

# DancePro User Manual

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## Section 1 - Video

The tool allows the inclusion of annotations to both a live video, being recorded in real time, and to a video previously recorded. In this section we will explain how to use both. We will also explain how to configure which camera to use and its functionalities.

### Section 1.1 - Recording a Video

To record a video, first you need to make sure that you have at least one camera in your computer. If you have at least one, pressing the camera button, indicated on Figure 1, should be enough to open the camera. When it opens you will start to see the video feed on the screen.



Figure 1 - How to open the camera

As you can see in Figures 1, there is a small arrow on the right side of the camera button. DancePro allows you to have two cameras running at once and this arrow serves to switch between them or to use both. You can see how to that in Figure 2.



Figure 2 - How to select the number of cameras

If the camera is not working, or the button is opening the wrong one, you may need to change their configuration on the settings menu. To do that go to **Settings** -> **Devices**. A window will pop up with the "device settings" menu. As you can see in Figure 3, you can choose which camera to use for camera 1 and for camera 2. Please note that they **must be** different. You can also choose which microphone should do the audio recording. If your camera has a built-in microphone, it will be listed in the microphone section as well. Finally, you can also choose which microphone to use for the **audio annotations**. Similarly to the cameras, the microphones **need to be different**.

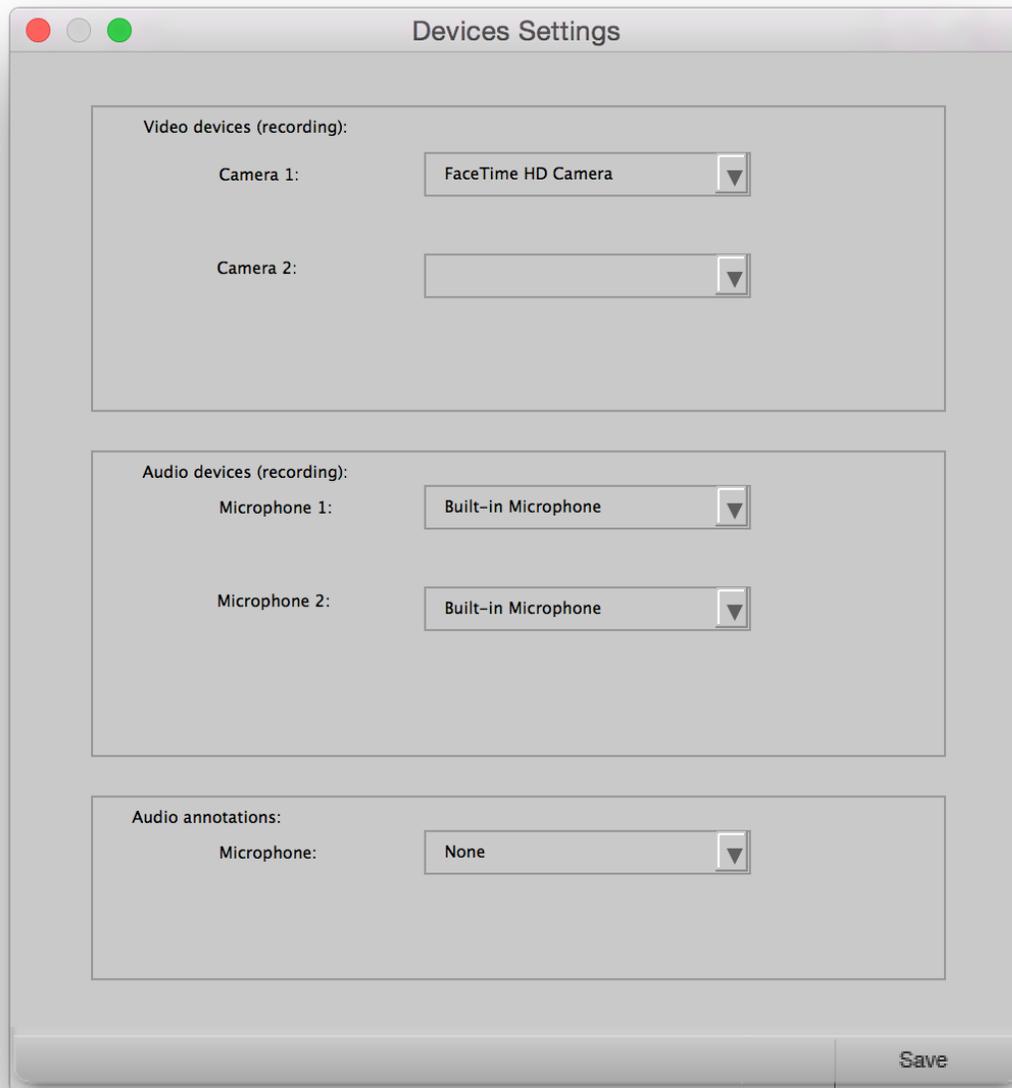


Figure 3 - Device Settings

You can also change configurations such as resolution, frames per second, quality, etc. **Warning:** As of now encoding video and audio quality are not implemented yet. The configurations can be changed in the **Encoding Settings** menu, which is accessible via **Settings -> Encoding**. Not all combinations of frames per second and resolutions are compatible with every camera. If the camera shows an error when opening, it is possible it is due to incompatible frame rate or video resolution. For more advanced users, the compatible settings can be viewed on the terminal if the camera is opened incorrectly. Start the tool via terminal to see this. Due to limitations of the framework used, as of now, this is still not shown in the user interface. Figure 4 shows the encoding panel.

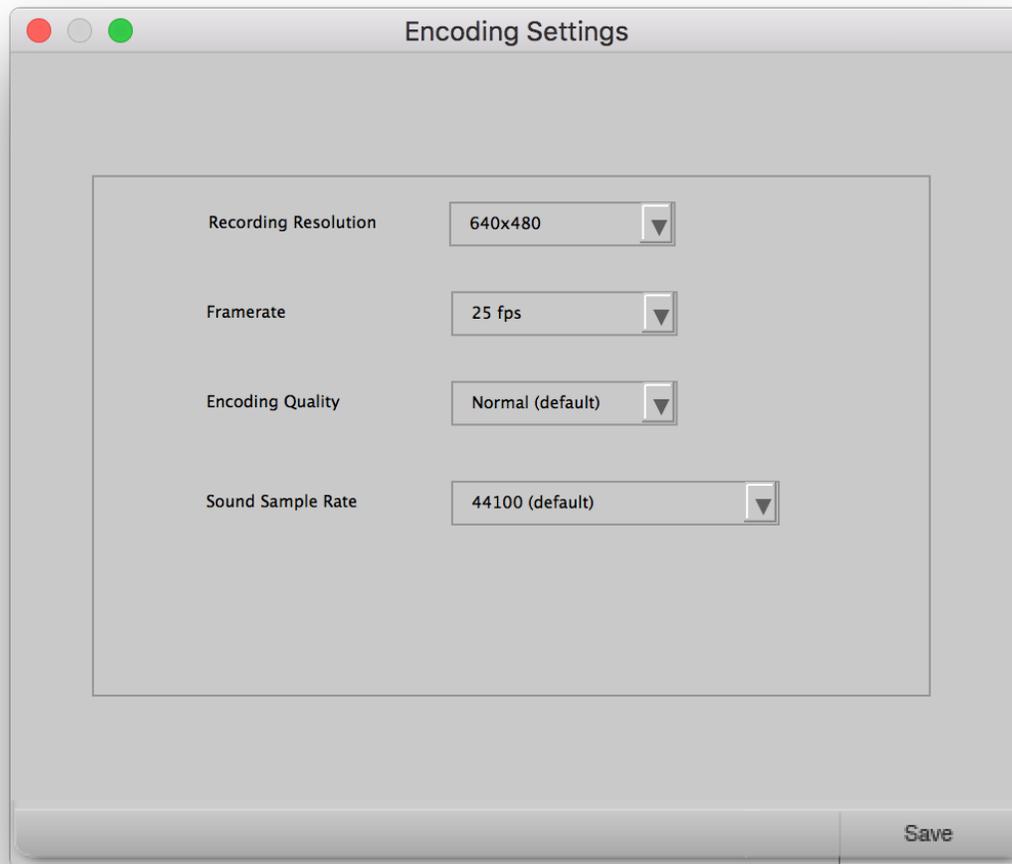


Figure 4 - Encoding Settings Panel

Finally, to start recording the video all you have to do is to press the "Record" button located on the **timeline**. Figure 5 shows where this button can be found.

