Video ODS Animation

(March 6, 2025)

Notice

Information in this document is subject to change without notice and does not represent a commitment on the part of Vibrant Technology. Except as otherwise noted, names, companies, and data used in examples, sample outputs, or screen shots, are fictitious and are used solely to illustrate potential applications of the software.

Warranty

Vibrant Technology, Inc. warrants that (a) the software in this product will perform substantially in accordance with the accompanying documentation, for a period of one (1) year from the date of delivery, and that (b) any hardware accompanying the software will be free from defects in materials and workmanship for a period of one (1) year from the date of delivery. During this period, if a defect is reported to Vibrant Technology, replacement software or hardware will be provided to the customer at no cost, excluding delivery charges. Any replacement software will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer.

This warranty shall not apply to defects resulting from improper or inadequate maintenance by the customer, customer supplied software or interfacing, unauthorized modification or misuse, operation outside of the environmental specifications for the product, or improper site preparation or maintenance.

If the software does not materially operate as warranted above, the sole remedy of the customer (and the entire liability of Vibrant Technology) shall be the correction or detour of programming errors attributable to Vibrant Technology. The software should not be relied on as the sole basis to solve a problem whose incorrect solution could result in injury to a person or property. If the software is employed in such a manner, it is at the entire risk of the customer, and Vibrant Technology disclaims all liability for such misuse.

NO OTHER WARRANTY IS EXPRESSED OR IMPLIED. VIBRANT TECHNOLOGY SPECIFICALLY MAKES NO WARRANTY OF ANY KIND WITH REGARD TO THIS MATERIAL, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANT ABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

THE REMEDIES PROVIDED HEREIN ARE THE CUSTOMER'S SOLE AND EXCLUSIVE REMEDIES. VIBRANT TECHNOLOGY SHALL NOT BE LIABLE FOR ANY DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH THE FURNISHING, PERFORMANCE, OR USE OF THIS PRODUCT, WHETHER BASED ON CONTRACT, TORT, OR ANY OTHER LEGAL THEORY.

Vibrant Technology, Inc.

13275 East Fremont Place
Suite 200
Centennial, CO 80112 USA

phone: (831) 430-9045

fax: (831) 430-9057

E-mail: support@vibetech.com

http://www.vibetech.com

Table of Contents

Enhanced Video Animation

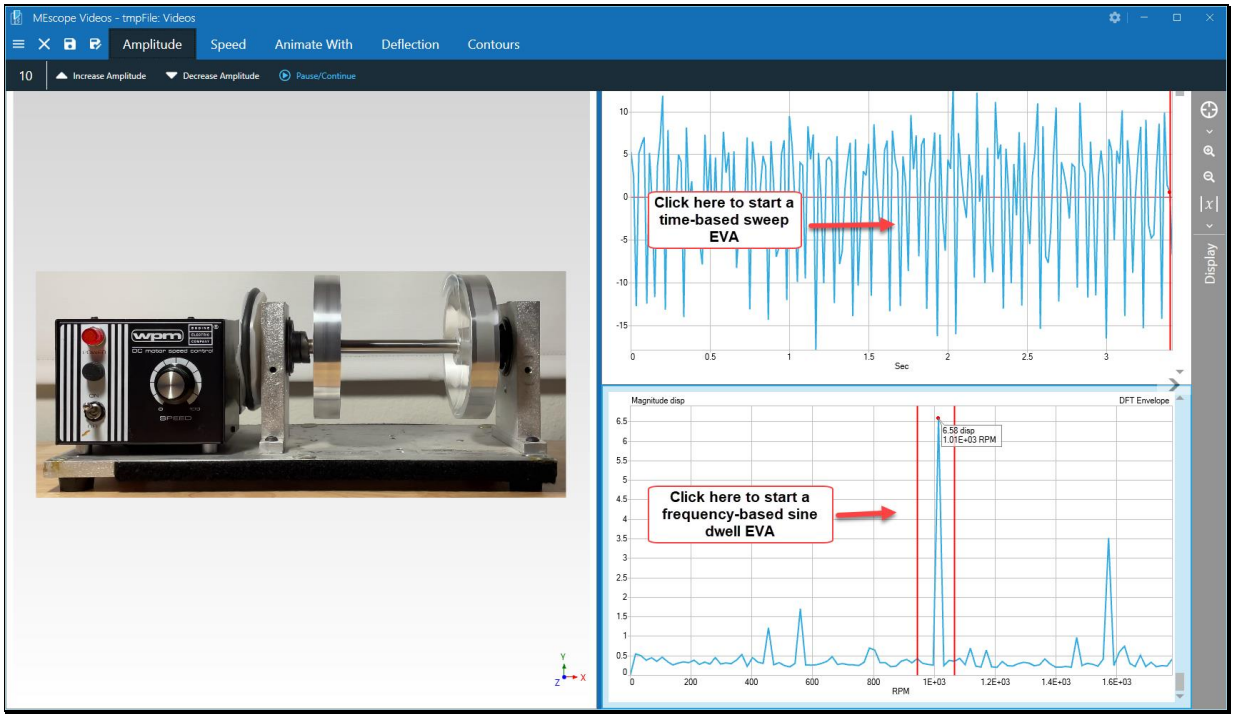
When the **Finish** button is pressed in the final step of the **Video Wizard**, sweep animation will begin from the **TWFs** Data Block in the ***upper-left*** of the MEscope window. The **time-based ODS** at the current Line cursor position in the **TWFs** Data Block will deflect the points on the **Point Grid** in the **Structure** window on the ***left side*** of the MEscope window.

