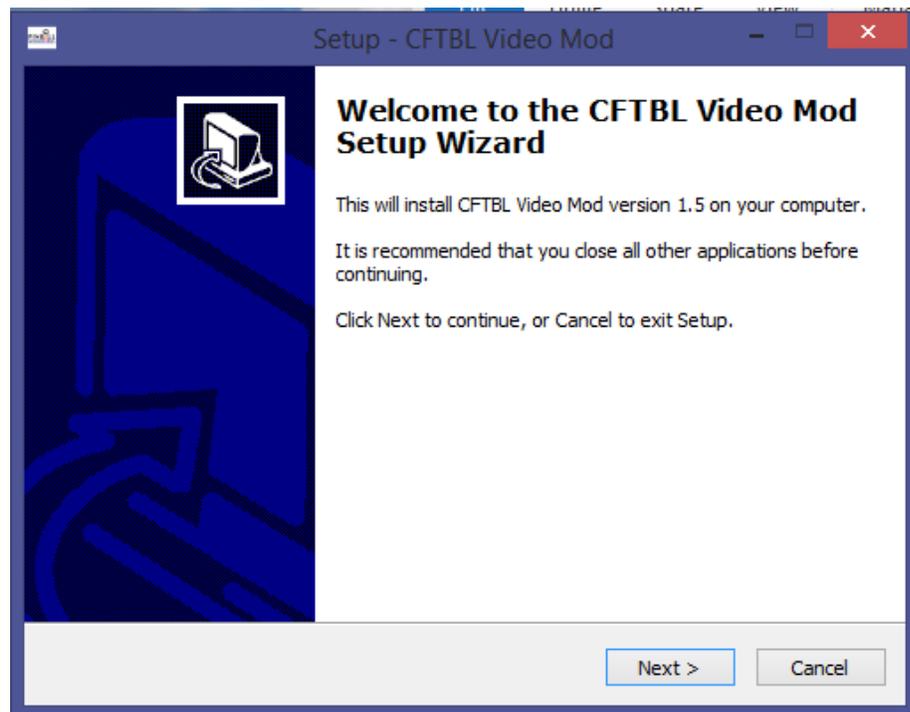
- (1) Copy everything on the USB drive, so you have a complete system backup if needed. Simply create a new folder named “CFTBL Backup” on your computer desktop. Then copy everything on the USB drive and paste the contents into the “CFTBL Backup” folder. Now you can move the “CFTBL Backup” folder anywhere you like on your computer, just remember where you put it. Now you have a complete backup of all the programming and media files used for the MOD.
- (2) To increase useable storage space for videos/images on the USB drive you can delete the “Extras” and “User Manual” folders off of the root of the USB drive. Don’t do this unless you have already created a complete USB backup as outlined in Step (1) above. The only reason to delete these folders is if you want to add more videos to the USB and you don’t

have enough memory available. Don't delete the "Bck" or "Debug" folders; these must be present for the MOD to work correctly.

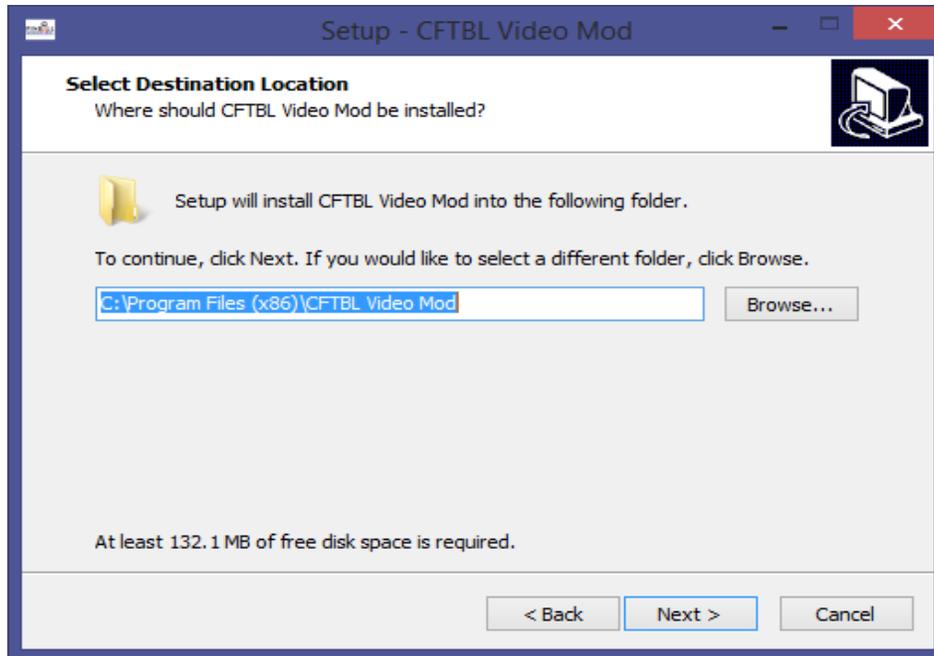
Alternate videos and images can be found in the "Extras" folder on the root of the USB drive. These are additional videos and images that we made, but decided not to incorporate in the MOD. Some of the "FILM" letter images are a little risqué and probably not appropriate for younger children. We did include these with the MOD, but it's up to you to determine if you like them. If you want to add any of these to the MOD, just copy the files into the subfolders as previously described.

## Installation

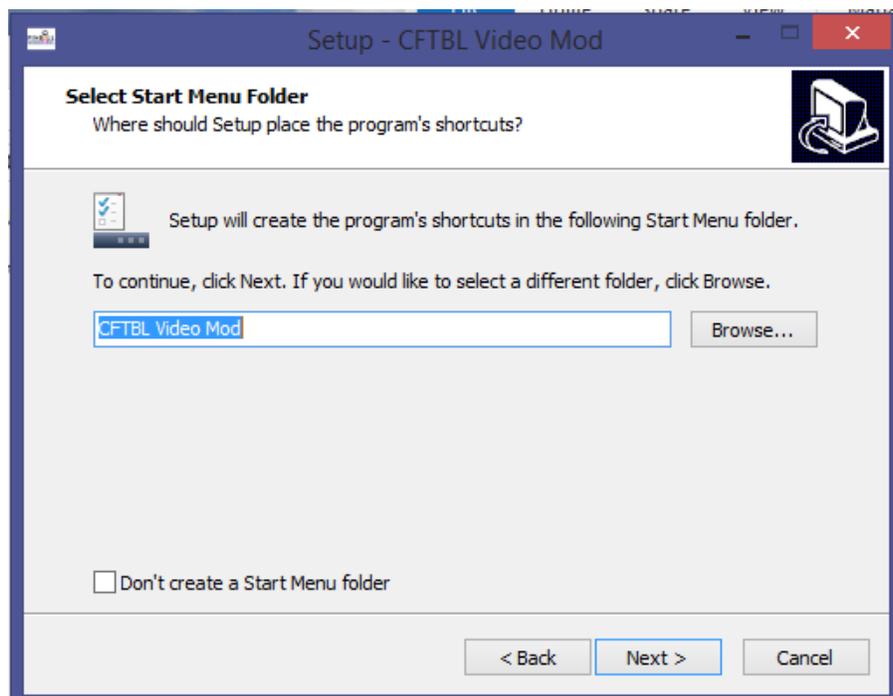
- 1.) Double click on the setup file located on the root of the CFTBL USB thumb drive.
- 2.) Click on the Next button.