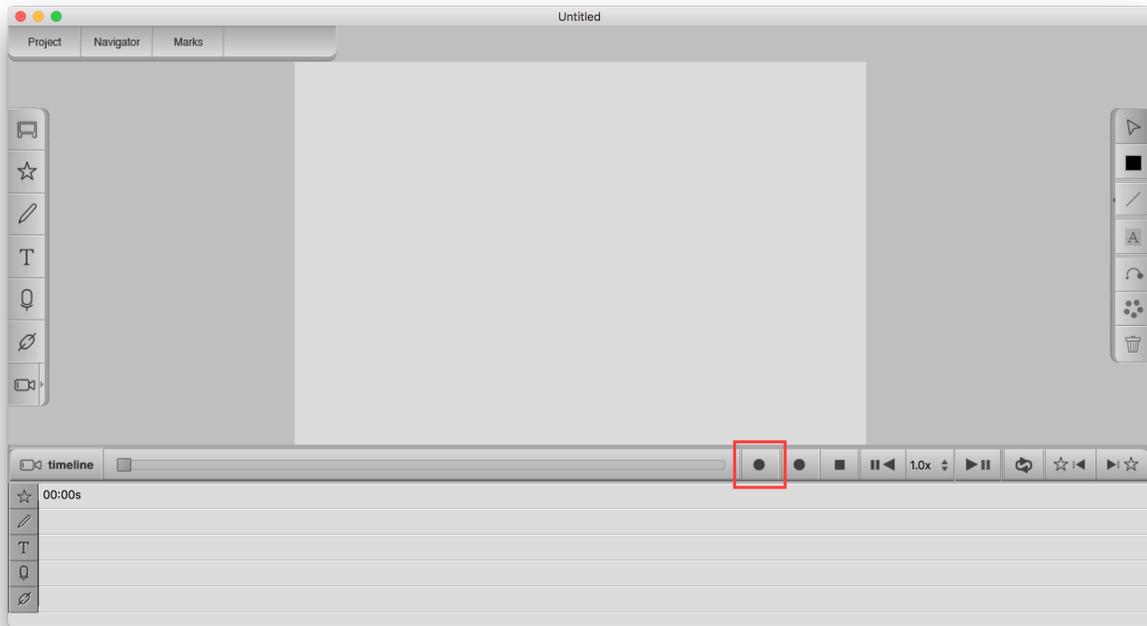


Figure 5 - Record button

## Section 1.2 - Remote Recording a Video

The tool also allows to record a video remotely. That is, you can connect a camcorder to the computer and use it only to send the video feed to the tool, without recording, allowing the camcorder to record it itself. This allows the computer to do less processing, decreasing the odds that frames will drop due to a slow CPU. When the video is finished the tool will send a warning saying it can't find any video files and ask you to point it to them. Now all you need to do is put the video file in your computer and then point it to the tool. This process can take several minutes if the video file is large. The Remote Record button is shown in the Figure 6.

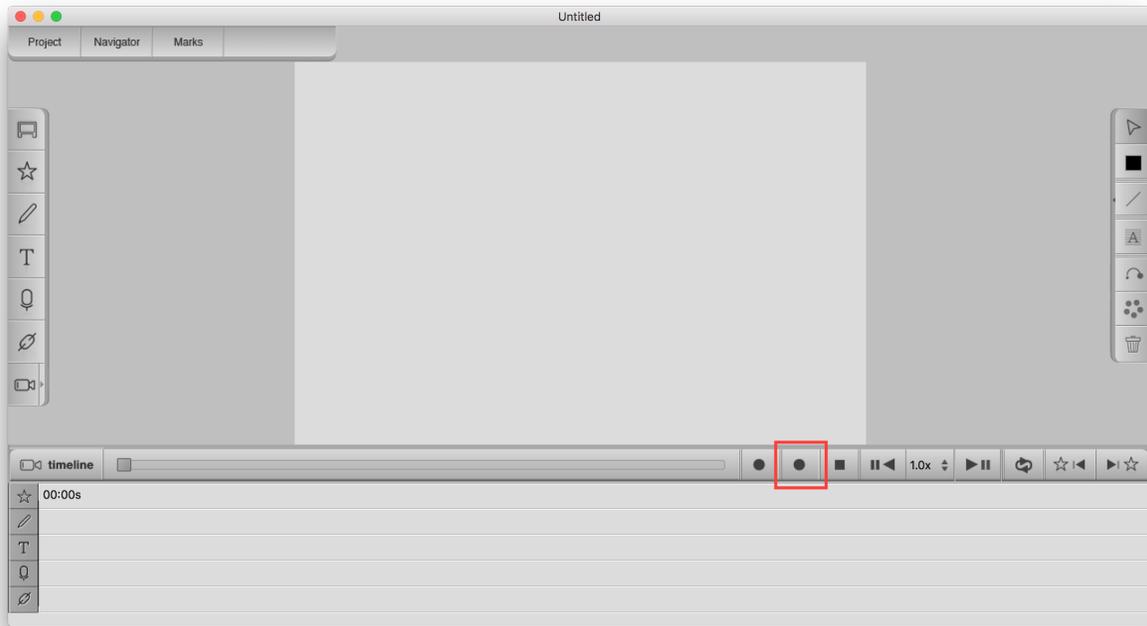


Figure 6 - Remote Record Button

## Section 1.3 - Importing a Video

To import a video you only need to go to **File -> Import**. A dialog will pop up where you can access your file system and select a video file. Most of the video file types are compatible with DancePro. Once you select a video, it will be opened and ready to play. All you have to do is press the play button (4), as shown in Figure 7. The video can also be played backwards (2), stopped (1), played at different speeds (3) and looped (5). Finally, buttons 6 and 7 allow the user to jump from annotation to annotation. The jumps will ignore [filtered annotations](#).

