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## MX5 Series Overview

MediaXtreme Five (MX5) is Keywest Technology’s flagship Digital Signage and Information Channel player. MX5 is specially designed for easy content creation and display with minimal graphics or video expertise. The device is capable of seven-layer compositing at the High-Definition output--the power to combine motion backgrounds, multiple graphics pages, crawls, rolls, High-Definition MPEG1, 2, 4, WMV, AVI picture-in-picture effects, stereo, 5.1, WAV and MP3 audio, transitions effects, logos, fades, and more.



It is now possible to create channels that digitally rival national news outlets, or sports stations, or even the most sophisticated broadcasters with graphics, text, and scheduling power previously five-times the cost. The MX5-Plus model features live video input capability (Composite, Y/C, and RF Tuner) and an optional 4x1 internal AV switcher. The series introduces dual independent channel output (RGBHV only). Run two completely independent channels of full MX5 type content from one machine—the economics are incredible! Check [www.mediaxtreme.tv](http://www.mediaxtreme.tv) for all the latest product specifications and features.

## FEATURES

- Composite, Y/C, DVI, RGBHV output
- MPEG1, 2, AVI, WMV, VOB
- Live External Video input on Plus Model
- Dual Head on models
- NTSC, PAL-B, 4:3 or 16:9
- Seven-layer simultaneous and independent graphics, text and motion video effects
- Integrated 2D and 3D page-to-page transitions
- 25-year scheduler for channel automation
- Stand-alone remote control software
- Built-in Network Control Port (10/100)
- Stereo audio output (5.1 capable)
- Next generation MX chassis--Ruggedized and redundant internal cooling with triple-planar air flow.
- Embedded Microsoft Windows XP Pro™ based player system for security, stability and networkability

Part #	Options
MX5-ICIP	Insta-Crawl for Remote User
MX5-NEWS	Internet News Ticker Service
MX5-AVR4	Built-in 4x1 AV Switcher

### APPLICATIONS

- Photo-Classified Channel
- In-Store Digital Signage
- Any television system with need to schedule and playback media
- Kiosks
- Corporate facilities, dormitories, workshops, factories, board rooms, meeting rooms, public or private schools, higher learning facilities, sports venues, and more.
- Facility Wide Information Systems

\*\*\*\*\***WARNING**\*\*\*\*\*

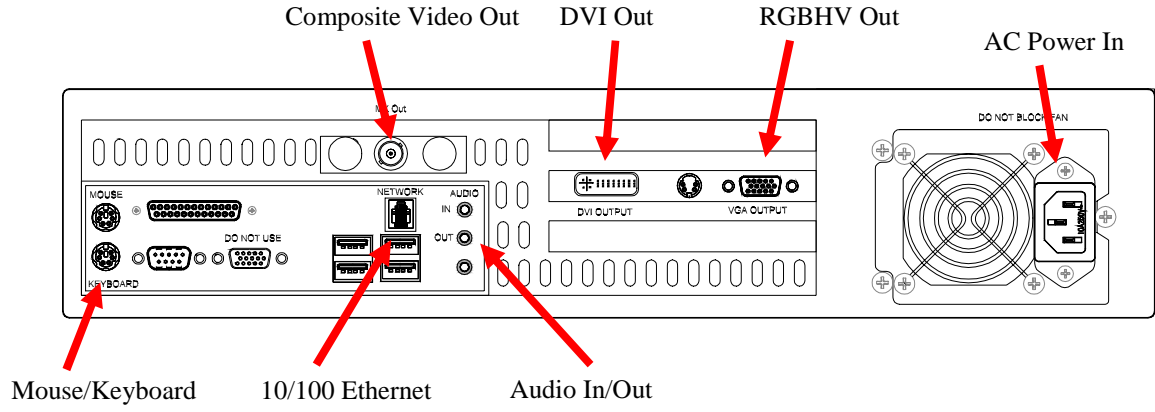
Lethal operating voltages present at system power supply unit—internal and external units. Completely disconnect main power cord prior to opening cover or removing any panels. Only trained and authorized personnel should attempt any internal modifications, repairs, or service.

**\*\*\*CAUTION\*\*\***

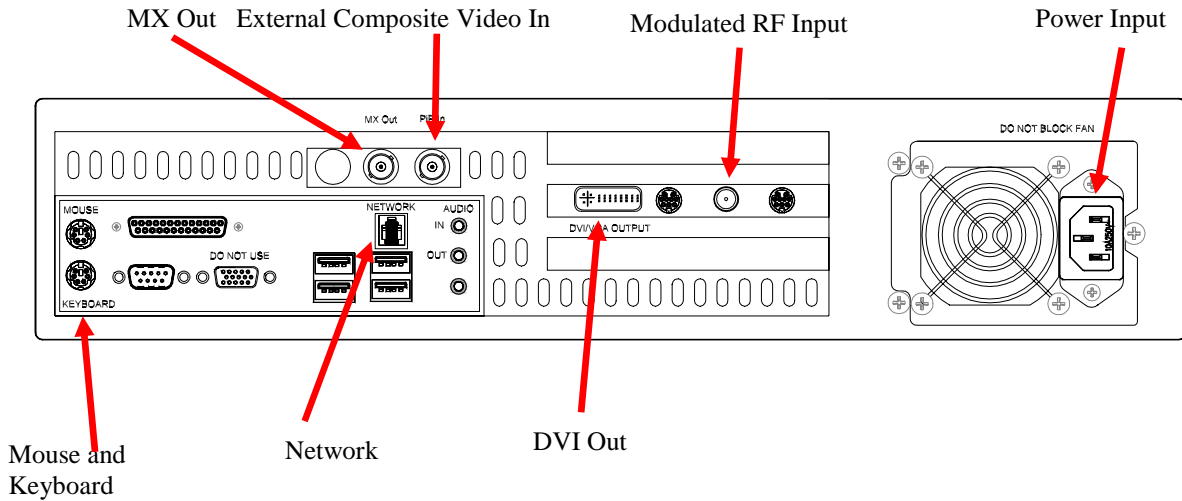
Unit operates on 100 – 220 VAC 50 – 60 Hz Main Power. Inadequate power grounding can result in equipment damage or destruction and could void warranty. Ensure you utilize provided power supply unit only. Use of improper power supply can damage or destroy the unit and will void the warranty.

### Connections

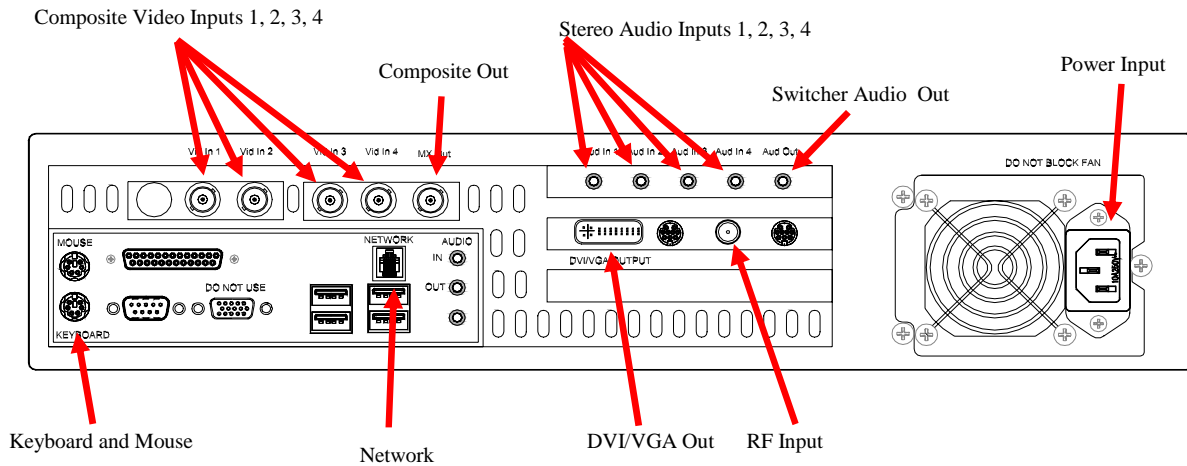
#### MX5 Rear Panel Overview



MX5-Plus Rear Panel Connections

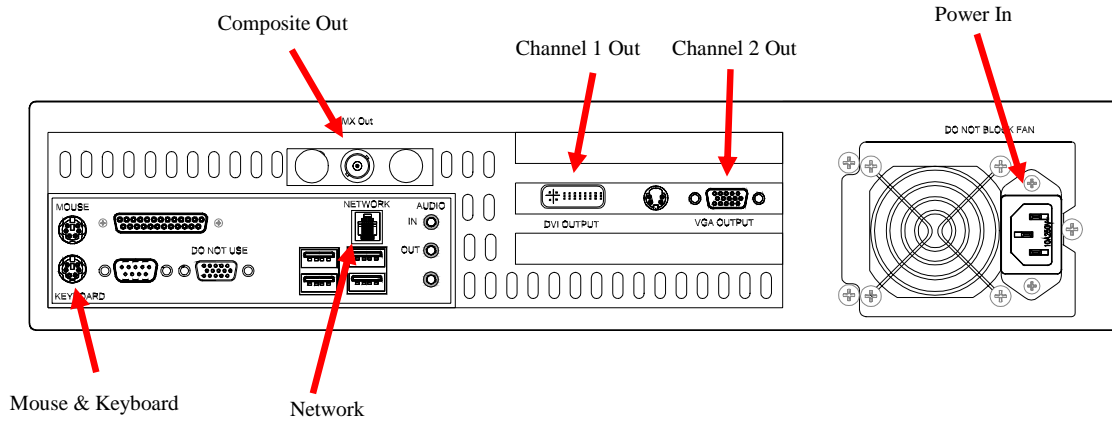


MX5-Plus with 4x1 AV Switch Rear Panel Connections





-MH2 Dual Channel Rear Panel Connections



Standard PC Connections (refer to figure 1) (\* = required connection for MX5 normal operation— + = required for initial setup only and may be removed after setup--all other connections not marked with \* or + are optional)

+ MOUSE: Standard PS/2 style mouse

+ KEYBOARD: Standard PS/2 style keyboard

USB 1 & 2: Universal Serial Bus (any number of add-in peripherals such as printer, mouse, keyboard)

PARALLEL PORT: Standard printer port

IOIO: Standard RS-232 serial port

\* AUDIO LINE OUT: Connect with 3/8" Stereo plug to audio amplifier or switcher for audio broadcast over cable or broadcast television system. Required if you desire audio on-air capability.

AUDIO LINE IN: Use 3/8" stereo plug to connect radio receiver, CD player, tape player, etc... to line-in to loop through external audio source over the video presentation.

AUDIO MIC IN: Can serve as microphone input or secondary audio source input.

\*+ VIDEO: This is one of three main video outputs. One, two or all three connections can be made simultaneously—Composite Video Out (BNC connector outputting standard Baseband (unmodulated) video) typically used in cable applications, as input to switchers or modulators; DVI Out used typically to connect to high-end LCD or other flat panel displays; RGBHV Out used typically to connect to standard VGA type device (computer monitors, flat panels without DVI)

NETWORK: This is a 10/100 Base-T LAN connector--connect your MX5 to your network via this port, to allow for remote control of the device. Factory default setting for the device is DHCP—automatically acquire an IP address. The unit's serial number is its default network name (If you must set or change the IP address in your MX5 and are unfamiliar with networks or do not understand the steps in this manual, contact IT trained personnel prior to changing any settings.)

\*Main Power: Standard 100 to 220 VAC, 50 to 60 Hz input. Utilize the IEC power supply cord shipped with your unit. Connect this only when you are ready to run the unit. As soon as you plug in the AC Main Power, the device will power-up, Power-On-Self-Test (POST), and begin to run the current schedule.

## MX5 Player Setup

The MX5 can be a fire-and-forget device. Once you have made the minimum appropriate connections (be sure to connect an output video and power!) the unit will begin to play the currently loaded schedule.

Should MX5 be shut down through normal Windows™ means, you'll need to power the unit with the front panel momentary rocker switch. To do so, simply press the momentary, black power switch on the front-right of the unit (behind the right door as you are looking at the front of the unit) and release. You will hear the fans begin to run, and LED indicators on the front panel should illuminate.

Out of the box, MX5 has a sample schedule playing. This will begin to run after the unit completes its posting (as long as video and power are connected.)

**\*\*\*NOTE\*\*\***

MX Players may take up to 60 seconds to completely POST, load sets, and begin playing its schedule. Please be patient during this process.

The first thing to do when you receive your MX Player is to open the box and ensure the device has arrived safely. Remove the Player and the accessory pack from the box and inspect for any obvious shipping or storage damage.

The accessory pack contains this manual, your application CD, and a selection of cables and adapters that might be useful in different applications.

Now, we need to place the MX5 and connect it up. If the MX5 is to be rack-mounted, do so using four heavy duty rack screws. Do not use the MX5 as a shelf to support any weight other than its own.

You are going to have to communicate with the MX5 either via Ethernet, Serial, or optional telephone modem. This communication path is the method you are going to use to send your content (pages, crawls, videos, logos, pictures) from your creator computer (that's where we're going to load the software later) to the Player (the actual MX5—black box with a "5" on the right front door). For the purpose of this manual, we are going to assume you are communicating via Ethernet.

## Player Network Setup

There are two ways we can communicate via Ethernet. One way is direct connection with a Cat-5 Cross-Over cable. This type of connection directly connects the Ethernet port of one computer (your creator computer) with the Ethernet port of another (the MX5). The MX5 accessory pack contains a cross-over cable should you go this route. The other Ethernet method is through a network (your corporate wide area network, or a small intranet). A network connection means there is a hub, a switch, or a router somewhere in the system and multiple computers can share resources over that network. A network connection is the most typical method of setup.

Once you have decided upon your connection method, and have secured a network socket to plug into, we'll need to begin setting up the MX5 by configuring its network adapter.

Connect a PC monitor (use the proper RGBHV connector and DVI to VGA adapter as required—Do Not Use Any Connector Labeled "DO NOT USE"), a keyboard, a mouse, your network cable, and power.

Watch the PC monitor, for the POST sequence. Once the device finishes start-up it will begin playing the current schedule.

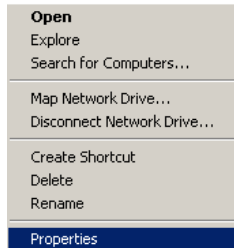
With the MX5 playing a schedule, press the "ESC" key on the keyboard. You should immediately see the MX5 stop and see the XP© desktop appear. If it seems that "ESC" isn't working use "CTL-ALT-DEL" and "End Task" MX5.

Now, setup the Network Adapter just like any XP© based computer.

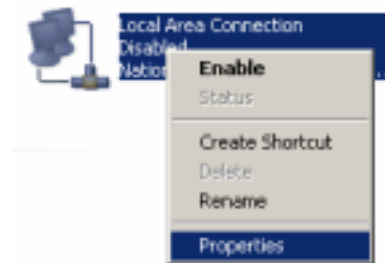
Use the mouse and right click on the My Network Places Icon.



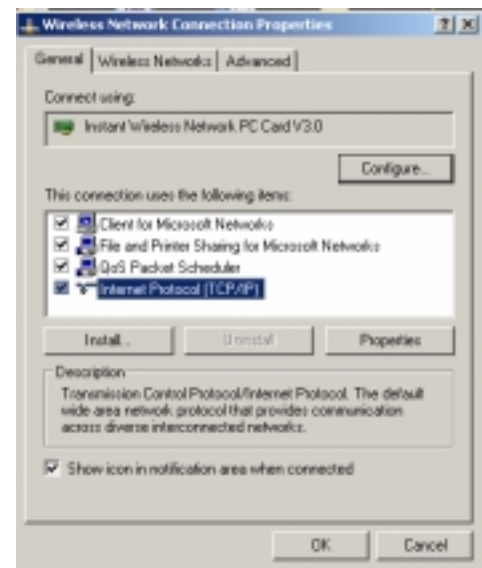
Then single left-click PROPERTIES



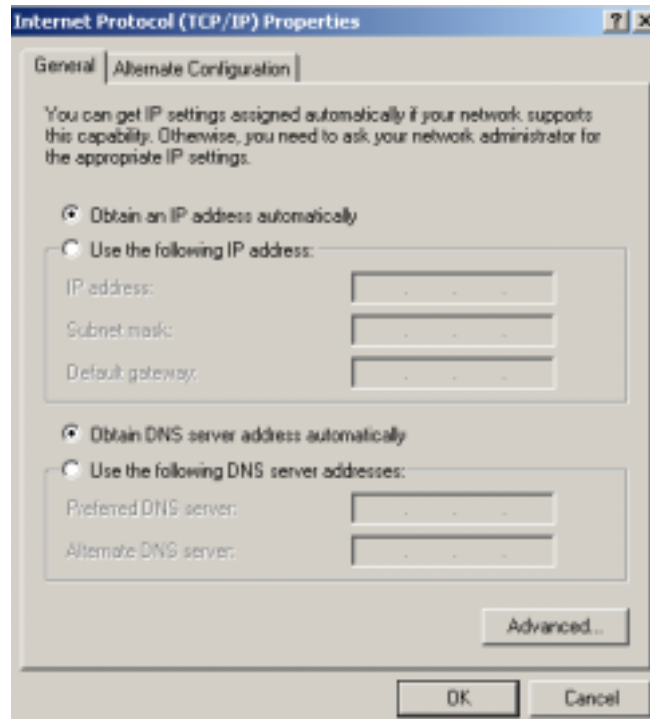
Next right-click on the Network Connection Icon, and left-click PROPERTIES again



Highlight INTERNET PROTOCOL TCP/IP and left-click PROPERTIES one more time...



**At this point, if you are not clear on exactly what to set, contact an IT professional before proceeding!**



There are two ways to obtain a network address. One way is called DHCP, or Dynamic Host Configuration Protocol. This method allows an external device to assign you an address. This is the most popular method of addressing because it allows for maximum flexibility in your IT department's addressing schemes and it also is the safest in regards to viruses, hackers, etc...because your IP address changes over time.

The problem with it is that your IP number can change over time. Since you are going to use the IP number to connect to your MX5, it's rather important to know this IP number at all times (when the IP changes via DHCP you won't necessarily even know it happened).

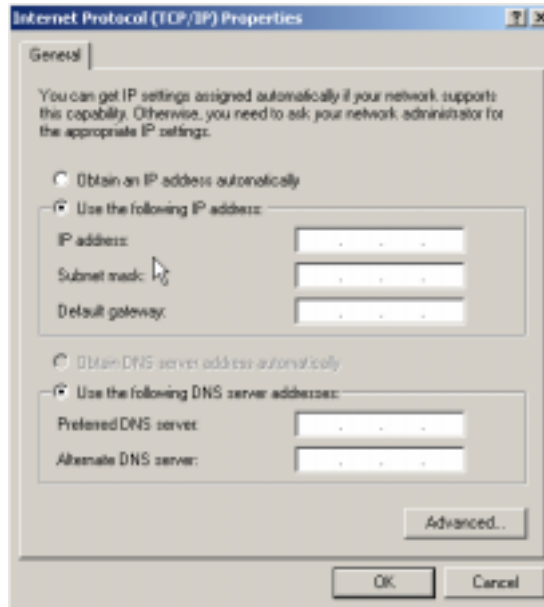
This makes the second method addressing, called STATIC IPs, the most desirable for this application. STATIC IPs must be protected by network firewalls and routers. While DHCP is safer on its own, STATIC IPs are easily guarded.

With that small explanation in mind, you must now know or decide if you're going to setup DHCP or STATIC. If you are going with DHCP, then simply click OK on the window pictured above.

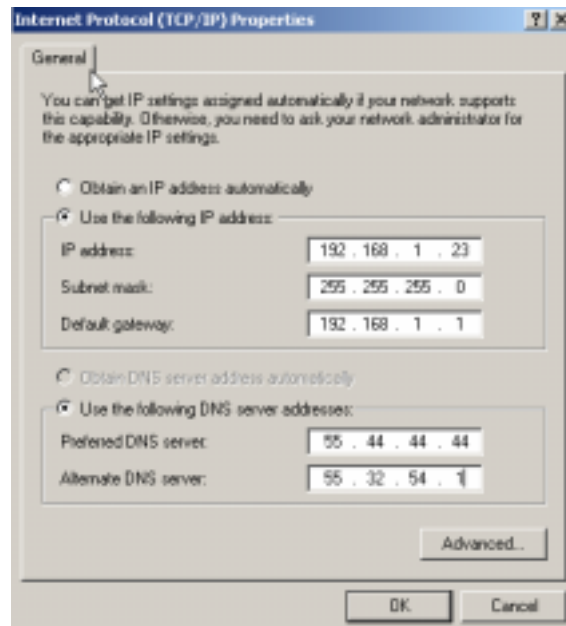
If you have a DHCP router or your Internet Service Provider does, you will automatically receive an IP address and be ready to communicate.

If, on the other hand, you decide to go with a STATIC IP, you are going to have to set it now. This IP address must be something that is compatible with your network, and is provided to you by your IT department if you're so equipped.

To set the STATIC IP, left-click the USE THE FOLLOWING IP ADDRESS radio button.



Enter data in the IP ADDRESS block, the SUBNET MASK block as a minimum. If you have the DEFAULT GATEWAY, PREFERRED DNS SERVER, and ALTERNATE DNS SERVER enter those numbers as well. Your IT department should provide those numbers, or make these settings for you.



If your MX5 is going to need internet access, for instance if you intend to connect to it from a different network (as in connecting to your work network from your home internet connection), or are going to utilize dynamic external data like weather forecasts or headline news services, then you will need the gateway and DNS numbers.

There are a myriad of IT tricks that can be applied, such as virtual private networks, host files, aliasing, to truly complicate connections. It is best to work cooperatively with your IT department to ensure smooth operations.

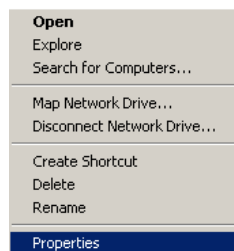
If you are going to use STATIC IP and a direct connection via a cross-over cable, simply set the IP number and Subnet Mask to compatible ranges on the creator computer and the MX5...but ensure the IP numbers on both are not the same in the final octave—for example, using a cross-over cable, if the MX5 receives an IP number of 10.0.0.5, your creator computer should get an IP something like 10.0.0.10 (anything from 0 to 255, but not 5 in that last set)! Your subnets SHOULD be identical (255.255.255.0 on both would be typical).

You can verify that your IP address you set has “taken” in the MX5, or you can look to see what IP address a DHCP device assigned your MX5 by taking the following steps:

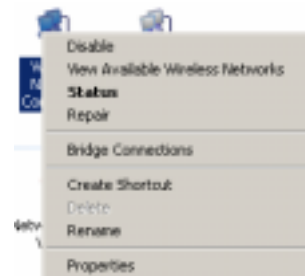


1. While still at the MX5’s desktop, right click on the MY NETWORK PLACES icon

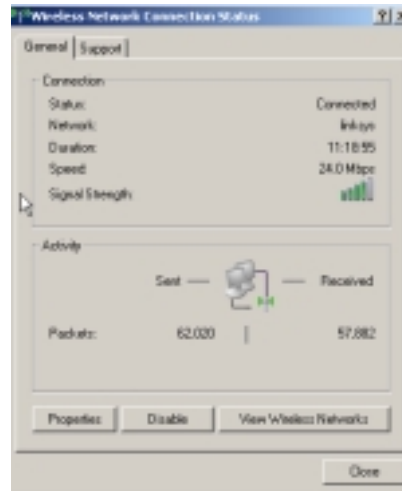
2. Then single-left-click PROPERTIES



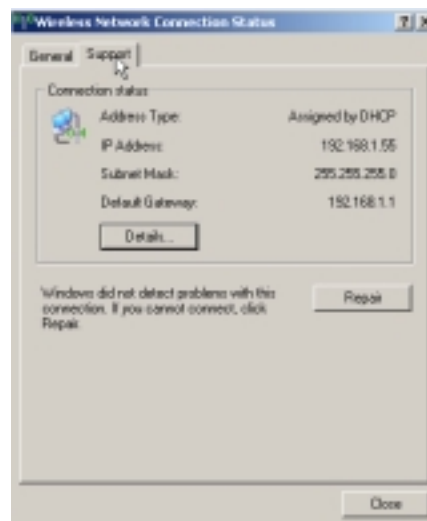
3. Right-click on your network connection’s icon



4. Single-left click on STATUS



5. Click the SUPPORT Tab and verify your IP settings



If your IP Address, Subnet Mask, and Default Gateway all appear proper, you are ready to move on—if something is wrong, repeat the network setup or contact an IT professional.

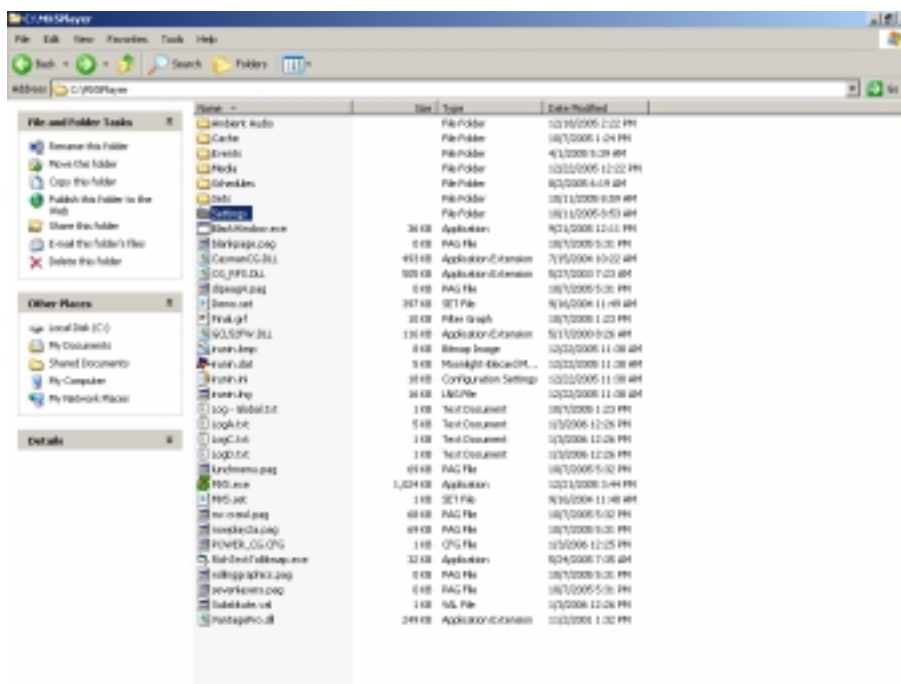


## Setup Player Properties (INI Files)

The player can be configured for several modes of operation. Those property settings are made in the SETTINGS.INI initialization file.

To open the SETTINGS.INI file, connect a keyboard, monitor, and mouse to the player if not already connected. Stop the player application by pressing ESC and return to the player desktop if not already there.

Double-click on MY COMPUTER icon; browse to C drive and open MX5PLAYER folder.



Open the SETTINGS folder and open the SETTINGS.INI file (use Notepad if not already selected). Only change INI settings after you completely understand what those changes will do. The following INI values can be set (factory defaults shown):

```
[Display]
Width=1024
Height=768
Refresh=60
Monitors=1
Rotation=0
Dynamic Textures=True
```

```
[Options]
```

CrawlCutoff=False  
VariablesUpdateSpeed=10000  
Video=True  
CrawlSync=False  
Flash=True  
HTML=True  
PowerPoint=True  
Resource Thread Timeout=60000  
Render Thread Timeout=60000  
Unwanted Minimize Check Frequency=15000

## [Audio]

AudioAutoLoopMinDuration=10000  
LINE\_MAX=100.0  
LINE\_HALF=50.0  
MIC\_MAX=100.0  
MIC\_HALF=50.0  
WAVE\_MAX=100.0  
WAVE\_HALF=50.0  
MODE=2a  
RAMP\_LENGTH=1000  
STEP\_LENGTH=10

## [Communications]

TCP Enabled=True  
TCP Port=80  
UDP Enabled=True  
UDP Port=4098

## [Startup]

Delay=2500  
Schedule Delay=7500

## [Weather]

DavisVantagePro=False  
DavisVantagePro COM Port=1  
DavisVantagePro Baud Rate=19200

## [Folders]

Media=C:\MX5Player\Media  
Schedules=C:\MX5Player\Schedules  
Sets=C:\MX5Player\Sets  
Events=C:\MX5Player\Events  
Confirm=C:\MX5Player\Settings

Ambient Audio=C:\MX5Player\Ambient Audio  
[Security]  
Password=  
[Ambient Audio]  
Enabled=False

An explanation of each INI parameter:

Display - controls various aspects about the screen  
[Display]

Width - Screen resolution width, in pixels.  
Width=1024

Height - Screen resolution height, in pixels  
Height=768

Refresh - Refresh rate of the monitor. The application will attempt to run at this many frames per second as well, which affects the speed of crawls/rolls, since their speed is defined in terms of pixels per frame. The more frames you have per second, the more pixels a crawl or roll will move per second, and thus the faster it moves.

Refresh=60

Note on Width, Height and Refresh - The values specified must be supported by the hardware--if they are not the program will default to 800 by 600 at 60 Hz.
--

Rotation - Sets the rotation of the screen to some multiple of 90 degrees. Can be 0 (which is normal), 90, 180, or 270. Use this to orient a display sideways, or even upside down.

Rotation=0

Monitors - Specifies the number of monitors that are to be used by MX5 or MX7. MX5 supports only 1 and MX7 supports 1, 2, or 4

Monitors=1

Dynamic Textures - Specifies whether or not the MX5 will use dynamic textures. Use of these textures aids in preventing jerks when new content is uploaded into the video memory. Some cards do not support these textures. Only Matrox quad head cards fall under this category, thus - MH4 must have this setting at False—all others would be true.

Dynamic Textures=True

Options - controls miscellaneous options  
[Options]

CrawlCutoff - Can be either True or False. If True, then crawls will end immediately at the end of their dwell time. If False, they will continue to be displayed until they reach the end of the crawl, and only then will the next crawl be displayed (if there is a next crawl.)

CrawlCutoff=True

CrawlSync - Can be either True or False. If True, then crawls will base their number of iterations off of dwell times more accurately so that the crawls remain synchronized overall with the dwell times specified. Sometimes a crawl will play longer than its dwell time to finish off a full iteration, and sometimes it will play one less iteration, thus playing less than its dwell time. In some cases, this can result in a crawl being completely skipped. Note that this setting has no effect if the CrawlCutoff setting is TRUE, as that setting forcibly keeps everything synchronized. If both of these settings are false, however, then every crawl will play for at least its dwell time and will then finish off its iteration (meaning that most crawls will play longer than their specified dwell time, causing them to get out of sync with the rest of the set).

CrawlSync=True

VariablesUpdateSpeed - The rate at which MediaCreator pages are redrawn in order to update variables. This is measured in milliseconds. Setting this value too low can push the processor too hard, and resources might load too late.

VariablesUpdateSpeed=10000

Video - Can be either True or False. Turns videos on or off. If off, they are replaced by gray Static. This setting might be needed for troubleshooting if the program crashes when trying to display a video.

Video=True

Flash - Can be either True or False. Turns Flash support on or off. If off, they are replaced by gray static. This setting might be needed for troubleshooting if the program crashes when trying to display a Flash.

Flash=True

HTML - Can be either True or False. Turns HTML support on or off. If off, they are replaced by gray static. This setting might be needed for troubleshooting if the program crashes when trying to display an HTML page.

HTML=True

PowerPoint - Can be either True or False. Turns PowerPoint support on or off. If off, slideshows are replaced by gray static. This setting might be needed for troubleshooting if the program crashes when trying to display a slideshow.

PowerPoint=True

Resource Thread Timeout - Time in milliseconds that the program will wait for the resource thread to indicate that it is still running correctly before the player application forces a hard

termination and restart of itself (application restart). A value of 0 means that this will never happen no matter how long the resource thread hangs.

Resource Thread Timeout=60000

Render Thread Timeout - Time in milliseconds that the program will wait for the render thread to indicate that it is still running properly before it forces a hard termination and restart of itself. A value of 0 means that this will never happen no matter how long the render thread hangs.

Render Thread Timeout=60000

Unwanted Minimize Check Frequency - Time in milliseconds between each check to ensure the MX is not minimized. A value of 0 indicates that no check is ever done.

Unwanted Minimize Check Frequency=15000

Audio - controls settings regarding sound

[Audio]

AudioAutoLoopMinDuration - determines the minimum length that an audio clip needs to be in order to loop when played. If a clip is longer than this value (measured in milliseconds), then the clip will play once, and then remain quiet for the remainder of its dwell time. If the clip is less than this length, then it will loop until its dwell time is up.

AudioAutoLoopMinDuration=10000

LINE\_MAX - The volume that Line-In is at when it is the primary audio source. The value is from 0.0 (silent) to 100.0 (max allowable volume), and is roughly linear not exponential.

LINE\_MAX=100.0

LINE\_HALF - The volume that Line-In is at when it is active, but is not the primary audio source. The value is from 0.0 (silent) to 100.0 (max allowable volume) and is roughly linear not exponential.

LINE\_HALF=50.0

MIC\_MAX - The volume that Mic-In is at when it is the primary audio source. The value is from 0.0 (silent) to 100.0 (max allowable volume), and is roughly linear not exponential.

MIC\_MAX=100.0

MIC\_HALF - The volume that Mic-In is at when it is active, but is not the primary audio source. The value is from 0.0 (silent) to 100.0 (max allowable volume), and is roughly linear, not exponential.

MIC\_HALF=50.0

WAVE\_MAX - The volume that files are at when they are the primary audio source. The value is from 0.0 (silent) to 100.0 (max allowable volume), and is roughly linear not exponential.

WAVE\_MAX=100.0

WAVE\_HALF - The volume that files are at when they are active, but are not the primary audio source. The value is from 0.0 (silent) to 100.0 (max allowable volume), and is roughly linear, not exponential.

WAVE\_HALF=50.0

MODE - The audio mode that is being used by the MX5. Available modes are listed below and described:

0 - All audio sources always play at max volume.

1a - Ambient audio plays through Line-In, and will ramp down to silence whenever a file with audio is active.

1b - The same as 1a, except that instead of ramping down to silence, Line-In will ramp down to half volume (LINE\_HALF).

2a - Ambient audio plays through Mic-In, and will ramp down to silence whenever either a Video-In or a file with audio is active. Similarly, Video-In audio plays through Line-In, and will ramp down to silence whenever a file with audio is active.

2b - The same as 2a, except that instead of ramping down to silence, Mic-In and Line-In will ramp down to half volume (MIC\_HALF and LINE\_HALF, respectively).

Mode=0

RAMP\_LENGTH - The duration (in milliseconds) over which audio will ramp from a starting volume to a final volume.

RAMP\_LENGTH=1000

Communications - controls settings regarding communications.

[Communications]

TCP Enabled - True or False. Informs the MX5 to listen for incoming messages through a TCP port.

TCP Enabled=True

TCP Port - Specifies the port number on which the MX5 is to listen for TCP messages. Ignored if TCP Enabled is false.

TCP Port=1000

UDP Enabled - True or False. Informs the MX5 to listen for incoming messages through a UDP port.

UDP Enabled=True

UDP Port - Specifies the port number on which the MX5 is to listen for UDP messages. Ignored if UDP Enabled is false.

UDP Port=4098

Serial Enabled - True or False. Informs the MX5 to listen for incoming messages through a serial port.

Serial Enabled=True

Serial Device - Indicates the name of the serial device or port to use to listen for incoming messages. Ignored if Serial Enabled is false.

Serial Device=COM1

Serial Flow Control - Indicates the flow control used when listening for incoming messages. Ignored if Serial Enabled is false. Can be x for software (Xon/Xoff); H for hardware (Rts/Cts); N for none.

Serial Flow Control=N

Serial Baud Rate - Indicates the baud rate used when listening for incoming messages. Ignored if Serial Enabled is false.

Serial Baud Rate=9600

Serial Parity - Indicates the parity used when listening for incoming messages. Ignored if Serial Enabled is false. Can be O (odd); E (even); N (none); M (mark); or S (space).

Serial Parity=N

Serial Data Bits - Indicates the data bits used when listening for incoming messages. Ignored if Serial Enabled is false. Can be 5, 6, 7, or 8.

Serial Data Bits=8

Serial Stop Bits - Indicates the stop bits used when listening for incoming messages. Ignored if Serial Enabled is false. Can be 1, 1.5, or 2. If Data Bits is 5, then a Stop Bits value of 2 will be interpreted as 1.5.

Serial Stop Bits=1

Folders - Sets custom locations for various folders

[Folders]

Media - Sets a custom location for the folder containing all the media used by the MX5. Note that sets are also able to use absolute paths for filenames, so that alternate folders can be used for individual files.

Media=C:\MX5Player\Media

Schedules - Sets a custom location for the folder containing all the schedules used by the MX5.

Schedules=C:\MX5Player\Schedules

Sets - Sets a custom location for the folder containing all the sets used by the MX5. Note that schedules are also able to use absolute paths for filenames, so that alternate folders can be used for individual files.

Sets=C:\MX5Player\Sets

Events - Sets a custom location for the folder containing predefined events.

Events=C:\MX5Player\Events

Confirm - Sets a custom location for the folder to look in for the file Confirm.txt.

Confirm=C:\MX5Player\Settings

Ambient Audio - Sets a custom location for the folder to look in for all audio files that are played as ambient audio.

Ambient Audio=C:\MX5Player\Ambient Audio

Security

[Security]

Password - a password used by the front-end before allowing instant commands to be sent to the back-end. Blank after the equal sign indicates that there is no password.

Password=

Ambient Audio - controls details concerning the playback of ambient audio from the ambient audio folder

[Ambient Audio]

Enabled - determines whether or not the files in the ambient audio folder will be played as ambient audio or completely ignored

Enabled=False

Startup - controls settings related to program startup

[Startup]

Delay - The amount of time (in milliseconds) that the program will wait before actually beginning. Used only to attempt to avoid a problem where the program will start up minimized after booting the computer. Set to a low number to increase the initial execution speed.

Delay=1000

Schedule Delay - The amount of time (in milliseconds) that a newly loaded schedule will wait before actually starting. This gives the resource manager time to load resources that are needed at the very beginning of the schedule, so that once the schedule starts everything is there as it should be.

Schedule Delay=5000

Weather - Settings associated with weather equipment

[Weather]



DavisVantagePro - Can be True or False, to enable reading from the Davis Vantage Pro Weather Station (DVPWS).

DavisVantagePro=True

DavisVantagePro COM Port - Specifies the COM port used by the DVPWS.

DavisVantagePro COM Port=1

DavisVantagePro Baud Rate - Specifies the baud rate used by the DVPWS.

DavisVantagePro Baud Rate=19200

DavisVantagePro Direction Style - Specifies the style used to display directions (such as wind direction). Current styles are either degrees (or numbers) and boxed (or letters).

DavisVantagePro Direction Style=Letters

LIW\_FTP\_IP

LIW\_FTP\_IP=127.0.0.1

LIW\_FTP\_USERNAME

LIW\_FTP\_USERNAME=guest

LIW\_FTP\_PASSWORD

LIW\_FTP\_PASSWORD=guest

LIW\_SRC\_FOLDER

LIW\_SRC\_FOLDER=.

LIW\_VAL\_FILE

LIW\_VAL\_FILE=

EMS

[EMS]

EMS\_FTP\_IP

EMS\_FTP\_IP=127.0.0.1

EMS\_FTP\_USERNAME

EMS\_FTP\_USERNAME=guest

EMS\_FTP\_PASSWORD

EMS\_FTP\_PASSWORD=guest

EMS\_SRC\_FOLDER

EMS\_SRC\_FOLDER=.

EMS\_GET\_FILE  
EMS\_GET\_FILE=

News  
[News]

NEWS\_FTP\_IP  
NEWS\_FTP\_IP=ftp.mediaxtreme.tv

NEWS\_FTP\_USERNAME  
NEWS\_FTP\_USERNAME=guest

NEWS\_FTP\_PASSWORD  
NEWS\_FTP\_PASSWORD=guest

NEWS\_SRC\_FOLDER  
NEWS\_SRC\_FOLDER=news/guest

NEWS\_GET\_FILE  
NEWS\_GET\_FILE=hp2gen.txt

Datafeed  
[Datafeed]

DATAFEED\_FTP\_IP  
DATAFEED\_FTP\_IP=127.0.0.1

DATAFEED\_FTP\_USERNAME  
DATAFEED\_FTP\_USERNAME=guest

DATAFEED\_FTP\_PASSWORD  
DATAFEED\_FTP\_PASSWORD=guest

DATAFEED\_SRC\_FOLDER  
DATAFEED\_SRC\_FOLDER=.

DATAFEED\_GET\_FILE  
DATAFEED\_GET\_FILE=

VideoIn Cropping - The feature displays only a subwindow of a video-input.  
[VideoInCropping]

Enabled - True or False. If false, this feature is ignored.  
Enabled=True

Left, Top, Width, Height - Can be either a percentage or a pixel value. If there is a percent sign % after the number, then it is a percentage value, from 0% to 100%. Else, it is a pixel value. For most videos, this should be from 0 to 720 for horizontal settings, and 0 to 480 for vertical settings.

Left - Determines the left edge of the subwindow to obtain from the video-in stream.  
Left=0%

Top - Determines the top edge of the subwindow to obtain from the video-in stream.  
Top=0%

Width - Determines the width of the subwindow to obtain from the video-in stream.  
Width=100%

Height - Determines the height of the subwindow to obtain from the video-in stream.  
Height=100%

## Set the MX5 to PLAY



Locate the GREEN 5X icon on your MX5 Player desktop and double-left-click it to restart the application (all mouse references in this manual assume right-handed mouse).

You can disconnect the VGA monitor, keyboard, and mouse at this time (it isn't required though—they don't detract from any operation if left connected). The bare necessities are the video connection(s), the communications connection (Ethernet), and Power. If there's audio involved, ensure it remains connected as well.

You should have a configured MX5 playing content now (the demo reel if this is the first time your machine is ran or if you've not sent a schedule over to it yet) and connected to your network now. If something in the previous steps did not work, contact your IT department, your dealer, or Keywest Technology for further assistance.

## MX5 MediaScheduler Software Installation

### Minimum System Recommendations

To enjoy the full features and functions of the scheduler software, including rendered full motion previews, you will need a PC that meets the following:

- P4 at 2GHz (or better—Centrino© adequate for Laptops)
- 400MHz Front Side Buss Motherboard

- 256MB 2100 DDR RAM
- 7200 RPM IDE HDD with at least 150MB open space
- CD-ROM or DVD-ROM drive
- High-Speed Internet Connection
- Video Card or Chipset equivalent to or better than ATI 9000 Rage© with 64MB Video Memory
- Windows 2000 Pro© or Windows XP© Operating System

MediaXtreme systems are not compatible with Macintosh© Operating Systems

The scheduler software will run on older or less powerful machines, but fully rendered preview will not be available. We will cover both preview versions later in this manual.

## Install Software

Insert the CD that came with your system. If your computer has autorun on a splash screen will appear—if the CD doesn't auto-run, browse to your CD drive, and click autorun.exe.

Click the **INSTALL MX5 SCHEDULER** button.

Next, the Install Wizard should start.

The version numbers you see in this manual are for demo purposes only. Version numbers change daily with the addition of features and software corrections



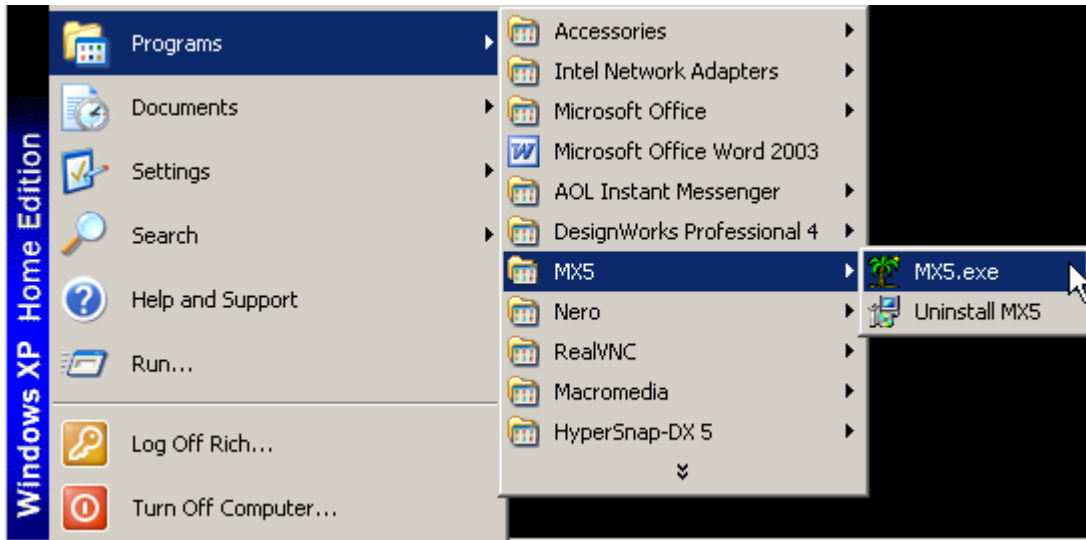
Click **NEXT** then follow the on-screen prompts and instructions to install your software.

Install all the components the Wizard prompts you to use. Failure to install one of those components might render a feature or function unavailable.

Once the software is completely installed locate the MX5 icon on your desktop



If you do not have a desktop icon, click your windows START button, locate the MX5 item, and click MX5.exe as pictured below.



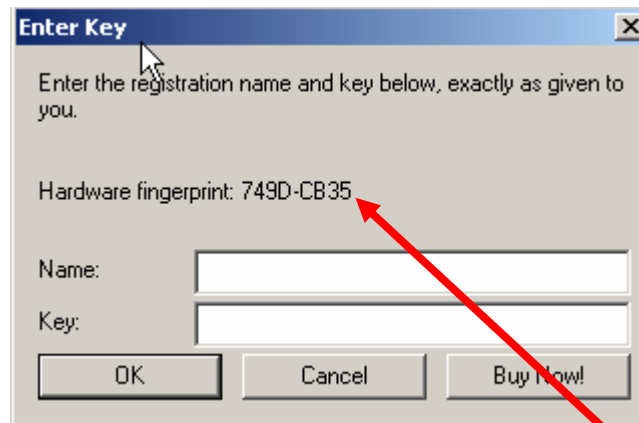
## Software Registration

MX5 comes complete with one license to operate the scheduler software. The software will run for 30-days unregistered, but will cease to function after that. You will have to register your software to unlock the license.

While the software is unregistered, when you start it, a REMINDER will appear on your task bar at the bottom of your desktop. Click the REMINDER.



The dialog box pictured immediately above will appear. Click ENTER KEY if you are ready to register your software.



The ENTER KEY dialog box will open. This box displays your hardware fingerprint. This number is critical in registering your software—highlight it and copy it or write it down.

On a computer with internet access, proceed to [www.mediaxtreme.tv](http://www.mediaxtreme.tv)



On the left side of the home page, locate the **PRODUCT REGISTRATION** pane. Use the drop-down box to select your product (MX5, MX5-Plus, -MH2) and then click **PROCEED**.

Next, fill in all the blanks on the following form that appears on your screen (Note the block for the hardware fingerprint—this is the number you made a note of earlier).



After you complete and submit this form to Keywest Technology, you will receive your permanent security key and registration name within 24-business hours—therefore it is imperative the email address you give is one that can receive emails and you do check regularly.

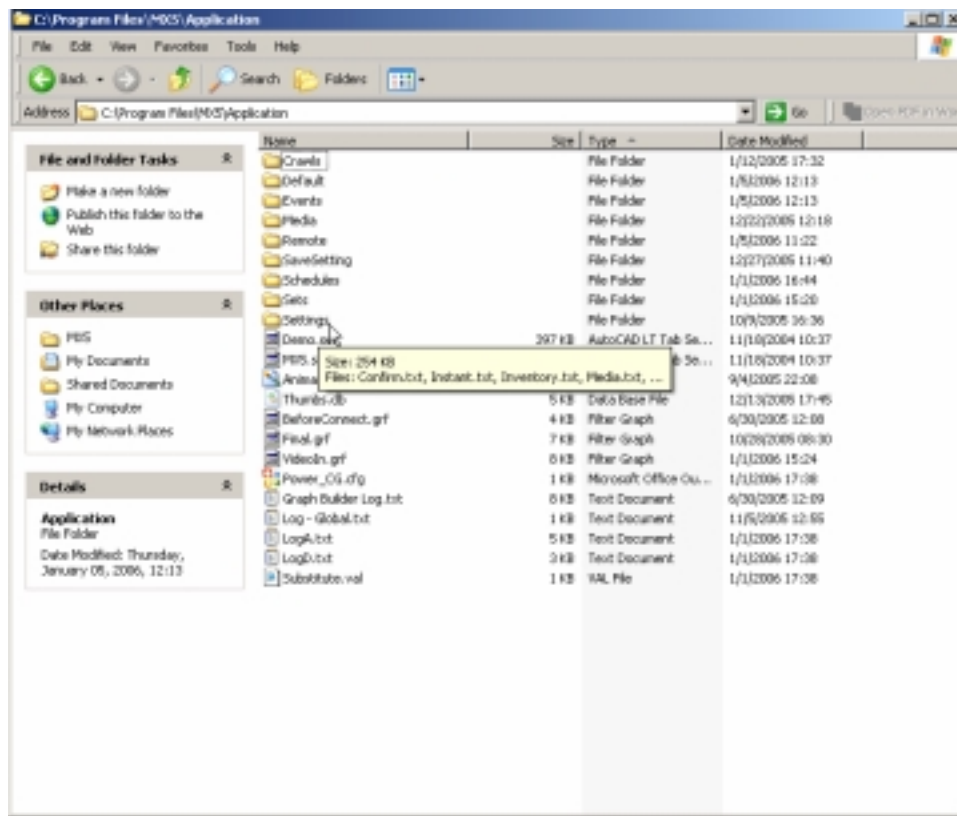
If you do not have email access, you may register via fax or the phone--call Keywest Technology at 800-331-2019 for details.

Once you've gone through those preliminary steps, you should have a working MX5 player and software loaded on a computer that you're going to use to create and schedule media. You should also have both machines connected in some way, preferably high-speed network.

## MX5 Scheduler Graphical User Interface (GUI)

### Set Scheduler Properties (INI Files)

Browse to the installed directory, typically C:\Program Files\MX5\Applications\Settings





Open the SETTINGS.INI file (use notepad if not already selected). This initialization file (INI) provides the means to set certain parameters for the scheduler program:

```
[Display]
Width=1024
Height=768
Refresh=60
Monitors=1
```

```
[Options]
CrawlCutoff=True
Video=True
PowerPoint=True
Flash=True
HTML=True
```

```
[Preview]
Width=315
Height=227
Left=460
Top=156
```

```
[RESOLUTION]
width = 1024
height = 768
```

```
[BROWSERS_INFO]
browser1=f:\
browser2=C:\Documents and Settings\Rich\My Documents
browser3=C:\Program Files\MX5\Application\Media
view=3
```

```
[CONTROL]
IR=
```

```
[TRANSITION]
default=Random
```

```
[DWELLTIME]
default=15
```

```
[DEVICE_CONTROLS]
EXTRON_CMS_INPUT=12
EXTRON_CMS_OUTPUT=12
```

DEFAULT\_DELAY=10  
AVR\_ROUTER=0  
AVR\_NETWORK\_OPTION=1  
AVR\_INPUTVIDEO\_TO\_OUTPUT1=0  
AVR\_INPUTVIDEO\_TO\_OUTPUT2=0  
AVR\_INPUTVIDEO\_TO\_OUTPUT3=0  
AVR\_INPUTVIDEO\_TO\_OUTPUT4=0  
DVD\_VCR\_COMPORT=1  
DVD\_VCR\_DEVICE=0  
INTERNAL\_SWITCHER\_COMPORT=1  
[Communications]  
UDP Enabled=True  
UDP Port=4098

The following is a description of each parameter:

[Display]

These selections set the function of the preview window (so the preview window simulates the actual player setup)

Width—sets the width of the video window in pixels

Width=1024

Height—sets the number of horizontal lines (768 typical setting to support 720P High-Definition TV)

Height=768

Refresh—sets the refresh rate of the video displays to be used

Refresh=60

Monitors—sets the number of monitors supported by the player (1 for MX5, 2 for MX7)

Monitors=1

[Options]

Various Preview Options

CrawlCutoff—sets if the crawl stops at dwell time or after last character

CrawlCutoff=True

Video—turns video file playback (such as MPEG) on or off (True or False); this is used when the scheduler is playing on a PC with limited resources that can't support full preview functions.

Video=True

PowerPoint—turns PowerPoint playback on or off (True or False); this is used when the scheduler is playing on a PC with limited resources that can't support full preview functions.

PowerPoint=True

Flash—turns flash playback on or off (True or False); this is used when the scheduler is playing on a PC with limited resources that can't support full preview functions.

Flash=True

HTML—turns HTML playback on or off (True or False); this is used when the scheduler is playing on a PC with limited resources that can't support full preview functions.

HTML=True

[Preview]

These settings store last used size and position of the preview window. These settings change each time preview is used.

