MEDIA CREATOR VERSION 3.x.x

From

MEDIACREATOR SOFTWARE and SYSTEM OPERATIONS MANUAL

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MediaCreator
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Chapter 1 Installation

System Requirements

Operating system:

MediaCreator is designed to run under Windows 95, 98, NT, 2K, ME, and XP. You need one of these operating systems on your computer in order to run the program.

Processor (CPU):

MediaCreator will run only on a 486 or higher processor. A Pentium (or higher) is strongly recommended.

RAM:

Minimum recommended: 64MBytes

Hard Disk Space:

You must have a minimum of 160 Mbytes of Hard Disk space to run the program. If you intend to create many Background Graphics, or save a lot of pages, make sure that you have enough Hard Disk space available

CD-ROM:

If you intend to install the software from a CD-ROM , the system must have a CD-ROM drive.

VGA Card:

The VGA Card must be set to either 16-bit color or higher. If you run your VGA card in High Color mode, color gradients may not appear smooth on your VGA monitor. This will not affect the quality of the graphics that the MediaCreator and MediaXtreme produce. They should appear very smooth in 24 or 32 bits per pixel mode. MediaCreator will not run if the VGA mode is set to 8-bit (or less) color.

Installing the Software

MediaCreator has a **Setup** program to help you setup the software to run on your computer.
Windows must be running before you can install the MediaCreator software.

Insert the MediaCreator CD-ROM into the CD-ROM drive. If the MediaCreator Install window does not automatically appear after a few seconds, run the "**SETUP.EXE**" program from the CD-ROM. The system will begin installing the software. Follow the instructions on the screen until the software is completely installed. A folder named **MediaCreator** should now be in the **Programs** menu. There should also be an Icon called **MediaCreator** on your desktop.

Chapter 2 Introduction to MediaXtreme

The MediaCreator software is used with the MediaXtreme to create and display high-quality information display sequences. The capabilities go far beyond that--sports score box overlays, text crawl overlays, Picture-in-Picture, and much, much more.   It's the all-in-one answer for information display!

MediaCreator User Interface

If you don't have the software installed yet, follow the directions in chapter 1. Start the MediaCreator just as you would any other program under Windows. After a few seconds the MediaCreator application will appear. The software automatically adjusts its' windows to fit your screen.

Starting Up

Click on the MediaCreator Icon on your desktop, or access the program through the start menu.

Typical Icon
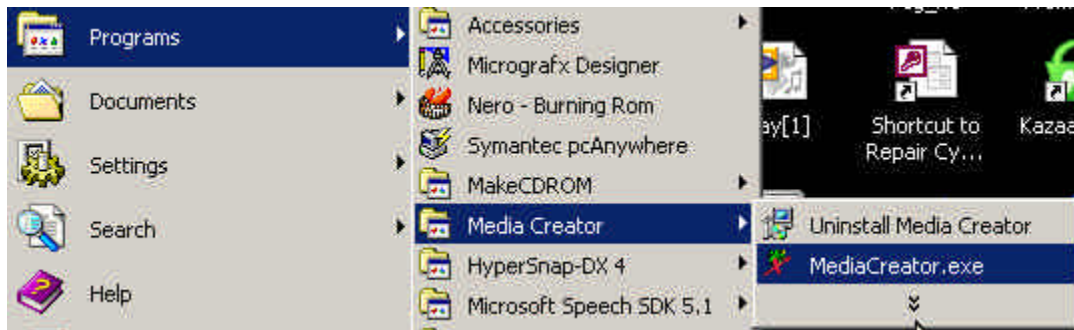
Typical Start Menu Appearance

The main program "Splash" screen will appear, click on the MEDIA CREATOR button to start the application.

Start-up Splash Screen

Serial Numbers & Passwords

MediaCreator is a password-protected program. You must register your software within 30 days of installation, or it will cease to operate. The first time you click on the MEDIA CREATOR button, or any subsequent time while not registered, you will see a "REMINDER" window discussing registration, and giving you access to enter the Registration Key. This reminder may first appear in your task bar at the bottom of your screen.
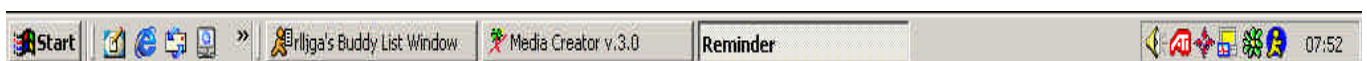
Typical Task Bar

Click on the "REMINDER" button on the task bar—YOU WILL NOT BE ABLE TO
ACCESS MEDIA CREATOR UNTIL YOU DO! You will now see the reminder and
registration window.
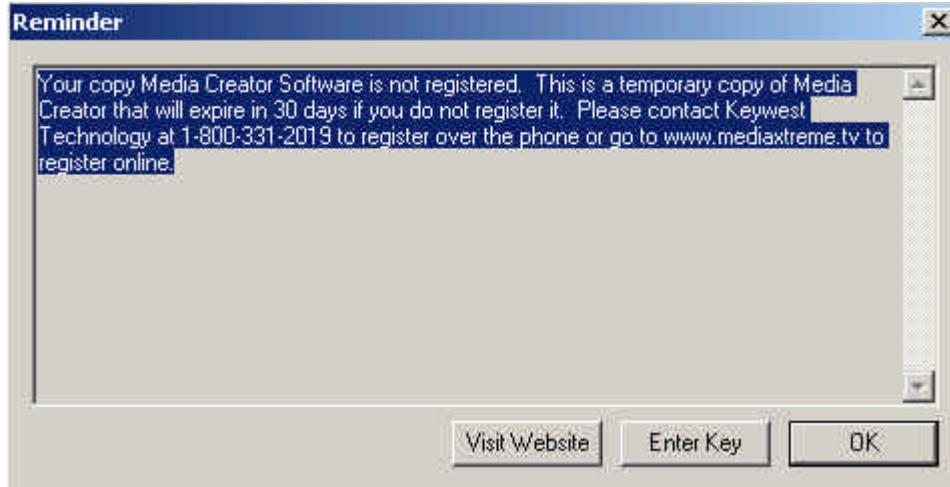
Registration Reminder

Here you have two choices: You could just click OK, and NO on the following screen,
and continue to operate unregistered for the first 30 days, or you could call Keywest
Technology at 800-331-2019, or visit *www.mediaxtreme.tv* and register your software.
Registration gets you access to the program, but also activates your telephone support
access. You will not be able to access telephone support unless you are registered!

After you click OK, you will see the actual registration screen.

Register Key Screen

When you call Keywest Technology to register, or access registration via the Website we will ask you for your registration information, registration name (this can be anything you want it to be—it doesn't have to be the actual name you register the software under for tech support) and the Hardware fingerprint produced by your machine (as shown above). We will use that information and generate a unique Key for you immediately. Once you enter that key, you are registered, and you will have unlimited functionality.

Running MediaCreator

Now that you've installed and registered your MediaCreator software, you're ready to get creative!

The application should open.

MediaCreator Application

MENUS

File   Edit   View   Attributes   Move Text   Settings   Preview   Communications   Help
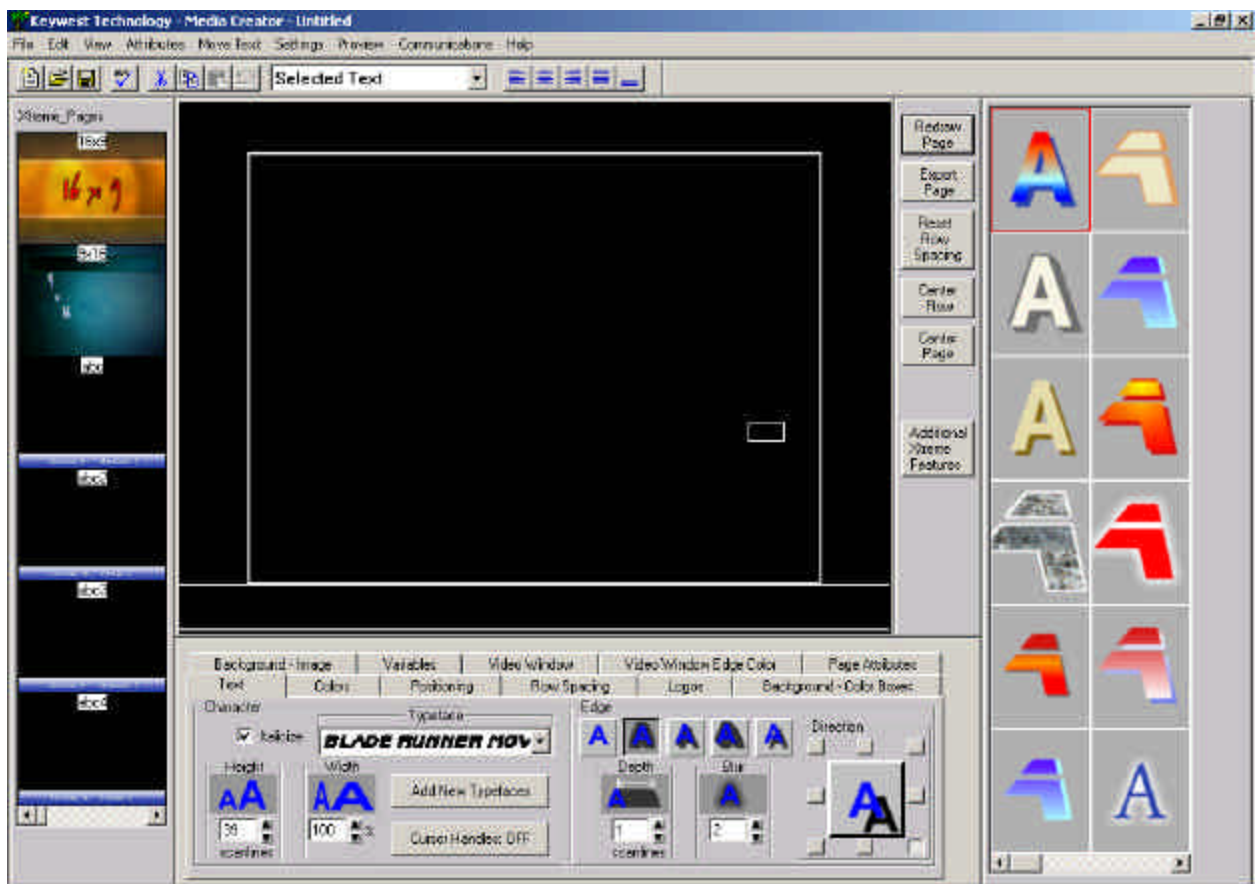
MediaCreator Menu Bar

The menu bar (shown above) is just what you expect in a Windows program: it has a
File entry that is used to open, create, and save, the types of files that MediaCreator can
open, create, and save (pages and projects).
The **Edit** menu is used for the normal Undo, Cut, Copy, Paste, Insert, Delete, and Erase
functions.
The **View** menu is used to display or hide the various windows.
The **Attributes** menu is used to adjust the various text attributes.
The **Move Text** menu has commands for Word Wrap/Unwrap, Centering, Justifying,
and Positioning. It also has a command to let you adjust the Row Leading.
The **Settings** menu is used to setup your system. These include things like Setting User
Preferences, Load Typefaces, Set Tabs, Adjust Safe title Margins, set the page to Lower
Third mode, and setting your default folders/directories.
The **Preview** menu is used for a Creation Station preview of your current project. This
preview will play on the computer you are using to create the pages. It will not contain
the dwell times or transitions that you have programmed. Rest assured, those will appear
on the MediaXtreme player just as you designed.

The **Communications** menu item is the business end of the menu bar. This is where
you connect to the remote MediaXtreme player; send emergency messages, send
schedules, send pages, and other maintenance functions. This tab is covered in-depth in
later pages.

The **Help** Menu is currently not available. For help, go to *www.mediaxtreme.tv* .

TOOLBAR

Selected Text

MediaCreator Toolbar
The Toolbar (shown above) is a quick way to access common functions. These include
commands from the **File** menu such as Create New Page, Open Existing Page, and Save
page. Cut, copy, paste, and undo functions from the **Edit** menu are included on the
toolbar.
The toolbar contains a mode selection box that defaults to "**Selected Text**". This
determines which text will be modified by a command such as select font. The options
include such things are Selected text, entire word, entire row, and entire page.

To the right of the mode selection box are some buttons that Center and Justify the page.

XTREME PAGES MANAGER

The Xtreme Pages Manager gives you quick access to all of the pages in your system. When a Page is saved, a thumbnail is created.   These thumbnails, along with the name of the page are displayed in the Xtreme Pages Manager. To open a page, just click on its thumbnail.

CREATOR WINDOW

The Creator window is where you compose your pages. To enter text in this window, point the mouse to where you want the text to appear, and click the left mouse button. A rectangle appears where you clicked the mouse. This is the text cursor. It shows where text will be entered. Type some text and it will appear at the cursor position. This window is also where you will import your backgrounds, other graphics, and images. This is the window in which you'll make your information display come to life.

SHORTCUT BUTTONS

The Shortcut Buttons window contains buttons of frequently used functions. They are placed in this handy position so that you can just reach over and easily press one of these buttons with the mouse.

PRESET STYLE GALLERY

MediaCreator can display up to 64 preset text styles. These are text styles that will probably be used frequently. You're not limited to only these 64 styles, they are only there as shortcut to the styles that you use most often. You can scroll through the preset text styles, and select one by clicking on it. When you select a new style from the Style Gallery, all selected text will be set to the new style. After the new preset text style has been selected, any new text that you enter will appear in the selected text style. You can change these preset text styles to be whatever you want by right clicking on one and selecting "set style".

CONTROL TABS

MediaCreator text settings controls are numerous, and are divided into groups. These are on a single Tab form. Simply select the appropriate tab for whatever adjustment you need to make.
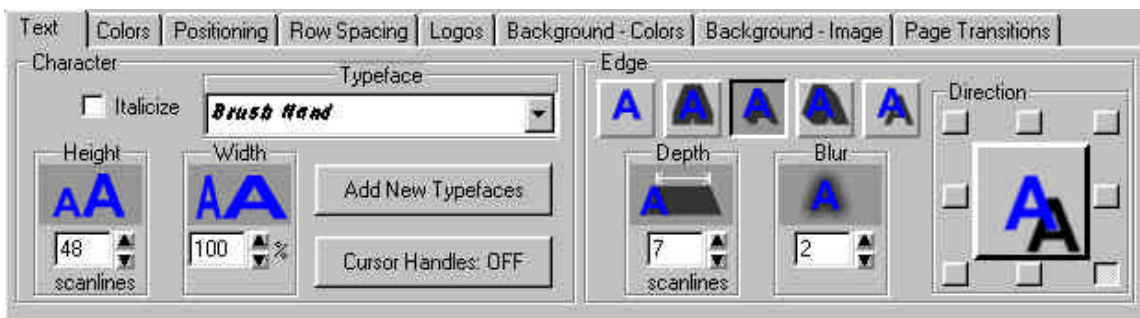
This tab lets you change the Height, Width, Italics, and Typeface of the character. It is also used to select the Type, Depth, Direction, and Blur of the Edge. The text size and position can also be changed by clicking and dragging the cursor handles. You can turn the handles on and off.

The Edge can be any of the following types:
?? No Edge
The edge does not appear.
?? Full Surround
The edge surrounds the character equally on all sides.
?? Extruded
The character is extruded to give the character a 3D look.
?? Highlighted
The character is extruded with a narrow full surround border to highlight the character.
?? Offset
The edge is offset as if it is casting a shadow.
The depth and blur of the edge of each character can be set separately. If the selected edge type is Extruded, Highlighted, or Offset, the direction can be set to any of the 8 directions.
Clicking on the "Depth" icon and dragging the mouse will change the edge depth.
Clicking on the "Blur" icon and dragging the mouse will change the edge blur. The text will be redrawn with the new values as you drag the mouse.

Colors Tab

The Colors tab lets you change the color of the Character, the Edge, and Shadows. On the left there is a group of boxes that display the current color of each component of the character. The box below it shows the color of the current component.
To change the color, select the component to change (Character, Edge, or Shadow) then use the controls on the right to select the color. There are five ways to select a color.
You can use a color picker, color sliders, select a color from a preset palette, set the color to a gradient, or set the color to a texture.
Select one of the 5 buttons to choose which method to select the color.
Here are the different methods you can use to select colors:

?? Color Picker
?? Color Sliders
?? Color Palette
?? Color Gradients
?? Textures

Color Picker
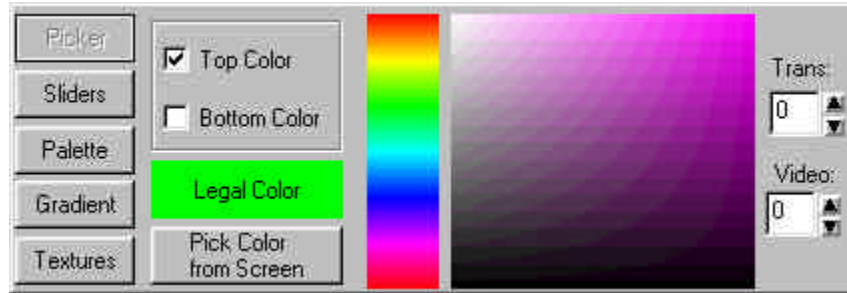
The color picker lets you select a color using a visual approach. You can set the top and bottom colors separately. If the top and bottom colors are different, the Character, Edge, or Shadow will be drawn with a smooth color spread between the top and bottom. One of the controls in this box is used to select the Hue (red, yellow, green, blue, etc) of the color. When a new hue is selected the other color box will change to reflect the new hue. You can select any color from this box just by clicking the mouse on the desired color. You can also vary the Transparency and the amount of External video levels that the text component will be drawn with. Transparency will let whatever is behind the component to show through. Setting the Video Level draws the component with a mixture of background video and a color. The higher the video level, the more dominant the background video will appear.

The "Illegal Color Indicator" will appear red if the selected color is an illegal NTSC or PAL color. It will appear green if a legal color is selected.

Sliders

The color sliders let you select the color using a numerical approach. You can choose whether you want to define RGB (red, green, blue) values or HLS (Hue, Luma, Saturation) values. The top and bottom colors can be set separately. If the top and

bottom colors are different, the Character, Edge, or Shadow will be drawn with a smooth color spread between them.

You can also vary the Transparency and the amount of External video levels that the text component will be drawn with. Transparency will let whatever is behind the component show through. Setting the Video Level draws the component with a mixture of background video and a color. The higher the video level, the more dominant the background video will appear.

The "Illegal Color Indicator" will appear red if the selected color is an illegal NTSC or PAL color. It will appear green if a legal color is selected.

Palette
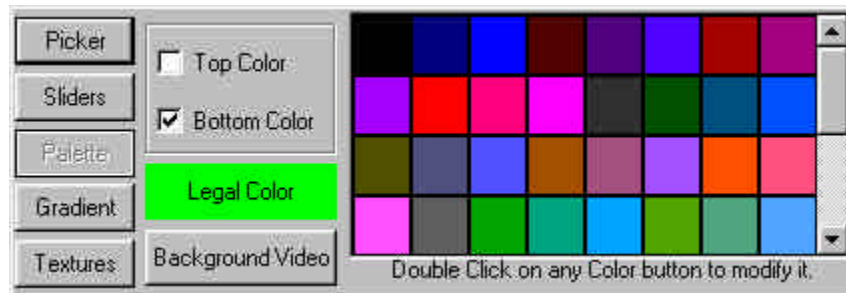
You can select any of the 64 preset colors from the color Palette. The top and bottom colors can be set separately. If the top and bottom colors are different, the Character, Edge, or Shadow will be drawn with a smooth color spread between them.

The "Illegal Color Indicator" will appear red if the selected color is an illegal NTSC or PAL color. It will appear green if a legal color is selected.

You can also select Background Video as the color just by pressing the "Background Video" button. To modify the color palette, double click on the entry that you want to modify. The Color Palette Editor will appear. This lets you change the color of each palette entry.

Gradients
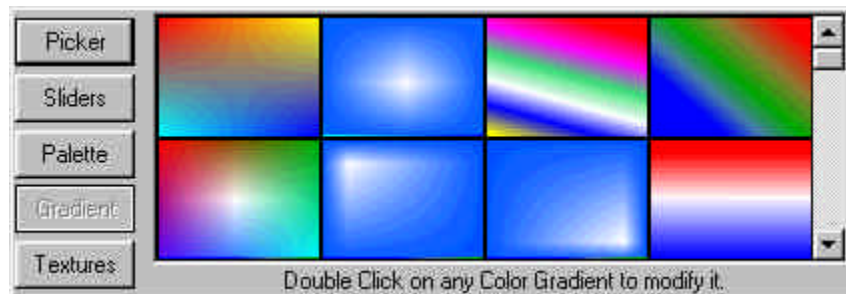
Each project in the MediaCreator can have as many as 64 preset color gradients defined. They can be either linear gradients or area gradients. A Linear Gradient can have up to 16 color points and can be rotated up to 90 degrees in either direction. An area gradient can set each corner to a different color and the colors will create a smooth blend between the colors. A center color point can also be added to create a 5-point color gradient. The

center point can be positioned anywhere within the color gradient. This is very useful for creating highlighted colors.

You can modify a color gradient by double clicking on the one you want to modify. The Color Gradient Builder will then appear. The Color Gradient Builder can then be used to select the type of gradient, as well as the color and position of the points in the gradient.

Textures
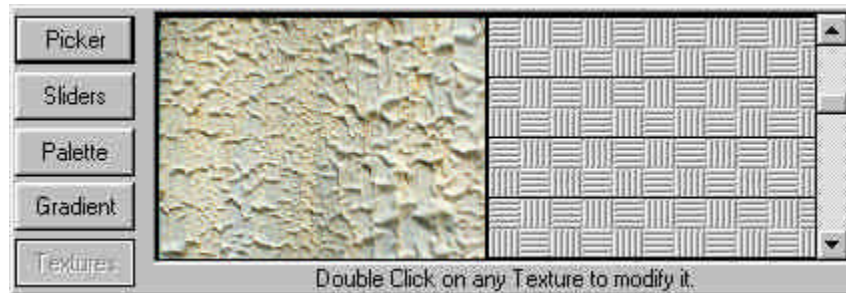
The Textures button lets you apply a texture to any of the text components (Character, Edges, or Shadows). Select any of the loaded textures by clicking the mouse on the desired texture. There can be up to 8 textures loaded for each page. Any JPG, GIF, TIF, TGA, BMP, or PCX image can be used as a texture. To load a new texture, double click on the position that you want to load it into, and then select the image that you want to load as the new texture.

Positioning Tab
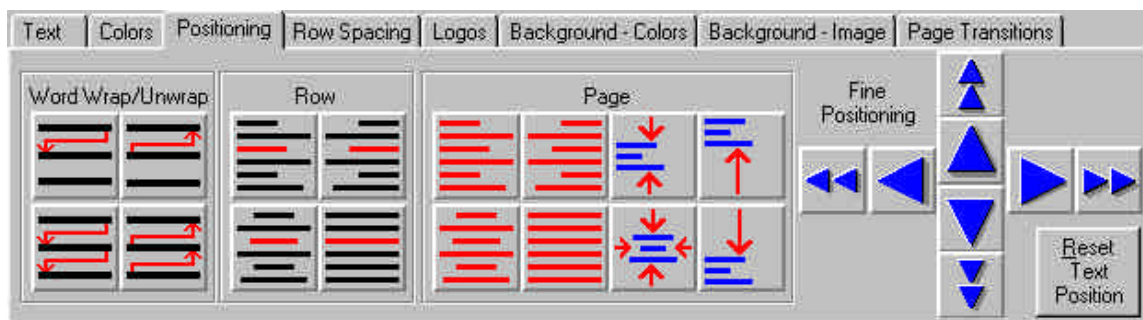
The Positioning tab has the buttons that are used to Wrap and Unwrap words, Centering, and Justifying rows, entire layers, and entire pages. The text can also be fine positioned by using "Fine Positioning" buttons.

The text can also be positioned by dragging the Movement cursor handles with the mouse.

Row Spacing Tab
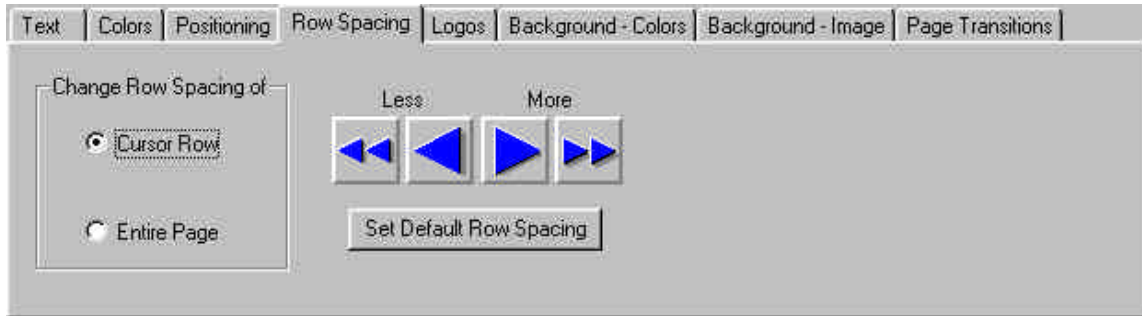
These controls are used to change the row leading (spacing) of the cursor row or the Entire page.

Background - Colors Tab
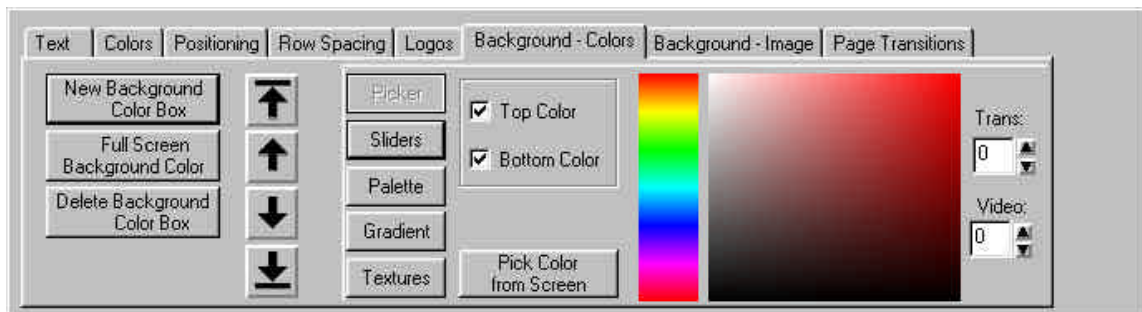
Background color boxes can be added to the page. You can apply a solid color (with Transparency and Background Video) or you can apply a color gradient (linear, 4 point, or 5 point). You can even apply a texture to a background color box.
As many as 32 color boxes can be placed on each screen. The layering order of background color boxes can be changed.

Background - Image Tab
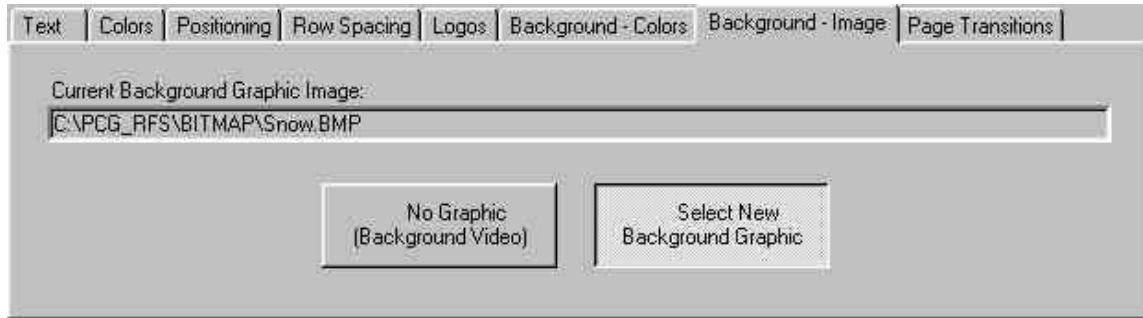
A JPG, GIF, TIF, TGA, BMP, or PCX image can be loaded as a background Graphic. When a background graphic is loaded, it will be displayed centered on the screen. The MediaCreator will give you options to fill the Creator window with the background image, or use it in its native size and resolution.
If you select the "No Graphic" button, no background graphic will appear.

Video Window Tab

This tab allows you to select a background source of video, or a scalable video window. These features are only useful if you have the PiP and/or Keyer options installed in your MediaXtreme. If you don't have these video features installed, choosing video as a background or a scalable window, will result in simply a black window on your display background. Scalable video window gives you a box on the Creator window, that you resize according to where and how large you want your video to play. This automatically sets the integrated Picture-in-Picture board to display scaled video as you've commanded.

Video Edge Color Tab

If you've purchased the PiP option, and you've made a page with a PiP window, you can access the Video Edge Color tab and border your video image with colors, textures (pictures), or gradients just like a normal color box. On the Video Window Edge Color tab, you select your edge color or effect.

Next, select your Video Window Tab again, and you can adjust the size and further effects of the video edge.
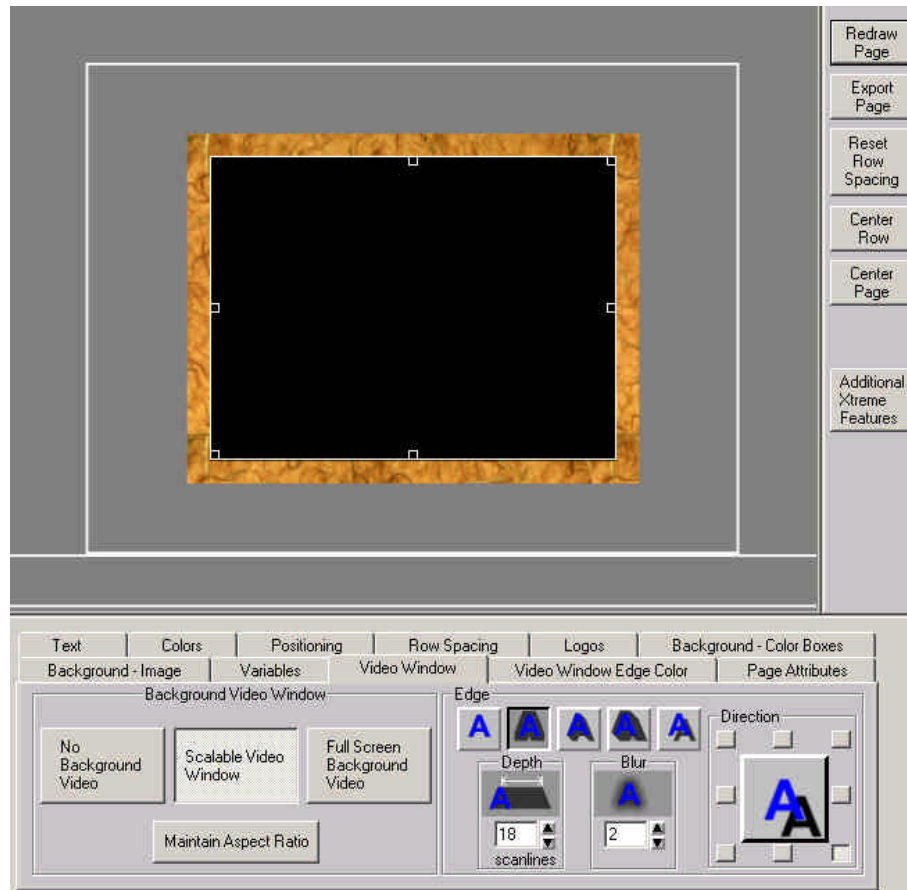
For our example above, in the previous illustration, we've used a texture to border the video window. Notice the controls under the Video Window Tab that are copies of the Text shadowing controls. We do this for familiarity—the shadowing functions for the video window just as it does for text. You can size it with the Depth function, Blur the border, change the type and angle of the shadow (or, if you prefer, the edge color). Experiment with it and see what you can do!

Page Specific Logos

MediaCreator and MediaXtreme v3.x.x are capable of inserting not only logo's over an entire schedule, but can also insert them into a crawl, or a specific page. Click on the LOGOs tab to see this in action.
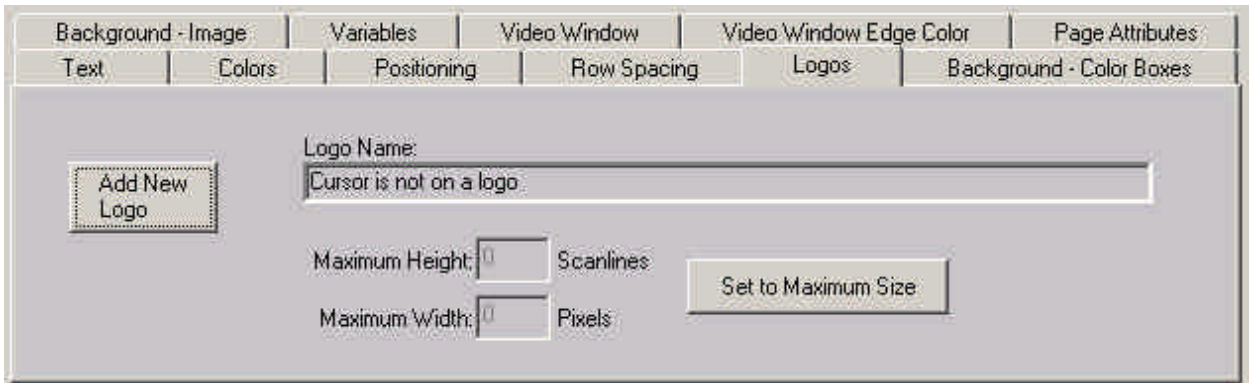
From here, you can click on ADD NEW LOGO. A browser window will open allowing you to select your logo. Once you've selected one (and it can be a logo, or a full screen picture if you like—although, it will only fill a maximum size of ½ the screen).
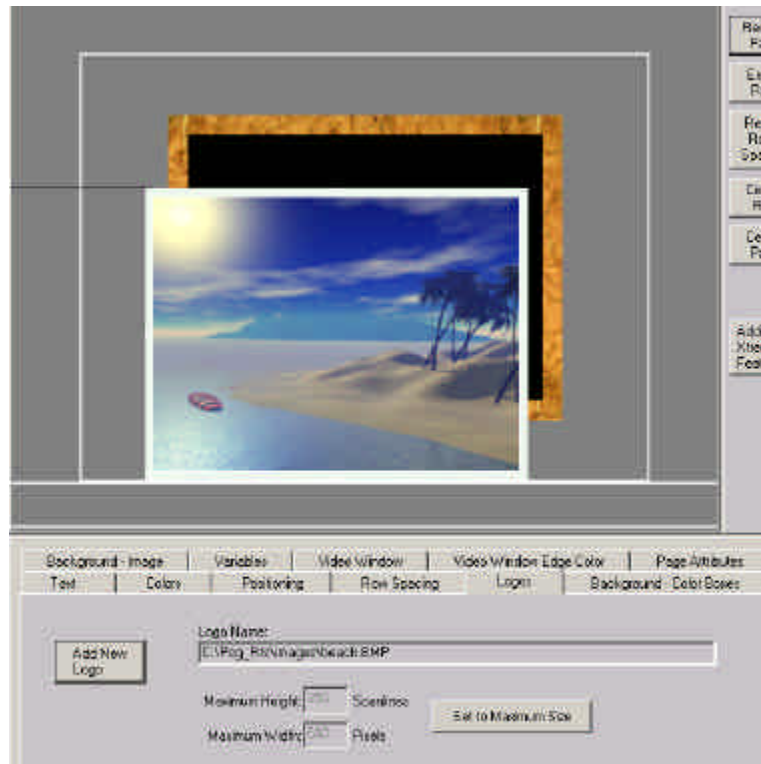
To change size or other attributes of the page specific logo, you must access the TEXT tab, and turn on CURSOR HANDLES to click and drag resize. You can also use the text size and width text boxes to change the Logo Size.