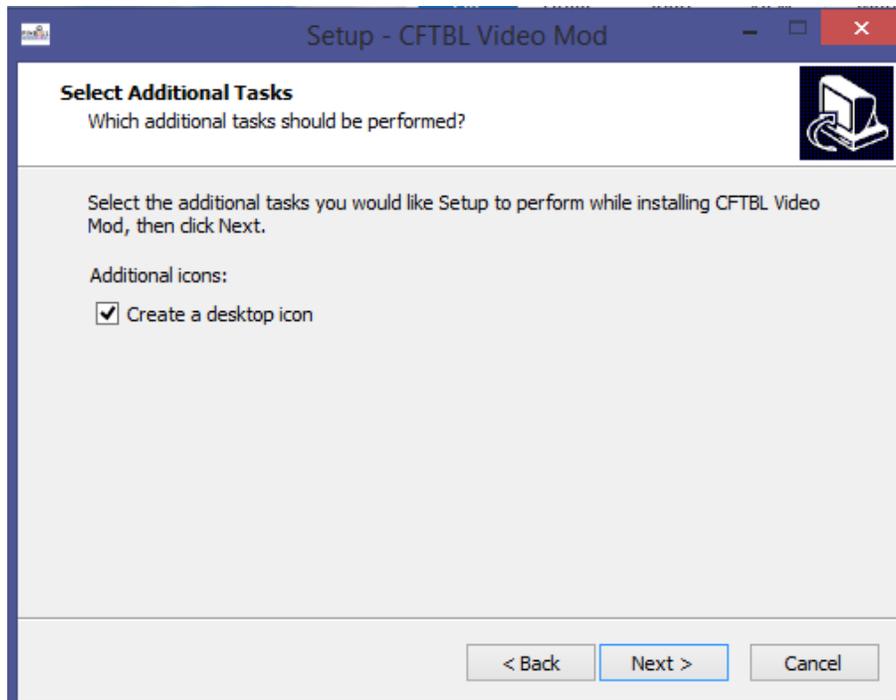
- 3.) Click Next to accept the standard installation folder.



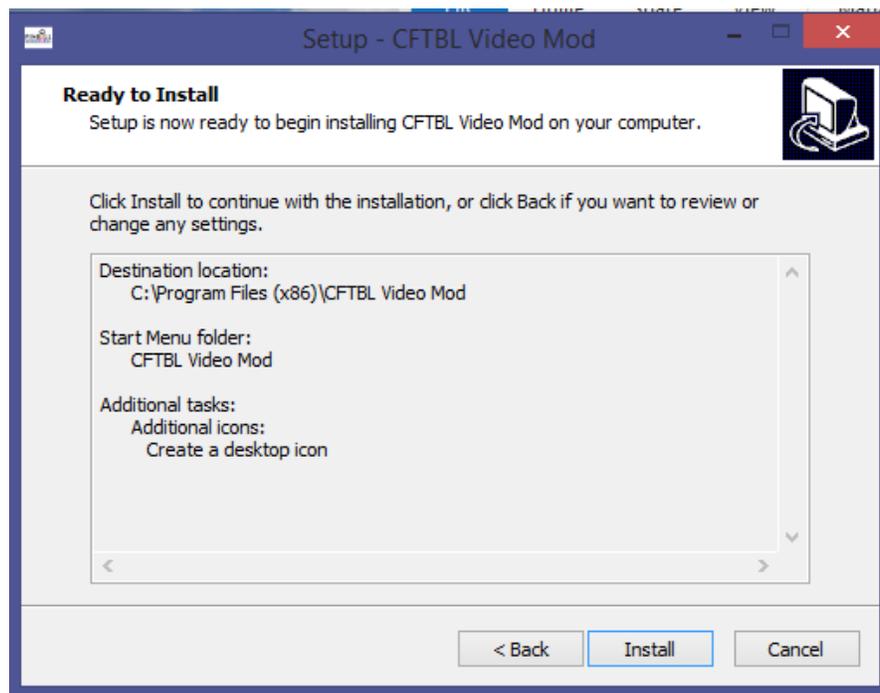
- 4.) Click Next to accept the name of the program as it will appear in the windows start menu.

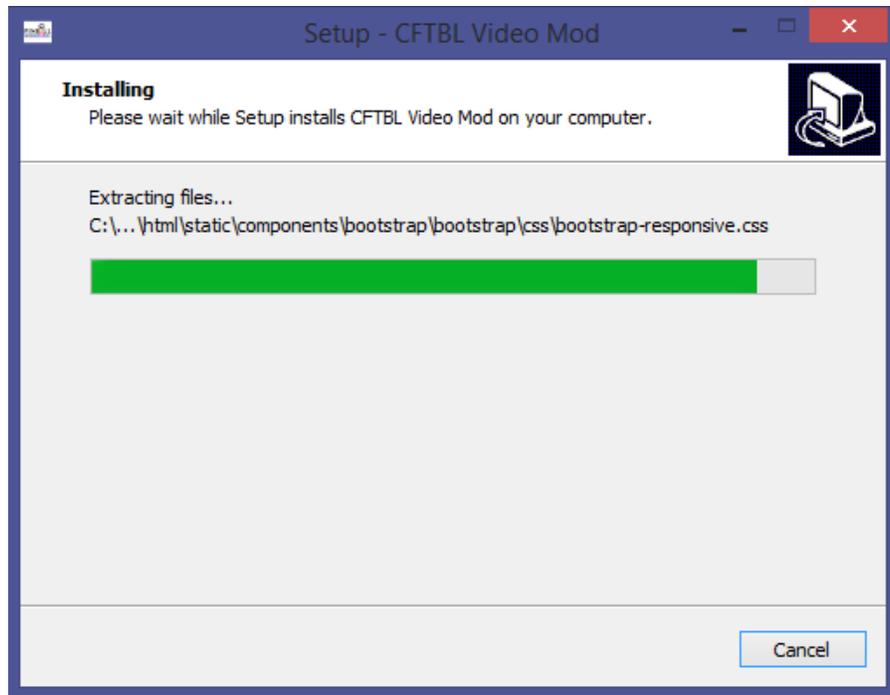


- 5.) Click Next to create a shortcut to the application on your computer desktop.

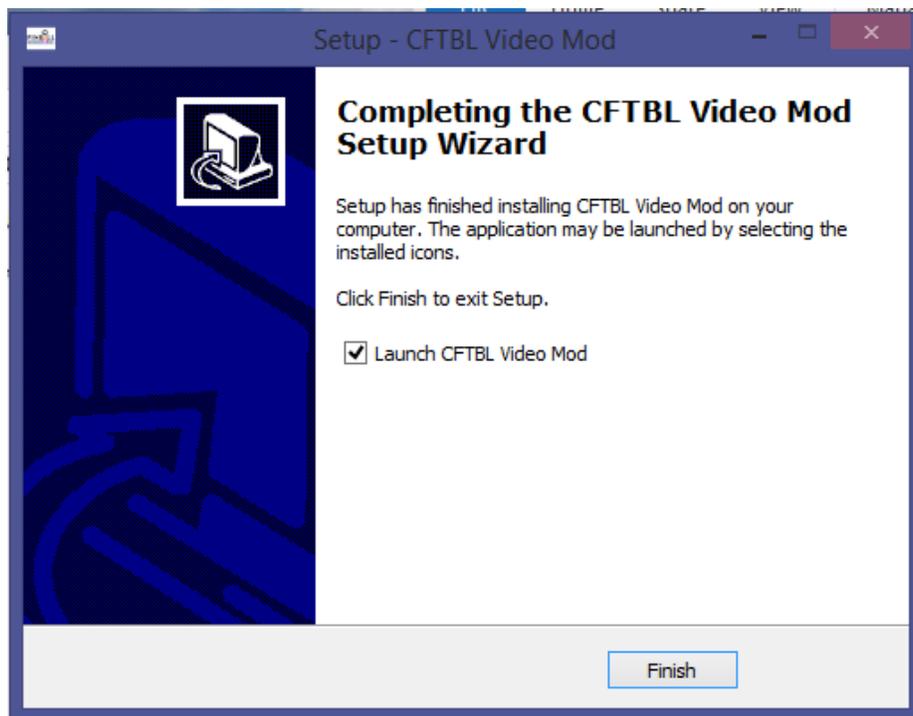


6.) Click Install to start the installation of the program.