Width=315

Height=227

Left=460

Top=156

[RESOLUTION]

These settings are used to direct the preview window (or windows) the size of playback display to simulate

width = 1024

height = 768

[BROWSERS\_INFO]

These settings are dynamic and store the last setting of each browser window in the scheduler  
browser1=f:\

browser2=C:\Documents and Settings\Rich\My Documents

browser3=C:\Program Files\MX5\Application\Media

view=3

[CONTROL]

This setting is used to set the type of IR device used for RS-232 to IR control conversions. More details on IR control provided in DEVICE CONTROL section

IR=

[TRANSITION]

This setting determines the default transition for all pages if no other selected

default=Random

[DWELLTIME]

This setting determines the default dwell time of each page if no different selection made

default=15

[DEVICE\_CONTROLS]

Individual settings for various devices under control of the MX5

EXTRON Settings allow you to set the number of inputs and outputs of any Extron device under control and set the default delay for the switcher command

EXTRON\_CMS\_INPUT=12

EXTRON\_CMS\_OUTPUT=12

DEFAULT\_DELAY=10

AVR Router settings allow you to choose the number of inputs and outputs along with saved communication values

AVR\_ROUTER=0

AVR\_NETWORK\_OPTION=1

AVR\_INPUTVIDEO\_TO\_OUTPUT1=0

AVR\_INPUTVIDEO\_TO\_OUTPUT2=0

AVR\_INPUTVIDEO\_TO\_OUTPUT3=0

AVR\_INPUTVIDEO\_TO\_OUTPUT4=0

DVD/VCR settings used to configure DVD/VCR device control parameters

DVD\_VCR\_COMPORT=1

DVD\_VCR\_DEVICE=0

INTERNAL\_SWITCHER\_COMPORT=1

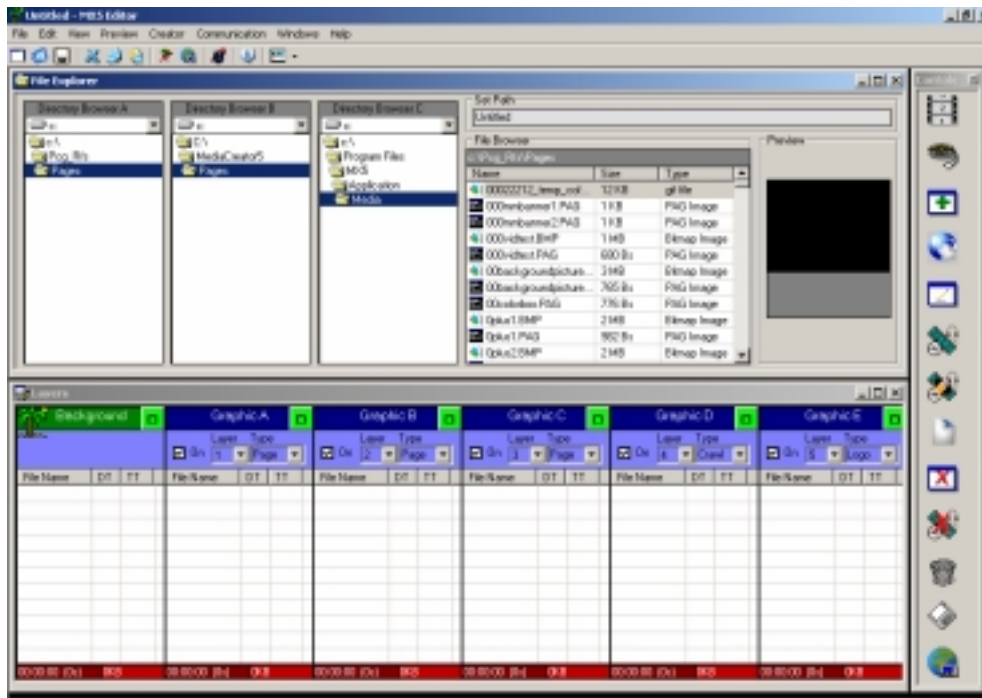
[Communications]

Communications settings allow the user to choose the instant command port (player port must match).

UDP Enabled=True

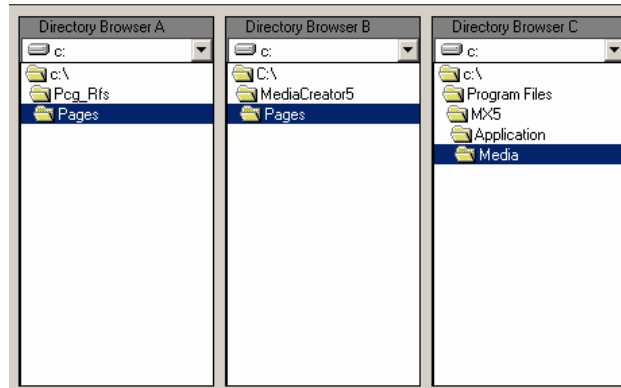
UDP Port=4098

Open the software either by the desktop icon or the start menu. The full graphical user interface (GUI) will open. The first time you open the software, you will be presented with the choice of LAYER view or TIMELINE view. Let's start with LAYER view (shown below)



## Media Directory Browsers

The MX5 GUI contains three media directory browsers as pictured below.



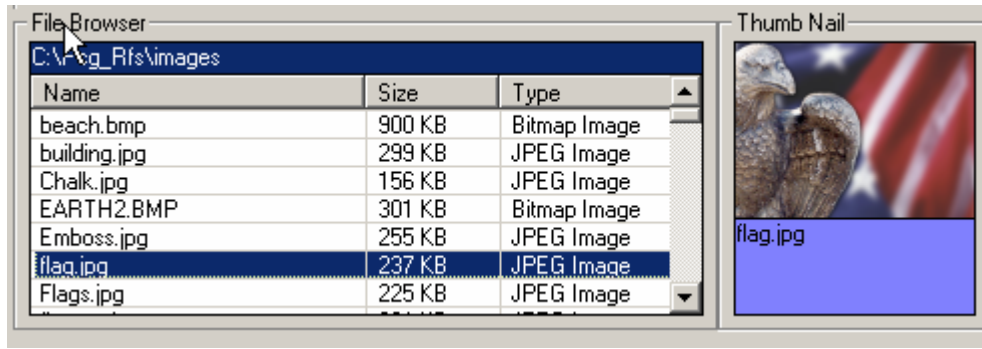
These browsers allow you to explore all drives attached to your creator computer, including all physical drives and all network drives. The MX5 and MX7 systems allow you to store content, sets, and schedules on any drive. The trick to using that feature is ensuring you can connect again to that drive if you care to use the content again.

Use these browsers to select the drive that contains the media that you are going to schedule. This could be pages, videos, sounds, motion backgrounds, etc...

We include three browsers to make the job of searching for files and managing media easier. For instance, perhaps you have one folder that contains all of your MPEG2 media, and another folder that contains bitmaps and JPEG still graphics, and still another folder that contains your MediaCreator Pages; could be annoying to jump back and forth between those directories just to locate a file. To eliminate a lot of clicking, simply open each of those three folders in its own window and refer to it as often as necessary.

## File Browser

The file browser window is the next level “down” from the directory browser and works in conjunction with the directory browsers. The content displayed in each file browser changes based on which directory browser you have currently active (selected).

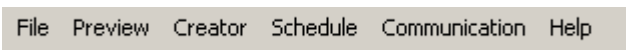


The file browser also contains a thumbnail viewer window allowing you to see what media you are about to add to your Set (what’s a Set? We’ll get into that shortly!)

Look at your file browser just as any other Windows© browser or explorer window—it is a listing of the contents of a directory. This window also features sorting capability: click NAME to sort by name alphabetically; click SIZE to sort by size; click TYPE to sort by file extension type.

## Menu Bar

Above these other portions of the GUI rests a Menu Bar.



We will cover each section of the menu bar as we go through the tutorial portion of the manual. Feel free to explore at any time though.

## Quick Controls

The right edge of the application features a Quick Control pane. This provides quick access to the Preview Window, the Time Specific Preview, Add Media Files, Save, Send, Cut, Copy and Paste.



## Set List

The SET LIST section is the main power of the GUI. Let’s define SET: A SET is a list of clips and/or media that are grouped as a sub-section of an entire show. A show is a schedule, and can consist of only one set, or you can have a show that consists of many sets.

Think of this movie analogy: A two-hour motion picture taken all together is one show (one schedule). Within that two-hour show are many sets—outdoors scenes, indoor scenes, chase scenes,...each of these scenes are separate sets. You put them all together and you have a show (a schedule). In the editing room, the sequence of sets can be changed. The MX5 scheduler gives you that ability to edit and create a show. Alternatively, think of a TV commercial—this is a “show” or schedule that might contain a single set.

Either method works depending upon the message you are trying to get across.

The bottom line is in order to play a schedule, you will need at least one set.

Background			Graphic A			Graphic B			Graphic C			Graphic D			Graphic E		
File Name	DT	TT	File Name	DT	TT	File Name	DT	TT	File Name	DT	TT	File Name	DT	TT	File Name	DT	TT
demo1b...	281	281	BLANK	12	12	BLANK	72	72	BLANK	6	6	nowplay2...	41	41	BLANK	3	3
BLANK	1	282	BLANK	30	42	MX Crawl...	19	91	MX Crawl...	16	22	BLANK	14	55	intropage...	3	6
			newroll.P...	5	47	BLANK	5	96	BLANK	34	56	juice115.i...	20	75	intropage...	3	9
			rollinggra...	15	62	commtvcr...	20	116	mx5crawl...	14	70	blankpag...	1	76	intropage...	7	16
			BLANK	50	112	BLANK	1	117	EARTH2...	5	75	juice115.i...	10	86	blankpag...	3	19
			roll2.PAG	20	132	communit...	52	169	BLANK	4	79	0plus3.P...	5	91	BLANK	2	21
			roll3.PAG	15	147	BLANK	15	184	variable...	13	92	BLANK	4	95	clipeagle...	2	23
			roll4.PAG	15	162	weatherc...	15	199	BLANK	4	96	commtv1...	8	103	clipeag2...	1	24
			BLANK	1	163	BLANK	27	226	BLANK	9	105	lunchmen...	5	108	clipeag3...	2	26
			roll5.PAG	15	178	retailcra...	19	245	BLANK	12	117	command...	8	116	clipeag4...	5	31
						BLANK	37	282	BLANK	165	282						

We will cover the function of each portion of the set list in the tutorial section of the manual.

## TUTORIAL

The TUTORIAL section of this manual is a tour that will result in the creation of a set and a schedule that is playing. You can substitute any of our sample files in the manual for real files of your choosing.

If you do not already have the scheduler application open, please do so now.

Let’s start with a closer look at the Set List:

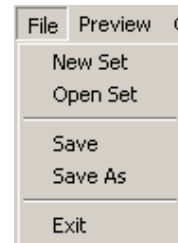
Notice there are six columns in the set list (refer back to the last figure). Each column represents an independent layer of graphics and images. The first column, labeled BACKGROUND is always the background layer—it’s order can’t be changed but it is not required to be used at all times. BACKGROUND is used for full-screen motion background files, background stills, background live video (Plus versions only), PowerPoint© presentations, Flash© files, or any other background image. Columns listed as Graphic A, B, C, D, or E can consist of:

- Pages: These are images, some call them slides, that consist of proprietary .PAG files, .bmp, tga, tiff, gif, jpg, pcx, png, live web pages, Macromedia Flash© files, full screen motion videos (MPEG, WMV, AVI, etc....)
- Crawls: This is a continuous text line that will “crawl” or move horizontally across your screen left to right or right to left
- Rolls: These are pages that roll from top to bottom or bottom to top—much in the manner of credits at the end of a movie or television show.
- Logos: Logos are images (bmp, jpg, etc...) that can be resized and repositioned anywhere on the screen. Logos can also be animated GIF files for a power motion logo effect.

In your sets you can use one column, six columns, or no column (of course that results in a black screen at playback!).

### Create a New Set

On the menu bar, click FILE and NEW SET, this will clear our set list if anything was already in there.

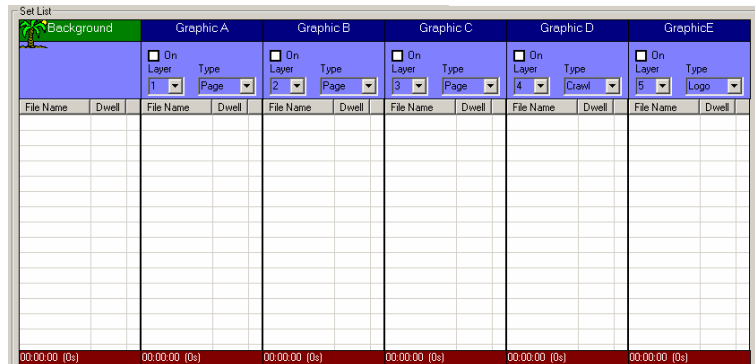


Open Set will open an existing set—you can use that to modify a set you’ve already made, or modify DEMO.SET or ADVANCEDDEMO.SET that came with the software.

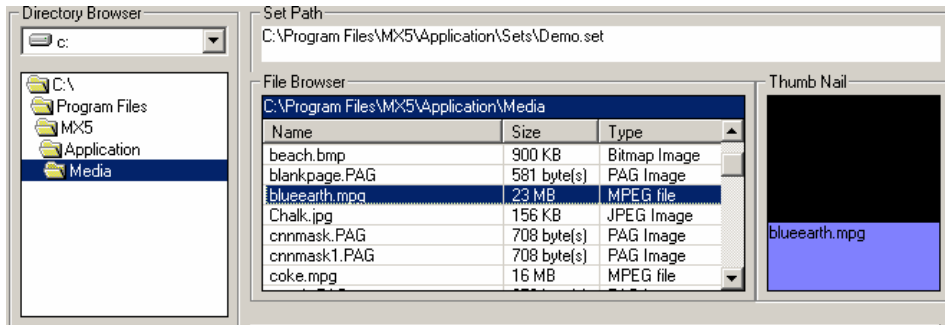
### Add a Background

The first thing we are going to do is select the Background Column on the Set List. Remember, we don’t have to use the background layer—for our tutorial, we will.

Select the background layer by clicking on the column header—it will highlight green and the palm tree icon will follow.

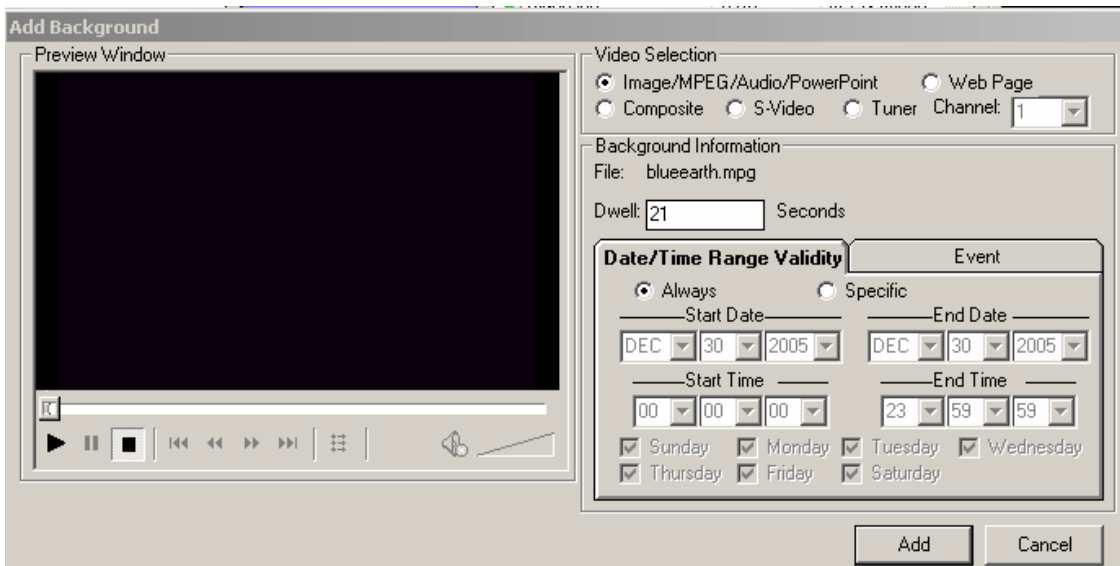






Let's put a motion video in the BACKGROUND layer. Click on one of the directory browser windows and select a folder that contains video files. The software comes with sample files located in the application folder (typically C:\Program Files\MX5\Application\Media)--we will use that for the tutorial.

Browse to the desired Media folder. The File Browser window will list the folder contents. There are several sample MPEG files in the folder. Double left-click on "blueearth.mpg" (as shown above—remember, you can use anything you like for the background...we are using "blueearth.mpg" for the tutorial only). The Background Attributes window will open.

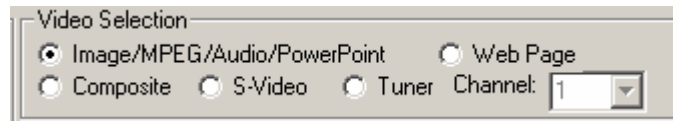


This window allows us to preview the background (to make sure we’re picking the one we want) before it is added to a set. Note the play, pause, and stop buttons below the clip preview window.

Dwell time at the top of the window is not adjustable for a background—it simply denotes the duration of the looping clip

This attributes window also allows you to set date validity as well as day of the week validity. If ALWAYS is selected, as pictured previously, then anytime the player encounters the clip in a valid SET and SCHEDULE, it will play it. If SPECIFIC is selected, and START DATES and END DATES are filled in, when the player encounters the file, it will validate if the current real date falls within those selected START and END dates—if so, it will play the clip, but if not, the clip will be ignored. Also, DAYS of the WEEK can be selected with the checkboxes below the time validity selection boxes. DATE VALIDITY allows you to change the whole look of your playout based on calendar days or even days of the week, and yet you only had to create the set and schedule one time.

Finally, at the top of the background attributes window, notice the alternate background settings panel.



For our tutorial, we have chosen “blueearth.mpg” as our background file. The Video Selection panel shown above defaults to IMAGE/MPEG/AUDIO/POWERPOINT to indicate that a media file located on the player will be the background. Alternatively, a Web Page can be used as a background fill. If you have a PLUS model (MX5-PLUS), a composite video feed, S-Video Feed, or even modulated video feed can be used as background video (a modulated feed would be something like a direct cable channel, or off-air channel through an antennae). Choosing one of these alternate background sources will override any file previously selected through the file browser.

Once all the attributes are set, click ADD—your clip will be loaded as the first entry in our backgrounds column. The “DT” column indicates the dwell time of the particular clip—the “TT” column indicates the running dwell time of the column. The red cell at the bottom of the column is the total time of the column (the layer).

Background		
File Name	DT	TT
blueearth...	21	21
00:00:21 (21s)		0 Bs

We could be complete at this point. True, not a very interesting set maybe, but as long as one piece of media is in a set, we have enough to play. This would be a good time to try out preview. Click the Preview button on the right panel.



A preview window should appear and will play our set as it will appear on the player. The preview window can be sized and positioned to your preferences. Use the mouse and left button to select corners for sizing and select the middle of the window for dragging. The application will remember your size and position automatically.



Preview quality is purely based on the hardware quality in your creator computer. If your video card is limited in speed or memory, or your processor and RAM have bandwidth limitations, the preview video will show periodic stutters. Stutters and dropped video frames can also result from the type of display you are using as well as the native resolution and refresh frequencies. This is normal on preview—player hardware is specifically selected to play back at full broadcast smooth frame rates. Preview should perform well enough though to give you a very good idea what your set will look like when finally played out from the MX5.

**Operational Note:** If your preview window appears to not play your motion videos (MPEG, AVI, WMV, VOB, etc...) you may have to double check your INI settings for the scheduler and ensure VIDEO=TRUE in SETTINGS.INI (See page 33 for details). **Black** screens or **Static** (noise) filled screens are indications of improper motion video playback

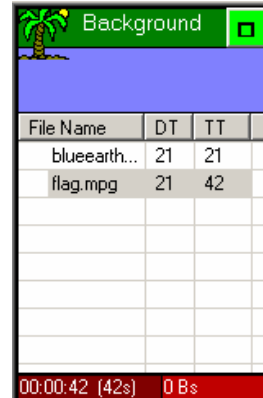
Also, your computer may require an updated CODEC. Codecs are small programs that “decode” compressed video (such as MPEG) for playback. There are many Codecs available on the internet (some free, some for a fee). Keywest Technology does make recommendations...browse to the following link to download and install Keywest Technology approved Codecs:

<http://www.mediaxtreme.tv/downloads/Codecs/>

Special Instructions will be Included in Read Me Files if Applicable

To stop the Preview, simply click on the “X” in its upper right corner.

As a quick review, let’s put in a second background clip. One of your directory browser windows should still be set to “C:\Program Files\MX5\Application\Media”. The file browser window should show all the content we had to choose from last time. This time, scroll down and select flag.mpg. This is the first big test here...double click on flag.mpg, set the attributes and click ADD. Your background column should now look like the one to the right.

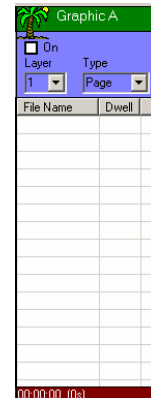


Notice, once you have two clips in the column, the time at the bottom of the column has added to give you an entire duration of the background layer. This will be important if you are trying to time events in your set as we’ll need to know when a layer starts over.

To be sure everything is working as you expect, go ahead and run the preview again—you should see the two clips (blueearth and flag) cycling through at 21 seconds apiece.

### Add MediaCreator Pages to Layers (.pag)

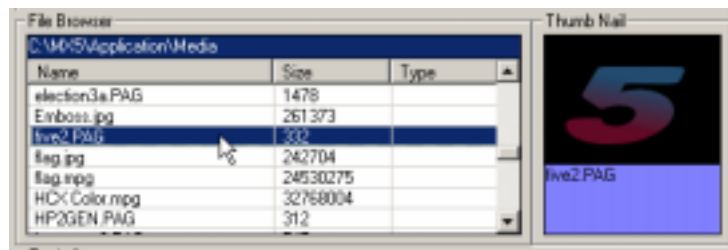
MediaCreator is the professional Character Generator (CG) software module included with the MX5 system. Content pages made by MediaCreator have the extension “.PAG”. For specific MediaCreator details see the MediaCreator section of this manual.



Click on GRAPHIC A column to select it active. The column header will turn green, and the palm tree will follow.

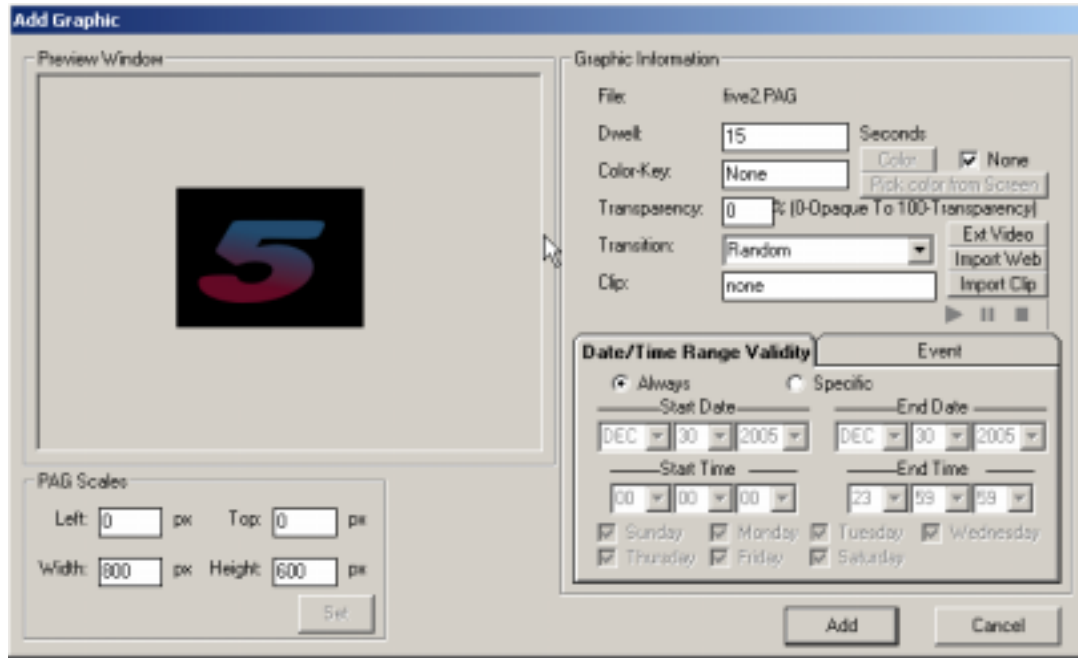
Let’s pick a MediaCreator page to add. One of our directory browsers should still be set to “C:\Program Files\MX5\Application\Media”, and your file browser window is probably still displaying the contents of that folder.

Let’s choose “five2.PAG” to add to Graphic A column. Double-Click the page name in the file browser.



The ADD GRAPHIC dialog box will

open. This dialog has its own preview window as shown below.



This dialog box allows us to set attributes to all of our pages.

*Dwell*

Dwell time is the duration that a page will stay on-screen. To change the dwell time simply highlight and type a new dwell. Dwell is measured in seconds (default is 15 seconds).

*Color-Key*

The Color-Key box allows you to choose a color to be keyed out when the page is played. A color that is keyed out becomes transparent at playback. This special effect attribute will allow you to add odd shapes or “floating” text and objects over other pages and backgrounds.

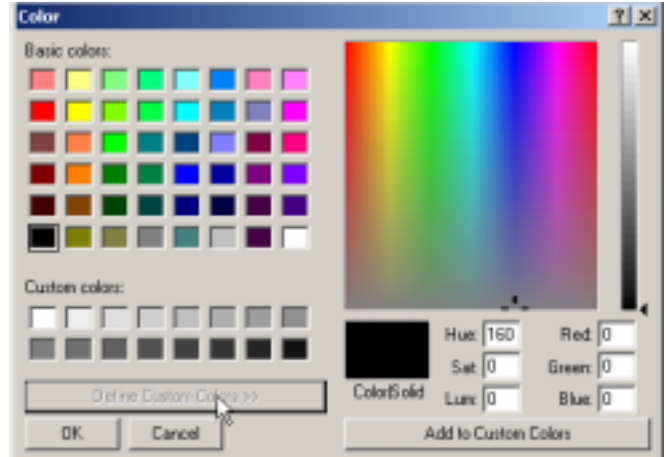
Color-Key can also be turned off to ensure all of your chosen colors show at playback.



For a .PAG MediaCreator page, if the background is blank (black) it will automatically be keyed out—you will not have to select black as the key color.

If you desire another color be keyed out, you can either enter the standard hexadecimal value of your color (if you have this value handy) or click on the COLOR button, and select your key color from the pallet.

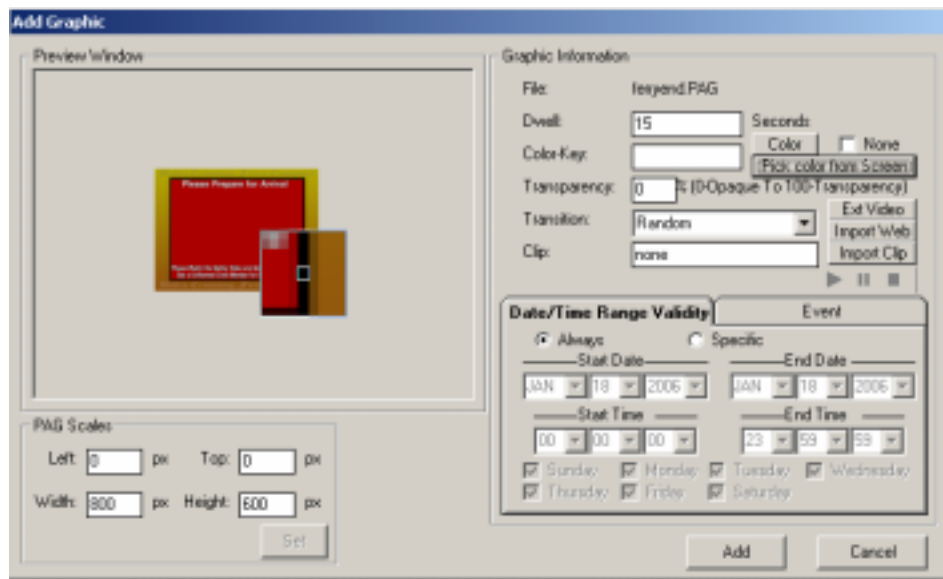
This window will initially open in basic view—to open the expanded view as shown in the picture to the right, click the DEFINE CUSTOM COLORS button.



*Pick Color From Screen*

Another option for selecting which color to key (or cut) out of an image is Pick Color From Screen. This option allows you to select a color from anywhere on your screen to serve as the key color—so if you have created a graphic with a large red field that you wish to be transparent, you can use Pick Color From Screen to select that exact color. This is extremely useful if the colors you are using for keying are unknown (their exact RGB values are unknown).

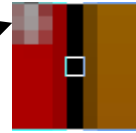
To use, first click the NONE check box in the Color Key area of the attributes window to remove the check mark. Next, click the PICK COLOR FROM SCREEN button:



A reticle box will appear that you can move around the screen. This reticle will magnify the pixels it is currently over, allowing you to choose colors down to pixel precision. To choose your key color, simply place the small square pipper in the center of the reticle box over the color you desire and left click the mouse.

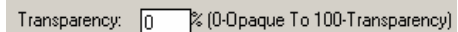
Reticle Box

Pipper



*Transparency*

You can also set transparency values for your entire page.



This transparency control refers to the transparency level of the entire page as a single unit. Set the value by entering a number from 0 to 100 in the text box. 0 means 0% transparent, or not transparent at all—completely opaque; 100 means 100% transparent, or completely invisible (probably not a commonly used setting)--if you set something to 100% transparent, no one will ever see it play (although, it will play in its own invisible way).

Transparency works independently of Key Colors. You can key certain colors out completely and make the rest of the page partially transparent (or partially opaque, depending upon how you look at it).

*Transition*

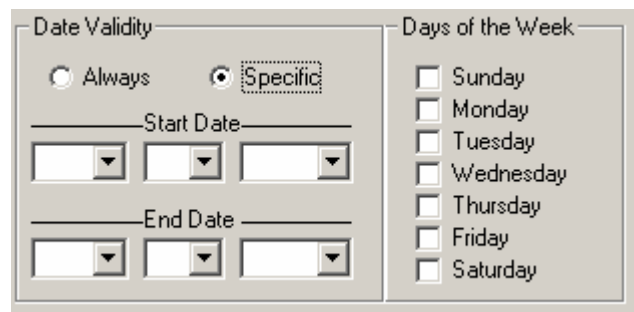
Transitions are set to add interest to your presentation. A transition is a special effect entrance applied to a page. Current transitions are available under the TRANSITIONS drop down arrow as shown to the right. The Transition control will default to RANDOM. When selected, a Random transition will be used each time the page plays.



Remember, transitions define how a page or graphic enter the viewing area.

*Date Validity*

Just as backgrounds can be always valid (meaning they play every time the player comes across them regardless of day of week or date) or have specific day and date validities set.



To set specific days and date validities, click the SPECIFIC radio button (a radio button is the white circle to the left of a selection that fills with a black dot when selected).



Then it's as simple as clicking the down arrows for Start Date Month, Day and Year and doing the same for End Date.



This sets a WINDOW of VALIDITY. Any time the player encounters a page or element that has specific day/date settings, and the current real date is within that WINDOW of VALIDITY, the page or element will be played as normal.

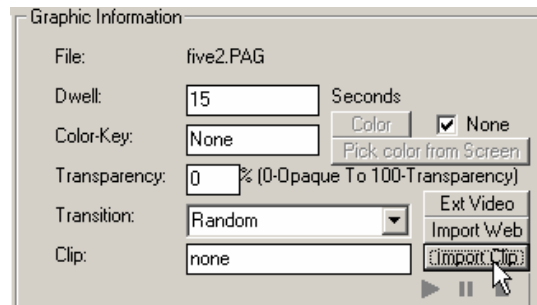
When the player encounters a page outside its WINDOW of VALIDITY, the page or element will be ignored as though it weren't even scheduled.

*Add Clip*

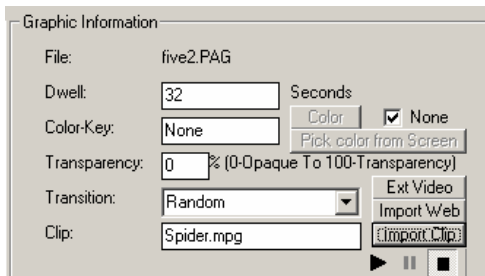
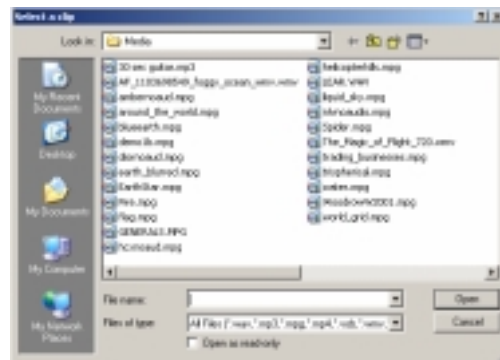
MediaCreator pages can have Picture-in-Picture (PiP) windows. These windows are set in the MediaCreator program and become an attribute of the page. The only way to add a PiP window to a .PAG is through MediaCreator.

If your .PAG has a PiP window, you can add a clip to play in that PiP window each time the page plays.

Click the IMPORT CLIP button on the attributes window.



A file browser window will open...select the clip of your choice



We chose "spider.mpg". Once selected, you will

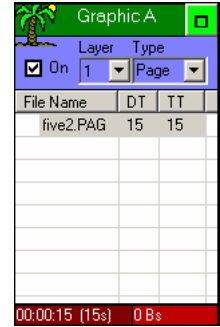


see your PiP clip listed in the Clip text box, and notice the play controls are available now below the Import Clip button—use these controls to preview your clip if desired. Our sample page five2.pag does not have a PiP window embedded—therefore when this page plays, no video PiP will appear. Please substitute your own page with a PiP window if you desire.

Add the Page

Now that you have completed setting all the attributes for the page, click the ADD button. Your new page should now be the first entry in the GRAPHIC A column.

Lets click the Preview Icon again...you will now see your background video (blueearth.mpg) playing and five2.pag playing over the top (with random transitions each time the dwell time cycles).



Remember the big 5 is keyed over the background even though we didn't choose a key color. It performs this function because it is a MediaCreator .PAG file with a blank (black) background. .PAG files automatically key the blank backgrounds without further user intervention.

**Operational Note:** If your preview window appears to not play your motion videos (MPEG, AVI, WMV, VOB, etc...) you may have to double check your INI settings for the scheduler and ensure VIDEO=TRUE in SETTINGS.INI (See page 33 for details). **Black** screens or **Static** (noise) filled screens are indications of improper motion video playback

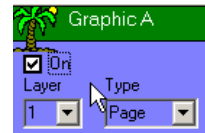
Also, your computer may require an updated CODEC. Codecs are small programs that “decode” compressed video (such as MPEG) for playback. There are many Codecs available on the internet (some free, some for a fee). Keywest Technology does make recommendations...browse to the following link to download and install Keywest Technology approved Codecs:

<http://www.mediaxtreme.tv/downloads/Codecs/>

Special Instructions will be Included in Read Me Files if Applicable

## Layer Attributes

Each layer has a few attributes that must be set. The first is turning the layer on or off. The check mark in the ON box indicates the layer is on. Clicking the ON box will toggle the check mark and the layer's on/off status.



The next thing that we must set for each Column is its layer order. Remember, the system functions as seven independent layers (the six columns and on PiP layer). The BACKGROUND is always the base layer (the bottom layer). The remaining five columns can have their layer assignments changed at will.

### *Layer Order*

To set layer order simply click the drop down arrow below the Layer label, and select your desired layer for this particular column.



### *Layers Defined*

Layers are numbered from the bottom up. So the “furthest back” layer is 1 (one) and the top most layer is 5 (five).

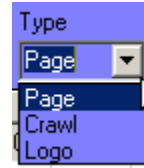


Notice the PiP is the 7<sup>th</sup> layer. The PiP is attached to one of the other layers—it can be looked at as a sub-layer to whichever it's attached.

The layering is important when you are laying graphics in on top of each other and utilizing transparencies and special effects.

*Layer Type (Page, Crawl, Roll, or Logo)*

The last thing to set for each column is the type of graphic element. Each of the three choices has a different reaction when played.



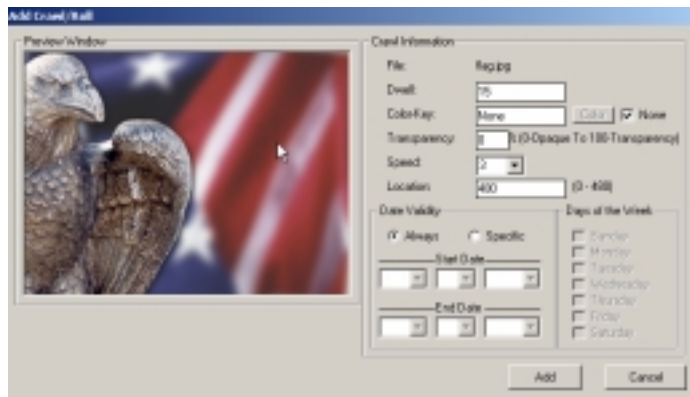
*Page*

A Page type is what we’ve already been working with. It simply adds the graphic to the layer within that column as a full-size image.

*Crawl*

We will add a crawl in another graphic column shortly. Selecting Crawl will change what attributes you can set for your graphic. Since it is a crawl—it’s going to move, and there are settings to be made for each aspect of that movement (speed, direction, etc...)

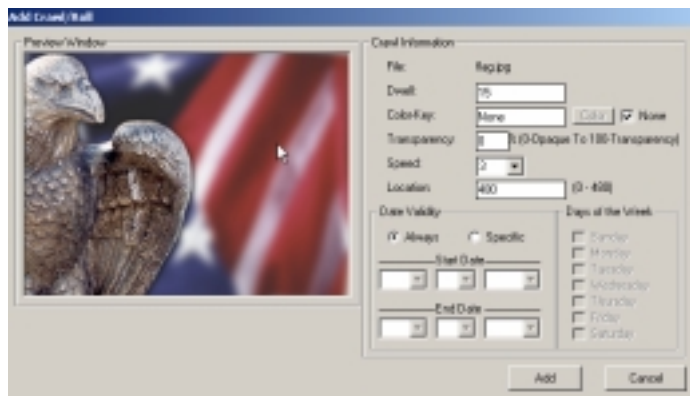
Crawl will be covered more in-depth later in this manual.



*Roll*

We will add a Roll in another graphic column shortly. Selecting Roll will change what attributes you can set for your graphic. Since it is a roll—it’s going to move vertically--and there are settings to be made for each aspect of that movement (speed, direction, etc...)

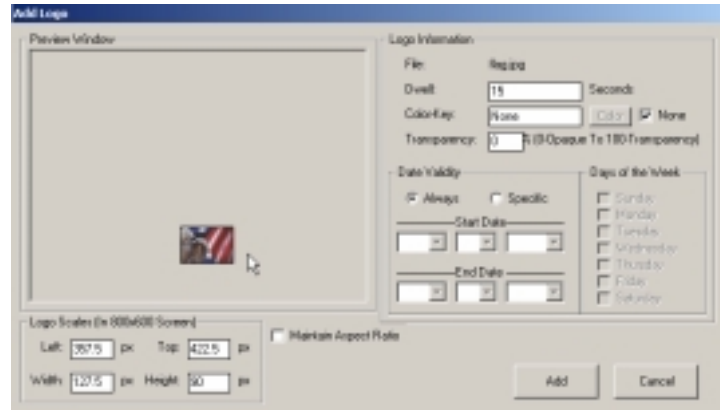
Rolls will be covered more in-depth later in the tutorial.



*Logo*

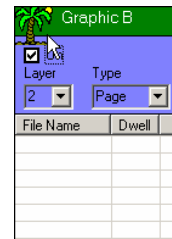
We will add a logo later in this manual as well. As with crawls, attributes and settings change. Since a logo is usually a branding mark over all other graphics and video, they have special attributes such as size and position.

Logo will be covered more in-depth later in this manual.

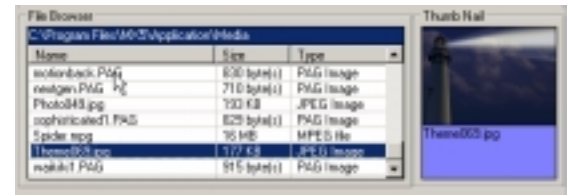


Add Bitmaps, JPEGS, and Other Graphic Media Content to Layers

Click on GRAPHIC B column to select it active. The column header will turn green, and the little palm tree will follow.

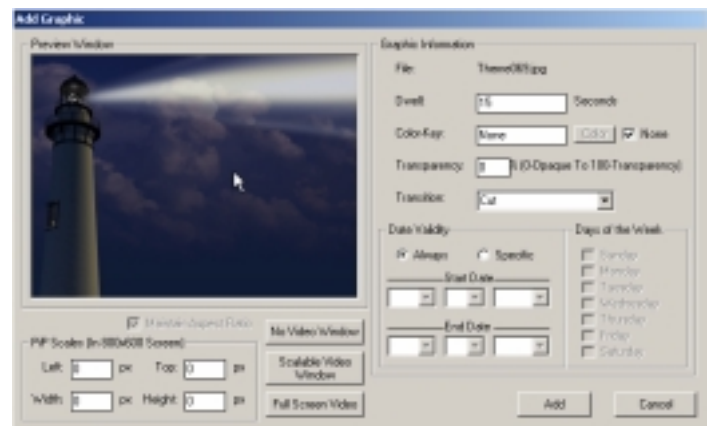


Let's pick a graphic to add. A browser should be set to "C:\Program Files\MX5\Application\Media" still; and your file browser window is probably still displaying the contents of that folder.



Choose "Theme069.jpg" to add to Graphic B column. Double-Click the page name in the file browser. (And remember, substitute your own files when appropriate).

The ADD GRAPHIC dialog box will open. This dialog has its own preview window as shown below.



This dialog box also allows us to set attributes to all of our pages.

## DWELL

Dwell time is the duration that a page will stay on-screen. To change the dwell time simply highlight and type a new dwell. Dwell is measured in seconds.

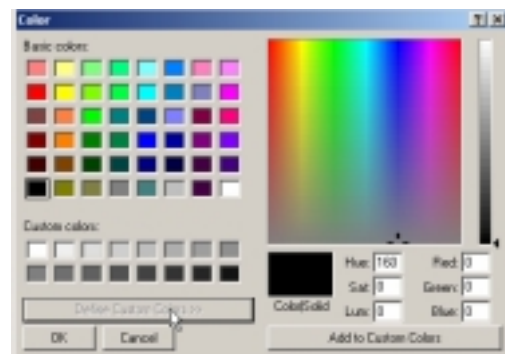
## COLOR-KEY

The Color-Key box allows you to choose a color to be keyed out when the page is played. A color that is keyed out becomes transparent at playback. This special effect attribute will allow you to add odd shapes or “floating” text and objects over other pages and backgrounds. Color-Key can also be turned off to ensure all of your chosen colors show at playback.



If you desire a color be keyed out, you can either enter the standard hexadecimal value of your color (if you have this value handy) or click on the COLOR button, and select your key color from the pallet.

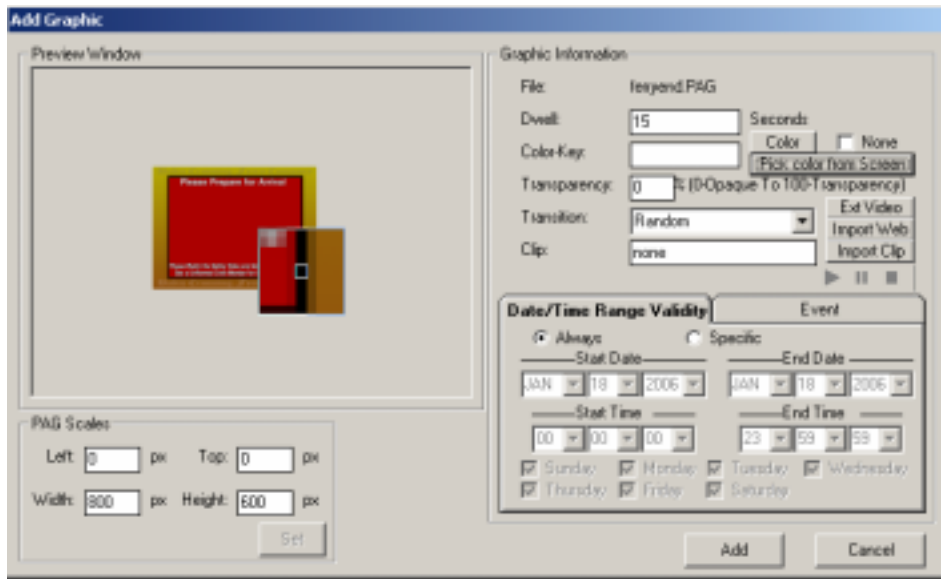
This window will initially open in basic view—to open the expanded view as shown in the picture to the right, click the DEFINE CUSTOM COLORS button.



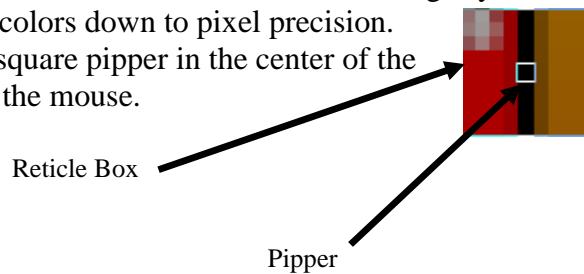
## Pick Color From Screen

Another option for selecting which color to key (or cut) out of an image is Pick Color From Screen. This option allows you to select a color from anywhere on your screen to serve as the key color—so if you have created a graphic with a large red field that you wish to be transparent, you can use Pick Color From Screen to select that exact color. This is extremely useful if the colors you are using for keying are unknown (their exact RGB values are unknown).

To use, first click the NONE check box in the Color Key area of the attributes window to remove the check mark. Next, click the PICK COLOR FROM SCREEN button:

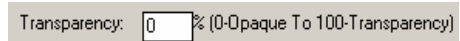


A reticle box will appear that you can move around the screen. This reticle will magnify the pixels it is currently over, allowing you to choose colors down to pixel precision. To choose your key color, simply place the small square pipper in the center of the reticle box over the color you desire and left click the mouse.



**TRANSPARENCY**

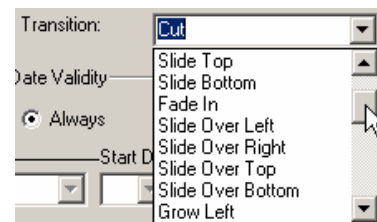
You can also set transparency values for your entire page.



This transparency control refers to the transparency level of the entire page as a single unit. Set the value by entering a number from 0 to 100 in the text box. 0 means 0% transparent, or not transparent at all—completely opaque; 100 means 100% transparent, or completely invisible (probably not a commonly used setting!). Yes, if you set something to 100% transparent, no one will ever see it play back. Transparency works independently of Key Colors. You can key certain colors out completely and make the rest of the page partially transparent (or partially opaque, depending upon how you look at it).

**TRANSITION**

Transitions are set to add interest to your presentation. A transition is a special effect entrance applied to a page. Current

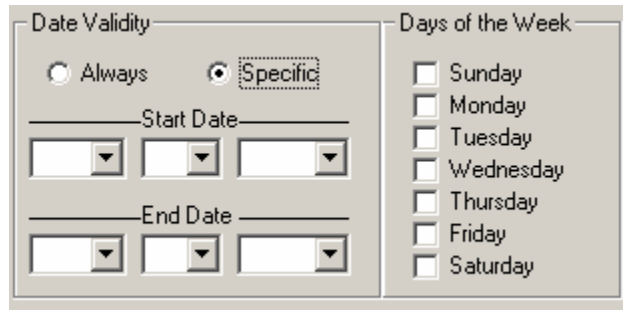


transitions are available under the TRANSITIONS drop down arrow as shown to the right. The Transition control will default to RANDOM. When selected, a Random transition will be used each time the page plays.

Remember, transitions define how a page or graphic enter the viewing area.

**DATE VALIDITY**

Just as backgrounds can be always valid (meaning they play every time the player comes across them regardless of day of week or date) or have specific day and date validities set.



To set specific days and date validities, click the SPECIFIC radio button (a radio button is the white circle to the left of a selection that fills with a black dot when selected).



Then it's as simple as clicking the down arrows for Start Date Month, Day and Year and doing the same for End Date.



This sets a WINDOW of VALIDITY. Any time the player encounters a page or element that has specific day/date settings, and the current real date is within that WINDOW of VALIDITY, the page or element will be played as normal.

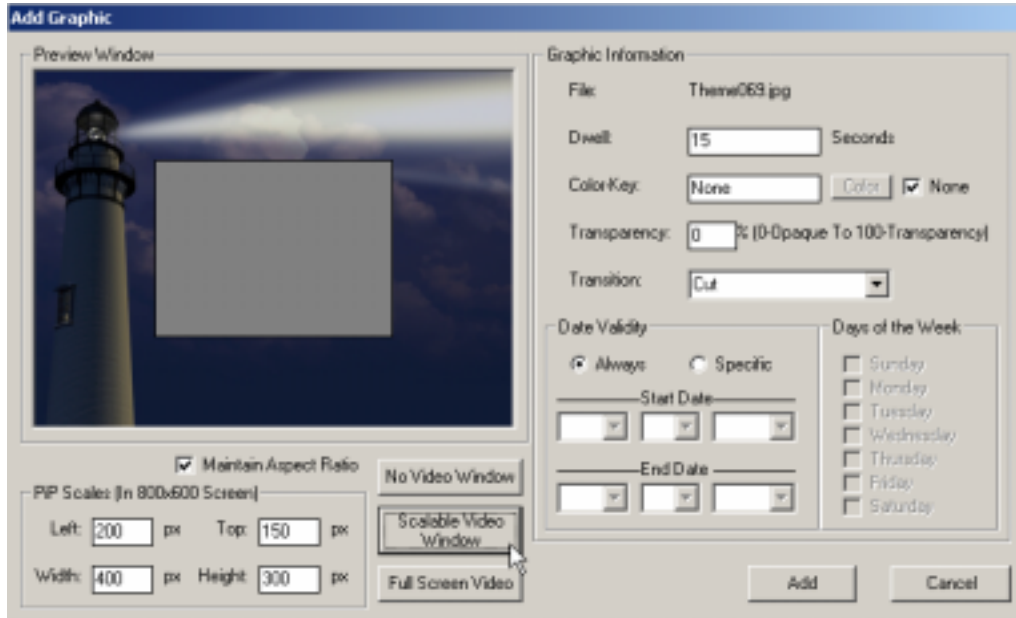
When the player encounters a page outside its WINDOW of VALIDITY, the page or element will be ignored as though it weren't even scheduled.

**ADD A PICTURE-IN-PICTURE WINDOW**

*PiP SETTINGS*

When you add a .bmp, .jpg, or other PC type graphic as a page, you can attach a Picture-in-Picture window. This differs from the MediaCreator .PAG type files in that the PiP window is added in the scheduler and not at the time of the graphics creation.

This PiP window will allow a digital movie file to be played within that page.  
Click the SCALABLE VIDEO WINDOW button.



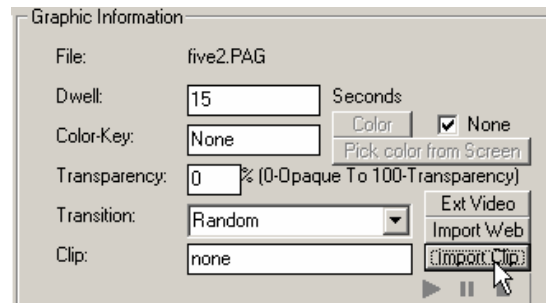
You will see a gray box appear in the preview window...this is the PiP window. We will use that gray box to size and position the PiP window. To change size or position of the PiP window, simply left click anywhere within the gray box and drag it around for position. Click on the corners or edges of the box to resize.



You can remove the 4:3 aspect ratio restrictions by deselecting the MAINTAIN ASPECT RATIO checkbox below the preview window.

**ADD CLIP**

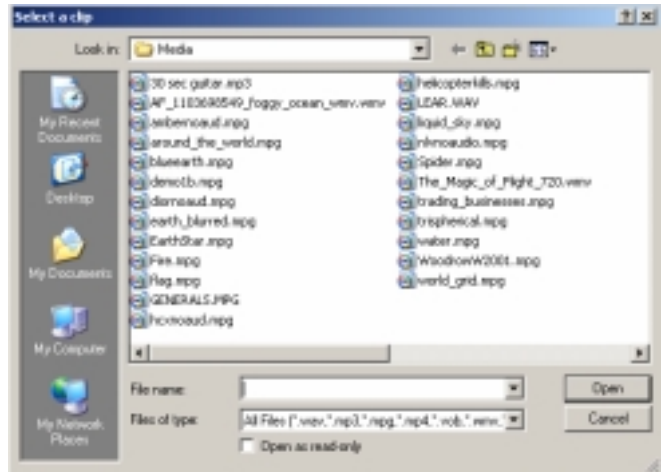
After you have added a PiP window you can add a clip to play in that PiP window each time the page plays.