You may also use page specific logos in your crawls. Simply drag and drop as you would on a normal page!
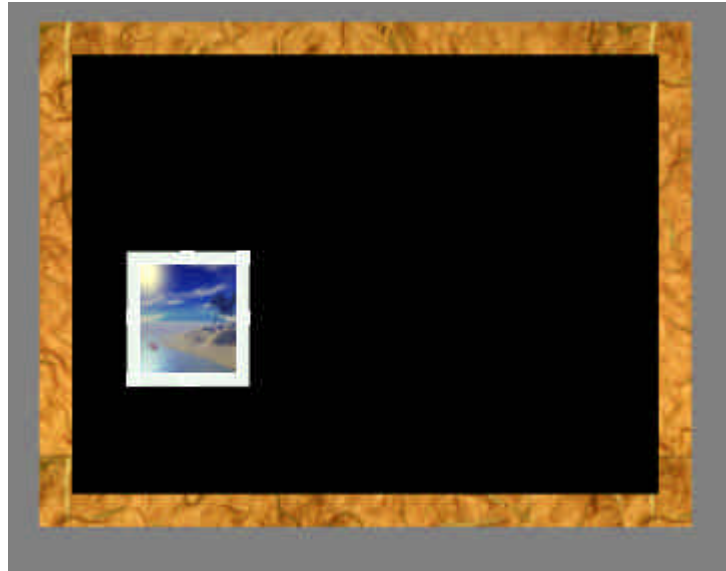
Resized Logo Image

STATUS BAR

For Help, press F1   Layer: Text   Overwrite Row: 1 Col: 1
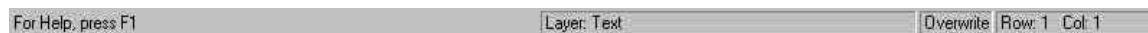
The Status Bar (shown above) at the bottom of the screen displays the current status of the program. It is divided into 4 panes. The first pane displays a one line HINT about the Toolbar button or Menu entry that the cursor is currently pointing to. The next pane shows the name of the current layer. "Text" is the only layer available in the MediaXtreme. The third pane shows the current typing mode (insert or overwrite). The last pane displays the current row and column position of the cursor within the page.

Chapter 3 Communications, Creating, Editing & Scheduling

SETTING UP COMMUNICATION TO MediaXtreme

CONFIGURING MEDIAXTREME FOR NETWORK COMMUNICATIONS

MediaXtreme must be properly configured for the network environment in which it will work. After MediaXtreme is configured, a new Remote Location can be created that allows the unit to connect to the network.

Configuring MediaXtreme

To configure the MediaXtreme display unit for network communications it is necessary to have a PS/2 keyboard and mouse as well as a VGA or NTSC monitor.

To Configure MediaXtreme:

1. Power down the unit by either pressing the power button or disconnecting the power cord.
2. Connect the keyboard, mouse and VGA or NTSC monitor to the unit and then power the unit back up.
3. Once the schedule begins displaying, press and hold the "q" key twice and the schedule will exit--the standard Windows98© desktop appears.
4. Right click on Network Neighborhood and then select Properties.
5.
   The Network window comes up.

6. Highlight TCP/IP and then click on the Properties button.

The TCP/IP window comes up.
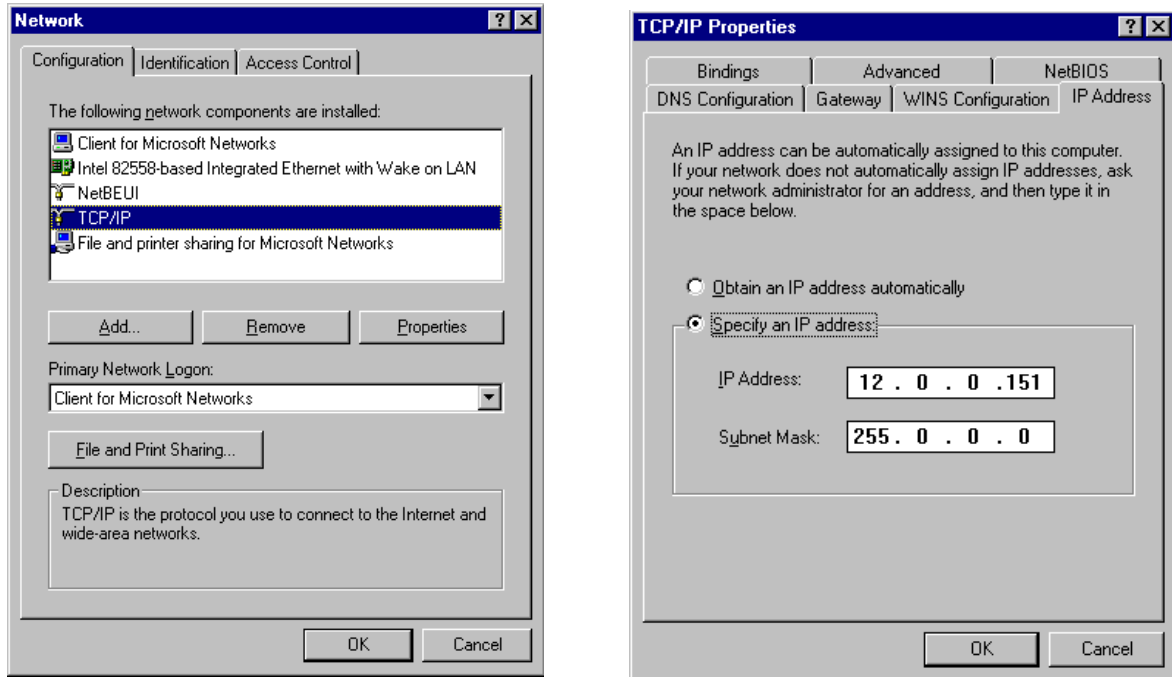
Default values appear in the TCP/IP window.
A knowledgeable networking person should input the correct values so that
MediaXtreme can communicate over the network.
We recommend the MediaXtreme be given a **STATIC IP ADDRESS** (so you
can find it from anywhere in the world! Just watch out for firewalls—see your IT
person). DHCP is supported.

7. Click OK after the TCP/IP settings is correct.

The Main Network Settings dialog will come on screen.

8. If there is only one MediaXtreme attached to the network, click the OK button again
and follow the on screen directions.

If there are multiple MediaXtreme units on the network, it may be necessary to
change the computer name. See your IT person for this task.

**Once MediaXtreme is properly configured for network communication, the new
Remote Location can be defined using the TCP/IP address as the IP Address in the
new remote location dialog box.**

The first thing that should be done once the system is installed and the program is loaded
and running is to define the MediaXtreme as the Remote Location. Remote Location is
the term used to identify the MediaXtreme that the PC is talking to. Remember, your
computer with the MediaCreator software is the creation station that sends its information
to the MediaXtreme display unit (the hardware). You can have one REMOTE

LOCATION or many. Each unit will be given a unique name. Only one unit can be connected to at a time.

Defining a New Remote Location

To Define a New Remote Location:

1. Select the Communications Menu on the menu bar.

    The Communications drop down window appears.
2. Select New Remote Location.

    The New Remote Location window appears.
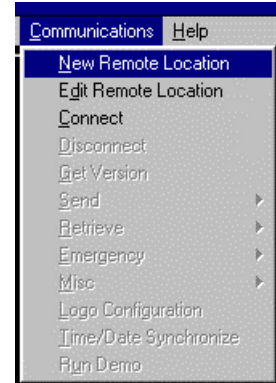
3. Type in a name for the Remote Location in the field at
    the top of the window.

        The name will be how the unit is referred to by the
        system. Use a name that makes sense for the
        installation, especially if there will be multiple
        units used.

4. Select the connection type used for the unit in the
    Connection Information area, Serial, Modem or
    Network, and specify its settings.

        When a Connection type is selected its
        information fields are activated.
        For Serial and Modem Connections the typical
        comport or serial port used is COM 1. If a
        different one is used, select it from the drop down
        menu.
        Baud rate for both is 57600. Select it in the drop
        down menu if it is not specified.
        Modem Connections require an Initialization
        String, which can be found in the modem
        manufacturer's user guide. A standard string that
        works with most modems is at&f&c18d2.
        Type in the phone number used for the Modem Connection, including area code and any
        numbers needed to dial out of the installation site.
        Network Connections require an IP Address or a computer name if utilizing DHCP, see
        your IT person.

5. Click OK or press Enter.

        The Remote Location has been defined.

Connecting to and Disconnecting from the Remote Location

The MediaCreator and the MediaXtreme display unit must be connected for pages,
folders and the schedule to be sent to the display unit.

The connection establishes the data link between the MediaCreator and the MediaXtreme
through whichever interface has been used--serial cable, modem or network.

Off-Line Vs On-Line

When there is an active connection, the system is considered "on-line." When there is no
active connection, the system is considered "off-line." MediaXtreme continues
displaying pages based on its current schedule whether it is off-line or on-line.
That means that all page, folder and schedule creation and editing can be done off-line
while MediaXtreme continues to run its current schedule. When the new information is
ready to be sent, connection is established and the schedule is updated. Changes take
place immediately upon receipt of the update. Once the update is complete, the system
can be disconnected again.

It is possible to be on-line during page, folder and schedule creation and editing but it isn't necessary.

To connect to the Remote Location:
1. Select the Communications menu from the menu bar.

    The Communications drop down window appears.
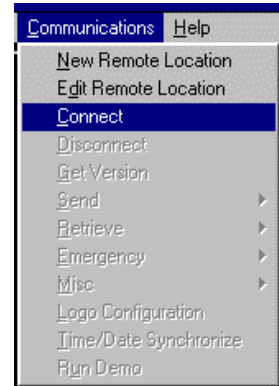
2. Select Connect.

    The Connect window appears with the defined Remote Location name already selected. If there were multiple Remote Locations, the drop down menu would allow selection of any location defined.
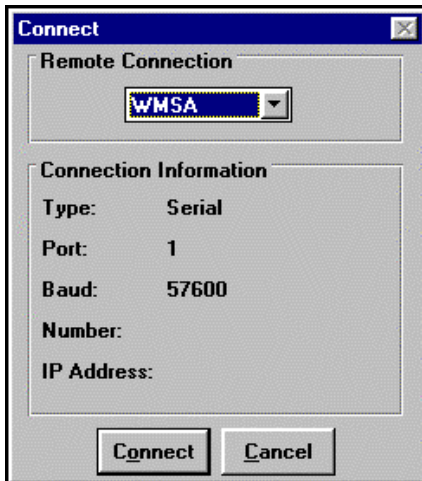
All parameters for the location appear on the window.

3. Click on Connect or press Enter.

    The Password window appears.
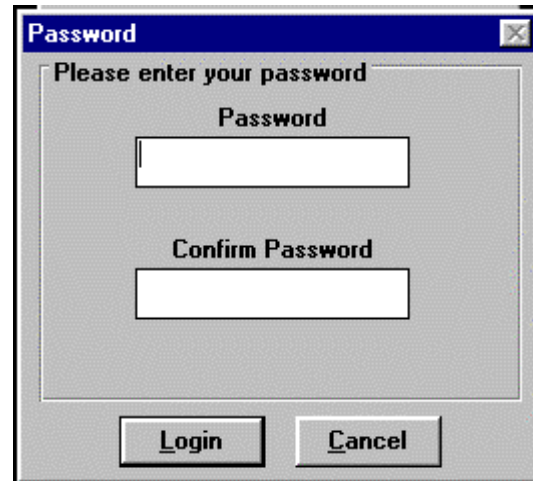
4. Type the password **MDX** in the Password and Confirm Password fields (tab between them) and then click Login or press Enter.

    A confirmation window appears to verify a successful connection.

5. Click OK or press Enter to remove the confirmation and connection windows.
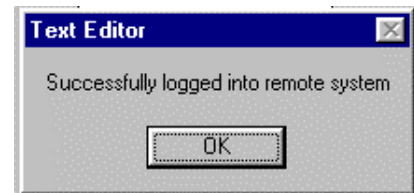
To disconnect from the Remote Location:

1. Select the <u>C</u>ommunications menu from the menu bar.

    The <u>C</u>ommunications drop down window appears.

2. Select <u>D</u>isconnect.

    Disconnection happens immediately.

    A confirmation window appears to verify a successful
    disconnection.

3. Click OK or press Enter to remove the confirmation
    window.

Synchronizing Time and Date

The time and date settings on the MediaCreator and the MediaXtreme <u>must</u> be the same.
as well as correct for scheduled events to properly function. Scheduled events based on
time of day and date will be created and sent to the MediaXtreme to be run. If the time
and date setting is wrong on the MediaXtreme, the events will not run when they are
supposed to.

The logic is simple. Make sure the time and date settings on the MediaCreator computer
are correct. Use the Internet and synchronize to the Atomic Clock or an Internet Time
Service for maximum accuracy. Then run the Time/Date Synchronize function in the
MediaCreator—this synchronizes the MediaXtreme to those settings.

The units must be connected for synchronization to work. We recommend synchronizing
clocks each time you connect MediaCreator to MediaXtreme. MediaXtreme will hold
the settings until another synchronization is performed. If your application is a time
sensitive one, synchronize often, and verify your computer's time and date often.

To run a Time/Date Synchronize:

1. Select the <u>C</u>ommunications menu from the menu bar.

    The <u>C</u>ommunications drop down window appears.

2. Select <u>T</u>ime/Date synchronize.

    The synchronization happens immediately.

    A confirmation window appears to verify a successful
    synchronization.

3. Click OK or press Enter to remove the confirmation
    window.
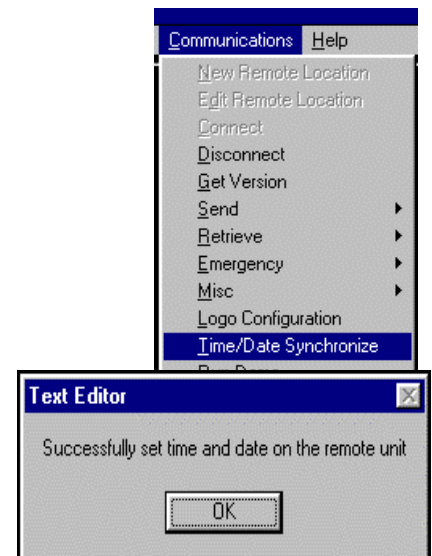
Alright…. let's get down to business…why you're here!

The easiest way to learn MediaCreator is to use it. In this manual we will create some pages as a tutorial. In-depth factory training is available—contact your sales representative.

Chapter 4 Schedules, Folders, and Pages

Folder Settings

Folders are a convenient way of keeping groups of pages and project settings separate from each other. Whenever you are working in this folder, the pages will be read from and written to this folder as the default.

Xtreme Pages Manager

The Xtreme Pages Manager is used to give you quick access to all the pages in your system. This window (shown below) is on the left hand side of the screen.
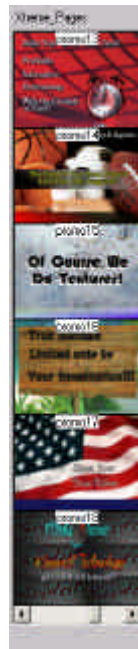
All of the pages in the current project are displayed in this window. The pages are represented both by thumbnails and names of the pages.   With the thumbnail, you can tell at a glance what the page looks like. You can open any page in the project just by clicking on it in the Xtreme Pages Manager window. If there are many pages in your system, you can scroll through the list of pages using the Page Manager scroll bar.

Pages

When pages are saved on the disk, they are each saved in a separate file. The sizes of these files are determined by the amount of text and the complexity of the page. Most pages are can be 1 or 2 Kbytes unless they contain logos, textures or complex graphics. Storage space is completely dependent upon free disk space in your system. Each page file must be given a unique name.

The pages are stored in a format that allows them to be fully edited, even after they are saved. You don't need to worry about things getting "locked down" after the page has been saved. All information needed to display the page is stored in the page file except for the Typefaces and the background graphic. When a page has a Logo or multiple Logos on it, the logo is stored in the page file. This is done to speed up the Page Recall time. The page file does keep track of which background graphic and typefaces are used in the page. When a page is recalled, the system will automatically load the needed typefaces and the background image. When a page is saved or recalled, the dialog box first displays with the default page directory. You can select another directory to save the page to or recall it from. The default page directory can be changed. See the section "Default Directories" in Chapter 10 for more information on how to do this.

Creating a New Page

To create a new page, use one of the following commands:
Press the "New Page" button on the Toolbar.
Select the "New Page" entry from the "File" menu.
Select the "New Crawl Page" entry from the "File" menu.
Press and hold down the <Ctrl> key while pressing the <N> key.

When this is done the process of creating a new page will begin. If the "Automatically Save Pages" setting in the "**User Preferences**" dialog box requires it, the following message box will appear.
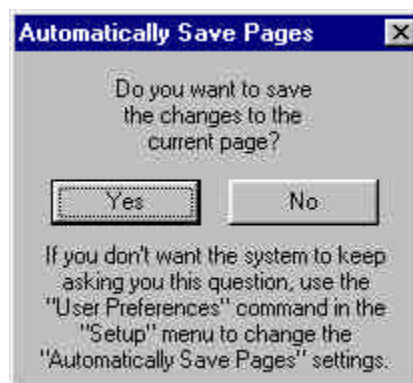
The system can only have one page opened at a time. When you open a new page, the old page (or any changes made to it) will be discarded unless it is saved to the disk. If you want to save the changes to the old, page press <Yes>, otherwise press <No> and the changes will be discarded.

If the page was not saved, the following warning will appear:
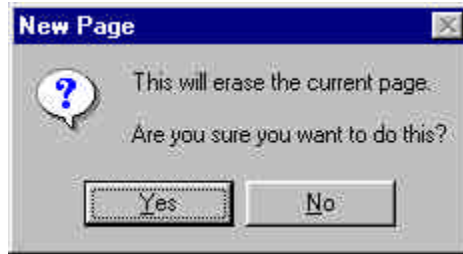
If you do not want to lose the changes to the current page, press the "No" button to cancel the New Page operation. You can then save the old page.

Opening an Existing Page

Opening a new page will overwrite the currently open page. Make sure that you save any changes to the current page before opening a new one.

To open an existing page, use one of the following commands:

Select it from the listed pages in the Xtreme Pages Manager window.
Select the "Open Page" entry from the "File" menu.
Press the "Open Page" button in the Toolbar.
Press and hold down the <Ctrl> key while pressing the <O> key.

If the "**Automatically Save Pages**" setting in the "**User Preferences**" dialog box is set, the following message box will appear.
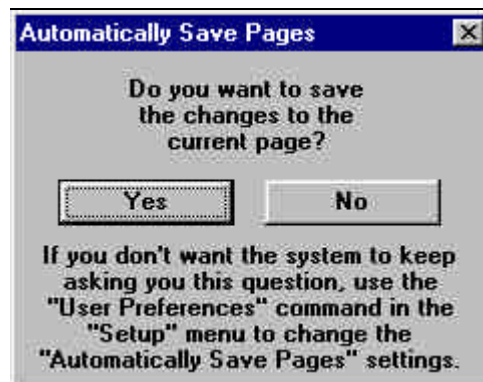
You can only have one page opened at a time. When you open a new page, the old page (or any changes made to it) will be discarded unless it is saved to the disk. If you want to save the changes to the old page press "Yes", otherwise press "No" and the changes will be discarded.

Once this is done the Open Page dialog box (shown below) will appear.
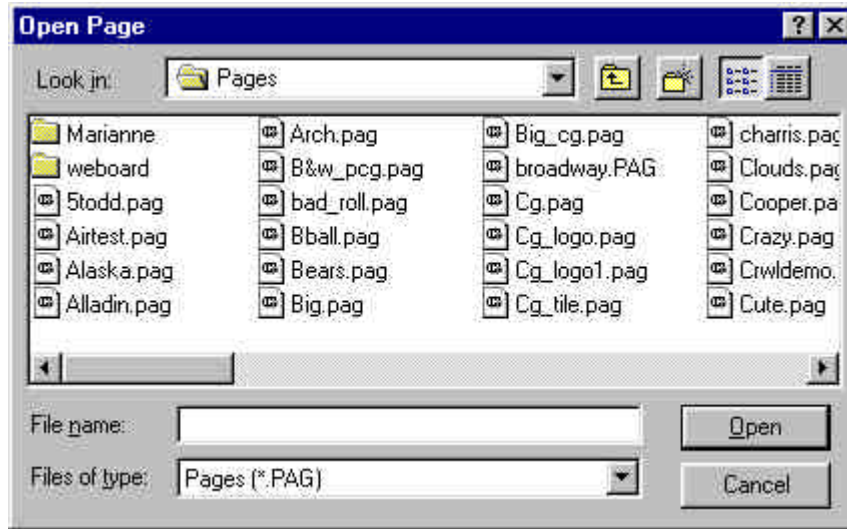
Open Page dialog box

Use this dialog box to select which page to open. Once a page is opened it will appear in the Creator window. You can now edit the page.

Saving a Page

When you are finished editing a page, you need to save it to the disk. Select the "SAVE" or "Save Page As" entry from the "File" menu. If the page does not yet have a name, the Save Page As dialog box will appear (see Saving a Page with a New Name) so that you can name the page.

Often, while editing a page, you should save it to protect your work from things like power failures. This function can be accomplished by holding down the <Ctrl> key and pressing <S>.

All pages, folders, sounds, and schedules names must be of 8-characters or less, and contain no spaces or symbols—letters and numbers only. Failure to follow this naming convention will cause your pages, folders, sounds, or schedules to not operate as you desire.
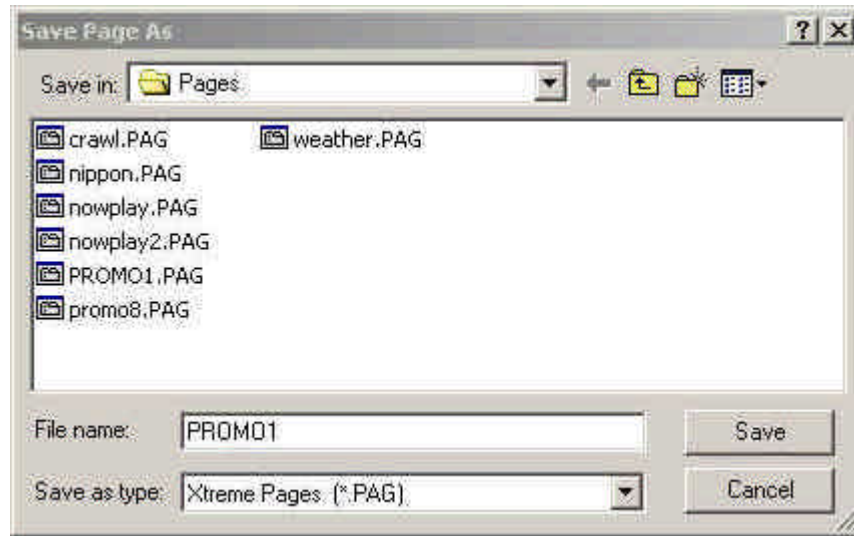
Save Page As dialog box

Creating a New Folder

To create a new folder, select the "New Folder" command from the "File" or "Project Manager" menu's. When this is done a window (like the one shown below) is displayed.
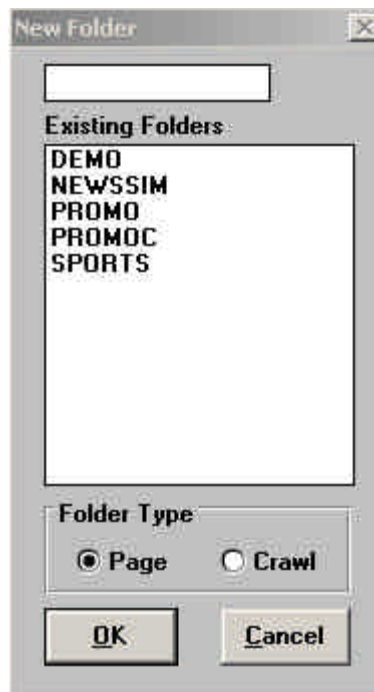
Enter the name of the new folder (8-characters or less—no symbols or spaces) in the blank text box, select PAGE or CRAWL depending upon what you are creating, and click OK.

The following window will appear:
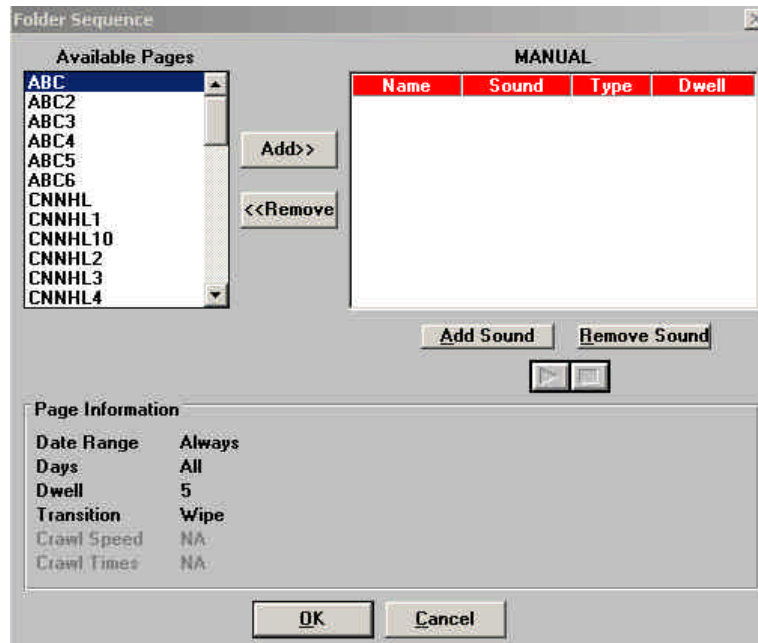
This page is where you will set which pages are included in your folder (if any at this time) and the sequence in which they will run. At this time, you can also add a sound to accompany the particular page, and will be able to review the page attributes at the bottom right corner of the window. After setting which pages and which order for the run, click OK.

Open an Existing Folder

To open a folder, select the "Open Folder" command from the "File" menu.
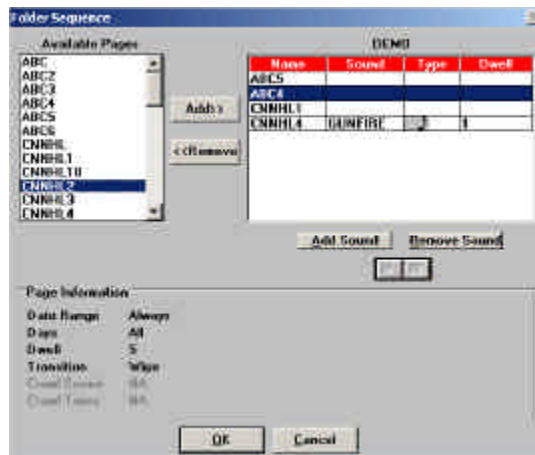
This page is identical to the new folder page selection window shown on previous pages. Here you can see the pages in a folder, the sequence they will run, and you can manage the folder contents as well. When you are complete with the folder contents, click OK. Folders are very important—pages are scheduled only by inclusion into folders.

Playing Back Sound with Pages in a Folder

Sound, in the form of .wav files, can be played back when displaying a page or a sequence of pages. This adds an extra dimension to the display sequence.

Sound files are imported into MediaXtreme as .wav files that can be from any input source to the MediaCreator, or they can be played directly in the MediaXtreme with input from external playback devices.

Sounds are assigned to pages in the Folder Sequence window that is used to build the contents of a folder. A sound can be assigned to a single page or to play through a sequence of pages. The sound must be long enough to cover the dwell time of the entire sequence.

Using the Line-In on the MediaXtreme and inputting sound from a CD player, or Radio, or any other source will constantly play over your entire schedule. Any schedule audio files will override the Line-in feature.

The sound chosen must be at least three seconds long for each page it is assigned to play over. For multiple pages, multiply three times however many pages it will play over.

Adding Sound to a Single Page

To Add Sound to a Page:

1. Open the folder that holds the page the sound will be played with.

   The Folder Sequence window for that folder appears.

2. Click on the Sound column next to the page that will get the sound.

   The page's column is highlighted. The page named FIRST has been selected in the window on the right.

3. Click **Add Sound**.

   The Insert Sound Clip window comes up with a list of the sounds available.

   If the sounds desired are not there or there are no sounds in the system at all, they must be imported via the **Import** button.
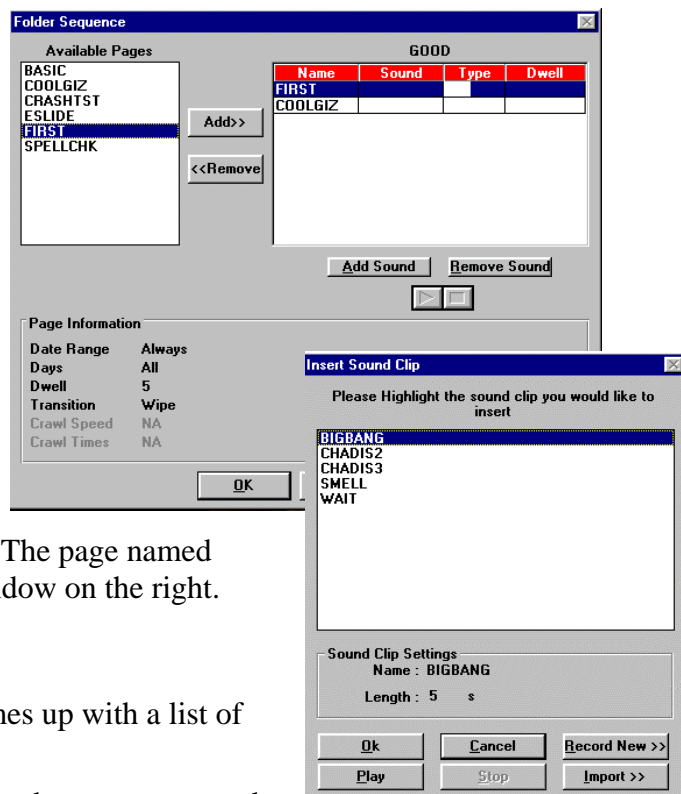
The **Sound Clip Settings** define the **Name:** and **Length:** in seconds of the sound highlighted in the list.

To preview the highlighted sound, click on **Play**. Click **Stop** to stop playback.

The **Record New** choice allows sounds to be recorded by the system if the correct connections are available.

4. Click on **OK** or press Enter.

The Folder Sequence window comes up again and this time it has sound specifications in its list.

The selected sound is listed in the Sound column. The Type column has a musical note in it indicating a single page sound event has been programmed. The sound's dwell is specified in the Dwell column. The sound's dwell time will override the page's dwell if there is a conflict between them (such as page dwell being too short).

To remove the sound from the page, highlight the page and click on **Remove Sound**. The sound information is deleted from the list.

5. Click on <u>OK</u> or press Enter on the Folder Sequence window to complete the process.
6. Resend the schedule to the MediaXtreme.

All changes to the schedule involving sound require the entire schedule to be resent.

Adding Sound to Multiple Pages

To Add Sound To Multiple Pages:

1. On the Folder Sequence page, highlight the multiple pages in the list that will get the sound.

> To highlight multiple pages, click and hold the mouse on the first page and drag it over the others desired. They must be in sequence. Or hold down Shift and click on each page desired.
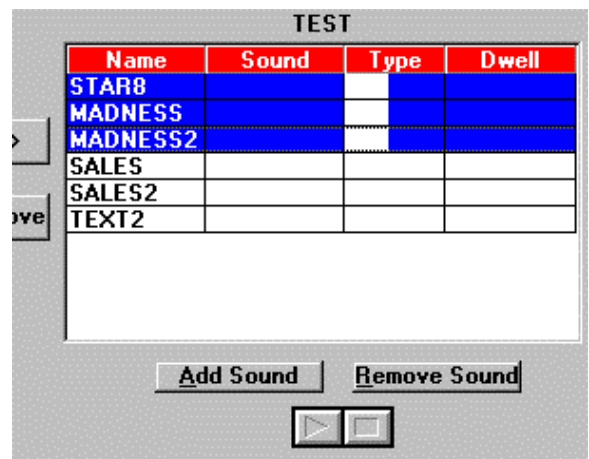
2. Click on **Add Sound.**

    The Insert Sound Clip window
    comes up.

3. Highlight the sound desired and click
    OK or press Enter.

    The Dwell Times window comes
    up to allow the total dwell time of
    the sound clip to be distributed
    among the pages it will play over.
    In the window shown, the clip is
    nine seconds long and must
    therefore be split with three
    seconds over each page, which
    is the minimum it can play over a
    page. If the sound clip were
    longer, any of the pages could be
    assigned a longer sound playout.
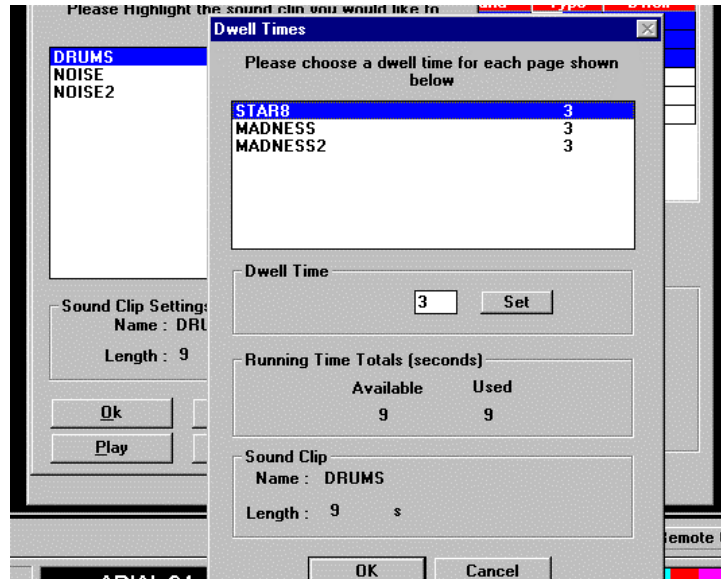
4. Click on OK or press Enter.

    The Folder Sequence window
    comes back up.
    It now has musical notes over all
    three pages that get the sound
    played with them. Each has the
    name of the sound next to it and
    the Dwell time of three seconds
    specified for the sound.