Time-Based EVA

- To initiate an **EVA** using ***time-based* ODS's** from the **TWFs** Data Block to deflect the points on the **Point Grid**, ***click*** on the **TWFs** Data Block on the ***upper-right side*** of the MEscope window.
- During an **EVA** from the **TWFs** Data Block, the **ODS** data at the **Line** cursor is used to deflect the points on the **Point Grid**

Frequency-Based EVA

- To display ***frequency-based* ODS's** using sine dwell animation from the **DFTs** Data Block, ***click*** on the **DFTs** Data Block on the ***lower-right side*** of the MEscope window.
- During an **EVA** from the **DFTs** Data Block, the **ODS** data at the cursor position is used to deflect the points in the **Point Grid**



*Time-Based or Frequency-Based **EVA***

Amplitude Menu

This menu of commands on the ***top side*** of the MEscope window is used during an **EVA** to change the amplitude on deflection of points on the **Point Grid**.

- ***Press*** the **Increase Amplitude** button to ***increase*** the amplitude of deflection of the points in the **Point Grid**.
- ***Press*** the **Decrease Amplitude** button to ***decrease*** the amplitude of deflection of the points in the **Point Grid**.
- ***Toggle*** the **Pause/Continue** button to ***pause*** the animation and ***continue*** the paused animation.

Speed Menu

This menu of commands on the ***top side*** of the MEscope window is used to change the speed animation during an **EVA**

- P***ress*** the **Increase Speed** button to ***increase*** the speed of animation.
- P***ress*** the **Decrease Speed** button to ***decrease*** the speed of animation.
- ***Toggle*** the **Pause/Continue** button to ***pause*** the animation and ***continue*** the paused animation.

Animate With Menu

This menu of commands on the ***top side*** of the MEscope window is used to one of three different types animation during an **EVA**.

- P***ress*** the **Sweep** button to change the **EVA** to **Sweep** animation.

When **Sweep** is enabled, the video frame corresponding to the sample of data is also attached to the **Point Grid**.

- P***ress*** the **Sine Dwell** button to change the **EVA** to **Sine Dwell** animation.
- P***ress*** the **Stationary Dwell** button to change the **EVA** to **Stationary Dwell** animation.

When **Sine Dwell** or **Stationary Dwell** is enabled, the first video frame chosen in the **Video Wizard** is attached to the **Point Grid**.

