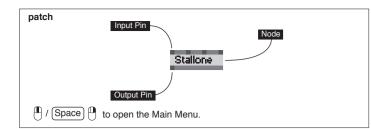
getting started





Create Nodes

in a patch to open the Node Browser

Start typing tags to find nodes. Separate multiple tags by space. Use up/down arrow keys and press enter or click a name to create the respective node

Type M, X, F, P, D to filter for Modules, Effects, Freeframes, Plugins, Dynamic Nodes

Type . to show only available subpatches (relative to the current patch)

- in the Node Browsers textfield to show a category ordered list
- in a patch to create a value IOBox by default or select one of the other IOBoxes from the upcomming list

Link Nodes

on an input or output pin to start a link

on any of the highlighted pins to end the link

n an output pin to start a link and automatically create an additional link from this pin after having ended it while making a link click in the patch

to add linkpoints

to end link with respective IOBox

to cancel the link

Change Nodes

an existing node to exchange it with another one while keeping links that are still fitting

alt a node to reset all its inputs to their default values

a value-, string- or color pin to show a little editor specific to the data type (see IOBoxes on the back side)

vvvv online

http://vvvv.org

TUTORIALS

http://vvvv.org/documentation/tutorials

DOCUMENTATION

http://vvvv.org/documentation

http://vvvv.org/forums

The documentation section of the website is a wiki which allows every user to participate and share his knowledge concerning specific topics.

Press CTRL+3 on any vvvv window to send a screenshot to the website.

imprint

All content of this leaflet as of vvvv45beta25

responsible for content

vvvv group

http://vvvv.org/impressum

window commands

ctrl 2

Snapshot Take a screenshot of the active window. The screeshot is saved to the clipboard as well as to disk next to the patch. ctrl 1

Snapshot Client Same as above but takes the screenshot without window borders.

Snapshot to Web Take a screenshot of the active window to share it on vvvv.org or specify a path ctrl 3 to save it.

Set the active window to be always on top. Always on Top ctrl T

Set the active windows component mode to show up in a window. Windowed alt 1

In a Box Set the active windows component mode to show up as a box within its parent alt 2

Set the active windows component mode to hidden, i.e. only the windows corresponding node shows up. alt 3

FullScreen Switch active Window to fullscreen (alt) (Enter

Toggle the border of the active window on and off. Toggle Border [ctrl][8]

[ctrl]([1]) (☐) (☐)

Toggle Windows Cycle through all vvvv windows. Press SHIFT to cycle in reverse order.

main commanдs

Show the help patch for the selected node. If no node is selected a generic help patch shows up.

Show the online node reference page of the selected node in a browser. Online Help alt F1

Fanclub Open an IRC chat connected to ##vvvvv on irc.freenode.net to chat to other users ctrl F1 and devvvvelopers.

Bring up the Inspektor window or create one if none exists yet. Press SHIFT to Inspektor open a new one regardless of any already existing. (ctrl ((1 ctrl (1 ctr

Bring up the Projekt Explorer window or create a new one if none exists yet. Press SHIFT to open a new one regardless of any already existing. (trl)(企)J

Bring up the Finder or create a new one if none exists yet. Press SHIFT to open a Finder (ctrl)(企)F new one regardless of any already existing.

Rescan for Addons Rescan the \freeframe and \vst directories for changes and add/remove according alt E nodes to the Node Browser. Other Addons are being added/removed automagically.

Close the current window and remove its corresponding node from the patch. Close ctrl W

Close All Close all windows and open a clean root patch. Ctrl 企 W

> Quit alt F4

Exit vvvv

patch commands

Open a new patch window with its corresponding node in the root patch. Press SHIFT to create the node corresponding to the new patch in the active patch. Ctrl (企)P

Open an existing patch with its corresponding node in the root patch. Press SHIFT (位)(0/Q to create the patchs corresponding node in the active patch.

> Save the active patch. ctrl S

Save active patch under a different name. Save As... Ctrl 企 S

Save All Save all unsaved patches. alt S

alt T

(alt) [R]

Revert to Saved Close the active patch unsaved and load the last version from disk. ctrl R

Set as Root Set the active patch as root and write an entry to the args.txt file so that this patch is loaded as root on startup.

Show Root Show the current root patch.

Toggle show/hide fields to add Author, Description, Tags for a module. Module Info

ctrl M

Toggle the lock-state of the active patch. Locked patches hide nodes and links Lock Patch marked as "Hide on Lock" and only allow interaction with IOBoxes. ctrl E

Lighten Patch Lighten the active patchs background. (ctrl)[7]

Darken Patch Darken the active patchs background. ctrl 6

edit commands

Undo the last step. The undo history is infinite. See the Undo (VVVV) node for ctrl Z some options.

