

User's manual

Display modes

PS24VJ operates in two display modes: *grid mode* and *full mode*.

Use the *grid mode* to load footages and check their placements, then switch to *full mode* to mix them together.

Cursors

In grid mode, each of the 2 video layers is symbolised by a cursor. The active cursor, the one you control is colored in green. In full mode, the 2 displayed videos are the one selected by the two cursors.

Grid mode controls

Use the right analog stick to scroll the grid and the cross pad to move the active cursor

SELECT		swap cursor control
R 1		swap cursors
Δ		switch to full mode
×		play backward/forward
		open the browser
hold	START	pause

Browser Controls

 \downarrow / \uparrow up and down

← open parent folder

→ open folder or load highlighted file

open all files from a folder
open the options menu
close the browser

Options menu controls

From the options menu, you can swap between single and 2 players mode, save and load snapshots of the current grid.

L1 close Options menu

→ confirm
← cancel

Full mode controls



Use the left analog stick to assign a blend mode between the 2 layers.

alpha channel blend (or black chroma key if the top layer has no alpha channel)

→ mix blend

↓ multiplication blend

← addition blend

Click the stick to cancel the current blend mode.

use the right analog stick to control the speed

↑ faster

use the right analog stick for light effects

← fade to black

slower

→ white flash

Use the cross pad to move the active cursor considering its grid position

△ switch to grid mode
 O switch betwen loop and ping pong modes
 X play backward/forward
 □ switch to grid mode, open the load menu

swap layer control swap layers order

Full mode video filters

turn on/off geometry filters

$L1 + \Delta +$	L 2	mirror filter
L1 + O+	L2	scrolling filter
L1 + ■+	L2	glitch filter

adjust geometry filters directions

$L1 + \Delta +$	^/→/↓/←	mirror filter
L1 + O+	^/→/↓/←	scrolling filter
L1 + 1 +	^/→/↓/←	glitch filter

turn on/off color filters

	LZ	extreme contrast mile
R1 + O+	L 2	negative filter
R1 + X+	L2	game boy color palette filte

R1 + ■+ L2 hue filter

adjust color filters options

$L1 + \Delta +$	↑/→/ ↓/←	extreme contrast filter
L1 + O+	^/→/↓/←	negative filter
L1 + X+	$\uparrow/\rightarrow/\downarrow/\leftarrow$	hue filter

Links

PS24VJ official page

http://www.pikilipita.com/ps24vj

Other projects: Pikilpita Advance, Pikix, Super Pikix... http://www.pikilipita.com

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