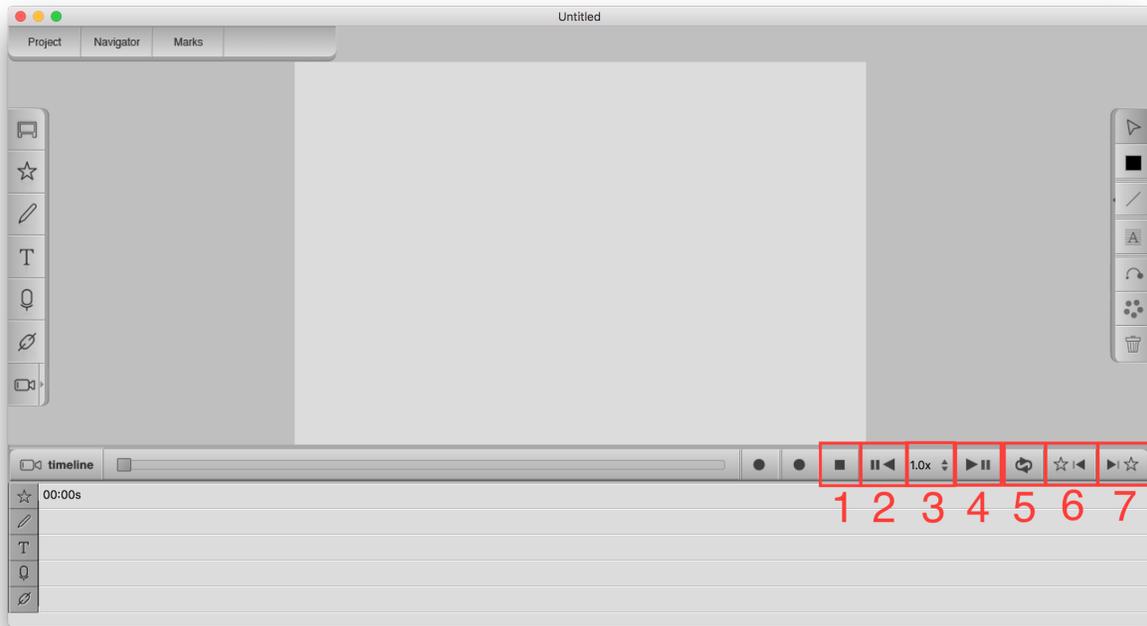


Figure 7 - Stop (1), Backwards Play (2), Speed (3), Play (4), Loop (5), Previous Annotation (6) and Next Annotation (7) buttons

## Section 2 - Video modes

When you are recording a live video you have the chance of using three different types of video modes: **continuous mode**, **delayed mode** and **suspended mode**.

The continuous mode is the regular mode: the video is recorded and shown as you would expect.

The delayed mode shows the video with a certain delay, which can be configured by the user (see explanation on how to do this further on in this section). This means that the live feed shown on DancePro is delayed compared to what is happening in the real world. It allows the choreographer to have some extra time to react without losing any new information from the stage.

Finally, the suspended mode divides the screen into two different areas. On the left window, the video is being played normally and on the right window a frame of the video is presented everytime the user annotates something. The frame presented is the one the user started annotating on. This allows the user to, for example, draw on a single frame, as long as they want, while the video is being captured and running on the other screen.

Changing them is done by pressing the button shown on Figure 8. The first one (activated in the screenshot) is the continuous mode, the second one is the delayed mode and the third one is the suspended mode.



Figure 8 - From left to right: continuous mode, delayed mode and suspended mode.

As said before, the user can change the time lapse of the delayed mode. The time of the delay can be between 1 second and 10 seconds. To change that, all you need to do is go to **Settings** -> **Preferences** on Windows, or **DancePro** -> **Preferences** on a Mac computer.

## Section 3 - Annotations

DancePro allows the user to make **5 different** annotations: **Marks, Drawing, Text, Audio** and **Link**. This section will be divided into 5 different subsections, one to explain each annotation type. Every annotation (except audio) has the default time of **1 second** to stay visible on the screen. That time can be changed later during editing.

### Section 3.1 - Marks

The marks serve the purpose of a quick annotation. All the user has to do is to press a button and an image will be placed on the top left corner of the screen. This is typically chosen when doing a live recording where the user does not want to waste time taking notes. All he wants is to create bookmarks throughout the video for a later view and maybe then take further notes.