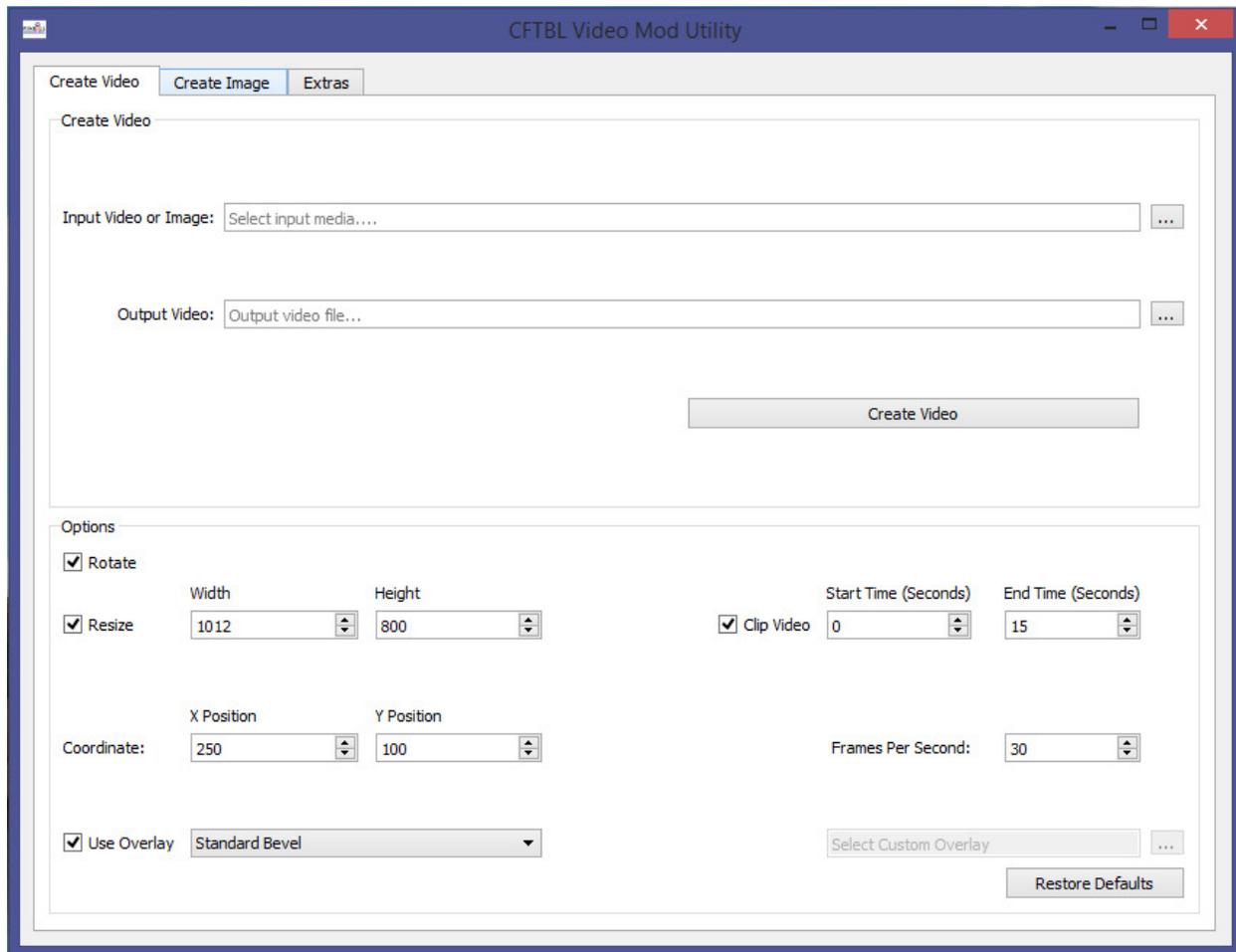


7.) Once the installation is complete click Finish to close the setup assistance and to launch the program.



Now you should have a “PinballMikeD” icon located on your desktop. When you are ready to start creating your own videos, just click on this icon to open the video editing software.

## Create Video



### Steps:

- 1.) Select the input media to be used for the creation of the video. The media can be either a video file or an image file (selecting an image will creation a one minute video of the static image). To select the media click the file chooser button next to the Input Video or Image text entry field. This will open a file selection browser. Find the input video/image that you desire to use for the creation of the video and press OPEN.

Note: We made all of our videos using ether .MOV MPEG4 codex formats or .AVI DIVX4 formats. Other source file types and codex may not work; in which case you may need to convert your file formats prior to using our software.

- 2.) Select the file name of the output video to be created. To have the video created and placed in the correct location on the USB thumb drive you can name the file according to the
- 3.) USB Folder Structure described in the General Notes section of the manual. To select the video click the file chooser button next to the Output Video text entry field. This will open a file selection browser. Browse to the desired folder and type in a name for the video file. Press Save to accept the file name.
- 4.) Configure the options to your desired settings.
- 5.) Click the Create Video button to start the generation of the video. A progress bar will display showing the current progress of the video creation. Once the video creation is complete the progress bar will disappear and the video will be ready for use.

When testing your initial settings we recommend that you make a short 5 second video clip. This can be done by specifying a start and end time in the options section at the lower right hand corner of the screen. Once you have the video displaying as desired you can proceed with making a full length video. This is just a time saving tip.

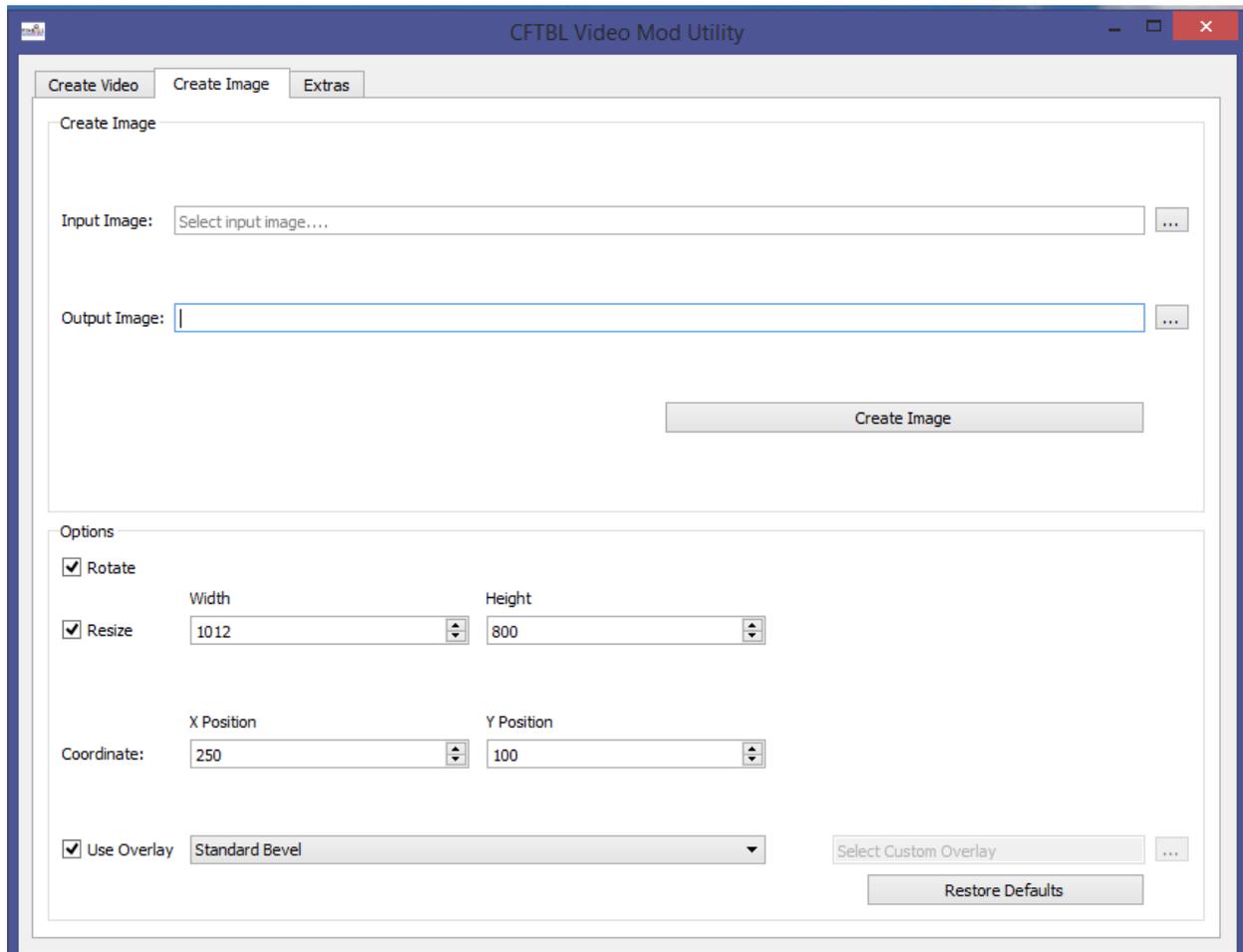
### Options:

(See the Option Examples section of the manual for images displaying the effects of the options.)