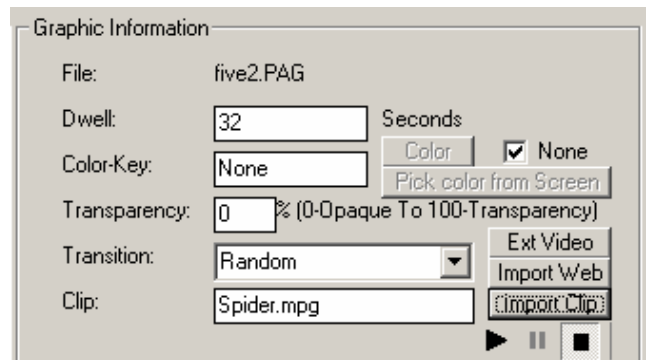
Click the IMPORT CLIP button on the attributes window.



A file browser window will open...select the clip of your choice



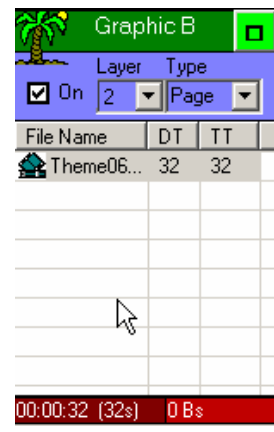
We chose “spider.mpg”. Once selected, you will see your PiP clip listed in the Clip text box, and notice the play controls are available now below the Import Clip button—use these controls to preview your clip if desired. Our sample page five2.pag does not have a PiP window embedded—therefore when this page plays, no video PiP will appear. Please substitute your own page with a PiP window if you desire. Notice the dwell time of the page changes to match the dwell time of the attached clip. This is not adjustable.



**ADD THE PAGE**

Now that we’ve completed setting all the attributes for the page, click the ADD button at the bottom of the screen. Our page should now be the first entry in the GRAPHIC B column.

To the left of our page’s name, there is a “filmstrip” icon. This indicates that a video clip is attached to the page. To remove a page from a layer that has a clip attached, the clip must be removed first.



Now when the preview plays, it should look like this image to the right. Notice, since we have this 0% transparent image on LAYER 2, it completely obscures LAYER 1 and the background.

We could have set a transparency on this layer to reveal the layers below.

Let's see how that and other changes to a page already in a set are made.



**Operational Note:** If your preview window appears to not play your motion videos (MPEG, AVI, WMV, VOB, etc...) you may have to double check your INI settings for the scheduler and ensure VIDEO=TRUE in SETTINGS.INI (See page 33 for details). **Black** screens or **Static** (noise) filled screens are indications of improper motion video playback

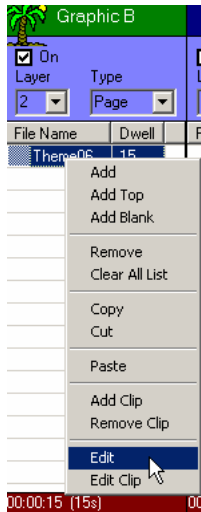
Also, your computer may require an updated CODEC. Codecs are small programs that “decode” compressed video (such as MPEG) for playback. There are many Codecs available on the internet (some free, some for a fee). Keywest Technology does make recommendations...browse to the following link to download and install Keywest Technology approved Codecs:

<http://www.mediaxtreme.tv/downloads/Codecs/>

Special Instructions will be Included in Read Me Files if Applicable

## Edit Content Within a Set

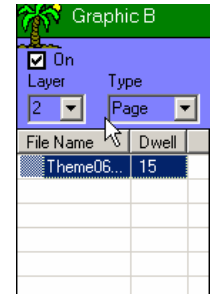
Editing Pages or other elements within a set is done to change dwell times, transitions, add or remove PiP windows, etc....



To Enter the Edit mode either double-left click the Page or element within it's column, or click on the EDIT button in the controls section (not EDIT CLIP, we'll save that for MPEGs).

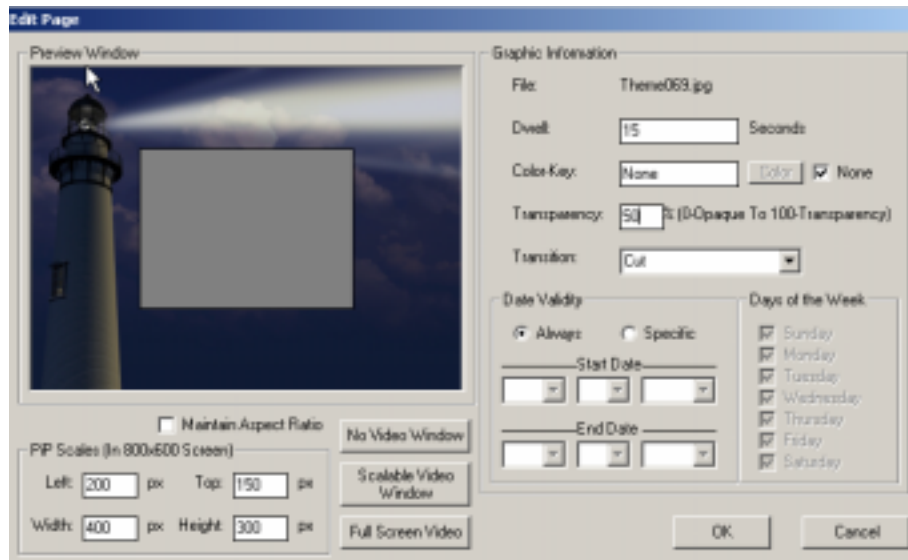


You can also access edit functions by right clicking the page to be edited within the column



The PAGE ATTRIBUTES window will open (same window we initially used to set everything for the page when it was originally added) and you may make any changes desired.

Let's change the Transparency level to 50% and click OK



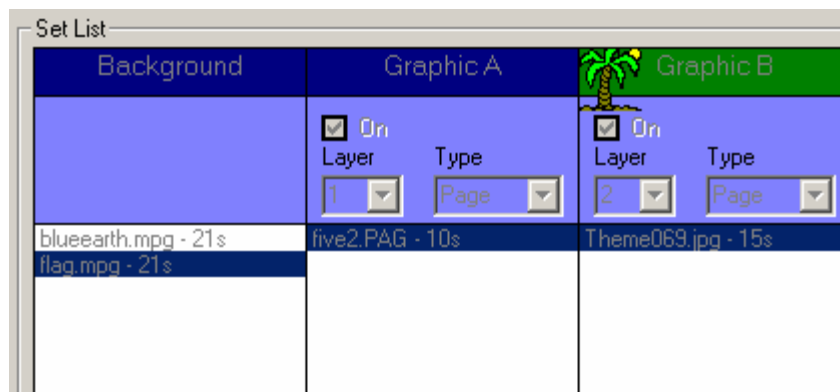
Let's click preview button again...now you should be able to see all three layers mixed.



Notice our fourth layer in the presentation, the PiP window playing the movie trailer, is not transparent. Motion video clips do not have levels of transparency nor do they allow for chroma-keying.

### Preview Progress Bars

Each column has an indicator bar. This bar will highlight the element within each column that is currently playing. Accuracy of these blue progress bars is dependent upon the horsepower of the PC playing the preview. They provide a rough estimate only of where each layer is within the set at any given time.



### Timing Events Between Layers

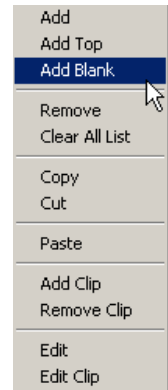
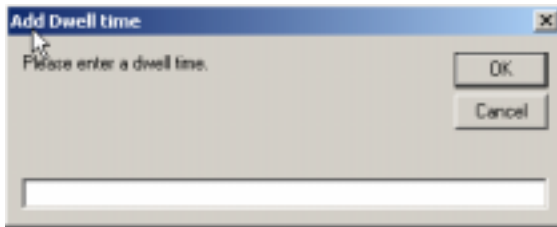
Blanks

Blanks give us the ability to hold off events within a column. For example, if you have a background you want to run for five seconds before any of your other layers come into play, and then you'll need to hold the data in those other columns off. We do this by adding a BLANK period within the column.

BLANKS can be added by clicking on the BLANK button in the controls section.



BLANKS can also be added by right clicking within the column. Let's add a blank to our Graphic Layer "B" that should still be highlighted. After right clicking in the Graphic Layer "B", select and left-click "ADD BLANK"

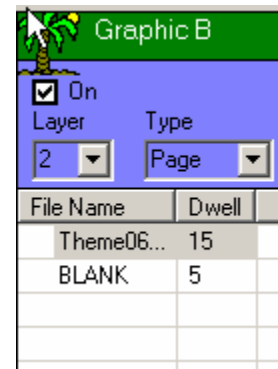


A "BLANKS" dialog box will appear allowing us to set the BLANK DWELL. Type "5" in the blank.

We now have a blank set in column B below the first page.

Now, a blank won't do much good at the end there other than it would cause the page "Theme069.jpg" to start 5 seconds later than column A's first entry the second time around. The blank would continue to add 5 seconds to the total play time of that column.

Perhaps though, we want to hold off column B for five seconds at the very beginning of the set. We have to rearrange the content within that column.



### Rearrange Elements Within a Layer

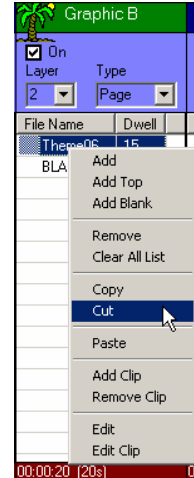
Right click on the page that we want to move...in this case, that is “Theme069.jpg”.

Then click CUT.

“Theme069.jpg” should disappear from the column now.

Next, simply right click in the column again, and click PASTE.

“Theme069.jpg” should now reappear in the column, but now below the BLANK instead of above it.



Start the PREVIEW window now—notice the BACKGROUND and COLUMN A start immediately while COLUMN B starts 5 seconds later!

Now, as you build your set, you can time events to come and go.

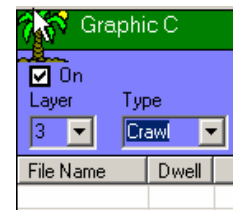
One trick to a professional looking set is that each layer (or column) should end up with the same total duration. That way, every time the Set Recycles, your timing and events will maintain their relationships as you intended. Check the ADVANCEDDEMO.SET to see how a complicated set can be timed to interact between columns and layers.

### Add a Crawl

The MX5 is capable of running a crawl independently on each one of the Graphics Columns. So, you can have 5 simultaneous crawls over a background on your display.

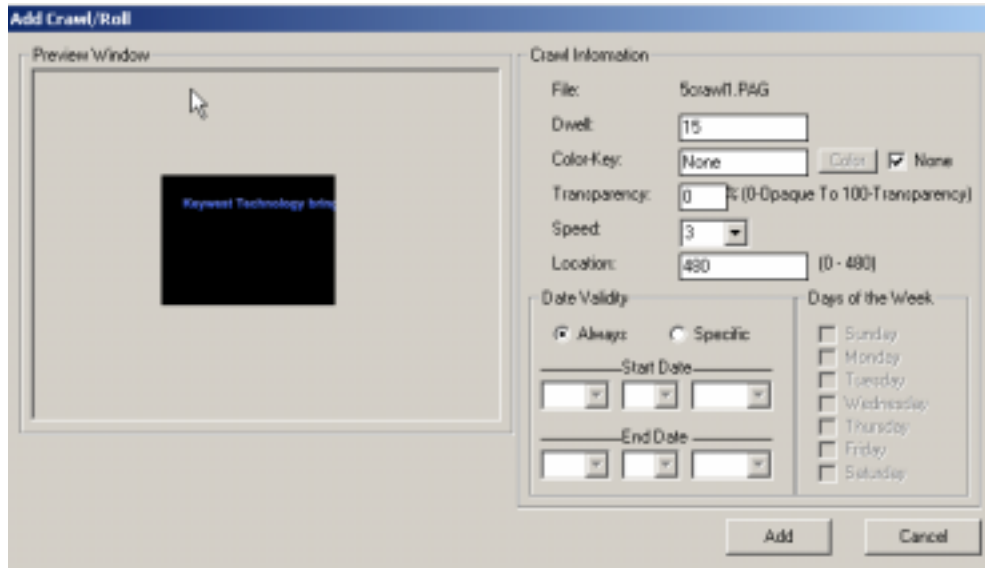
The MX5 can “CRAWL” any graphic or page. MediaCreator crawl pages are specifically made to crawl, but you can also use graphics, pictures, or other image files as well.

Let’s do this on Column C. Select column GRAPHIC C by clicking on it; Set its type to CRAWL. The next step will be to select a graphic to crawl.



In the same media folder we’ve been using all along, choose a sample crawl “5crawl1.PAG”.

This opens the crawl attributes window—similar to page attributes, but a few key differences exist.



Crawl Dwell

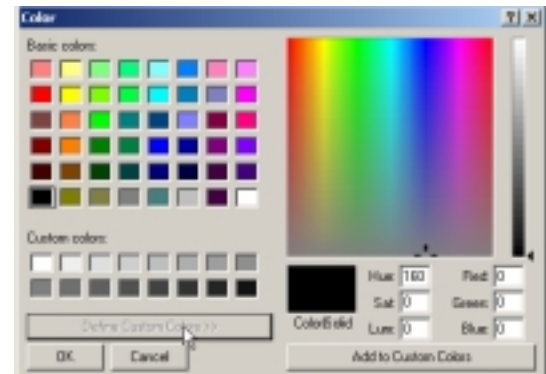
Crawl dwell time is basically the same setting as a page dwell, except a crawl will finish. So, if you have a long crawl but give it a 3 second dwell, it will play the whole thing and may cause you timing issues later down the scheduling process. See the INI settings section for alternate crawl attributes.

Color-Key

The Color-Key box allows you to choose a color to be keyed out when the crawl is played. A color that is keyed out becomes transparent at playback. This special effect attribute will allow you to add odd shapes or “floating” text and objects over other pages and backgrounds. Color-Key can also be turned off to ensure all of your chosen colors show at playback.



If you desire a color be keyed out, you can either enter the standard hexadecimal value of your color (if you have this value handy) or click on the COLOR button, and select your key color from the pallet.

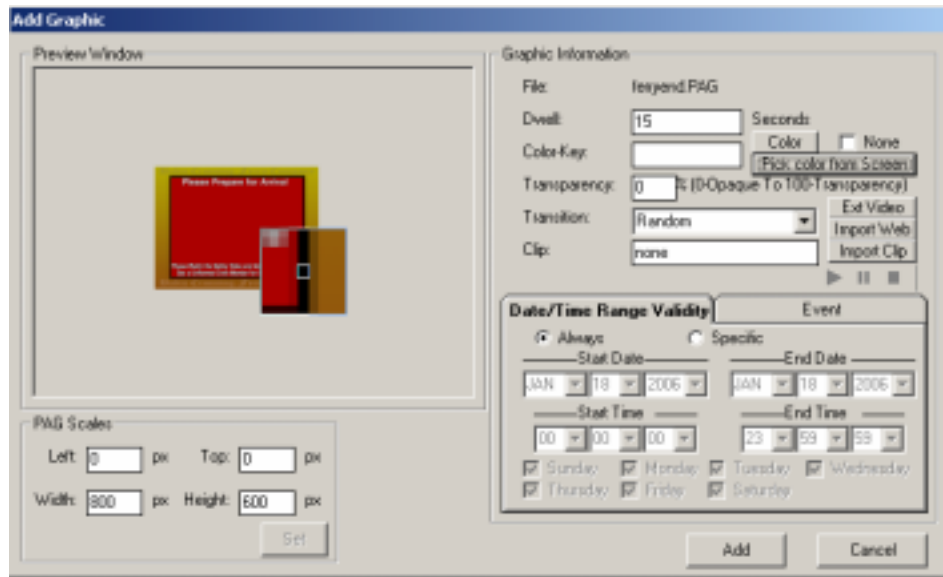


This window will initially open in basic view—to open the expanded view as shown in the picture to the right, click the DEFINE CUSTOM COLORS button.

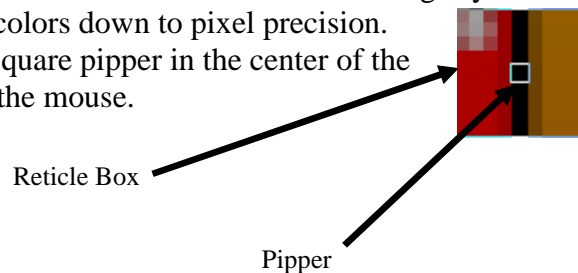
Pick Color From Screen

Another option for selecting which color to key (or cut) out of an image is Pick Color From Screen. This option allows you to select a color from anywhere on your screen to serve as the key color—so if you have created a graphic with a large red field that you wish to be transparent, you can use Pick Color From Screen to select that exact color. This is extremely useful if the colors you are using for keying are unknown (their exact RGB values are unknown).

To use, first click the NONE check box in the Color Key area of the attributes window to remove the check mark. Next, click the PICK COLOR FROM SCREEN button:

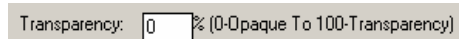


A reticle box will appear that you can move around the screen. This reticle will magnify the pixels it is currently over, allowing you to choose colors down to pixel precision. To choose your key color, simply place the small square piper in the center of the reticle box over the color you desire and left click the mouse.



Transparency

You can also set transparency values for your entire crawl.



This transparency control refers to the transparency level of the entire crawl as a single unit. Set the value by entering a number from 0 to 100 in the text box. 0 means 0% transparent, or not



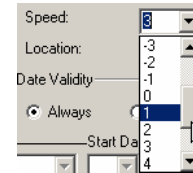
transparent at all—completely opaque; 100 means 100% transparent, or completely invisible (probably not a commonly used setting!). Yes, if you set something to 100% transparent, no one will ever see it play back.

Transparency works independently of Key Colors. You can key certain colors out completely and make the rest of the page partially transparent (or partially opaque, depending upon how you look at it).

**CRAWL SPEED and DIRECTION**

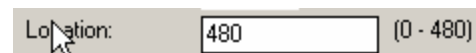
You can set and change crawl speeds and direction with this control

A negative Speed will create a crawl that moves from LEFT to RIGHT. A positive crawl Speed will create the standard crawl that moves from RIGHT to LEFT.



**Crawl Location**

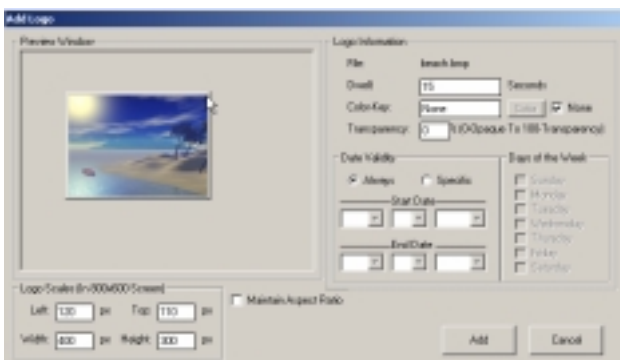
A crawl can be located anywhere vertically on the playout screen. Simply choose the FRAME LINE that you want the crawl to run at, 0 to 480—0 is the top of the screen and 480 is the bottom. Crawl Location is not dependent upon where it is created on a MediaCreator page...position setting is done with the Location Control shown above only. Note the limits and pixel counts may change from application to application—the sample picture above may not be identical to your installation (reference only).



**Add a Logo**

The MX5 is capable of running a LOGO on any of the graphics columns just as a page or a crawl.

The difference being that a LOGO is a graphic that can be sized or positioned within that layer.



Step one is to setup the column as a LOGO column, turn the Layer ON, and set the Layer Priority.

Next, select a graphic from our File Browser window to add in as a logo. The LOGO ATTRIBUTES WINDOW WILL OPEN.

Logo Dwell

Dwell time is the duration that a logo will stay on-screen. To change the dwell time simply highlight and type a new dwell. Dwell is measured in seconds.

Color-Key

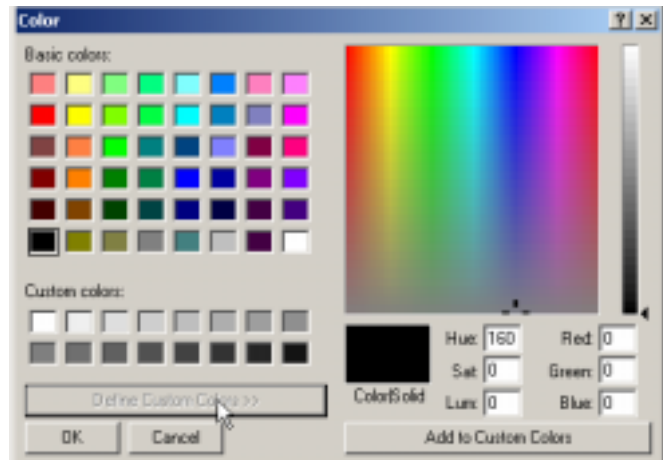
The Color-Key box allows you to choose a color to be keyed out when the logo is played. A color that is keyed out becomes transparent at playback. This special effect attribute will allow you to add odd shapes or “floating” text and objects over other pages and backgrounds.

Color-Key can also be turned off to ensure all of your chosen colors show at playback.



If you desire a color be keyed out, you can either enter the standard hexadecimal value of your color (if you have this value handy) or click on the COLOR button, and select your key color from the pallet.

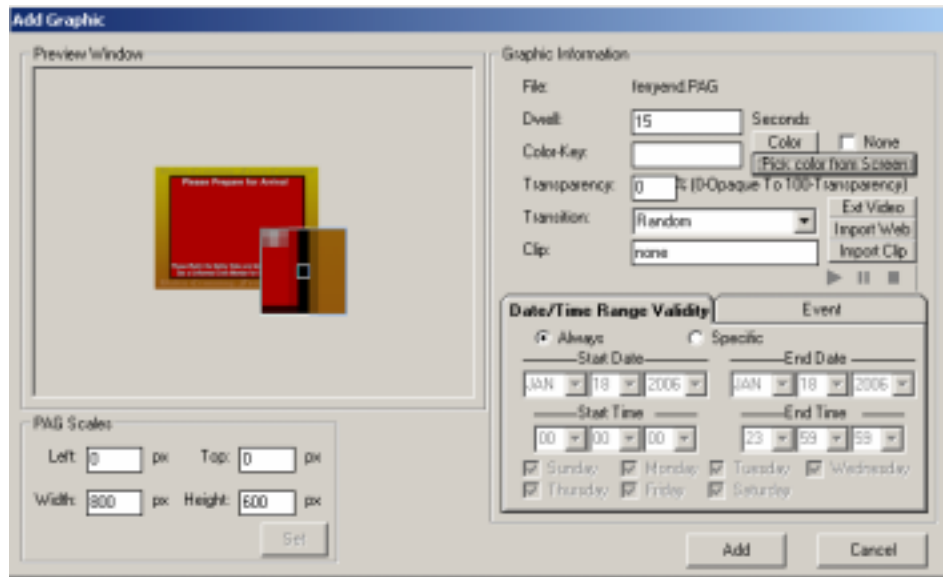
This window will initially open in basic view—to open the expanded view as shown in the picture to the right, click the DEFINE CUSTOM COLORS button.



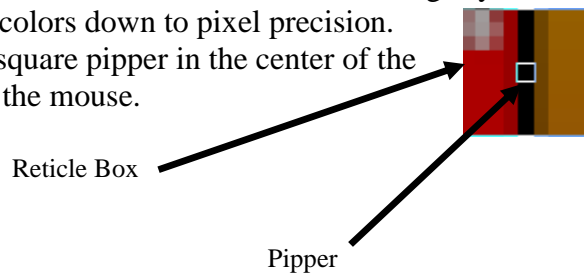
Pick Color From Screen

Another option for selecting which color to key (or cut) out of an image is Pick Color From Screen. This option allows you to select a color from anywhere on your screen to serve as the key color—so if you have created a graphic with a large red field that you wish to be transparent, you can use Pick Color From Screen to select that exact color. This is extremely useful if the colors you are using for keying are unknown (their exact RGB values are unknown).

To use, first click the NONE check box in the Color Key area of the attributes window to remove the check mark. Next, click the PICK COLOR FROM SCREEN button:

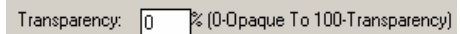


A reticle box will appear that you can move around the screen. This reticle will magnify the pixels it is currently over, allowing you to choose colors down to pixel precision. To choose your key color, simply place the small square pipper in the center of the reticle box over the color you desire and left click the mouse.



### Transparency

You can also set transparency values for your entire logo.



This transparency control refers to the transparency level of the entire logo as a single unit. Set the value by entering a number from 0 to 100 in the text box. 0 means 0% transparent, or not transparent at all—completely opaque; 100 means 100% transparent, or completely invisible (probably not a commonly used setting!). Yes, if you set something to 100% transparent, no one will ever see it play back.

Transparency works independently of Key Colors. You can key certain colors out completely and make the rest of the logo partially transparent.

## Animated Logos

The MX5 is capable of playing back Animated GIF files as logos. Simply add the animated GIF with the same procedures listed above for any other graphic. No special settings are required and resizing is allowed.

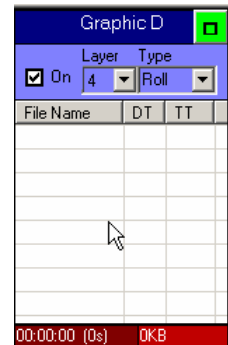
## Add a Roll

Related to crawls, but in another dimension, the MX5 is capable of running a roll independently on each one of the Graphics Layers.

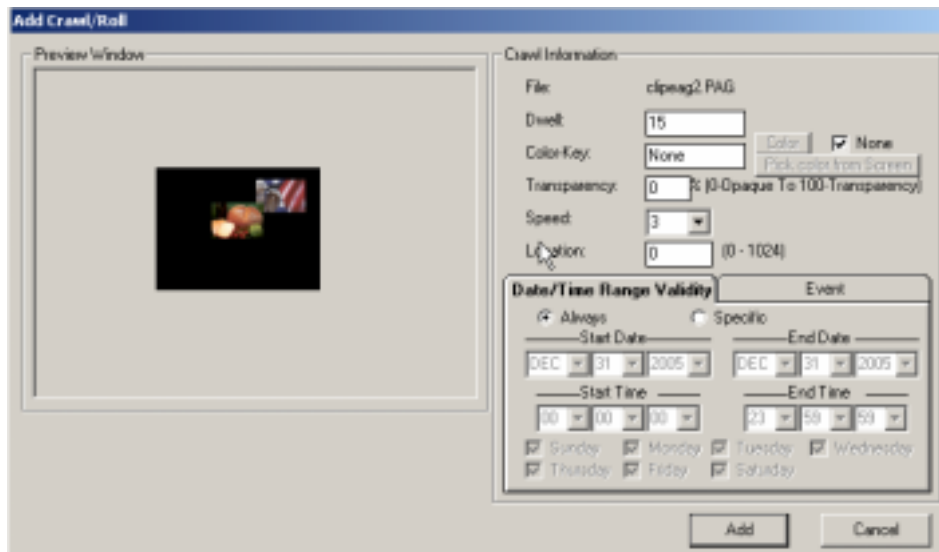
The MX5 can “ROLL” any graphic or page. The ROLL feature will dock roll pages together if the speed and dwell are set properly to achieve a continuous rolling graphic. See the AdvancedDemo.Set for several ROLL samples.

Let’s add a roll on Column D. Select column GRAPHIC D by clicking on it; Set its type to CRAWL. The next step will be to select a graphic to crawl.

In the same media folder we’ve been using all along, choose a .PAG file to be our sample ROLL (we want to use a MediaCreator .PAG so the black background will be automatically keyed out, allowing us to see the layers below).



This opens the ROLL attributes window—similar to CRAWL attributes.



## Roll Dwell

ROLL dwell time is the same setting as a crawl dwell.

## Color-Key

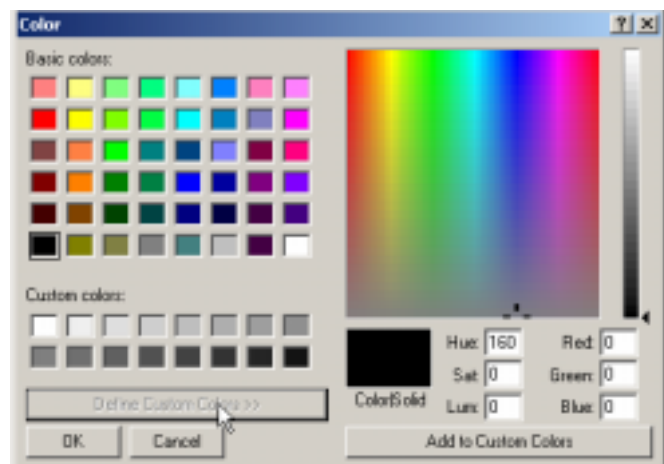
The Color-Key box allows you to choose a color to be keyed out when the roll is played. A color that is keyed out becomes transparent at playback. This special effect attribute will allow you to add odd shapes or “floating” text and objects over other pages and backgrounds. Color-Key can also be turned off to ensure all of your chosen colors show at playback.



If you desire a color be keyed out, you can either enter the standard hexadecimal value of your color (if you have this value handy) or click on the COLOR button, and select your key color from the pallet.

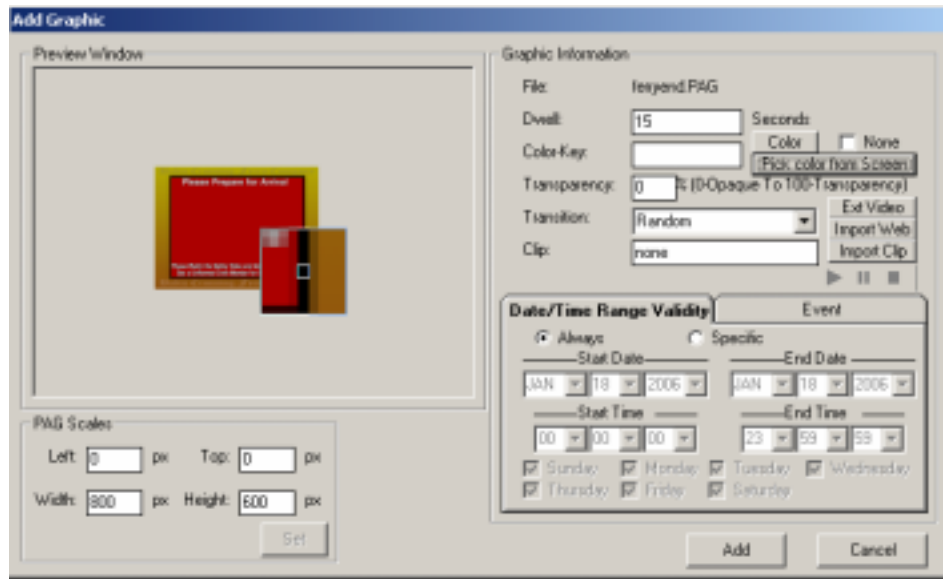
This window will initially open in basic view—to open the expanded view as shown in the picture to the right, click the DEFINE CUSTOM COLORS button.

### Pick Color From Screen

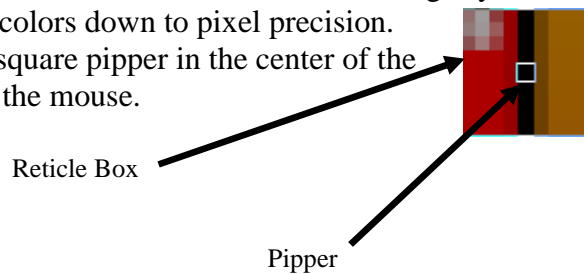


Another option for selecting which color to key (or cut) out of an image is Pick Color From Screen. This option allows you to select a color from anywhere on your screen to serve as the key color—so if you have created a graphic with a large red field that you wish to be transparent, you can use Pick Color From Screen to select that exact color. This is extremely useful if the colors you are using for keying are unknown (their exact RGB values are unknown).

To use, first click the NONE check box in the Color Key area of the attributes window to remove the check mark. Next, click the PICK COLOR FROM SCREEN button:

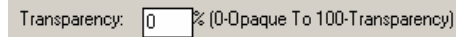


A reticle box will appear that you can move around the screen. This reticle will magnify the pixels it is currently over, allowing you to choose colors down to pixel precision. To choose your key color, simply place the small square pipper in the center of the reticle box over the color you desire and left click the mouse.



Transparency

You can also set transparency values for your entire roll.



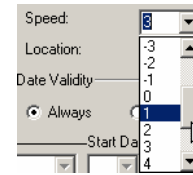
This transparency control refers to the transparency level of the entire roll as a single unit. Set the value by entering a number from 0 to 100 in the text box. 0 means 0% transparent, or not transparent at all—completely opaque; 100 means 100% transparent, or completely invisible (probably not a commonly used setting!). Yes, if you set something to 100% transparent, no one will ever see it play back.

Transparency works independently of Key Colors. You can key certain colors out completely and make the rest of the page partially transparent (or partially opaque, depending upon how you look at it).

### Roll Speed and Direction

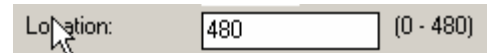
You can set and change roll speeds and direction with this control

A negative Speed will create a roll that moves from Bottom to Top  
 A positive Speed will do the opposite.



### Roll Location

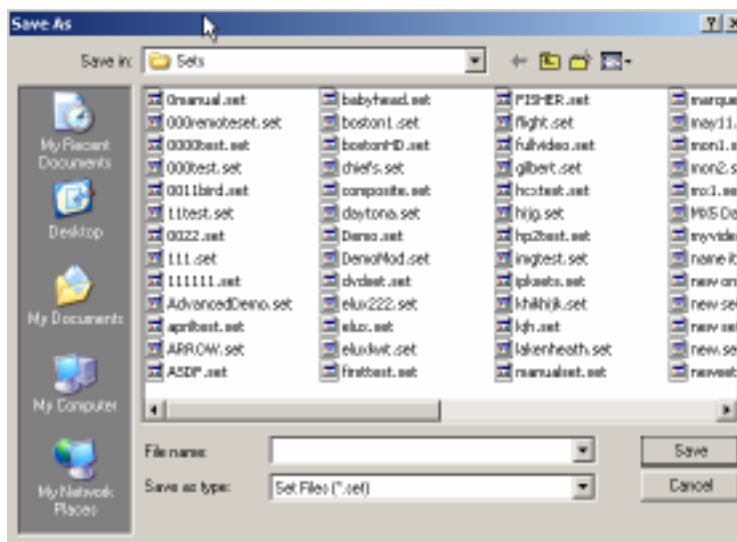
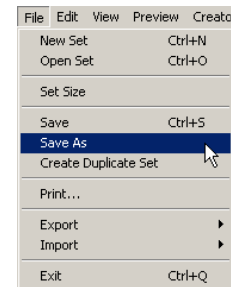
A roll can be located anywhere horizontally on the playout screen. Simply choose the pixel that you want the crawl to run at, 0 to 1024. Note the limits and pixel counts may change from application to application—the sample picture to the right may not be identical to your installation.



### Save Set

Once your set is complete, and you are satisfied with it. It will need to be saved so we can schedule it.

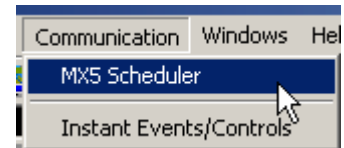
Click FILE and select SAVE AS then enter a name for your set.



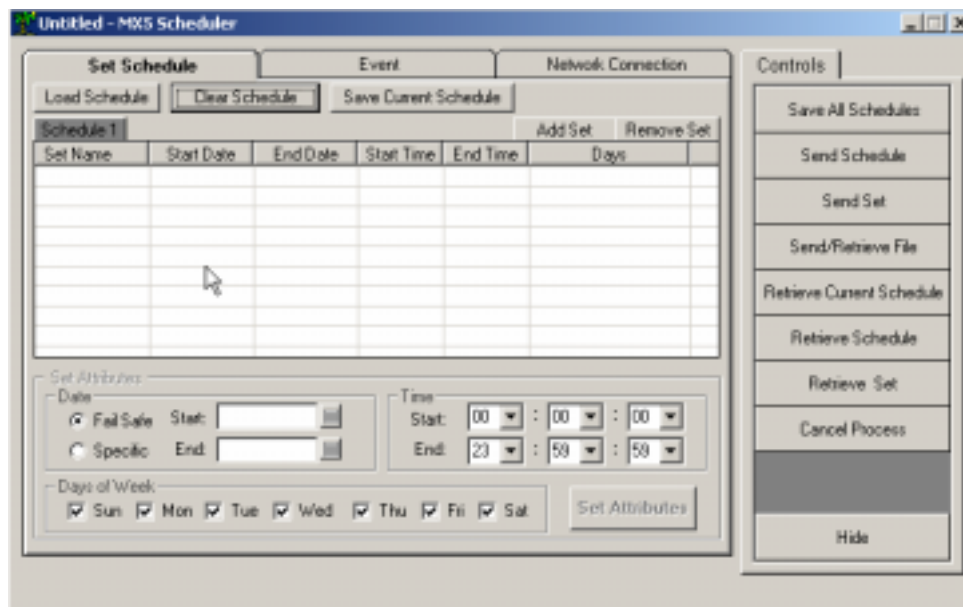
## Schedule and Communicate

The final step to being on air with your graphics is communications.

On the Menu Bar, Click COMMUNICATION then MX5 SCHEDULEULER



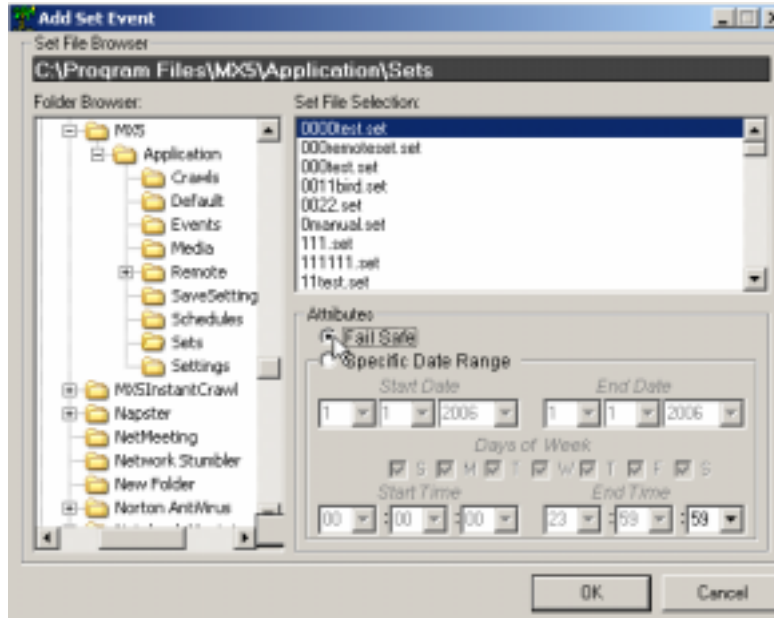
The SCHEDULER WINDOW will open.





## ADD A SET TO THE SCHEDULE

Step one is to add a set to the schedule. Click ADD SET and select the first Set you wish to place in the schedule

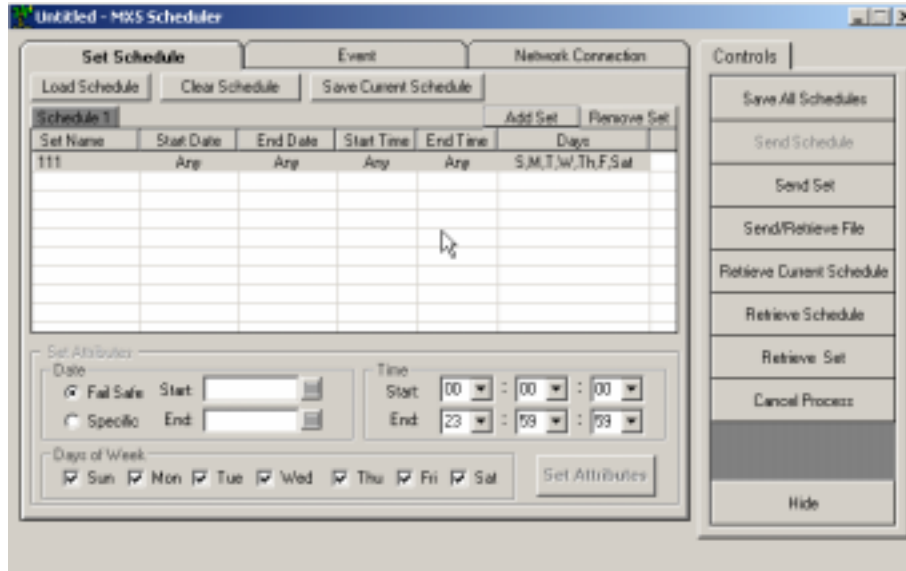


Browse to your set with the left-hand side FOLDER BROWSER. Remember, you can save sets on any attached drive, including network drives. Once you locate your set, ensure you have your desired attributes set:

**FAIL SAFE or SPECIFIC DATE RANGE:** Sets can be scheduled in two ways...FAIL SAFE or SPECIFIC DATE RANGE. Every schedule must have a FAIL SAFE set. FAIL SAFE sets play when no other scheduled sets are valid, and of course when they are the only set in a schedule. Fail Safe is designed to prevent “black air”—so that no matter what the date or what the time, at least one set is always valid within a schedule. If the set you are scheduling is to be the only set in the schedule (as it would be for a tutorial) ensure you click the FAIL SAFE radio button.

A SPECIFIC DATE RANGE setting allows you to program a set within your schedule to play at certain times and to be bypassed at other times. For instance, you can have two sets in your schedule: One is your fail safe (the set that plays when no others are valid) and the other set to a SPECIFIC DATE RANGE of perhaps every day for the month of December, with time set at 12:00:00 to 15:00:00...this would result in your fail safe set playing most of the day, but each day in December between 12:00 PM and 3:00 PM, your specific set will play. This is an extremely valuable tool if you are matching advertising to time of day demographics, or selling time blocks on a schedule, or just have different content for different periods. Not only can time and date be specified, so can specific days of the week.

After your attributes are set, click OK on the Set Attributes Window. Your set will now be listed in the first row of the scheduler.



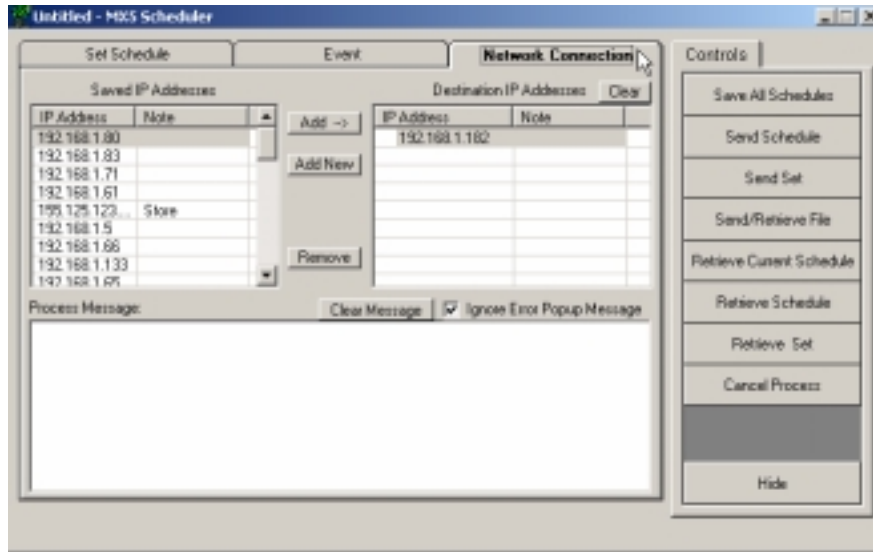
Notice, you can highlight any set on this form and adjust the Start/Stop Dates, TIMES and Days of week as well as make a fail safe set specific or vice versa. Finally, we need to save the schedule and name it. Click the **SAVE CURRENT SCHEDULE** or **SAVE ALL SCHEDULES**, and provide a name for the schedule in the browser window that opens. If your schedule already has a name, **SAVE CURRENT** and **SAVE ALL** will save under the same name.

You can determine if your set is programmed as a valid **FAIL SAFE** if the Start Date, End Date, Start Time, and End Time all have the value “ANY”.

**COMMUNICATIONS**

The final step is to send you schedule to the player.

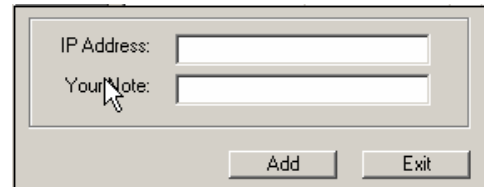
Click the **NETWORK CONNECTION** Tab.



Click ADD, or ADD NEW if the IP isn't listed on the left, to add the IP address of your MX5. This address was set when you first installed the device.

Enter the IP here and a note if you'd like to identify the address to yourself (useful mostly with multiple devices).

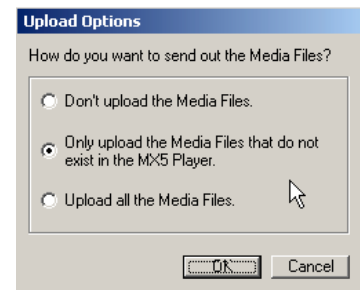
Note: You can use the network name of your MX5 in lieu of an IP address.



Once an IP address is set, click the SEND SCHEDULE Button.

The UPLOAD OPTIONS dialog will open. Choose the first option if you know all of your media already exists on the player and you want the fastest way to send a schedule change only.

Choose the middle option for true SMART UPLOADS. This option will poll the player, compare your schedule and send only the files that are necessary for the new schedule to play. SMART UPLOADS may not register existing media during the first upload after software installation or software upgrades as attributes can change between software versions.



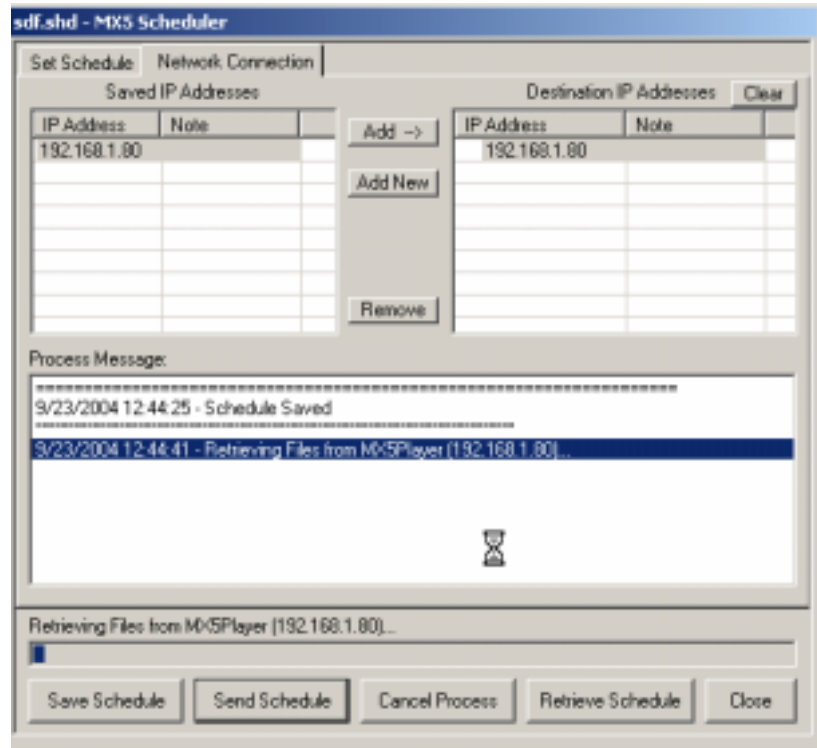
The final option is to Upload all Media—Use this to ensure an upload of all the contents of your MEDIA folder. This option could take a very long time to progress. This would be used if you wanted to pre-load all of your media on the player, and only make minor changes later to just the schedule.

Click OK.

The text box in the network window should give you progress and feedback on the sending process.

Once the send is complete, you will get a green check mark next to the IP address in the upper right box, or a red X if communications was unsuccessful.

If communications was successful, your set and your schedule should now be playing on your MX5.

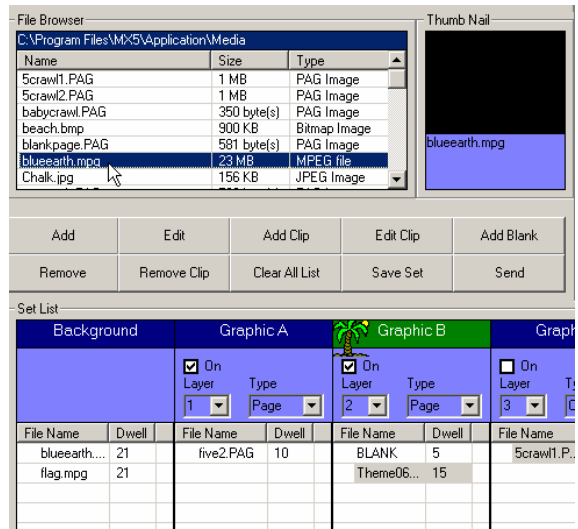


**ADDITIONAL FEATURES and FUNCTIONS**

**ADD VIDEO CLIP to PiP PAGE AFTER PAGE ADDED TO LAYER**

As we already have covered, the MX5 is capable of playing back a video file in a PiP window within a set. Remember a page must have a PiP window in order for a video clip to be attached to it. If we have such a page and did not attach a clip to the page at the time we added it to a layer, we can still do so after the fact.

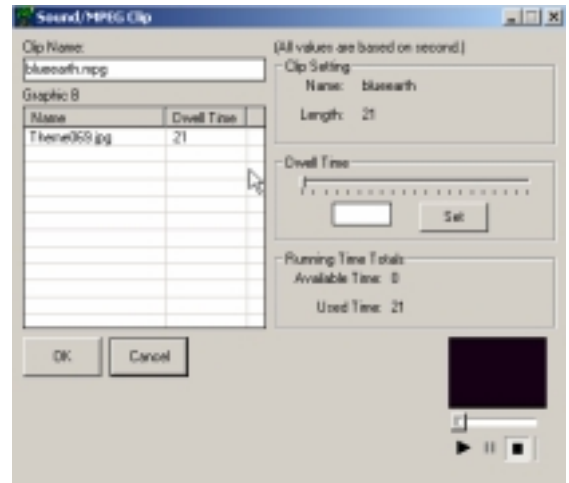
Going through the tutorial, we added a PiP window to “Theme069.jpg”, and we did add a clip to the page...but if we hadn’t....



As shown above, select the page to receive the MPEG, and then select the Clip to be added from the file browser. Click ADD CLIP in the control section, or right click and select ADD CLIP.

The Add Clip window will open.

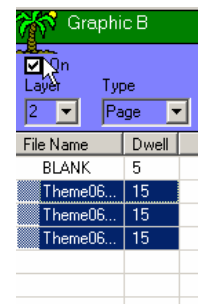
This window will allow you to adjust the clip dwell, which will change the dwell of the page. The system defaults to the actual length of the clip, but it is available for change. This form allows for a clip to be added over multiple pages. This might be an interesting addition for you if you wish to play a 30 minute clip and want to change the graphics and backgrounds, or crawls and logos during the show.



To add an MPEG over multiple pages, simply highlight multiple pages on the COLUMN SET LIST (each page must already have a PiP Window on-board).

To multi-select pages, hold down the SHIFT key on the keyboard, and click on the sequential list of pages you wish to add a single clip to.

Then, click on the clip name in the FILE BROWSER WINDOW followed by ADD CLIP in the control buttons or Right Click on the clip and select ADD CLIP



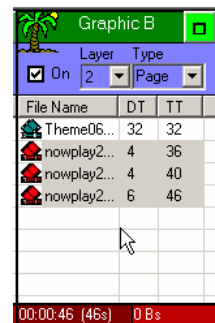
The MPEG ATTRIBUTES window will open, and this time you'll see three pages there.



You can then add the clip to all three pages so that the clip will play once while the pages change at the dwell periods you set. Notice at the top of this window that you can also add video inputs (composite, S-Video, or a Tuner Input) as well as sounds to multiple pages (maybe voice-overs for a classified add channel).

The DWELL times will be evenly spread over all the pages you selected. You can adjust those times as desired on the previous attributes window.

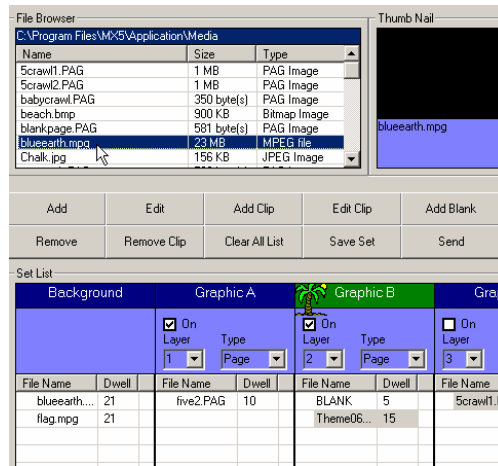
Once you have selected the MPEGS over three different pages you will see RED "filmstrip" icons to the left of each page to indicate a clip is attached.