In order to add a mark to the video, first we need to create the mark itself. That can be done on the **Marks Menu** located on the top left corner of the screen. The Figure 9 shows us where this is located. First you press button number 1 and then button number 2 will show a window where you can choose the mark you want.

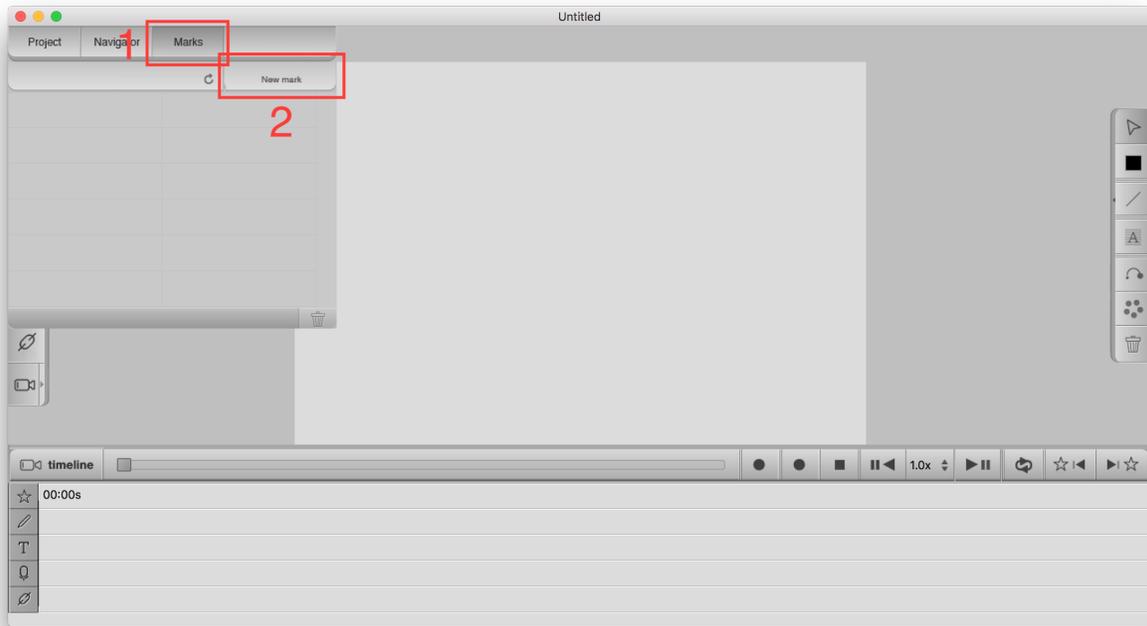


Figure 9 - Creating a new mark.

The pop-up window can be seen on Figure 10. You can choose a mark from the available ones (1). On number 2 we can choose the color of the mark: as you can see, the chosen color was red and a preview can be seen next to the color button (2). Then (3) you need to type a name for the mark. This serves to identify it. Then you just need to press the “Add Mark” button (4). If you want to use a customized image of our own, you should press 5. The image will be shown on 1 and all the previous functionalities will work with it. If you want to use the image with its original color, you can press the preview and it will ignore the chosen color.

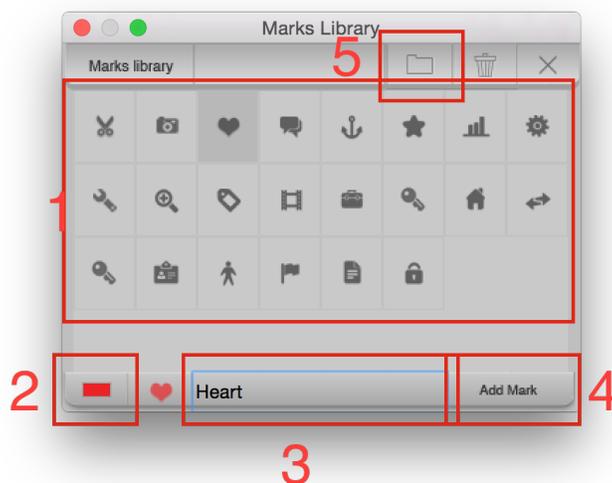


Figure 10 - New mark popup window.

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Finally, after creating the mark, you can now use it. You simply need to press the mark button on the left menu (1, Figure 11). A menu will pop up on top (2) and then you just need to press the mark you want and it will show on screen (3).

