

DIPS5 for Max  
(version 1.02)  
runs on Mac (10.7 or later preferred)  
[Release-Notes]

This fifth generation of DIPS(Digital Image Processing with Sound), the plug-in software for Max environment, is developed using the Max SDK of **Cycling '74** by the DIPS Development Group; S.Matsuda, T.Rai, (C.Miyama), Y.Morimoto, T.Fukuda, (T.Hamano), and K.Takahashi.

There is **no warranty** for this program. The DIPS Development Group will not take any responsibilities for any damages that may occur with the use of this software.

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Bug reports and any inquiries, Please email to [dips@kcm-sd.ac.jp](mailto:dips@kcm-sd.ac.jp)

**DIPS Development Group**

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**A few important notices:**

There are two formats of DIPS5v1.01 distribution;

- DIPS5 Installer  
installs DIPS5 to /Applications/Max5, Max6, and/or Max 6.1 folders. To uninstall DIPS5 from Max folder, use UnInstaller located in DIPS5 folder.
- DIPS5 disk image. I  
set the file path to DIPS5/00\_Essential in Max.

DIPS5 objects except DCV objects run on Mac OS 10.6 as well.

To use iSight or any USB cameras after activating DIPSKinect object in the patch, the USB cable of Kinect hardware has to be dispatched from computer's USB port once.

DlibText and DlibMotion objects require Jogl 1.1.2 installed.

Version of DIPS5 will be displayed in Max window by creating the object "dips".

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What's new in **DIPS5** version 1.02 for Max;

- Bug fixed: file permission of CVTrackData in DIPS\_Materials is corrected.

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What's new in **DIPS5** version 1.01 for Max;

- DIPS5 installer is available.
- A few bugs are fixed.
- DPXARToolkit is excluded from this release.

October, 2013

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What's new in **DIPS5** version 1.0 for Max;

- Now, DIPS consists of more than 370 max external and abstract objects.
- New Core Image Filters are implemented in Dfx visual effect library along with other features.
- Face tracking object was revised and expanded to track subtle details.
- More of Dlib objects are added to Dlib utility library, especially DlibRotate, DlibTranslate, and DlibScale.
- More of example patches are created.
- Tutorials are restructured with a number of new patches.
- DIPSKinect and DPXARToolkit are available, however they are still experimental.

August, 2013

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What's new in **DIPS4** version 1.1 for Max/MSP 5 ;

- Now, DIPS consists of more than 300 max objects.
- **The image format of DlibVideo and DlibVideoIn is changed to 24RGB.**
- Due to above change DlibImageTableRGB object is implemented, especially to copy pixel data of video input to another RGB pixel table using **DPXCopy**. **You may need to change your Pix table specification in your patch.**
- OpenCV features (requires OpenCV.framework) are introduced.
- DIPSQTRecorder is now also bang-oriented. Thus, recording DIPSWindow events has become more flexible and precise than before.
- Example of Dual Video camera patches is added to Tutorial.
- Function of DIPSWindowMixer has been improved to integrate multiple DIPSWindow events.
- A few Physical Engine objects are introduced as experiments.
- More Dlib and Dfx objects are developed.
- More Example and Tutorial patches are included, and their structure has been revised as well.
- Some bugs have been fixed.
- And, you may find a bit more improvement from its previous versions.

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DIPS4 File Structure and Uninstall instruction

DIPS4 files consists of following folders :

/Applications/Max5/Cycling '74/dips4-externals and dips4-help  
/Applications/Max5/DIPS4  
/Applications/Max5/patches/DIPS4\_Materials

Moving files from these folders may cause malfunction.

To uninstall DIPS4 from Max5, just run the Uninstaller in DIPS4 folder  
(note: this requires DIPS4\_Materials in Max5/patches folder as well).  
Or, delete above folders manually.

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#### Additional Notes

A)

DlibText and DlibMotion objects require JOGL 1.1.2 installed.

B)

All of DCV objects require OpenCV.framework installed.

C)

Most of Dfx and Dlib objects have GUI interface to control parameters interactively. Please double click them in the execute mode to open the interface. Option-click will show their help files as well.

D)

Some of objects, example and tutorial patches may not work due to the type of your graphic board.

E)

Unfortunately there is no documentation available. But, we believe enormous amount of DIPS patches in Tutorial and Example along with all the help patches will support your DIPS programming well enough. We recommend you to study OpenGL programming technique a bit with its manual. It also help you to understand DIPS programming technique.

Oct. 2009

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#### What was new in the previous version, DIPS3 version 2;

- Implements Apple's Core Image and Quartz Composer technology as well as utilizing OpenGL programming environment including Shading Language (GLSL)
- Introduces new Dfx effect Library which contains more than 110 visual effect DIPS objects;  
DfxBumpDistortion, DfxVortexDistortion, DfxColorPosterize, DfxChromaKey,  
DfxDissolve, DfxGaussianBlur, DfxMotionBlur, DfxRecursiveBlur, DfxMosaic,  
DfxParallelogramTile, DfxCrystallize, DfxKaleidoscope, etc.
- Reduces the burden of visual programming with a new utility Library;  
DlibDrawRect, DlibTexQuads, DlibTexMap, DlibMotion, DlibTexMovie,  
DlibQTPlayer, DlibVideo, etc.

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Sun gratefully acknowledges that this software was originally authored and developed by Kenneth Bradley Russell and Christopher John Kline.

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