Deflection Menu

This menu of commands on the ***top side*** of the MEscope window is used to enable the display different displays at ***selected*** points on the **Point Grid** during an **EVA.**

The **Edit Point Graphics** command must be used to set up **Orbits**, **Vectors**, and **Mag-Phase** at ***selected*** points before using the **Orbits**, **Vectors**, and **Mag-Phase** commands in this menu.

- ***Toggle*** the **Orbits** button to enable/disable the display **Orbits** at ***selected*** points on the **Point Grid**.
- ***Toggle*** the **Vectors** button **t**o enable/disable the display **Vectors** at ***selected*** points on the **Point Grid**.
- ***Toggle*** the **Mag-Phase** button to enable/disable the display **Magnitudes and Phases** at ***selected*** points on the **Point Grid**.
- ***Toggle*** the **Pause/Continue** button to ***pause*** the animation and ***continue*** the paused animation.
- Press the **Use First Video Frame** button to attach the first video frame tot eh Point Grid during **Sine Dwell** or **Stationary Dwell** animation.

Contours Menu

The commands in this menu are used to setup and display color contours on the surface of the Point Grid.

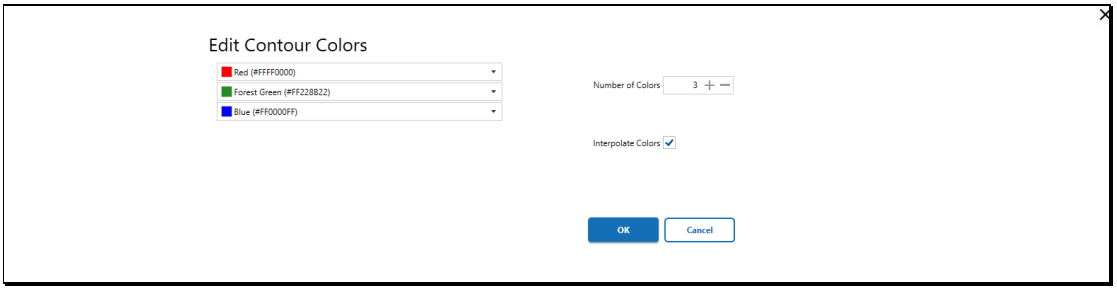
- ***Toggle*** the **Contours** button to display/not display **color contours** on the **Point Grid** surface.
- Press the **Color Key** button to display the **color key** in the **upper-right** corner of the Structure window when the **color contours** are displayed.

Color Contours

When **color contours** are displayed, the **Edit Color Contours** command will also be displayed in the Contours menu.

- **Press Edit Contour Colors** to open the color contours editor.

The number of contour colors, and the color of each contour can be changed in the **Contour Color Editor**. Also, whether to interpolate between the contour colors can be ***checked*** or ***unchecked***.