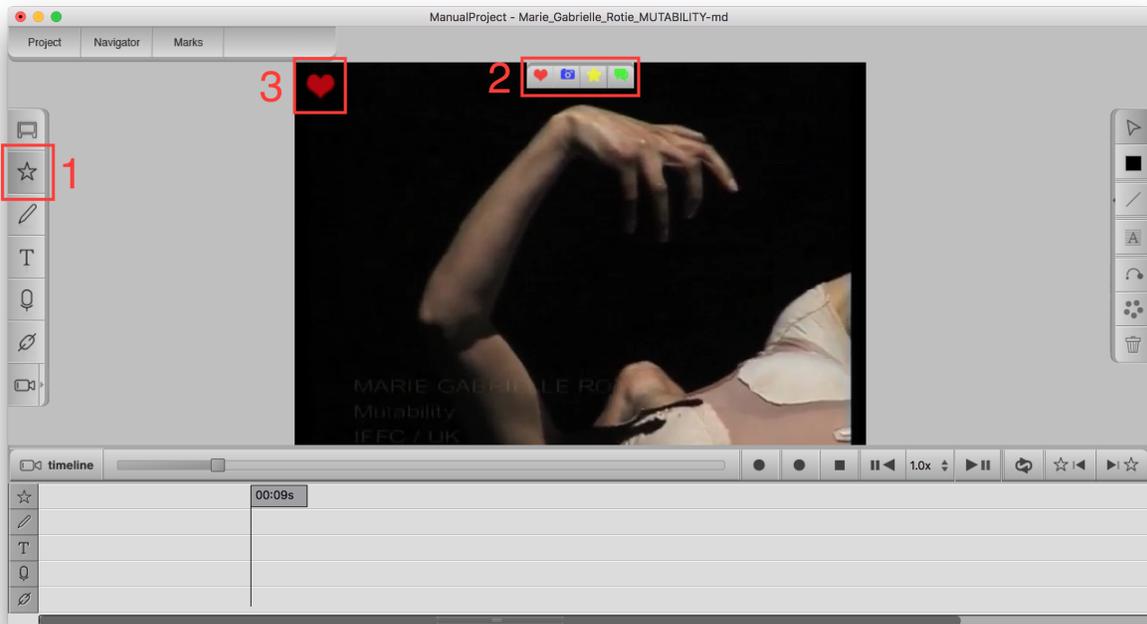


Figure 11 - Adding a mark to a video.

## Section 3.2 - Drawing

For drawing (Figure 12), you should click on the pencil button (1) and then start drawing on the screen (4) while the video is running. A line (drawing) will stay visible on the screen for 1 second, unless you start drawing another one, since this will be considered as a single drawing. The user can change the color (2) and thickness of the line (3) as they prefer.

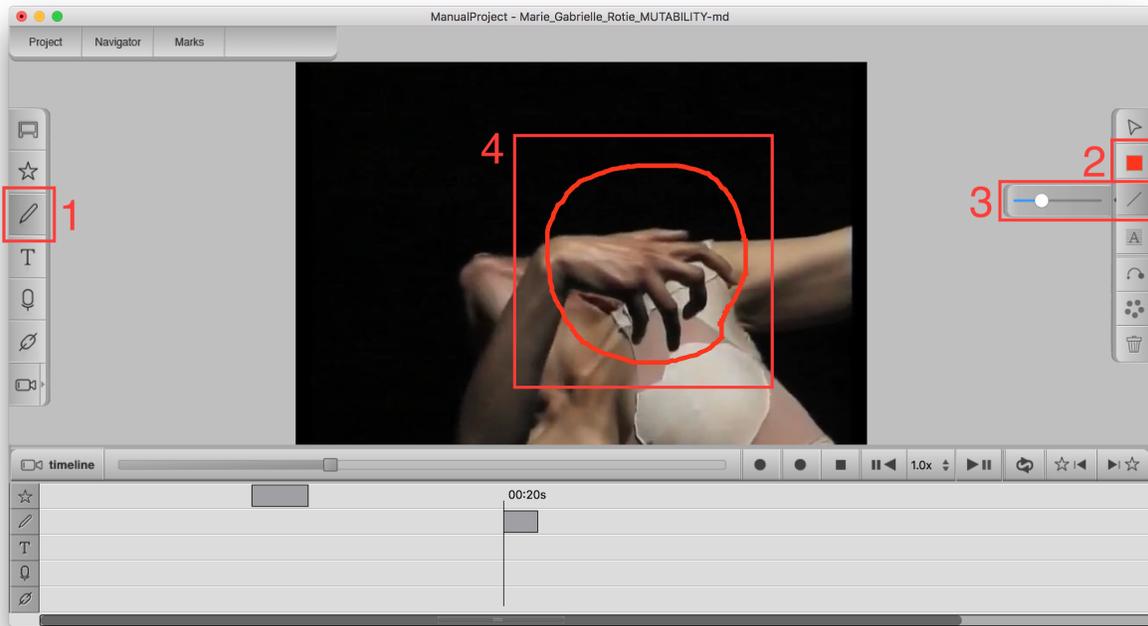


Figure 12 - Adding a drawing annotation.