**ADD AUDIO to a PAGE or MULTIPLE PAGES AFTER PAGES ADDED TO LAYER**

As we already have covered, the MX5 is capable of playing back an Audio file attached to a specific page. This may be a soundtrack for a page or maybe a voice over (such as those used in common advertising). If we did not attach an audio clip to a page at the time we added it to a layer, we can still do so after the fact.

Select any page in our set that does not have a clip of some sort already attached. Note that you can attach a video clip, or web page, or video source, or audio clip to a page, but only one of those may be attached at any given time.

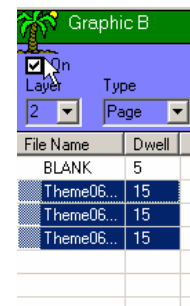


As shown above, select the page to receive the audio clip, and then select the Clip to be added (wav or mp3) from the file browser. Click ADD CLIP in the control section, or right click and select ADD CLIP.

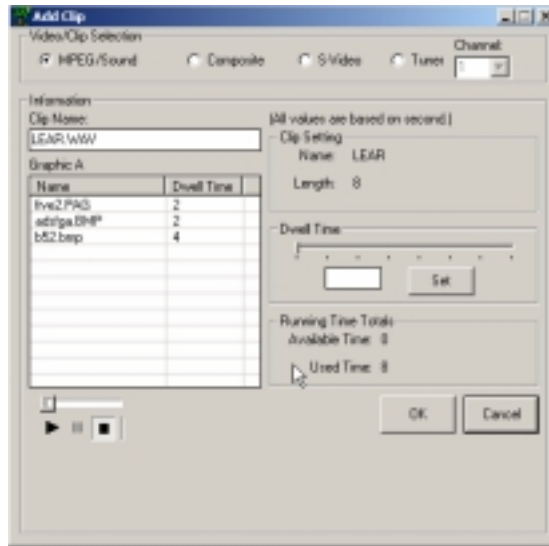
To add audio over multiple pages, simply highlight multiple pages on the COLUMN SET LIST.

To multi-select pages, hold down the SHIFT key on the keyboard, and click on the sequential list of pages you wish to add a single clip to.

Then, click on the clip name in the FILE BROWSER WINDOW followed by ADD CLIP in the control buttons or Right Click on the clip and select ADD CLIP



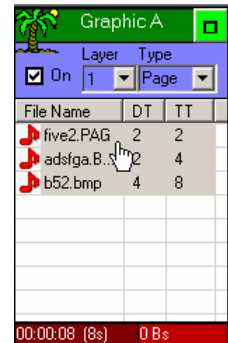
The CLIP ATTRIBUTES window will open, and this time you'll see three pages there.



You can then add the clip to all three pages so that the clip will play once while the pages change at the dwell periods you set.

The DWELL times will be evenly spread over all the pages you selected. You can adjust those times as desired on the previous attributes window.

Once you have selected the MPEGS over three different pages you will see RED musical note icons to the left of each page to indicate a clip is attached. If you had added audio to just one page, the musical note icon will be black.



**PLAY POWERPOINT©**

MediaXtreme products are part of the very elite group of players on the market that can mix Microsoft PowerPoint© presentations with other media—in fact the MX series is the only product within the price range to offer this capability.

PowerPoint© is an application unto itself, so there are some limitations when playing back. Mainly, this limitation is that PowerPoint© has priority over all other media, so the presentation will be the only visible media on the output. Any effects, such as embedded video, text animations, transitions, and audio must be embedded in the PowerPoint© as the remaining layers



of MX5 will be inhibited during playback. PowerPoint© can only be added to the background layer.

To add PowerPoint©, simply make the Background Layer active and use the file browsers to find and select your presentation. Add it to the background in the same method used to add any other content to the background layer.

Operational Note: PowerPoint presentations must be properly configured to play as a slide show on the MX series players per the following directions:

1. Open PPT file in MS PowerPoint, select menu Slide Show -> Set Up Show:
  - In frame Show type
    - Check option **Presented by a speaker(full screen)**
    - Check option **Loop continuously until 'ESC'**
  - In frame Advance slides
    - Check option **Using timings, if present**
2. Select menu Slide Show -> Slide Transition:
  - In frame Advance
    - Check option **Automatically after**
    - And set the [xx:xx] (seconds)

## PLAY FLASH

The MX5 and devices are capable of playing Flash files as standard content. These can be Macromedia Flash© or any of the third party flash generating products available on the market (such as Xcelsius©).

Rules for Flash files are similar to PowerPoint©--they can be added to the background layer only. The difference between PowerPoint© and Flash is that Flash behaves as though it were a

background MPEG video—you can key other content over the top including PiP windows, crawls, rolls, and logos.

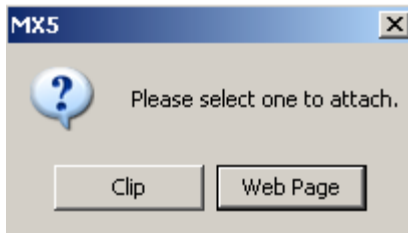
To add FLASH, it must be saved as an .SWF file. Simply browse to the folder containing your Flash files and add them to the background in the same method you would use to add an MPEG to the background.

**DISPLAY WEB PAGE**

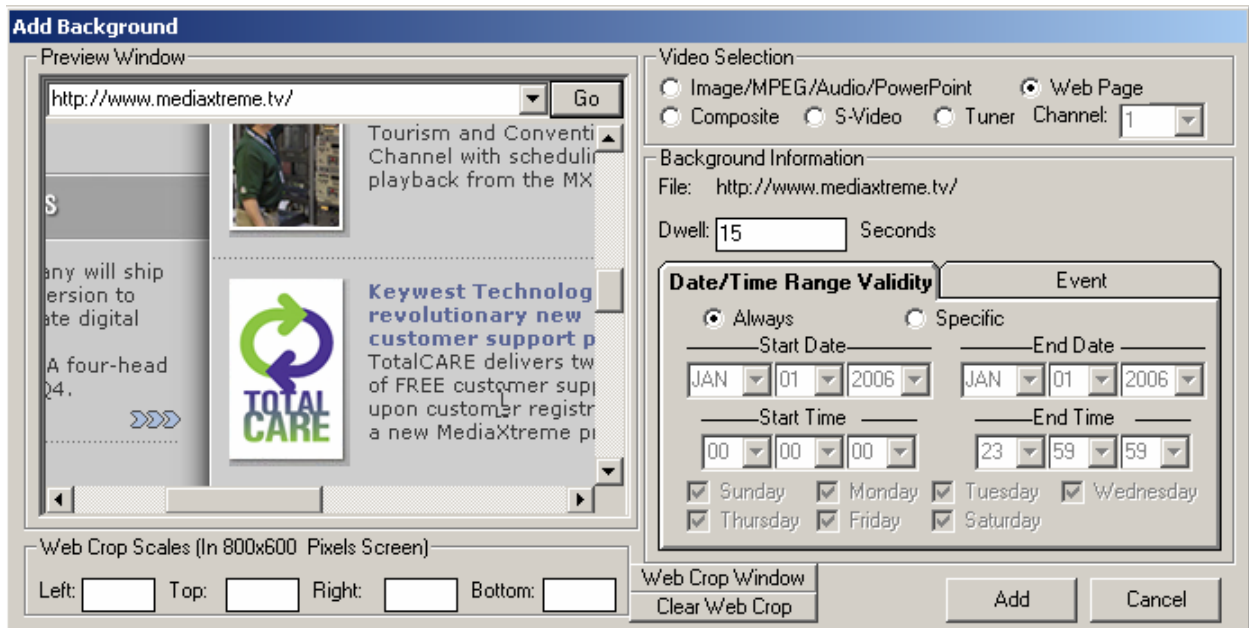
Web pages can be displayed as background layer items or within PiP windows. To add as a background, activate the background layer by clicking on it. Then, right click on the background layer and select ADD WEB PAGE.

Add Item To Top	Ctrl+T
Add Item	Ctrl+A
Add Web Page	Ctrl+W
Add Blank	Ctrl+B
Add Clip	Ctrl+M
Edit Item	Ctrl+E
Edit Clip	Ctrl+P
Copy	Ctrl+C
Cut	Ctrl+X
Paste	Ctrl+V
Remove Item	Del
Remove Clip	Ctrl+R
Clear All	Ctrl+L

Or click the ADD ITEM icon on the right quick start pane then select WEB PAGE on the select window



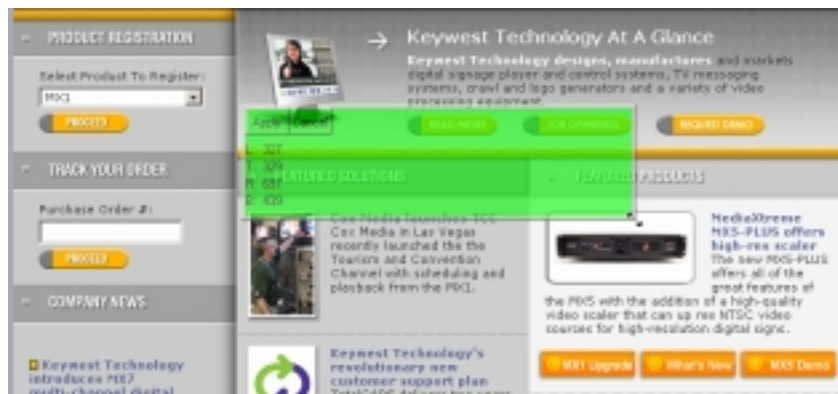
The Web Page Attributes window will appear



The Preview Window will start blank—type in the URL (the web address) that you wish to display. In our example, we used www.mediaxtreme.tv (there is no need to type the http:// portion of the address). After entering the URL, click GO and your web page will be displayed live in the Preview Window.

Once you verify this is the web page you are after, you can set the Dwell time of the page and the Date/Time validity. Click the ADD button when you are ready to add the web page to your set.

An additional feature of the Web Page tool is WEB CROP WINDOW. This function allows you to choose just a portion of a web page for display. To use, after you have selected your URL and have it displayed in the preview window, click the WEB CROP WINDOW button.



A full screen representation of your web page will appear with a translucent green box. This box is the actual crop area. Use the mouse and drag the corners of the green box to select the area to

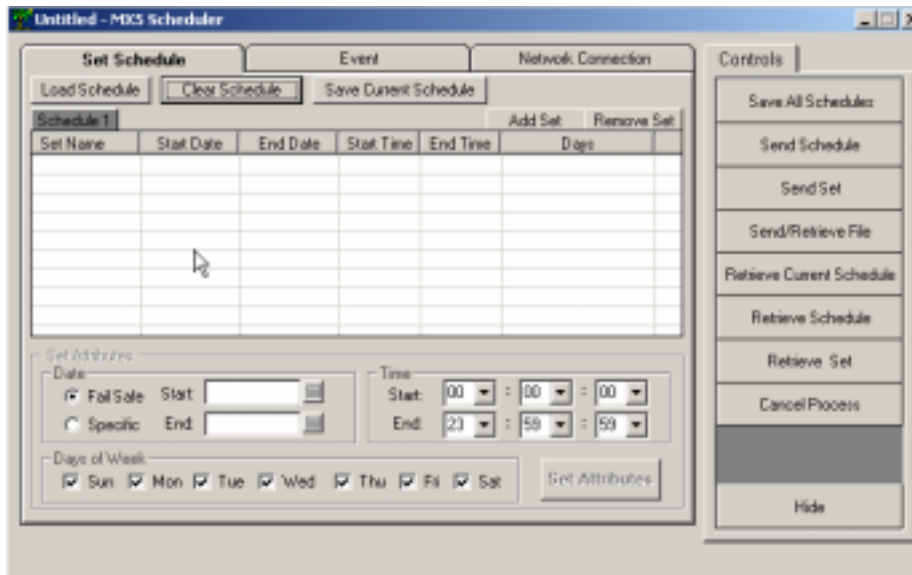
be cropped. Once satisfied with the crop area, click the APPLY button within the green box. This will set the actual size and position of an area of that web page that will be displayed in your set.

It is important to note that the crop box has no knowledge of the content that is within its borders. If you are cropping a specific section of a web page that you have no control over (like a map, or crawl, or active content) and the web master in control of that page moves elements around, the crop box will not automatically compensate, rather will still crop the exact same size and position you set in this step.

## ADVANCED COMMUNICATIONS

Earlier in the Tutorial Section of this manual we covered the basic communications. As you’ve probably noticed, the Communications item has several additional buttons we didn’t use. Let’s start with the Scheduler.

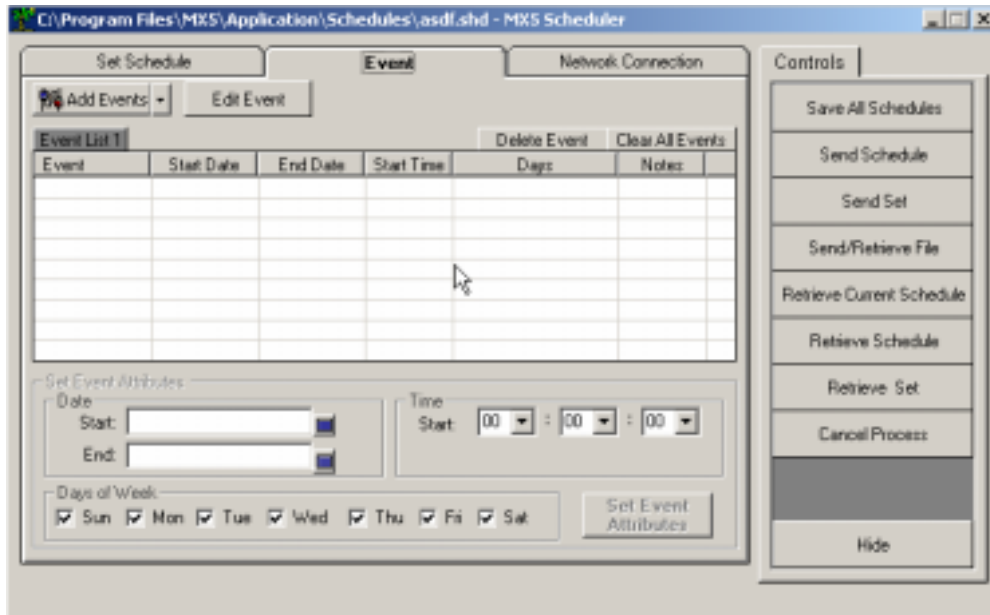
If not already open, click COMMUNICATIONS and MX5 SCHEDULER.



We have already looked at the SET SCHEDULE tab and the NETWORK CONNECTION tab. Let’s take a look at the EVENTS tab.

## SCHEDULED EVENTS

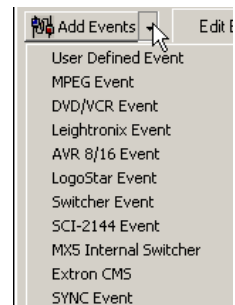
Click the EVENT tab on the scheduler:



Notice the event window has some of the same control as the set schedule tab. The key differences being that pre-programmed events must be selected through the ADD EVENTS drop down box and that there is no stop time to an event—only start. An event doesn't require a stop time because it is a single fire event—it is something that is triggered at an exact time—functions such as controlling a matrix, starting a DVD, triggering a tape deck.

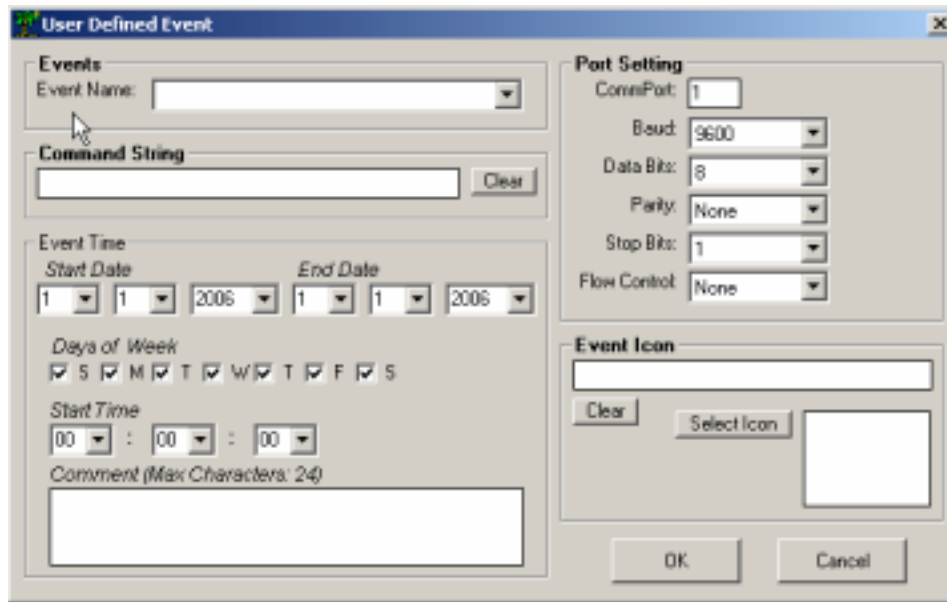
To add a scheduled EVENT, click the ADD EVENTS drop down box. You'll see different events supported by the MX system.

We will cover each possible event individually. Please note that the events available in your system can differ from the image on the right. Keywest Technology's famed flexibility means that we are adding new device control very often to make our customer's jobs easier. Contact Keywest Technology with any requests—most can be accommodated at minimal cost. Any Serial, Network, or IR device can be controlled. Now let's look at each event:



### USER DEFINED EVENT

A User Defined Event is the epitome of flexibility. This function allows you to create your own event for serial controlled devices. This can be used to program events to turn off and on monitors at specific times, or make matrix switches to devices not currently supported, or make absolutely any RS-232 control command for your system. Click User Defined Event:



The most important block is the COMMAND STRING block. This is where you type in the actual RS-232 command string to control your device. For instance, if you are commanding a serially controlled switcher, the string found in that switchers manual might be something like IN1OUT1 (meaning input one to output 1). Simply type that command string exactly as it is shown in the device under control’s manual—in our example, you would type IN1OUT1.

Next the event is going to require a name...type a name that has meaning to you so you can call this event again and again (if it’s a switcher event, perhaps the name of the event would be “switch”—as long as it’s something you can use).

Below the command string block, you’ll need to use the Start Date and End Date to set the validity of your event. If you want the event to be valid always, simply click the End Date year drop down and go as far into the future as possible—10 years probably would cover any “forever” in the video business. You’ll also set the valid Days of the Week for your event, and most importantly, the Start Time...the Start Time is the exact second your event will trigger.

Use the Comment block below the Start Time to add any reminder comments for yourself. These comments have no function other than pure information.

Next, you have to set the COMM port that is connected to the device under control. This is the COMM port of the MX5 or 7 player that is physically connected to your device. The COMM ports on your MX5/7 are labeled. If your serial commands aren’t working, this is the first place to look—ensure you have selected the proper COMM port for your event.

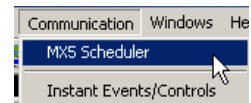
Below the port selection, you'll program the parameters of the RS-232 control. See the manual for the device you are controlling for BAUD RATE, DATA BITS, PARITY, STOP BITS, and FLOW CONTROL.

Finally, on the USER EVENT window you can assign an icon to your event. With an assigned ICON, EVENTS can be drag and dropped into timelines—useful if you want a specific event to be timed with a specific page or video. Your icon can be bitmap, jpeg, or gif.

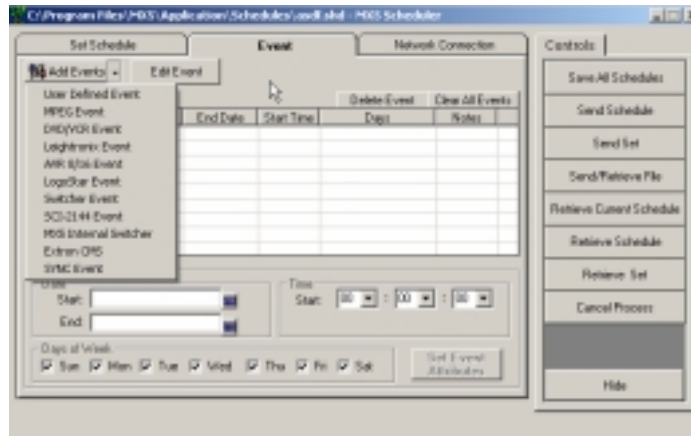
**MPEG EVENT**

The MX system is capable of controlling external video servers via RS-232 serial control.

To add an MPEG EVENT to your schedule, click Communications and then MX5 Scheduler.

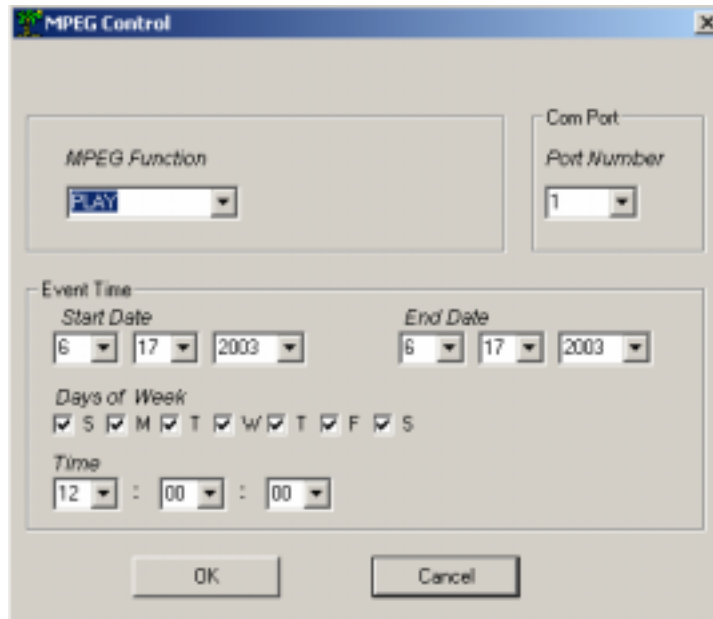


Click the EVENT tab and the ADD EVENT drop-down.



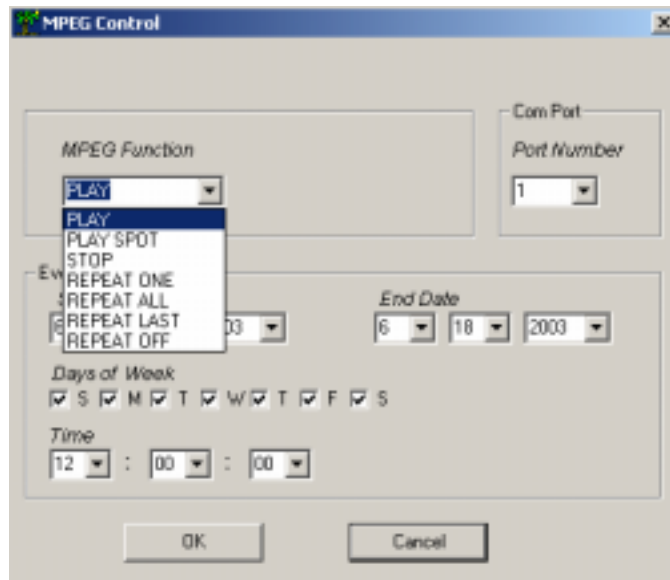
Select MPEG EVENT

These events would be used to control MPEG player devices such as the Keywest Technology's MX2-PRO or Adtec Edge and Soloists.



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.

Under the category MPEG Function, there are several available options:





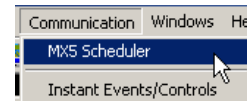
- PLAY*—Plays the current spot (Clip) from the MPEG player’s Play List (next in queue)
- PLAY SPOT*—Play a specific spot by name
- STOP*—Stops any spot that is playing
- REPEAT ONE*—Repeats the current spot until stopped
- REPEAT ALL*—Cycles through entire list or inventory of clips on MPEG player
- REPEAT LAST*—Plays entire list to the end, and repeats the last spot only
- REPEAT OFF*—Plays list to conclusion, then stops

As with all other control events, 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.

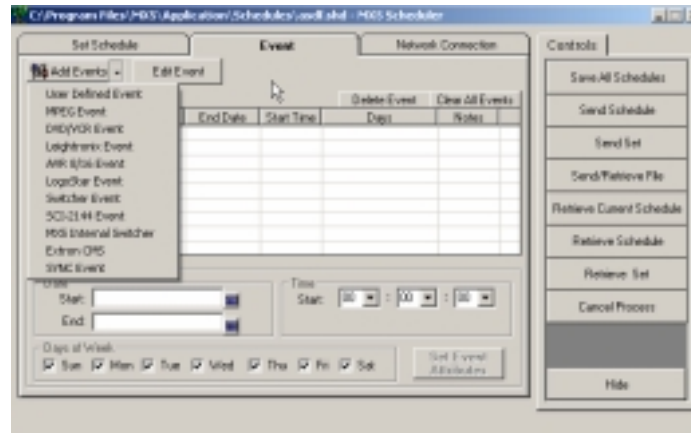
**DVD/VCR EVENT**

The MX system is capable of controlling external DVD and VCR devices via RS-232 serial control.

To add a DVD/VCR EVENT to your schedule, click Communications and then MX5 Scheduler.

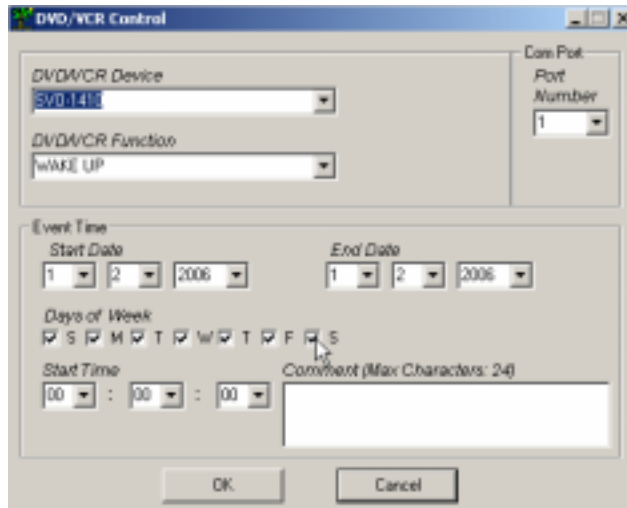


Click the EVENT tab and the ADD EVENT drop-down.

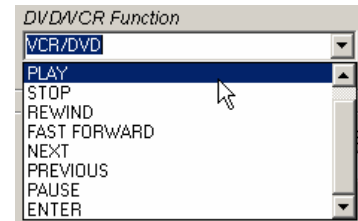


Select DVD/VCR EVENT

The MX series can be programmed to trigger several events on tape decks or DVD players. These events include playing, stopping, rewinding, Power On and Power Off, selecting chapters and more.



Choose your DVD/VCR Device using the drop-down menu. Next, choose the event you wish to occur under DVD/VCR Function. Be aware that available events will change based on the device selected. All devices feature the basics (Play, Stop, Pause).



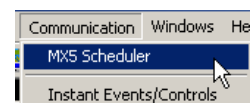
As with all other MX events, utilize the lower section of the EVENT window to set dates and times for events. Also, as a reminder, ensure you have the proper COMM PORT set prior to saving your event list.

Finally, for success, ensure you have the tape or DVD you wish to trigger inserted in the device and power applied.

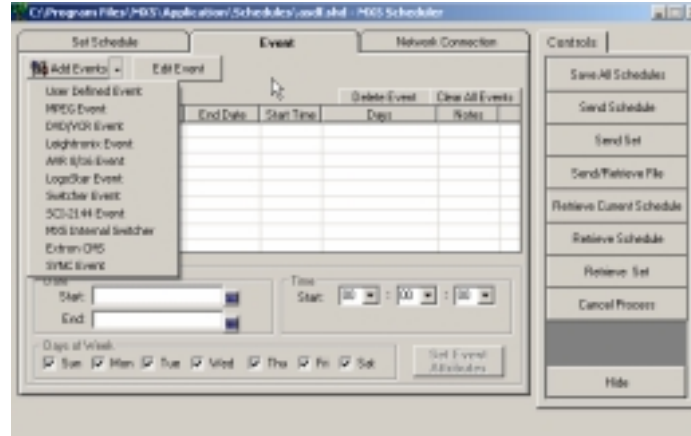
**LEIGHTRONIX CONTROL EVENT**

The MX system is capable of controlling external Leightronix devices via RS-232 serial control.

To add a LEIGHTRONIX EVENT to your schedule, click Communications and then MX5 Scheduler.

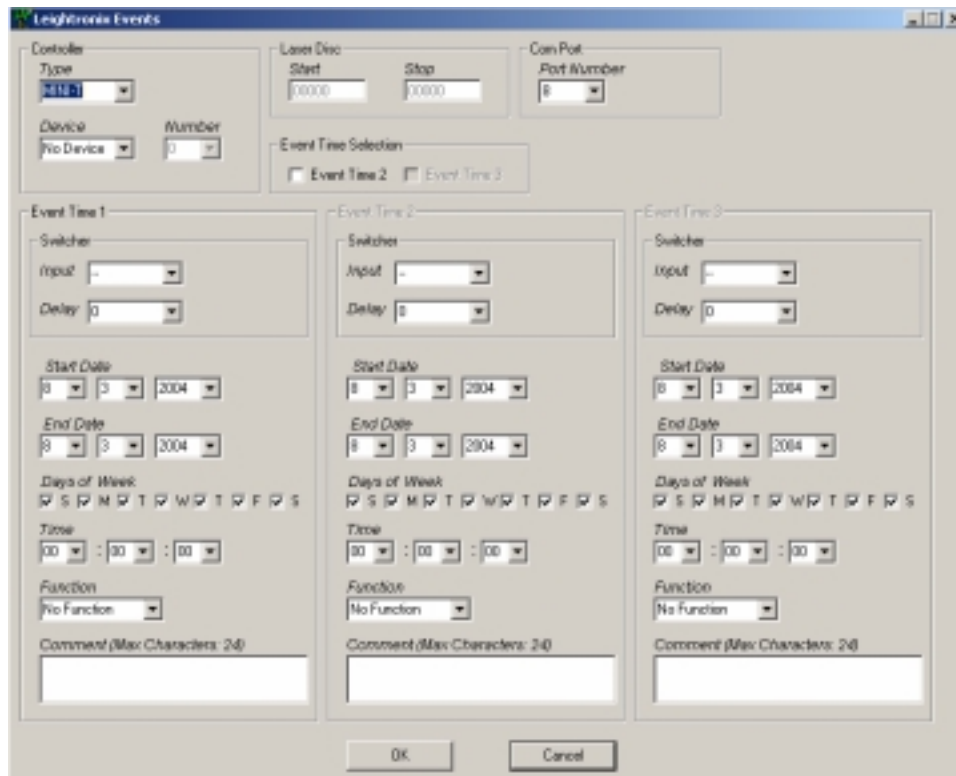


Click the EVENT tab and the ADD EVENT drop-down.



Select LEIGHTRONIX EVENT

This function creates events for legacy Leightronix controllers. 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. Later Leightronix devices are not supported because of a decision by Leightronix to no longer provide control protocol. Keywest Technology has replaced the Leightronix device with the AVR-8 switcher and device controller. This section of the manual is purely for customers who already own the original Leightronix devices and wish to continue using them.



You can program 3 Leightronix events simultaneously with this window. This allows you to program a Play, Stop and Rewind sequence on one screen. Select the controller type being used from the **Type** drop down menu in the **Controller** area.

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 (**Error! Reference source not found.**).

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. 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.

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. 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. 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. Click on **OK**. 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 payout 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.*

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 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 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.

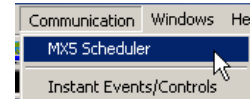
The PRO-16 is a 16 X 4 (16 inputs, 4 outputs). Since it has three outputs to choose from, when it is the selected device, this area is designated as **Router** and an **Output** drop down menu appears on the window. The **Input** drop down menu offers input selections from 1 – 16 and the **Output** drop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

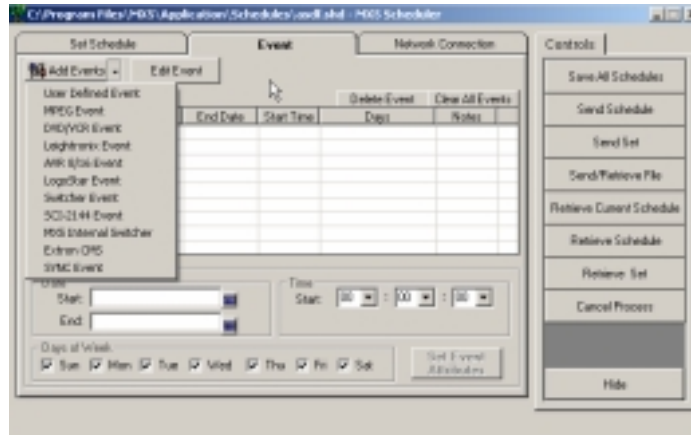
## ADD AVR8 EVENT

The MX system is capable of controlling external AVR8 switchers via RS-232 or TCP/IP control protocol.

To add an AVR8 EVENT to your schedule, click Communications and then MX5 Scheduler.

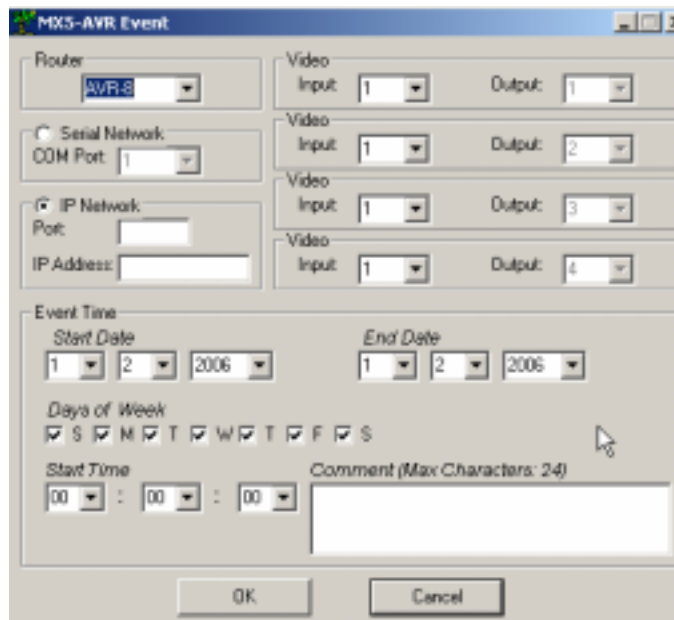


Click the EVENT tab and the ADD EVENT drop-down.



Select AVR8/16 EVENT

The Keywest Technology AVR8 device is an eight input, four output AV switcher device with network and serial control capability. The AVR8 comes with a manual specific to its operation. The MX series products can control the AVR8 directly as with other devices already discussed.





Select the Router (typically AVR-8) and select control method. There AVR8 differs from other matrix switchers in that it can be controlled by serial commands (RS-232) or Ethernet via IP. Setup of the AVR8 is covered in the AVR8 manual—there are specific settings for both types of control protocols.

Keywest Technology recommends using IP Network control. To use IP Control set the IP NETWORK port by entering the port number set on the AVR8 (typically this value is 3000). Next set the IP address of the AVR8 (per the AVR8 manual).

Choose the Input and Output configuration for the event. This event scheduler is programmed by the outputs—that is, there are four outputs on the AVR8, so those choices are static. What is changed is the input that is routed to the particular outputs. Set your input to output configurations using the provided drop-down boxes.

Set the event date/time and day of week trigger time, add any comments desired, and click OK to set the event in the scheduler.

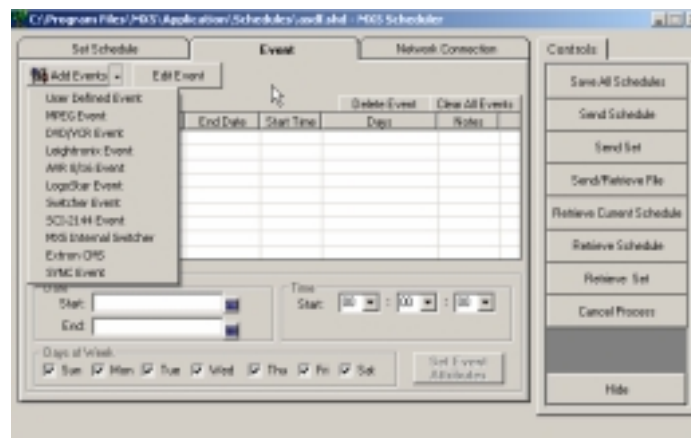
**ADD LOGOSTAR EVENT**

The MX system is capable of controlling external LogoStar 200 devices via RS-232 serial control. LogoStar 200s are used to insert static downstream logos.

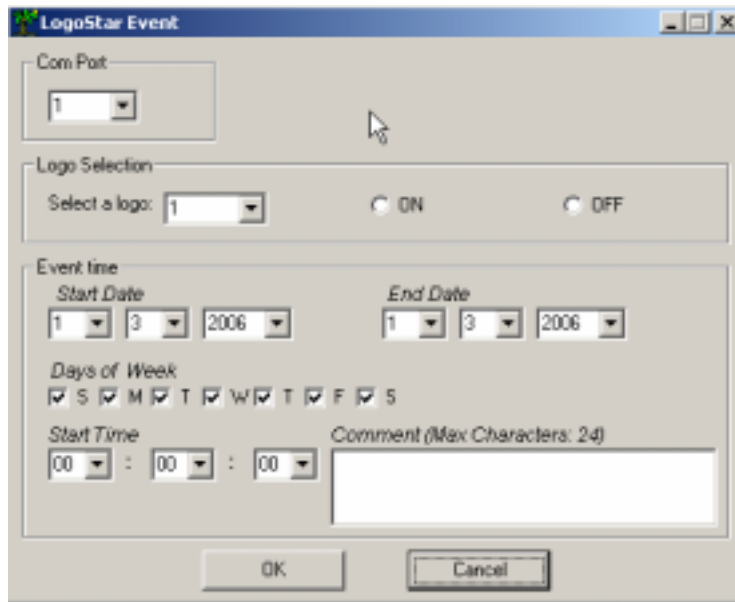
To add a LOGOSTAR 200 EVENT to your schedule, click Communications and then MX5 Scheduler.



Click the EVENT tab and the ADD EVENT drop-down.



Select LOGOSTAR EVENT



To trigger a logo event (logo on or logo off) set the Com Port that is connected directly to the LogoStar 200.

Select the logo you wish to trigger by number (see the LogoStar 200 manual to load and set logos).

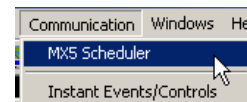
Select the event—LOGO ON or LOGO OFF—by selecting the appropriate radio button.

Set the event time, date, and days of week—when you are satisfied with the event click OK to add it to the EVENT programming.

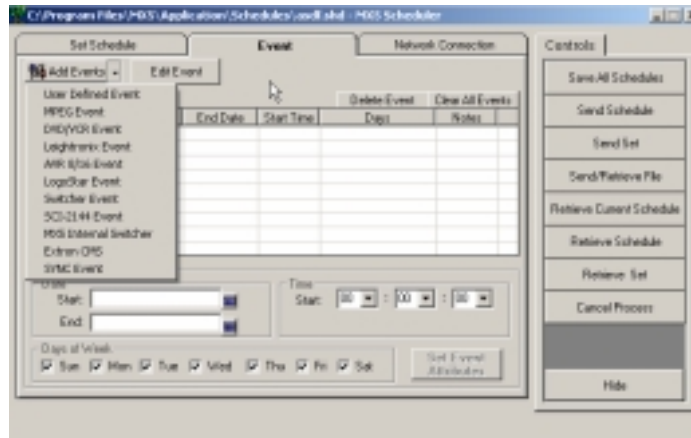
**ADD SWITCHER EVENT**

The MX system is capable of controlling external switcher devices via RS-232 serial control.

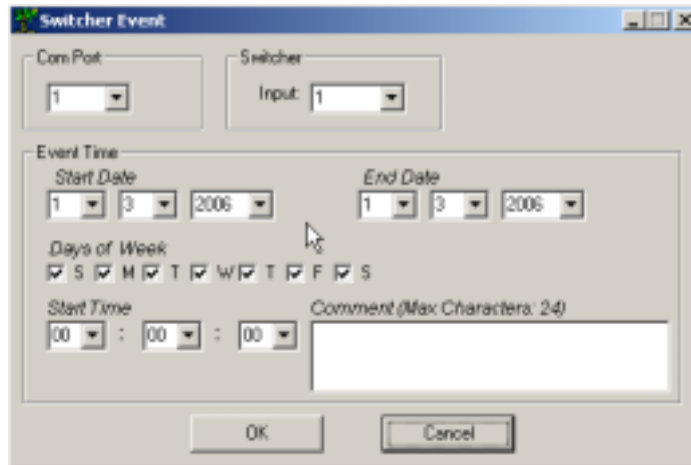
To add a SWITCHER EVENT to your schedule, click Communications and then MX5 Scheduler.



Click the EVENT tab and the ADD EVENT drop-down.



Select SWITCHER EVENT



Set the COM PORT to the actual MX5 port connected to the Switcher.

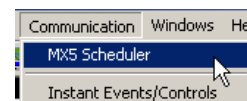
Next, set the input desired; set the start and end dates, valid days of the week, and the time for the triggered event.

Once set, click OK to program.

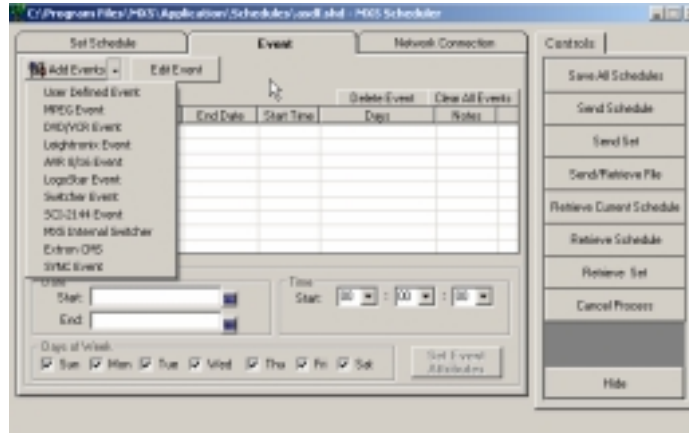
**ADD MX5 INTERNAL SWITCHER EVENT**

The MX system has an optional four input one output internal audio and video switcher. If your player is so equipped, you can program switcher events through the Scheduler

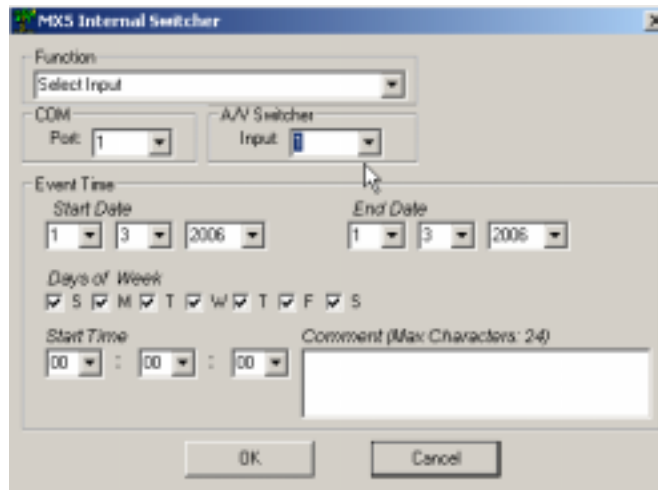
To add an INTERNAL SWITCHER EVENT to your schedule, click Communications and then MX5 Scheduler.



Click the EVENT tab and the ADD EVENT drop-down.



Select MX5 INTERNAL SWITCHER.



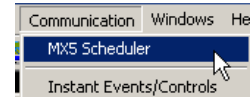
FUNCTION should be set to SELECT INPUT. Select the desired input (1 through 4). Set the start date, end date, days of the week and the Start Time for the triggered event.

When you have all desired settings loaded, click OK to set the event in the scheduler.

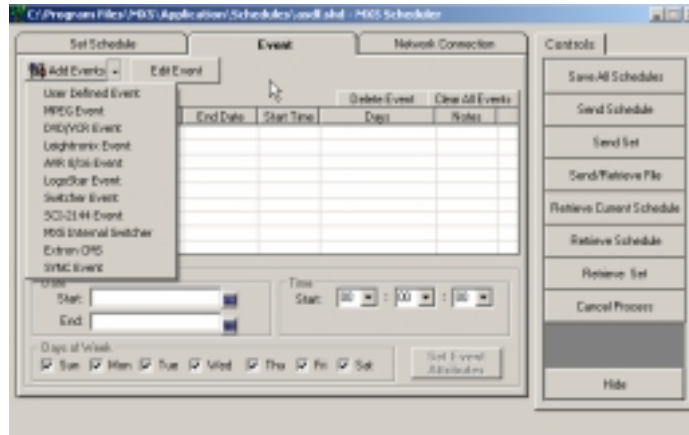
**ADD EXTRON SWITCHER EVENT**

The MX system is capable of controlling external switcher devices via RS-232 serial control.

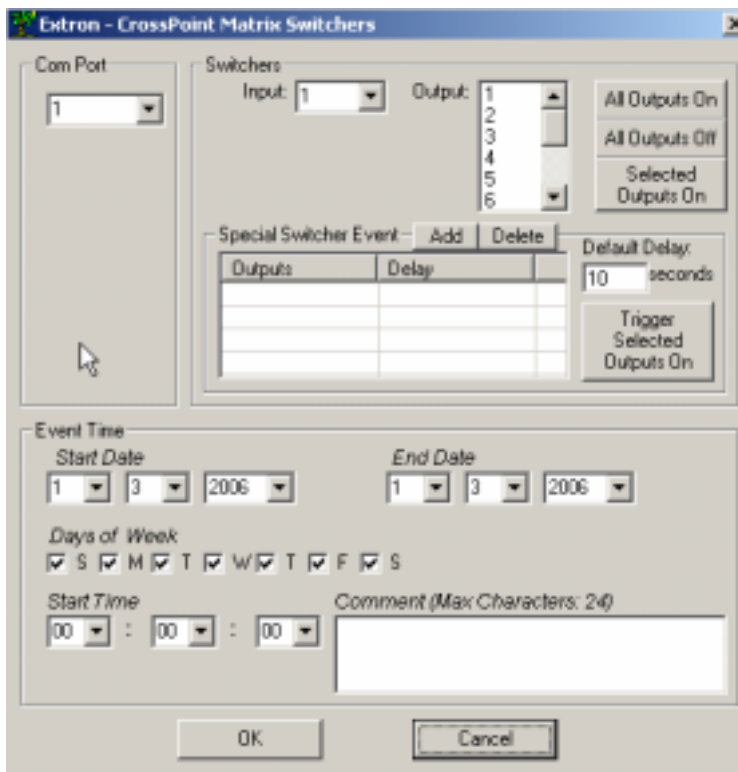
To add an EXTRON SWITCHER EVENT to your schedule, click Communications and then MX5 Scheduler.



Click the EVENT tab and the ADD EVENT drop-down.



Select EXTRON CMS



The MX family of products also supports RS-232 control of Extron switchers. Extron has a varied line of switchers and matrices with multiple inputs and outputs. See the SCHEDULER SETUP INI section to set your specific I/O count. Most Extron switchers use the same protocol, making this interface very flexible.

To use, ensure you have the proper com port set (the port on the MX5 that is physically attached to the Extron Switcher).

Choose your input number and output number for this specific event with the drop down boxes.

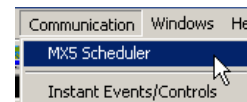
The SPECIAL SWITCHER EVENT section is special purpose and not normally used.

Set your valid days and dates along with trigger time and click OK to save the event.

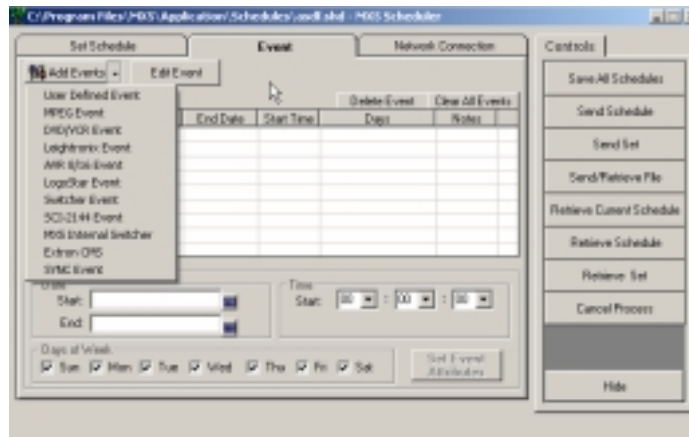
**ADD SYNC ON SYNC OFF EVENT**

The MX system has the capability to turn its video sync signals on or off on a triggered event. When used in a digital signage application, the MX device is typically connected to a flat panel or PC display via RGBHV or DVI connections. New displays of these type have auto-off features that cause them to turn off when no video sync signals are present. By triggering the MX5 to shut down sync at the end of the day for example, you can effectively turn off the connected displays at night—you can then add a SYNC ON event for every morning to automatically turn on your displays in the mornings.

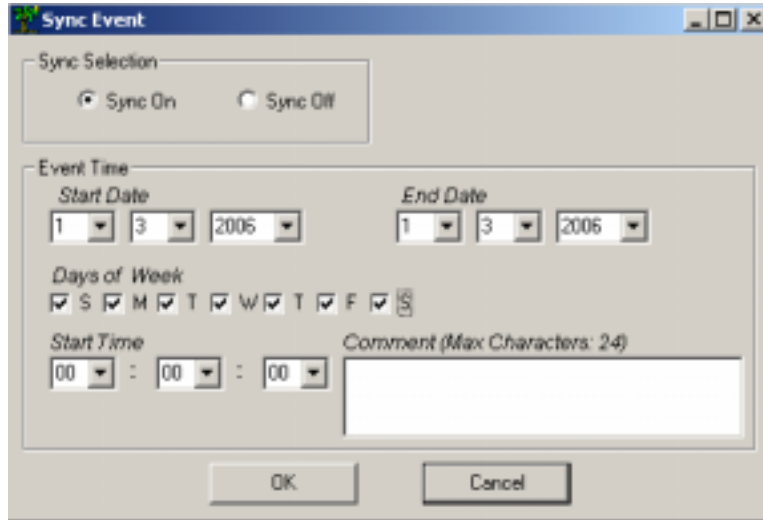
To add a SYNC ON or SYNC OFF EVENT to your schedule, click Communications and then MX5 Scheduler.



Click the EVENT tab and the ADD EVENT drop-down.



Select SYNC EVENT.



Select either SYNC ON or SYNC OFF by clicking the associated radio buttons.

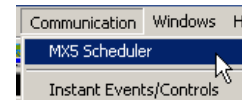
Set the valid days and dates and the trigger time.

Click OK to add the event to the scheduler.

Remember, SYNC ON and OFF are only applicable to the RGB outputs (RGBHV or DVI)—composite outputs are not affected.

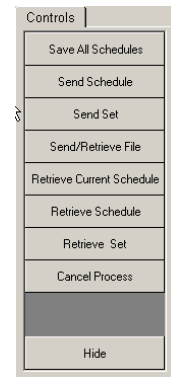
### COMMUNICATION CONTROLS PANE

To access the COMMUNICATION CONTROL PANE, click Communications and then MX5 Scheduler.



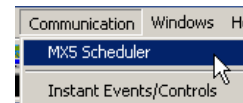
These buttons each have specific communications functions related to sending and retrieving data within the MX system. See the tutorial section of this manual for the SAVE ALL SCHEDULES and SEND SCHEDULE button function.

The remaining buttons have specific uses we'll cover individually

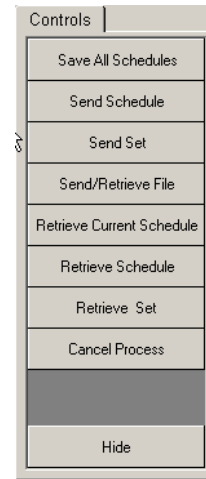


**SEND SET**

To SEND SET, click Communications and then MX5 Scheduler.



On the right side CONTROLS PANE select SEND SET



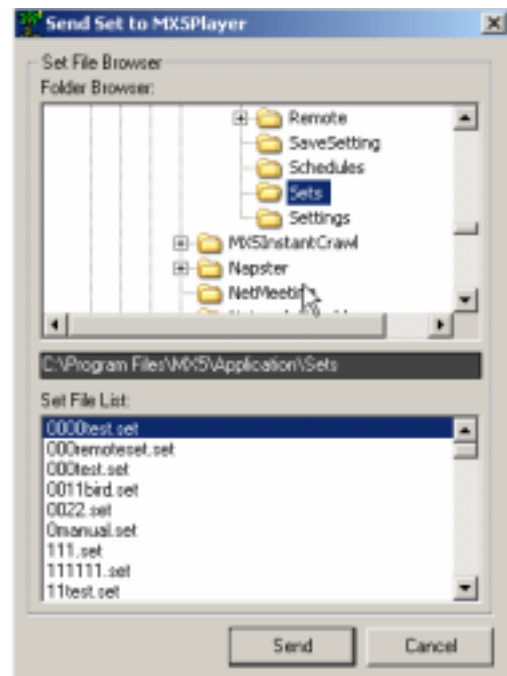
The SEND SET function allows you to send a set to the MX5 player individually, without having to send an entire schedule and causing a restart of the schedule.

The SET FILE BROWSER window will open.