5. Click <u>OK</u> or press Enter on the Folder
    Sequence page to end the process.

6. Re-send the schedule to the Display
    Station.
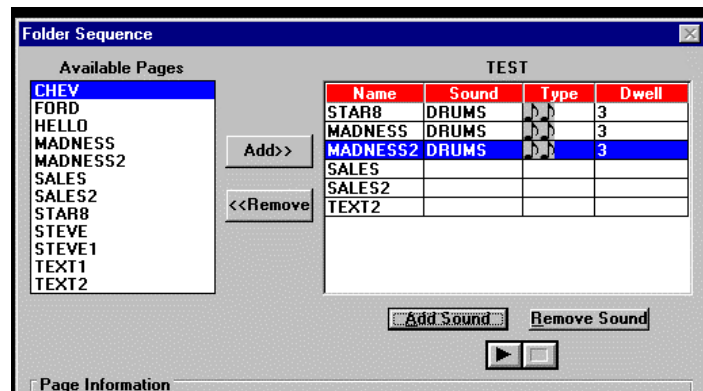
CREATING CRAWLS

Crawls are created as separate crawl pages but are edited and saved just as regular pages.
Crawls have text, font and formatting attributes of their own, in addition to crawl
attributes that define their speed and how many times they will run. There is one crawl
position at the bottom of the screen and it can't be changed. As with any page in the
system, a crawl page must be placed in a folder to be included in the schedule. They are
placed in folders that are defined specifically as Crawl Folders. When Crawl Folders are
placed in the schedule, they are defined as Crawl Events.

Crawl Events run as separate events in the schedule and appear over all currently playing pages.

To Create a Crawl:

1. Select the File menu from the menu bar.

    The File drop down menu appears.

2. Select New from the drop down menu and Crawl from the popup side menu.
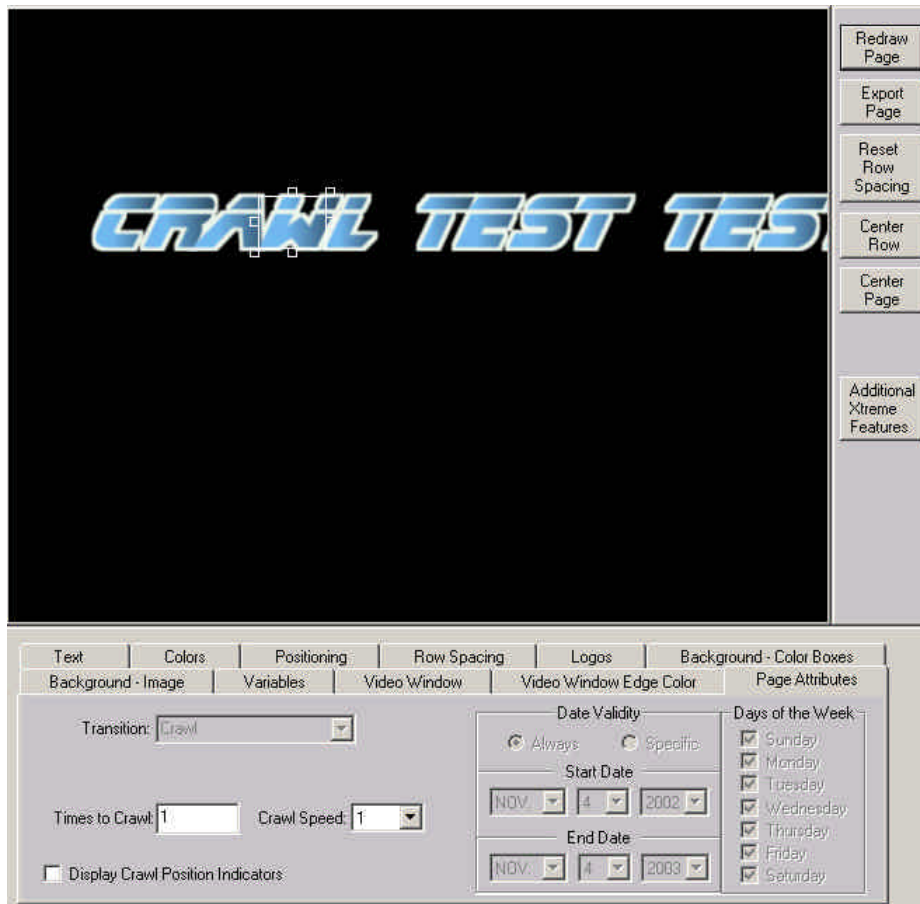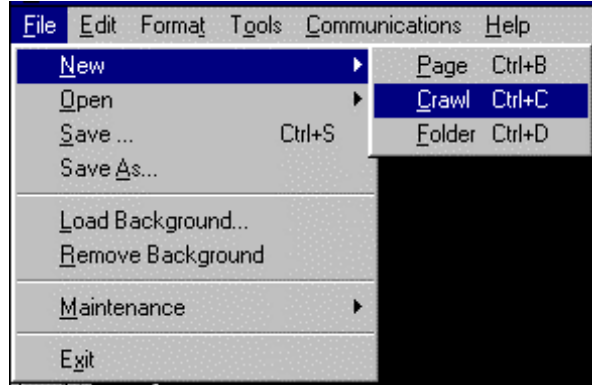
3. Type the crawl message. Note that your crawl text will not wrap down the screen. It will be one continual line, just as the crawl will appear on your final output.

4. Format the text with the same functions used in standard page creation.

5. Assign crawl attributes with the same attributes keystrokes used for any page

The Crawl Attributes window opens.

> Assign a **Crawl Speed** from 1 to 5, where 5 is the fastest. Speeds 2, 3 and 4 are the best choices.
>
> Assign **Times To Crawl**, which tells the system how many times to repeat the crawl when it is run (this only applies if multiple crawls are in the current schedule).
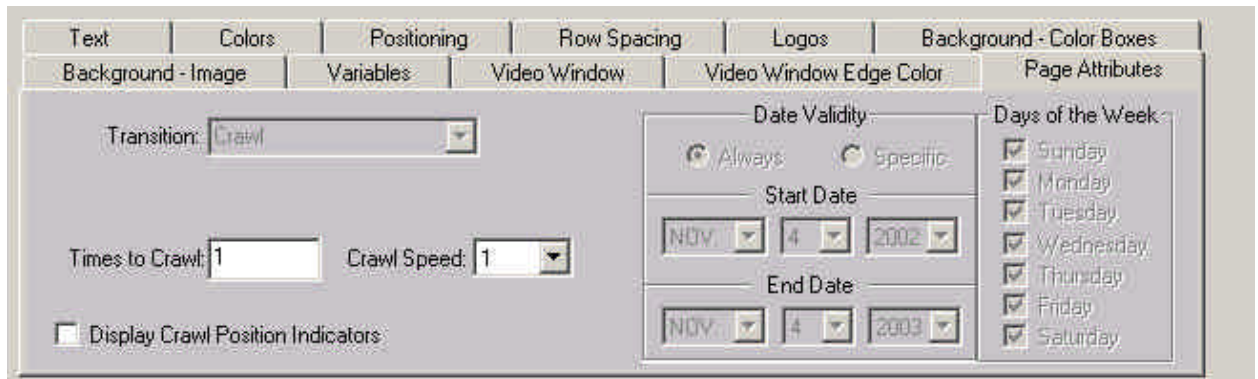
6. Attributes are saved with the crawl page, just as with any other page.

Crawl Size Limits

The crawl size is limited. If your crawl is too tall, you will see a flashing red/yellow indicator on your creator screen, and you will not be able to save the crawl.

By examining the flashing lines, you'll get an idea of where your text is too large. Reduce the text size until it fits below or above any flashing indicator. Once the flashing warning indicators extinguish, your crawl is of acceptable size, and may be saved as any other page.

All crawls, pages, folders and schedules must be saved with names of 8 characters or less. Letters and Numbers only—no symbols or spaces.

Create New Page

Create a new page by selecting the "**New Page**" command from the "**File**" menu. This could also be done by pressing the first button on the Toolbar. If you have modified text on the current page (and "Always Ask First" is selected under "Automatically Save Pages" in the "User Preferences"), a window like the one below will appear.

This reminds you to save any changes to the page before you create the new page. Once you have selected "Yes" or "No", a warning message (shown below) will appear warning you that the current page is about to be erased.
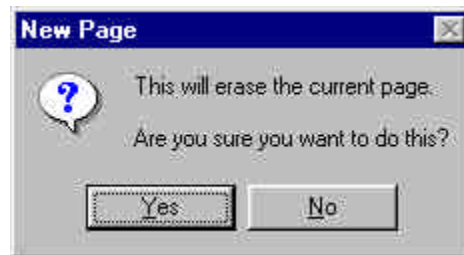
If you press the "No" button the "New Page" command will be canceled. If you press the "Yes" button the page will be erased. This will create a new page that is blank.

Creator Window

The Creator window is where you compose your pages. This window displays the text graphics, background image, and effects that you are working on as you compose them.

Typing Text

To enter text in this window, point the mouse to where you want the text to appear, and press the left button. A rectangle appears where you clicked the mouse. This is the text cursor. It shows where text will be entered. Now type any test message; the text will appear on your computer screen as you type it.

If the text is too big to fit on the screen, simply size it down with either the cursor handles or the font size text box found on the tabs section of the program.

Moving the Cursor

You can use the cursor movement keys to move the cursor around in this window, or you can use the mouse to point to where you want the cursor to be placed and click the left button. The Arrow keys move the cursor one character or row in the direction of the arrow. The <Home> key moves the cursor to the beginning of the row if it's not already there. If the cursor is at the beginning of the row and you press the <Home> key, it will move to the beginning of the page. The <End> key moves the cursor to the end of the row if it's not already there. If the cursor is already at the end of the row, it will move to the end of the page.

Editing Text

Move the mouse over the letter in your text, and press down the left button on the mouse. While holding down the Left button, drag the mouse to the left or right on your test text. Notice how the cursor expands to cover more text. Any operations done to the text, will be done to the text that is selected. Press the <Del> key. The text that was selected was deleted. To get this text back, hold down the <Ctrl> key and press the <Z> key (you could also press the UNDO button in the toolbar). The last operation (delete in this case) is undone. The MediaCreator will let you UNDO as many as 1000 operations.

Move the cursor to another letter in your test text.   Hold down the <Shift> key and press the <Enter> key. This splits the row into two rows. A new row is created under the current row and the character that the cursor is on, and all characters after it, are moved down to the new row.

Press the <Enter> key to move the cursor to the beginning of the next row. Hold down the <Shift> key and press the <Ins> key. This inserts a new row at the cursor position. Now type another test text line. Let's delete this new row. We could use the UNDO function, but let's use the delete row function instead. Hold down the <Shift> key and press the <Del> key. The cursor row is deleted and all rows underneath it move up to take its place.

Move the cursor to a first letter of any word in your test text. Delete this word by holding down the <Ctrl> key while pressing <Del>.   The entire word is deleted and all text to the right of it moves over to fill in the space. You can also type over text by running in the Overwrite mode, and you can insert text by typing in the insert mode.

The functions that you just learned (as well as others) can also be invoked by using the commands in the **"Edit"** menu. This menu also shows the keyboard short cut keys for these commands in case you forget them.

Saving the Page

Before we go through the "Erase Text" functions, let's save the page so we can use it later. Select the "Save Page" command from the "File" menu, or press the Third button (with the floppy disk icon) in the Toolbar. Since this page has not yet been named, you will be prompted to enter a name for it. Once the name has been entered (Let's call it FIRST) press the "Save" button and the page will be saved to the current project. Notice that a small thumbnail of the page appears in the Project Manager window along with the name of the page.

Ensure you save the page with a name that consists of 8-characters or less, and contains only letters and numbers (no spaces or symbols). Failure to follow this protocol will render your page useless.

Erasing Text

The "**Edit**" menu has commands for erasing text. You can erase text from the cursor position to the end of the row, from the cursor position to the end of the page, or all of the text on the page.

Move the cursor to a letter in your test text, then go to the "Erase Text" entry in the "Edit" menu and select "to End of Row" command. Notice that all of the text from the cursor position to the end of the row is erased.

Select the "to End of Page" command and all of the text from the cursor position to the end of the page is erased. Select the "Entire Page" command, and all of the text on the page is erased.

Backspace

If you make a mistake while typing (such as typing the wrong character) just press the <Backspace> key. This will move the cursor to the previous position and erase the character there. If the system is in Insert mode, the character will be deleted. You can then type the correct character.

Using Tabs

The MediaCreator allows you to set up to 16 tabs per page. These tabs specify horizontal positions on the screen. Columnar text can be aligned to the tabs. If the Tab Display is enabled, the tab positions appear as vertical lines the entire height of the screen.
The tabs behave differently depending on the typing mode. In the Insert mode, pressing the <Tab> key will insert a tab character at the cursor position. All text to the right of the new tab will be moved to the next tab position. Pressing the <Tab> key in the Overwrite typing mode will move the cursor to the character at the next tab position. If no tab is set to the right of the cursor, the cursor will move to the beginning of the next row.

The width of the Tab character is automatically adjusted so that the next character is placed at the next tab position. If no tab is set to the right of the tab character, it is treated the same as a space. Changing the text to the left of the tab character (by entering more text or changing the size of the text) will not move the text that you have placed at the next tab position unless the text becomes too big to fit in the allotted space.

Normal typing will not overwrite a Tab character (even in the Overwrite typing mode). Any text that is entered before the tab will be inserted at the cursor position and the width of the tab will be adjusted to keep the text at the next tab position from moving. To get rid of a Tab character, use the <Backspace> or <Del> key.

The tab positions are stored with the page. When a page is recalled from the disk, the tab positions that the page was created with are loaded with it.

For more information on default set tabs, setting tabs, deleting tabs, and tab display see the section titled "Setting Up Tabs" in chapter 8.

Row Space Allocation

As text is entered, sized, and repositioned, rows of text may begin to overlap each other, or may appear with too much spacing between them. To set the Row spacing back to what it should be (based on the text on the row), press the "Reset Row Spacing" button in the shortcuts window to reset the height of every row of the page.

Cursor Movements

The cursor movement keys allow you to move the cursor around the screen. The cursor can also be positioned with the mouse.

Cursor Up

The <?> key moves the cursor up one row unless it is already on the top row of the page.
Cursor Down
The <?> key moves the cursor down one row.

Cursor Left

The <? > key moves the cursor left one character position. If the cursor is at the left margin, the cursor will move to the end of the next row up (provided it's not already on the top row).

Cursor Right

The <? > key moves the cursor right one character position. If this moves the cursor beyond the end of the row, the cursor will move to the beginning of the next row.

Home

Press the <Home> key to move the cursor to the first character of the row. If the cursor is already on the first character of the row, pressing the <Home> key will move the cursor to the first character position of the first row of the page.

End

Press the <End> key to move the cursor to the last character of the row. If the cursor is already on the last character of the row, pressing the <End> key will move the cursor to the last character of the page

Page Up

Pressing the <Page Up> key will move the cursor to the last character on the screen.

Page Down

Pressing the <Page Down> key will move the cursor to the home position screen.

Setting Cursor Position with the Mouse

The cursor can be moved with the mouse. Move the mouse pointer to the desired position and click the left button. The cursor will move to the character being pointed to. If characters are overlapped, continue to click the left button until the desired character is selected.

OPENING AND WORKING WITH THE SCHEDULE

Once a folder or multiple folders are created in the system, the schedule for displaying the folders can be opened and built. The schedule is the single element in the system that determines what folder or folders get displayed and when.
There is only one schedule for a MediaXtreme. Changing the schedule to reflect new display requirements will be a standard and ongoing process.

Opening and Building the Schedule with a Default Folder

There is always a schedule as long as a remote location has been created. It may be empty before any folders are placed into it, but it exists. To make something of the schedule, open it and add the folders.

To Access the <u>O</u>pen <u>S</u>chedule Function:

1. Select the <u>F</u>ile menu from the menu bar.

   The <u>F</u>ile drop down menu appears.

2. Select <u>O</u>pen from the drop down menu and <u>S</u>chedule from the popup side menu.

   The Open Schedule window appears. It lists all the schedules in the system. There is one schedule per remote location—
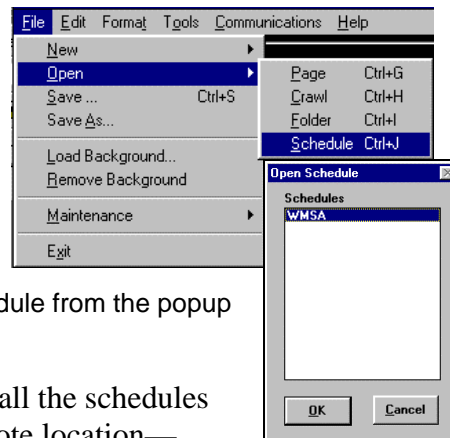
remember, there can be multiple remote locations that really address a single MediaXtreme Player.

3. Click on <u>O</u>K or press Enter.

    The Scheduler window appears. This is the window where all scheduling work is done.

Scheduler

WMSA Schedule

Start Date	End Date	Days	Start Time	End Time	Name	Comment
Any	Any	S,M,T,W,Th,F,Sat			GOOD	Default Event
Any	Any	S,M,T,W,Th,F,Sat			EMERG	Emergency Event
10/9/1999	10/8/2000	S,Sat	12:00:00	16:59:59	WEEKENDS	Page Event

[Add Page Event] [Add Crawl Event] [Add Control Event] [Delete Event]

[Edit Event] [Clear All Events] [Date View]

[<u>O</u>K] [<u>C</u>ancel]

When the Scheduler window first comes up it will not have any folders listed in it. The window above already has three folders in it that will be referenced as the discussion continues.

4. Click on **Add Page Event**.

    The Page Event window comes up.

    All the folders in the system are listed in the **Available Page Folders** box.

    Select and highlight the folder to add to the schedule.

    The **Default Page Folder** selection on the bottom of the screen allows the

Page Event

Available Page Folders: EMERG, GOOD, WEEKENDS

Attributes

☉ Specific Date Range

Start Date: 10 / 9 / 1999   End Date: 10 / 9 / 1999

Days of the Week: ☒ S ☒ M ☒ T ☒ W ☒ T ☒ F ☒ S

Start Time: 12 : 00   End Time: 12 : 00

○ Default Page Folder

○ Emergency Page Folder

[OK] [Cancel]
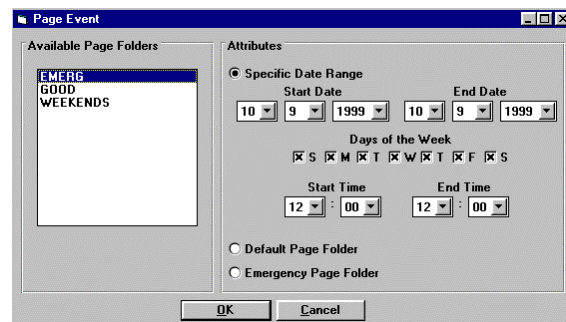
folder to be added as the default folder for the system. The system <u>must</u> have a default folder which runs at all times when an event with a specific time and date range is not valid.

If there is the only one folder that will be added to the schedule, it must be made the default folder. If this is the first folder that is being added to the schedule, it is good practice to make it the default just to be sure the system requirement of a default folder is satisfied. Folders added later can be scheduled for specific display times and dates and will run instead of the default during those scheduled runs.

Which folder is default can be re-assigned by deleting the current default folder and assigning default status to another folder.

5. Click on the **Default Page Folder** button to define the folder as the default.

The **Specific Date Range** area in the window becomes deselected and grayed out when the folder is defined as the default. The date range parameters are used to specify when a folder should be displayed, but a default folder does not need that, it is always active unless another page with a time and date range overrides it.

6. Click on <u>OK</u> or press Enter on the Page Event window.

The folder is added to the Scheduler window list.

The name of the folder appears in the **Name** column. It is defined as the Default Event in the **Comment** column, as the GOOD folder is in the Scheduler window above.

Notice that the **Start Date** and **End Date** columns are shown as "ANY" because the folder is the default. That means it is always active.

Notice that the **Start Time** and **End Time** columns are blank for the same reason.

Notice also that for the same reason the **Days** column has all the days of the week.

7. Click <u>OK</u> or press Enter on the Scheduler window to complete the process

The window leaves the screen and the schedule is built.

The schedule with the folder named Good – the default folder – will run continuously with the pages contained in the Good folder once it is sent to MediaXtreme .

> **A schedule does not run automatically when it is built.**
>
> **For a schedule to run, it must be sent to the MediaXtreme Display Unit.**

Sending the Schedule to MediaXtreme

Once the schedule is built, it must be sent to MediaXtreme to be activated and run.

The MediaCreator software and the MediaXtreme display unit must be connected for the schedule to be sent.

To Send the Schedule:

1. Select the Communications menu from the menu bar.

    The Communications drop down menu appears.

2. Select Send from the drop down and then Schedule from the popup side menu.

    The system begins sending the schedule immediately.

    Windows appear giving indications of the progress of the send. When the send is complete, a window appears confirming a successful send.

    The schedule begins to run as soon as the send is complete.

3. Click OK on the send confirmation window.
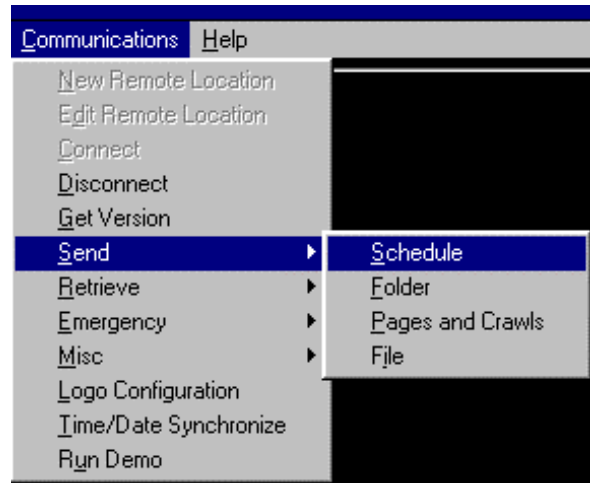
When changes are made to the schedule, the updated information must be sent to the Display Unit so the changes are implemented. Sending a complete schedule can take a reasonably long time, depending upon your connection type and speed.

Adding Folders with Date and Time Specifications to the Schedule

The power of the MediaXtreme system is tapped by adding folders with date and time specifications to the schedule. These folders only run as specified by the date and time limitations defined when they are added to the schedule.

The parameters that define when a folder will run can be very specific using the date range, time of day range and day of week selections on the folder Attributes window.

To Add a Folder with Date and Time Specifications to the Schedule:

1. Select the File menu from the menu bar.

   The File drop down menu appears.

2. Select Open from the drop down menu and Schedule from the popup side menu.

   The Open Schedule window appears. It lists all the schedules in the system. Typically, there is only one listed under the name of the Remote Location. If the system has multiple Remote Locations, there will be multiple schedules.

3. Click on OK or press Enter.

   The Scheduler window appears.

4. Click on **Add Page Event**.

The Page Event window comes up.

All the folders in the system are listed in the **Available Page Folders** box.

Select and highlight the folder to add to the schedule.

5. Specify the date, day of week and time parameters for displaying the folder.

Since the **Specific Date Range** button comes up selected, these parameters are already available.

Refer to the above Page Event window programming of the WEEKENDS folder as an example for the following Page Event operational explanations. The WEEKENDS folder is programmed to run weekends only from 12 noon through 5 PM for a full year beginning October 9, 1999 through October 8, 2000.

Start Date and **End Date** will have the current date as their defaults. Whatever the date range must be is specified using the drop down menus for month, day and year. Note how the WEEKENDS event programmed above is specified to run for one full year from October 9, 1999 through October 8, 2000.

Days of the Week determines on which days of the week within the date range the folder will display. **Click off any day when the folder should not display.** Remember, this selection defines the days for every week within the date range. So if Sunday is deselected, for instance, the folder will never display on any Sunday in the date range. The WEEKENDS event programmed above will **only run on weekends** because the two S boxes are checked for it to run on Saturday and Sunday.

Start Time and **End Time** determine the time of day range for display within each day that the folder is active using a twenty-four hour clock. **Start Time** is obvious but **End Time** is not.

If the End Time has to be, say, 5 PM, or 17:00, as in the WEEKEND folder above, then the specified End Time must be 16:59. The folder must be OFF by 17:00, which means it ends at 16:59.

In fact, if 17:00 were specified, the system would override it and put in 17:00:59. Notice that on the Scheduler window, the times include seconds but seconds are not available on the Page Event window. So the Scheduler window assumes the event should run until the last second before 17:01:00 begins, which is 17:00:59. The event would actually run one minute longer than desired.

6. Click OK or press Enter.
7. Resend the entire schedule to the Display Station using the Send Schedule function.

Adding a Crawl Event to the Schedule

Crawl events are added to the schedule using the Scheduler window where all schedule events are programmed.
All crawl events must have display date, time and day of the week parameters assigned to them.
Multiple crawl events can be on the schedule as long as their scheduled display times do not conflict. add a Crawl Event to the Schedule:

1. Select the File menu from the menu bar.

   The File drop down menu appears.

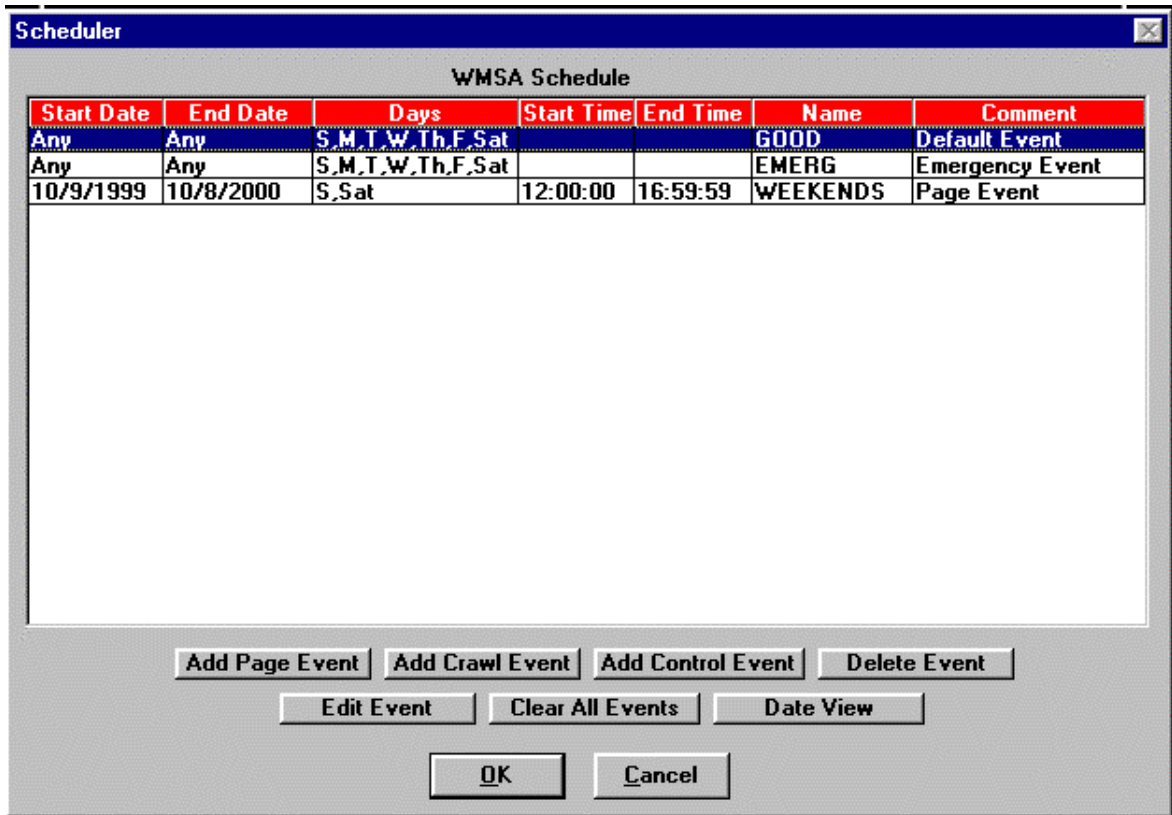2. Select Open from the drop down menu and Schedule from the popup side menu.

   The Open Schedule window appears. It lists all the schedules in the system. Typically, there is only one listed under
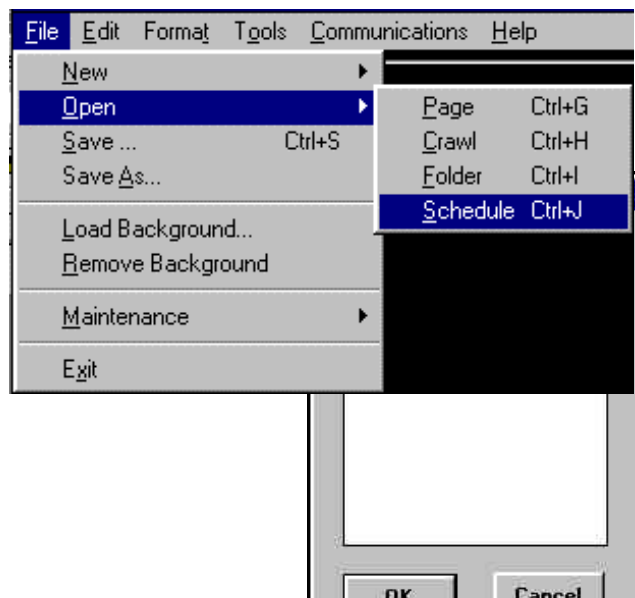
the name of the Remote Location. If the system has multiple Remote Locations, there
will be multiple schedules.

3. Click on <u>OK</u> or press Enter.

    The Scheduler window appears.
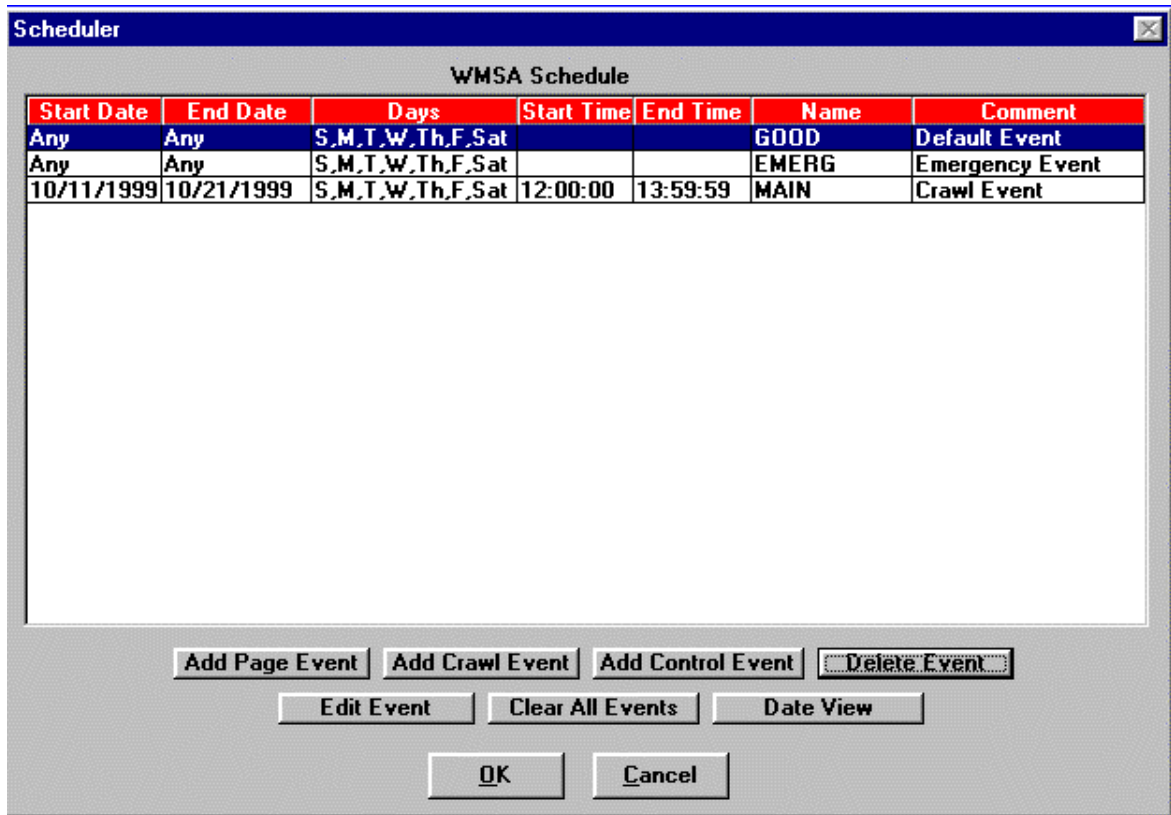
The Scheduler window that comes up **will not** have a crawl event in it. The one
above already does to be referenced for the following discussion.

4. Click on **Add Crawl Event**.

The Crawl Event window
comes up.

All the crawl folders in the
system are listed in the
Available Crawl Folders
box.

Select and highlight the
folder to add to the
schedule.
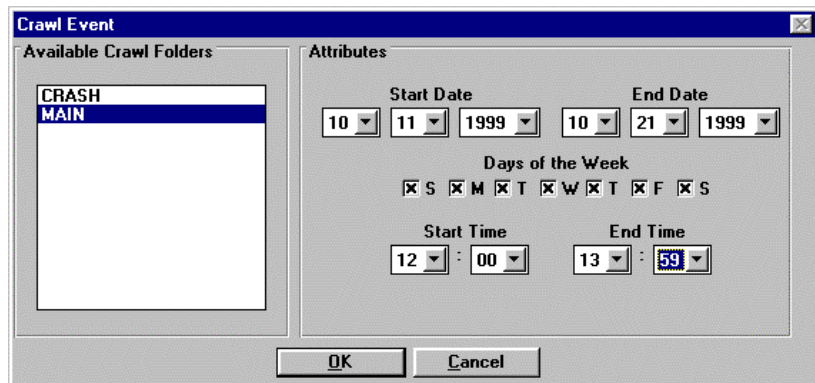
5. Specify the date, day of week and time parameters for displaying the crawl.

    Since the **Specific Date Range** button comes up selected, these parameters are already available.

    Start Date and **End Date** will have the current date as their defaults. Whatever the date range must be is specified using the drop down menus for month, day and year. The MAIN crawl folder in the window above has been given a ten-day date range of 10/11/99 to 10/21/99.

    Days of the Week determines on which days of the week within the date range the crawl will display. **Click off any day when the crawl should not display.** Remember, this selection defines the days for every week within the date range. So if Sunday is deselected, for instance, the folder will never display on any Sunday in the date range.

    Start Time and **End Time** determine the time of day range for display within each day that the crawl is active using a twenty-four hour clock. **Start Time** is obvious but **End Time** is not.

    If the **End Time** has to be, say, 2 PM, or 14:00, as in the MAIN crawl on the Crawl Event window and Scheduler window above, then the specified **End Time** must be 13:59. The folder must be OFF by 14:00, which means it ends at 13:59.