## Section 3.3 - Text

Text annotations, as all annotations, will stay visible on the screen for 1 second while playing the video. When the user is annotating, though, they will stay for as soon as he/she is typing, in order to allow time to type as much as needed.

To add a text annotation (Figure 13) you need to press the text button (1) and then press wherever on the screen you want to type (4). The color can be changed in the same place as the drawing annotations (2) and the font, as well as weight, size, etc, can be changed through the font button (3).

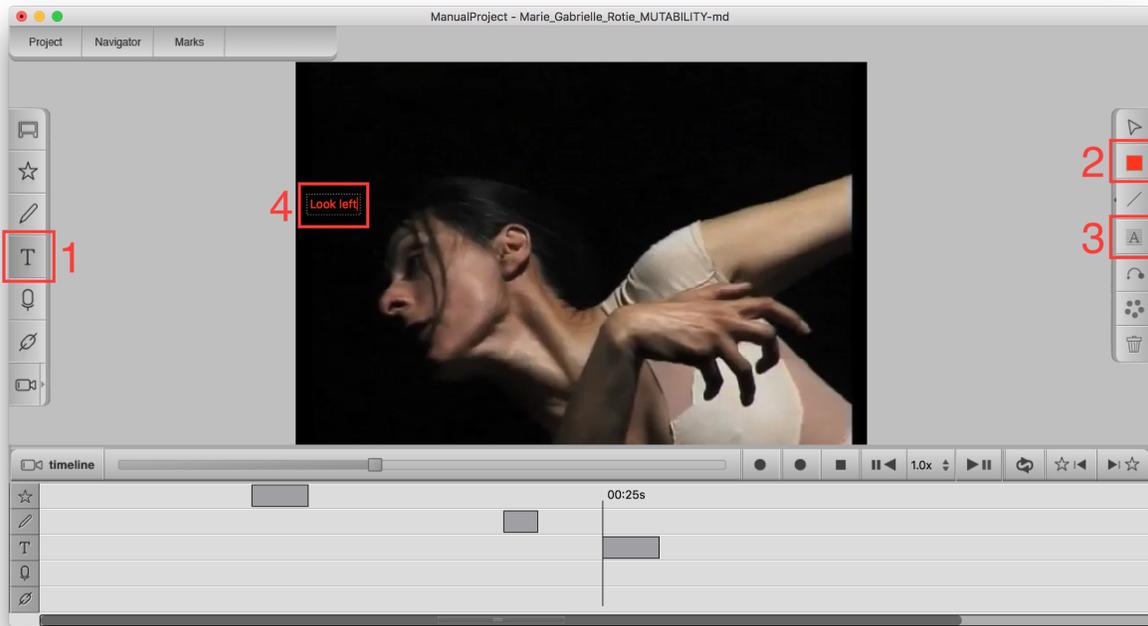


Figure 13 - Adding a text annotation

## Section 3.4 - Audio

For the audio annotations (Figure 14), you first need to set a separate microphone on the **Device Settings Menu**, explained on [section 1](#). Then all you have to do is to press the audio annotation button (1) and speak into the microphone. To stop the recording, press the button again. The annotation will last as long as the recording.



Figure 14 - Adding an audio annotation.

## Section 3.5 - Link

To add a link annotation (Figure 15), press the link annotation menu (1) and then select where in the screen you want it. When you finish typing a website and press enter, it should automatically create a URL that can be clicked (2). It is not possible to change color or font of the links. Only one line is allowed.



Figure 15 - Add a link annotation.

## Section 4 - Managing the project

In the first subsection we will explain how to manage the project, its videos and annotations. In 4.2 we will explain how the users can use the navigator to filter the annotations seen on screen.

### Section 4.1 - Project

Managing the current project is quite simple. On the project menu (Figure 16) we can see three different tabs or divisions. The first one (imported files) has a folder of all imported videos. That is, videos that were not recorded with the tool. The recorded sessions has all the videos that were recorded with DancePro. Both this tabs are organized by folders, each folder corresponding to a session. A session represents a day. If the user records a video in a different day, a new session will be created. Both the video files and the sessions can have their names changed. To select a video all you have to do is to double-click on it. Finally, the annotations tab shows the annotations of the current selected video. Should no video be selected, no annotations will be shown.



Figure 16 - Managing the project.

## Section 4.2 - Navigator

In this menu each track of the annotation is shown. The user can select a track to filter it from preview. This will hide the track and when playing a video, that type of annotation will not be shown (even if the video has annotations of that type). The Figure 17 shows this menu with the text annotation track hidden.