Browse to the folder that contains your set and then select the set name in the lower portion of this dialogue box.

Once selected, click SEND to transfer the set from your scheduler computer to your MX player.

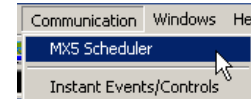
You must already have your network tab on your scheduler window setup with the proper IP address or network name to send to. To set this up, see the NETWORK TAB section of the SEND SCHEDULE portion of the tutorial earlier in this manual.



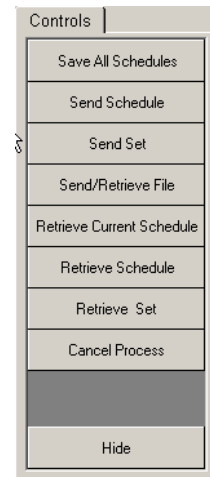


**SEND and RETRIEVE FILE**

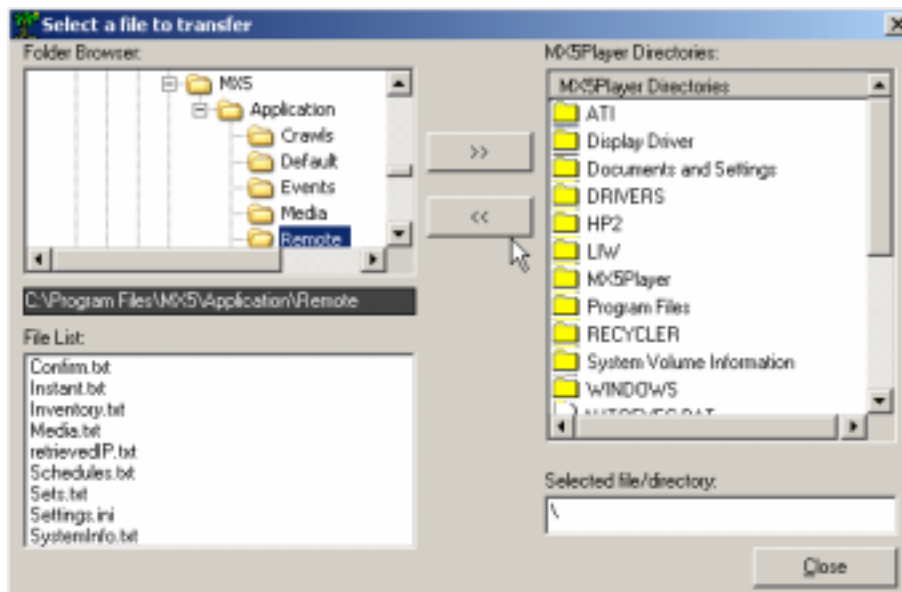
To SEND and RETRIEVE FILE, click Communications and then MX5 Scheduler.



On the right side CONTROLS PANE select RETRIEVE SCHEDULE



There are occasions it is useful to transfer individual files to or retrieve individual files from your player: Remote Upgrades; Log Files, Updated Media; Updated Text Files, etc...

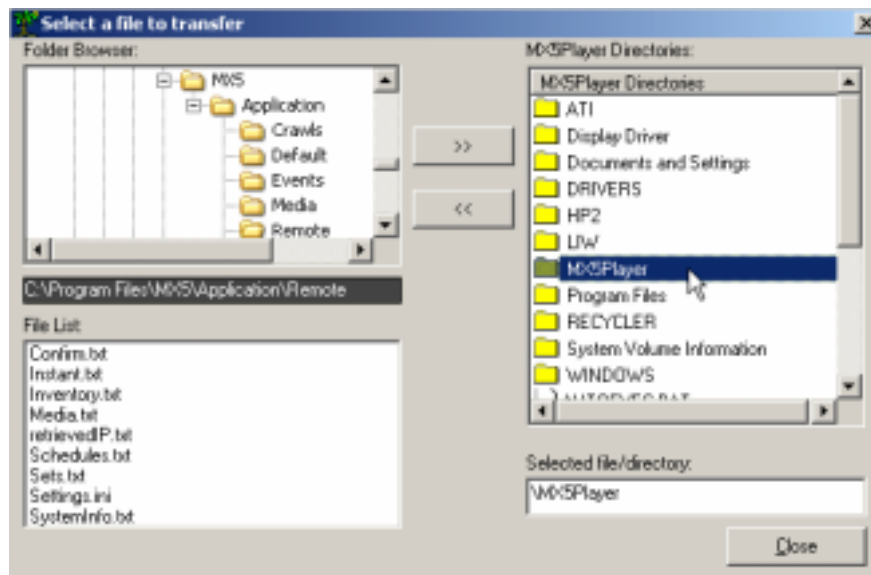


This function works much like a standard File Transfer Protocol application. To use, simply select the file you wish to transfer—either on the left side which is your local computer or the right side which is the player your are connected to. This means you must have your NETWORK TAB of your SCHEDULER WINDOW already configured (see the NETWORK TAB section of the SEND SCHEDULE portion of the tutorial earlier in this manual if not already configured).

Once you select which file you wish to transfer, you must select where you are going to transfer to.

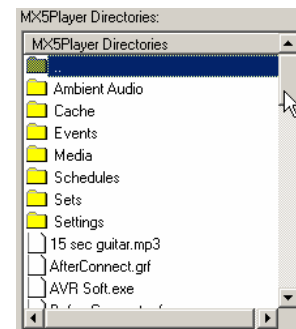
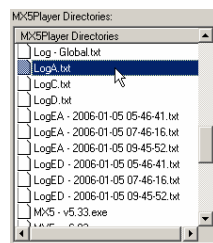
As an example, we will retrieve a log file from the player to your local computer:

With the SEND/RETRIEVE dialogue window open, browse to the MX5PLAYER folder on the right side (the player browser).

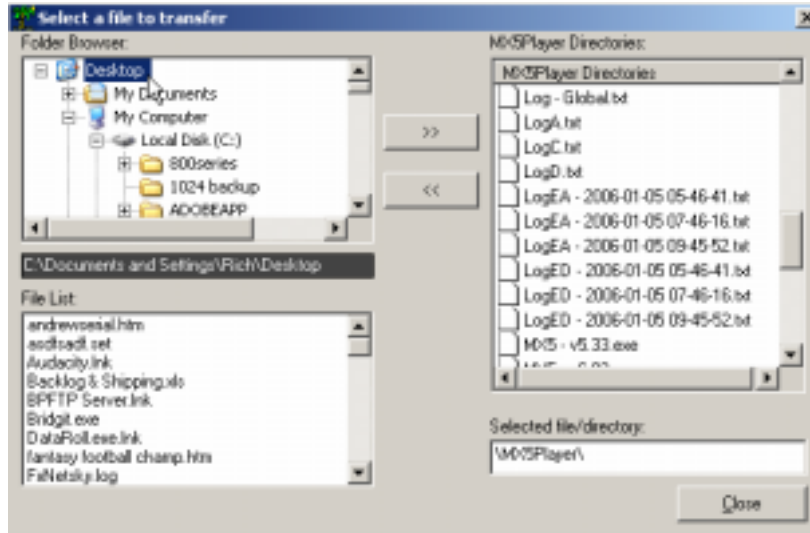


Open the MX5Player Folder (should appear as shown on the right)


For our example, browse down to LOGA.txt and select.



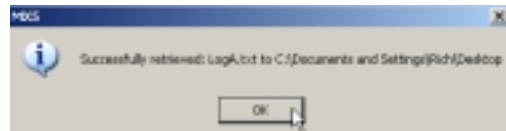
Next, select on the left side of the dialogue box, the folder we wish to transfer the file into.



For our example, I have chosen my Desktop (makes it very simple to remember where I transferred the file).

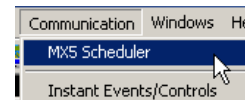
Next, click the left-pointing dual-arrows to begin the transfer . Remember, if we were transferring the other way, from your local PC to the Player, we'd use the right-pointing arrows.

After the file transfer is complete, you should see a message box verifying the successful transfer.



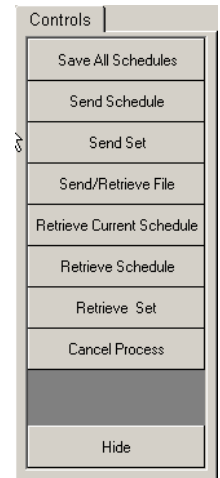
**RETRIEVE CURRENT SCHEDULE**

To RETRIEVE CURRENT SCHEDULE, click Communications and then MX5 Scheduler.

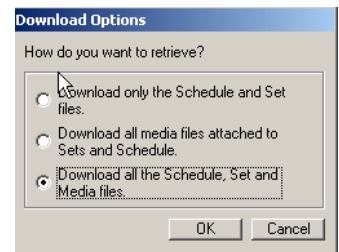


At times you may have multiple users or multiple scheduler PC's in control of your MX player. Or perhaps the control software has been loaded on a new PC. In this case you will probably need to download the schedule that is currently running on the MX player.

On the right side CONTROLS PANE select RETREIVE CURRENT SCHEDULE

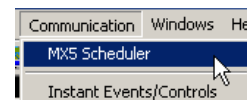


Normally, select the last option (as shown on the right) to download the schedule file, the set file, and all the associated media. This would not be necessary if you were just needing to download the media or the set files separately.

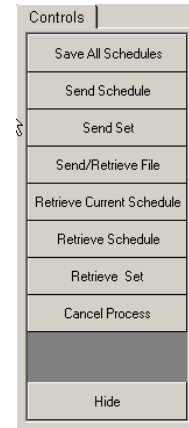


## RETREIVE SCHEDULE

To RETRIEVE a SCHEDULE, click Communications and then MX5 Scheduler.

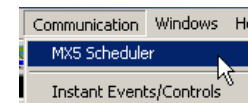


On the right side CONTROLS PANE select RETREIVE SCHEDULE

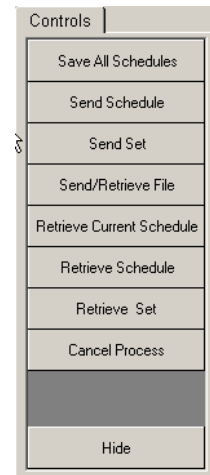


### RETREIVE SET

To RETRIEVE a SET, click Communications and then MX5 Scheduler.



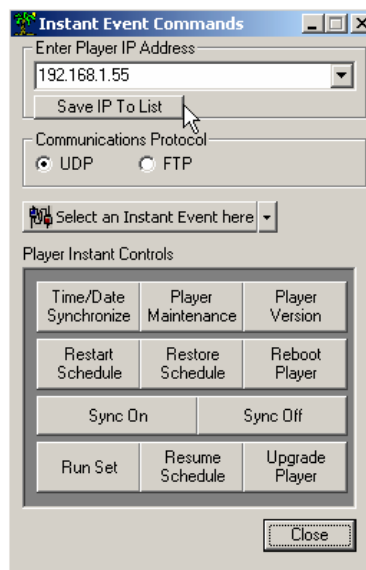
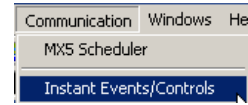
On the right side CONTROLS PANE select RETREIVE SET



## INSTANT COMMANDS

The MX systems are capable of instant control commands that can be used for many valuable purposes: Remote Upgrading Players, Player Maintenance, Troubleshooting, Triggering Events, etc....

To access the INSTANT COMMAND menus and functions click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



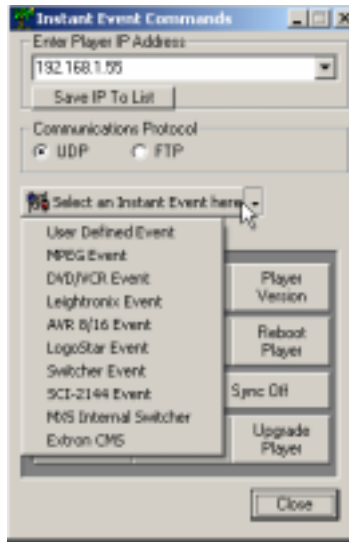
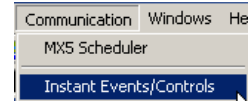
The first step to any instant command is to set the IP address or network name of the player to be controlled. Enter the IP or network name in the drop-down box or select if already saved (click SAVE IP TO LIST to enter it).

Communications Protocol can be either UDP or FTP. Do not change this setting unless you have trouble with the default. If there is an issue, you can change from UDP to FTP or vice versa by clicking the appropriate radio button. Changes should only be necessary if your network has certain ports closed or other security blockades.

The first section is INSTANT EVENTS

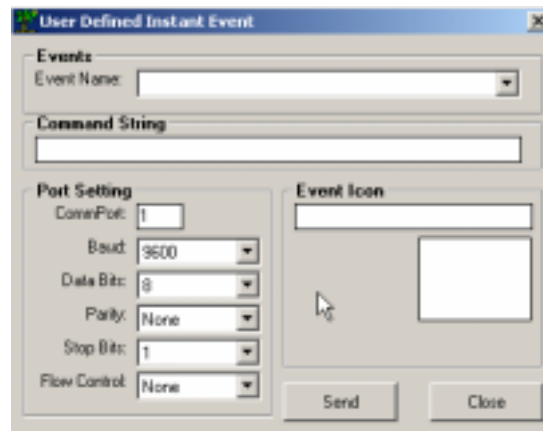
**INSTANT EVENTS**

To access the INSTANT COMMAND menus and functions click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



**USER DEFINED EVENT**

A User Defined Event is the epitome of flexibility. This function allows you to create your own event for serial controlled devices. This can be used to program events to turn off and on monitors at specific times, or make matrix switches to devices not currently supported, or make absolutely any RS-232 control command for your system. Click User Defined Event:



The most important block is the COMMAND STRING block. This is where you type in the actual RS-232 command string to control your device. For instance, if you are commanding a serially controlled switcher, the string found in that switchers manual might be something like IN1OUT1 (meaning input one to output 1). Simply type that command string exactly as it is shown in the device under control’s manual—in our example, you would type IN1OUT1.

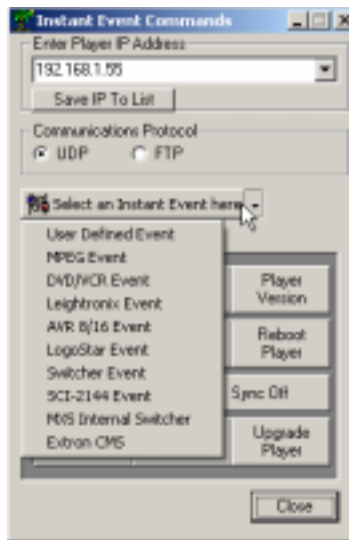
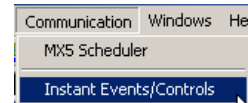
Next the event is going to require a name...type a name that has meaning to you so you can call this event again and again (if it’s a switcher event, perhaps the name of the event would be “switch”—as long as it’s something you can use).

Next, you have to set the COMM port that is connected to the device under control. This is the COMM port of the MX5 or 7 player that is physically connected to your device. The COMM ports on your MX5/7 are labeled. If your serial commands aren’t working, this is the first place to look—ensure you have selected the proper COMM port for your event.

Below the port selection, you’ll program the parameters of the RS-232 control. See the manual for the device you are controlling for BAUD RATE, DATA BITS, PARITY, STOP BITS, and FLOW CONTROL.

**MPEG EVENT**

To access the INSTANT COMMAND menus and functions click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



Select MPEG EVENT



These events would be used to control MPEG player devices such as the Keywest Technology's MX2-PRO or Adtec Edje and Soloists.



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.

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

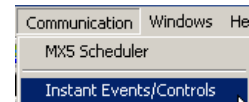
*REPEAT ALL*—Cycles through entire list or inventory of clips on MPEG player

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

*REPEAT OFF*—Plays list to conclusion, then stops

## DVD/VCR EVENT

To access the INSTANT COMMAND menus and functions click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



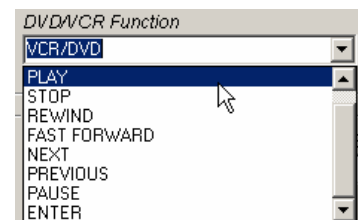


Select DVD/VCR EVENT

The MX series can be programmed to trigger several events on tape decks or DVD players. These events include playing, stopping, rewinding, Power On and Power Off, selecting chapters and more.



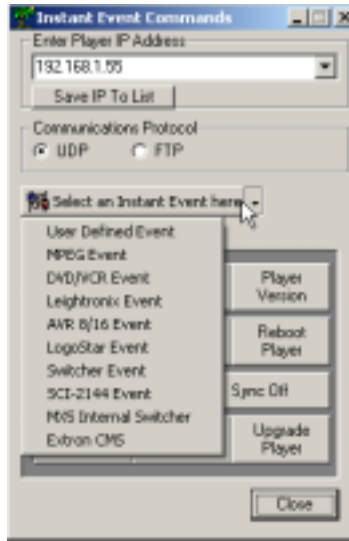
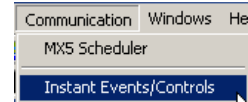
Choose your DVD/VCR Device using the drop-down menu. Next, choose the event you wish to occur under DVD/VCR Function. Be aware that available events will change based on the device selected. All devices feature the basics (Play, Stop, Pause).



Finally, for success, ensure you have the tape or DVD you wish to trigger inserted in the device and power applied.

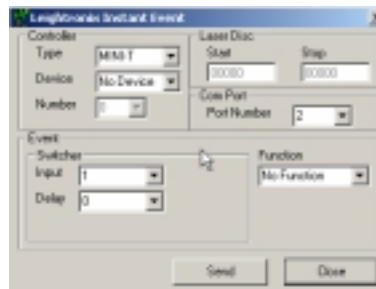
**LEIGHTRONIX CONTROL EVENT**

To access the INSTANT COMMAND menus and functions click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



Select LEIGHTRONIX EVENT

This function creates events for legacy Leightronix controllers to trigger selected functions on the devices it controls or to create switcher events. Only the MINI-T, the PRO-8 and the PRO-16 can be used with the MX system. Devices controlled by these units include tape decks and laser discs. Later Leightronix devices are not supported because of a decision by Leightronix to no longer provide control protocol. Keywest Technology has replaced the Leightronix device with the AVR-8 switcher and device controller. This section of the manual is purely for customers who already own the original Leightronix devices and wish to continue using them.



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 (**Error! Reference source not found.**).

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. 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.

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.

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 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.

## ADD AVR8 EVENT

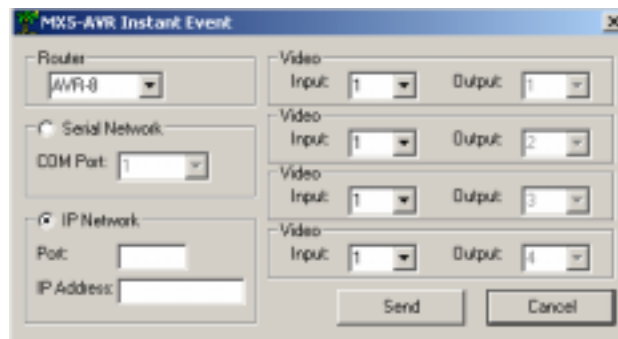
To access the INSTANT COMMAND menus and functions click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS





Select AVR8/16 EVENT

The Keywest Technology AVR8 device is an eight input, four output AV switcher device with network and serial control capability. The AVR8 comes with a manual specific to its operation. The MX series products can control the AVR8 directly as with other devices already discussed.



Select the Router (typically AVR-8) and select control method. There AVR8 differs from other matrix switchers in that it can be controlled by serial commands (RS-232) or Ethernet via IP. Setup of the AVR8 is covered in the AVR8 manual—there are specific settings for both types of control protocols.

Keywest Technology recommends using IP Network control. To use IP Control set the IP NETWORK port by entering the port number set on the AVR8 (typically this value is 3000). Next set the IP address of the AVR8 (per the AVR8 manual).

Choose the Input and Output configuration for the event. This event scheduler is programmed by the outputs—that is, there are four outputs on the AVR8, so those choices are static. What is

changed is the input that is routed to the particular outputs. Set your input to output configurations using the provided drop-down boxes.

Click OK to send the event in the scheduler.

**ADD LOGOSTAR EVENT**

To access the INSTANT COMMAND menus and functions click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



Select LOGOSTAR EVENT



To trigger a logo event (logo on or logo off) set the Com Port that is connected directly to the LogoStar 200.

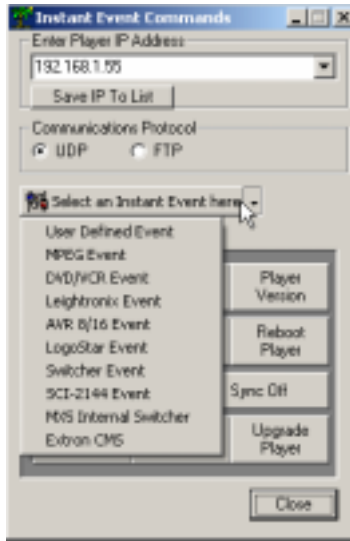
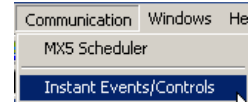
Select the logo you wish to trigger by number (see the LogoStar 200 manual to load and set logos).

Select the event—LOGO ON or LOGO OFF—by selecting the appropriate radio button.

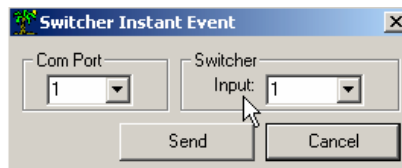
Click OK to trigger the event.

**ADD SWITCHER EVENT**

To access the INSTANT COMMAND menus and functions click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



Select SWITCHER EVENT

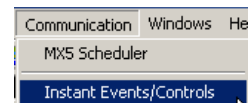


Set the COM PORT to the actual MX5 port connected to the Switcher.

Once set, click OK to trigger.

**ADD MX5 INTERNAL SWITCHER EVENT**

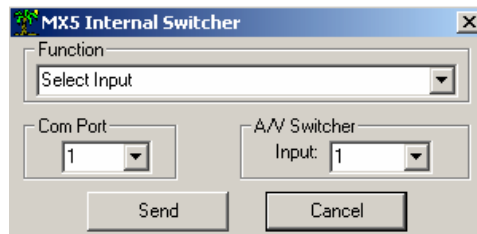
To access the INSTANT COMMAND menus and functions click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS







Select MX5 INTERNAL SWITCHER.

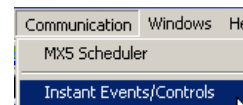


FUNCTION should be set to SELECT INPUT. Select the desired input (1 through 4). Set the start date, end date, days of the week and the Start Time for the triggered event.

When you have all desired settings loaded, click OK to trigger the event.

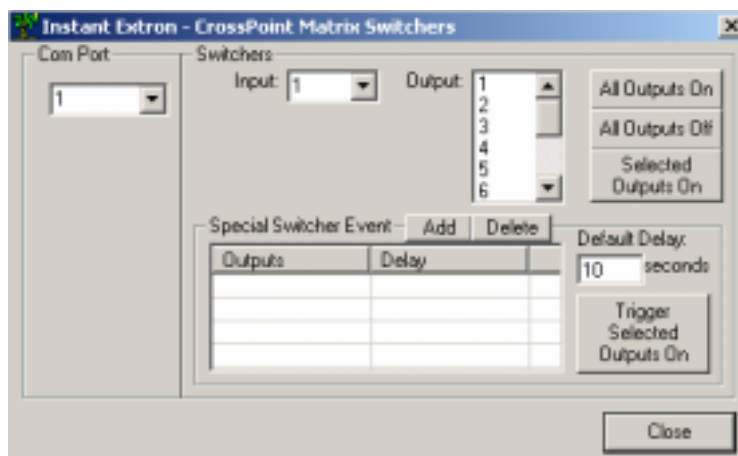
**ADD EXTRON SWITCHER EVENT**

To access the INSTANT COMMAND menus and functions click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS





Select EXTRON CMS



The MX family of products also supports RS-232 control of Extron switchers. Extron has a varied line of switchers and matrices with multiple inputs and outputs. See the SCHEDULER SETUP INI section to set your specific I/O count. Most Extron switchers use the same protocol, making this interface very flexible.

To use, ensure you have the proper com port set (the port on the MX5 that is physically attached to the Extron Switcher).

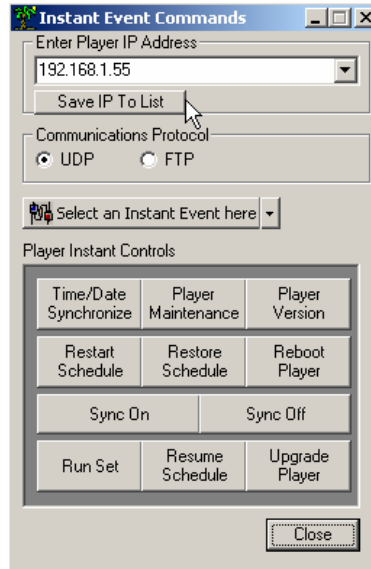
Choose your input number and output number for this specific event with the drop down boxes.

The SPECIAL SWITCHER EVENT section is special purpose and not normally used.

Click OK to trigger the event.

**INSTANT CONTROLS**

To access the INSTANT COMMAND menus and functions click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



**TIME/DATE SYNCHRONIZE**

Clicking the Time/Date Synchronize button will send a time/date string command from the scheduler computer to the player. Be very careful, because the time on the player will be changed to exactly what is on the scheduler—so, if your player is in Germany, your controller is in Kansas City and you Time/Date Synchronize, your player in Germany will be about seven hours wrong.

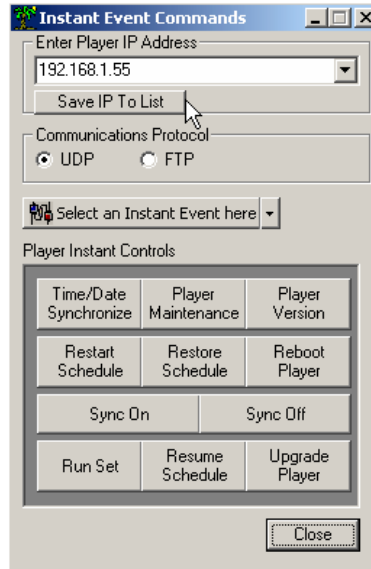
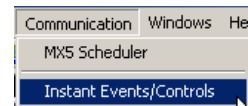
Also, MX players are factory set to auto-sync time with atomic time as long as they are connected to the Internet and have access to web sites.

If you need to Time/Date Synchronize simply click the TIME/DATE SYNCHRONIZE button. You will receive a message if the attempt was successful or not.

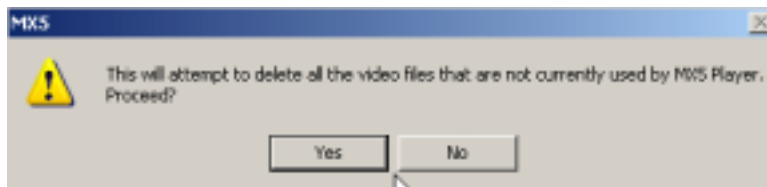
**PLAYER MAINTENANCE**

The PLAYER MAINTENANCE Instant Control will connect to designated player and delete all motion video files (mpg, wmv, vob, avi) that are not in a current set or schedule. This allows you to clear large amounts of storage space on the player remotely.

To access the PLAYER MAINTENANCE function, click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



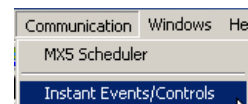
Click PLAYER MAINTENANCE. The following warning will appear:

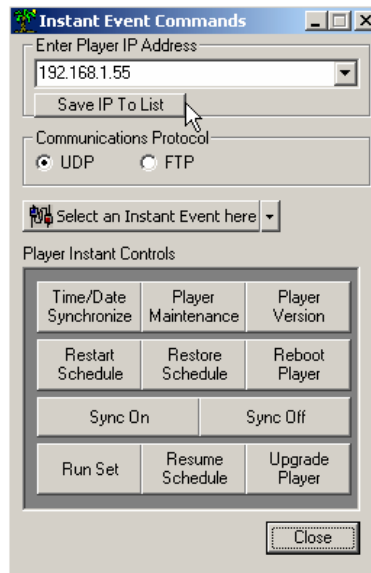


If you are satisfied that it is safe to proceed, click YES. The system will automatically delete the unused content.

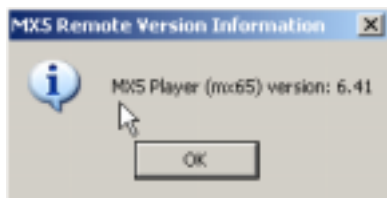
**PLAYER VERSION**

To access the PLAYER VERSION control click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS





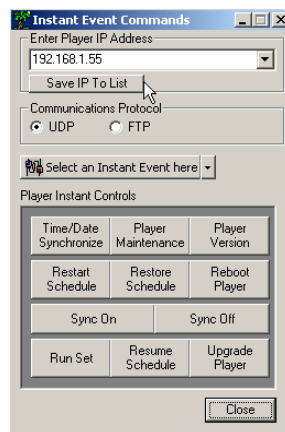
Ensure you have the proper IP address or network name entered in the IP ADDRESS block, then click PLAYER VERISON.



The Version Information message box should become visible. Your version number will most likely differ from the version shown in the illustration to the left.

### RESTART SCHEDULE

To access the RESTART SCHEDULE control click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



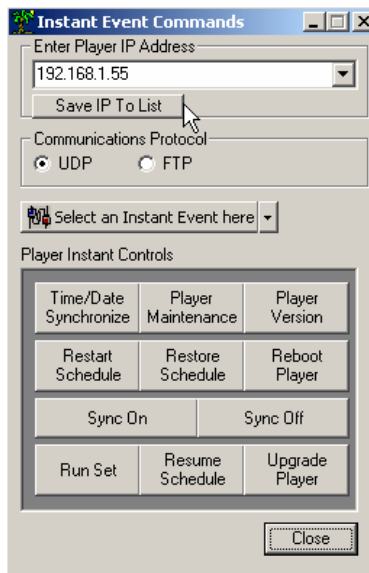
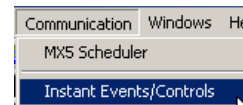
Ensure you have the proper IP address or network name entered in the IP ADDRESS block, then click RESTART SCHEDULE.

Restart Schedule is used to command the player to stop the currently playing schedule and restart it...or to start a schedule that has been stopped for some other reason.

You will receive a positive or negative acknowledgement after this command is sent.

**RESTORE SCHEDULE**

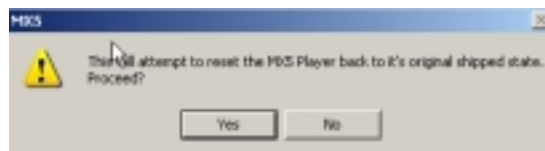
To access the RESTORE SCHEDULE control click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



Ensure you have the proper IP address or network name entered in the IP ADDRESS block, then click RESTORE SCHEDULE.

**USE THIS CONTROL WITH CAUTION**

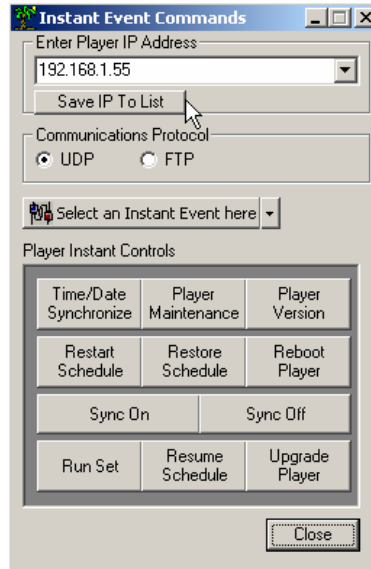
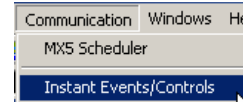
Clicking this control will return the MX player to shipped state. Software will all be reset to default parameters. Proceed only with extreme prejudice.



**REBOOT PLAYER**

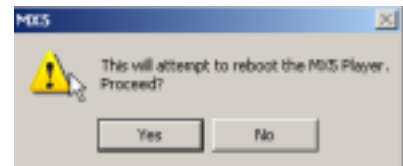
There may be cause to reboot the player remotely...especially if you believe for some reason playback has stopped or has become errant.

To access the REBOOT PLAYER control click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS



Ensure you have the proper IP address or network name entered in the IP ADDRESS block, then click REBOOT PLAYER.

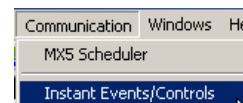
Clicking YES on the warning message will cause immediate reboot of the player.

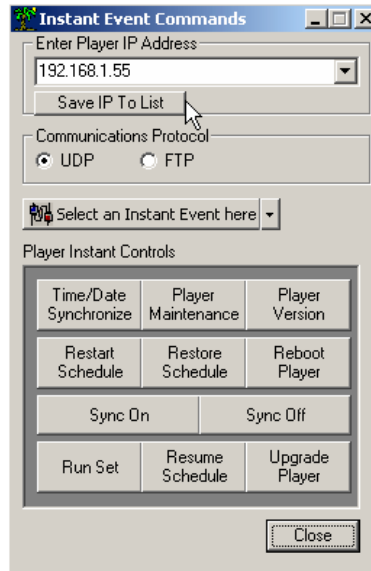


**SYNC ON and SYNC OFF**

The MX system has the capability to turn its video sync signals on or off on a triggered event. When used in a digital signage application, the MX device is typically connected to a flat panel or PC display via RGBHV or DVI connections. New displays of these types have auto-off features that cause them to turn off when no video sync signals are present. By triggering the MX5 to shut down sync you can effectively turn off the connected displays—you can then add a SYNC ON event to turn them back on

To access the SYNC ON and SYNC OFF control click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS





Select either SYNC ON or SYNC OFF by clicking the associated buttons.

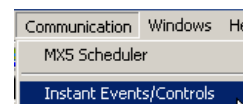
Remember, SYNC ON and OFF are only applicable to the RGB outputs (RGBHV or DVI)—composite outputs are not affected.

**RUN SET**

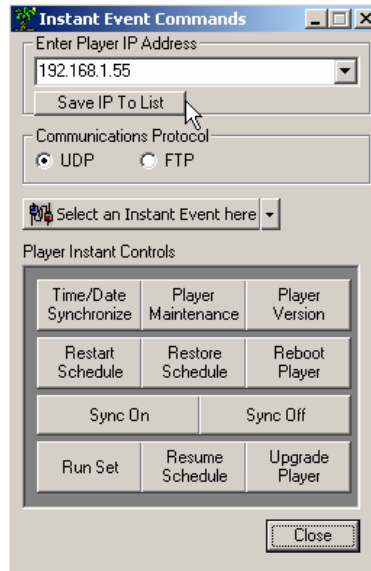
The RUN SET instant command can be used as an EMERGENCY SET trigger. For example, you can create a set that is intended to only be played during emergencies (or any other time you have an instant message to get out—boil orders, evacuations, special sales, etc...). Pre-position that set (or sets) and associated media on the player.

To pre-position sets and media on the player (that are not part of a schedule) use the SEND SET function described in ADVANCED COMMUNICATIONS.

To access the RUN SET control click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS

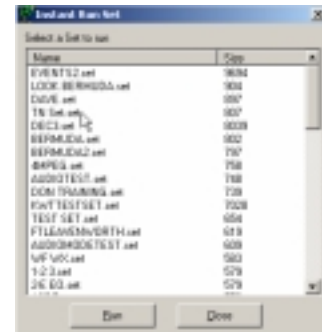






Click RUN SET and choose the set to run from the dialogue box.

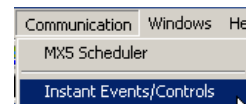
Click RUN to begin the set. This set will continue to run until you click either RESUME SCHEDULE or RESTART SCHEDULE.

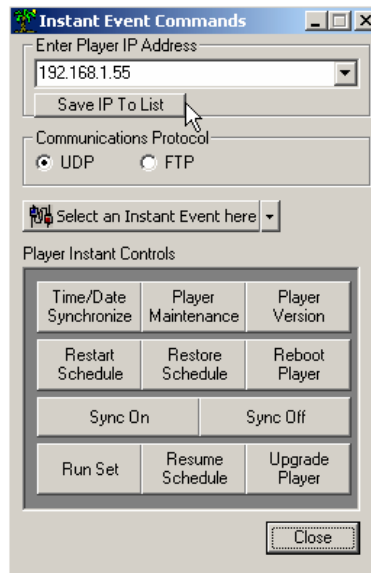


**RESUME SCHEDULE**

The RESUME SCHEDULE instant command is typically used to return to normal playback after running an EMERGENCY SET.

To use the RESUME SCHEDULE control while an emergency or instant set is running (see RUN SET instant command) click COMMUNICATIONS and select INSTANT EVENTS/CONTROLS





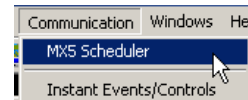
Click RESUME SCHEDULE to activate control.

**UPGRADE PLAYER**

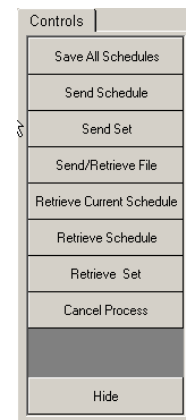
The instant command menu contains the UPGRADE PLAYER command. This command is used to upgrade a remote MX player without having to go to the player and connect peripherals.

The first step in upgrading a player remotely is transferring the upgrade file to the player. Send only Keywest Technology approved upgrade packages to the player and only when instructed to do so by Keywest Technology Technical Support Engineers.

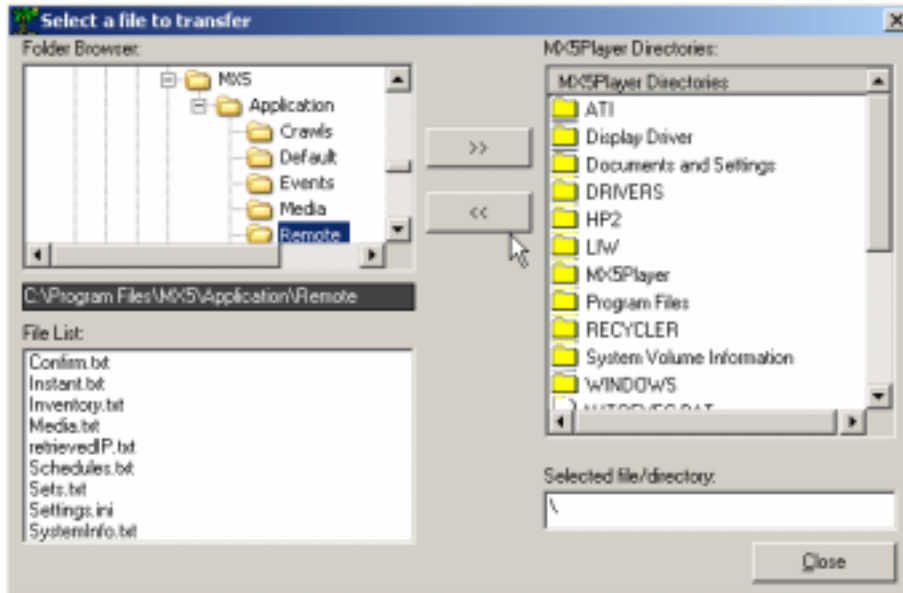
Once you have been emailed an upgrade package or downloaded an authorized upgrade package, save it to a file location you can easily browse to (such as your desktop). Next, click COMMUNICATIONS and MX5 SCHEDULER



On the right side CONTROLS PANE select SEND/RETRIEVE FILE



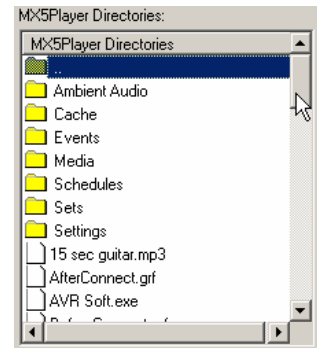
The FILE TRANSFER dialogue will open



This function works much like a standard File Transfer Protocol application. To use, simply select the file you wish to transfer to the MX player. You must have your NETWORK TAB of your SCHEDULER WINDOW already configured (see the NETWORK TAB section of the SEND SCHEDULE portion of the tutorial earlier in this manual if not already configured).

Once you select the upgrade package you wish to transfer, you must select where you are going to transfer to. All upgrade packages must be transferred to the player CACHE folder (path = C:\MX5Player\CACHE).

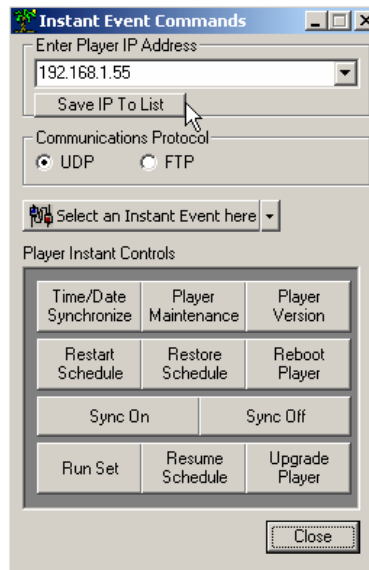
Double-click CACHE to open the folder.



Click the Right-Pointing double arrow button between the browser windows to transfer the upgrade package to the player.

Close the MX5 SCHEDULER WINDOW. Next reopen the INSTANT COMMANDS window by clicking COMMUNICATIONS and INSTANT CONTROLS/EVENTS.

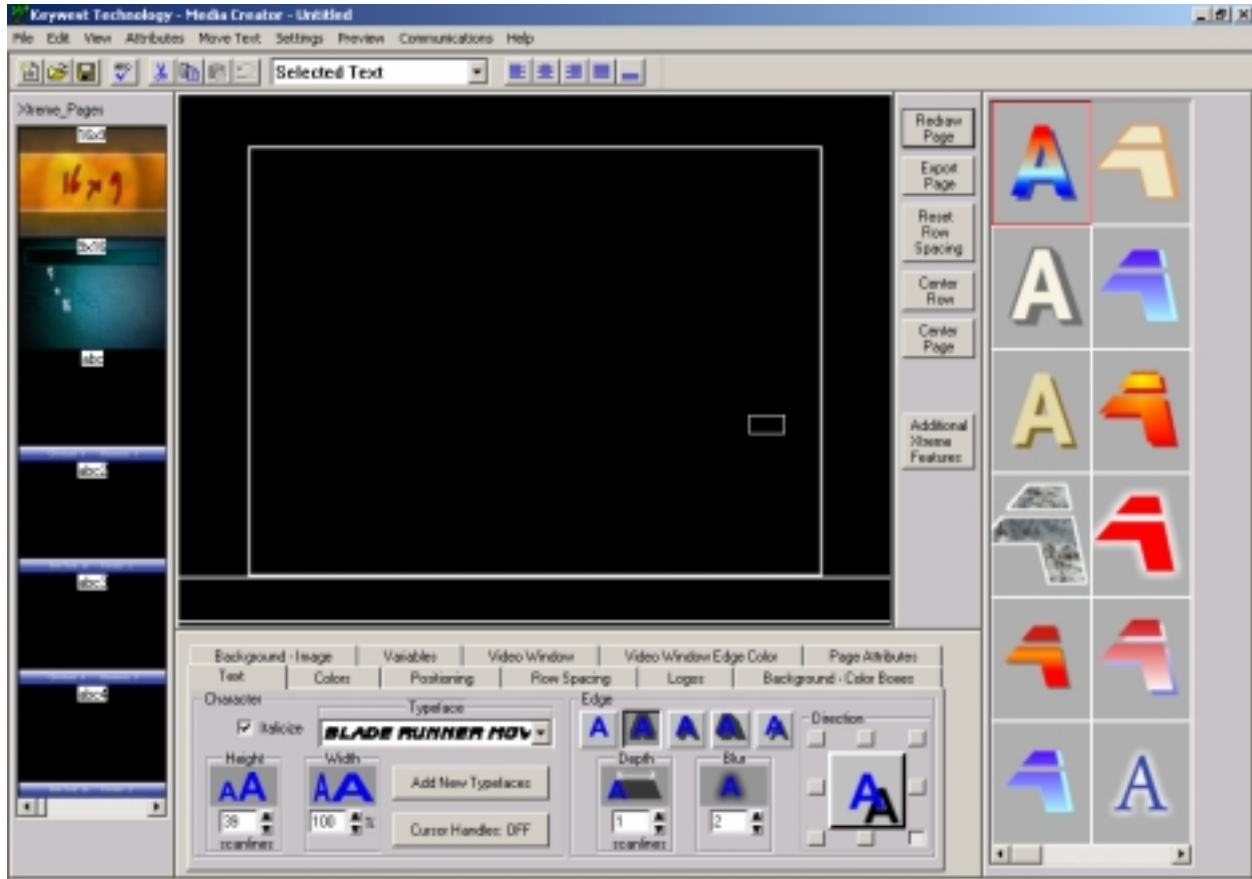
Click the UPGRADE PLAYER button



Select the UPGRADE PACKAGE to run on the player and click OK to activate. The MX player will process the command by running the upgrade package on the player and initiating a reboot to complete the process.

To verify if the upgrade was effective use the PLAYER VERSION function.

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 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](http://www.mediaxtreme.tv).

## 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 as 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

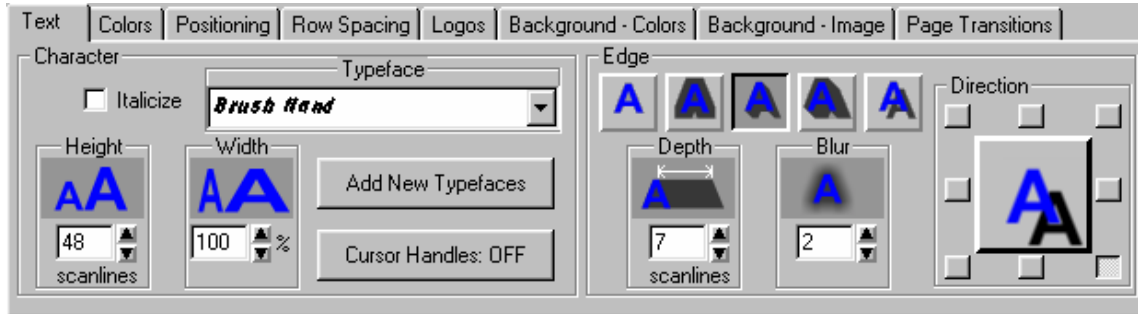
*MediaCreator can display up to 64 preset text styles. These are text styles that will probably be used frequently. You're not limited to only these 64 styles, they are only there as shortcut to the styles that you use most often. You can scroll through the preset text styles, and select one by clicking 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.

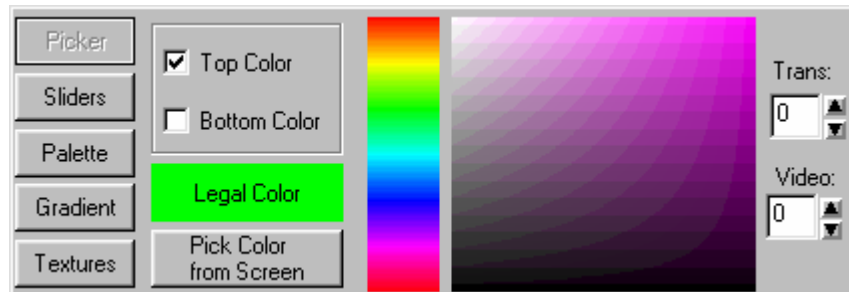
To change the color, select the component to change (Character, Edge, or Shadow) then use the controls on the right to select the color. There are five ways to select a color. You can use a color picker, color sliders, select a color from a preset palette, set the color to a gradient, or set the color 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

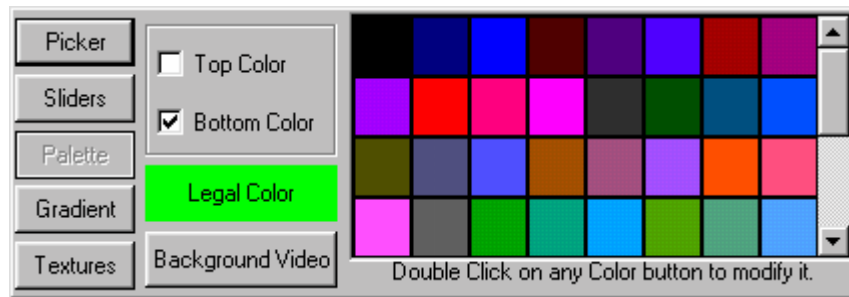


The color sliders let you select the color using a numerical approach. You can choose whether you want to define RGB (red, green, blue) values or HLS (Hue, Luma, Saturation) values. The top and bottom colors can be set separately. If the top and bottom colors are different, the Character, Edge, or Shadow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

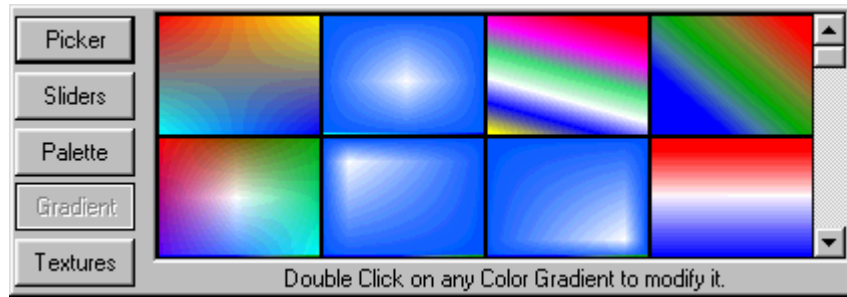


You can select any of the 64 preset colors from the color Palette. The top and bottom colors can be set separately. If the top and bottom colors are different, the Character, Edge, or Shadow will be drawn with a smooth color spread between them.

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.

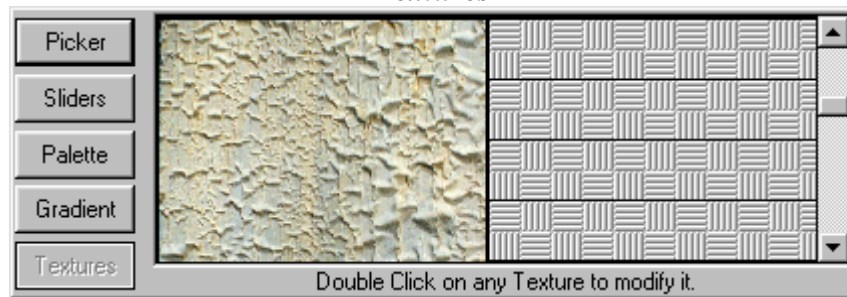
You can also select Background Video as the color just by pressing the “Background Video” button. To modify the color palette, double click on the entry that you want to modify. The Color Palette Editor will appear. This lets you change the color of each palette entry.

### Gradients



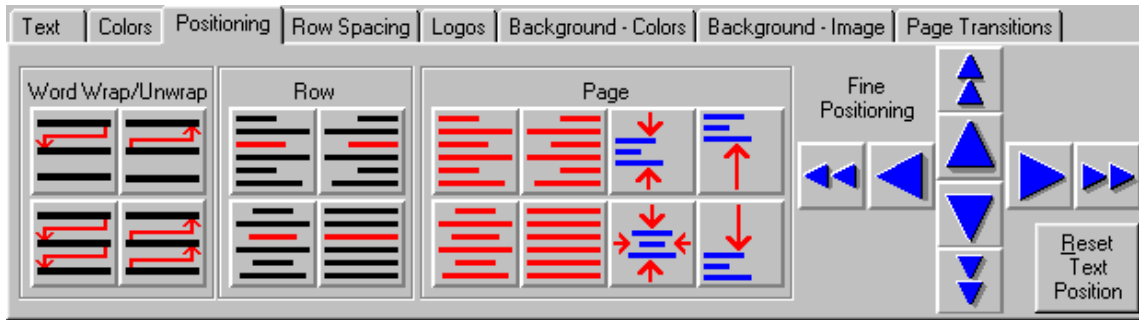
Each project in the MediaCreator can have as many as 64 preset color gradients defined. They can be either linear gradients or area gradients. A Linear Gradient can have up to 16 color points and can be rotated up to 90 degrees in either direction. An area gradient can set each corner to a different 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



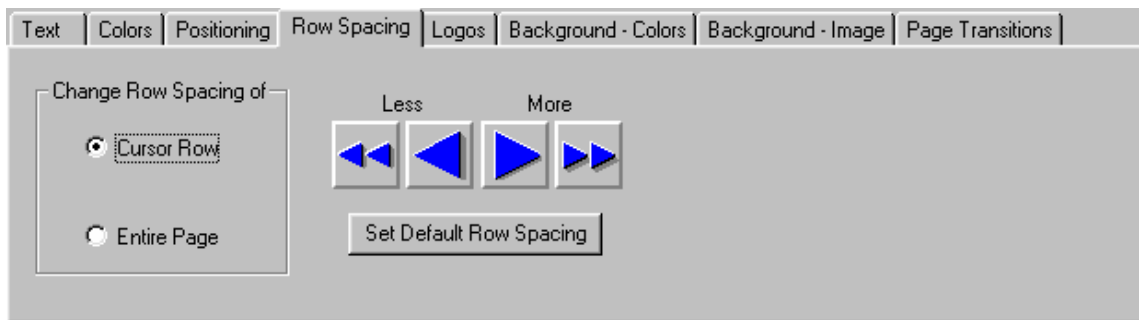
The Textures button lets you apply a texture to any of the text components (Character, Edges, or Shadows). Select any of the loaded textures by clicking the mouse on the desired texture. There can be up to 8 textures loaded for each page. Any JPG, GIF, TIF, TGA, BMP, or PCX image can be used as a texture. 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



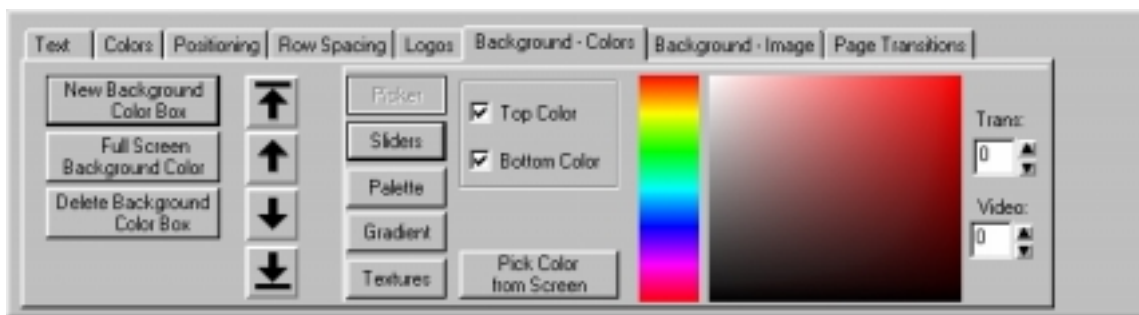
The Positioning tab has the buttons that are used to Wrap and Unwrap words, Centering, and Justifying rows, entire layers, and entire pages. The text can also be fine positioned by using “Fine Positioning” buttons. The text can also be positioned by dragging the Movement cursor handles with the mouse.