In fact, if 14:00 were specified, the system would override it and put in 14:00:59. **Notice that on the Scheduler window, the times include seconds but seconds are not available on the Crawl Event window.** So the Scheduler window assumes the event should run until the last second before 14:01:00 begins, which is 14:00:59. The crawl event would actually run one minute longer than desired. The crawl event programmed on the above Scheduler window will occur for two hours from 12 noon until 2 PM every day of the week between October 11^(th) and October 21^(st).

6. Click <u>O</u>K or press Enter.
7. Resend the entire schedule to the MediaXtreme using the <u>S</u>end <u>S</u>chedule function.

The crawl event will display as scheduled.

9.6 Adding an Emergency Event Folder to the Schedule

An emergency event folder holds pages that need to be displayed in the event of emergency situations. There can only be one emergency event folder in the schedule. Although the folder is a page folder that works the same way others do when it is displayed, it gets defined as an Emergency Page Folder when it is created and will only be displayed when specifically called for by the <u>E</u>mergency function in the <u>C</u>ommunications menu.

To Add an Emergency Event Folder to the Schedule:

1. Create the page or pages for the emergency event folder.
2. Create a folder that will be the emergency folder, naming it appropriately, and place the pages into it.
3. Go through the standard process of adding a folder to the system as detailed above until the Page Event window appears.
4. Click on the **Emergency Page Folder** button to select that definition for the folder.
5. Click on <u>O</u>K or press Enter.
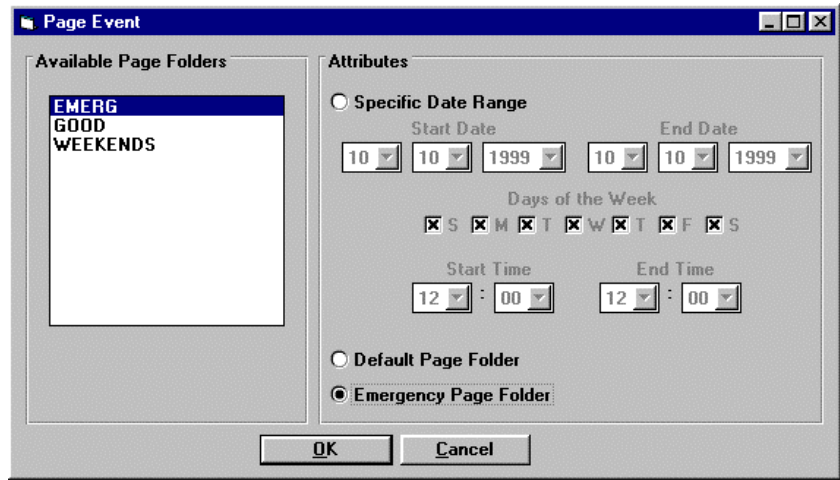
The folder is added to the Scheduler window as an Emergency Event with Start Date and End Date specified as Any, and with all the days of the week specified for display.

Running an Emergency Event Folder

An emergency event can be run at any time. It is an unscheduled event that is triggered to run immediately when needed and is stopped immediately when no longed required.

To Run an the Emergency Event Folder:

1. Select the <u>C</u>ommunications menu from the menu bar.

   The <u>C</u>ommunications drop down menu appears.

2. Select <u>E</u>mergency from the drop down and <u>R</u>un Emergency Event from the popup side menu.

   The emergency event runs immediately, displaying the pages in the emergency folder.

   A confirmation window appears to verify that the event has run.

3. Click on OK to make the confirmation window disappear.
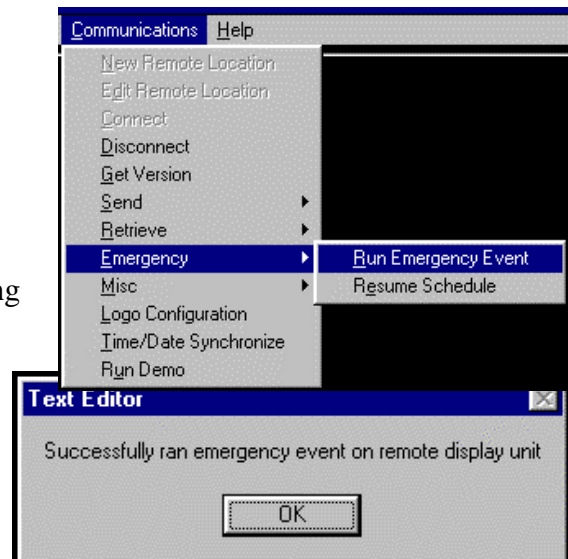
The emergency folder will continue to run until the system is told to resume the regular schedule.

Resuming the Regular Schedule After an Emergency Event

An emergency event can be stopped at any time to resume the regular schedule.

To Resume the Regular Schedule:

1. Select the Communications menu from the menu bar.

   The Communications drop down menu appears.

2. Select Emergency from the drop down and Resume Schedule from the popup side menu.

   The emergency event stops running immediately and the regular schedule is resumed.

   A confirmation window appears to verify that the regular schedule is running.

3. Click on OK to make the confirmation window disappear.
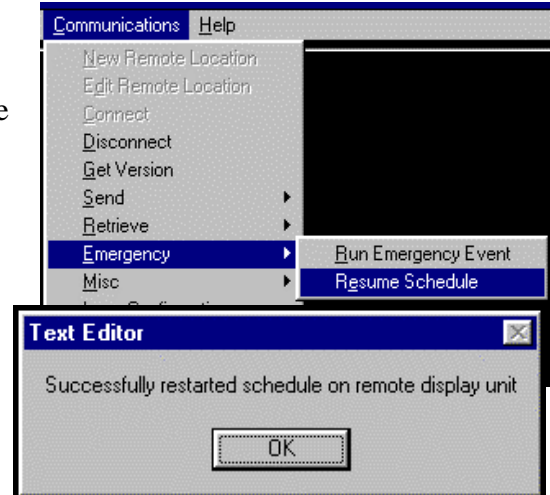
Adding a Leightronix Control Event to the Schedule

The **Add Control Event** function creates events for the optional Leightronix controller. The events tell the Leightronix to trigger selected functions on the devices it controls or to create switcher events.

There are three different Leightronix controllers that can be used, the MINI-T, the PRO-8 and the PRO-16. Devices controlled by these units include tape decks and laser discs.

Programming A Leightronix Control Event

1. Select the File menu from the menu bar.

   The File drop down menu appears.

2. Select Open from the drop down menu and Schedule from the popup side menu.

   The Open Schedule window appears. It lists all the schedules in the system. Typically, there is only one listed under the name of the Remote Location. If the system has multiple Remote Locations, there will be multiple schedules.

3. Click on OK or press Enter.

   The Scheduler window appears.
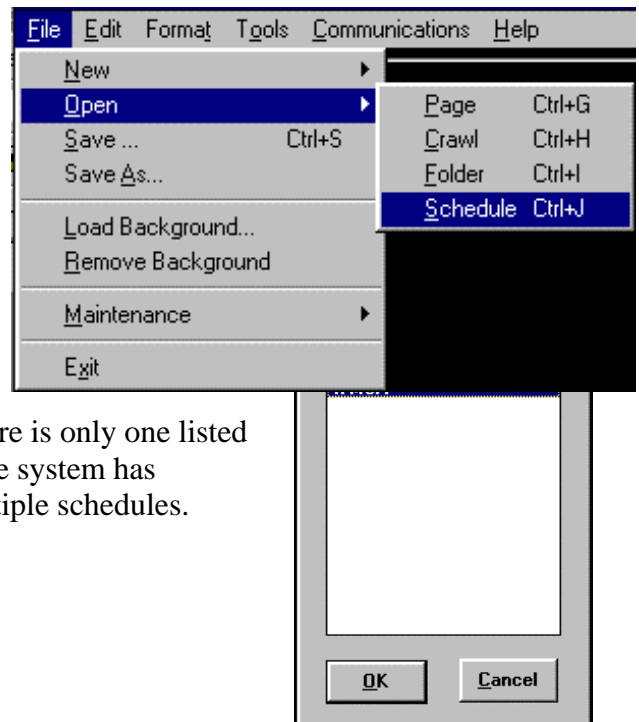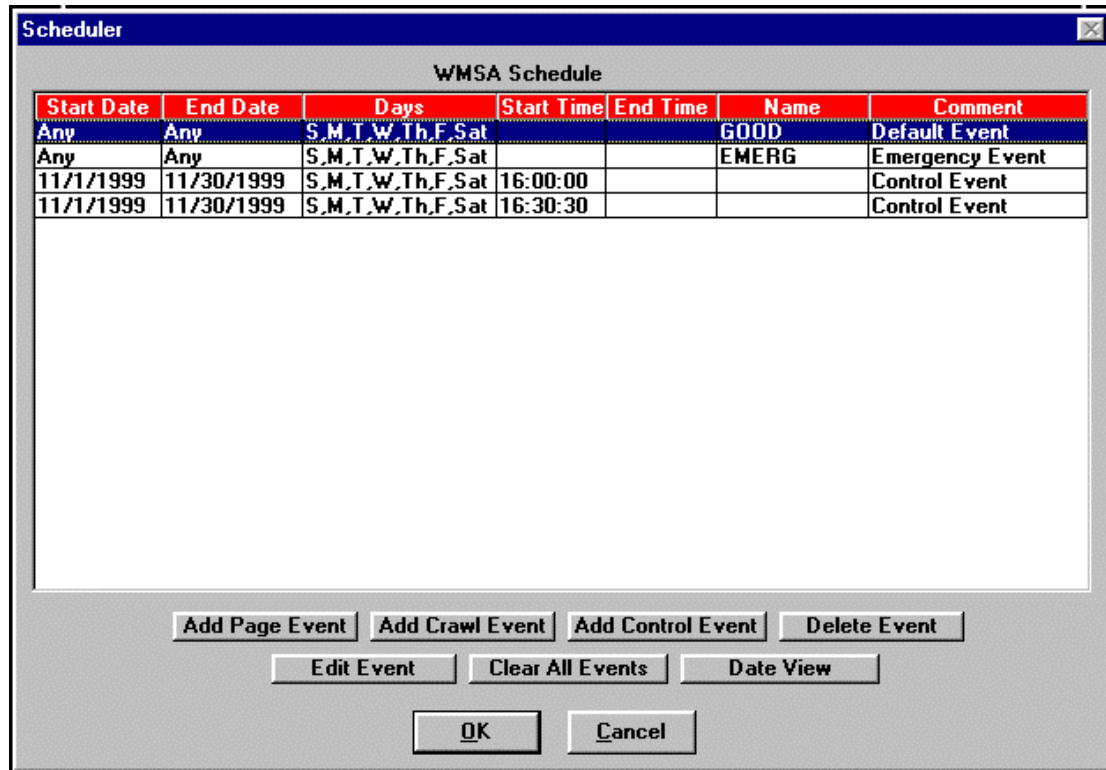
The Scheduler window that comes up **will not** have control events in it. The one above
already does to be referenced for the following discussion. The first control event on the
schedule plays a tape machine every day at 4 PM during the month of November 1999.
The second event rewinds the tape machine at 4:30:30 PM during the same period.
Assume for purposes of the discussion that the tape is playing a 30-minute program
segment, so rewind is initiated thirty seconds after the show has concluded.
How these events are programmed will be detailed as part of the continuing explanation
on creating a control event.

4. Click on **Add Control Event**.

    The Leightronix Event window
    comes up.

Select the controller type being used
    from the **Type** drop down menu
    in the **Controller** area.
    Choices include:

    MINI-T
    PRO-8
    PRO-16.
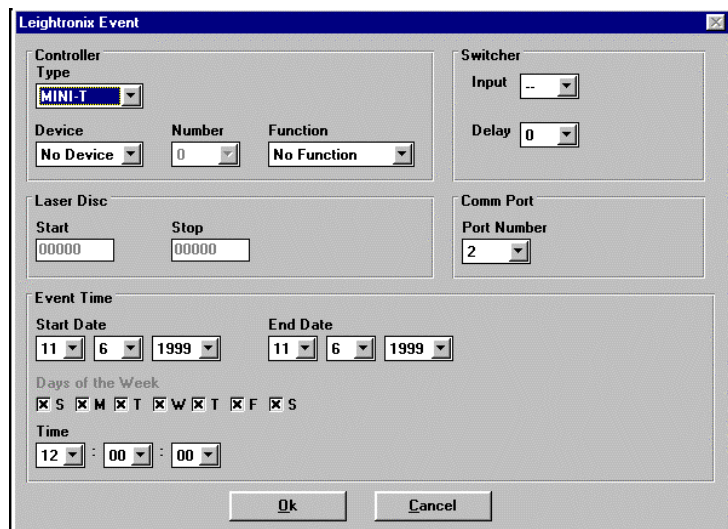
To build the sample event already defined on the Schedule window located above, select MINI-T.

5. Select the device that will be controlled from the **Device** drop down menu in the **Controller** area. If a switcher event is being programmed, select No Device and go on to the discussion about switcher events (Programming a Leightronix Switcher Event).

   Choices for the MINI-T include:

No Device (selected when switcher events will be programmed)
Tape Deck (which deck will be specified next)
All Decks (indicating all decks controlled by the system)
Laser Disc (which disc will be specified next)
All Discs (indicating all laser discs controlled by the system).
   Choices for the PRO-8 and PRO-16 do not include laser discs and are limited to:
No Device (selected when switcher events will be programmed)
Tape Deck (which deck will be specified next)
All Decks (indicating all decks controlled by the system
   Select Tape Deck to continue building the sample event.
6. If Tape Deck or Laser Disc has been selected, define what device number it is in the **Number** drop down menu, which is activated by those selections.

   Each deck or disc is defined in the system by a number. When several devices of the same type are controlled by the system, it is important that the system know which one is going to be controlled in the event.

   Choices are device numbers 1 through 8.

   Select 1 as the device for the sample event being built.

7. Select the control function for the selected device in the **Function** drop down menu.

   If a tape deck device selection has been made, the function choices include:

Stop
Rewind
Play
Record

   If a laser disc device selection has been made, the function choices include:
Stop
Play Segment
Play
Still

   If Play Segment is selected for a laser disc event, the **Start** and **Stop** fields in the **Laser Disc** area are activated for a segment range to be defined. The valid ranges are from 0 to 54000.

The sample event is programmed to play the tape deck, so select Play.

8. Select the com port that the Leightronix is connected to with the **Port Number** drop down menu in the **Comm Port** area.

    Port number choices are 1, 2, 3, and 4. This specification tells the Display Station where to look for the Leightronix input.

    Select 2, which is the usual port, for the sample event being programmed. Typically, the Creation Station is connected to port 1.

9. Program the time and date elements for the event in the **Event Time** area.

    These parameters define the time and date range within which the event will run.

    Start Date and **End Date** come up with the current date as their defaults. Whatever the date range must be is specified using the drop down menus for month, day and year.

    The sample event is programmed to run throughout the month of November, so specify Nov 1, 1999 through Nov 30, 1999 as the date range.

    Days of the Week determines on which days of the week within the date range the event will run. **Click off any day when the crawl should not display.** Remember, this selection defines the days for every week within the date range. So if Sunday is deselected, for instance, the event will never display on any Sunday in the date range.

    The sample event runs every day, so leave all the days of the week checked off.

    Time determines the time of day that the event should be triggered using a twenty-four hour clock.

    The sample event plays the tape machine starting at 4 PM, so specify 16:00:00.

10. Click on <u>O</u>K.

    The control event is programmed.

Based on the programming in the sample event, the event will play a tape machine every day at 4 PM during the month of November 1999.
The Leightronix Event window for this event with all the programming would look like the one pictured here.
A second event would be programmed with similar elements, but with Rewind as the **Function** and 16:30:30 as the **Time** to rewind the deck after playout is complete.
The result of this programming appears on the Schedule window as seen on that window at the beginning of this discussion. The type of event is noted as Control Event but only the date and time parameters appear in the Schedule window. No indication of what kind of control event is scheduled appears on the window.
To find out more information about the event, highlight the event in the Schedule list and click on **Edit Event.** That brings up the Leightronix Event window for the event. Event information can be checked and changed if desired.

Programming a Leightronix Switcher Event

Switcher events are programmed in the **Switcher** area of the Leightronix Event window.
The other parameters in the Leightronix Event window must be accessed as needed to program the switcher event in the same manner as they were for programming the device control event. Refer to the steps in the discussion above for the specific details of these operations.
Switcher Event Programming on the Leightronix Event Window
Switcher events are programmed in the **Switcher** or **Router** area of the Leightronix Event window.

Switcher events and device control events can be programmed to occur together, in which case the **Controller** area would be programmed as appropriate for the device control event desired. For any event, the **Port Number** in the **Comm Port** area must be correctly specified (typically 2). This is usually set once and left alone for all future operations since it will not change.

The **Event Time** parameters apply to switcher events just as they do to device control events, so **Start Date, End Date, Days of the Week,** and **Time** parameters for when a switcher event should be triggered must be specified. If both a switcher event and a device control event are programmed together, the **Event Time** specification applies to both.

The Switcher or Router Area
The three supported Leightronix controllers each have different **Switcher** or **Router** areas that reflect their individual input/output capabilities. Switcher or router capabilities are defined by how many inputs come into a unit and how many outputs go out.

That means for multiple inputs and outputs, decisions must be made as to which input to select and from which output or outputs the unit sends its signal. The **Switcher** or **Router** area is used make these specifications, so its **Input** and **Output** drop down menus offer the appropriate choices for each unit.

The MINI-T is an 8 X 1 (8 inputs, 1 output). Since it has only one output, when it is the selected device, this area is designated as **Switcher.** The **Input** drop down menu offers input selections from 1 – 8 to choose from and there is no output drop down menu. An input selection of "—" indicates no switch.

The PRO-8 is an 8 X 3 (8 inputs, 3 outputs). Since it has three outputs to choose from, when it is the selected device, this area is designated as **Router** and an **Output** drop down menu appears on the window. The **Input** drop down menu offers input selections from 1 – 8 and the **Output** drop down menu offers output selections from 1 – 3 to choose from. Multiple outputs can be chosen for any event. An input selection of "—" indicates no switch.

The PRO-16 is a 16 X 4 (16 inputs, 4 outputs). Since it has three outputs to choose from, when it is the selected device, this area is designated as **Router** and an **Output** drop down menu appears on the window. The **Input** drop down menu offers input selections from 1 – 16 and the **Output** drop down menu offers

output selections from 1 – 4 to choose from. Multiple outputs can be chosen for any event. An input selection of "—" indicates no switch.
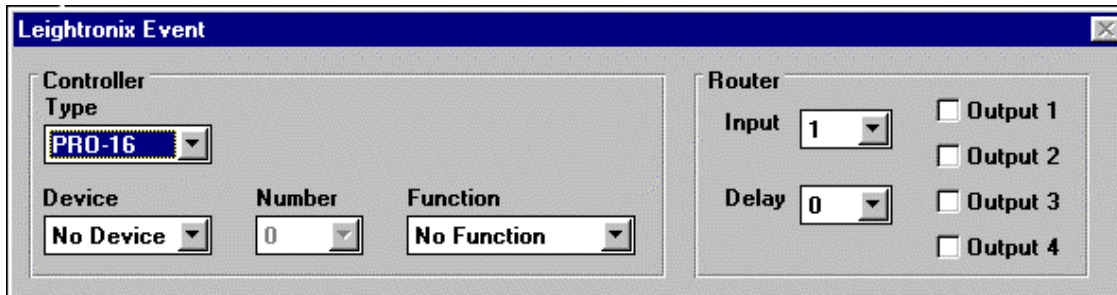
The **Delay** drop down menu for all controller types allows a delay in seconds from 0 – 99 to be specified for each switcher event.

Switcher Event Example
A programmed switcher event on the PRO-16 that is a switch to input 6 with a delay of 55 seconds to outputs 1, 2 and 4 would appear on the Leightronix Event window as:
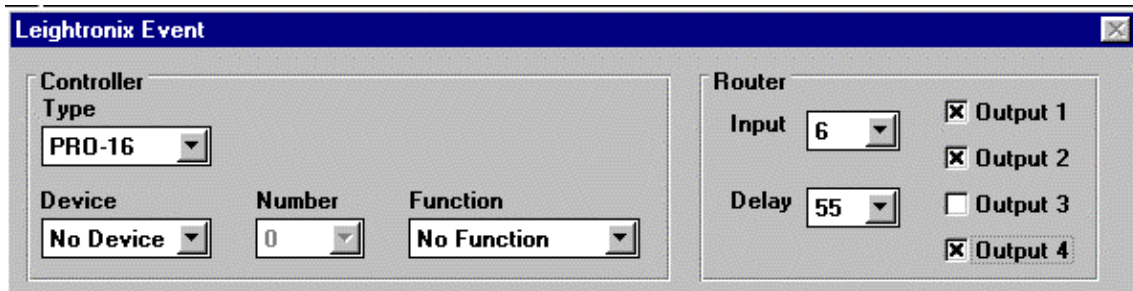
Events for the other controllers would be programmed in a similar manner depending on the parameters desired.

Event Time parameters would be specified as desired.

MPEG EVENT

Another control event that can be scheduled is the MPEG Player Event. These events would be used to control MPEG player devices such as the Keywest Technology's MX-3-VP, or Adtec Edje and Soloists.
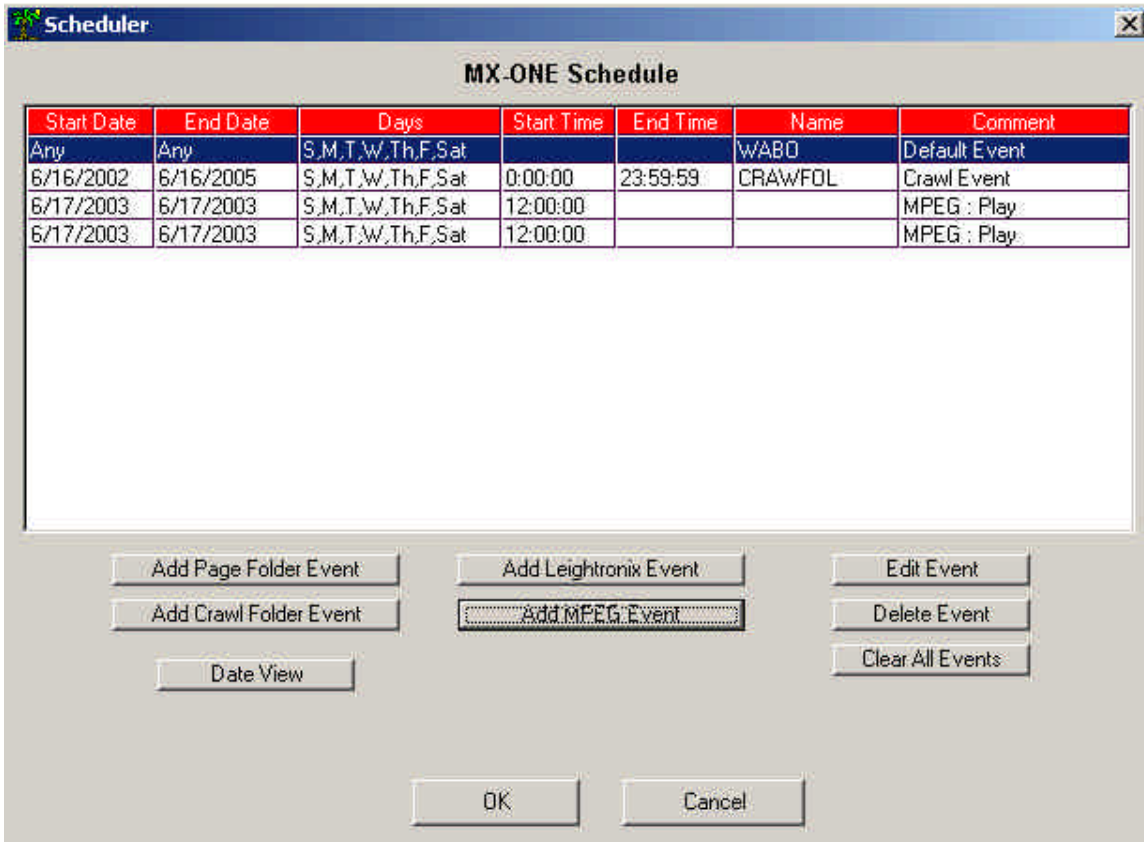
Click on Add MPEG Event, the MPEG event window will open.
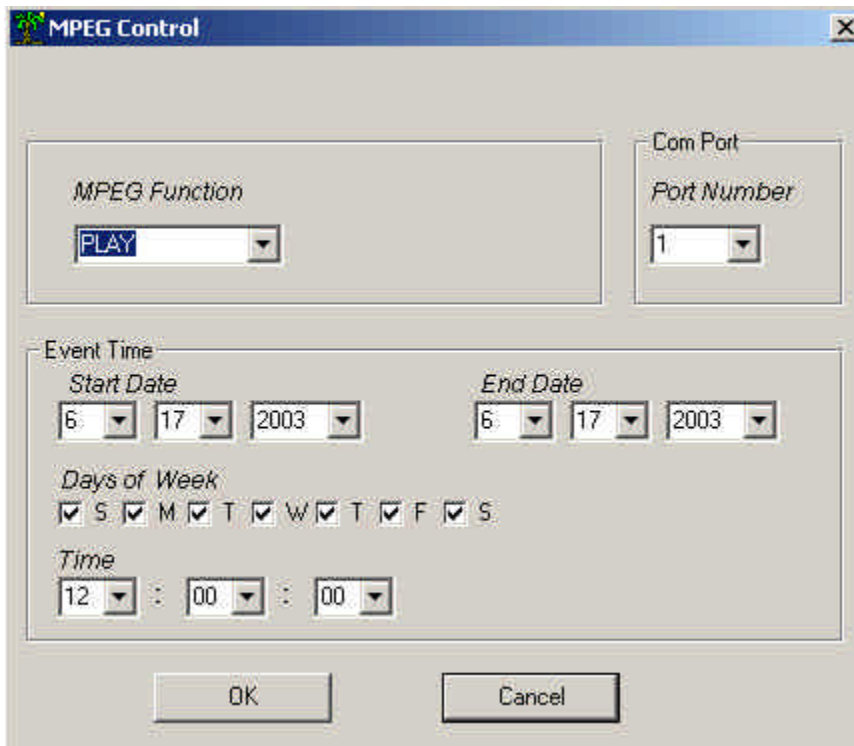
Your MPEG player device should be connected serially to your MediaXtreme so commands are relayed between the two devices. Ensure COM PORT is set to the proper MediaXtreme Port Number (This is normally Port 1, unless you have other serial devices such as Weather Instruments, or Leightronix devices)

Under the category MPEG Function, there are several available options:
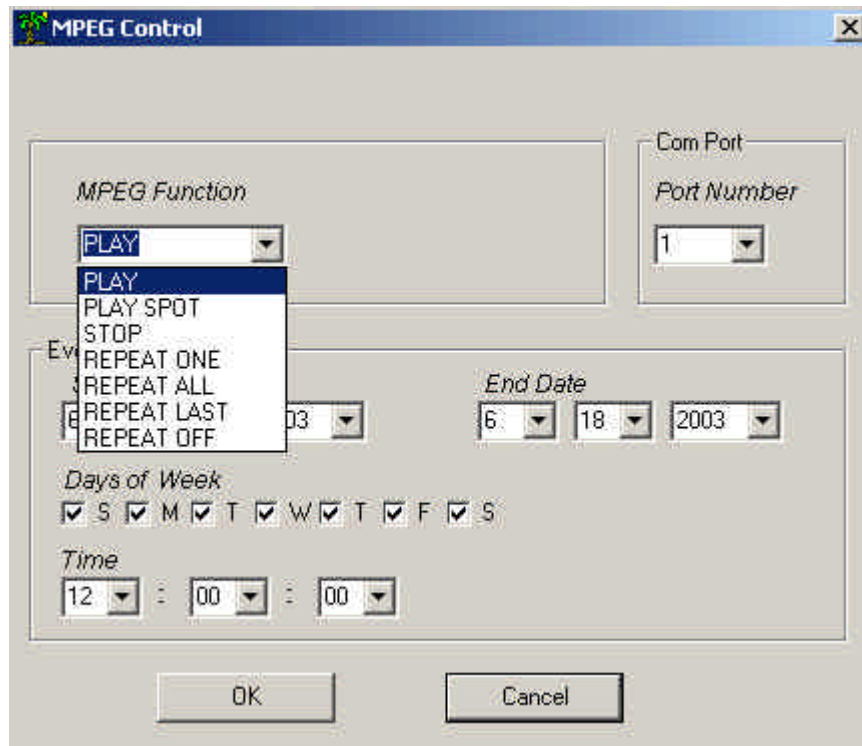
PLAY—Plays the current spot (Clip) from the MPEG player's Play List (next in queue)

PLAY SPOT—Play a specific spot by name

STOP—Stops any spot that is playing

REPEAT ONE—Repeats the current spot until stopped

REPEAT ALL—Cycles through entire list or inventory of clips on MPEG player

REPEAT LAST—Plays entire list to the end, and repeats the last spot only

REPEAT OFF—Plays list to conclusion, then stops

Just as Leightronix control events, or page events, or crawl events, you can set your MPEG event to be "always on", or select certain days, dates, and times for the event to be active.

Once selected, set, and OK is clicked, it will appear in the schedule list like any other event, except it will describe that it is an MPEG event, and what type of function it is set for in the schedule's comment column (as shown below)
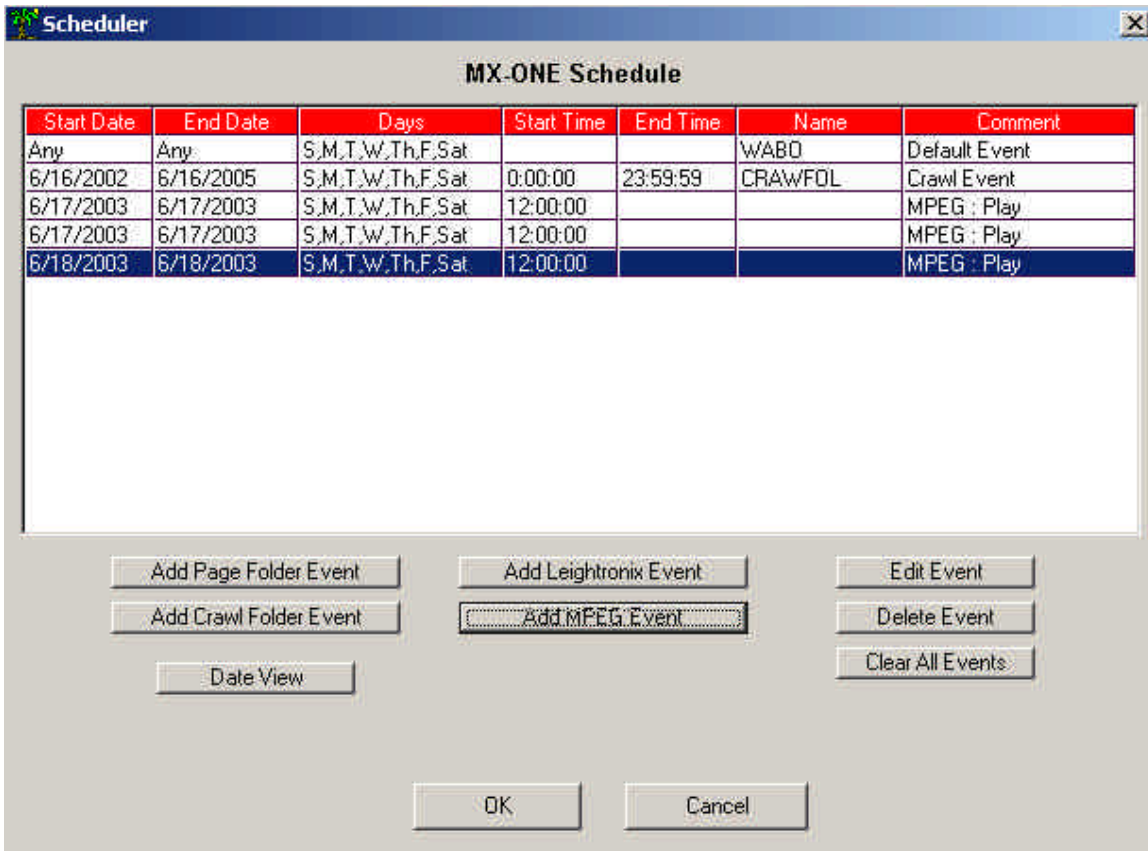
Additional Scheduler Window Functions

The Scheduler window has other functions that can be accessed as needed.

Edit Event

Highlighting an event in the Scheduler window and clicking on **Edit Event** brings up the Page Event or Crawl Event widow for the selected event depending on type. Changes can then be made to the event. Click <u>O</u>K or press Enter to save the changes made.

Delete Event

Highlighting an event in the Scheduler window and clicking on **Delete Event** allows the event to be removed from the schedule. A warning window comes up before the deletion is allowed. Click on <u>Y</u>es to delete the event.

Clear All Events

Clicking on **Clear All Events** allows all events in the schedule to be removed. A warning window comes up before the clearing of all events is allowed. Click on <u>Y</u>es to clear the events.

Date View

Date View allows a list all events that are scheduled for a specified date to be seen. When **Date View** is clicked on the Date Choice window comes up for date selection to be specified.

When <u>OK</u> is clicked on, the Date View window appears, listing all the events scheduled for that date.
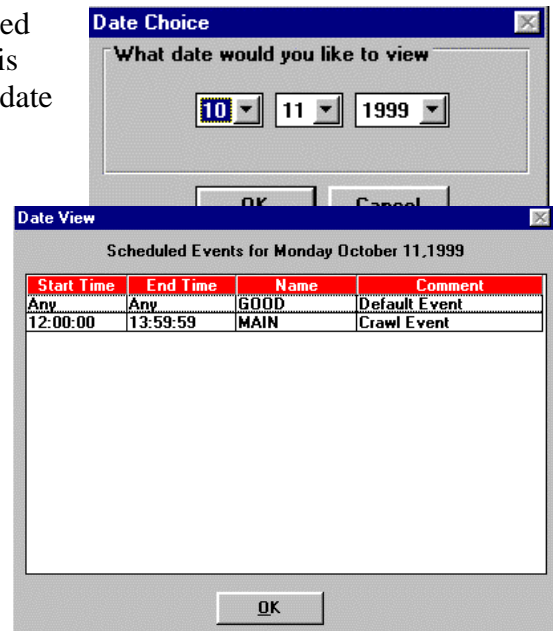
VARIABLES (AKA TOKENS)

Variables, the feature formerly known as Tokens, are the MediaXtreme's way of displaying dynamic data on pages and in crawls. They can be used to add time, date, temperature, wind speed, and more to your pages. They can also be used for real-time data services. Variables work just as their name indicates. Placing them on the screen will hold a spot for actual data at "run" time…when your pages are playing live.

All systems are capable of utilizing time and date variables. Other variables are dependent upon options you have purchased for your unit. This could include AP® Newswire service, Weather services, Sports services, Data services and more.