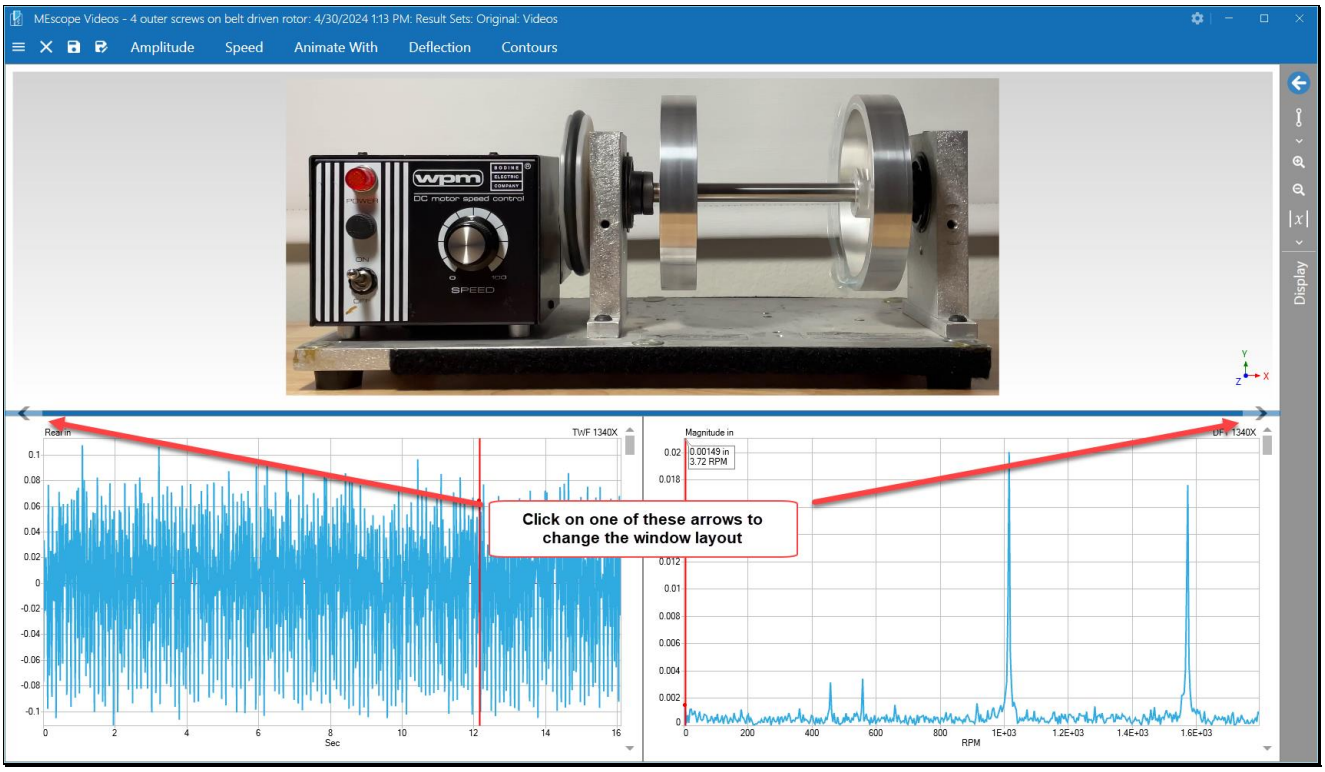


Contour Color Editor

Window Layouts

The most common window layout in **MEscopeVIDEOS** is the Structure window with the **Point Grid** on the ***left-hand side*** left, the **TWFs** Data Block on the ***upper-right side***, and a **DFTs** Data Block on the ***lower-right side***. However, other layouts of these windows are available.

- ***Click*** on the ***arrow on the middle-right side*** or the ***arrow on the middle-left-side*** to change the window layout.