### Row Spacing Tab



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

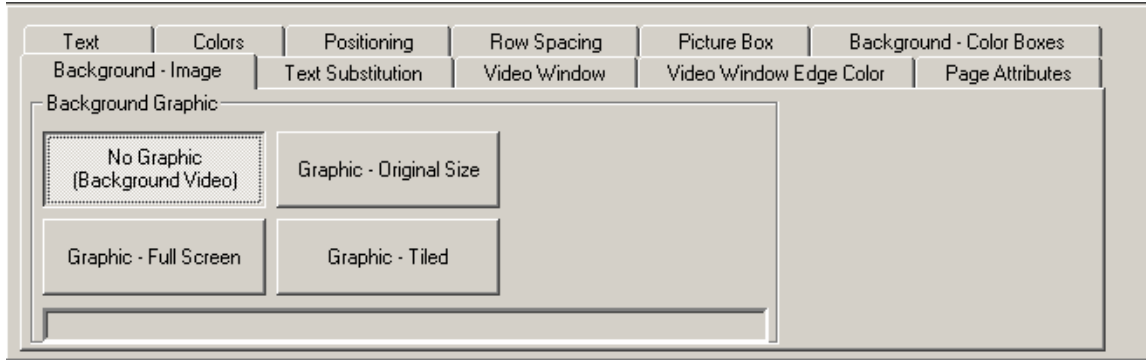
### Background - Colors Tab



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

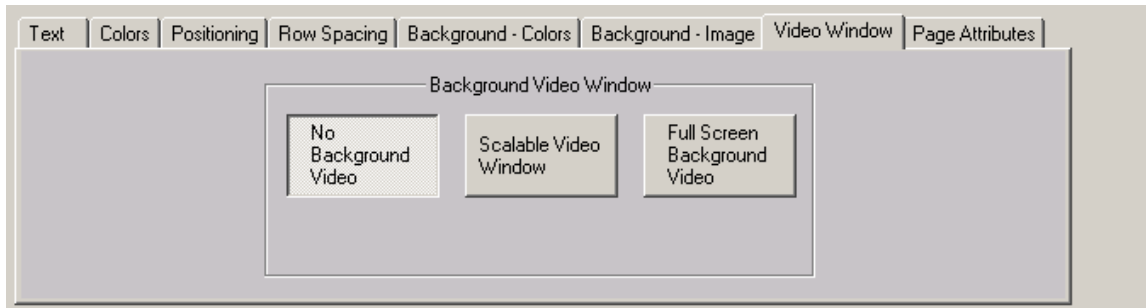


A JPG, GIF, TIF, TGA, BMP, or PCX image can be loaded as a background Graphic. When a background graphic is loaded, it will be displayed centered on the screen.

Graphic-Full Screen will automatically size your image to fit the editor window. Graphic-Original Size will maintain the actual pixel image size. Graphic-Tiled will maintain the original image size but will tile the image to fill the entire editor window.

If you select the “No Graphic” button, no background graphic will appear.

### Video Window Tab



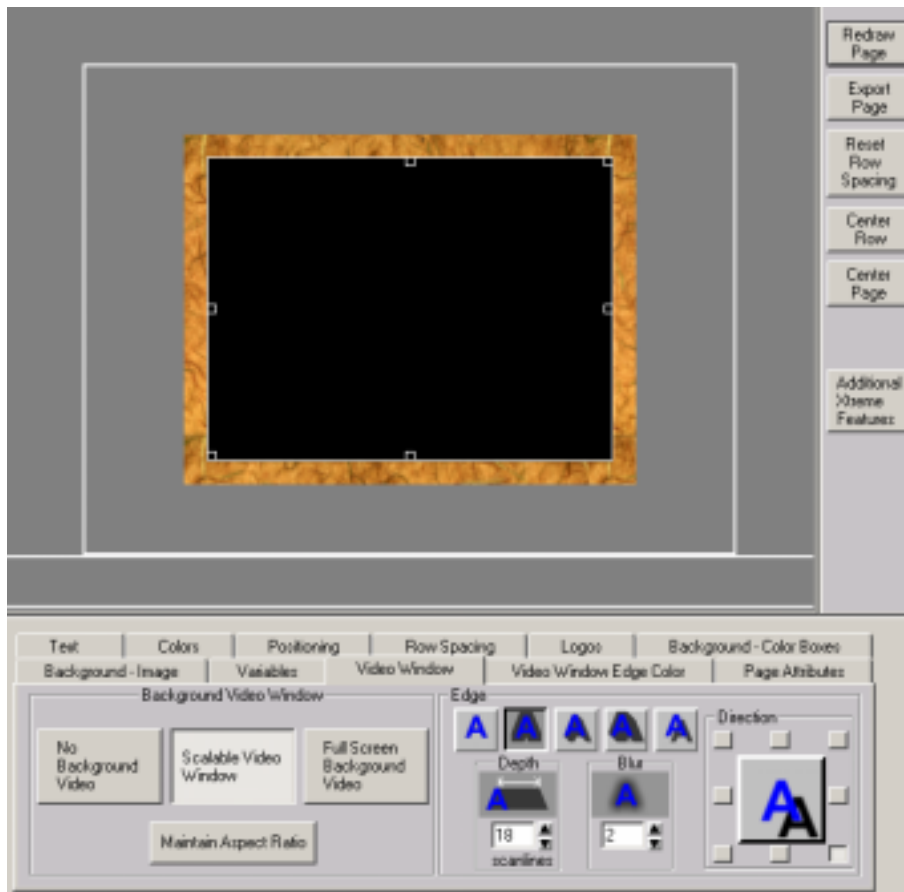
This tab allows you to select a background source of video, or a scalable video window. Scalable video window gives you a box on the Creator window, that you resize according to where and how large you want your video to play. This automatically sets the integrated Picture-in-Picture board to display 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.*

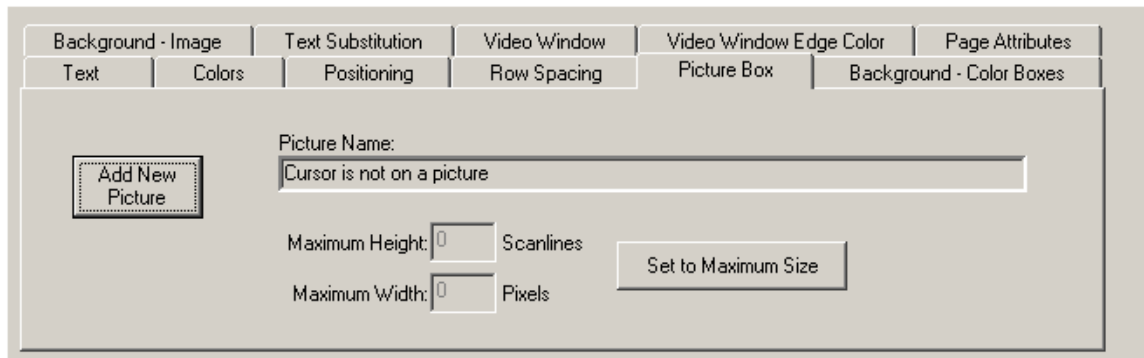


*For our example above, in the previous illustration, we've used a texture to border the video window. Notice the controls under the Video Window Tab that are copies of the Text shadowing controls. We do this for familiarity—the shadowing functions for the video window just as it does for text. You can 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! Note: The black box that represents the video feed area of the screen will not appear on the*

*actual player—Live Video will fill that space—if there is no Picture-in-Picture option installed, you will only see the Video Border or nothing at all if no border selected.*

**Picture Box**

The Picture Box tab will allow you to include images other than a background image within your page. These can be any image of the same format used for background images.



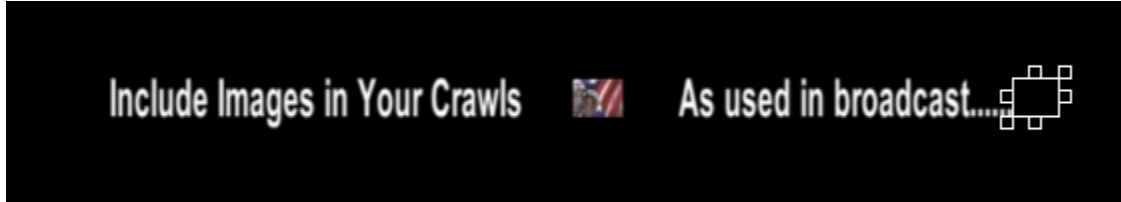
*From here, you can click on ADD NEW PICTURE. A browser window will open allowing you to select the image you wish to include in the page. Once you've selected one (and it can be a tiny image or a full screen picture if you like—size and position is under your control).*



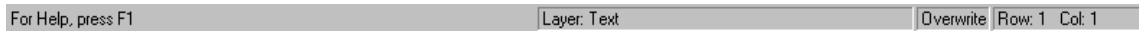


To change size or other attributes of the picture box, you must access the TEXT tab, and turn on CURSOR HANDLES to click and drag resize. You can also use the text size and width text boxes to change the picture box size.

You may also use picture boxes in your crawls. Simply drag and drop as you would on a normal page! Use this capability for professional broadcast news appearance in your crawls as shown below.



STATUS BAR



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.

## *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 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:

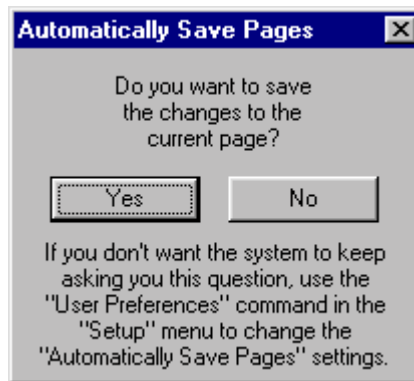
Press the "New Page" button on the Toolbar.

Select the "New Page" entry from the "File" menu.

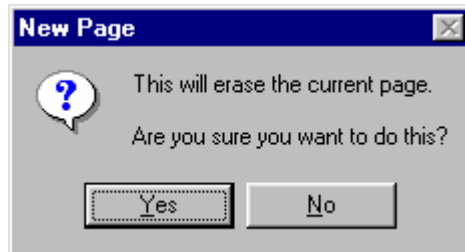
Select the "New Crawl Page" entry from the "File" menu.

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.

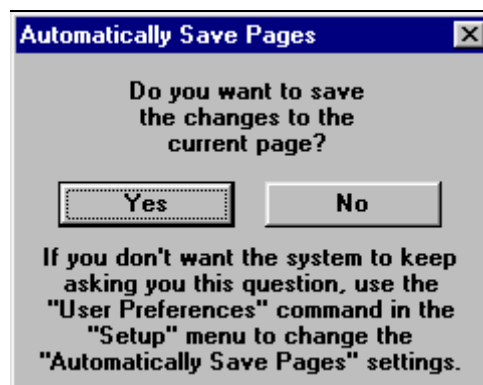
## Opening an Existing Page

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:

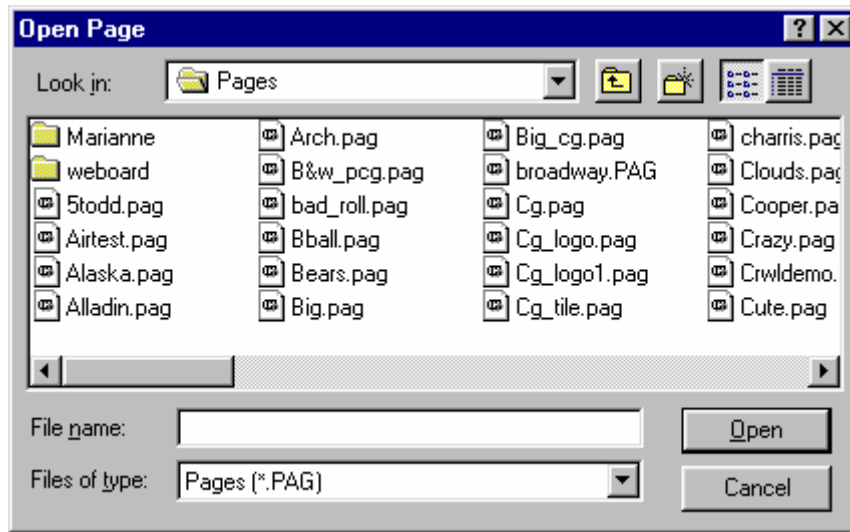
- Select it from the listed pages in the Xtreme Pages Manager window.
- Select the “Open Page” entry from the “File” menu.
- Press the “Open Page” button in the Toolbar.
- Press and hold down the <Ctrl> key while pressing the <O> key.

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.



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.

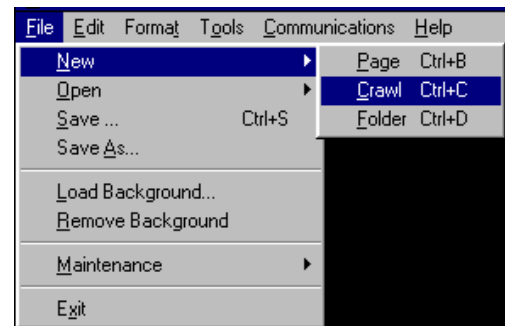
Often, while editing a page, you should save it to protect your work from things like power failures. This function can be accomplished by holding down the <Ctrl> key and pressing <S>.

### 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.

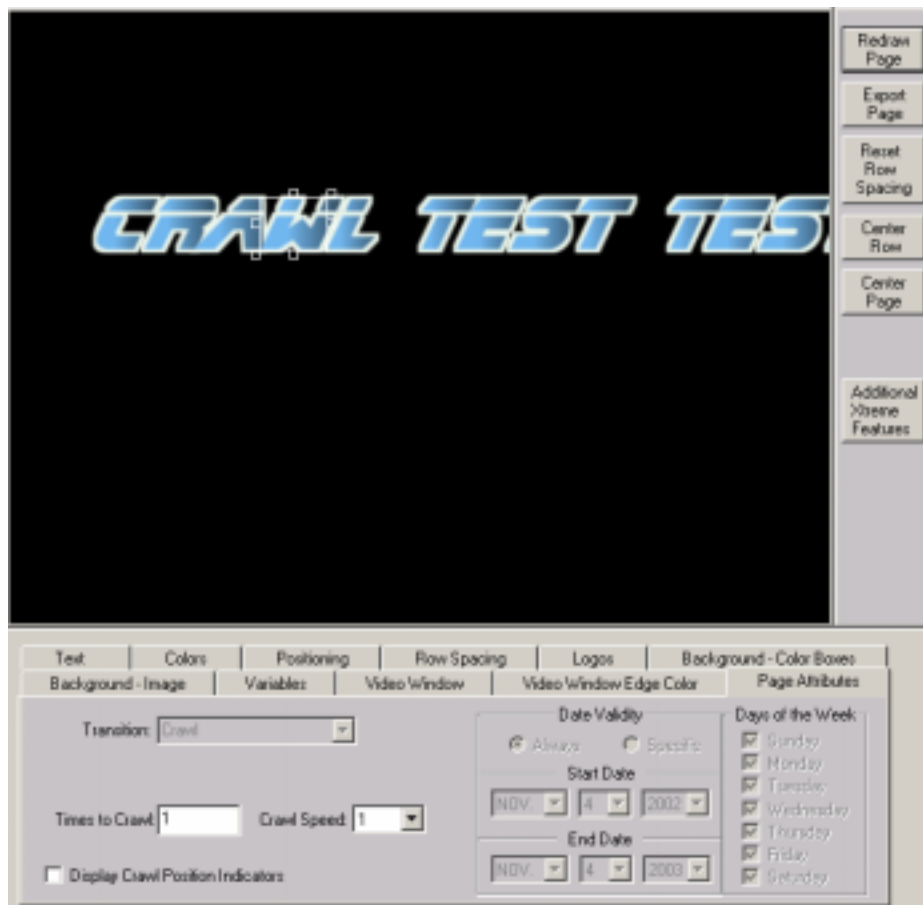


*To Create a Crawl:*

1. Select the File menu from the menu bar.

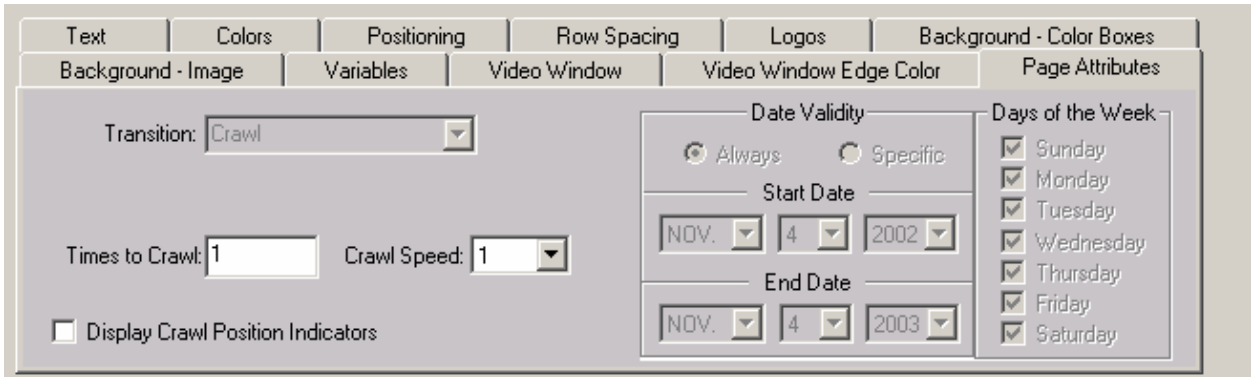
The File drop down menu appears.

2. Select New from the drop down menu and Crawl from the popup side menu.



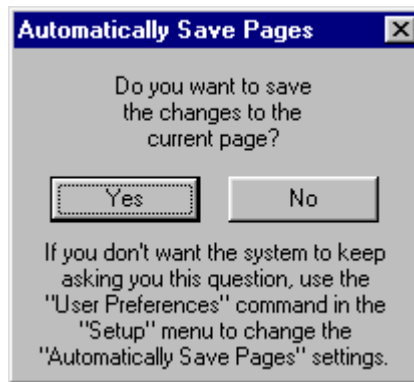
3. Type the crawl message. Note that your crawl text will not wrap down the screen. It will be one continual line, just as the crawl will appear on your final output.
4. Format the text with the same functions used in standard page creation.
5. Assign crawl attributes with the same attributes keystrokes used for any page

\*\*\*CRAWL SPEED AND TIMES TO CRAWL ARE NOT USED IN THE MX5 SYSTEM\*\*\*

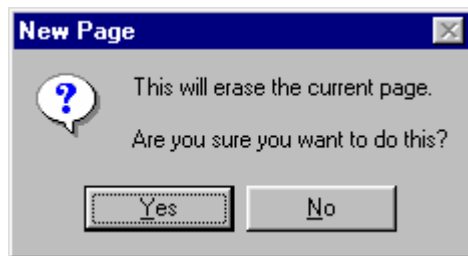


## Create New Page

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—dependent upon the amount of RAM you possess and the speed of your computer.

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

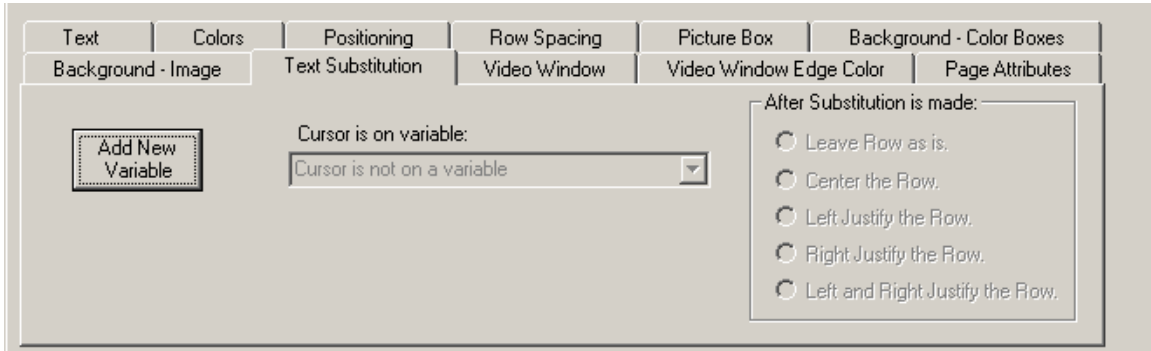
The cursor can be moved with the mouse. Move the mouse pointer to the desired position and click the left button. The cursor will move to the character being pointed to. If characters are overlapped, continue to click the left button until the desired character is selected.

## 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 **TEXT SUBSTITUTION** 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

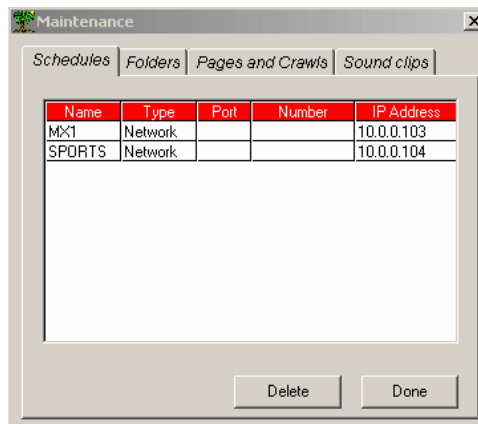
Min Outside Temp in Celsius  
 Barometer  
 Max Barometer  
 Max Barometer Time  
 Min Barometer  
 Min Barometer Time  
 Barometer in mmHg  
 Max Barometer in mmHg  
*Min Barometer in mmHg*  
 Wind Direction  
 Wind Speed in mph  
 Max Wind Speed  
 Wind Speed in kph  
 Wind Speed max in kph  
 Max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

**ADDITIONAL SYSTEM FUNCTIONS**

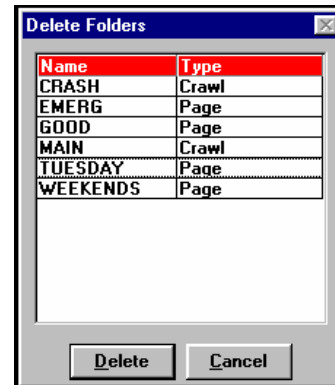
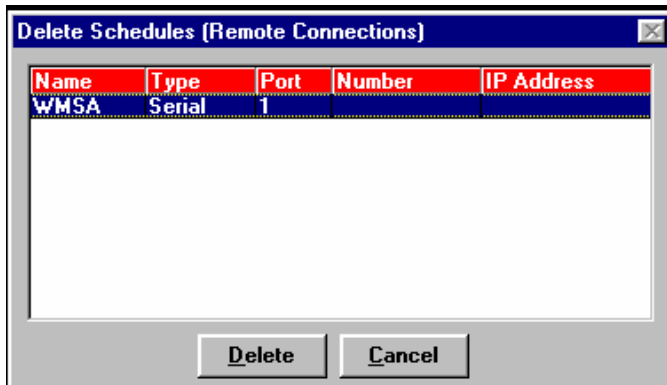
*Maintenance: Deleting Schedules, Folders, Pages and Crawls, Backgrounds and Sound Clips*

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 Ddelete.



**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.

## 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.*

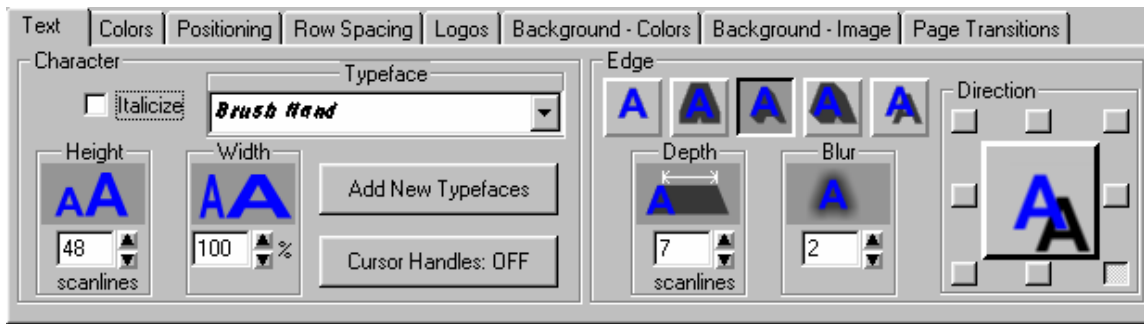
*Many of the text style attributes (height and width for example) are represented numerically. These numerical attributes can be modified by controls that are either absolute or relative. An absolute control will set all of the selected text to the new value. A relative control will change all of the 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

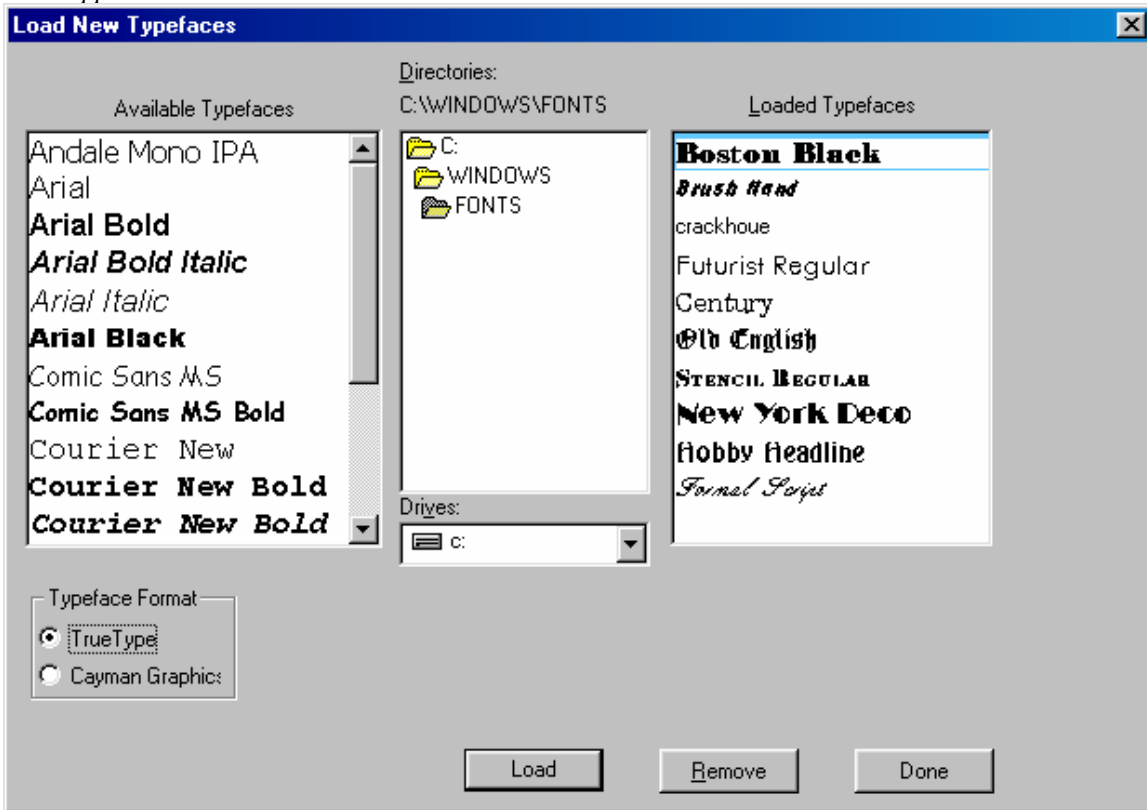
The typeface selection box shows the current typeface. If you open this box up by pressing the down arrow on the right hand side, all of the typefaces that are currently loaded will appear. Click on any typeface in this list to select it. When a new typeface is selected, the selected text will be redrawn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

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.*

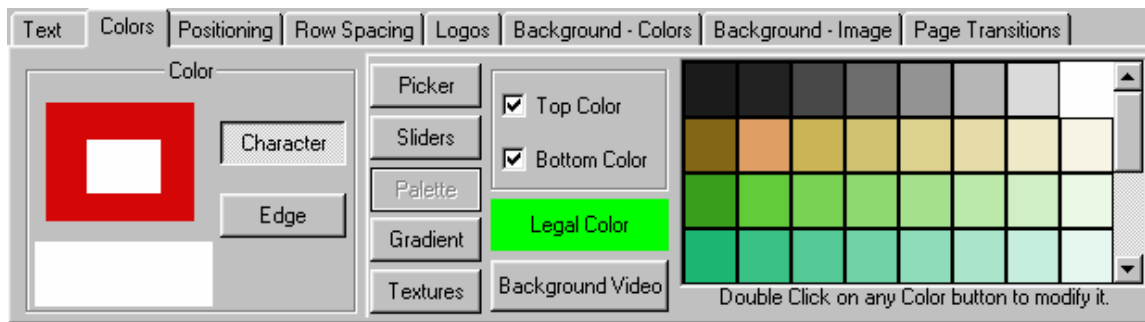
*The numerical controls in this group work just like the numerical controls for the Height and Width.*

## 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.

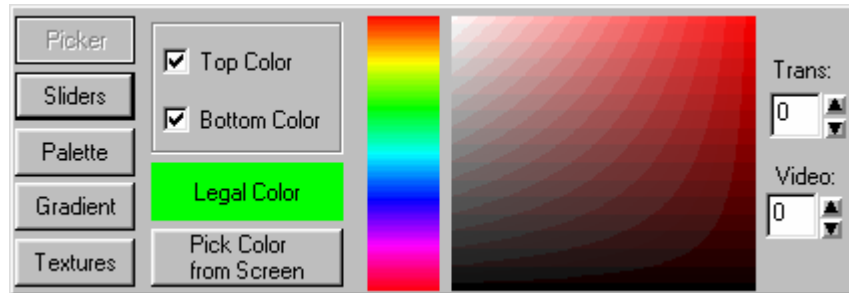
- Color Texture

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.

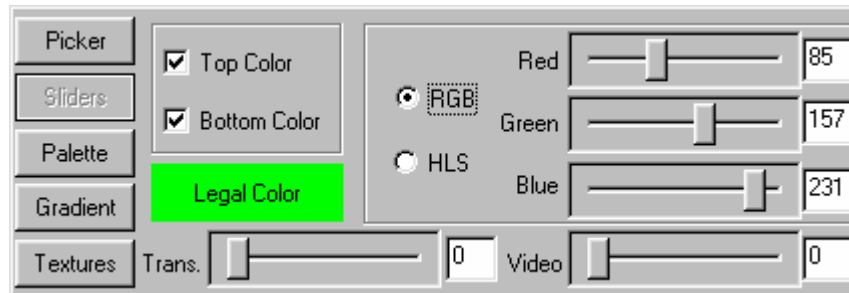
There are a variety of ways to change the **Transparency** level. Pressing the increase button to the right of the transparency number box can increase the level. If you hold this button down the level will continue to increase until you release the button. To decrease this value, press the decrease 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.



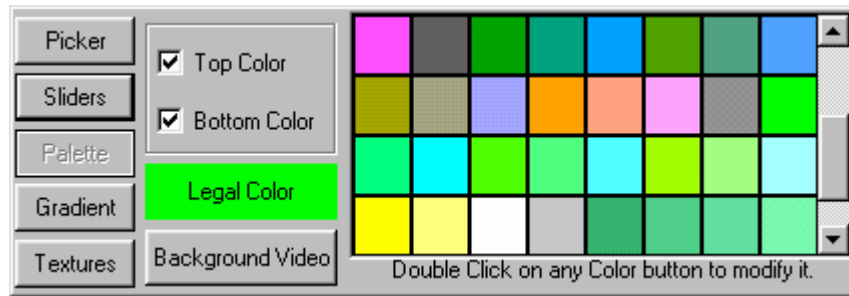
The top and bottom of each character component can be set to different colors. There are two check boxes to select whether we want to change the **Top Color**, the **Bottom Color**, or both the top and bottom colors. If the top and bottom colors are different, the text will be drawn with a smooth **Color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

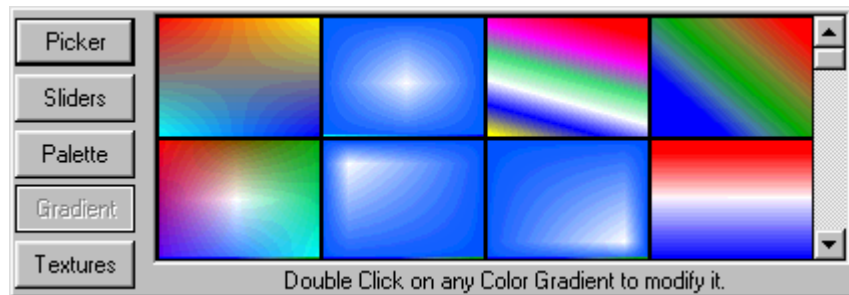
To select a color from the preset color palette, position the mouse over the desired color and click the left mouse button. You can change a color in the preset Color Palette by double clicking the entry that you want to change.

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.

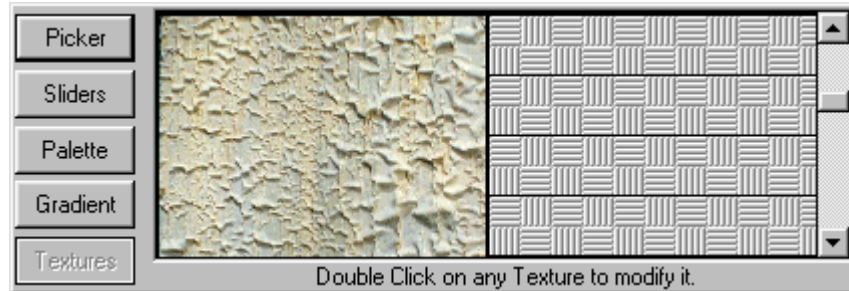


64 color gradients can be loaded into the system at one time. The Color Gradients that are currently set are displayed in this window. Not all of the color gradients can be displayed at one time, so there is a scroll bar on the right hand side of the Color Gradient entries. Use this scroll bar to scroll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



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**.*

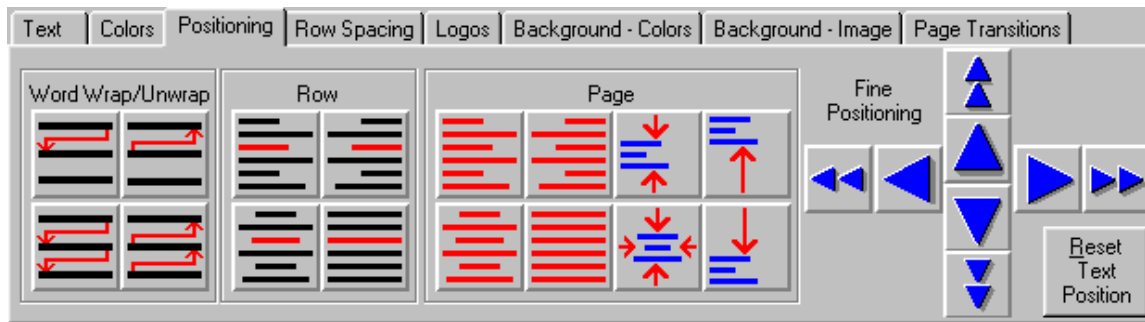
*Save this page to the disk by pressing the “Save Page” button on the toolbar. Give the page the name “STYLES” and press the “Save” button. You should see its thumbnail in the **Xtreme Pages Manger** window.*

## 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:

	<b>Wrap One Word</b>
	<b>Wrap All Words</b>
	<b>Unwrap One Word</b>
	<b>Unwrap All Words</b>

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 be 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.

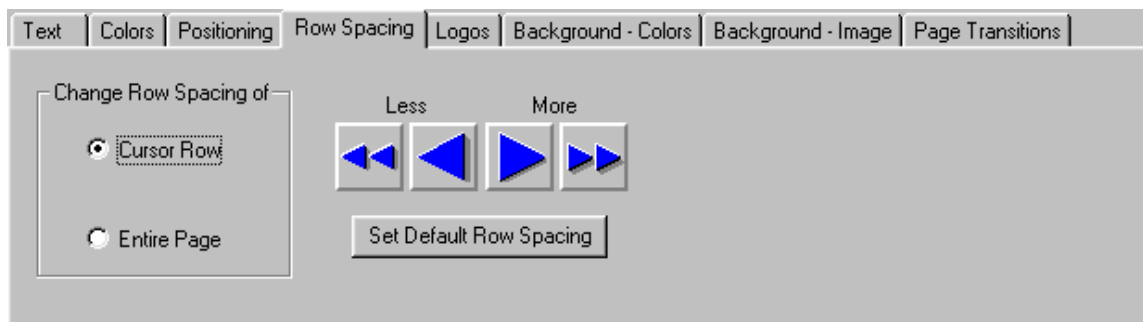
Select all of the text on the page by selecting “Entire Page” in the scope selection box on the toolbar. Decrease the height of the text to 32 scan lines using any method that you prefer. The rows got narrower so that you can now fit more text on them.

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.



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.

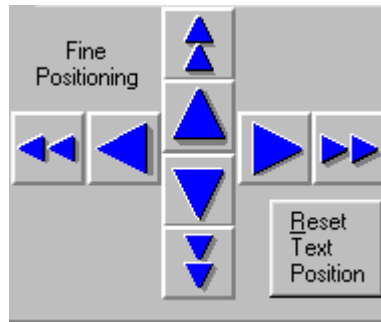
To use the cursor handles, select the **Text** tab in the control tab window and turn the cursor handles on by pressing the “Cursor Handles” button. Little rectangles will appear around the cursor. These are the cursor handles. The handle in the lower left hand corner will move the text both horizontally 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.



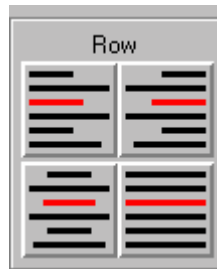
Use these buttons to do fine incremental positioning of text. The single arrow buttons will move the selected text one pixel each time you press it. The double arrow buttons move the selected text in bigger steps. The “Reset Text Position” button will restore the text to its original (before it was moved) position.

### Centering and Justifying Text

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

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

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



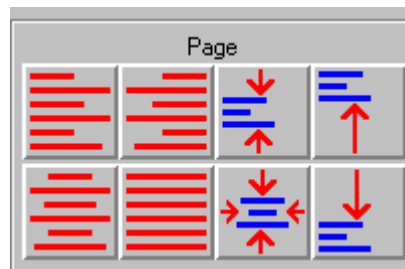
These buttons are used to control individual rows of text. Each row can be centered horizontally or justified to the left margin, right margin, or both margins at the same time.

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.

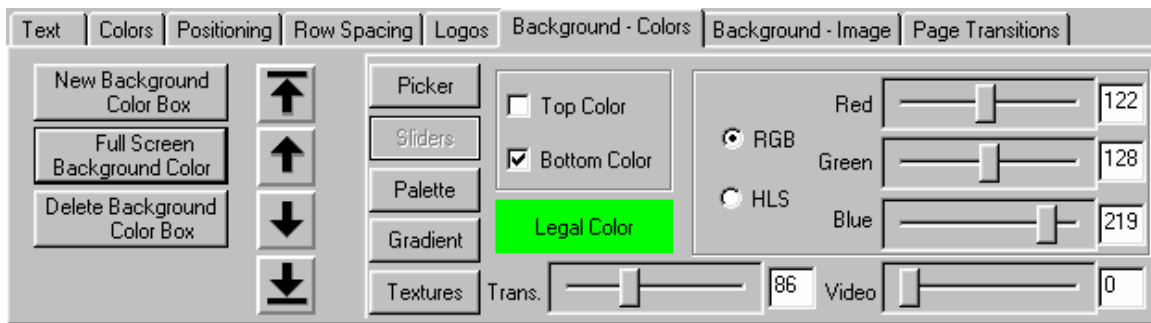


## Background Color Boxes

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

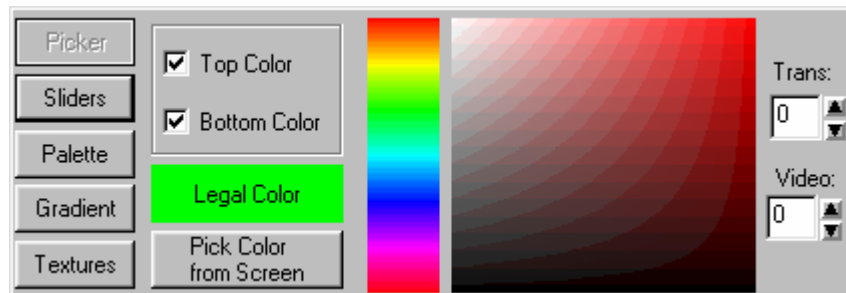
A color box can be set to any of the 64 user-defined color gradients. These may be either a linear gradient with up to 16 color points that can be rotated up to 90 degrees in either direction, or an area gradient that can have four or five color points defined.

- 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.

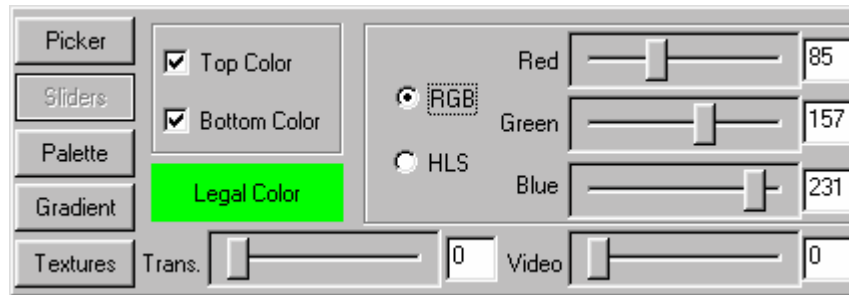
The value of the transparency level can be entered directly. Do this by double-clicking the transparency number box (this will highlight all of the digits in the number), type in the new value and press the enter key.

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.



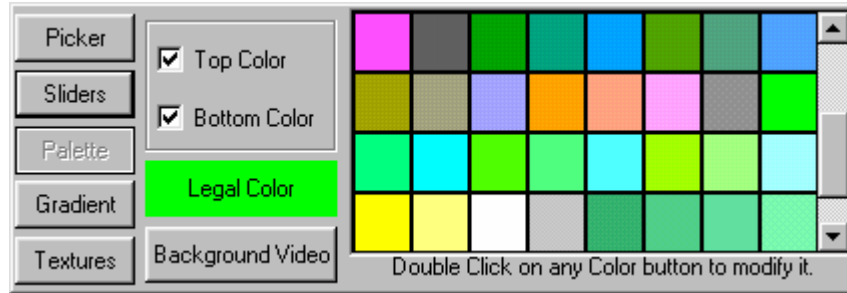
The top and bottom of each Background Color Box can be set to different colors. There are two check boxes to select whether we want to change the Top Color, the Bottom Color, or both the top and bottom colors. If the top and bottom colors are different, the Background Color Box will be drawn with a smooth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

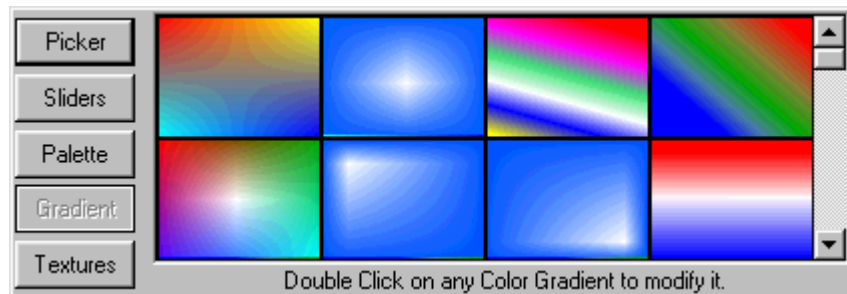
Below these two check boxes is the Illegal Color indicator. If the selected color exceeds the NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

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.



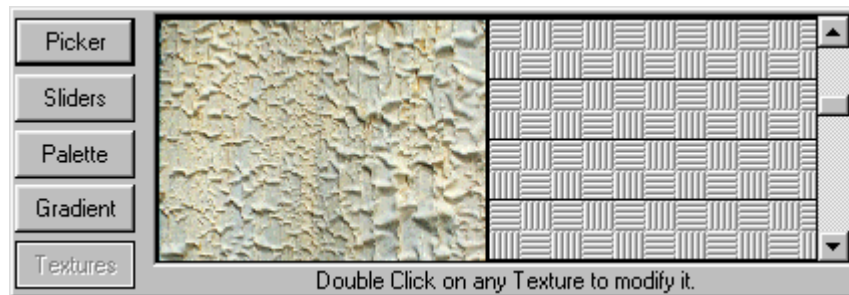
64 color gradients can be defined for each project. The Color Gradients that are currently defined for this project are displayed in this window. Not all of the color gradients can be displayed in this window at one time, so there is

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

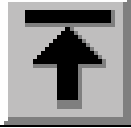

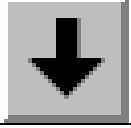
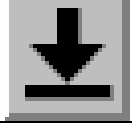
You can only edit one background color box at a time. Before you can modify a background color box you need to select it. The selected color box is displayed with a cursor (rectangular box) around it. The cursor also has six small boxes attached to it. These are called cursor handles, they are used to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

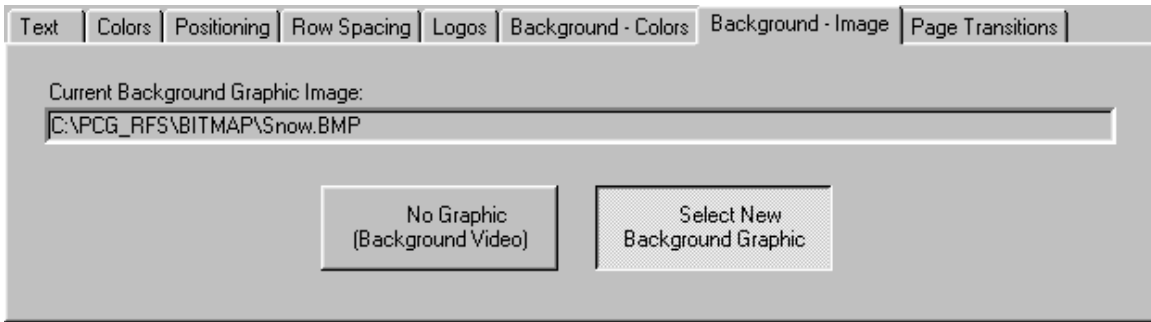
The program can display either a graphic image or a background video source (provided your system is capable of overlying titles over video) behind the text. The background graphic can be in any of the following graphic formats:

- 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.

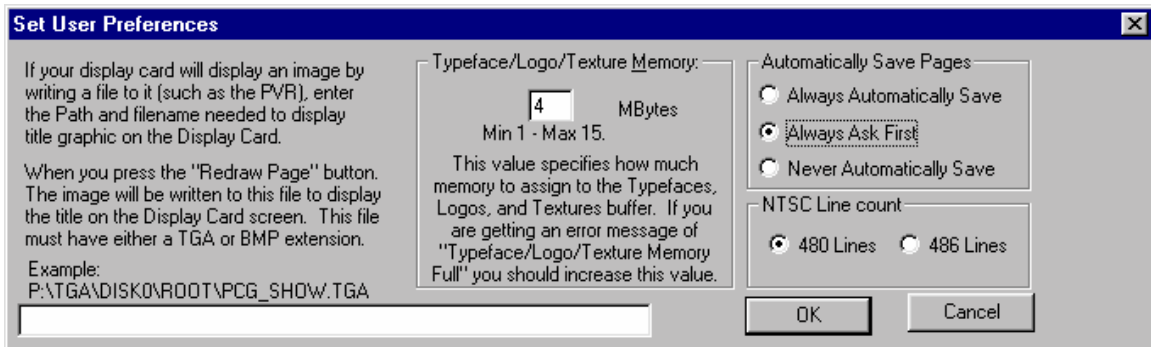
### Select New Background Graphic

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.

## 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.*

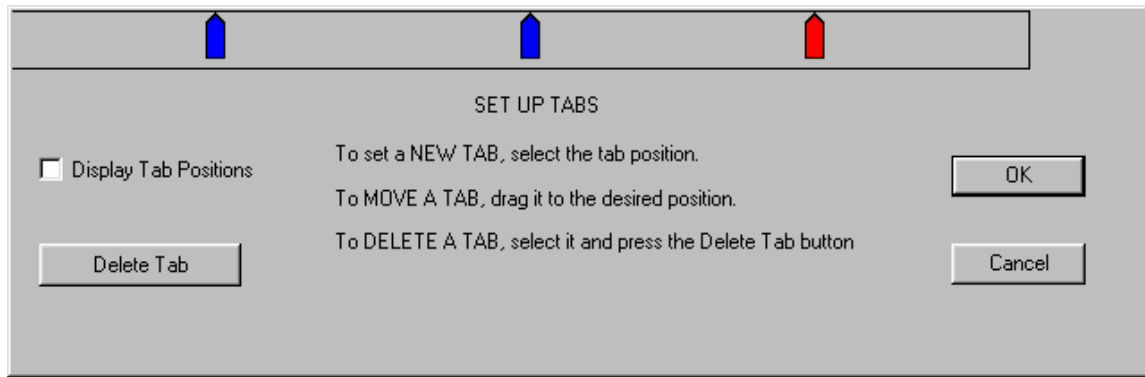
## *Other Preferences*

*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.

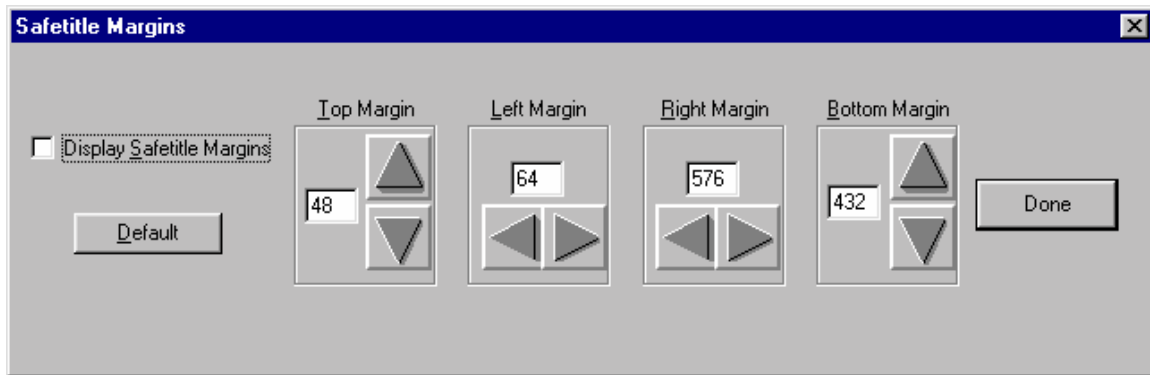
## Delete a Tab

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 down one scan line.



Moves the margin left one pixel.



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.