Click on Variables tab.
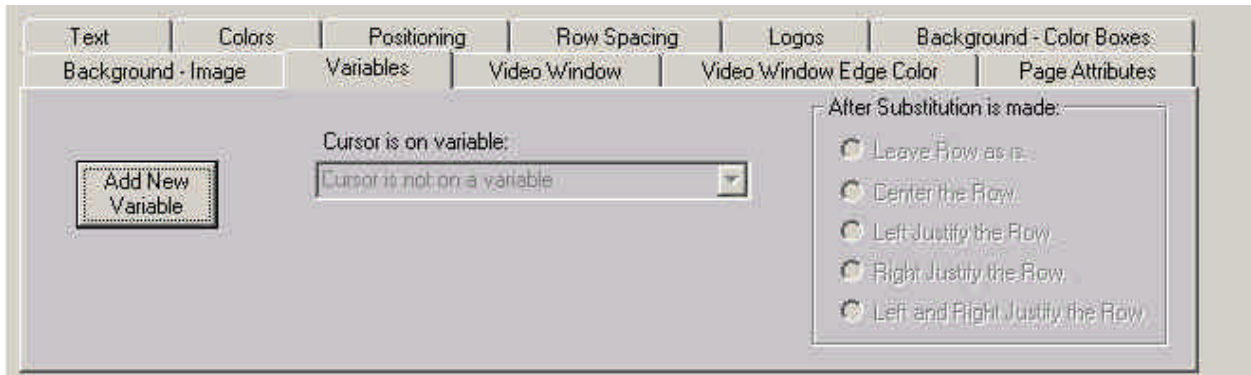
Now, click on the ADD NEW VARIABLES button. You will see all available variables for selection.

Clicking on a Variable will make it appear on your page where your cursor is currently positioned.
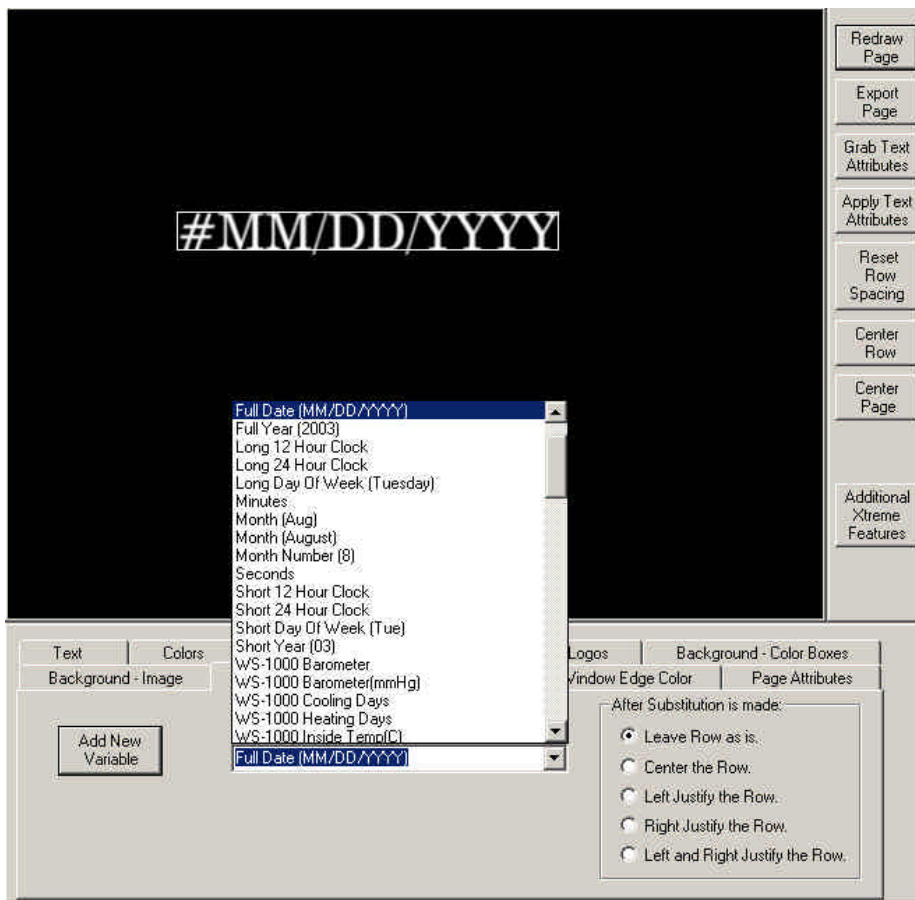
Available Standard Variables included with your MediaCreator and MediaXtreme are as follows:

> 12 Hour = numeric hour based on 12 Hour Clock (ex. 9)
> 24 Hour = numeric hour based on 24 Hour Clock (ex. 21)
> Day of Month = current day of month (ex. 18)
> Full Date (MM/DD/YYYY) = ex. 12/28/2002
> Full Year (2003) = ex. 2003
> Long 12 Hour Clock = ex. 9:12:33 PM
> Long 24 Hour Clock = ex. 21:12:33
> Long Day of Week (Tuesday) = ex. Tuesday
> Minutes = numeric minutes based on current time (ex. 12)
> Month (Aug) = Abbreviated Month (ex. Aug)
> Month (August) = Month Name (ex. August)
> Month Number = Month Number (ex. 8)
> Seconds = numeric seconds based on current time (ex. 33)
> Short 12 Hour Clock = ex. 9:12 PM
> Short 24 Hour Clock = ex. 21:12
> Short Day of Week (Tue) = Abbreviated name of weekday (ex. Tue)
> Short Year (03) = Last two digits of current year (ex. 03)

The other standard variables listed in the tab consist of Rainwise weather instruments variables. They are only functional if you own a WS-1000 or WS-2000 Rainwise Weather Station. Contact your sales representative for further details.

DISPLAYING WEATHER INFORMATION - THE WEATHER STATION OPTION

The optional Weather Station package enables current live weather information to be included on pages displayed by MediaXtreme

Weather Station Installation

The Weather Station should be installed before the MediaXtreme is turned on.

To Install the Weather Station:

1. Assemble the Weather Station as per documentation included with it.
2. Find the nine-pin serial cable enclosed with the unit.
3. Connect the cable end labeled PC to the appropriate serial connector on the back of the MediaXtreme and the other end to the Weather Station serial connection.
4. Insert the power cord in the Weather Station, plug into a power source and power on the unit.
5. Power on your MediaXtreme.

Displaying Weather Information on a Page

Weather information generated by the Weather Station remote unit can be displayed on any page through the use of Variables. Typically displayed weather information includes outside temperature, rainfall, barometer readings and wind speed. When a page is created that will have weather information included on it, variables are placed on the page in the exact location where the desired information should appear. The actual weather information will not be seen on the MediaCreator screen when creating or editing the page. (The Preview Page function also shows just Variables.)   When the page with the Variables is run in the schedule and displayed by the display unit, the weather information defined by the Variables will be on the page in place of the variable.

Spacing and additional characters are used when creating the Multiple variables can be placed on a page as required. Use readability and a sense of page design as guides for a practical limit.

Rainwise Weather Readings Include:

Inside Temperature
Outside Temperature
Max Outside Temp
Max Outside Temp Time
Min Outside Temp
Min Outside Temp Time
Inside Temp in Celsius
Outside Temp in Celsius
Max Outside Temp in Celsius
Min Outside Temp in Celsius
Barometer
Max Barometer
Max Barometer Time
Min Barometer
Min Barometer Time
Barometer in mmHg
Max Barometer in mmHg
Min Barometer in mmHg
Wind Direction
Wind Speed in mph
Max Wind Speed
Wind Speed in kph
Wind Speed max in kph
Max Wind Speed Time
Wind Chill
Min Wind Chill
Min Wind Chill Time
Rainfall
Rainfall Accumulation
Humidity
Heating Days
Cooling Days

ADDITIONAL SYSTEM FUNCTIONS

Maintenance: Deleting Schedules, Folders, Pages and Crawls, Backgrounds and Sound Clips

The Maintenance functions are found in the File menu. They allow various system elements to be deleted.

Caution should be taken when deleting anything from the system. And, of course, the system will prompt for confirmation before it will allow anything to be deleted.
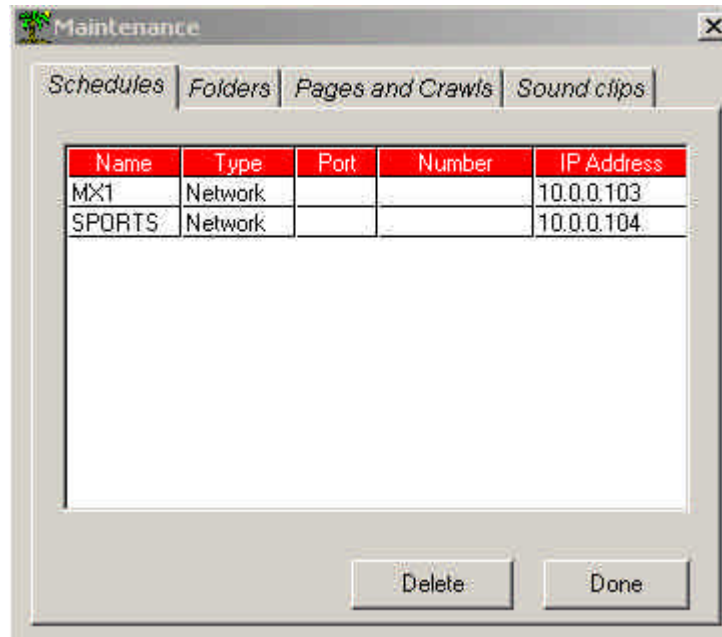
When a selection is made, a window will appear listing all the elements of the type selected, such as schedules or folders. Choose the element from the list that must be deleted and click Delete.
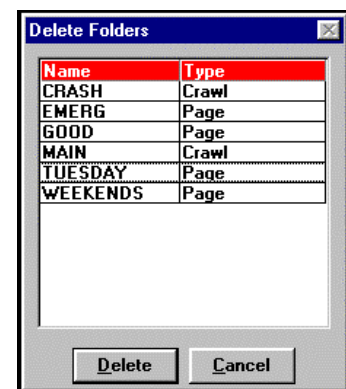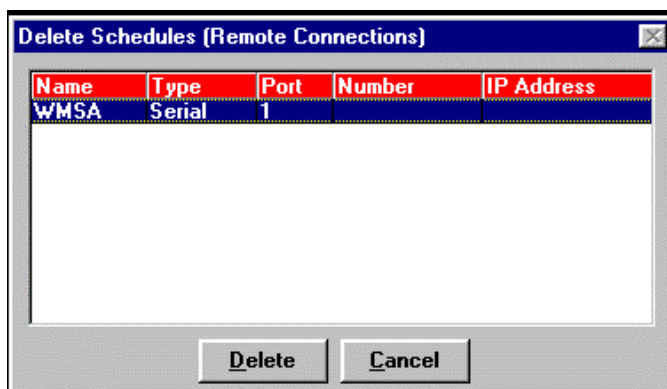
NOTE: Deleting a schedule assigned to a Remote Location not only removes all schedule information, but removes the definition of that Remote Location from the system as well. If that was the only Remote Location the system had, a new Remote Location would have to be defined for any displaying of pages to be done.

Get Version

This selection in the Communications menu brings up a window that states the software version of MediaXtreme that is running in the system. For example, a MediaXtreme might return version number 1009.

Retrieve, Misc and Send File

The Retrieve and Misc selections in the Communications drop down menu and the File function in that menu's Send selection are used for software maintenance by trained technical support personnel

Run Demo

This selection in the Communications menu runs a preloaded demo program that illustrates the features of MediaXtreme .

Chapter 4
Text Styles

MediaCreator gives you a surprising amount of control over the text style. The text is made up of the two different components. These are the character and the edge.
You can select any true-type font for the character (either already on your computer, or imported from elsewhere). You control the Height, Width, Italics, and the Color of the character. For the edge you can select the Edge Type, Direction, Depth, Blur and the Color.
Many of the text style attributes (height and width for example) are represented numerically. These numerical attributes can be modified by controls that are either absolute or relative. An absolute control will set all of the selected text to the new value. A relative control will change all of the selected text by the same amount.
To illustrate the difference between absolute and relative, let's assume there is a word on the screen. The first character of the word is 50 scan lines. The rest of the word is 25 scan lines high. If you select the entire word and use a relative control to increase the height of the first character by 25 scan lines to 75 scan lines, the height of the rest of the word will be increased by 25 scan lines to 50 scan lines.
If you use an absolute control to set the height of the first character to 60 scan lines, the height of the entire word will be set to 60 scan lines (they won't maintain their height relative to each other).

Text Styles

To change the text style, select the Text Tab in the Control Tab Window. The controls for adjusting the text style will be displayed as shown below.
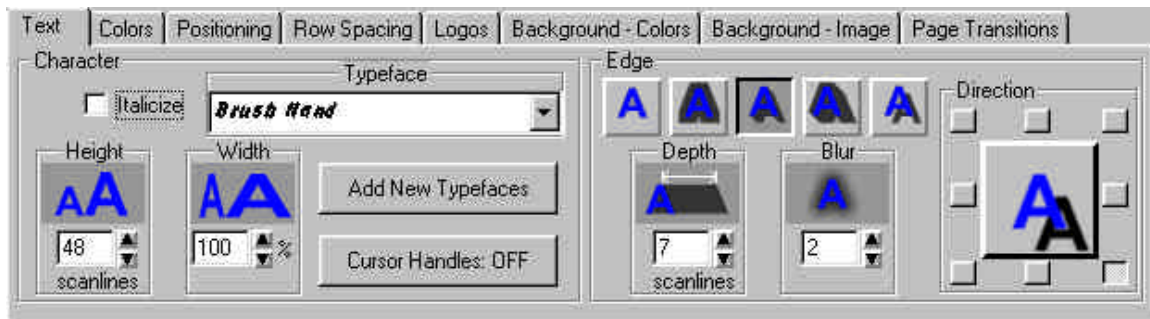
This control tab window has 4 groups of controls to control numerical text attributes. There are controls used to select the Edge Type and direction. It also has a Cursor Handle Button to turn the cursor handles on and off, a selection box that lets you change the Typeface, and a button you can press when you want to Italicize the text. It even has a button that you can press when you want to load new Typefaces.

The numerical control groups are:

??   Height
??   Width
??   Edge Depth
??   Edge Blur

Each group of numerical controls is made up of 4 controls. The top control in the group (the one with the icon) is a drag button. The drag button is the relative control of the group. To use the drag button, move the mouse over it, press the left mouse button, and drag the mouse. Moving the mouse up or to the right will increase the value. Moving the mouse down or to the left will decrease the value. The other three controls in the group are the absolute controls.

The absolute controls consist of a number box and two small buttons to the right of it for increasing and decreasing the value. The value in the number box can be entered directly by moving the mouse over the number, double clicking the mouse (this will highlight all of the digits in the number), and entering the new value. The value can be increased by pressing the increase button to the right of the value. If you hold this button down the value will continue to increase until you release the button. To decrease the value, press the decrease button. Holding down this button will continue to decrease the value until you release it.

If you move the mouse over the number, then press and hold down the left mouse button, you can change the value by moving the mouse. Moving the mouse up or to the right will increase the value. Moving the mouse down or to the left will decrease the value. When you have the desired value, release the left mouse button.

The Cursor Handle Button allows you to turn the cursor handles on and off.

The Typeface selection box lets you select a different Typeface. This is used to select from any of the 10 typefaces that are currently loaded.

Let's explore these buttons a little closer. Create a new page by pressing the **New Page** icon in the toolbar. From the style gallery select a reasonably sized text style. Then type the word "TEST" in all capital letters. Press the <Home> key to move the cursor to the first "T" in the word "TEST".

Move the cursor over to the Height Drag Button, press and hold down the left mouse button and move the mouse up. Notice that the size of the character increases. Release the left mouse button.

Drag the mouse across the entire word to select it. Move the mouse over the Height Drag Button, press and hold down the left mouse button, and move the mouse down. Notice that the height of every character in the word decreases by the same amount. The value of the number box is changed to display the current height of the first character that is selected.

Now let's see how the absolute controls behave differently. Move the mouse to the height number box and double-click it. This will highlight all of the digits. Re-enter the digits exactly as they were before (if they were originally 48, enter 48) and press the <**Enter**> key. Notice that all of the characters became the same size as the first character, they did not maintain their relative character heights.

The height of the characters can be varied and set to any size between 10 and 250 scan lines high. Try experimenting with the height controls to see how they affect the characters.

Changing the width of the characters will make them appear thinner or wider. The width can be varied anywhere between 10 percent of normal (very thin) to 500 percent of normal (five times their normal width). A width of 100% is the normal width for the character. Try experimenting with the width controls to see how they affect the characters.

The italics of the text can be turned on and off. When text is italicized, it leans to the right. Try experimenting with the italics controls to see how they affect the characters.

Cursor handles

Cursor Handles are points on the cursor that allow you to click and drag the text around the screen. These handles can be used to move and size the text. The Cursor Handle Button is used to turn the Cursor Handles on and off.

Turn the cursor handles on by pressing the Cursor Handle Button. Notice that six small boxes appear around cursor. Each of these small boxes is a handle. You can move the selected text by clicking on the handle in the lower left corner and dragging the mouse. Each time you pause the mouse, the text will be redrawn at the new position. If you only want to move the text horizontally (without affecting the baseline alignment) you can use the handle on the left side of the cursor. If you accidentally move the mouse vertically while dragging this handle, the text will not move vertically. Using the handle on the bottom of the cursor will only move the text vertically, it will not allow it to move horizontally.

Use the handle at the top of the cursor to adjust the height of the characters. When you change the size of the cursor by dragging this handle, the height of the text will be changed to match the cursor size. The relative size of each selected character will be maintained.

Use the handle on the right side of the cursor to adjust the width of the text. Dragging this handle left or right will change the relative width of each character that is selected.

When you change the width of the cursor by dragging this handle, the relative width will be adjusted to fit within the new cursor size.
Dragging the handle on the upper right corner of the cursor will adjust both the height and width of the text.
When you are through using the cursor handles, and you no longer want them to be displayed, press the Cursor Handle Button again to turn the handles off.

Typefaces

The typeface selection box shows the current typeface. If you open this box up by pressing the down arrow on the right hand side, all of the typefaces that are currently loaded will appear. Click on any typeface in this list to select it. When a new typeface is selected, the selected text will be redrawn with the new typeface.

Loading New Typefaces

MediaXtreme can load two types of typefaces, Cayman Graphics proprietary format or TrueType format. The **TrueType** format is the most popular format and has the widest selection of typefaces. You can load up to 10 typefaces for each project. When you use typefaces on a page, the system keeps track of which typefaces are needed to display the page. If the loaded typefaces do not match the typefaces needed by the page, the correct typefaces are automatically loaded.
To load new typefaces press the "Add New Typefaces" button. When this is done the Load New Typefaces window will appear as shown below.
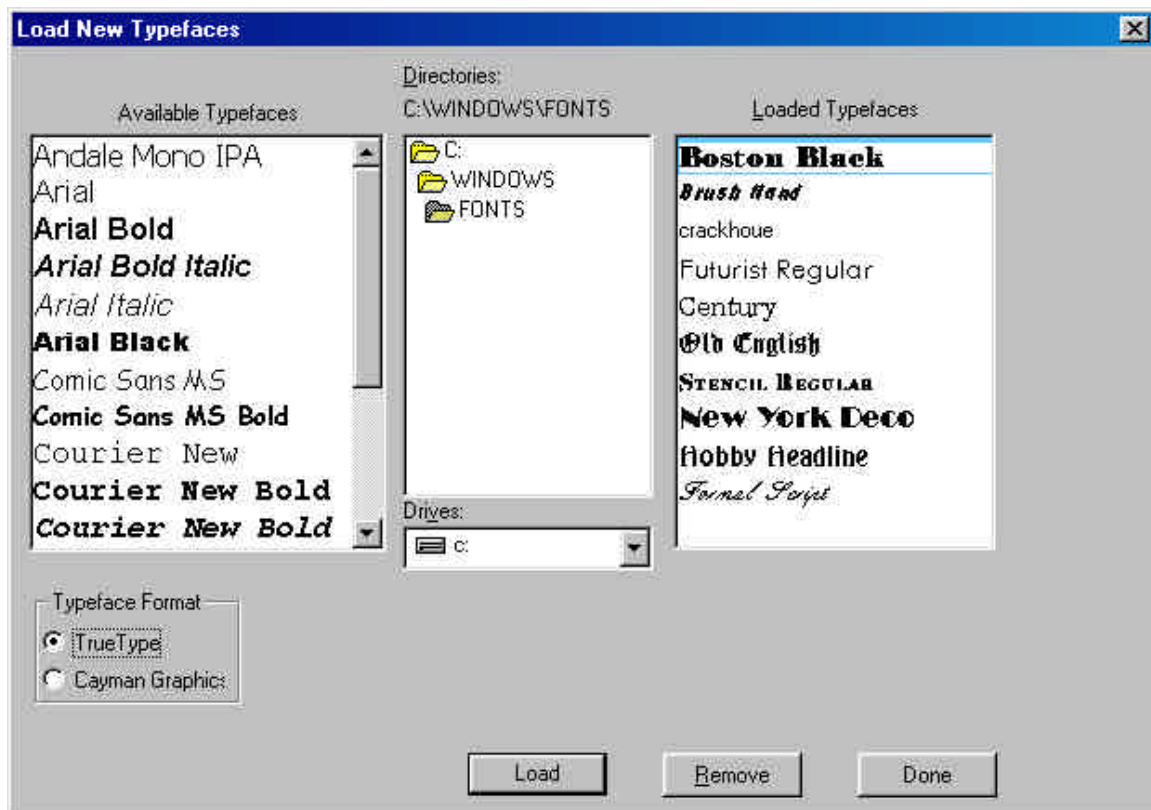
Load New Typefaces dialog box

The typefaces that are currently loaded are listed on the right hand side of this window. The typefaces that are available to be loaded (in the current directory) are listed on the left hand side. The current directory is displayed in the center.

Select the typeface format (TrueType or Cayman Graphics) that you want to load. All of the typefaces in the current directory of the selected format will appear on the left side under "Available Typefaces". If the typefaces are TrueType, the full name of the typeface is shown in the actual typeface (for example, the name **Helvetica** will appear in the **Helvetica** typeface, the name **Times New Roman** will appear in the **Times New Roman** typeface). You can use this feature to preview the typefaces without the need to load them first. To get a better look at a typeface, click on it in this list. A larger sample of this typeface will appear.

If the desired typeface is not in the current directory, select the proper directory. Your system typefaces are usually stored in the "C:\WINDOWS\SYSTEM" or "C:\WINDOWS\FONTS" directory\folder.

The typefaces do not need to be installed on your system. You can load typefaces directly from a CD-Rom or even the internet. When you load a TrueType typeface, a copy of it is made on your hard drive. You can then remove the CD-Rom and the program will still be able to find the typefaces when it needs them.

To load a new typeface, select the position that you want to load it into in the "Loaded Typefaces" list, select the typeface to load in that position from the "Available Typefaces" list, then press the load button. The new typeface will appear in the "Loaded Typefaces" list and the next position in the "Loaded Typefaces" list will be selected. The typeface may also be loaded by double-clicking on it in the "Available Typefaces" list.

When you have finished loading typefaces, press the **"Done"** button and the Load New Typefaces window will disappear. Notice that the new typefaces now appear in the Typeface Selection Box.

Scope Selection

Now that we have the basics of character attributes down, let's try something a little more advanced. Create a new page. Set the character Height to 24 scan lines, the Width to 100 percent, turn off the italics. Select a clean/easy to read typeface such as Boston Black, Futurist, or Bassett Bold. Now type the following three lines of text:

The quick Brown Fox
jumped over the
lazy dogs back.

Place the cursor on the M in the word jumped and select a different typeface. Notice that only the character under the cursor changed. If the toolbar is visible (above the title compose window) you'll see a selection box with the words "**Selected Text**". This is called the "Scope Selection Box." This selection box is used to determine how much text the Text Style changes will affect. If the toolbar is not visible, display it by selecting

the **"Display Toolbar"** command from the "**View**" menu. Open this box by pressing the down arrow and the following options will appear:

?? Selected Text
?? to End of Word
?? Entire Word
?? to End of Row
?? Entire Row
?? to End of Page
?? Entire Page

Change this selection to "to End of Word", then turn the italics on. Notice that every character from the M to the end of the word is italicized. Go back to the toolbar and change the selection to "Entire Word". Increase the height to 48 scan lines. Notice that the height of the entire word changed. Now select the "to End of Row" entry from the scope selection box and set the width to 50 percent. Notice that all text from the cursor position (the M in jump) to the end of the row changed its' width.

Set scope to "Entire Row" and selected a new typeface. Every character on the row is now drawn with the new typeface. Select "to End of Page" from the scope selection box and set the height to 60 scan lines. Every character from the cursor position to the end of the row, and every character on every row after the cursor changed to the new height. Now select "Entire Page" as the scope and select a new typeface. Notice that every character on the page changed to the new typeface.

When "Selected Text" is chosen, the changes are applied to the character or group of characters that are selected by the cursor. To select multiple characters, move the mouse to the first character to select, hold down the left mouse button, and drag the mouse to the last character to select. Dragging the mouse will not select text that is on more than one row unless the <Shift> key is held down while the mouse is being dragged.

Row Spacing (Leading)

When we increased the size of the text, the rows of text overlapped each other. Sometimes we want this effect, other times we don't. If you want to adjust the row spacing to match the text, press the "**Reset Row Spacing**" button in the **"Shortcut buttons"** window (to the right of the title compose window). This will adjust the row spacing (leading) so that the rows don't overlap.

With "Entire Page" still selected as the scope, set the Height to 24 scan lines and turn the italics off. Now there is too much space between the rows. Press the "Reset Row Spacing" button again and the excess row spacing (leading) will be removed.

Edge Type

The Edge Type is controlled by a group of five buttons. These buttons are called radio buttons because only one button can be selected at the time (just like buttons on the car radio). Pressing one button will deselect the others.   These buttons are used to select the edge type and to indicate the current edge type. The edge types that can be selected are as follows:

   No Edge

Shows just the characters without any edge.

Full Surround Border

Displays the characters with a border around them. The border has equal depth on all sides of the character. The depth of the border is set by the Depth controls.

Extruded Shadow

Extruded Shadows appear connected to the character. This gives the characters sort of a three-dimensional look. The direction of the shadow is determined by the Direction controls, and the depth is set by the Depth controls.

Highlighted Shadow

A Highlighted Shadow is very similar to an extruded shadow. However a fine border appears to highlight the character. The direction of the shadow is determined by the Direction controls, and the depth of the shadow is set by the Depth controls.

Offset Shadow

An Offset Shadow is separated from the character. This makes it appear as though the character is above the background and is casting a shadow on it. The direction of the shadow is determined by the Direction controls, any offset of the shadow is set by the Depth controls.

Pressing the appropriate button selects the edge type, that button then appears depressed to indicate the current edge type.

Edge Direction

The direction of the extruded shadow, highlight shadow, and offset shadows can be controlled. The direction is controlled by the direction control group shown below.

There are eight buttons around the outside of this group. Each button represents one of the eight possible directions (Upper Left, Up, Upper Right, Right, Lower Right, Down, Lower Left, and Left). Pressing one of these buttons will select the corresponding Shadow Direction. When the direction is selected, the button appears depressed to indicate the current direction.

There is also an button/indicator in the middle of the Direction Selection Buttons. This also indicates the current shadow direction. Pressing this button will advance the shadow direction clockwise to the next direction.

Edge Depth

The depth of the edge is a numerical parameter that can be varied from 0 to 99 pixels. An edge depth of zero will not be seen unless you make the edge blurrier than the character. Setting the edge depth to 99 scan lines will make an extremely deep edge that may slow down the drawing of the characters. If you want a really deep edge like this, I suggest that you compose the page using a smaller edge first. This lets you compose the page without being slowed down too much. After the text is typed, you can make the edges as deep as you want. The edge depth will not have any effect on the edge if the Edge Type is No Edge.

The numerical controls in this group work just like the numerical controls for the Height and Width.

Edge Blur

The amount of blur on the edges can be changed by the controls in this numerical control group. A Blur setting of 2 gives a crisp sharp edge, a blur setting of 12 gives you a fuzzy edge.

Text Colors

Select the "Colors" Tab in the Control Tab Window to adjust the Text Colors. This
will display the Colors Control Window (shown below).

The Colors Control Window has three main sections. The first section (on the left) is
used to select which component of the text (character, shadow 1, edge, and shadow 2) to
change the color of. The next section is a group of buttons used to select the method of
choosing a color (color picker, color sliders, color palette, color gradient, or textures).
The last section has the controls used in choosing a color. These controls change based
on the method of choosing a color that you have selected.

Text Component

The component group of controls contains four buttons for selecting which component of
the text to change the color of, (character, edge, or shadows). To change the character
color, press the "Character" button. To change the color of the edge, press the "Edge"
button. And so on. When a new text component is selected, the color indicator box in
the lower left corner of this group is changed to display the current color. The color
indicator box displays the current color as it is being modified.
The component section of the Colors Control Window has an indicator to show the
current color of each text component. These boxes display the text components in the
same order that they will appear on the screen. The front box of this indicator shows the
current Character color. The box behind it (that is offset down and to the right of it),
shows the current Shadow 1 color. The box that is behind to both the Character and
Shadow 1 indicators, displays the current Edge color. The box behind and offset down
to the right of the Edge indicator, displays the current Shadow 2 color.
If you click on any of these indicators, the component that it represents will be selected.
The appropriate component selection button will appear depressed to indicate the current
component. The color indicator box will also be changed to the color of the selected
component.

Color selection methods

There are five different methods of selecting a color. These methods are as follows:

??   Color Picker

The Color Picker lets you select the color using a visual approach.

??   Color Sliders

The Color Sliders lets you select the color using a numerical approach.

??   Color Palette

The Color Palette lets you select a color from a palette of 64 preset colors.

??   Color Gradient

A color can be selected from a group of 64 user defined color gradients. This may be either a linear gradient with up to 16 color points that can be rotated up to 90 degrees in either direction. It can also be an area gradient that can have four or five color points defined.

??   Color Texture

A Color Texture can be selected from any of the 4 textures that are currently loaded. Before we begin experimenting with changing colors of the text, we should have some text that uses the edge and both of the shadows. Let's open the "Shadows" page (if it isn't already open) that we created earlier. Drag mouse across the entire word to select all of the characters. We are now ready to play with the colors.

Color Picker

Press the "Picker" button to display the color picker controls. The color picker controls are shown below.

The top and bottom of each character component can each be set to different colors. There are two boxes to select whether we want to change the top color, the bottom color, or both. If the top and bottom colors are different, the text will be drawn with a smooth color spread between the two colors.

Below these check boxes is an Illegal Color Indicator. If the selected color exceeds NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

Below the illegal color indicator is the "Pick Color From Screen" button. Pressing this button will change the appearance of the mouse to look like an eye dropper. Move the mouse to position on-screen that you want to copy the color of, press the left mouse button and the color under the mouse will be selected.

To the right of these controls is the Hue Picker. This lets you select the hue (red, green, blue, etc.) of the color. Place the mouse over this control, and press the left mouse button to select the desired hue. When the new hue is selected, the text will be redrawn with the new color, and the Color Picker Area (to the right of the Hue Picker) will also be drawn with the new hue.

Once the Hue is selected you can now pick the color. Place the mouse over the Color Picker Area and press left mouse button. This will select the color under the mouse. If you hold down the left mouse button while you move the mouse, the text will be redrawn with new color each time you select a new color by moving the mouse.

You can also control the Transparency of the color. The transparency setting can make the color fully opaque, semi-transparent, or fully transparent. When a color is semi-transparent, the text component is drawn as tinted over whatever is behind it. When the color is fully transparent, it can't even be seen on the screen. Setting the transparency level to 0 makes the object fully opaque. Setting the level to full (255) makes the object fully transparent. Any value in between makes a color that is semi-transparent.

There are a variety of ways to change the Transparency level. The level can be increased by pressing the increase button to the right of the transparency number box. If you hold this button down the level will continue to increase until you release the button. To decrease this value, press the decrease button. Holding down this button will continue to decrease the value until it is released. If you move the mouse over the transparency number box, then press and hold down the left mouse button, you can change the value by moving the mouse. Moving the mouse up or to the right will increase the value. Moving the mouse down or to the left will decrease the value. When you have selected the desired value, release the left mouse button.

The value of the transparency level can be entered directly. Do this by double-clicking the transparency number box (this will highlight all of the digits in the number), type in the new value and press the enter key.

The color can be also mixed with background video. Setting the video level to a value of zero makes the object the selected color. Setting the video level to full (255) draws the object with background video. Any value in between makes the object appear as background video that is tinted by the selected color. For some very interesting effects, try blending colors, background video, and transparency over a background graphic image.

The background video level can be adjusted in the same way as the transparency level.

Color Sliders

Press the "Sliders" button to display the Color Slider controls. The Color Slider controls are shown below.

The top and bottom of each character component can be set to different colors. There are two check boxes to select whether we want to change the Top Color, the Bottom Color, or both the top and bottom colors. If the top and bottom colors are different, the text will be drawn with a smooth Color Spread between the two colors.

Below these check boxes is the Illegal Color Indicator. If the selected color exceeds the NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

MediaCreator has two (2) numerical systems for defining colors. They are RGB (Red, Green, Blue) and HLS (Hue, Luminance, Saturation). Both of these systems are used to define the same thing (like yards and meters). Adjusting one will automatically change the other. You can select which method to use by pressing either the RGB or HLS button. You can switch back and forth between the 2 color systems at any time just by pressing the appropriate button.

The RGB and HLS values can be adjusted by dragging the sliders, or by double-clicking the number box and entering the new value with the keyboard.

Color Palette

Press the "Palette" button to display the preset color palette. The Color Palette is shown below.

The preset Color Palette can hold 64 preset colors. These preset colors are displayed in this window. Not all of the preset colors can be displayed at one time, so there is a scroll bar on the right hand side of the color palette entries. Use this scroll bar to scroll through all of the preset colors.

The top and bottom of each character component can be set to different colors. There are two check boxes to select whether we want to change the Top Color, the Bottom Color,

or both the top and bottom colors. If the top and bottom colors are different, the text will
be drawn with a smooth Color Spread between the two colors.

Below these two check boxes is the Illegal Color indicator. If the selected color exceeds
the NTSC or PAL limitations, this box will appear red to indicate that you have selected
an illegal color. Otherwise this box will appear green.

To select a color from the preset color palette, position the mouse over the desired color
and click the left mouse button. You can change a color in the preset Color Palette by
double clicking the entry that you want to change. For more information about
modifying the preset Color Palette, see this section "Modifying the Color Palette" in
chapter 10.

This window also has a button labeled "Background Video". Pressing this button will
set the color so that the text will be drawn with background video.

Color Gradients

Press the "Gradient" button to display the color gradients. The Color Gradients
selection window is shown below.

64 color gradients can be loaded into the system at one time. The Color Gradients that
are currently set are displayed in this window. Not all of the color gradients can be
displayed at one time, so there is a scroll bar on the right hand side of the Color Gradient
entries. Use this scroll bar to scroll through all of the color gradients that are currently set
for the project.