Figure 17 - Navigator. 1 - Text track selected. 2 - Text track is hidden from the timeline.

## Section 5 - Remote control

DancePro has the ability to receive commands from an external remote control. That remote control has to send signals according to the OSC protocol. Typically such remote would be a mobile app. We have also created an app called “DanceRemote” for Android.

The communication is done via wi-fi, so make sure that both the computer with DancePro and the mobile platform are connected to the same wi-fi. If wi-fi is not available, you can still create an ad-hoc connection (sharing internet) with your PC to create a wireless connection between your computer and the mobile platform. In order to do this please refer to your operating system’s manual or try to Google it :-)

### Section 5.1 - Setting up the server

On the **Settings** -> **Network** a pop-up window will be shown (Figure 18). There the user can see the DancePro’s ip address (1) and set up the remote app ip address (2), as well as both ports. DancePro’s ip address should be inserted in the remote app as well as its port. The default port is 8090 but this can be changed in case your router is blocking it, for example. The remote app ip-address and port are only needed in case you’re using “DanceRemote”. They serve to automatically fetch the available marks, instead of inserting them by hand.

Then all that is needed is to press the “Turn on server” button and the DancePro will be ready to receive commands.

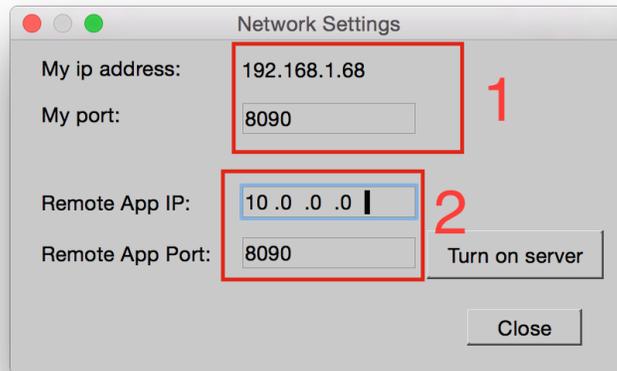


Figure 18 - Network Settings Menu.

## Section 5.2 - Setting up the remote app

Setting up a remote app depends on which OSC app you are using, but ideally it has to allow you to input an ip-address and a port (See section 5.1) and allow you to configure which commands a button sends. According to the OSC protocol, a command has a / (slash) before it and then a space followed by a value. For example, a command could be the following: `"/camera 1"`.

Here is a list of the commands (and how to use them) that our app can receive (everything in quotes is to be substituted by what it says, without the quotes):

- Turn on Camera: `/camera 1`
- Turn off Camera: `/camera 0`
- Start recording: `/recording 1`
- Stop recording: `/recording 0`
- Start remote recording: `/remoterecord 1`
- Stop remote recording: `/remoterecord 0`
- Start audio annotation: `/audio 1`
- Stop audio annotation: `/audio 0`
- Start Drawing: `/inkPressed "xPosition" "yPosition" "screenWidth" "screenHeight"`  
- The screenWidth and screenHeight are not mandatory, only if you want the tool to scale it down to the drawing area you're using. If you're using inkPressed you need to

later call `inkMoved` to add more points. You don't need to call `inkReleased` to end the annotation.

- Add a point to the previous drawing annotation: `/inkMoved "xPosition" "yPosition"` - You need to either call `inkPressed` first or `inkReleased` at the end to finish the line.
- Stop Drawing: `/inkReleased` This is used to end an ink annotation in case you started with `inkMoved` and never called `inkPressed`.
- Add a point/start a drawing annotation: `/inkPoint "xPosition" "yPosition"` - Use this in case it is not possible to send an `"inkPressed"` or `"inkReleased"` command. Please note that with this command there is no way to inform the tool when you are drawing a new line, so one annotation will always consist of one continuous line.
- Send a mark by id: `/mark/id "Mark id number"` (from 0 until the last available one, iteratively as they are created).
- Send a mark by name: `/mark/name "Mark name"` (If there are two marks with the same name, the first one will be added).

## Section 5.3 - DanceRemote

(Not finished yet)

## Section 6 - Miscellaneous

After a video is recorded, the user can edit its annotations. These are the main things the user can change concerning the annotations:

- Line thickness;
- Both text and line color;
- Position of annotations, including marks;
- Time they are displayed on the video;
- When they appear on the video.

The first three can be done by selecting an annotation on screen. The last two can be done on the timeline track, at the bottom of the screen. The annotations there are represented by rectangles that show how long they last and when they appear. These rectangles can be stretched to customize how long the annotations last; they can also be moved to change when the annotations appear on the video.

The tool also offers users the possibility to copy and paste annotations, as well as redoing and undoing any changes done. These can be done in the **Edit Menu**, or with the familiar shortcuts.