Redo the last undone step. See the Undo (VVVV) node for some options. Ctrl 企 Z

Copy and remove selected nodes from the patch. Cut ctrl X

Copy selected nodes. ctrl C

Paste Insert copied nodes at the position of the mouse cursor. Press SHIFT to keep all inputs connected. (ctrl)((企))(V

Copy and paste selected nodes. Press SHIFT to keep all inputs connected. Duplicate (ctrl)(企)D

Align the currently selected group of nodes either horizontally or vertically, depending on their current arrangement. ctrl L

Select all nodes in the active patch. Select All ctrl A

Toggle Boygroup status of a node. See http://vvvv.org/documentation/boygrouping

Boygroup ctrl B

Hide on Lock Toggle visibility of selected nodes and links for when the patch is locked. ctrl H

Debug Mode Toggle debug mode. Press SHIFT to toggle the mode of selected nodes only.

(ctrl (企) F9

Change Linktype Cycle through different line styles for links: straight, segmented or bézier. ctrl Y

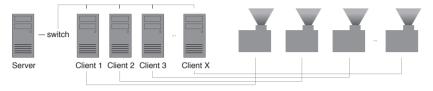
vvvv - a multipurpose toolkit

vvvv is a hybrid graphical and textual programming environment for rapid prototyping as well as realworld professional use.



```
public void Evaluate(int SpreadMax)
{
    FOutput.SliceCount = SpreadMax;
    for (int i = 0; i < SpreadMax; i++)
        FOutput[i] = FInput1[i] + FInput2[i];
}</pre>
```

With its built in Boygrouping (client/server render cluster) technology it is designed to facilitate the handling of large scale interactive media installations.



vvvv natively supports the following standards (many more are available via plugins)

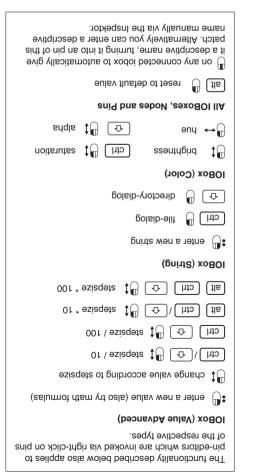
ArtNet Collada CSharp Direct3D DirectShow DotNet DMX Flash FFT Freeframe HID HLSL HTML HTTP IRC MIDI MySQL OSC ODE RS232 TCP UDP XML VST

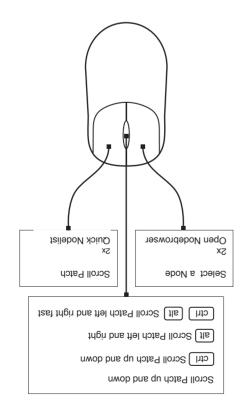
vvvv - licensing à la robin bood

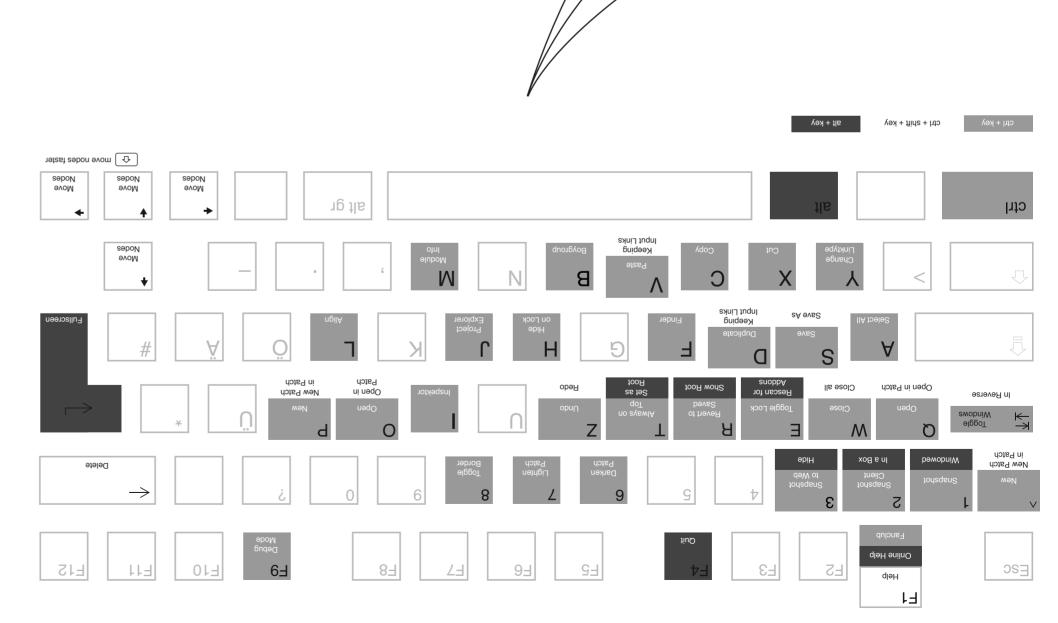
vvvv is free for non-commercial and academic use.

Commercial use requires the payment of license fees and thus supports further development.

http://vvvv.org/licensing







30 Parice To WHAT