To select a color gradient, position the mouse over the desired gradient and click the left
mouse button. The text will then be drawn with the selected color gradient. You can edit
a Color Gradient, or build a new one, with the gradient builder. To do this, double-click
the Color Gradient that you want to modify. For more information about using the
gradient builder, see the section "Building Color Gradients" in chapter 10.

Color Textures

Press the "Textures" button to display the Color Textures selection window. The Color
Textures selection window is shown below.

Double Click on any Texture to modify it.

four (4) full Color Textures can be loaded into the system at one time. The Color Textures that are currently loaded are displayed in this window. The Textures are displayed large enough so that you can easily see what the texture looks like. Not all 4 textures can be displayed in this window at one time, so there is a scroll bar on the right hand side of the textures. Use this scroll bar to scroll through all of the textures that are currently loaded.

To select a Color Texture, position the mouse over the desired texture and click the left mouse button. The text will then be drawn with the selected texture. You can load a new texture by a double-clicking on the one that you want to replace. When this is done you will be asked to specify which graphic image you want to load as a texture. For more information about loading graphic images as Color Textures, see the section "Loading Textures" in chapter 10.

Grabbing and Applying Attributes

When you enter new text it is entered with the Current Text Attributes. The text attributes specify how the characters and edges will appear. The Current Text Attributes are the attributes displayed in the Text and Colors control tab windows. These include the following:

?? Typeface
?? Character Size
?? Italics.
?? Edge Blur
?? Edge Style (type, depth, direction)
?? Colors (character and edge)

When you overwrite text, the text keeps the attributes of the text that you are overwriting. If you would like to apply the Current Text Attributes to text that is already on the page, use the "Apply Text Attributes" command. Select the text that you want to change the attributes of, and press the "Apply Text Attributes" button in the Shortcut Buttons window.
If you want to grab the text attributes from text that is on the page, press the "Grab Text Attributes" button in the Shortcut Buttons window. This will make the text attributes of the character under the cursor, the Current Text Attributes. The new character attributes will then be displayed in the Text and Colors control tab windows.

Text Style Gallery

The "Text Style Gallery" window is used to hold preset text styles. This is the window on the right side of your screen with all of the different type of "A's" in it. The Text Style Gallery is designed to give you quick access to text styles that you will use frequently throughout the project. You can save 64 different preset text styles in the Text Style Gallery. However, you are not limited to just these 64 styles.

Before we begin, create a new page by pressing the "New Page" button on the toolbar. The program will warn you that you are about to erase the current page. Since we don't have a page that is really worth saving, press the "Yes" button. You now have a new blank page to work with.

To enter text using one of the preset styles, select the desired text style (by clicking on it) and start typing. Any text that is entered will appear with the selected text style. To select a different preset text style, click on it and start typing again.

Select a text style that looks interesting and type "This is my first preset style". Select another preset style and type "This is another one".

To change the style of text that is already on the screen, select the text, then click on the style that you want to set it to. Move the cursor to the first character and select another style from the style gallery. Now, move the cursor to the next character and select another style. Continue to do this for every character of the first two words of the page. Select the word "first" by moving the mouse to the "f", press the left mouse button, and drag the mouse over to the "t" until the entire word is selected. Then select another text style. Notice that the entire word is changed.

Select the Character tab in the Control Tabs Window and adjust the Height of the word "first". Even though the character style was set using a preset style, you can still modify the style of the text. So, if you have a text style that is almost what you want, go ahead and select it, then modify the attributes of the text you just changed the style of, doing this will not affect the preset style in the style gallery.

You can change the preset text styles. Create a character on the page that has the style that you want to use as a preset, place the cursor on it, and move the mouse pointer to the entry in the Text Style Gallery that you want to set to this style, and press the right mouse button. A pop-up menu will appear. Select the "Set Style" command. The text style of the cursor character will be copied to the style gallery.

There are too many preset text styles to be shown at one time in the text style gallery. You can use the scroll bar to scroll through the preset text styles. I like to group styles that are used together, near each other in the Text Style Gallery.

Save this page to the disk by pressing the "Save Page" button on the toolbar. Give the page the name "STYLES" and press the "Save" button. You should see its thumbnail in the Xtreme Pages Manger window.

Chapter 5
Moving Text

Once the text has been entered, it can be moved around and positioned. This can be done either automatically or manually. Automatic positioning of pages consists of word wrapping, word unwrapping, centering the text between the margins, justifying the text to the margins, or removing excess row spacing from between the rows.
Manual positioning of the text allows you to move the text to nearly any position on the screen.
To do automatic text positioning, use the "Positioning Controls" (shown below). You can display these controls by selecting the "Positioning" tab in the Control Tab Window.
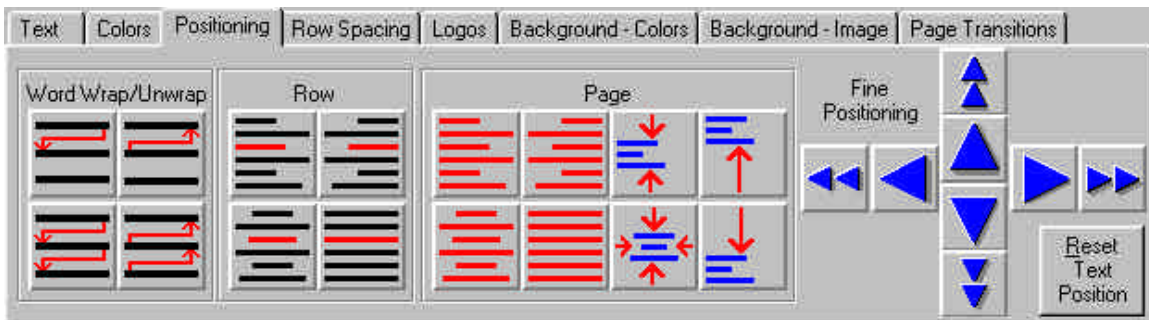
Word wrapping and Unwrapping

Let's start with a fresh page by pressing the "New Page" button on the toolbar. A warning may appear telling you that the current page is going to be erased. If this happens press the "Yes" button. You now have a new page to work with.
Set the character height to 48 scan lines, and the character width to 100%. Now enter the following text without pressing the <Enter> key "This is going to make my job so much easier". Notice that when you got to the right side of the screen, the cursor automatically went to the beginning of the next row.
Some of the words extend beyond the right margins. There are two common methods of fixing this. The first method is to make the text smaller so that it will fit. The other method is to wrap the words that extend beyond the margin to the next row. Since this section deals with word wrapping and unwrapping, let's try wrapping the words.

The "Word Wrap/Unwrap" section of the "Positioning Controls Window" has four buttons. These buttons are as follows:

	Wrap One Word
	Wrap All Words
	Unwrap One Word
	Unwrap All Words

Word Wrap checks to see if the last word of the row extends beyond the right margin. If it does, the word is moved to the beginning of the next row. Word Unwrap checks to see if the first word of the next row will fit on the current row. If it will, the word gets moved up to the row above.

Move the cursor to the home position by pressing the <Home> key twice. Press the "Wrap One Word" button (in the positioning controls window). If the last word of the cursor row extends beyond the right margin, it gets moved to the next row.

If there is a word that needs to be wrapped, one word gets wrapped to the next row each time you press this button. If there is not a word that needs to the wrapped, pressing this button will move the cursor to the beginning of the next row. Press the "Wrap One Word" button until all words that need it are wrapped to the next row and the cursor moves to the next row. You could continue to wrap the entire page this way, but there is an easier way to do it. Press the "Wrap All Words" button. All of the words on the page that need to be word wrapped are moved to the next row.

Select all of the text on the page by selecting "Entire Page" in the scope selection box on the toolbar. Decrease the height of the text to 32 scan lines using any method that you prefer. The rows got narrower so that you can now fit more text on them.

Move the cursor back to the home position by pressing the <Home> key twice. Press the "Unwrap One Word" button. The first word of the next row should move up to the end of the cursor row if there's room for it. Press the "Unwrap All Words" button. Every word on the page will unwrap to fill in the excess space at the end of each row.

Row spacing (Leading)

Notice that when you decreased the height of the characters that the height of the rows did not automatically get smaller. The rows now seem to be spaced too far apart. To set the row to the height that they should be, press the "Reset Row Spacing" button in the shortcut buttons window. The height of each row will automatically adjust to what it should be for the height of the tallest character on the row.

You can have more control over the rows spacing (leading) with the "Row Spacing" controls. Display these controls (shown below) by selecting the "Row Spacing" tab in the control tab window.

Text | Colors | Positioning | Row Spacing | Logos | Background - Colors | Background - Image | Page Transitions

Change Row Spacing of

Less   More

○ Cursor Row

○ Entire Page

Set Default Row Spacing
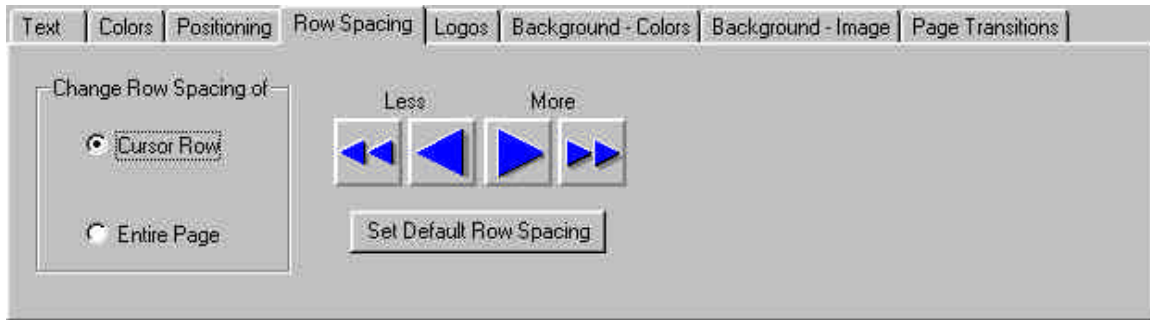
These controls are used to increase/decrease the spacing between the rows. The row spacing can be increased by pressing the "More" buttons. The row spacing can be decreased by pressing the "Less" buttons. To set the row spacing back to what it should be (based on the text on the row) press the "Set Default Row Spacing" button.

The buttons in the "Change Row Spacing of" section of this window are used to select which row(s) we are going to change the row spacing of.

??   Cursor Row

    Changes the row spacing of the row that the cursor is on.

??   Entire Page

    Changes the row spacing of every row on the page.

Fine Positioning Text

Individual characters, words, rows, and the entire page can be fine positioned in single pixel/scan line increments. Characters can be moved to any position on the row and can be made to completely overlap each other. Smaller characters can be positioned inside of larger characters. Rows can even be positioned to allow text to overlap the text of other rows.

There are three ways to fine position text around screen. One method is to use the cursor handles. Another method is to drag the text by moving the mouse while holding down the right mouse button. The final method is to use the fine positioning buttons in the positioning control tab window.

To use the cursor handles, select the Text tab in the control tab window and turn the cursor handles on by pressing the "Cursor Handles" button. Little rectangles will appear around the cursor. These are the cursor handles. The handle in the lower left hand corner will move the text both horizontally and vertically. The handle on the left side of the mouse will move the text horizontally only. Any accidental vertical movement of the mouse will not move the text vertically. The handle on the bottom of the cursor will only move the text vertically. Accidental horizontal movement of the mouse will not move the text horizontally.

To move text with these handles, select the text to move by dragging the mouse over the desired text. Position the mouse over the handle that you want to use and the cursor will change to arrows that show which direction the text can be moved. Press and hold down the left button of the mouse, then move the mouse. The text will follow the mouse until you release the left mouse button.

Once you are through moving the text, you can turn off the cursor handles by pressing the "Cursor Handles" button again.

You can quickly move the text (both horizontal and vertical) without turning on the cursor handles. To do this select the text that you want to move and press and hold down the right hand button of the mouse. As you move the mouse, the text will follow it until you release the right mouse button.

To use the fine positioning buttons to move the text, display the Fine Positioning Buttons by pressing the "Positioning" tab in the control tab window. This will display the Positioning Controls Window as shown below.
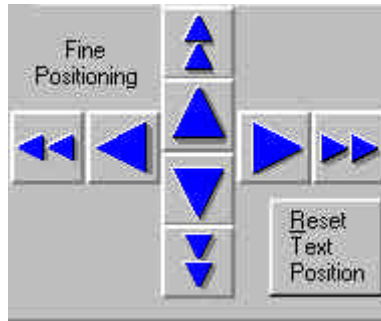
Use these buttons to do fine incremental positioning of text. The single arrow buttons will move the selected text one pixel each time you press it. The double arrow buttons move the selected text in bigger steps.

The "Reset Text Position" button will restore the text to its original (before it was moved) position.

Centering and Justifying Text

The Positioning Tab Window has 8 types of centering and justifying controls. These are:

	Left Justify Notice how all of the lines are lined up with the left margin.
	Right Justify Notice how all of the lines are lined up with the right margin.
	Horizontal Centering Notice how all of the lines are centered between the left and right margins.
	Justify to Left and Right Margins Notice how all of lines are lined up with both the left and right margins.
	Vertical Centering The text is adjusted vertically to position it in the center of the screen.
	Center Horizontally and Vertically The text is adjusted horizontally and vertically to position it in the center of the screen.
	Top Justify The text is adjusted vertically so that the top row is placed at the top margin.

Bottom Justify
The text is adjusted vertically so that the bottom row is placed at the bottom margin.

The "Row" section of the "Positioning Controls Window" (shown below) has four buttons.

These buttons are used to control individual rows of text. Each row can be centered horizontally or justified to the left margin, right margin, or both margins at the same time. To center a row, place the cursor on the row that you want to center and press the "Horizontal Centering" button. The row is now centered horizontally between the left and right margins.

To justify the row to the right margin, press the "Right Justify" button in the "Row" section of the "Positioning Controls Window". This moves the text to the right so that it is aligned to the right margin. Press the "Left Justify" button in the "Row" section. The text moves to the left so that it is aligned to the left margin.

To justify the row to both margins at the same time, press the "Justify to Left and Right Margins" button in the "Row" section. The first character of the row is placed at the left margin, and the spacing between the characters is adjusted so that the last character of the row is aligned to the right margin.

To perform the centering and justifying functions on all of the rows of text on the page, use the corresponding buttons in the "Page" section of the "Positioning Controls Window" (shown below).
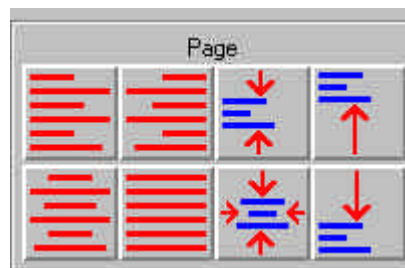
Try pressing the "Horizontal Centering", "Right Justify", "Left Justify", and "Justify to Left and Right Margins" buttons in the "Page" section. Notice that the functions are now done to every row on the page.

Press the "Center Horizontal and Vertical" button (shown here) to center the entire page both horizontally and vertically.

Press the "Top Justify" button (shown here) to move the entire page to the top margin.

Press the "Bottom Justify" button (shown here) to move the entire page to the bottom margin.

Press the "Vertical Centering" button (shown here) to center the page vertically between the top and bottom margins.

Chapter 6 Logos

MediaCreator has the capability of displaying an independent logo, maximum size 256 X 128 pixels. Your logo graphic file can be placed in any directory of your PC (rendered by your favorite windows graphic art program, scanner, or device).
All conversion and placement is accomplished by the "Configure Logo" menu choice located under "Communications". You must be actively connected to your MediaXtreme in order to access this menu.
Step 1) Connect to your MediaXtreme through the communications menu item
Step2)   Click on….Communications…….Logo Configuration
The Logo Configuration window appears. Since you are actively connected, your logo may be replaced and repositioned more or less real-time. The black graphic box indicates the relative size and position of the active graphic when you connected.

To reposition your logo move the X and Y axis slide controls to the desired position. Click on SET and the new positioning info will be sent to the MediaXtreme and the logo will be moved.
Once SET is used the current page display will freeze until OK closes the menu and allows the page presentation to resume.

To change your logo press Remove , the current logo is removed and a directory dialog box of your PC is presented. You may now choose you new logo at the location you stored it and it will be imported into the MediaCreator software for positioning and sending with the SET function. Please note the following files are supported: .bmp, .tif .tga, .gif, .pcd, .jpg, .pcx
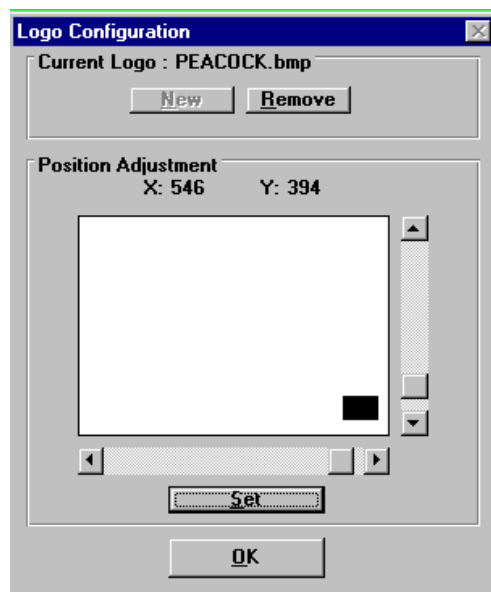
Chapter 7 Background Color Boxes

The MediaCreator can display background color boxes over the background image (or external video) and behind the text. Each background color box can be positioned and sized to anywhere on the screen. The color box can be set to a solid color, a smooth color spread between the top and bottom of the box, a color gradient (a four or five point area gradient, or a linear gradient with up to 16 colors), or a full color texture. If the background color boxes have a solid color, a color spread, or a color gradient, the transparency and background video levels of each color point can be adjusted.
As many as 32 background color boxes can be used on each page. Each background color box is assigned to its own layer. The background color layers are always behind the text layer and in front of the background image. The priority that each background color box is assigned determines how they will appear when one background color box overlaps another. A background color box that has a higher priority will appear in front of color boxes that have lower priorities.
To create or edit a background color box select the "Background-Colors" tab in the Control Tabs window. The Background Color Box Controls (shown below) will be displayed.
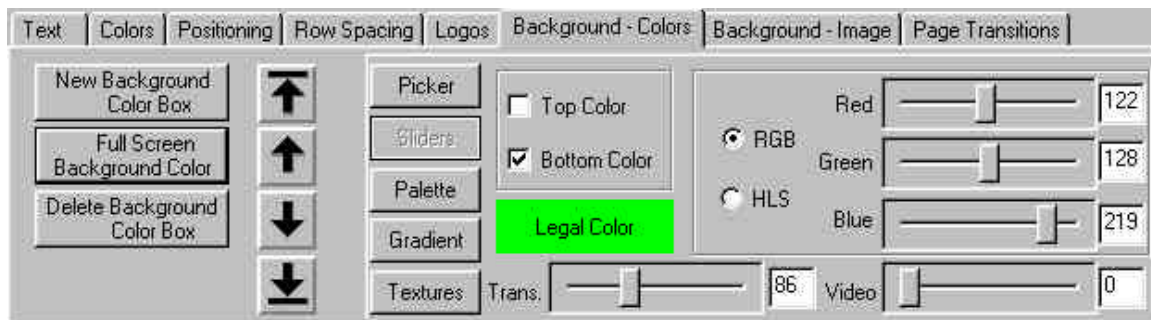
Creating a New Background Color Box

To create a new background color box press the "New Background Color Box" button. A new color box will appear behind the cursor row. The background color box begins as a semi-transparent gray that is the full width of the screen, and the height of the cursor row.
The cursor appears to surround the new background color box. The cursor has six cursor handles. Three of these handles (on the left and bottom of the cursor) are used to position the color box. The other three handles (on the top and right of the cursor) are used to size the color box.

Moving and Sizing Background Color Boxes

Use the handle at the top of the cursor to adjust the height of the color box. Use the handle on the right side of the cursor to adjust the width of the color box. Dragging the handle on the upper right corner of the cursor will adjust both the height and width of the color box.

You can move the Background Color Box in any direction by clicking on the handle in the lower left corner of the cursor and dragging the mouse. If you want to move the color box horizontally only (without moving it vertically) use the handle on the left side of the cursor. The handle on the bottom of the cursor will move the color box vertically (without changing the horizontal position).

Changing Background Color Box Color

There are five different ways of selecting a color for the background color box. These methods are as follows:

?? Color Picker

The color picker lets you select the color using a visual approach.

?? Color Sliders

The color sliders let you select a color using a numerical approach.

?? Color Palette

The color palette lets you select a color from a palette of 64 (User Definable) preset colors.

?? Color Gradient

A color box can be set to any of the 64 user-defined color gradients. These may be either a linear gradient with up to 16 color points that can be rotated up to 90 degrees in either direction, or an area gradient that can have four or five color points defined.

?? Color Texture

A color texture can be selected from any of the 4 textures that are currently loaded.

Color Picker

Press the "Picker" button to display the color picker controls. The color picker controls are shown below.

The top and bottom of each background color box can be set to different colors. There are two boxes to select whether we want to change the top color, the bottom color, or both. If the top and bottom colors are different, the color box will be drawn with a smooth color spread between the two colors. The top and bottom transparency and background video levels can also be set independently.

Below these check boxes is an Illegal Color Indicator. If the selected color exceeds NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

Below the Illegal Color Indicator is the "Pick Color From Screen" button. Pressing this button will change the appearance of the mouse cursor to look like an eye dropper. Move the mouse to a position on the screen that you want to copy the color of, press left mouse button and the color under the mouse will be selected.

To the right of these controls is the Hue Picker. This is used to select the hue (red, green, blue, etc.) of the color. Place the mouse over this control, and press the left mouse button to select the desired Hue. When the new hue is selected, the background box will be redrawn with the new color, and the Color Picker Area (to the right of the Hue Picker) will also be drawn with the new hue.

Once the hue is selected you can now pick a color. Place the mouse over the Color Picker Area and press the left mouse button. This will select the color under the mouse. If you hold down the left mouse button while you move the mouse around the Color Picker Area, the background color box will be redrawn with the new color each time you select a new color by moving the mouse.

You can also control the Transparency of the color. The Transparency setting can make the color fully opaque, semi-transparent, or fully transparent. When a color is semi-transparent, the text component is drawn tinted over whatever is behind it. When the color is fully transparent, it can't even be seen on-screen. Setting the transparency level to 0 makes the object fully opaque. Setting the level to full (255) makes the object fully transparent. Any value in between, makes a color that is semi-transparent. There are a variety of ways to change the Transparency level. The level can be increased by pressing the increase button to the right of the transparency number box. If

you hold this button down, the level will continue to increase until you release the button.
To decrease this value, press the decrease button. Holding down this button will continue
to decrease the value until it is released. If you move the mouse over the transparency
number box, then press and hold down the left mouse button, you can change the value
by moving the mouse. Moving the mouse up or to the right will increase the value.
Moving the mouse down or to the left will decrease the value. When you have selected
the desired value, release the left mouse button.

The value of the transparency level can be entered directly. Do this by double-clicking
the transparency number box (this will highlight all of the digits in the number), type in
the new value and press the enter key.

The color can be also mixed with background video. Setting the video level to a value of
0 makes the object the selected color. Setting the video level to full (255) draws the
object with background video. Any value in between makes the object appear as
background video that is tinted by the selected color. For some very interesting effects,
try blending colors, background video, and transparency over a background graphic
image.

The background video level can be adjusted in the same way as the transparency level.

Color Sliders

Press the "Sliders" button to display the Color Slider Controls. The Color Slider
Controls are shown below.

The top and bottom of each Background Color Box can be set to different colors. There
are two check boxes to select whether we want to change the Top Color, the Bottom
Color, or both the top and bottom colors. If the top and bottom colors are different, the
Background Color Box will be drawn with a smooth Color Spread between the two
colors.

Below these check boxes is the Illegal Color Indicator. If the selected color exceeds the
NTSC or PAL limitations, this box will appear red to indicate that you have selected an
illegal color. Otherwise this box will appear green.

The MediaXtreme has two (2) numerical systems for defining colors. They are RGB
(Red, Green, Blue) and HLS (Hue, Luminance, Saturation). Both of these systems are
used to define the same thing (like yards and meters). Adjusting one will automatically
change the other. You can select which method to use by pressing either the RGB or
HLS button. You can switch back and forth between the 2 color systems at any time just
by pressing the appropriate button.

The RGB and HLS values can be adjusted by dragging the sliders, or by double-clicking the number box and entering the new value with the keyboard.

Color Palette

Press the "Palette" button to display the color palette. The Color Palette is shown below.

The preset Color Palette can hold 64 preset colors. These preset colors are displayed in this window. Not all of the preset colors can be displayed at one time, so there is a scroll bar on the right hand side of the color palette entries. Use this scroll bar to scroll through all of the preset colors.

The top and bottom of each Background Color Box can be set to different colors. There are two check boxes to select whether we want to change the Top Color, the Bottom Color, or both the top and bottom colors. If the top and bottom colors are different, the Background Color Box will be drawn with a smooth Color Spread between the two colors.

Below these two check boxes is the Illegal Color indicator. If the selected color exceeds the NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

To select a color from the preset color palette, position the mouse over the desired color and click the left mouse button. You can change a color in the preset Color Palette by double clicking the entry that you want to change. For more information about modifying the preset Color Palette, see the section "Modifying the Color Palette" in chapter 10.

This window also has a button labeled "Background Video". Pressing this button will set the color so that the Background Color Box will be drawn with background video.

Color Gradients

Press the "Gradient" button to display the color gradient selection window. The Color Gradient selection window is shown below.
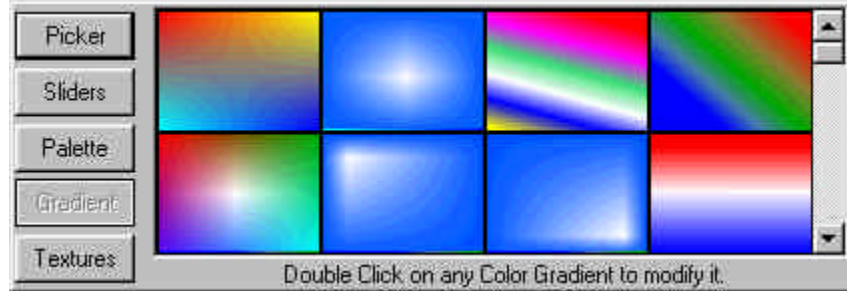
64 color gradients can be defined for each project. The Color Gradients that are currently
defined for this project are displayed in this window. Not all of the color gradients can be
displayed in this window at one time, so there is a scroll bar on the right hand side of the
Color Gradient entries. Use this scroll bar to scroll through all of the color gradients
currently set for the project.

To select a color gradient, position the mouse over the desired gradient and click the left
mouse button. The Background Color Box will then be drawn with the selected color
gradient. You can edit a Color Gradient, or build a new one, with the gradient builder.
To do this, double-click the Color Gradient that you want to modify. For more
information about using the gradient builder, see the section "Building Color Gradients"
in chapter 10.

Color Textures

Press the "Textures" button to display the Color Textures selection window. The Color
Textures selection window is shown below.
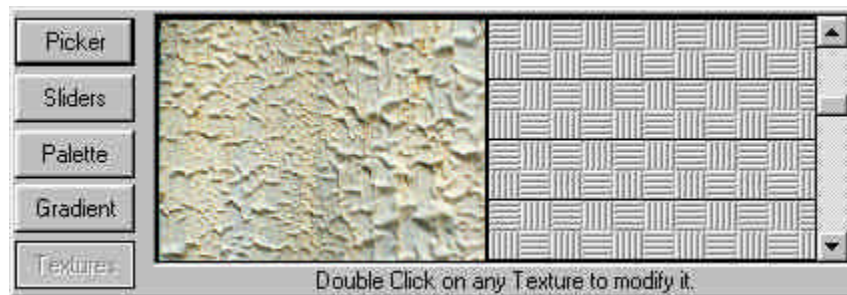
8 full Color Textures can be loaded into the system at one time. The Color Textures that
are currently loaded are displayed in this window. The Textures are displayed large
enough so that you can easily see what the texture looks like. Not 8 textures can be
displayed in this window at one time, so there is a scroll bar on the right hand side of the
textures. Use this scroll bar to scroll through all of the textures that are currently loaded.
To select a Color Texture, position the mouse over the desired texture and click the left
mouse button. The Background Color Box will then be drawn with the selected texture.
You can load a new texture by a double-clicking on the one that you want to replace.
When this is done you will be asked to specify which graphic image you want to load as a
texture. For more information about loading graphic images as Color Textures, see the
section "Loading Textures" in Chapter 10.

Full-Screen Background Color

To create a background color box that covers the full-screen, press the "Full Screen Background Color" button. A new background color box (that is a semi transparent gray) will be created that covers the entire page.

Selecting Background Color Box
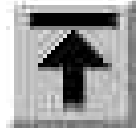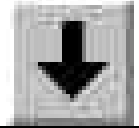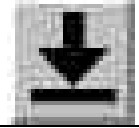
You can only edit one background color box at a time. Before you can modify a background color box you need to select it. The selected color box is displayed with a cursor (rectangular box) around it. The cursor also has six small boxes attached to it. These are called cursor handles, they are used to size and position the background color box.

Background color boxes can be selected by clicking the mouse on the desired one. If more than one background color box overlap, keep clicking the left mouse button until the one you want is selected.

Changing Color Box Priority

Each color background box is placed on its' own separate layer (behind the text layer and in front of the background graphic image). The priority of each background color box determines how it will appear when one color box is overlapped by another. The background color boxes that have a higher priority will appear in front of color boxes that have a lower priority.

The background color controls have four buttons that are used to change the priority of the background color boxes. These buttons allow you to move the background color boxes in front of, or behind other color boxes when they overlap. These buttons are shown below.

	Press this button to move the current background color box to the highest priority. When this is done it will appear in front of all other background color boxes.
	Press this button to increase the priority of the current background color box by one. This will place the color box in front of the color box that had the next higher level of priority (if they overlap).
	Press this button to decrease the priority of the current background color box by one. This will place the color box behind the color box that had the next lower level of priority (if they overlap).
	Press this button to move the current background color box to the lowest priority. When this is done it will appear behind all of the other background color of boxes.

Deleting a Background Color Box

To remove a background color box from the page, select the background color box that you want to delete by positioning the mouse over it and clicking the left mouse button. Once it is selected, press the "Delete Background Color Box" button. This will delete the current background color box.

Chapter 8 Background Images

The program can display either a graphic image or a background video source (provided your system is capable of overlying titles over video) behind the text. The background graphic can be in any of the following graphic formats:
?? Windows bitmap (BMP)
?? TIFF
?? Targa (TGA)
?? PCX
?? GIF
?? JPEG

These are standard graphic formats that can be generated by many third party software packages. If no background graphic image is selected, the text will be overlaid over the background video source (if your system is capable of this).
A background graphic is displayed centered on the screen in its original size. When the graphic is displayed with its original size, it may or may not fill the entire screen.
To change the background image, select the "Background - Image" tab In the Control Tabs window. The Background Image Controls (shown below) will be displayed.
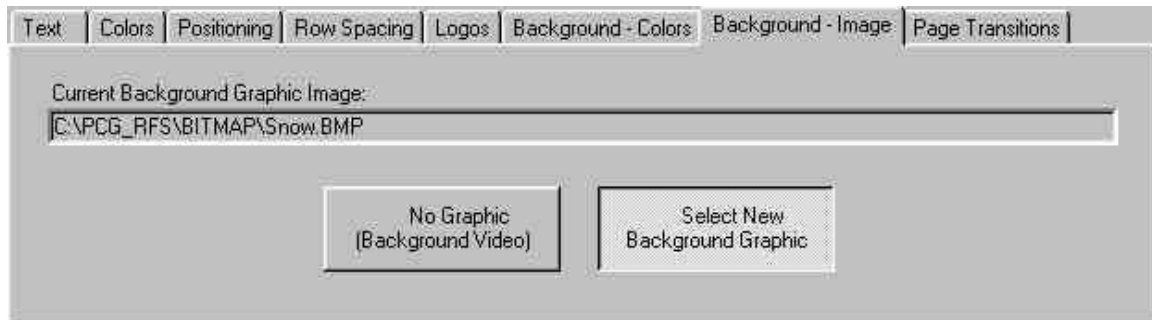
No Graphic (Background Video)

Special hardware or software is required to overlay the pages over video. Some systems are not capable of this. If your system is not capable of overlaying on video, the background will be displayed as black.
To overlay the title over background video, press the "No Graphic (Background Video)" button. Any background graphic that may have been displayed will disappear and the text will be displayed over the background video.

Select New Background Graphic

To load a graphic, press the " **Select New Background Graphic** " button. A window will appear asking you to Select the Background Graphic. Select the graphic image that you want to load as a background and press the "Open" button. The selected graphic will be loaded.

When you load a background graphic, the graphic may be smaller than the screen, the same size as the screen, or larger than the screen. If the graphic is smaller than the screen, it will be centered on the screen. If the graphic is the same size as the screen, it will be displayed as a full-screen image. If the graphic is larger than the screen, the center portion of the graphic will displayed. The edges of the graphic will not be displayed.

Chapter 10 Modes, Settings, and Adjustments

User Preferences

The " Set User Preferences" dialog box is used to set preferences that may vary from one user to another. To change the user preferences select the "User Preferences" command from the "Settings" menu. When this is done the "Set User Preferences" dialog box (such as the one shown below) will appear.
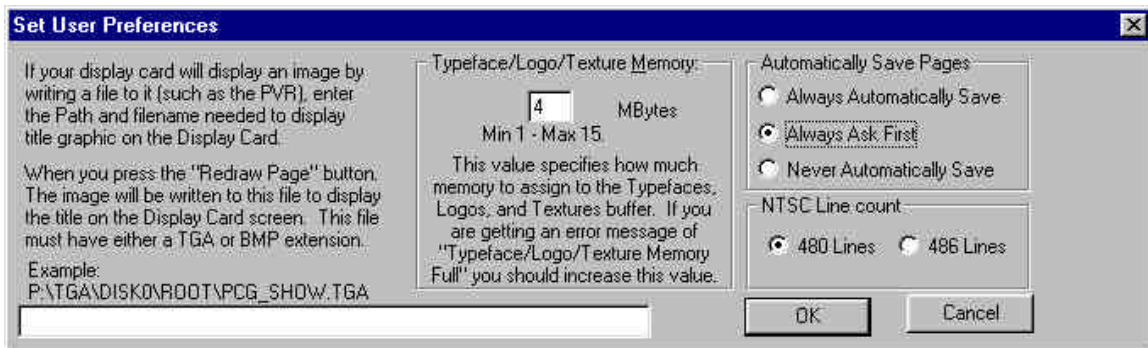
The set user preferences dialog box is made up of the following controls.

Automatic Page Save mode	Used to select the Automatic Page Save mode.
Typeface/Logo/Texture Memory setting	Used to set how much memory to use for the Typeface, Logos, and Textures buffer.
Other Preferences	Other preferences that are unique to the type of hardware you are running the program with.