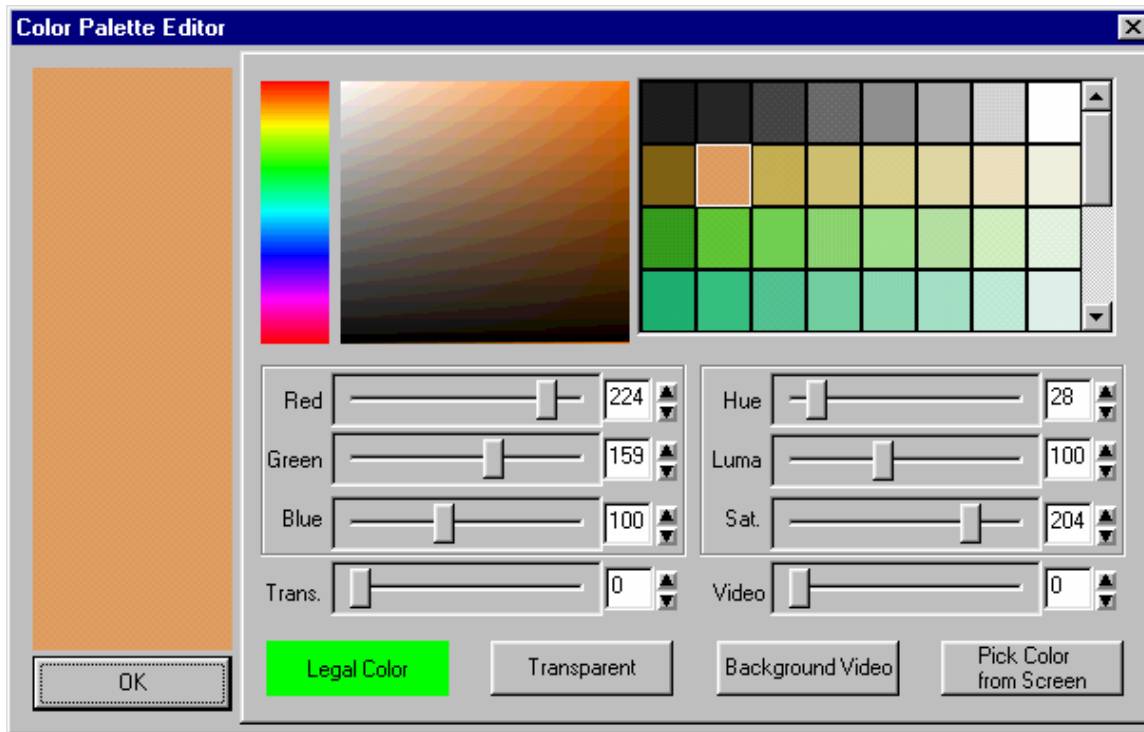
To change the Lower Third mode select the “Lower Third Mode” command from the “Settings” menu. If the system is already in Lower Third mode, the Lower Third mode will be turned off. You can also toggle the Lower Third mode by holding down the <Ctrl> key while pressing the <T> key.

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

## 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.

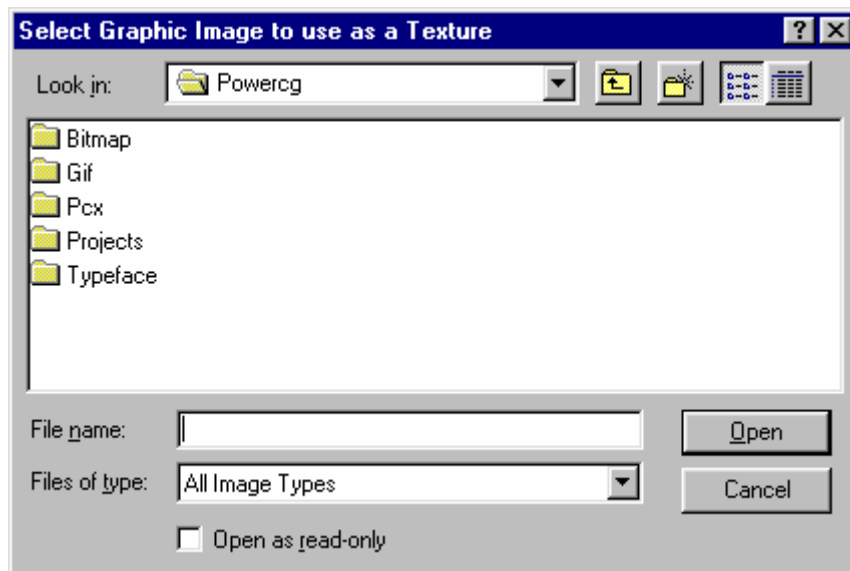
When you have selected the desired color for the color palette entry, you can select another color to modify from the color palette. When you are done modifying the color palette, press the “OK” button and the Color Palette Editor window will close.

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.

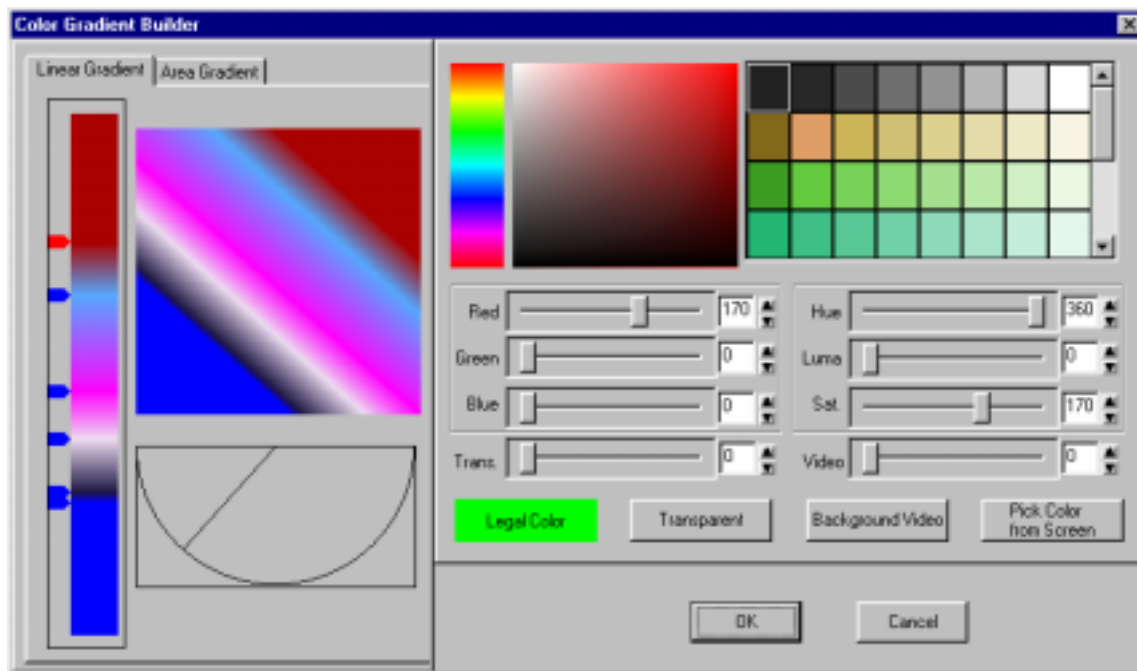
To load a new texture, the texture selection window must be displayed. You can display the textures selection window by selecting the “Colors” tabs from the Control Tabs Window and then pressing the “Textures” button. Position the mouse over the texture entry that you want to load the new texture into 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.



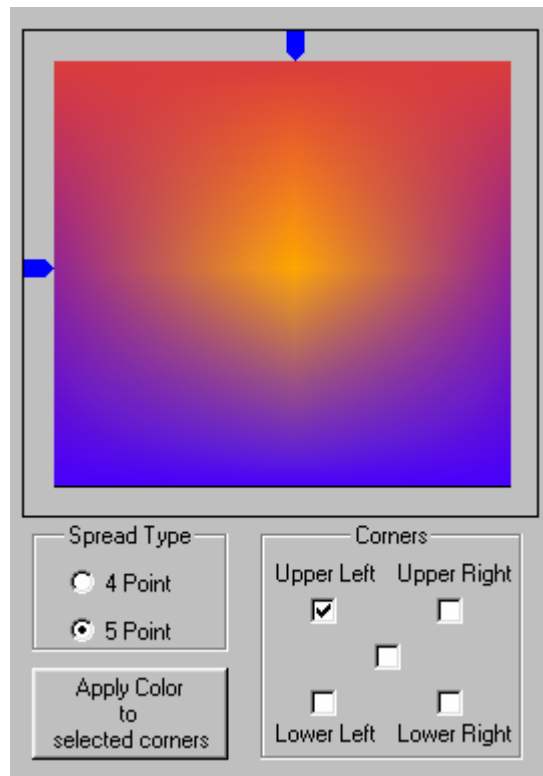
The color gradient builder has two major sections, the Color Selection section (on the right) and the Color Point Placement and Selection section (on the left). The Color Selection section is used to select the color of each point in the color gradient. The Color Point Placement and Selection section 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 5<sup>th</sup> color point inside the Area Gradient. The 5<sup>th</sup> 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.

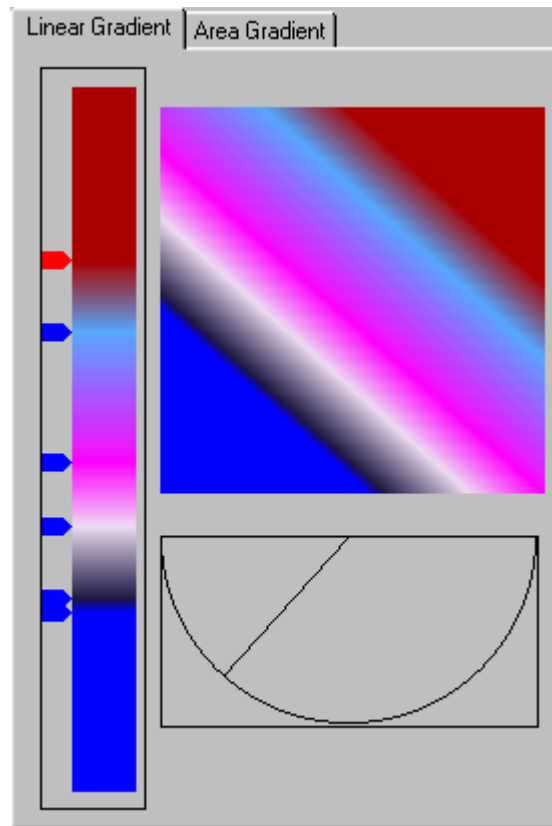
The **Corners** group is used to select the color point(s) of the Area Gradient that you want to change the colors of. If the color gradient is a 4 Point Area Gradient, four check boxes will be displayed representing each corner of the gradient. If the color gradient is a five point Area Gradient, an 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 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

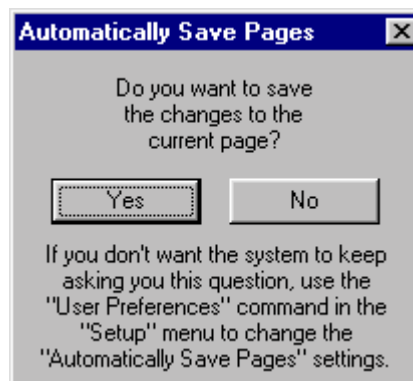
When you are finished creating the new Color Gradient (or modifying an existing gradient) press the “OK” button and the Color Gradient Builder window will close. Any changes to the color gradients must be saved with the project settings. Otherwise they will revert to the old Color Gradients when the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

## 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.

## Optional Components

### Local Internet Weather Setup and Operation Manual

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.

Operational Note: Local Internet Weather **REQUIRES** the MX5 have a constant connection to the **INTERNET** and ports be open allowing browsing rights for the player.

#### Setup Instructions:

If not already present, connect a Keyboard, Mouse, and Local Monitor to the MX5 and reboot the player. After the reboot and a schedule has started to play, press the ESC (Escape) key to access the MX5 desktop.

Double click the LIW icon that should be on the system tray:

- (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:

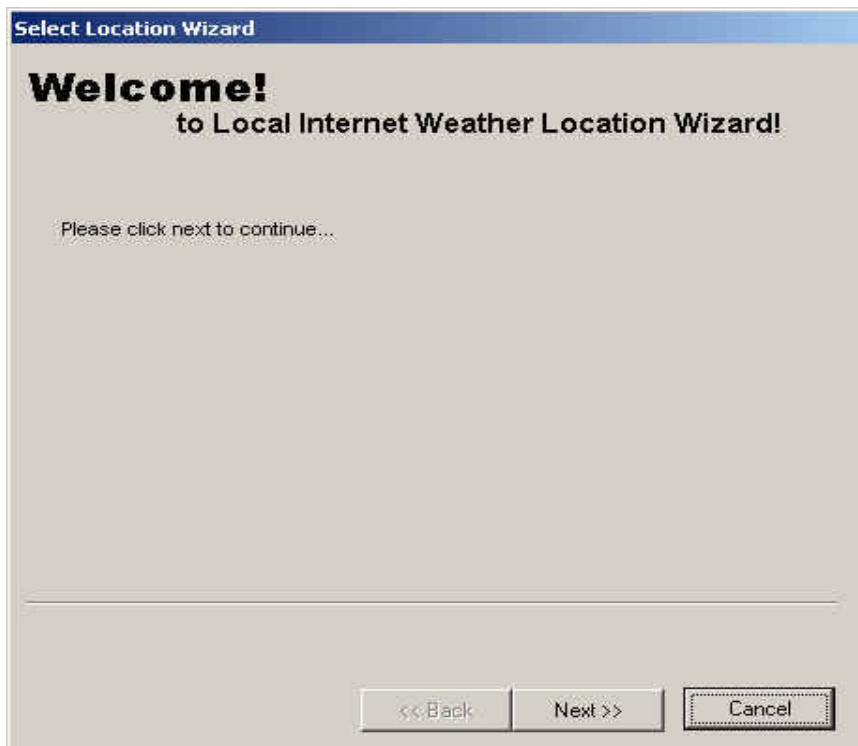


- (4) Click on File and select 'Setup Location...'



- (5) Now you will be prompted with a series of screens to set up your Local Internet Weather.



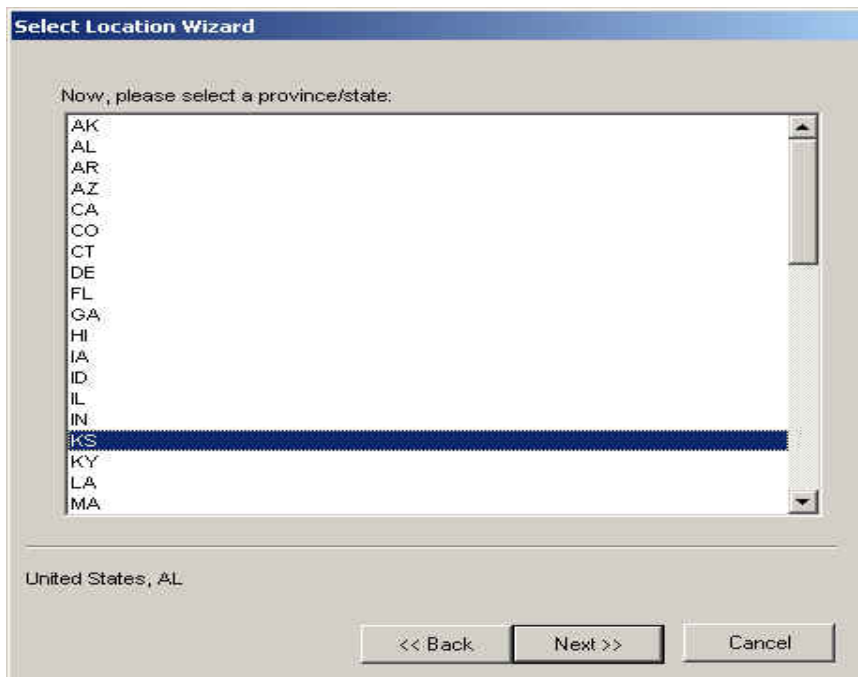


Select 'Next >>' to move the next screen.

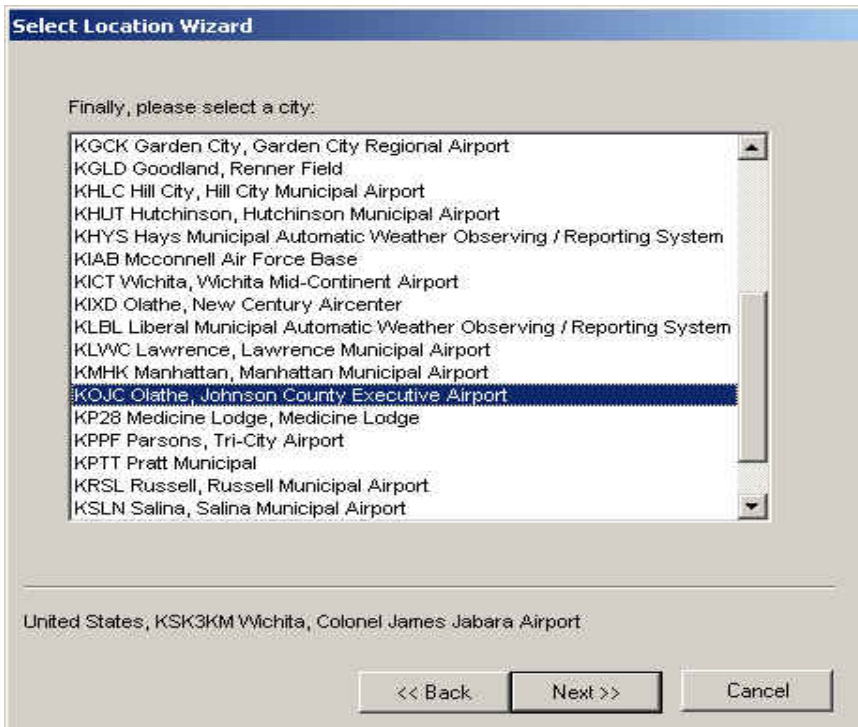


Select the Appropriate Country. The software Defaults to the United States.

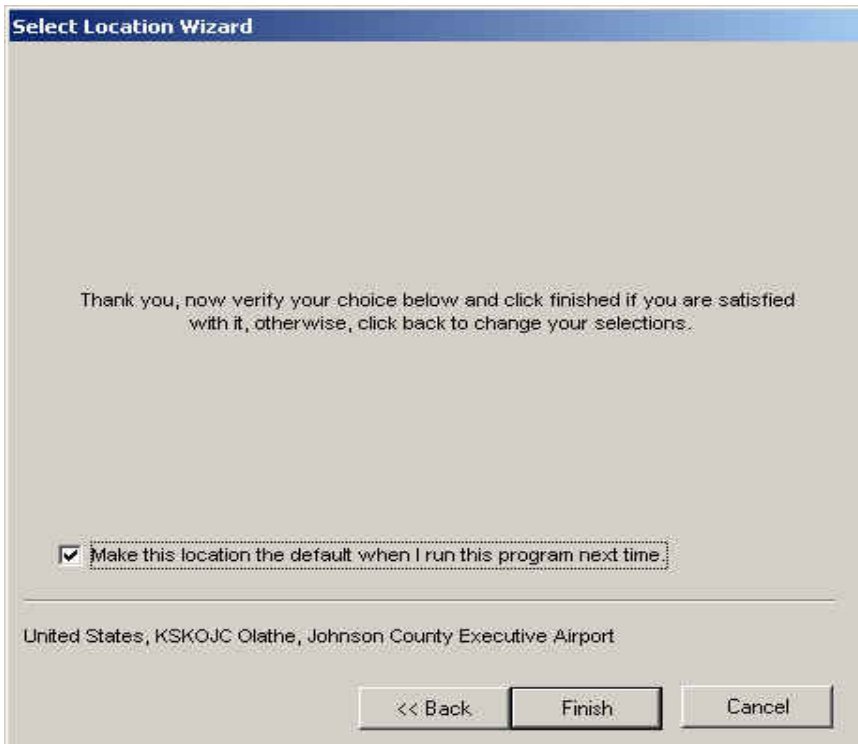
Select 'Next >>' when you are ready to move on.



Now select the corresponding State. Select 'Next >>' When you are Ready to continue.



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



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.

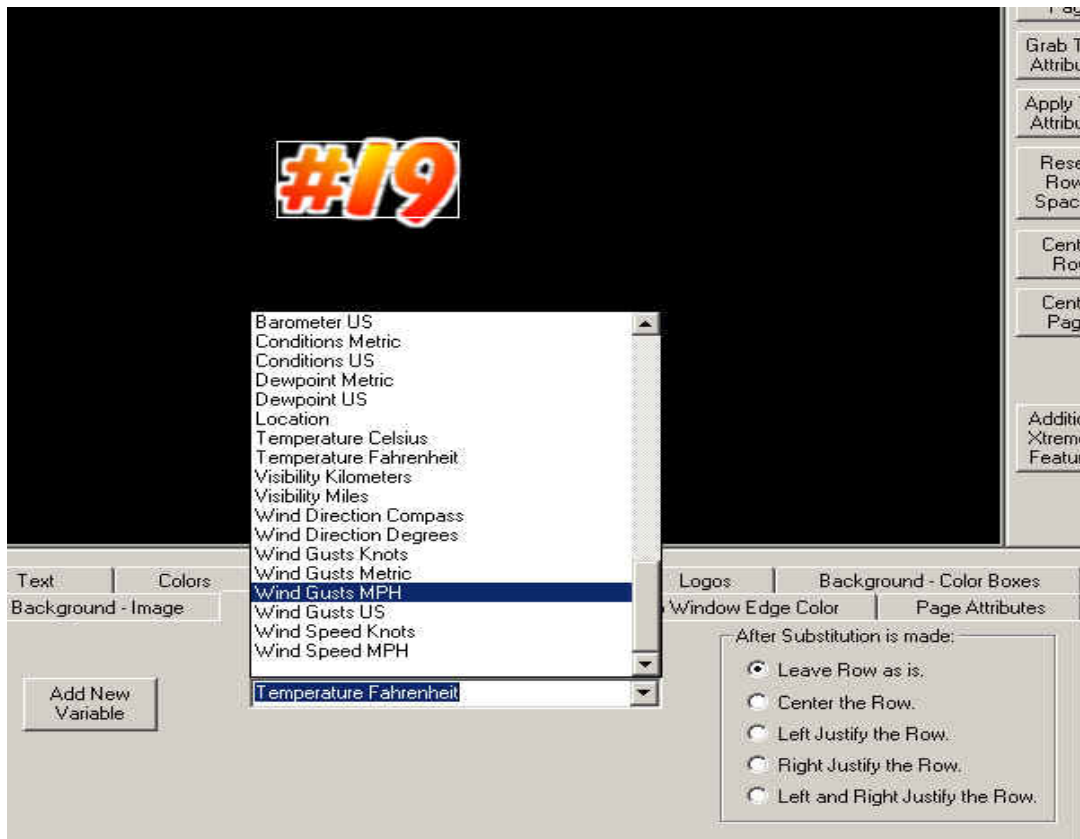
Now that you have setup your Local Internet Weather, close the application. Make sure the MediaXtreme can access the World Wide Web. If you cannot access the Internet, Please contact your Network Administrator for further assistance. Now move over to the Media Creator side.

### 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:

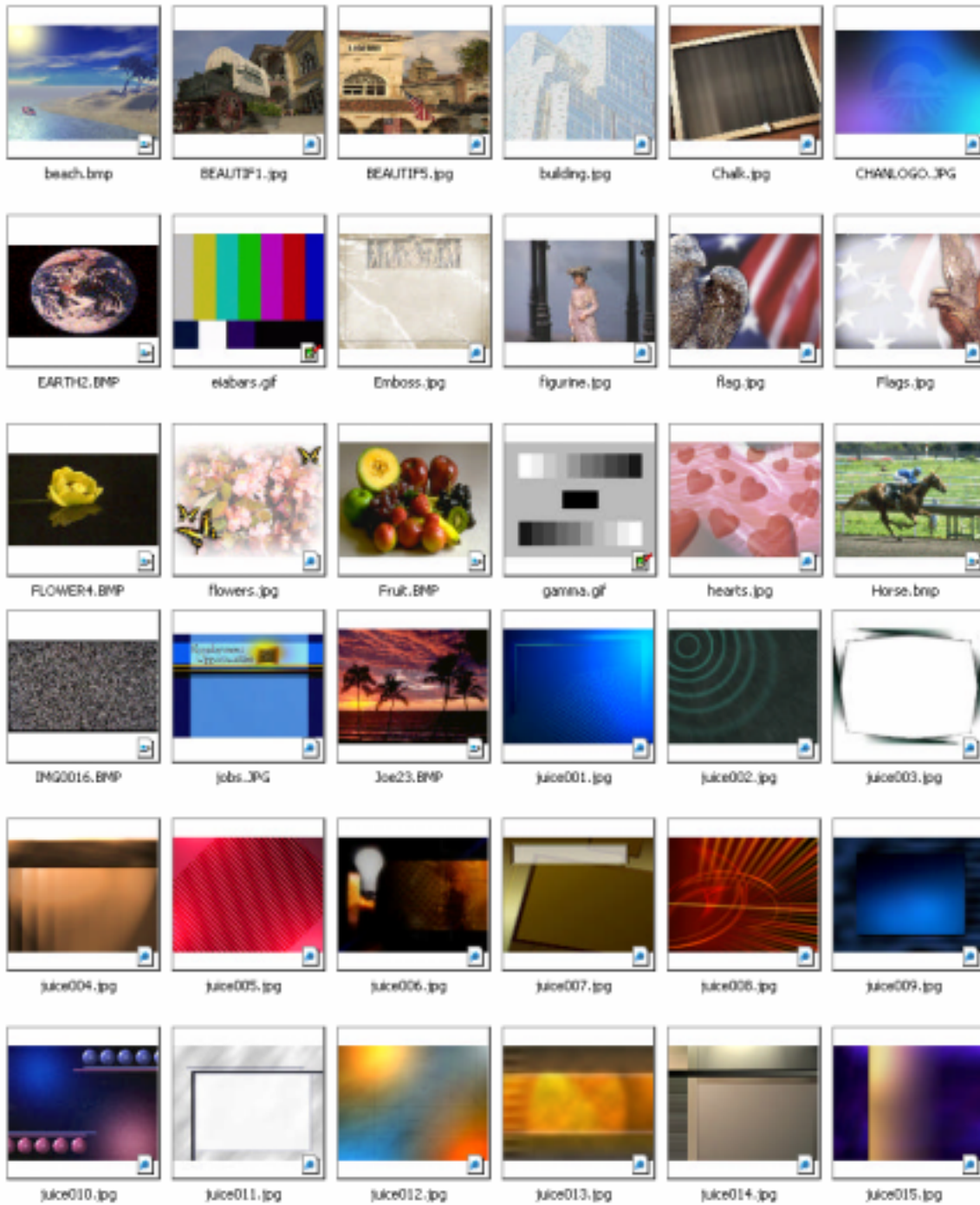
Wind Gusts US=#I0  
Wind Gusts Metric=#I1  
Wind Gusts MPH=#I2  
Wind Direction Compass=#I3  
Visibility Kilometers=#I4  
Visibility Miles=#I5  
Barometer Metric=#I6  
Barometer US=#I7  
Temperature Celsius=#I8  
Temperature Fahrenheit=#I9  
Dew point Metric=#IA  
Dew point US=#IB  
Wind Speed MPH=#IC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

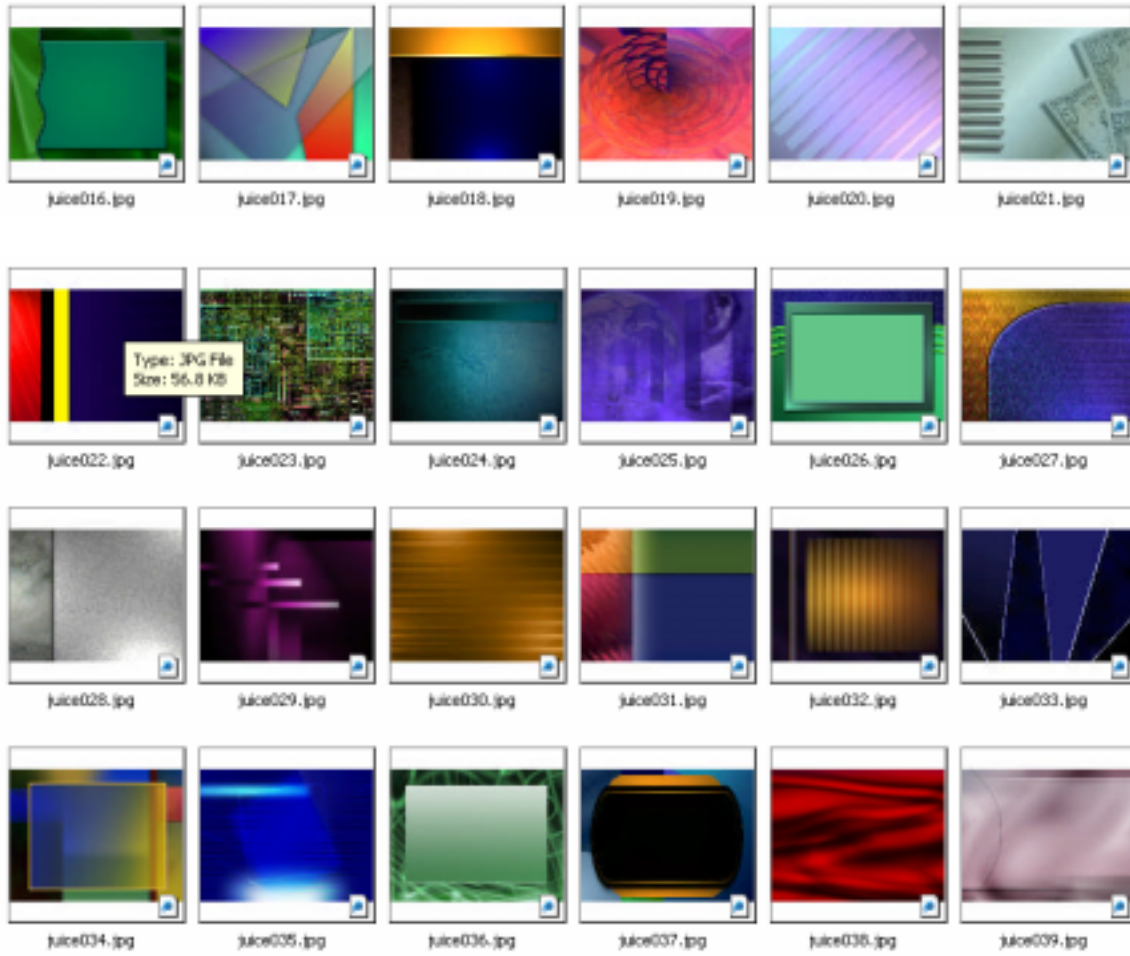
The figure below shows you how to insert a variable. Once you have inserted a variable you will only see the #I Code on the Media Creator. When the page is displayed on the MediaXtreme it will be updated with the correct Weather information.

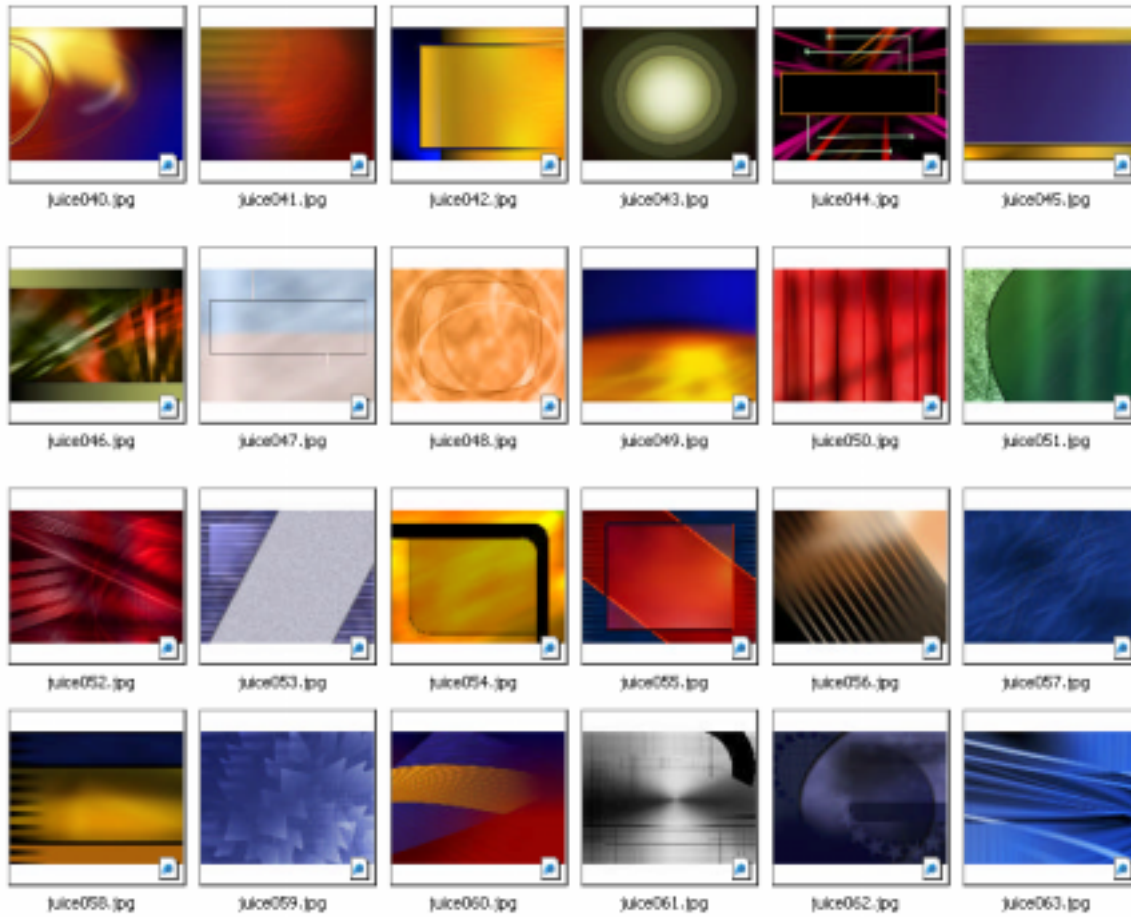


BACKGROUND IMAGES

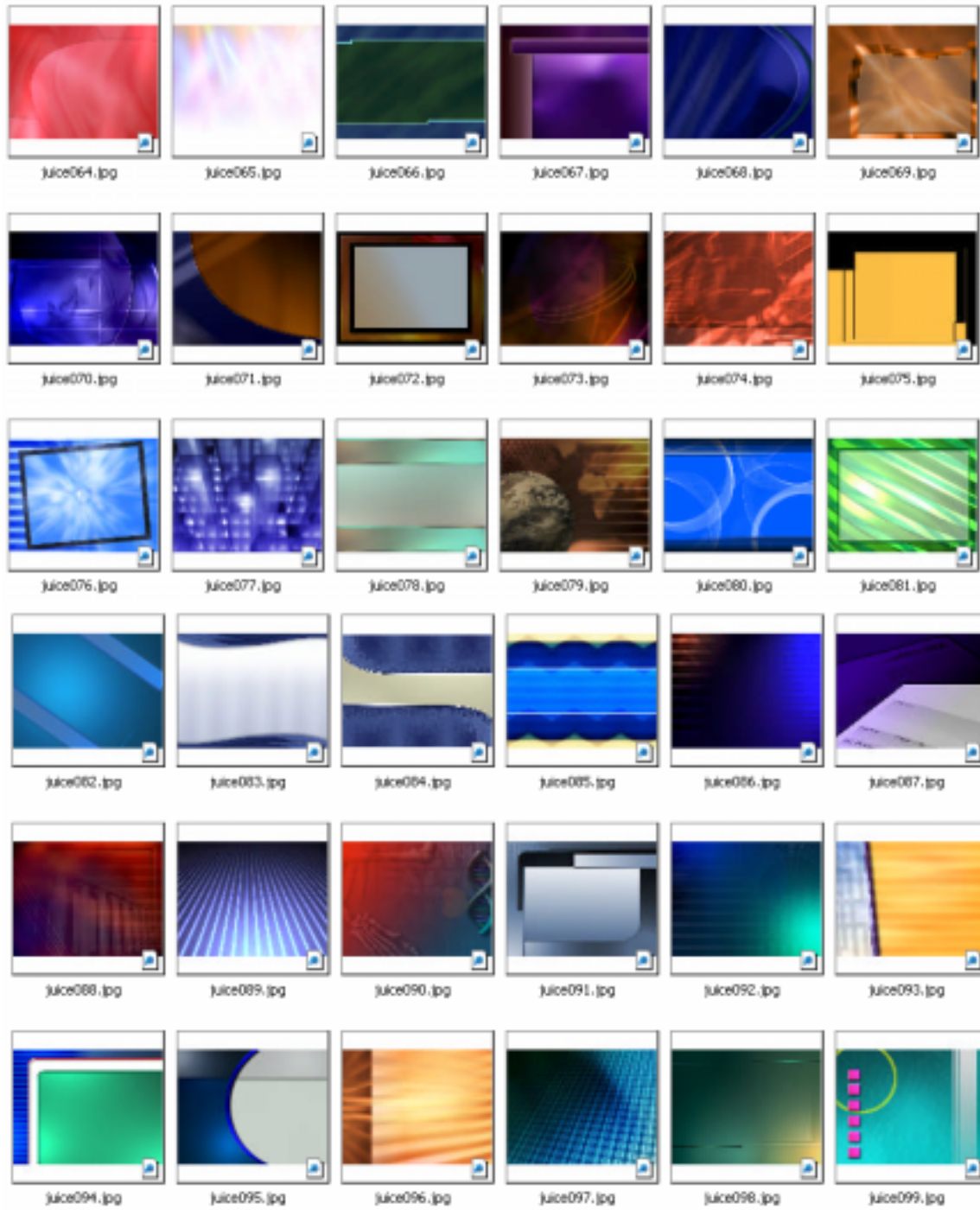
Thumbnail images of the included background graphics follow. Note that not all customers will receive all of the shown images.