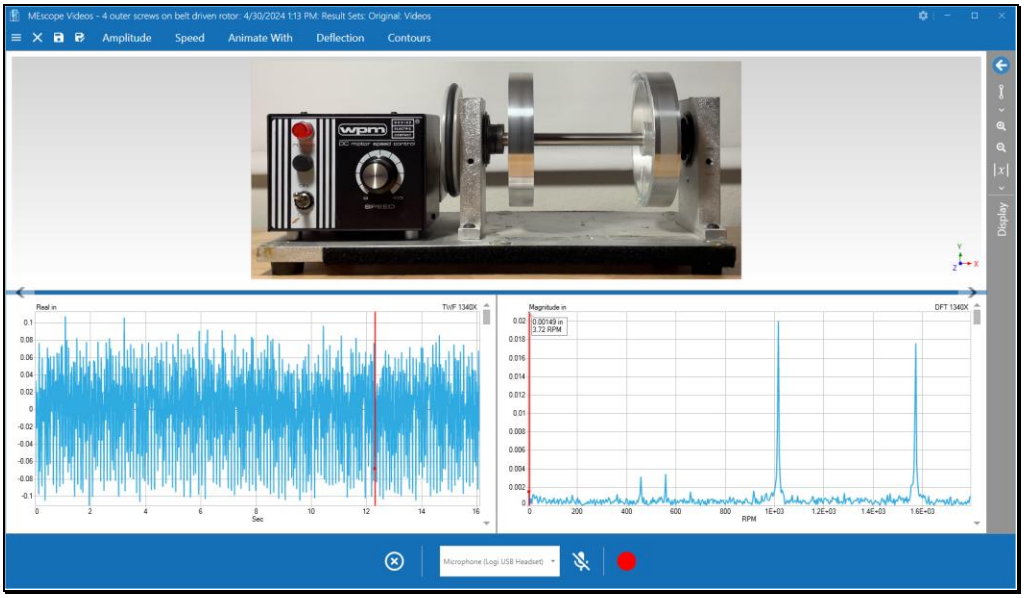
Arrows for Changing the Window Layout

Record Video

During an **EVA**, the animation can be recorded in a video recording of the **MEscopeVIDEOS** window.

- ***Press*** the **Record Video** command in the **hamburger menu** on the ***left-hand side*** of the **MEscopeVIDEOS** window.

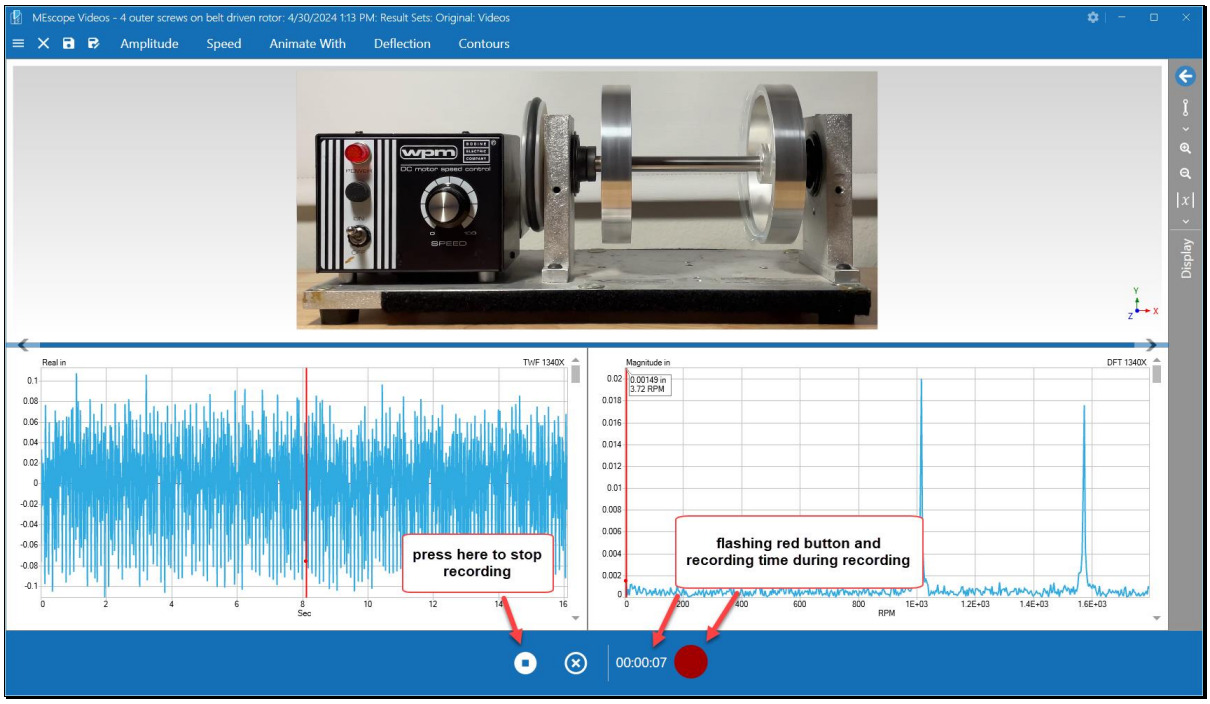
Controls for recording a video will appear at the bottom of the window, as shown below.