Automatic Page Save Mode

The program can only have one page open at a time. When you open a new page, the old page (or any changes made to it) will be discarded unless it is saved to disk. When you open a new page, or exit the program, the current page can automatically be saved to disk if it was changed.

?? Always Automatically Save
This setting will automatically save the page to disk (overwriting the original) without prompting you. Use this setting with caution. Any changes you make to the page will be saved to disk. You don't have the option of changing your mind.

?? Always Ask First
This setting will ask your permission before saving the page to disk. If you have not modified the page, you will not be asked if you want to save it.

Never Automatically Save
This setting will never automatically save the page. The program will not display the "Automatically Save Pages" window when you open a new page.

Typeface/Logo/Texture Memory Setting

When the program starts, it allocates a block of memory that is used to hold Typefaces. This memory is also used to cache data that is needed temporarily when composing pages. If you allocate more memory for this, you will be able to load bigger Typefaces. You will also get better performance from the program, but less memory will be available for other applications.

If you are getting an error message such as "Typeface/Logo/Texture Memory full" you should increase this value.

Other Preferences

This box may also have other user preference settings that are unique to the type of hardware or software you are running the program with.

Setting up Tabs

The program can set up to 16 tabs per page. The tabs specify horizontal positions of the screen that are used to align columnar text. The tab positions are stored with the page. When a page is opened, the tab positions will be set to those that the page was created with.

To add, remove, or reposition a tab, or to enable or disable the tab display, select the "Set Up Tabs" command from the "Settings" menu. This will display the "Set Up Tabs" dialog box (shown below).
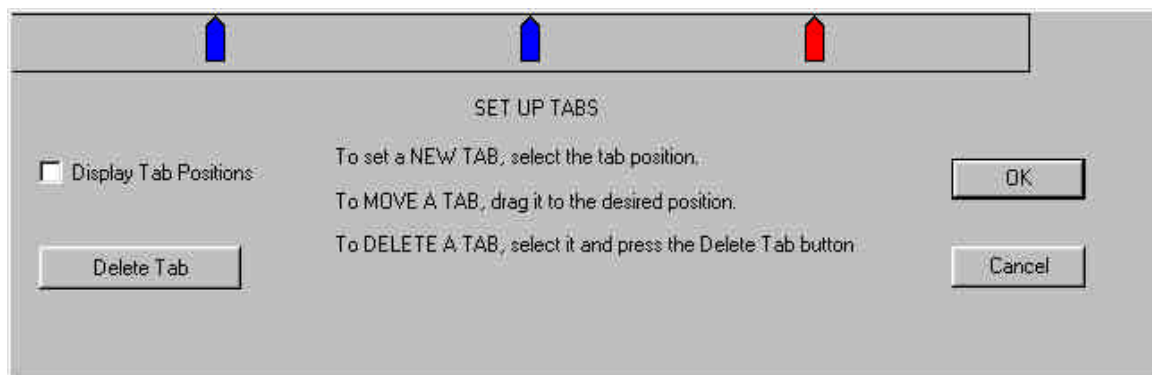
Display Tab Positions

The Tab Display shows the positions of the tabs that are currently set. If the tab display is enabled, vertical lines will appear the full height of the screen. Each one of these vertical lines shows the position of a tab that is currently set. Clicking the "Display Tab Positions" check box will toggle the state of the Tab Display. If the Tab Display is on (signified by a check mark), this will turn it off.

Markers in the set up tabs window (below the title compose window) also shows the current tab positions. These markers are displayed regardless of the "Display Tab Positions" setting. Let's call this window the "Tab Markers Window".

Once the tabs have been set up, they can be saved as the default tab settings in a project.

Set a New Tab

The Tab Markers window displays all of the tabs that are currently set. To set a new tab, position the mouse in the Tab Markers window at the position that you want the new tab and click the left mouse button. A new marker will appear at the mouse position to indicate the position of the new tab.

Move a Tab

To move (reposition) an existing tab, position the mouse over the Marker that you want to move and drag it to the desired position. Any text that is on the page will be redrawn to reflect the new tab position.

Delete a Tab

To delete an existing tab, select the marker that you want to delete by moving the mouse over it and pressing the left mouse button. The marker will turn red to indicate that it is selected. Press the "Delete Tab" button. The selected marker will be deleted.

Safe title Margins

When transmitting a video signal to a large number of televisions, many of those televisions will not be properly adjusted. If you create a full page of text and try to view it on one of these televisions, the text may be cut off on the left, right, top, or bottom of the screen. When you broadcast text, you normally want everyone to be able to read it (especially if you are trying to sell them a new TV).

To solve this problem we define margins that it is safe to title within. The margins are set by the factory to be at the recommended 10% height and width positions of the screen. You can change these margin positions. To do this select the "Safe title Margins" command from the "Settings" menu. When this is done the safe title margins dialog box (shown below) will appear.
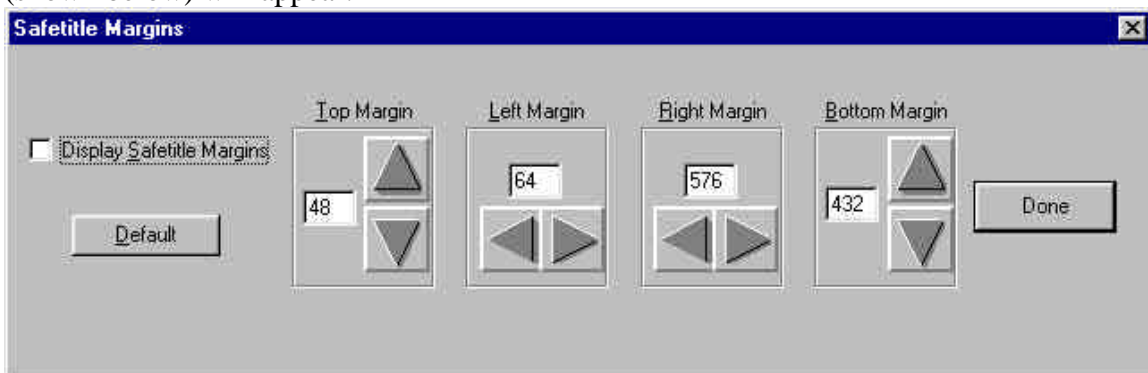
Use the "Display Safe title Margins" check box to hide or display the safe title margins on the screen. The safe title margins are displayed on the screen whenever the "Safe title Margins" window is displayed, regardless of the state of the "Display Safe title Margins" check box.

If you keep your text within this box it will be in the safe title area. Use the arrow buttons to move the safe title margins. Each margin (top, bottom, left, and right) has two buttons that are used to move them.

▲	Moves the margin up one scan line.	◀	Moves the margin left one pixel.
▼	Moves the margin down one scan line.	▶	Moves the margin right one pixel.

To set the margins to the recommended 10 percent height and width positions of the screen, press the "Default" button.

Once the safe title margins are adjusted, press the "Done" button. This will remove the dialog box from screen. The safe title settings are saved as one of the project settings.

Lower Third Mode

Quite often with titling an image, you want to keep the titles in the Lower Third position of the screen. To do this, without needing to re-position every page, set the system to Lower Third mode. This moves the top margin (as well as the page text) to the Lower Third position. Any pages composed in this mode will appear in the Lower Third portion of the screen. Centering a page in this mode will center it in the Lower Third area.

To change the Lower Third mode select the "Lower Third Mode" command from the "Settings" menu. If the system is already in Lower Third mode, the Lower Third mode will be turned off. You can also toggle the Lower Third mode by holding down the <Ctrl> key while pressing the <T> key.

The current lower third mode can be saved as one of the default project settings.

Default Directories

The program allows you to put any file in any directory on any disk. This often results in files that you can never find again. It is best to keep files of the same type (or the same project) in the same directory. Default directories are a big help here. The system allows you to set default directories for the different file types. The default directories, and the type of files that default to these directories, are shown below.

1. Page Directory
?? Pages

2. Exported Graphics
?? Graphic images that are exported when you press the "Export Page" button.

3. Typeface Directory
?? Typefaces

4. PCX Image Directory
?? PCX format background images.

5. GIF Image Directory
?? GIF format background images.

6. Bitmap (BMP) Image Directory

?? Windows bitmap (BMP) format background images.

7. Targa (TGA) Image Directory
?? Targa (TGA) format background images.

8. TIFF Image Directory
?? TIFF format background images.

To change the default directories, select the "Default Directories" command from the "Settings" menu. When this is done the "Default Directories" Dialog box (shown below) will appear.
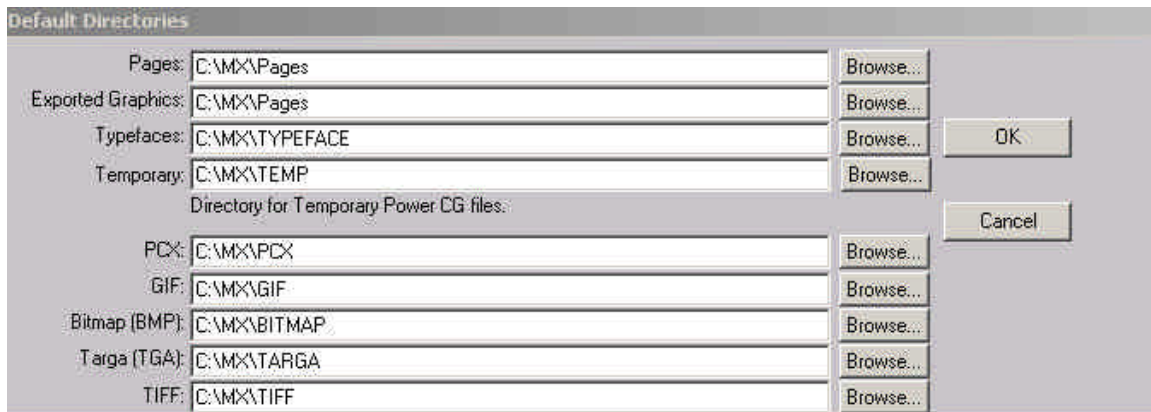
This dialog box displays the default directories and their current settings. The path can be entered directly, or you can browse for the desired directory.

To enter a path directly, select the default directory entry that you want to change, and type in the full drive and path. This should be in a form such as C:\PATH. When you directly enter a default directory, you must make sure that the path exists on the specified drive.

To browse for the desired directory, press the "Browse" button next to the directory that you want to change. When this is done the "Select Directory" dialog box (shown below) will appear.
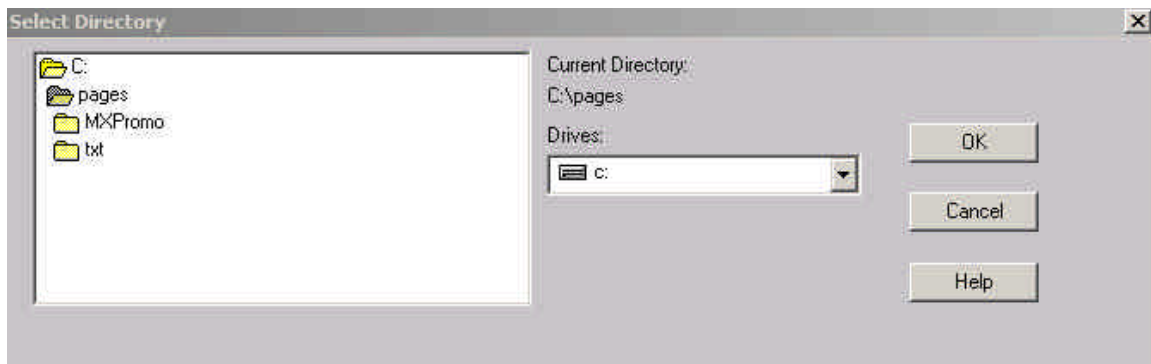
Use this dialog box to select the new default directory. The controls in this dialog box do
the following:

?? Directories List
Use this control to select the default directory.

?? Drives
Selects the drive that contains the desired default directory.

?? OK button
Press this button when the directory is selected.

?? Cancel button
Press this button to cancel the directory selection.

When you are done selecting the default directories, press the "OK" button in the default
directories dialog box. If you want to cancel the changes you have made, press the
"Cancel" button.

Modifying the Color Palette

To modify the color palette, the color palette must be displayed. You can display the
color palette by selecting the "Colors" tab in the Control Tabs Window and then pressing
the "Palette" button. Position the mouse over the color palette entry that you want to
change and double-click the left mouse button. When this is done the "Color Palette
Editor" window (shown below) will be displayed.
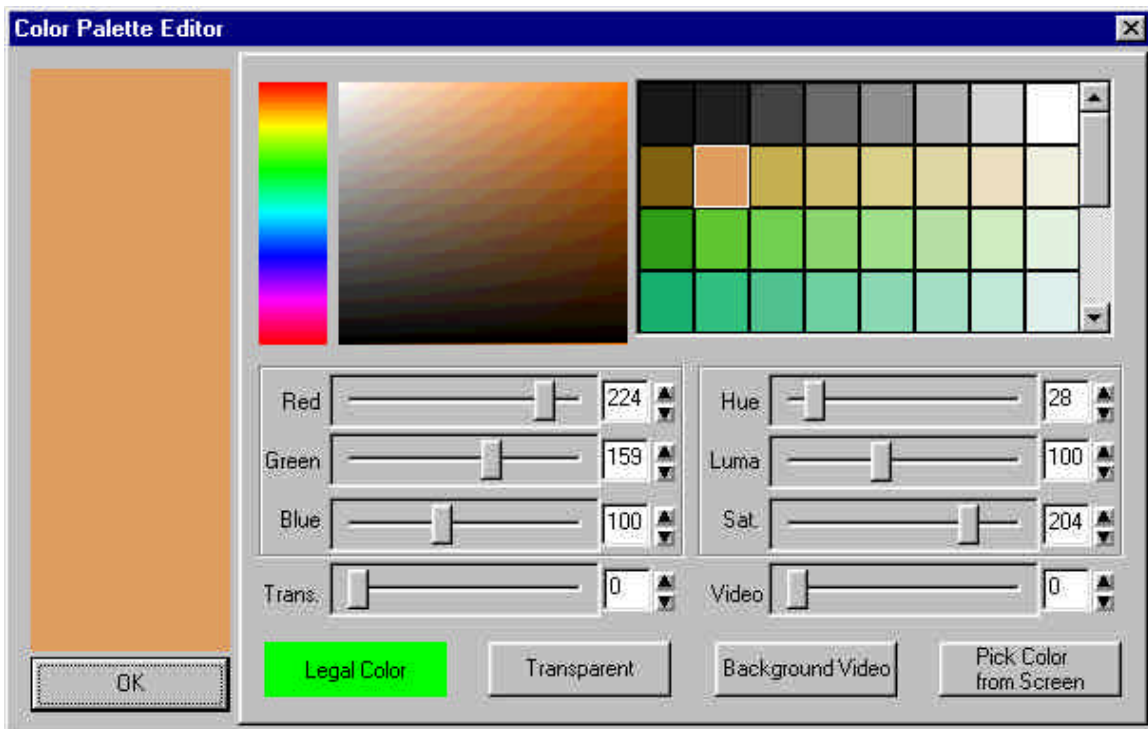
The color palette editor has two methods of selecting a color. You can use either the
Color Picker or the Color Sliders. The left side of this window shows a large sample of
the current color selection. To the right of the color sample, at the bottom of the window,

is an Illegal Color Indicator. If the selected color exceeds NTSC or PAL limitations, this indicator will appear red to indicate that you have selected an illegal color. Otherwise this indicator will appear green.

At the top of the screen, between the Color Sample and the Color Palette, are the Color Picker controls. These controls include a "Hue Picker" and a "Color Picker Area". The hue picker lets you select the hue (Red, Green, Blue, etc.) of the color. Place the mouse over this control, and press the left mouse button to select the desired hue. When the new hue is selected, the Color Sample, Color Picker Area, and the Color Sliders will be updated to reflect the new hue.

Once the hue is selected you can now pick the color. Place the mouse over the Color Picker Area and press the left mouse button. This will select the color under the mouse. If you hold down the left mouse button while the mouse is moved, the Color Sample and the Color Sliders will be updated to reflect the newly selected color.

Below the Color Picker Controls and the Color Palette Display are the Color Sliders. There are two numerical systems for defining colors. These are RGB (Red, Green, Blue), and HLS (Hue, Luminance, Saturation). Both of these systems are used to define the same thing (like yards and meters). Adjusting one will automatically change the other. You can use either set of sliders to adjust the color. When you use one set of sliders to change the color, the other set is automatically updated to reflect the change.

There are four ways to adjust the RGB, HLS, Transparency, and Background Video levels. They can be adjusted by dragging the sliders. They can also be adjusted by double-clicking the number box and entering the new value with the keyboard. To "fine tune" the levels, use the increment and decrement buttons. The value will be increased or decreased by one each time you press one of these buttons. These buttons will auto-repeat if you hold them down. The values may also be changed by clicking in the number box and dragging the mouse.

To the right of the Illegal Color Indicator is a "Transparent" button. Pressing this button will set the transparency level to full (255). This makes the color fully transparent. Anything that you assign this color to will not be visible.

To the right of the "Transparent" button is a "Background Video" button. Pressing this button will set the background video level to full (255). Anything that you assign this color to will be displayed using background video.

To the right of the "Background Video" button is a "Pick Color From Screen" button. Pressing this button will change the mouse cursor to look like an eyedropper. Move the mouse to the position of the screen that you want to copy the color of, and press the left mouse button. The color under the mouse will be selected.

When you have selected the desired color for the color palette entry, you can select another color to modify from the color palette. When you are done modifying the color palette, press the "OK" button and the Color Palette Editor window will close.

Once the color palette has been modified, the changes must be saved with the project settings. Otherwise, they will revert to the old settings when the project is opened again.

Loading Textures

The system has 16 slots that textures can be loaded into. When you use a texture on a page, the page keeps track of which textures are needed to display the page. If the

textures that are loaded do not match the textures needed by the page, the correct textures are automatically loaded.

To load a new texture, the texture selection window must be displayed. You can display the textures selection window by selecting the "Colors" tabs from the Control Tabs Window and then pressing the "Textures" button. Position the mouse over the texture entry that you want to load the new texture into and double-click the left mouse button. When this is done the "Select Graphic Image to use as a Texture" window (shown below) will be displayed.
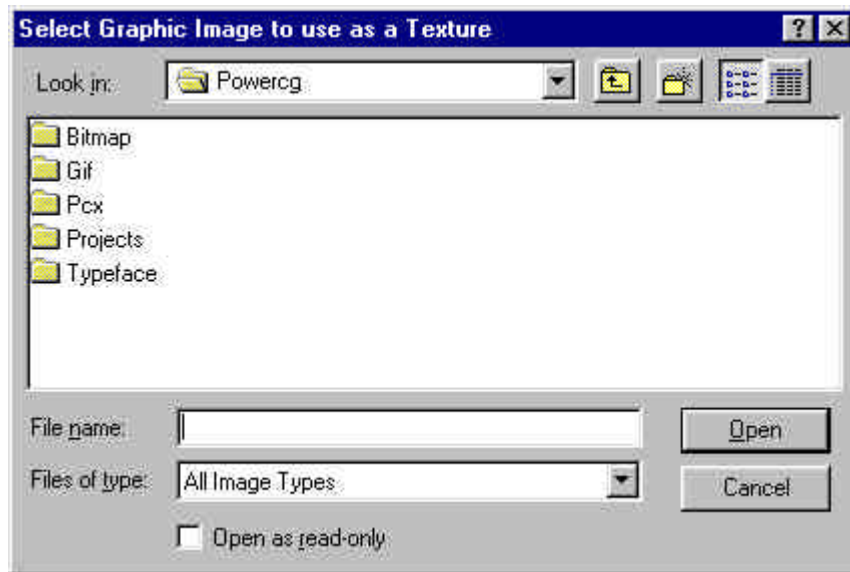
Select the graphic image that you want to load as a texture and press the "Open" button. The selected image will then be loaded as a texture.

Building Color Gradients

64 color gradients can be defined for each project. To modify a color gradient, the color gradient selection window must be displayed. You can display the color gradient selection window by selecting the "Colors" tab from the Control Tabs Window and then pressing the "Gradient" button. Position the mouse over the gradient that you want to modify and double-click the left mouse button. When this is done the color gradient builder (shown below) will be displayed.
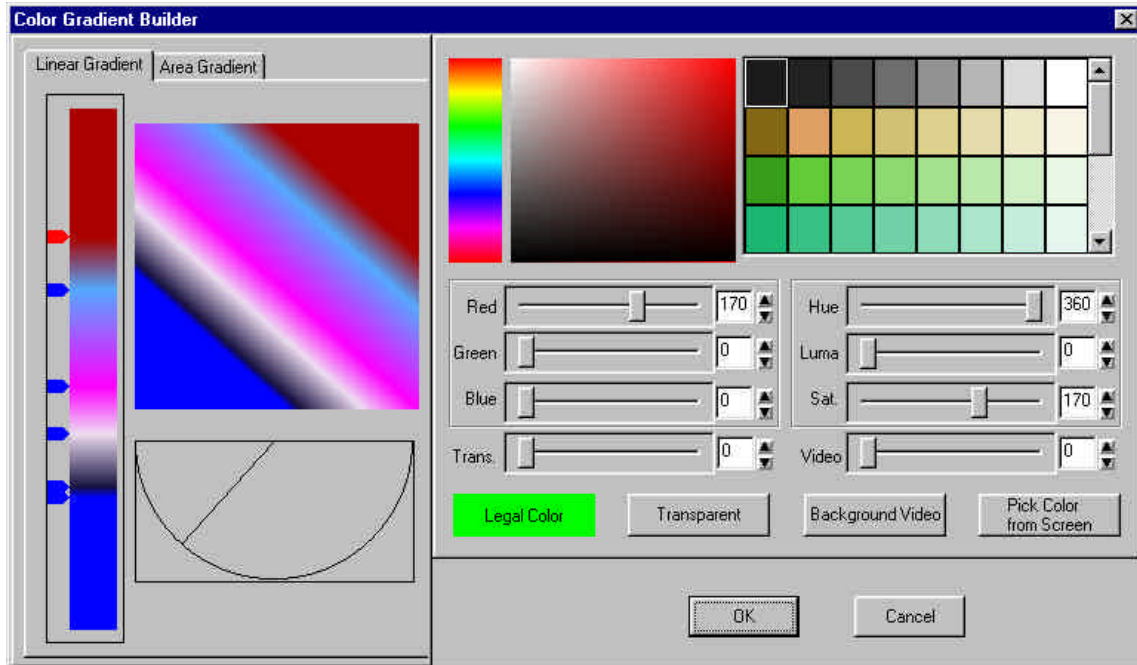
The color gradient builder has two major sections, the Color Selection section (on the right) and the Color Point Placement and Selection section (on the left). The Color Selection section is used to select the color of each point in the color gradient. The Color Point Placement and Selection section is used to select which point that you want to change the color of, and to change the position of the color points that make up the Gradient.

The program can create two types of color gradients, Linear Gradients and Area Gradients. A Linear Gradient can have as many as 16 color points and can be rotated up to 90 degrees in either direction. An Area Gradient can have either four (4) or five (5) color points. A four-point color gradient lets you define a different color in each corner of the rectangle. A five-point color gradient also lets you add a 5th color point inside the Area Gradient. The 5th color point can be moved to any position inside the gradient.

The color point placement and selection section has two tabs. One to edit Area Gradients and the other to edit Linear Gradients. When the color gradient builder is first opened, the tab that corresponds to the type of gradient that you are editing is selected. To change the color gradient to the other type just select the other tab.

Area Gradients

The "Area Gradient" tab (shown below) is used to edit area color gradients.
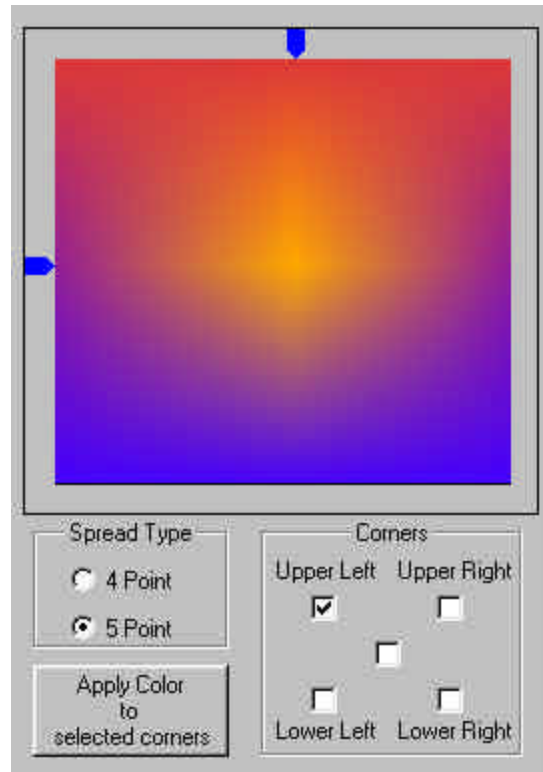
The top portion of this window displays the current color gradient. If it is a five-point color gradient, two markers will appear. One above the gradient and one to the left of the gradient. These indicate the position of the fifth point inside the gradient. You can move the inside color point by dragging these markers. You can also moved the inside color point by clicking at the desired position in the color gradient in this window.

The Corners group is used to select the color point(s) of the Area Gradient that you want to change the colors of. If the color gradient is a 4 Point Area Gradient, four check boxes will be displayed representing each corner of the gradient. If the color gradient is a five point Area Gradient, an extra check box will appear which represents the inside color point. When a color point is selected, the box is marked. You can select more than one color point to be changed. When you select a different color (in the color selection section) all of the selected points will be set to the new color.

There are two buttons in the Spread Type Group that let you select whether this will be a 4 Point or a 5 Point color gradient. If you select " 5 point", the positioning markers will appear. A center check box in the corners group will also appear.

The "Apply Color to Selected Corners" button will set all of the selected color points to the current color.

Linear Gradients

The Linear Gradient tab (shown below) is used to edit Linear Color Gradients.
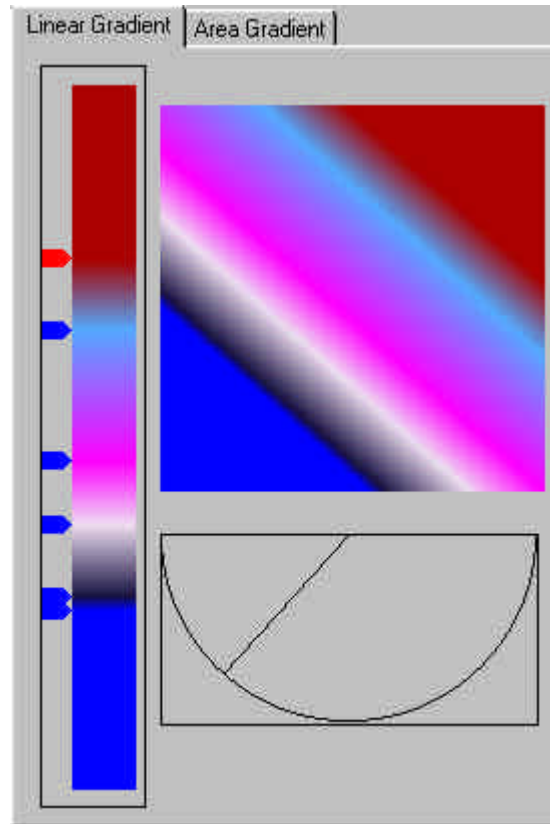
The Linear Gradient tab has three main controls. The control on the left (let's call it the
Placement Control) displays the current position and color of each point on the Linear
Gradient. The top control displays the current Linear Color Gradient. The bottom
control (let's call it the Angle Control) is used to set the angle of the Linear Color
Gradient.

The Placement Control shows positions and colors of the color points that are currently
set. A marker on the left side of the Placement Control represents each color point. You
can use this control to add a new color point, move an existing color point, delete a color
point, or to select a color point to change the color of.

Set a New Color Point

To set a new color point, position the mouse over the Placement Control where you want
the new color point to be and press the left mouse button. A new marker will appear at
the mouse position to indicate the new color point.

Move a Color Point

To move (reposition) an existing color point, position the mouse over the marker that you
want to move and drag it to the desired position.

Delete a Color Point

To delete an existing color point, select the marker that you want to delete by moving the
mouse over it and pressing the left mouse button. The marker will turn red to indicate

that it is selected; all other non-selected markers will be blue. Press the <Del> key on the keyboard, and the selected marker (and color point) will be deleted.

Change the Color of a Color Point

To change the color of a color point, select the color point that you want to change the color of, by moving the mouse over its' marker and pressing the left mouse button. The marker will turn red to indicate that it is selected. Use the controls in the Color Selection section (on the right hand side) of the Color Gradient Builder.

Rotating a Linear Gradient

Use the angle control to rotate the Linear Gradient. The angle control indicates the current rotation angle of the gradient with the line that is in the half circle. If the gradient is vertical, the indicator line in the half circle will be vertical. If the gradient is angled to the right, the indicator line will go off to the right, and so on. You can rotate the Linear Gradient by clicking the mouse within the half circle. You can also drag the rotation angle by dragging the indicator line back and forth. As the rotation is changed the color Gradient Indicator (above the angle control) is redrawn to display the new angle of rotation.

Selecting a Color for the Color Point

Once you have selected which point(s) that you want to change the color of, use the Color Selection controls (on the right hand side of the Color Gradient Builder) to select the new color. The Color Gradient Builder has three methods of selecting a color. You can use the Color Picker, the Color Sliders, or the Color Palette.
At the top of the screen, on the left-hand side of the color selection section, are the Color Picker controls. These controls include a "Hue Picker" and a "Color Picker Area". The hue picker lets you select the hue (Red, Green, Blue, etc.) of the color. Place the mouse over this control, and press the left mouse button to select the desired hue. When the new hue is selected, the Color Gradient, Color Picker Area, and Color Sliders will be updated to reflect the new hue.

Once the hue is selected, you can now pick the color. Place the mouse over the Color Picker Area and press the left mouse button. This will select the color under the mouse. The Color Gradient and the Color Sliders will be updated to reflect the newly selected color. If you hold down the left mouse button while the mouse is moved, the color under the mouse will be selected as the mouse is moved.
To the right of the Color Picker controls is the Color Palette. The Color Palette has 64 preset colors. Not all of the preset colors can be displayed at one time, so there is a scroll bar on the right hand side of the Color Palette. Use the scroll bar to scroll through all of the preset colors. To select a color from the Preset Color Palette, position the mouse over the desired color and click the left mouse button. When a color is selected from the color palette, the Color Gradient, Color Picker Area, and the Color Sliders will be updated to reflect the new color.
Below the Color Picker controls and the Color Palette display are the Color Sliders. There are two numerical systems for defining colors. They are RGB (Red, Green, Blue) and HLS (Hue, Luminance, Saturation). Both of the systems are used to define the same

thing (like yards and meters). Adjusting one will automatically change the other. You can use either set of sliders to adjust the color. When you use one set of sliders to change the color the other set is automatically updated to reflect the change.

There are four ways to adjust the RGB, HLS, Transparency, and Background Video levels. They can be adjusted by dragging sliders. Double-clicking the number box and entering the new value with the keyboard can also adjust them. To "fine-tune" the levels, use the increment and decrement buttons. The value will be increased or decreased by one each time you press one of these buttons. These buttons will auto-repeat if you hold them down. Clicking on the number box and dragging the mouse may also change the values.

This section includes an Illegal Color Indicator to warn you if the selected color exceeds NTSC or PAL limitations. The Illegal Color Indicator will appear red if you have selected an illegal color, otherwise it will appear green.

To the right of the Illegal Color Indicator is a "Transparent" button. Pressing this button will set the transparency level to full (255). This makes the color fully transparent. This portion of the color gradient will not be visible. You will see what is behind it on screen.

To the right of the "Transparent" button is a "Background Video" button. Pressing this button will set the Background Video level to full (255). This portion of the color gradient will be displayed using Background Video.

To the right of the "Background Video" button is a "Pick Color From Screen" button. Pressing this button will change the mouse cursor to look like an eyedropper. Move the mouse to the position of the screen that you want to copy the color of, and press the left mouse button. The color under the mouse will be selected.

Once you have finished changing the color of the selected color point(s), you can select another color point to change the color of.

Final steps

When you are finished creating the new Color Gradient (or modifying an existing gradient) press the "OK" button and the Color Gradient Builder window will close. Any changes to the color gradients must be saved with the project settings. Otherwise they will revert to the old Color Gradients when the project is opened again.

Chapter 15 Page Transitions

When pages are shown ON AIR through the MediaXtreme, each page can be displayed with some sort of page transition. There are a number of different Page Transition Types to choose from. You can control how long the Page Transition takes by setting the Transition Duration. Each page can be set to different Transition Type, Transition Duration, and Dwell Duration. This lets you intermix different transition types and durations in a sequence of pages. One page can roll onto the screen fast, and the next page can wipe on slowly.

These three page attributes (Transition Type, Transition Duration, and Dwell Duration) are saved with the page. Be sure to set the page attributes before saving the page.

These page attributes only apply to the pages when they are displayed using the MediaXtreme with its unique hardware.

To set the Page Attributes, select the "Page Attributes" tab in the Control Tabs Window. The controls for setting the Page Attributes will then be displayed as shown below.
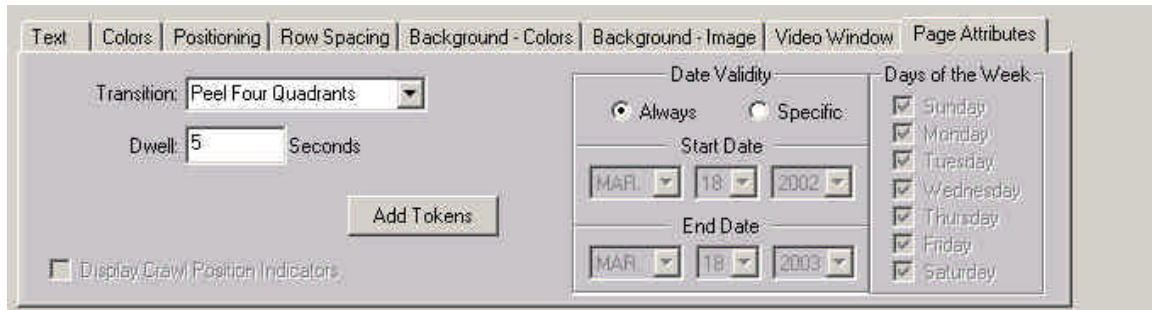
Page Transition Type

There are 70 2D and 3D transitions for the MediaXtreme.

The Page Transition Type drop down box displays the current transition type. It is used to select the new transition type. The drop down box lists every category of transition type available. Selecting this from the list will select this as the transition type.

Once a Page Transition type is selected, it will appear in the Page Transition Type box. For a detailed description of each Page Transition type, see the section Transition Types later in this chapter.