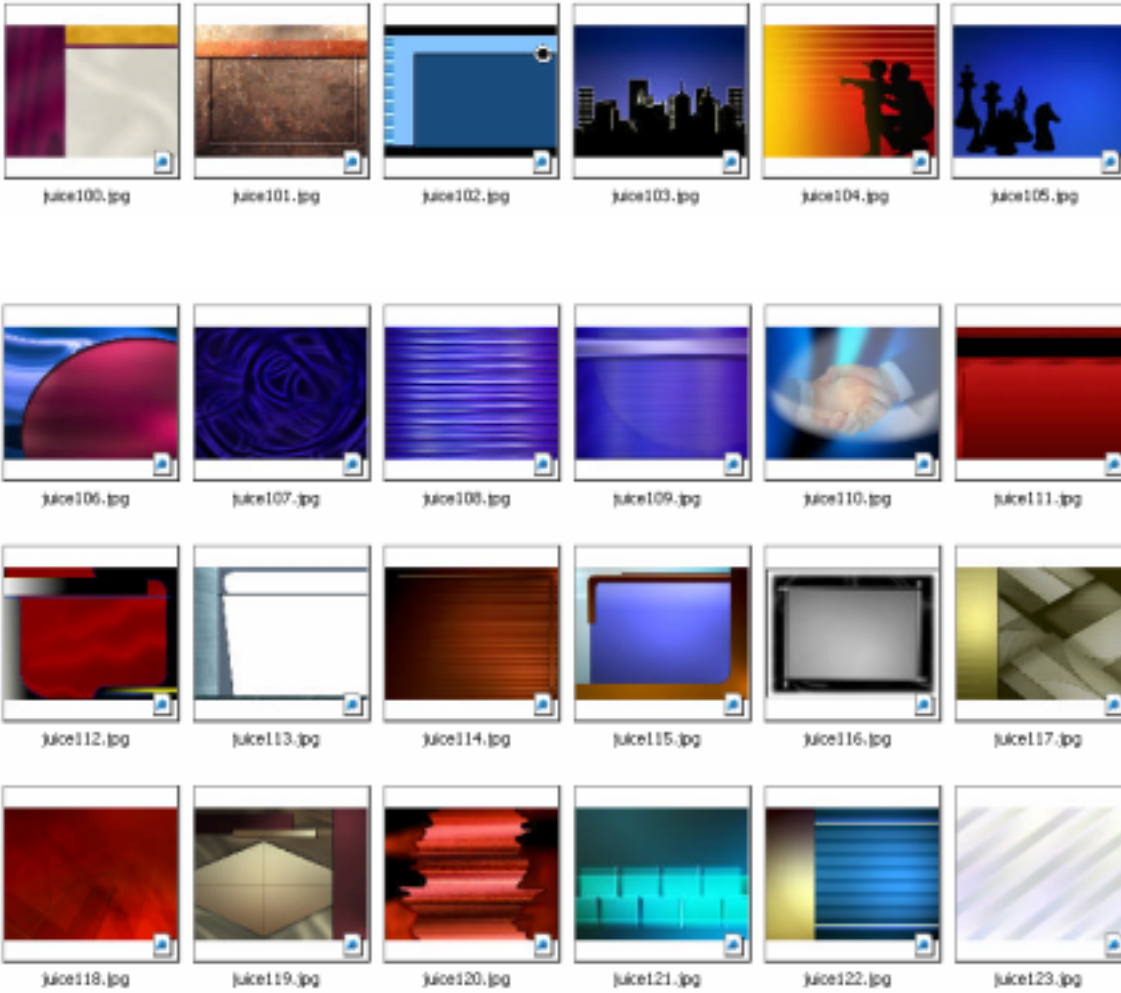


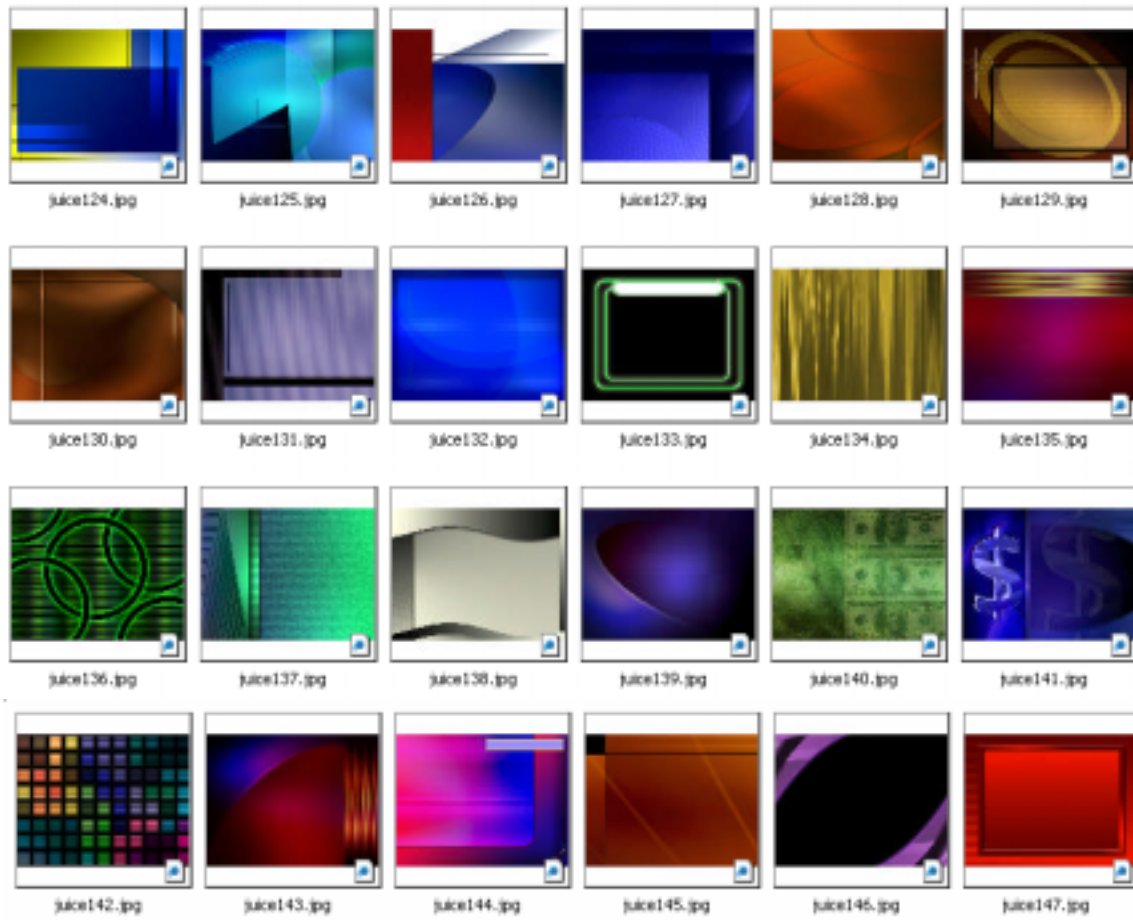


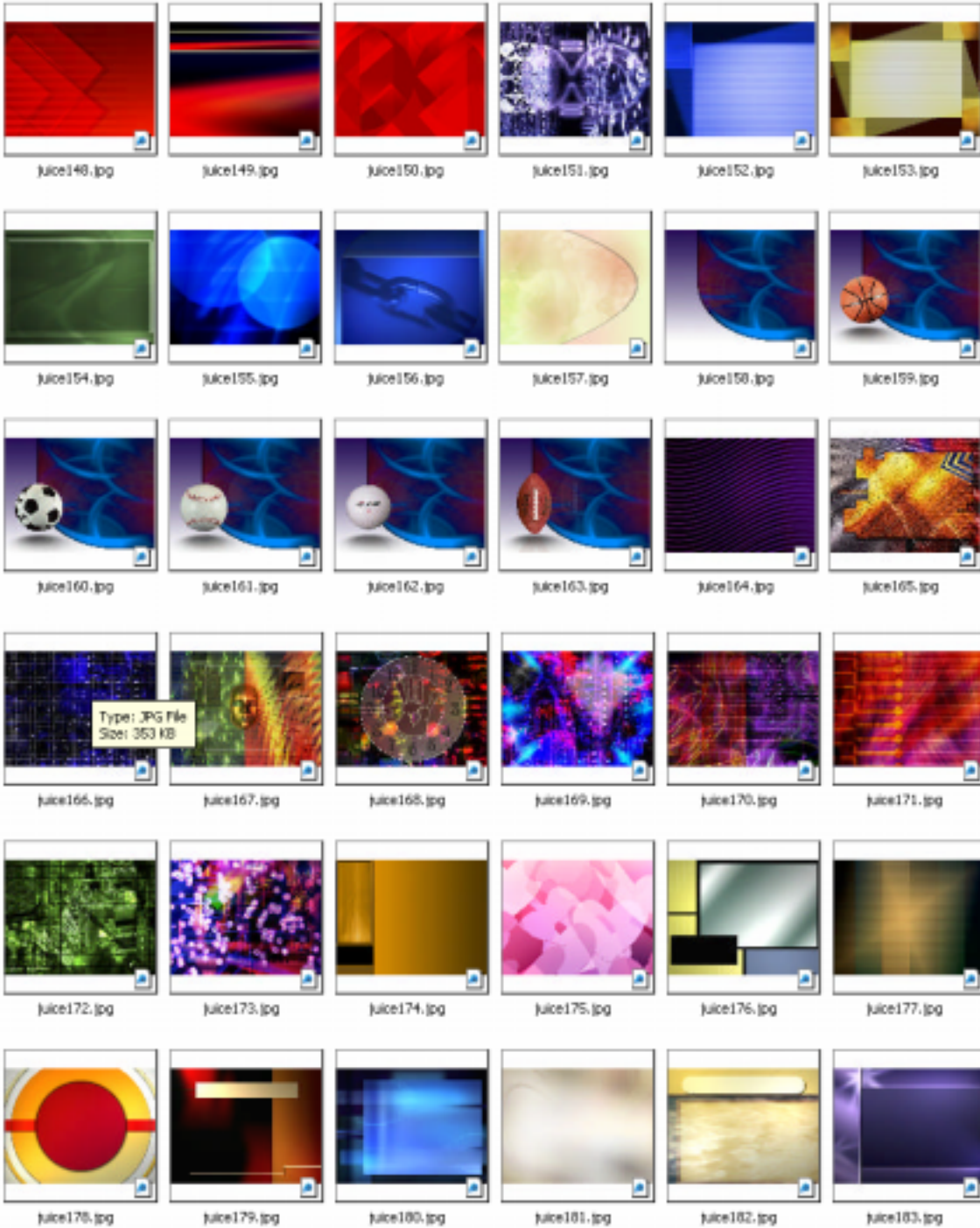


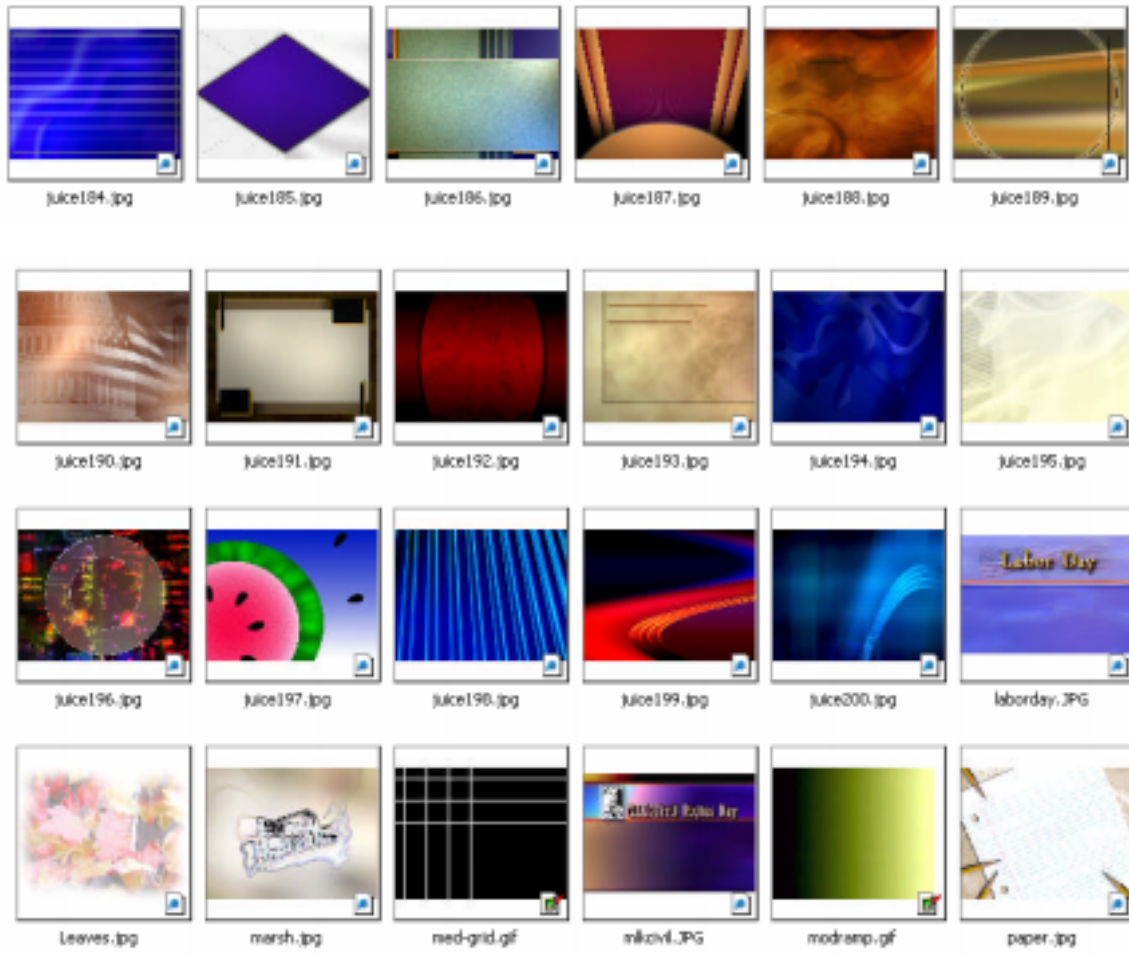


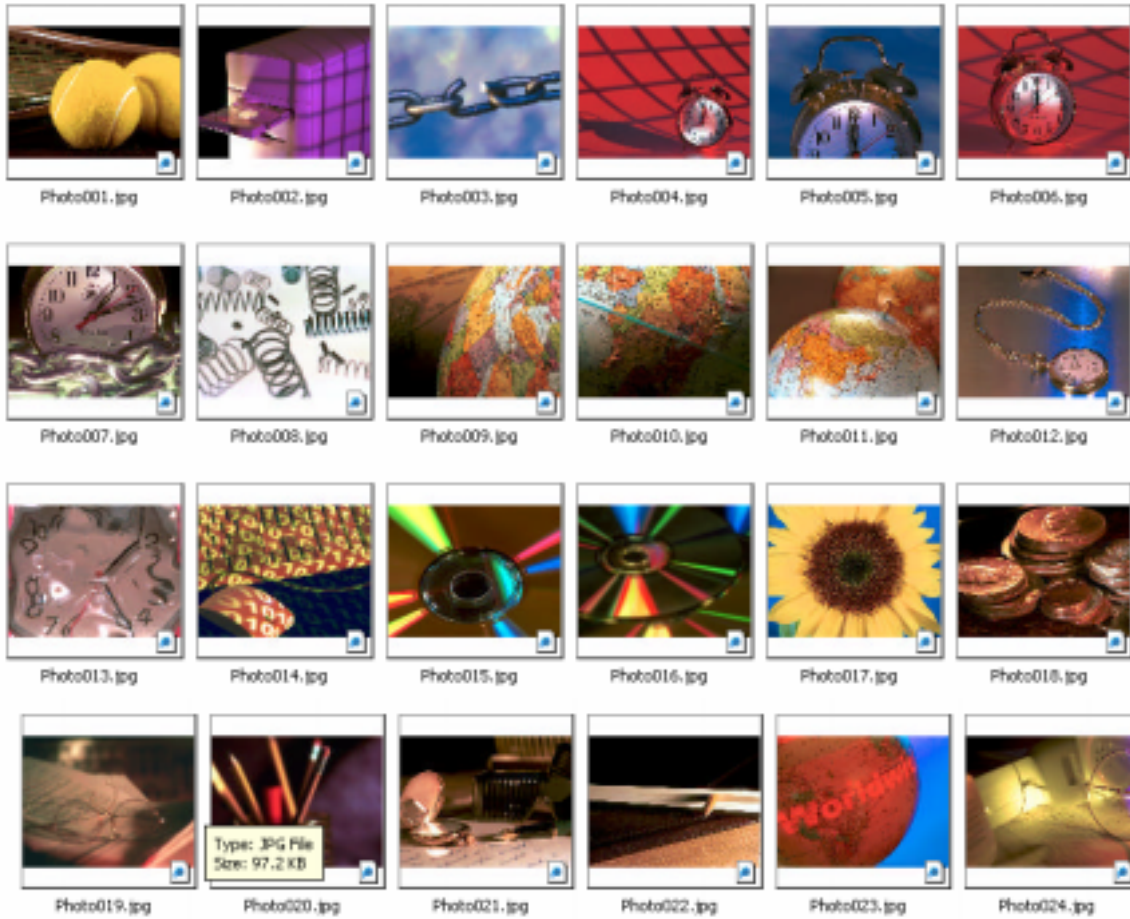












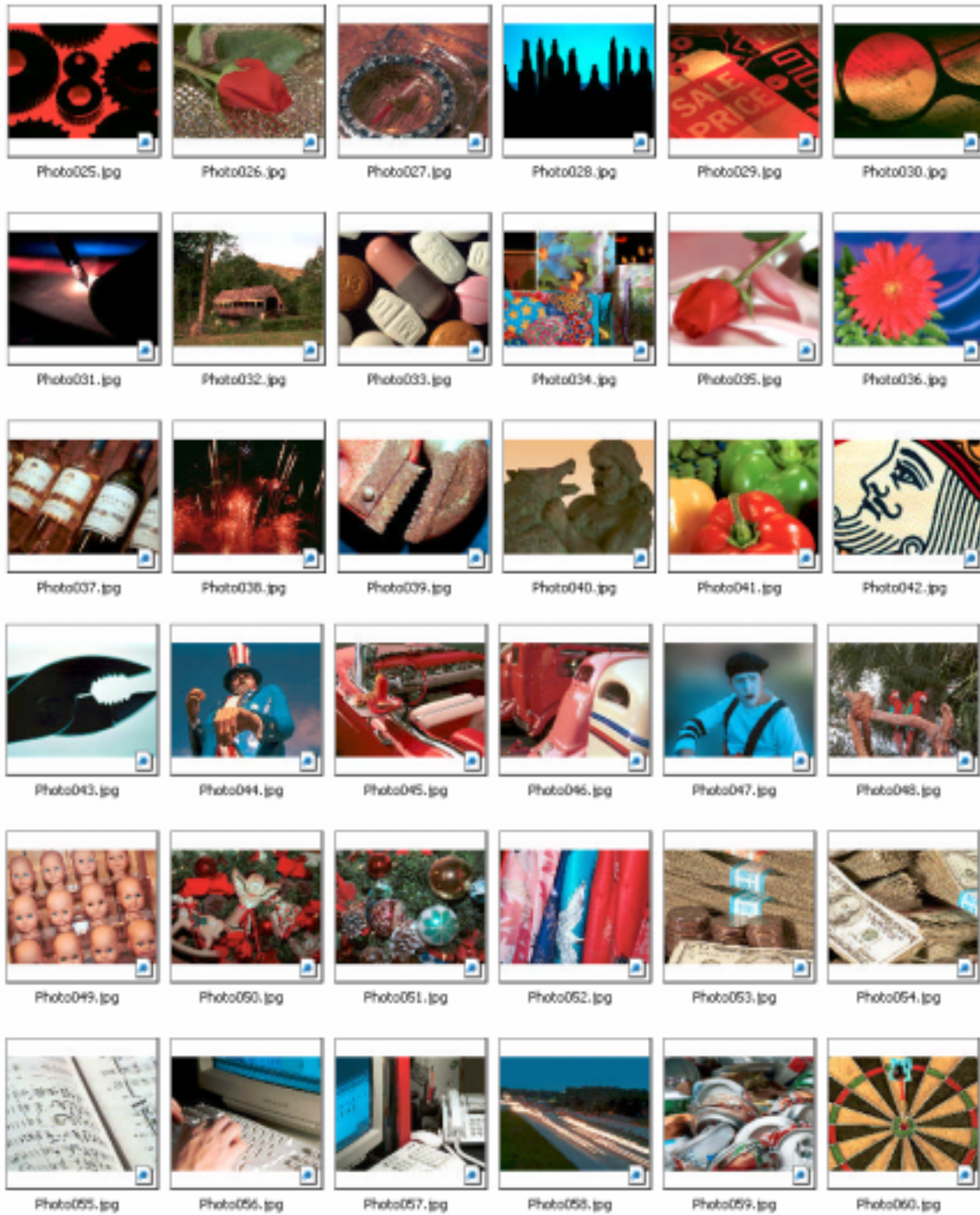




Photo061.jpg



Photo062.jpg



Photo063.jpg



Photo064.jpg



Photo065.jpg



Photo066.jpg



Photo067.jpg



Photo068.jpg



Photo069.jpg



Photo070.jpg

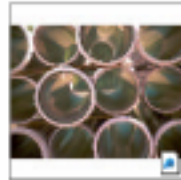


Photo071.jpg



Photo072.jpg



Photo073.jpg

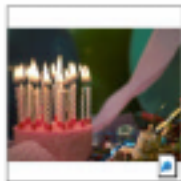


Photo074.jpg



Photo075.jpg



Photo076.jpg

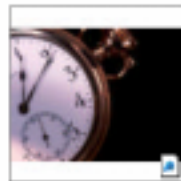


Photo077.jpg



Photo078.jpg

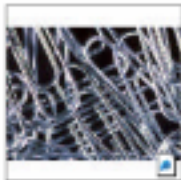


Photo079.jpg



Photo080.jpg

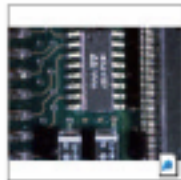


Photo081.jpg



Photo082.jpg

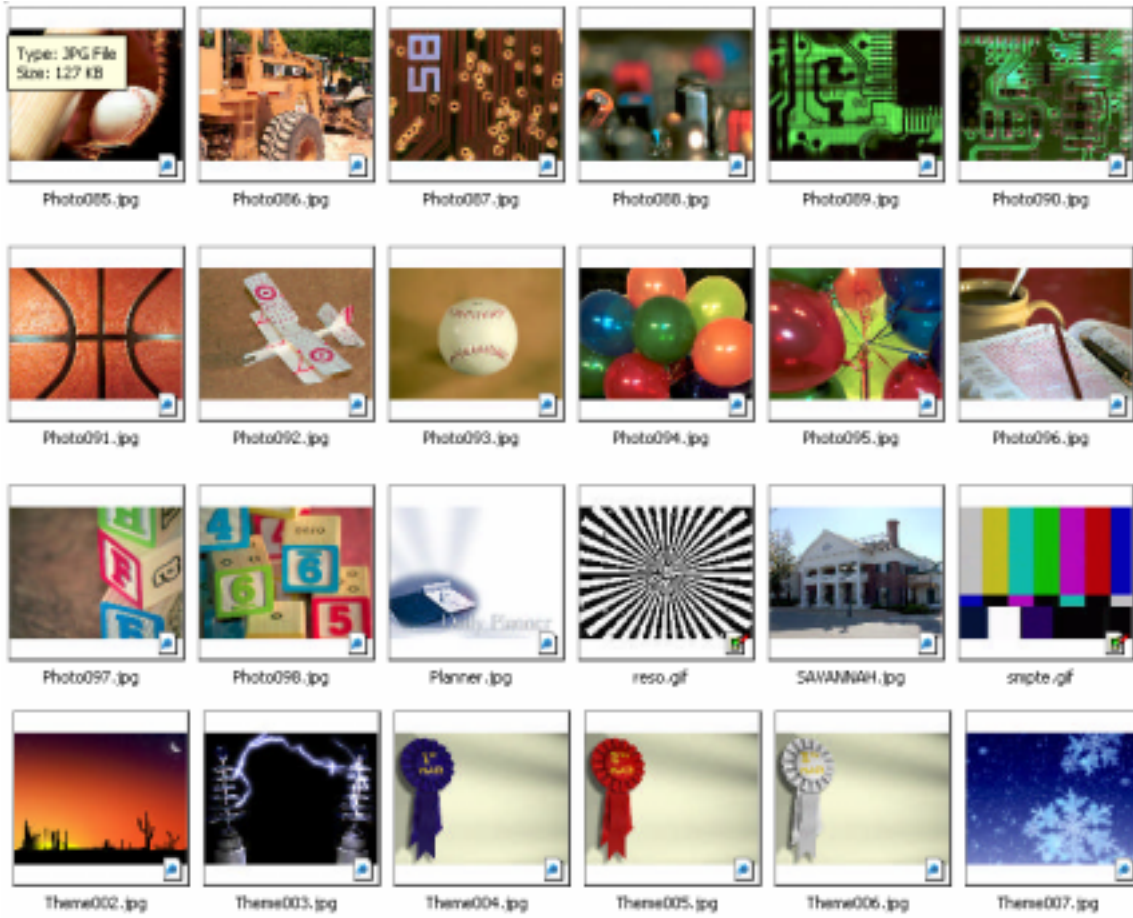


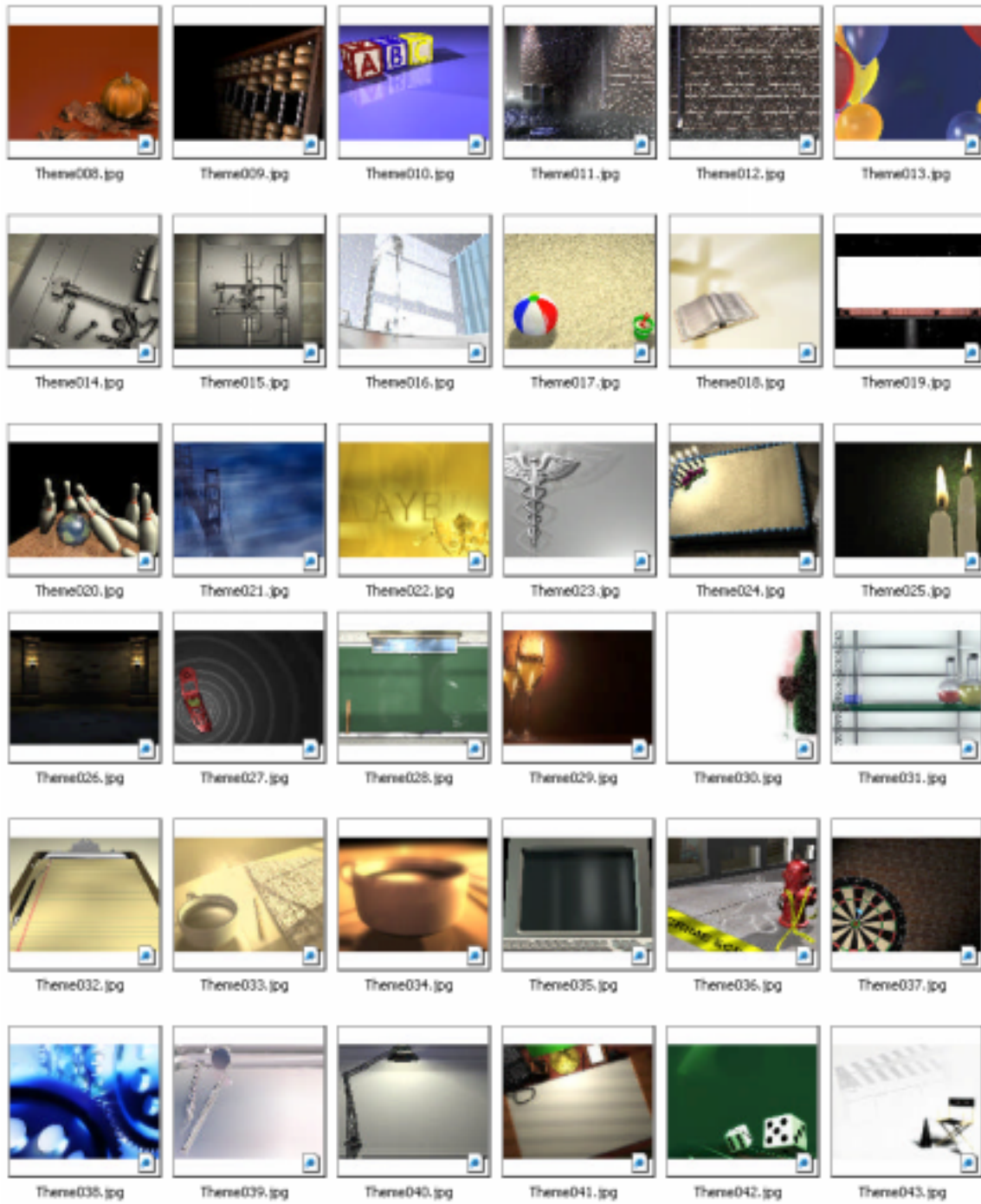
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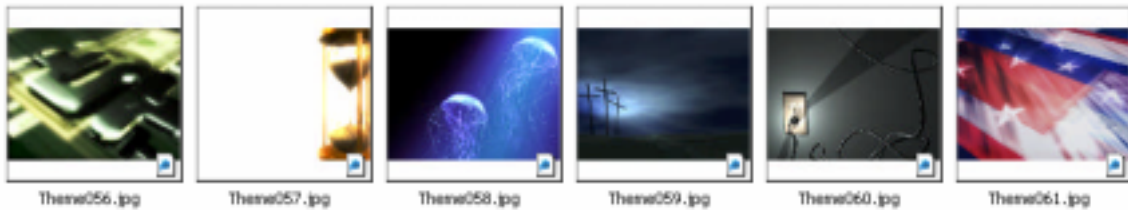
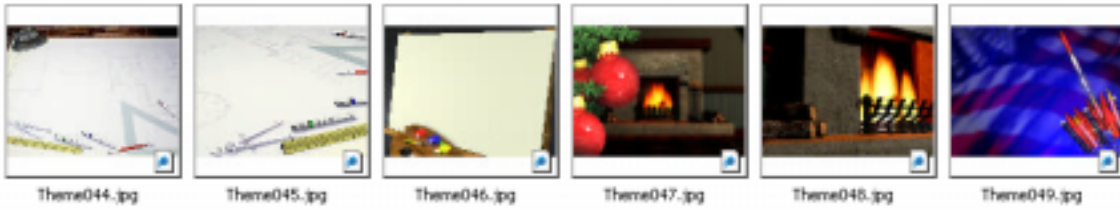


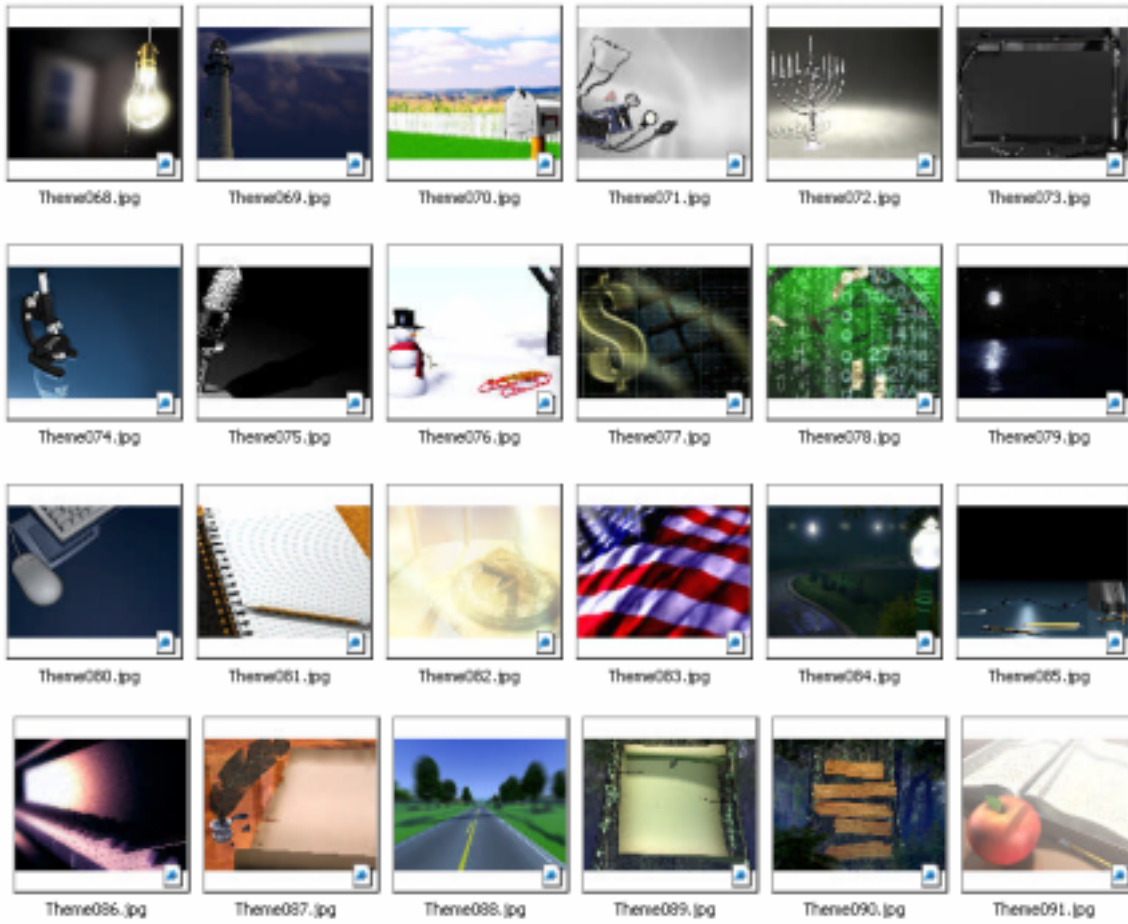
Photo084.jpg

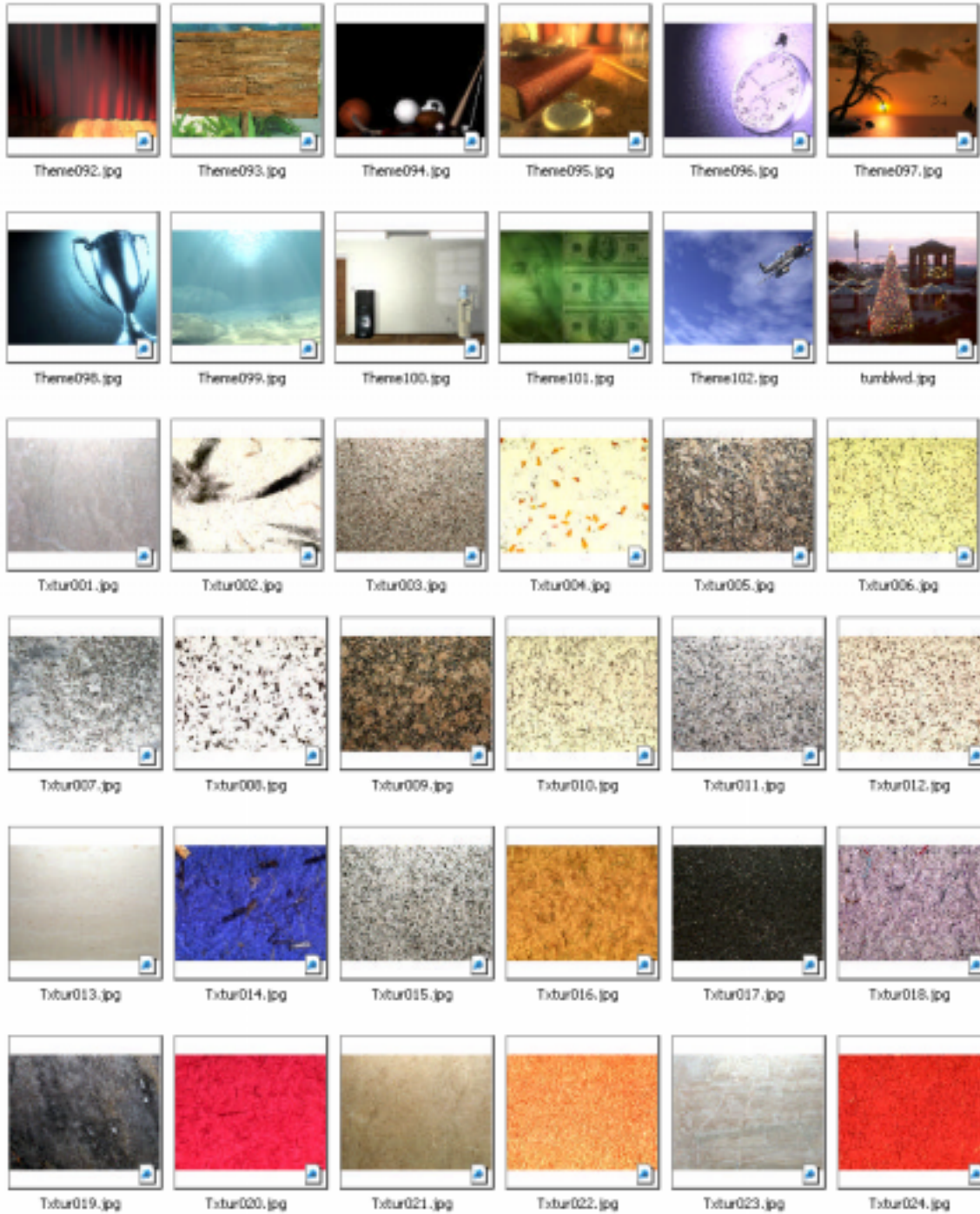


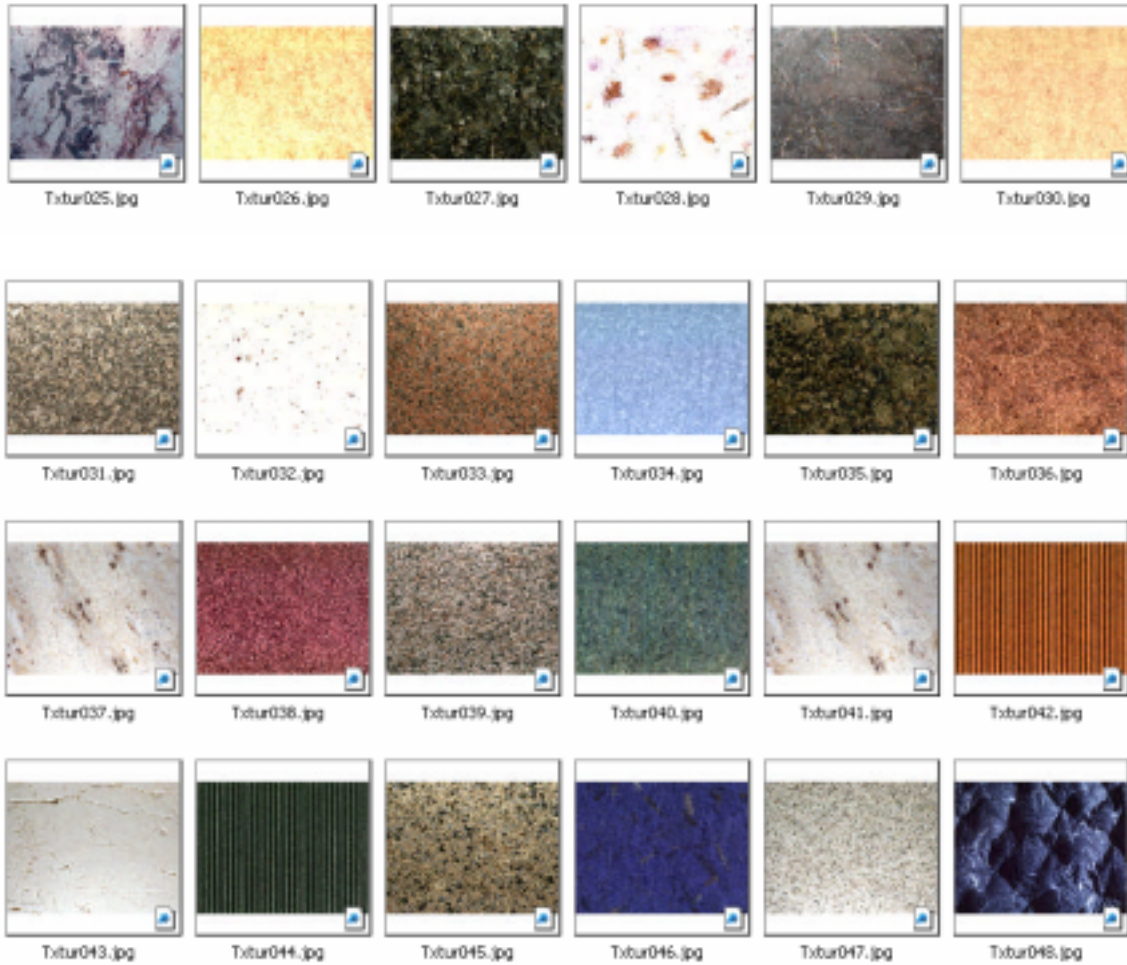


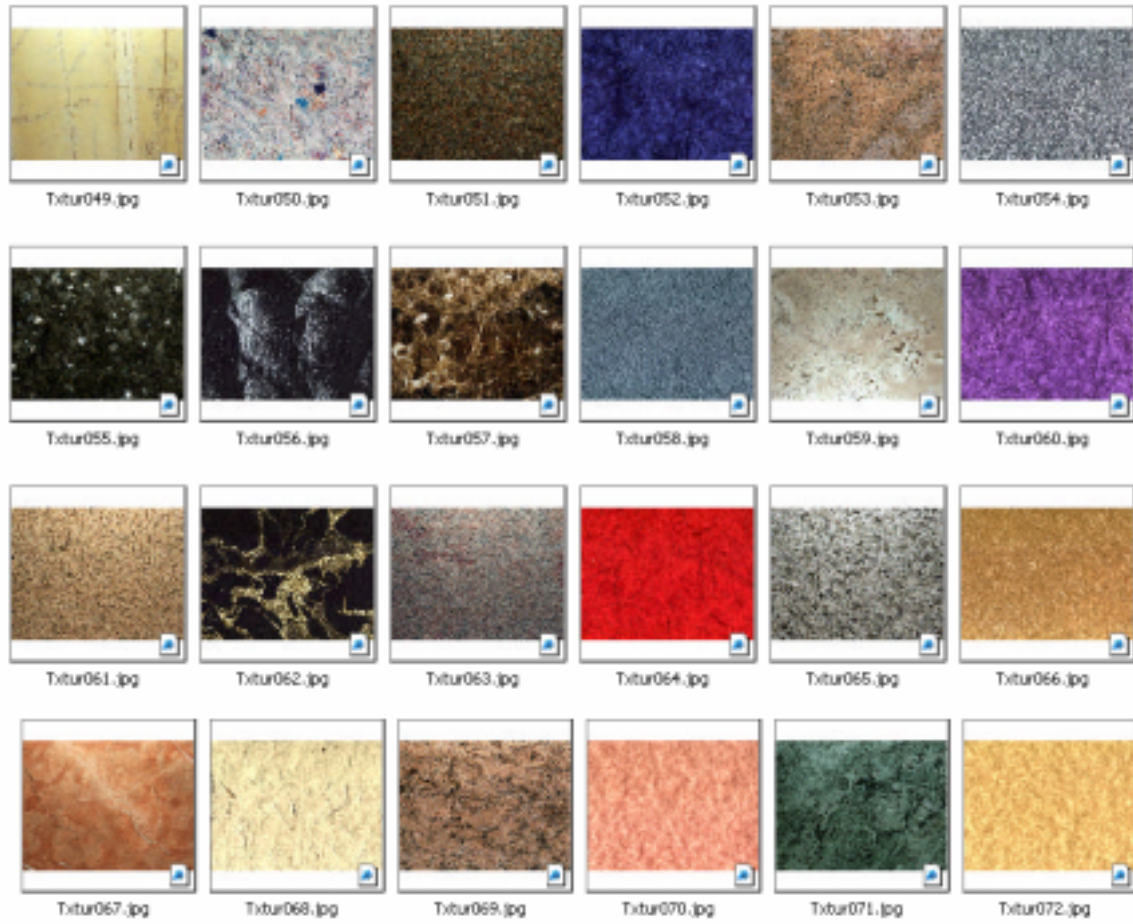


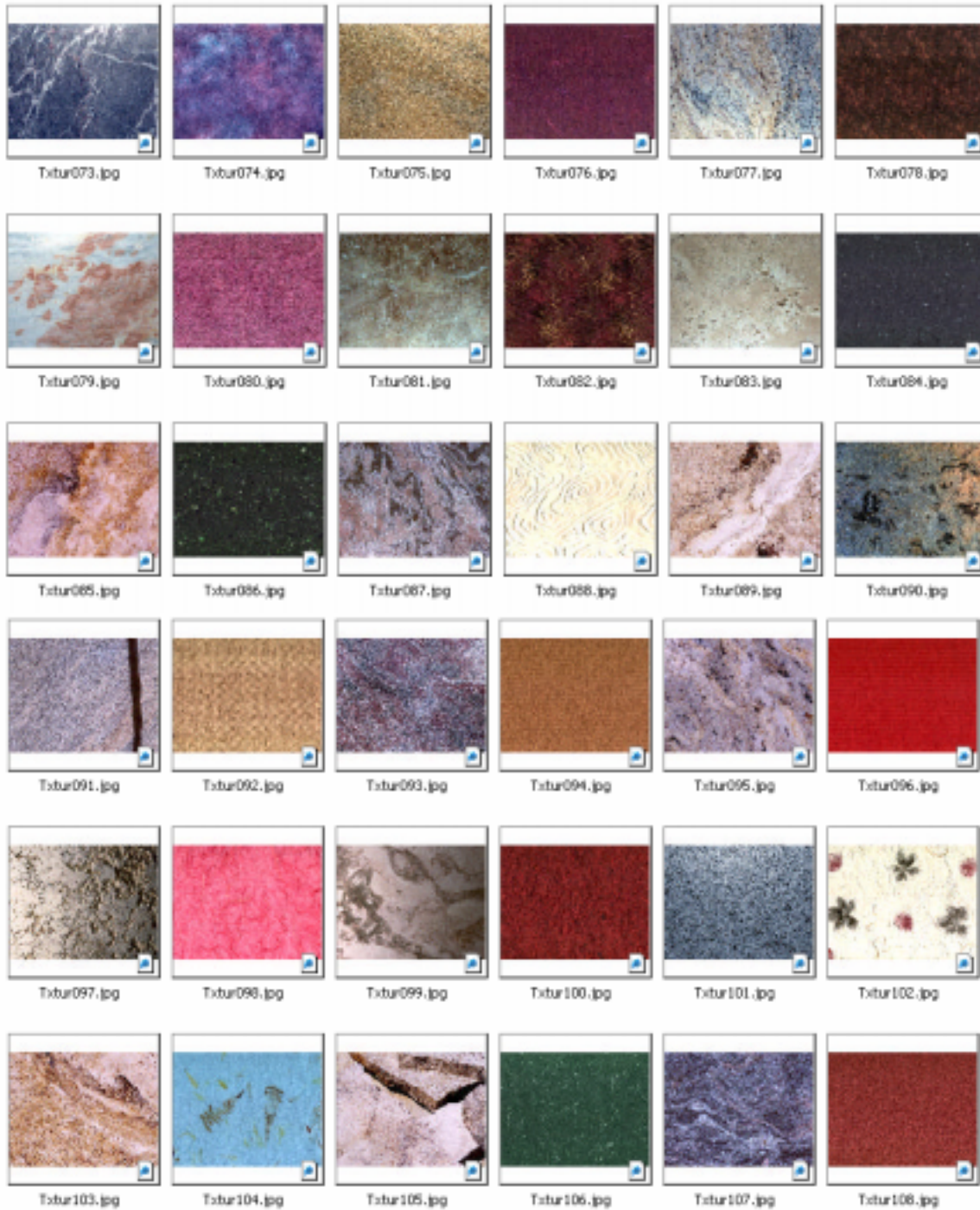




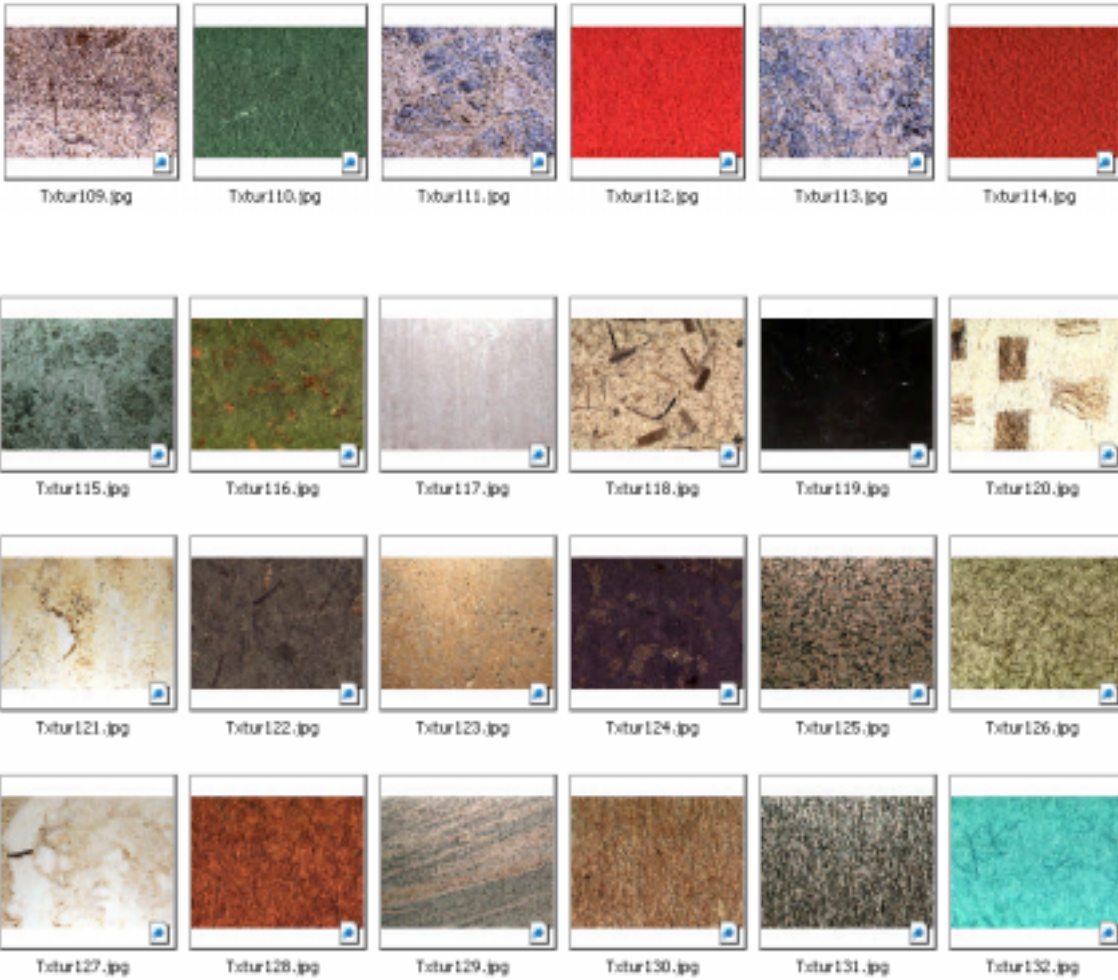


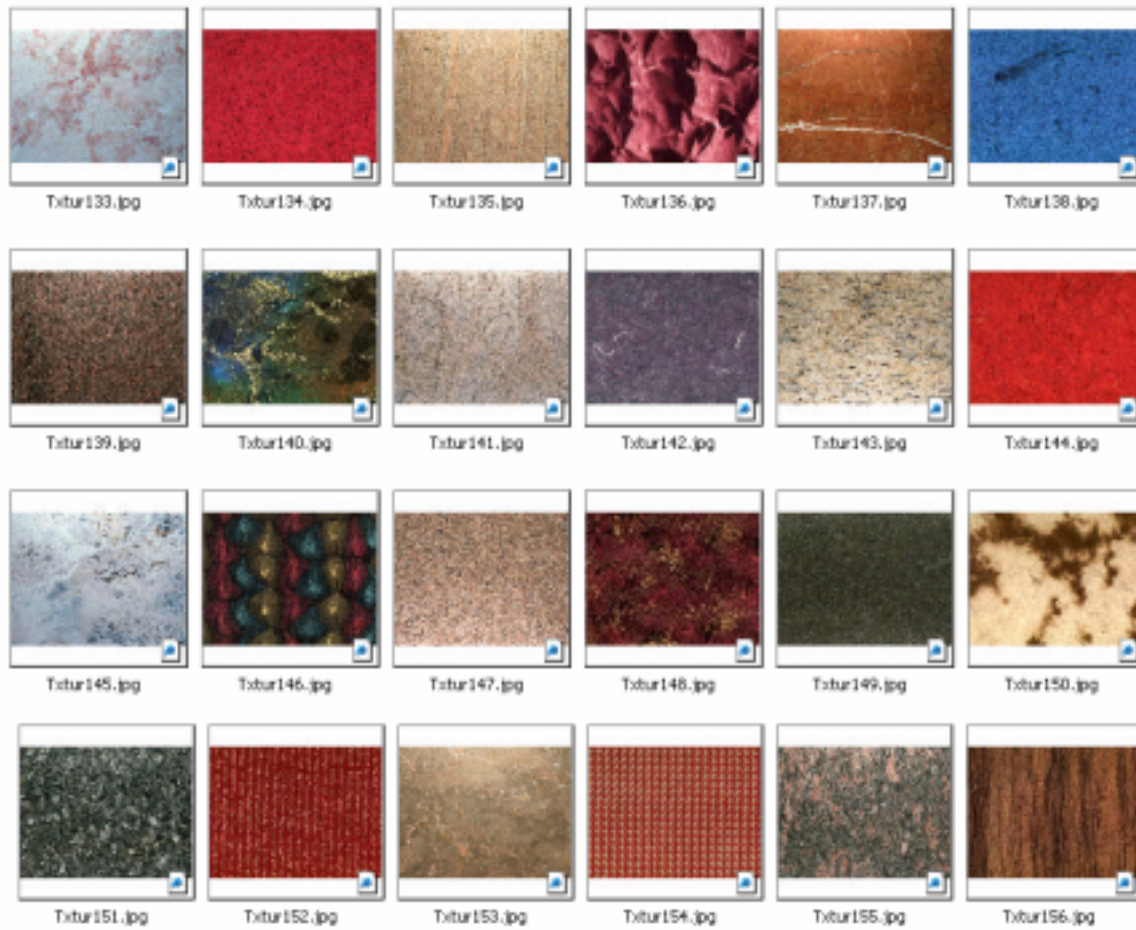


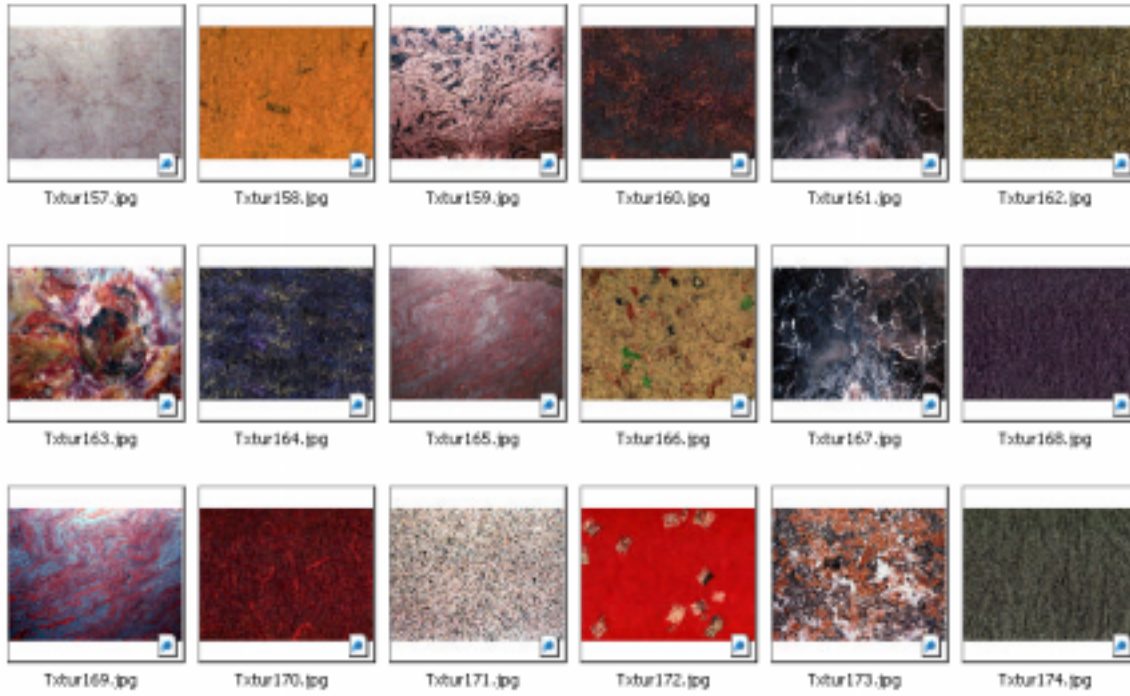


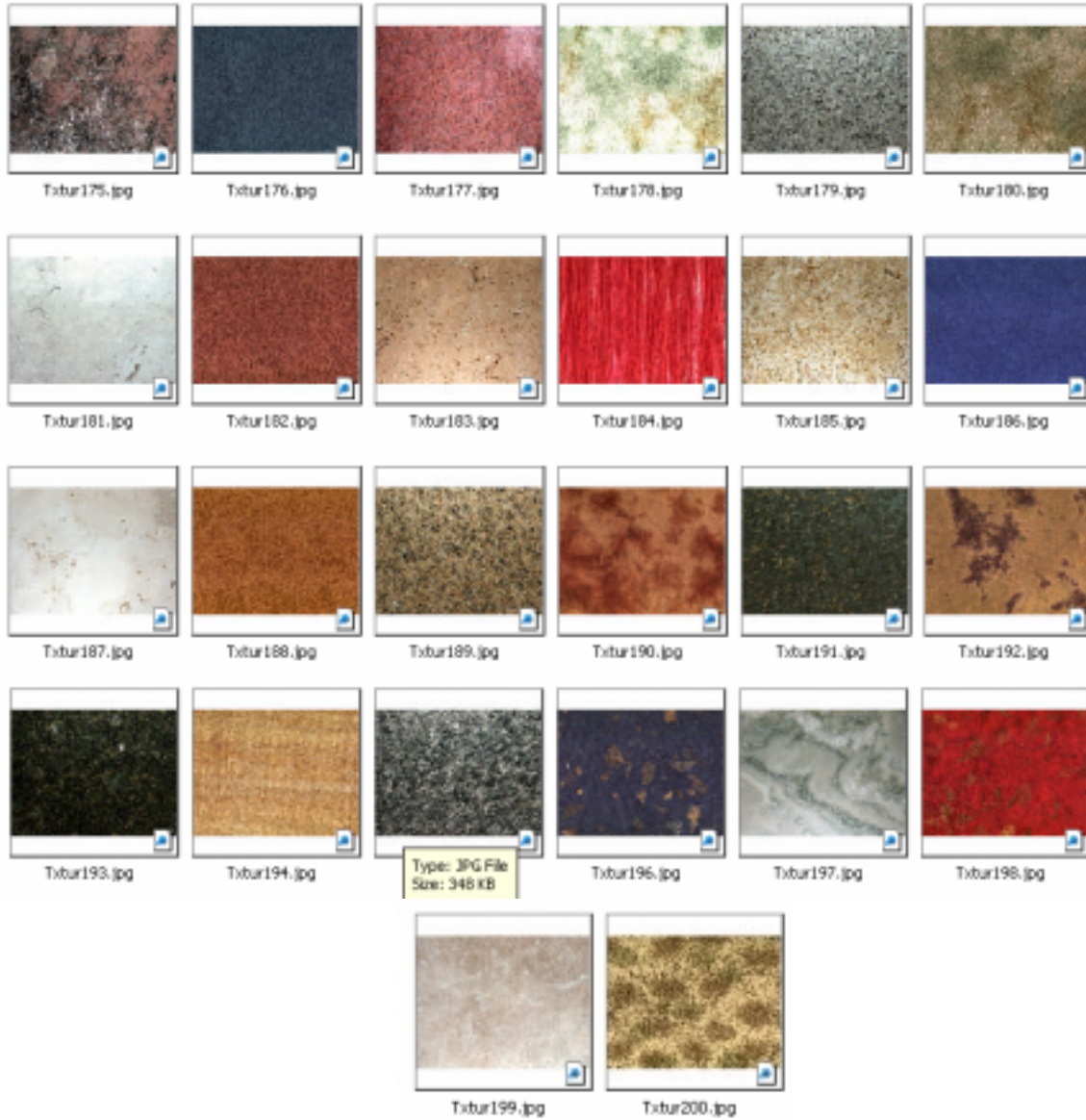












**NOTES**

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**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**

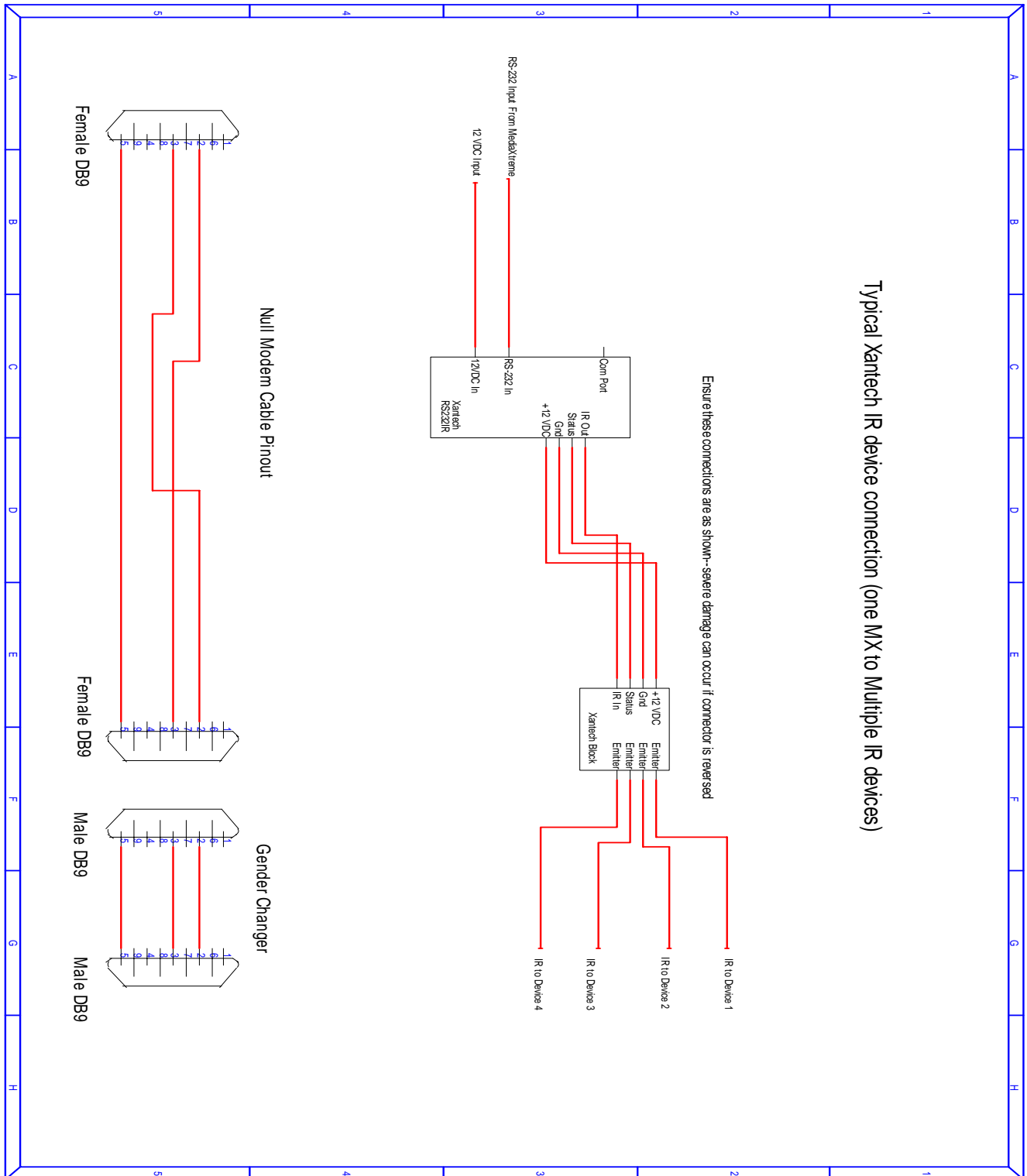
**Unregistered Users Dial:**

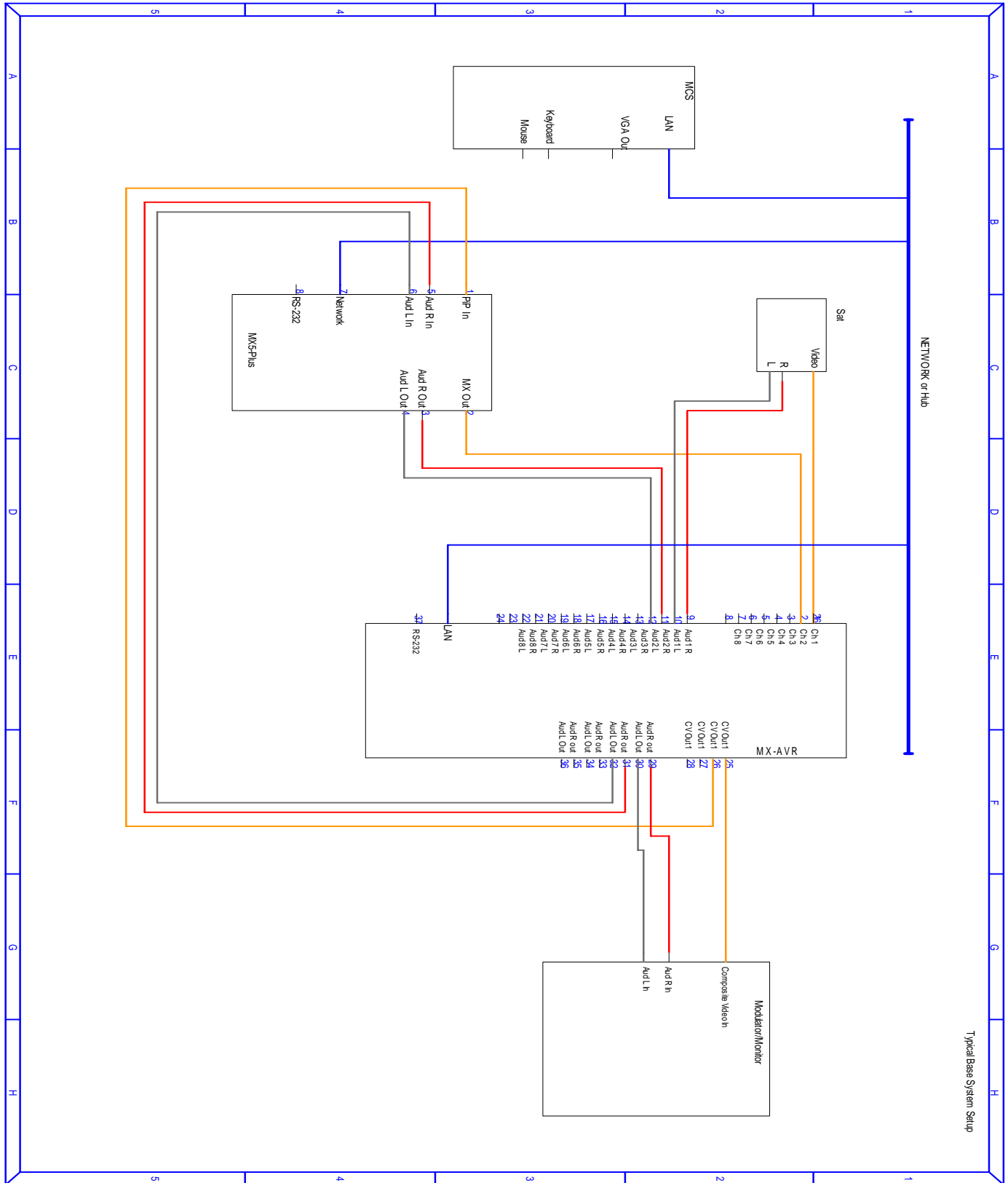
**913-492-4666**

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

**On-Line Support Available at [www.mediaxtreme.tv](http://www.mediaxtreme.tv)**

	<b>AIM:</b> Keywest_Xtreme
	<b>Yahoo:</b> Media_Xtreme
	<b>MSN:</b> tech@keywesttechnology.com
	<b>ICQ:</b> 113986832
	<b>Email:</b> <a href="mailto:tech@keywesttechnology.com">tech@keywesttechnology.com</a>







## 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.**

<b>MODEL #</b>	<b>SERIAL #</b>	<b>PARTS</b>	<b>LABOR</b>
		<b>2 YRS.</b>	<b>2 YRS.</b>