

DVDlab

- [Home](#)
- [Screenshots](#)
- [Encoder](#)
- [Banners](#)

DVDlab PRO

- [Home](#)
- [Screenshots](#)
- [History](#)

DVD-9 DL

- [Home](#)

Resources

- [Tips & Tricks](#)
- [Help](#) 
- [Help](#) 
- [Help](#) 
- [Help](#) 
- [Help](#) 
- [FAQ](#)
- [History](#)

DVD Tools

- [Timecode calc](#)
- [Re-Aspect](#)

Articles

- [H. Theater](#)
- [DOF Machine](#)
- [3D Video](#)

Photo-Brush

- [Start here](#)

Real-Draw

- [Start here](#)

CompactDraw

- [Start here](#)

PhotoSEAM

- [Start here](#)

Multimedia Builder

- [Start here](#)

Other tools

- [UltraSnap](#)
- [Camera Tools](#)

Compile plug-ins using a very simple API

You can create a plug-ins in your programming language with a powerfull yet simple API that interfaces to lab-TALK

Note: this text refer to a PRO version which is currently in beta. A features presented here may not yet be available in the public beta version

A scripting support is added into PRO (not yet available)

Please see Keypad [Part 2](#) for introduction to lab-TALK scripting language.

In previous sections you learned about the lab-TALK scripting language. The lab-TALK is a interpreter that can control any operation in DVD-lab, down to the pixel level.

While lab-TALK is fast enough for creating and setting parameters to objects, menus or movies, if you want to access the pixels in an object and to do many image operations on it, the interpreter will slow you considerably down.

Check this part of script:

```
for y=1 to height
for x=1 to width
intensity = (ImgGetR(1,x,y)+ImgGetG(1,x,y)+ImgGetB(1,x,y))/3
ImgSetR(1,x,y,intensity)
ImgSetG(1,x,y,intensity)
ImgSetB(1,x,y,intensity)
next x
next y
```

Depending on the size of the object, this loop may take couple of seconds to run in the interpreter. It doesn't even do much - just make the pixels grayscale.

The good thing is that DVD-lab can run not only lab-TALK script, but also "script" plugins compiled in any language that can create DLL.

The even better thing is that you don't have to learn any new SDK. The plug-in API reuses the lab-TALK commands - what you call in lab-TALK you call in plug-in API.

All is done through one callback function (`PLCallback`) that you need to implement to your language.

```
struct _PLVariable
{
int m_nVariableType;
float m_fValue;
int m_nValue;
char* m_sValue;
};
```

```
typedef void (*PLCallback)(char* sName, _PLVariable *result,_PLVariable
*param1,_PLVariable *param2,_PLVariable *param3,_PLVariable *param4);
```

DVD-lab will call just this function when it runs the plug-in

```
extern "C" __declspec(dllexport) void PL_RunScript(PLCallback pCallback,HWND hWnd);
```

It gives you a pointer to a callback `PLCallback` pointer and the HWND of the DVD-lab main window.

```
extern "C" __declspec(dllexport) void PL_RunScript(PLCallback pCallback,HWND hWnd)
{
}
}
```

More later....

[MMB web](#) | [DVD-lab](#) | [Real-DRAW](#) | [Photo-Brush](#) | [DCE AutoEnhance](#) |
[products](#) | [web board](#) | [galleries](#) | [search](#) | [contact](#) | [about](#) | [Buy Now](#)
© [www.MediaChance.com](#) 2000