- Rotate – This option will rotate the input media 90° Counter-Clockwise and place it onto a black background sized for the MOD's display screen.
- Resize – This option will resize the input media to the dimensions specified and place it onto a black background sized for the MOD's display screen. Note that this option will modify the size of the input media prior to the media being rotated.
- Coordinate – This is the position on the black background where the top left corner of the input media will be placed.
  - X Position – The horizontal position of the media on the black background. 0 represents the left side of your computer screen. A positive value will shift the media to the right on your computer screen and a negative value will shift the media to the left of your computer screen. See the examples in the X Position section of the manual for an image displaying a positive and negative value.
  - Y Position – The vertical position of the media on the black background. 0 represents the top of your computer screen. A positive value will shift the media down on your computer screen and a negative value will shift the media up your computer screen. See the examples in the

- Y **Position** section of the manual for an image displaying a positive and negative value.
- Overlay – This option will place an overlay over the media being used. Three overlays are included with the software to match the theming of the game. You can also choose to use a custom overlay if desired. The custom overlay must be a transparent png image file.
- Clip Video – This option will allow you to clip the input media.
  - Start Time – The start time in seconds of the video. E.g. enter 10 to skip the first 10 seconds of the input video.
  - End Time – The end time of the video clip. This option should always be larger than the start time. E.g. enter 120 to ignore everything after the 2 minute mark of the input video.
- Frames Per Second – The FPS of the output video. A smaller value will make the video seem slower but can also make the video seem to lag.

## Create Image



### Steps:

- 1.) Select the input image to be used for the creation of the image. To select the image click the file chooser button next to the Input Image text entry field. This will open a file selection browser. Find the image that you desire to use for the creation of the image and press OPEN.

Note: Images are only used for the “FILM” letter awards. All other game interactive features utilize videos.

- 2.) Select the file name of the output image to be created. To have the image created and placed in the correct location on the USB thumb drive you can name the file according to the

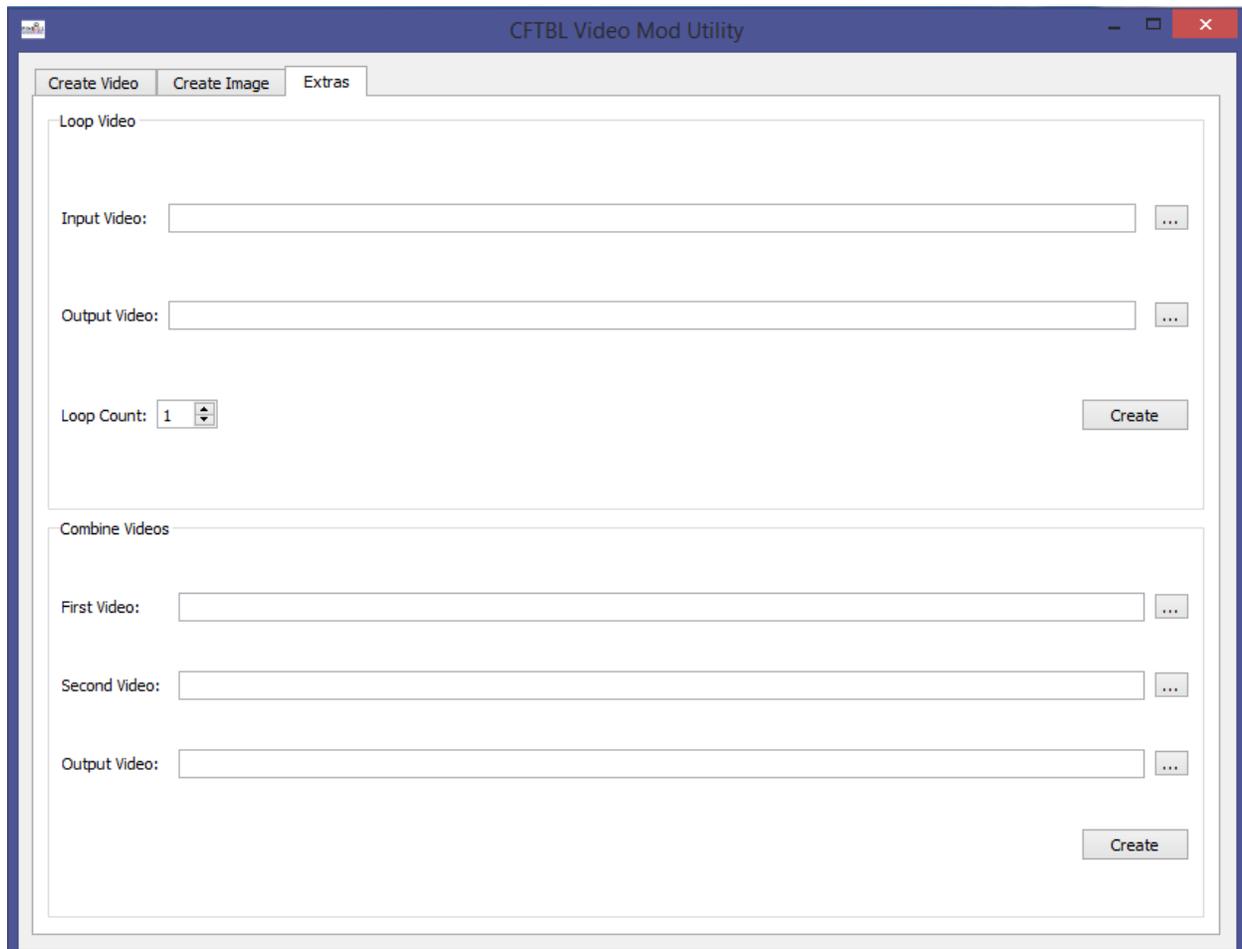
- 3.) USB Folder Structure described in the General Notes section of the manual. To select the image click the file chooser button next to the Output Image text entry field. This will open a file selection browser. Browse to the desired folder and type in a name for the image file. Press Save to accept the file name.
- 4.) Configure the options to your desired settings.
- 5.) Click the Create Image button to create the image. Images will be sized to 1360x768 pixels to match the resolution of the MOD's display screen.

### Options:

(See the Option Examples section of the manual for images displaying the effects of the options.)

- Rotate – This option will rotate the input media 90° Counter-Clockwise and place it onto a black background sized for the MOD's display screen.
- Resize – This option will resize the input media to the dimensions specified and place it onto a black background sized for the MOD's display screen. Note that this option will modify the size of the input media prior to the media being rotated.
- Coordinate – This is the position on the black background where the top left corner of the input media will be placed.
  - X Position – The horizontal position of the media on the black background. 0 represents the left side of your computer screen. A positive value will shift the media to the right on your computer screen and a negative value will shift the media to the left of your computer screen. See the examples in the X Position section of the manual for an image displaying a positive and negative value.
  - Y Position – The vertical position of the media on the black background. 0 represents the top of your computer screen. A positive value will shift the media down on your computer screen and a negative value will shift the media up your computer screen. See the examples in the Y Position section of the manual for an image displaying a positive and negative value.
- Overlay – This option will place an overlay over the media being used. Three overlays are included with the software to match the theming of the game. You can also choose to use a custom overlay if desired. The custom overlay must be a transparent png image file.