Controls for Recording a Video of the EVA

- ***Click*** on the **Red button** at the ***bottom of the screen*** to begin a video recording.
- ***Click*** on the **microphone** in the middle of the control to add your voice to the video.

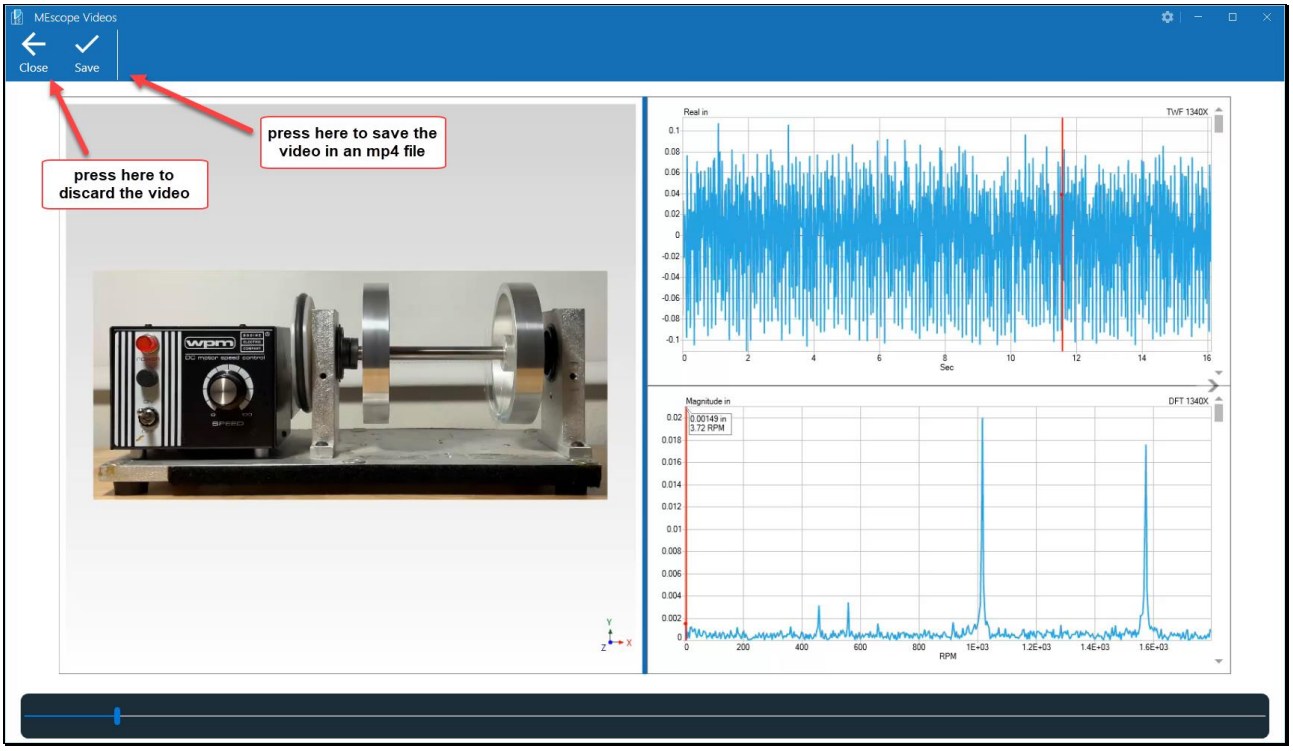
During a recording, the **Red button** will flash and the recording time will be displayed, as shown below.



Recording Controls during a Recording

- ***Press*** the **left-side button** to stop recording a video of the MEscope window.

When you stop a video recording, two buttons will be displayed on the ***upper-left side*** of the MEscopeVIDEOS window, as shown below.



A Video Showing Close and Save buttons.

- ***Press*** the **Close** button to discard the video and return to the **ODS** animation.
- ***Press*** the **Save** button to save the video recording in an **mp4** file.

When the **Save** button is pressed the windows file dialog box will open, allowing you to save the video as an **mp4** file anywhere on your computer storage.