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Virtual Magnifying Glass 3.3

Index

About Virtual Magnifying Glass

Virtual Magnifying Glass is designed for visually-impaired and others who need to magnify a part of the screen. Unlike most similar programs it does not open a separate window for the magnification but instead puts a movable magnifying glass on screen.

This software is the multiplatform version of Virtual Magnigying Glass. Any feedback you can give us about this software will be greatly appreciated and can greatly enhance the quality of the software. You can give us feedback on our source-forge page: http://sourceforge.net/projects/magnifier

Licence

Virtual Magnifying Glass is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License version 2 as published by the Free Software Foundation.

Virtual Magnifying Glass is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

Please note that the General Public License version 2 does not permit incorporating Virtual Magnifying Glass into proprietary programs.

Installation Guide

Just follow the steps in the order they appear. If you need help installing, go to our website (http://sourceforge.net/projects/magnifier) and describe your problem.

1 - Download Vmg3.3_install.exe file to a known location. Notice that the filename contains the version of the software. If a newer version is available, download it instead.

2 – Execute the install software.

3 – Follow the instructions on the screen to install the software

Using the Glass

Just move the cursor and the glass will follow it, enlarging the background with variable magnification from 1x to 16x.

Key	Command
[ENTER] or [ESC]	Hides the glass
Q	Closes the application
Up Arrow	Increases the lens height
Down Arrow	Decreases the lens height
Right Arrow	Increases the lens width
Left Arrow	Decreases the lens width
W	Moves the lens up
S	Moves the lens down
D	Moves the lens to the right
A	Moves the lens to the left
[PAGE UP]	Moves the lens up in big steps
[PAGE DOWN]	Moves the lens down in big steps
B	Activates and Deactivates the graphical border
[MOUSE WHELL UP]	Increase the magnification in small steps
[MOUSE WHELL DOWN]	Decrease the magnification in small steps
+	Increase the magnification in small steps
-	Decrease the magnification in small steps

Plugins

On the version 3.3 of the magnifier, a plugin system was introduced. This systems allows the software to be extended. The first plugin developed gives suport for the Windows BETA Dynamic Mode. You can switch plugins changing the plugin name on the magnifier.ini configuration file located at the same folder as the magnifier executable. You should quit the magnifier before editing this file.

Using the Dynamic Mode

First, make sure that you have DirectX installed on your computer. Version 9 or superior is recomended.

To activate the dynamic mode open the magnifier, right-click it's tray icon, select "Use Plugin (Usually Dynamic Mode)" and then activate the glass. While using the dynamic mode none of the default magnifier keys will work. We have, instead, 4 special keys to move the glass while in Dynamic Mode. To exit the dynamic mode, right click the tray icon of the magnifier and quit it, or start a non-dynamic mode session.

The following keys are available to use the glass with the dynamic mode:

Key	Command
[Ctrl] + [Alt] + Up Arrow	Move the lens up
[Ctrl] + [Alt] + Down Arrow	Move the lens down
[Ctrl] + [Alt] + Right Arrow	Move the lens right
[Ctrl] + [Alt] + Left Arrow	Move the lens left

If you experience problems using the dynamic mode, you can try editing the configuration file magnifier.ini while the magnifier is not running. Look for the section "[Plugins]". There you can find a field that sets the color mode for the magnifier. You must use a color mode supported by your video card. The following values can be utilized on the PluginData field:

Value	Description
0	Uses YUY2 color mode (YUV) - The default value
1	Uses UYVY color mode (YUV)
2	Uses 16-bits 5-5-5 color mode (RGB)
3	Uses 16-bits 5-6-5 color mode (RGB)
4	Uses 32-bits color mode (RGB)

Authors

- Felipe Monteiro de Carvalho
- Chris O'Donnell
- Harri Pyy