## Extras



### Loop Video:

This utility is used to create a specified amount of seamless loops of an input video.

- 1.) Select the input video to be used. To select the video click the file chooser button next to the Input Video text entry field. This will open a file selection browser. Find the video that you desire to loop and press OPEN.

We recommend you create your finished video first (selecting the desired overlay, size, coordinates, etc.) and then utilize the looping feature. This will save you development time. Also, it is import to note that all videos will automatically loop during game play. However, creating longer videos that have already incorporated the “looping” feature will provide a smoother viewing experience . When a video ends it usually takes about 2

seconds for the video to be restarted, so using the “looping” feature will eliminate this 2 second period where the MOD’s display screen appears black. However, the longer you make your videos the quicker you use up your available memory on the USB drive.

- 2.) Select the file name of the output video to be created. To have the video created and placed in the correct location on the USB thumb drive you can name the file according to the
- 3.) USB Folder Structure described in the General Notes section of the manual. To select the video click the file chooser button next to the Output Video text entry field. This will open a file selection browser. Browse to the desired folder and type in a name for the video file. Press Save to accept the file name.
- 4.) Specify the number of loops that you wish to add to the video.
- 6.) Press Create. A progress bar will display showing the current progress of the video creation. Once the video creation is complete the progress bar will disappear and the video will be ready for use.

### Merge Video:

This utility is used to merge two videos into one video. The second video will be added to the end of the first video.

- 1.) Select the input videos to be used. To select the video click the file chooser button next to the Input Video text entry fields. This will open a file selection browser. Find the video that you desire to loop and press OPEN.
- 2.) Select the file name of the output video to be created. To have the video created and placed in the correct location on the USB thumb drive you can name the file according to the
- 3.) USB Folder Structure described in the General Notes section of the manual. To select the video click the file chooser button next to the Output Video text entry field. This will open a file selection browser. Browse to the desired folder and type in a name for the video file. Press Save to accept the file name.
- 7.) Press Create. A progress bar will display showing the current progress of the video creation. Once the video creation is complete the progress bar will disappear and the video will be ready for use.

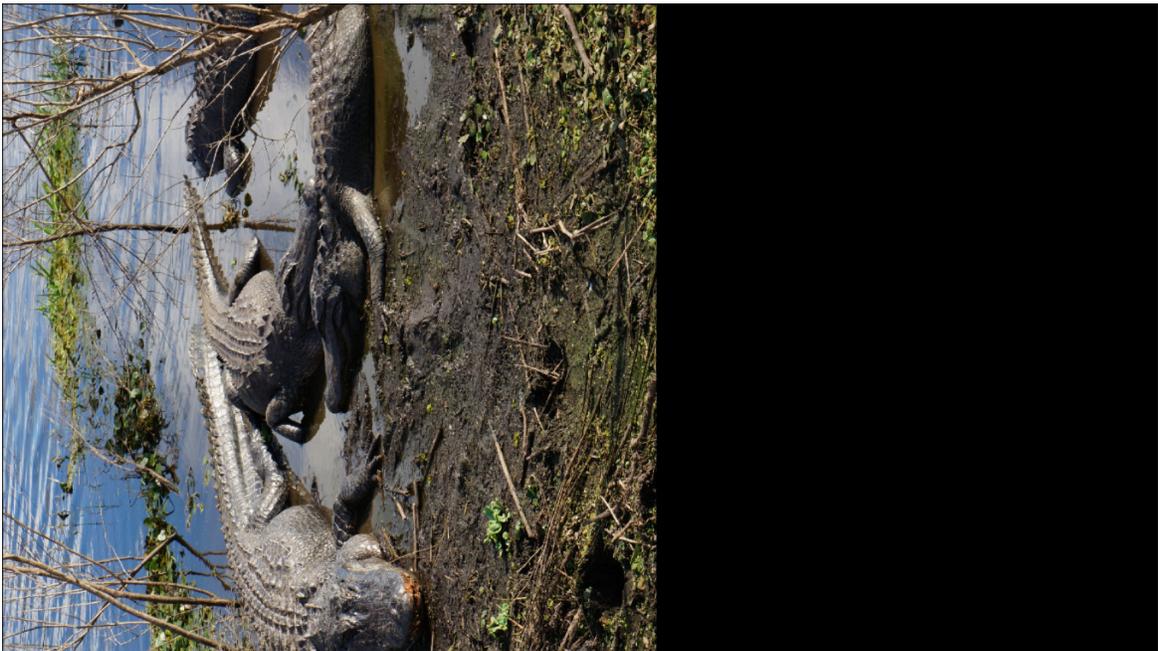
## Option Examples

Rotate:

Original Image



Rotated Image



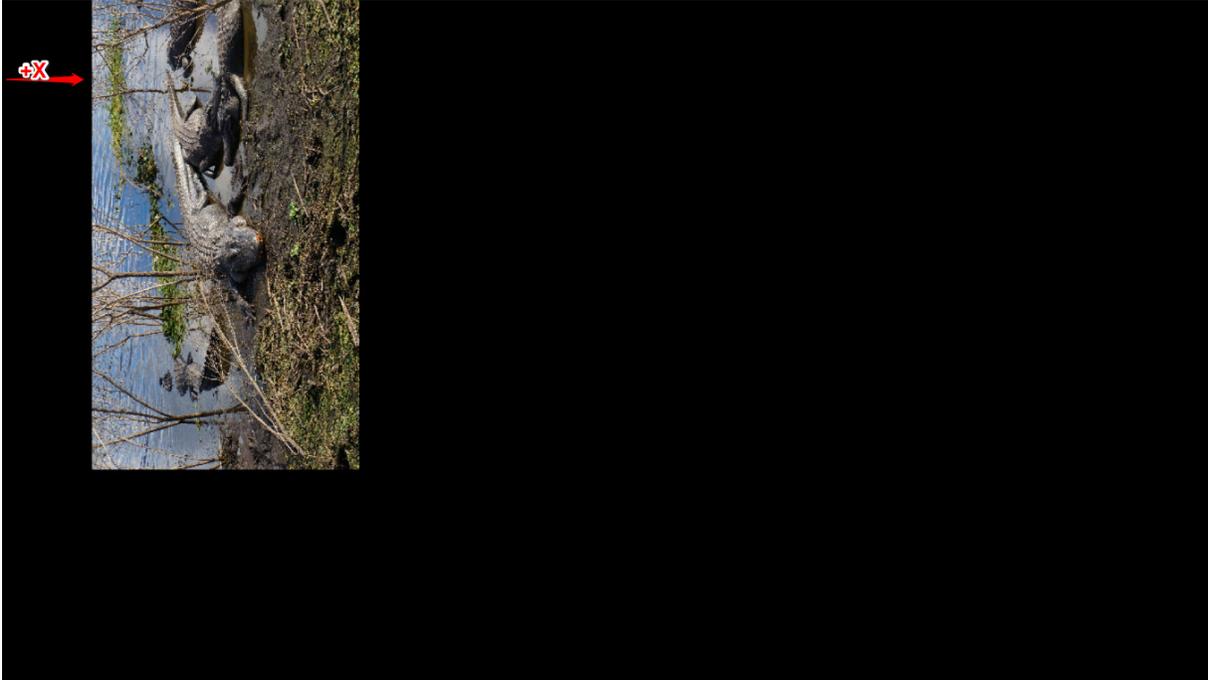
Resize:

This image was rotated and then resized

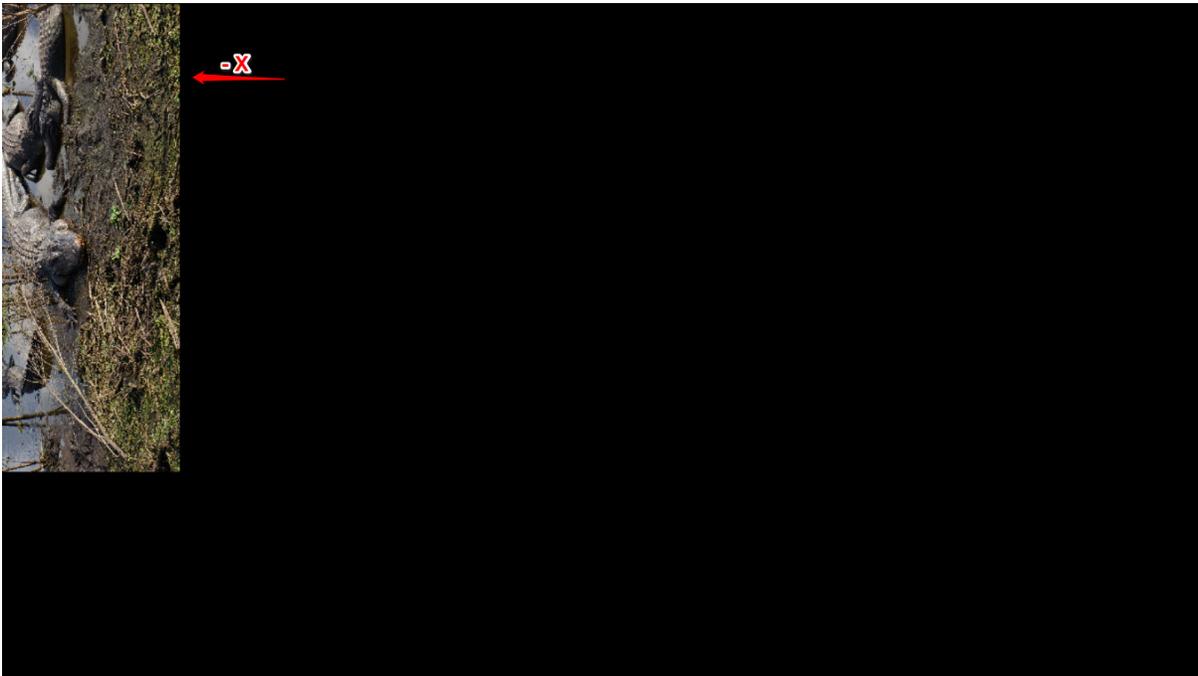


X Position:

Positive X – Shifts the image to the right (when the MOD is installed this is the equivalent to moving the image towards the coin door)



Negative X – Shifts the image to the left (when the MOD is installed this is the equivalent to moving the image towards the rear of the cabinet)



### Y Position:

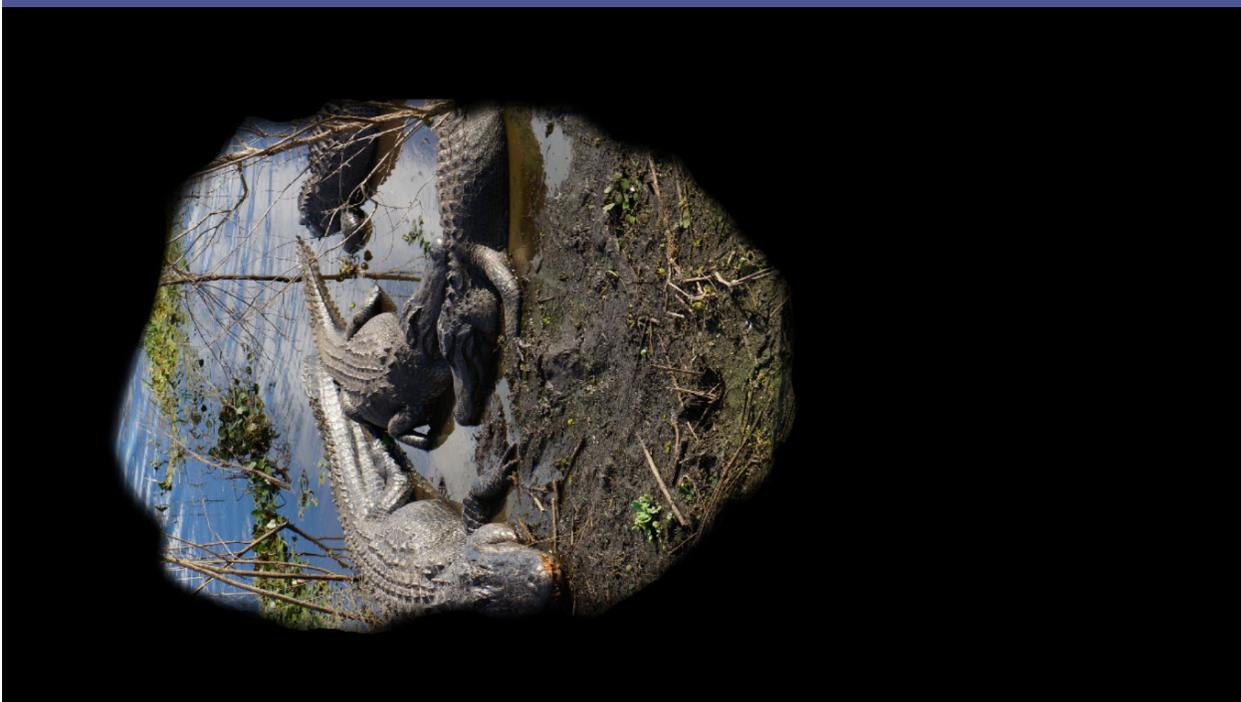
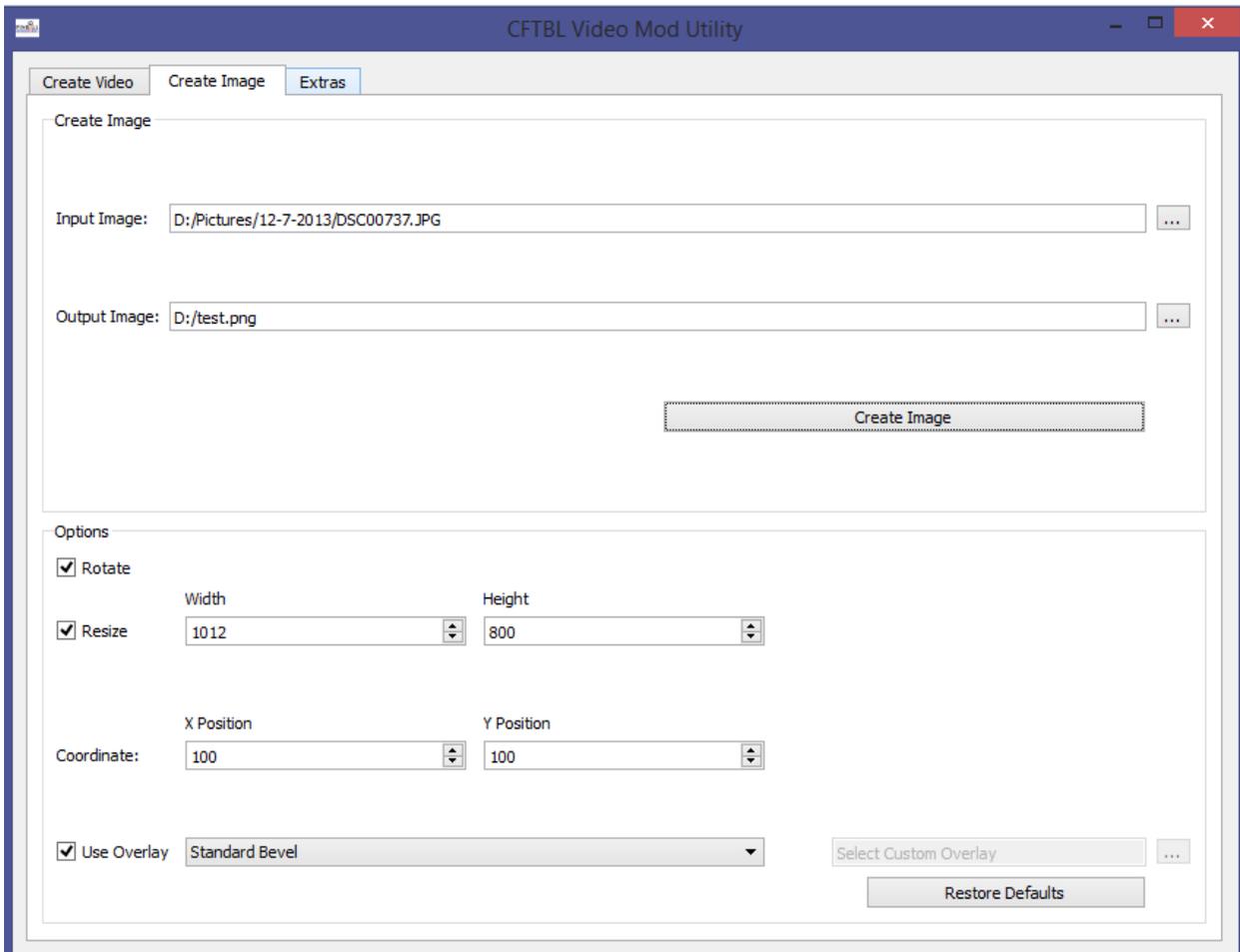
Positive Y – Shift the image down (when the MOD is installed this is the equivalent to moving the image towards the left cabinet wall)