Dwell Duration

The Dwell Duration specifies how long the page will remain on the screen when automatically sequencing pages. The duration is specified in seconds

To change the Dwell duration, select the Dwell Duration box (using either the keyboard or the mouse) and enter the new value.

Chapter 16 Exiting the MediaCreator

When it's time to exit the MediaXtreme, select the "Exit" command from the "File" menu. The program will begin its shut down sequence. The program can also be exited by holding down the <Alt> key while pressing <X>.

Any page changes or settings changes that are not saved will be lost when you exit the program.

If the page has been modified, and the "Automatically Save Pages" setting in the "User Preferences" dialog box requires it, the following message will appear.
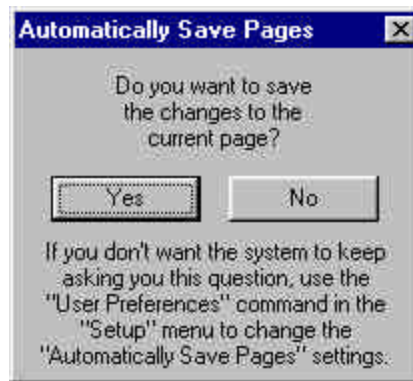
If you want to save the changes to the page, press the <Yes> button, otherwise press the <No> button and the changes will be discarded.

We hope you have enjoyed using the MediaXtreme, and get many, many more years of successful use from it!

CHAPTER 17 Optional Components

<u>Local Internet Weather Setup and Operation Manual</u>

The Local Internet Weather option allows you to display basic local weather parameters on your MediaXtreme Pages and Crawls (parameters listed below in variables table). Without purchasing a full weather instrument hardware package, you can still bring basic data to your viewers. The following describes setup and operation of this optional component. If you purchase the option when you purchase your unit, installation will already be accomplished at the factory, but you will still have to perform the setup to pick your location.

Setup Instructions:
First you must send the setup executable over to the MX Player:

> (1) Connect to the MX.
> (2) Select Send File; Select *LIWSetup.exe* on the Install CD; when prompted about where to place the file on the MX, Enter C:\
> (3) Disconnect from the MX.

Connect a Keyboard, Monitor and Mouse to the MediaXtreme, and reboot the MX. After the MX has rebooted and a schedule has started to play, press the letter 'Q' on the keyboard to access the MX player's desktop:

> (1) Double click on My Computer icon and select MediaXtreme (C:)
> (2) Open C:\ Drive and click *LIWSetup.exe*. Follow the install prompts. Reboot the MX once more.

After the MediaXtreme has rebooted, Press the letter 'Q' on the keyboard. Now you will set up your Local Internet Weather location through the LIW application.

> (1) Double click on the My Computer icon on the desktop; select MediaXtreme (C:)
> (2) Open the *'LIW'* Folder; Double click on the *LIW.exe* application. The application should now be open, but it will be minimized at the bottom of the screen in the taskbar. Click on it to open it.
> (3) You should see the following:
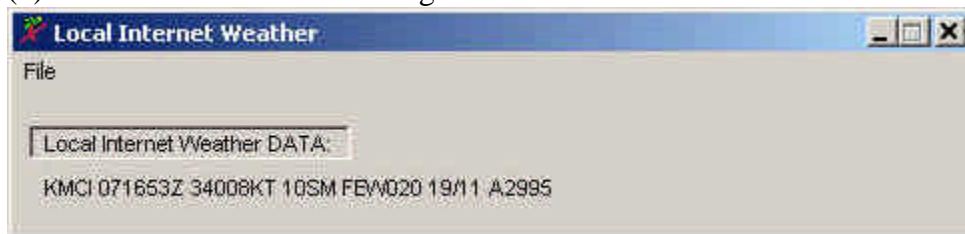
> (4) Click on File and select 'Setup Location…'

Local Internet Weather

File

Setup Location...

Local Internet Weather DATA:

KMCI 071653Z 34008KT 10SM FEW020 19/11 A2995
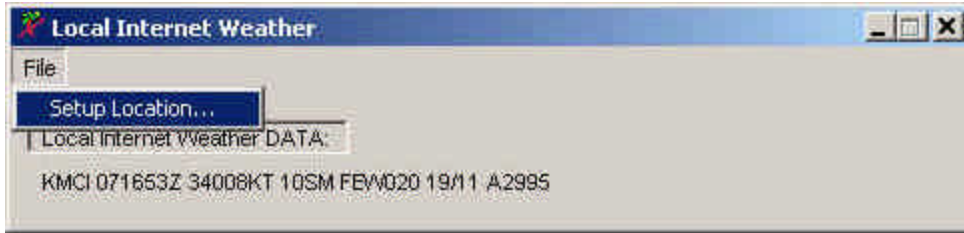
(5) Now you will be prompted with a series of screens to set up your Local Internet Weather.

Select Location Wizard

Welcome!
to Local Internet Weather Location Wizard!

Please click next to continue...

<< Back   Next >>   Cancel

Select 'Next >>' to move the next screen.
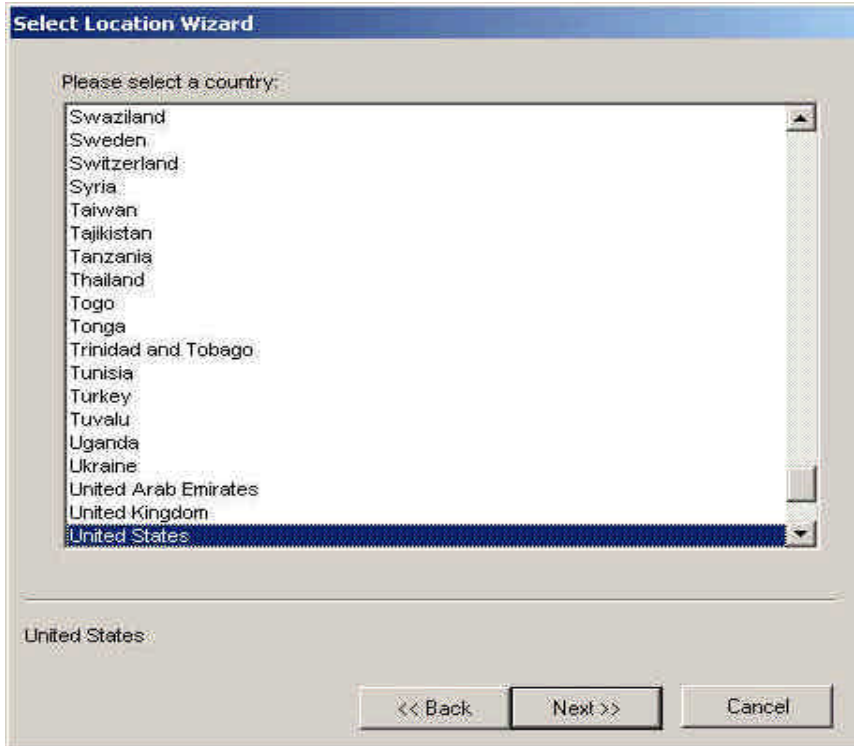
Select the Appropriate Country. The software Defaults to the United States.
Select 'Next >>' when you are ready to move on.
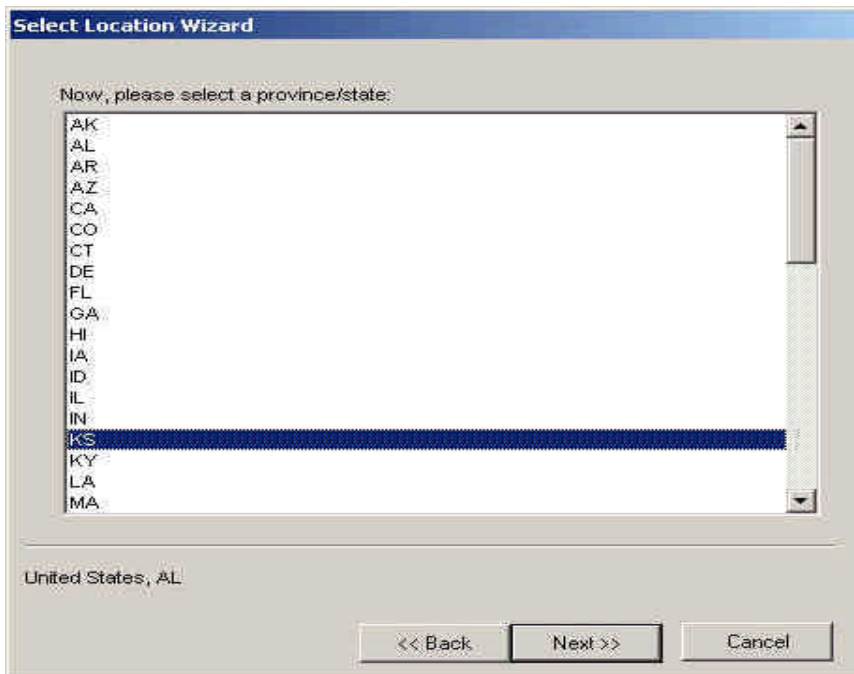
Now select the corresponding State. Select 'Next >>' When you are
Ready to continue.

Select Location Wizard

Finally, please select a city:

KGCK Garden City, Garden City Regional Airport
KGLD Goodland, Renner Field
KHLC Hill City, Hill City Municipal Airport
KHUT Hutchinson, Hutchinson Municipal Airport
KHYS Hays Municipal Automatic Weather Observing / Reporting System
KIAB Mcconnell Air Force Base
KICT Wichita, Wichita Mid-Continent Airport
KIXD Olathe, New Century Aircenter
KLBL Liberal Municipal Automatic Weather Observing / Reporting System
KLWC Lawrence, Lawrence Municipal Airport
KMHK Manhattan, Manhattan Municipal Airport
KOJC Olathe, Johnson County Executive Airport
KP28 Medicine Lodge, Medicine Lodge
KPPF Parsons, Tri-City Airport
KPTT Pratt Municipal
KRSL Russell, Russell Municipal Airport
KSLN Salina, Salina Municipal Airport

United States, KSK3KM Wichita, Colonel James Jabara Airport

[<< Back]   [Next >>]   [Cancel]

Select the Airport that is closest to your location. Press 'Next>>' to Continue.

Select Location Wizard

Thank you, now verify your choice below and click finished if you are satisfied with it, otherwise, click back to change your selections.

☑ Make this location the default when I run this program next time.

United States, KSKOJC Olathe, Johnson County Executive Airport

[<< Back]   [Finish]   [Cancel]
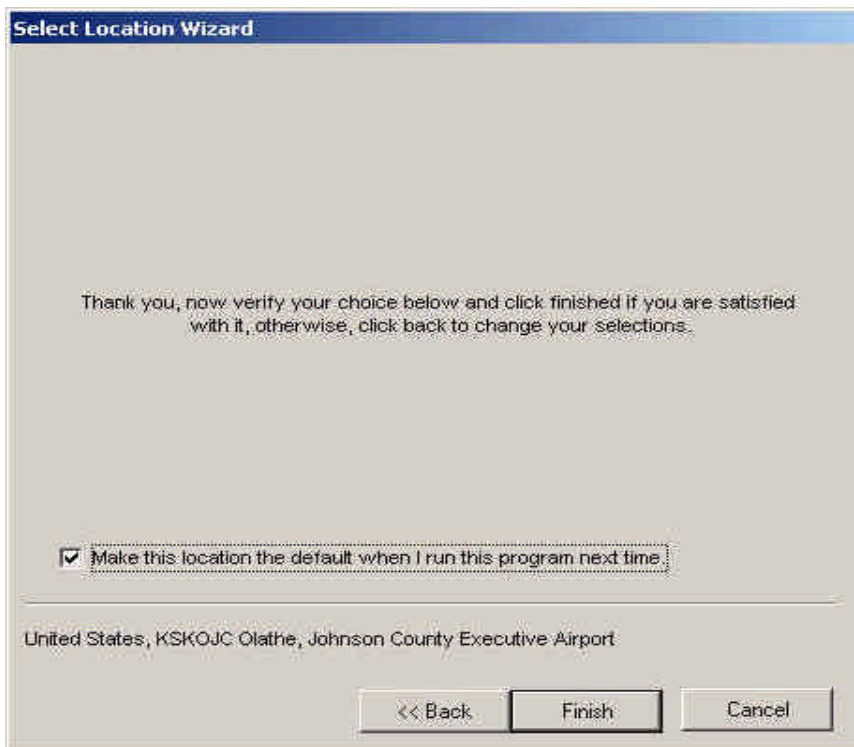
Please Verify your choice and select check the box so you will not have to go through this setup again. Click on the
'Finished' button when you are ready.

Now that you have setup your Local Internet Weather, close the application. Make sure the MediaXtreme can access the World Wide Web. If you cannot access the Internet, Please contact your Network Administrator for further assistance. After you have set the Internet up, restart the MediaXtreme. Now move over to the Media Creator side.

Updating the Media Creator software

(1) Make sure the Media Creator software is not running.
(2) Run the *MC Setup.exe* off of the Local Internet Weather Setup disk. This application will set everything up for you.

Operating The Local Internet Weather

Nothing will change with the operation of the Media Creator. The only additions are 19 new variables. They are listed below:

Wind Gusts US=#I0
Wind Gusts Metric=#I1
Wind Gusts MPH=#I2
Wind Direction Compass=#I3
Visibility Kilometers=#I4
Visibility Miles=#I5
Barometer Metric=#I6
Barometer US=#I7
Temperature Celsius=#I8
Temperature Fahrenheit=#I9
Dew point Metric=#IA
Dew point US=#IB
Wind Speed MPH=#IC
Wind Speed Knots=#ID
Wind Gusts Knots=#IE
Wind Direction Degrees=#IF
Location=#IG

The figure below shows you how to insert a variable. Once you have inserted a variable you will only see the #I Code on the Media Creator. When the page is displayed on the MediaXtreme it will be updated with the correct Weather information.
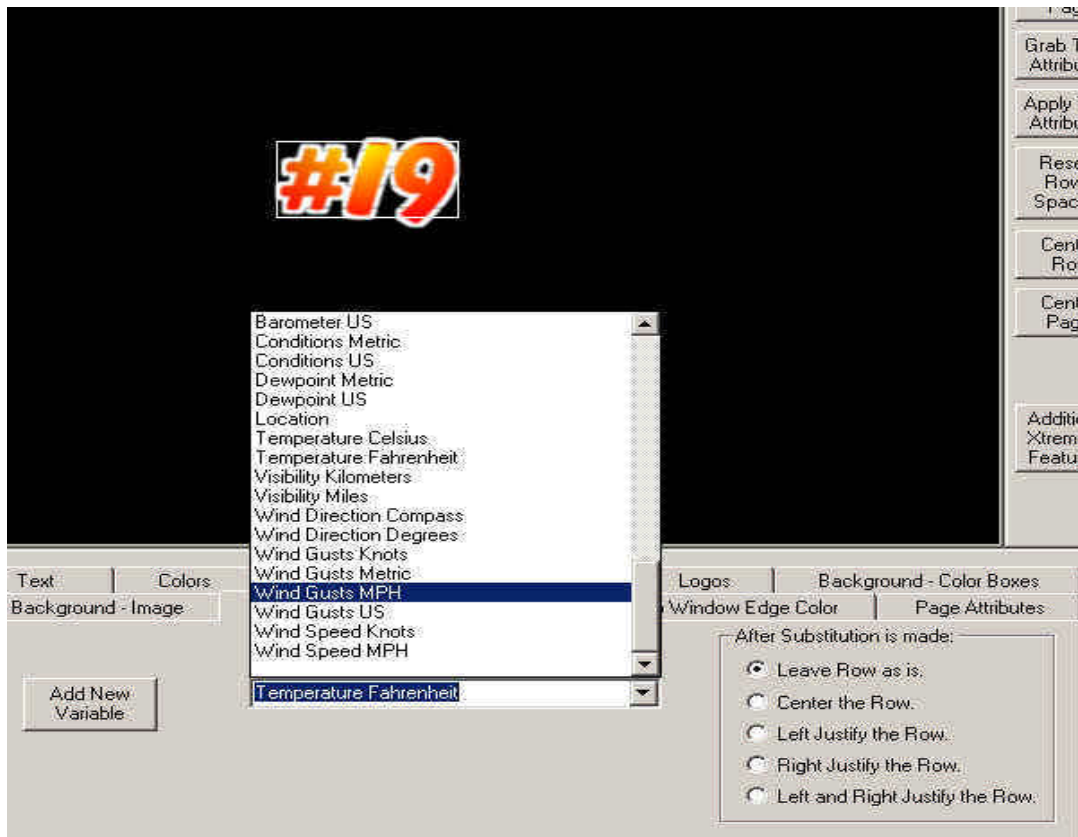
10-Instant Alert Folders Option

The 10-Instant Alert Option replaces the EMERGENCY FOLDER function in the MediaXtreme. It does so by giving you 10 instantly accessible folders. You can use any one of them, or all of them as emergency folders. You could also use them as just 10 folders you want to quickly call up.

There is a number of applications for this option. Since a folder only has to contain 1 page, for example, you could make a "Snow Day" page/folder, and a "Heat Day" page/folder, and a "Boil Order" and a "Severe Thunderstorm Warning" page/folder (or whatever is common for your area). You could then, from the comfort of your own home Internet connection, connect to your running MediaXtreme (that you're watching on your local cable system public access channel), and activate any one of those pages instantly.

This is probably the least appreciated but most valuable option you could purchase. Just imagine the possibilities.

How it works:

Select 'Add Page Folder Event'
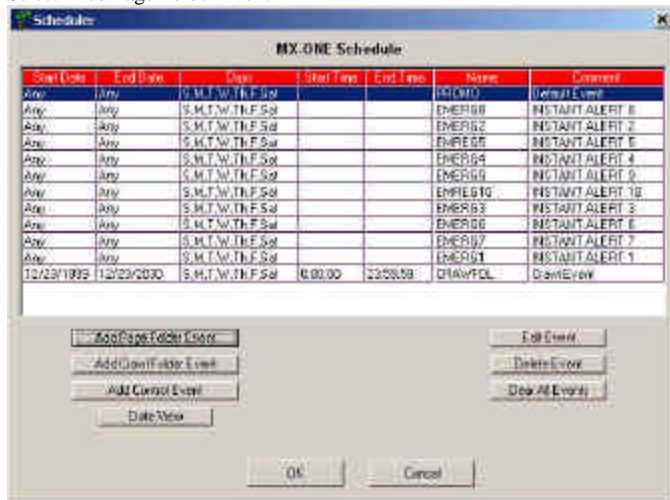
This is the same as the 1 Emergency Folder, but now there are 10 options to choose from.
Highlight a folder and select which Instant Alert Folder you want.
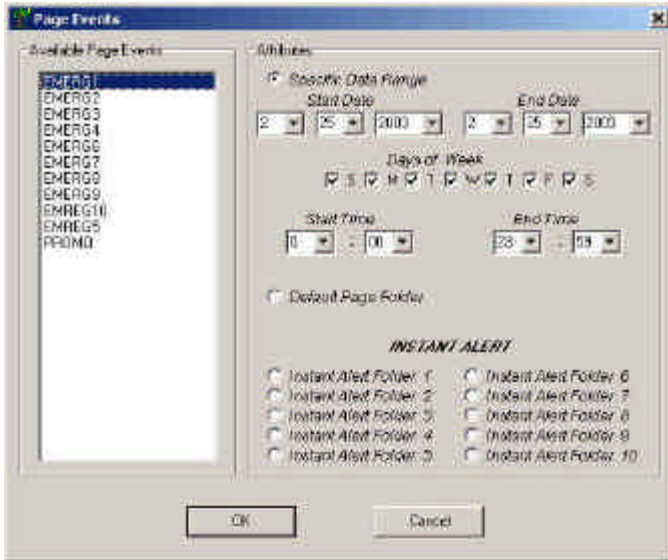
After you send you updated schedule over to the MediaXtreme, you will be able to access every folder instantly when you are connected.
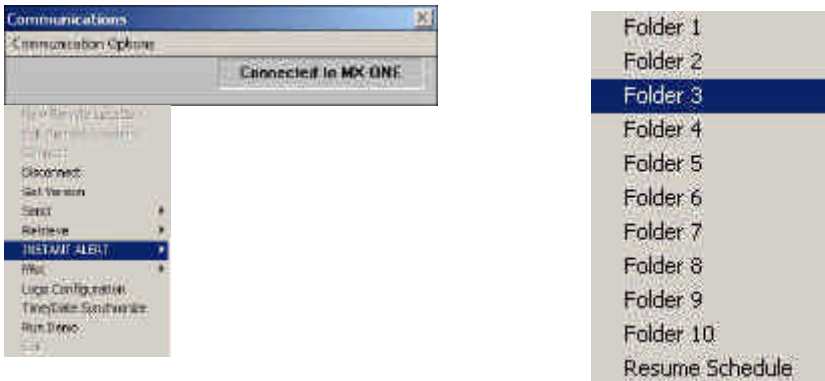
Under the INSTANT ALERT option you have 10 folders to pick from. There will always be 10 options even if you only have 3 Instant folders scheduled. If you select a folder that is not scheduled you will get a message telling you that there is not an Instant Alert Folder scheduled for that specific folder.

BACKGROUND IMAGES

Thumbnail images of the included background graphics follow. Note that not all customers will receive all of the shown images.

beach.bmp	BEAUTIF1.jpg	BEAUTIF5.jpg	building.jpg	Chalk.jpg	CHANLOGO.JPG
EARTH2.BMP	eiabars.gif	Emboss.jpg	figurine.jpg	flag.jpg	Flags.jpg
FLOWER4.BMP	flowers.jpg	Fruit.BMP	gamma.gif	hearts.jpg	Horse.bmp
IMG0016.BMP	jobs.JPG	Joe23.BMP	juice001.jpg	juice002.jpg	juice003.jpg
juice004.jpg	juice005.jpg	juice006.jpg	juice007.jpg	juice008.jpg	juice009.jpg
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juice016.jpg	juice017.jpg	juice018.jpg	juice019.jpg	juice020.jpg	juice021.jpg

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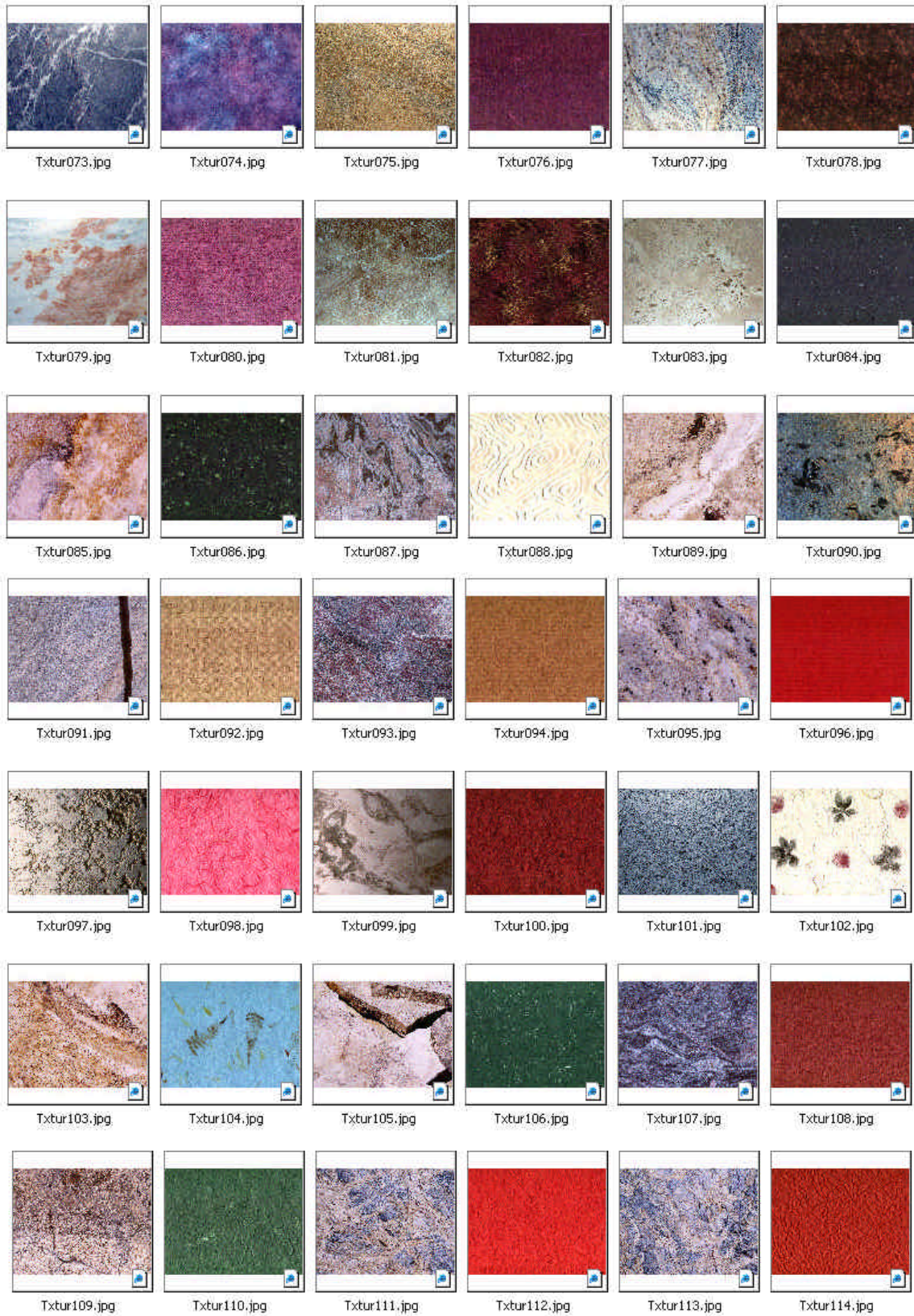|					
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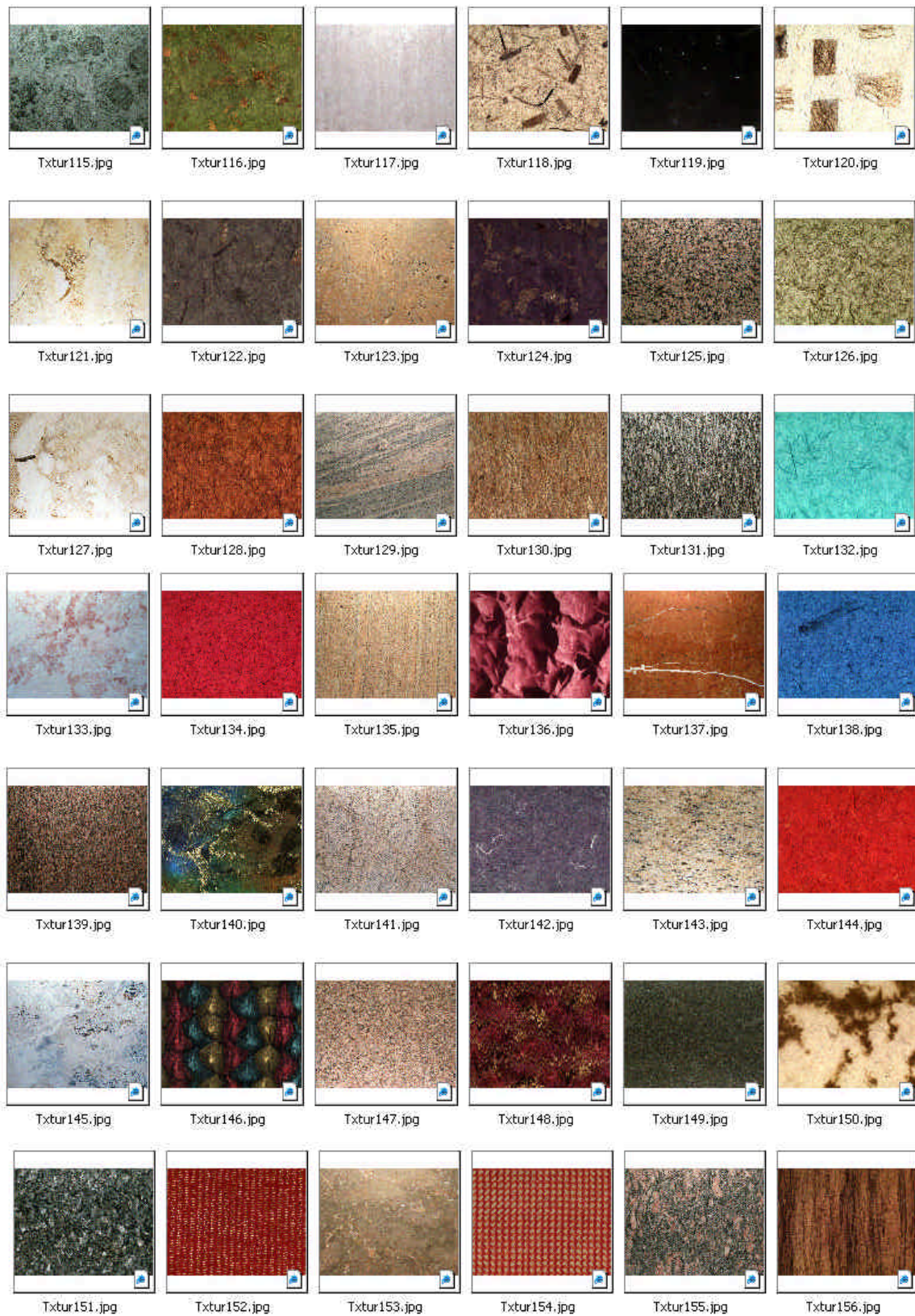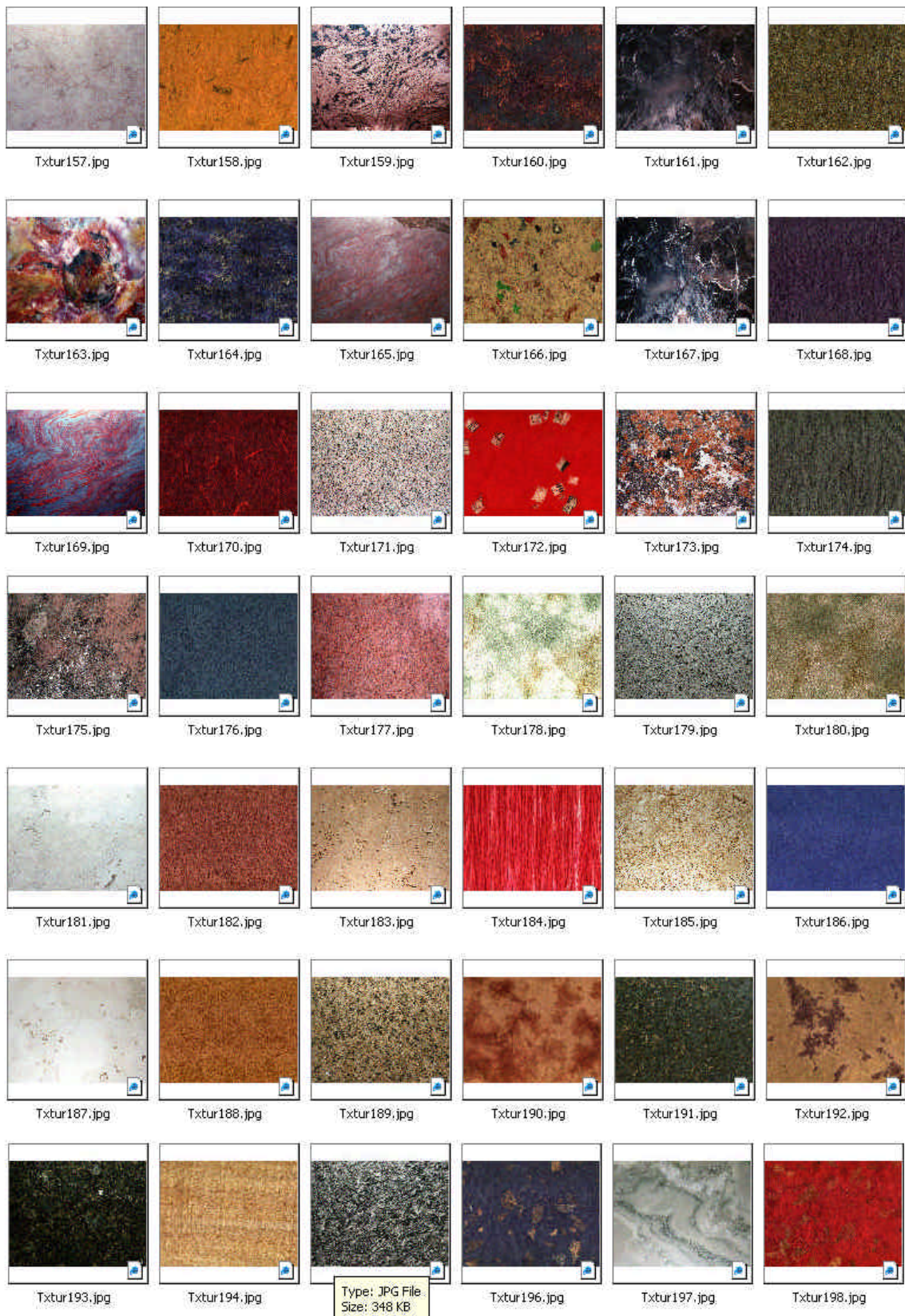
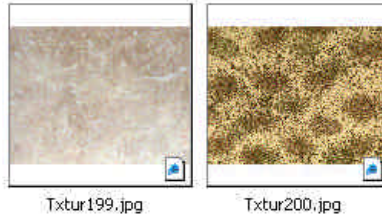Txtur199.jpg   Txtur200.jpg

NOTES

Technical Support:

Keywest Technology Technical Support standard hours are 8:00 AM to 6:00 PM Central Time.

Our Technical Support Number for Registered users is:

800-331-2019

Unregistered Users Dial:

913-492-4666

After Hours Support Available—Follow Instructions at the Above Numbers.

On-Line Support Available at www.mediaxtreme.tv

	AIM:	Keywest_Xtreme
	Yahoo:	Media_Xtreme
	MSN:	tech@keywesttechnology.com
	ICQ:	113986832
	Email:	tech@keywesttechnology.com

KEYWEST TECHNOLOGY
LIMITED WARRANTY

KEYWEST TECHNOLOGY does hereby declare that the said product be covered under limited warranty for defective materials and workmanship. This warranty is extended to the original purchaser only, for the amount of time indicated below, effective from the original purchase date and subject to the following:

****THIS WARRANTY DOES NOT COVER****

A. Products that have been subjected to abuse, accident, alteration, modification, tampering, negligence, misuse, or if repaired or attempted repair performed by anyone other than a service facility authorized to render such service, or if the model or serial number has been altered, tampered with, defaced, or removed

B. Operational adjustments covered in this manual

WARRANTY PERIOD: 1 Year Parts & Labor

Register On-Line or copy this page and mail

PRODUCT WARRANTY REGISTRATION
Complete and mail within 10 days of purchase

Purchaser's Name

Title: Phone:

Company Name:

Address:

City: State: Zip:

Purchased From:

Comments:

PURCHASE DATE: **MO.**   **YR.**

MODEL #	SERIAL #	PARTS	LABOR
		2 YRS.	2 YRS.