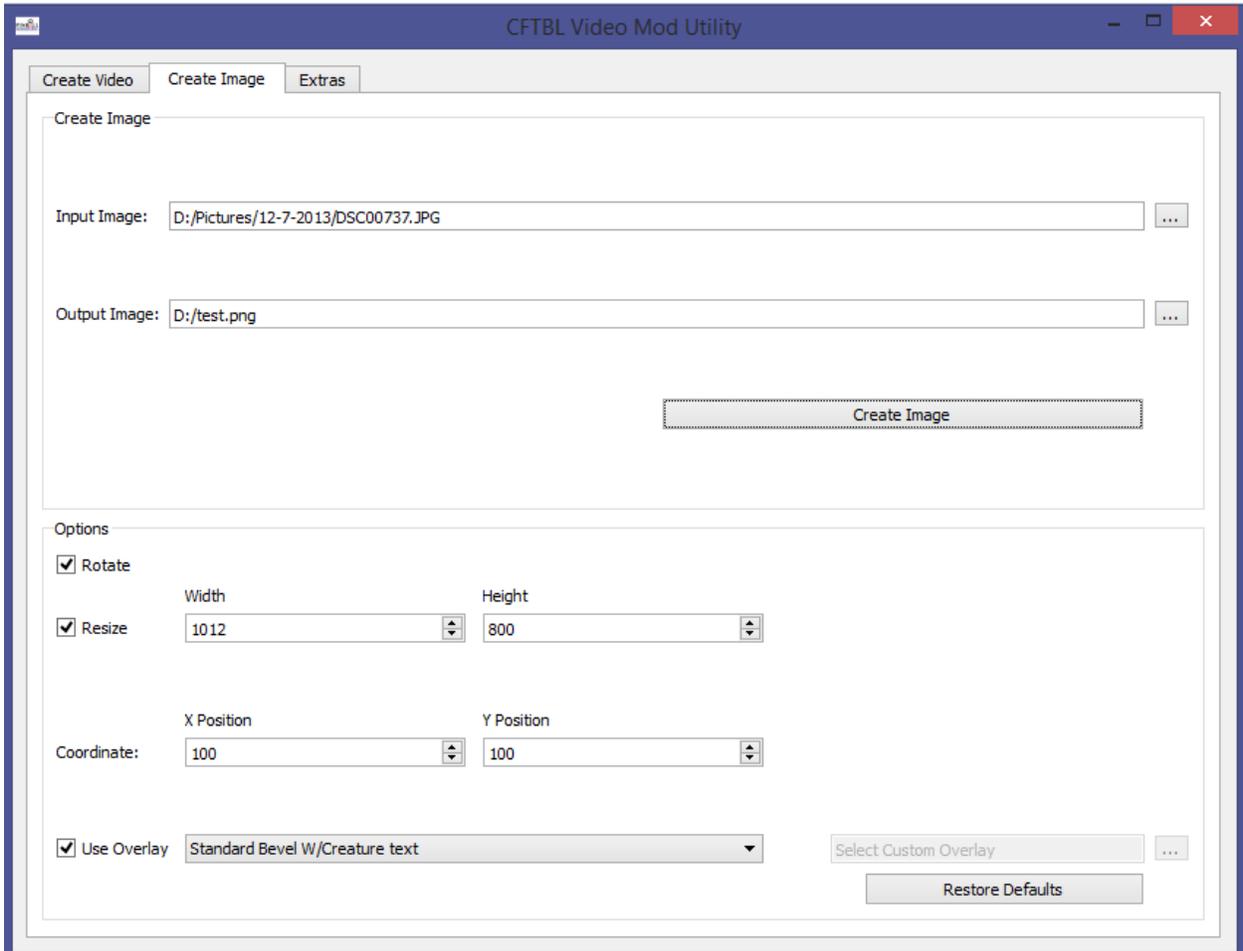
Negative Y - Shift the image up (when the MOD is installed this is the equivalent to moving the image towards the right cabinet wall)



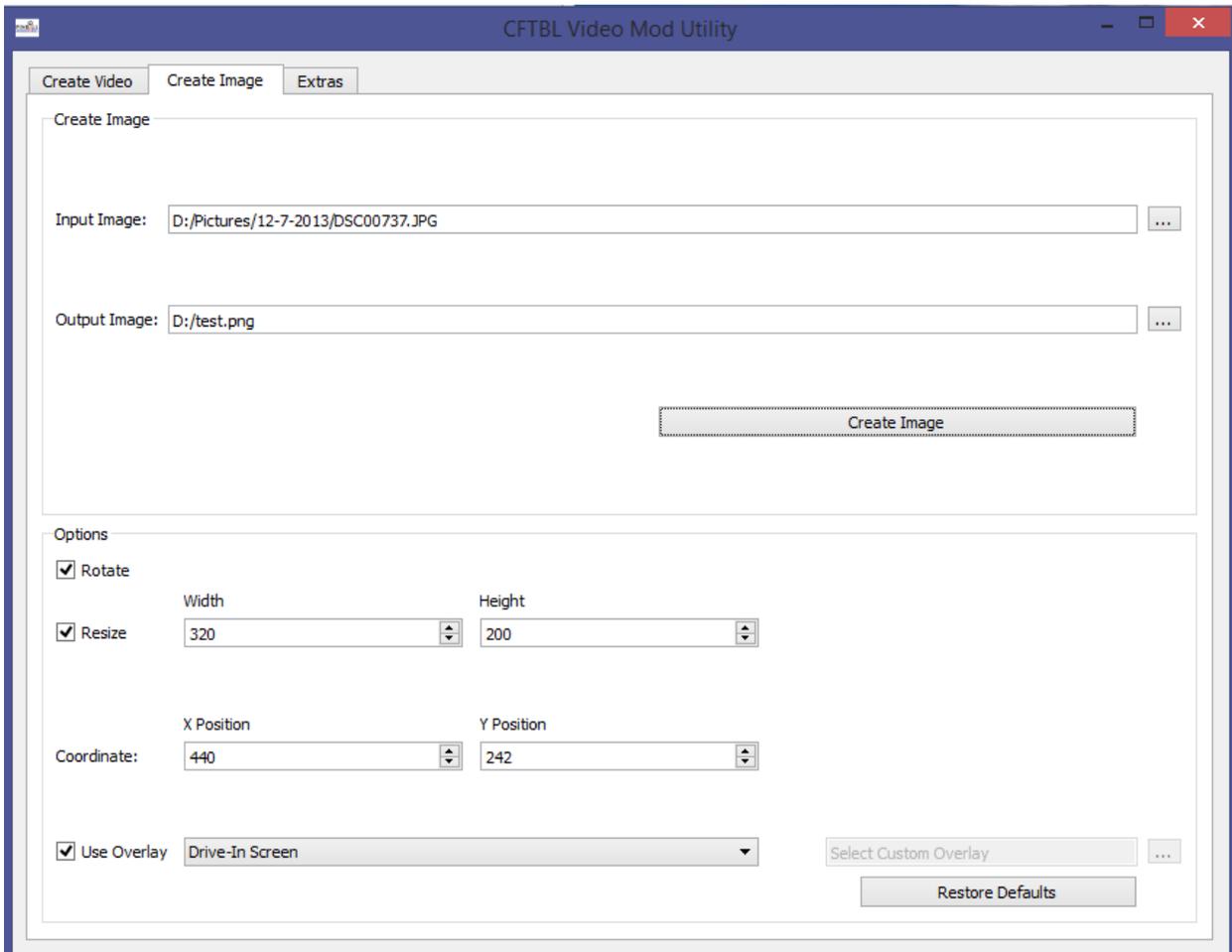
## Standard Overlay:



Standard Overlay with Creature text:

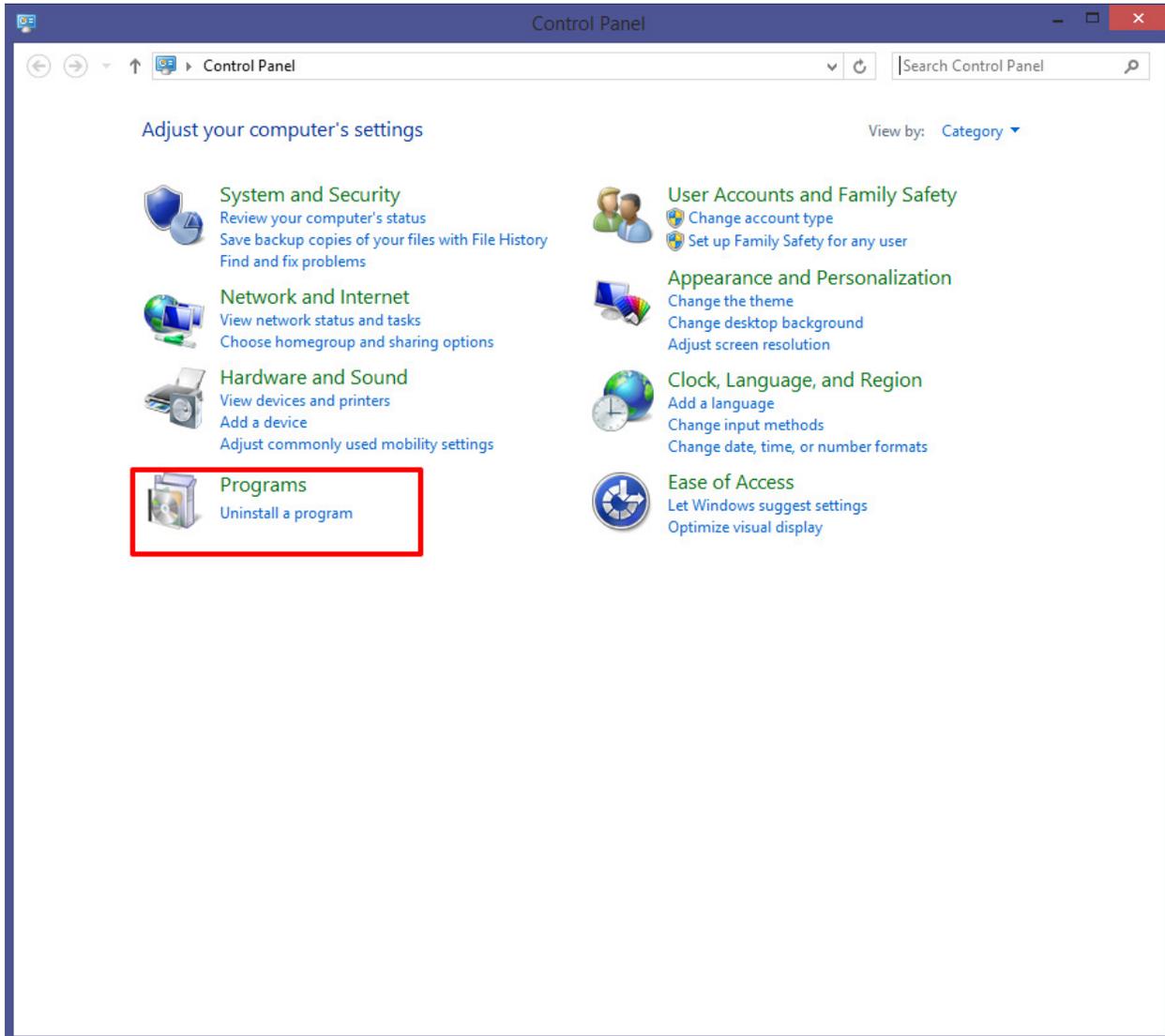


## Drive-In Screen Overlay:

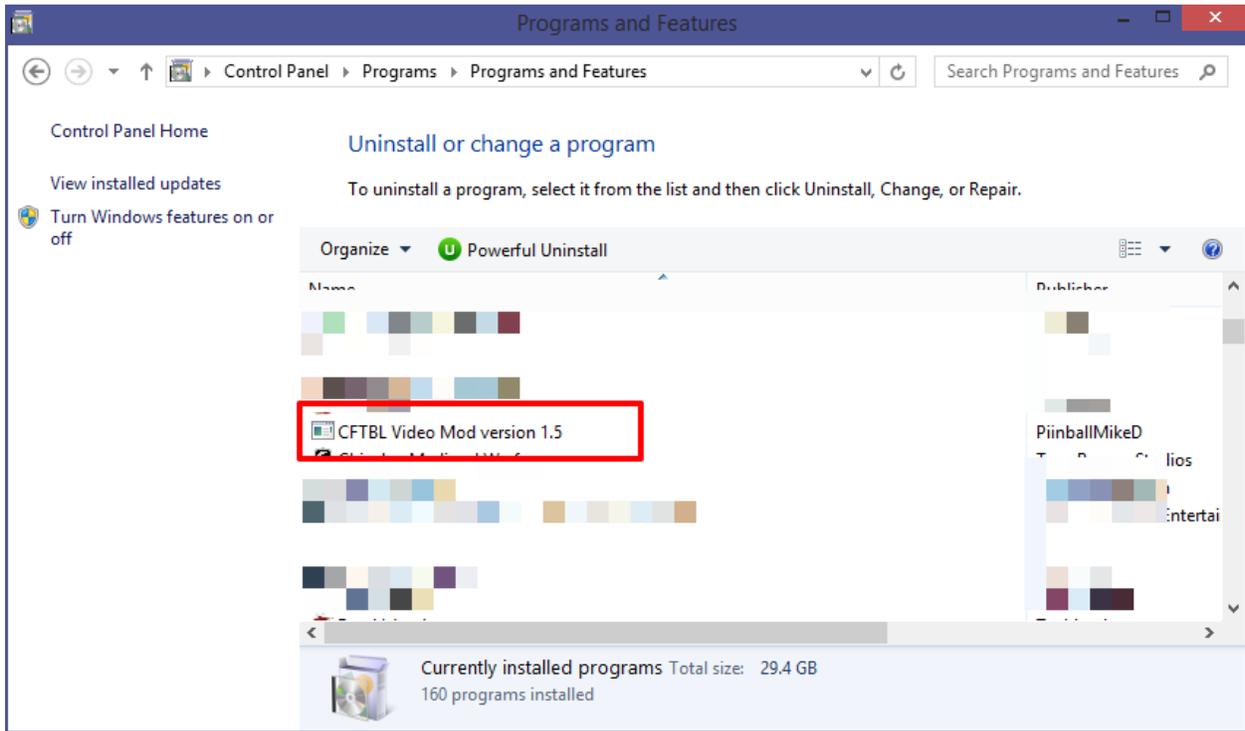


## Uninstall

- 1.) Open the control panel on your computer.
- 2.) Click on Uninstall a program.



4.) Double click on the CFTBL Video Mod entry



5.) Confirm that you wish to uninstall the program.

