Table Of Contents

Introduction to Media Creator II 1

Media Creator II User Interface 2
Menus 2
Toolbar 3
Project Manager 4
Title Compose Window 4
Shortcut Buttons 4
Preset Style Gallery 5
Page Template Gallery 5
Controls Tabs 5
- Character Tab 5
- Edges Tab 6
- Shadows Tab 7
- Colors Tab 8
  - Color Picker 8
  - Color Sliders 9
  - Color Palette 10
  - Color Gradients 10
  - Color Textures 11
- Layers Tab 11
- Positioning Tab 12
- Row Spacing Tab 12
- Shapes Tab 13
- Picture Boxes Tab 13
- Background - Image Tab 14
- Background - Colors Tab 15
- Text Substitution Tab 15
- Page Transition Tab 16

Status Bar 16

Editing Text 17

Create a New Project 17
Create New Page 17
Title Compose Window 18
Typing Text 19
Moving the Cursor 19
Editing Text 20
Saving the Page 21
Erasing Text 21

Table of Contents

Backspace 21
Using Tabs 21
Row Space Allocation 22
Cursor Movements 22
  Cursor Up 22
  Cursor Down 22
  Cursor Left 23
  Cursor Right 23
  Home 23
  End 23
  Page Up 23
  Page Down 23
  Setting Cursor Position with the Mouse 24

Text Styles 25

Character Styles 26
  Cursor Handles 28
  Typefaces 29
    Loading New Typefaces 29
  Scope Selection 31
  Row Spacing (Leading) 32
Edges 33
  Edge Type 33
    No Edge 33
    Full Surround Border 33
    Extruded Shadow 33
    Highlighted Shadow 34
    Offset Shadow 34
  Edge Direction 34
  Edge Depth 35
  Edge Blur 35
Shadows 35
  Shadow Shape 37
  Shadow Offset 37
Text Colors 38
  Text Components 39
  Color selection methods 40
    Color Picker 40
    Color Sliders 42
    Color Palette 43
    Color Gradients 44
    Color Textures 44
Grabbing and Applying Attributes 45
Text Style Gallery 45

Layers 47
Creating a New Layer 47
Selecting a Layer 48
Renaming Layers 48
Changing Layer Priority 49
Hiding Layers 49
Deleting Layers 50

Moving Text 51
Word Wrapping and Unwrapping 51
Row spacing (Leading) 53
Fine Positioning Text 54
Centering and Justifying Text 55

Picture Boxes..... Error! Bookmark not defined.
Placing a Picture Box on the Page 59
Sizing a Picture Box 60

Shapes 61
Aspect Ratio 61
Roundness 62
Foreground Shapes 62
Background Shapes 62

Background Color Boxes 63
Creating a New Background Color Box 64
Moving and Sizing Background Color Boxes 64
Changing Background Color Box Color 64
Color Picker 65
Color Sliders 66
Color Palette 67
Color Gradients 68
Color Textures 69
Full-Screen Background Color 69
Selecting Background Color Box 69
Changing Color Box Priority 70
Converting a Background Color Box to a Shape 70
Deleting a Background Color Box 70

Background Images 71

No Graphic (Background Video) 72
Graphic - Original Size 72
Graphic - Full Screen 73
Graphic - Tiled 74

Pages 75

Pages ..... **Error! Bookmark not defined.**
Creating a New Page 76
Opening an Existing Page 77
Saving a Page 78
Saving a Page with a New Name 79
Deleting a Page from the Disk 80
Export Page 81

Page Templates 83

Template Gallery 83
New Page Template 85
Edit Page Template 85
Open Page Template 85
Save Page Template 86
Delete Page Template 86
Text Substitution Tab 86
Substitution Variables 87
Page Template Fields 87
Field and Variable Positioning 88
Creating a New Page with a Template 88

Text Animation 91

Overview 91
Timeline 92
  Time Ruler 93
  Timeline 93
  Preview Window 93
Keyframe Editor Window 94
The Basics 95
  The Timeline 95
  Adding a Keyframe 95
  Modifying a Keyframe 96
  Moving a Keyframe 96
  Copying a Keyframe 96
  Deleting a Keyframe 96
  Cut, Copy, and Paste Keyframes 96
  Previewing the Animation Sequence 97
Keyframe editor 97
  Cropping window 98
  Placement Window 98
  Preserve Aspect Ratio 99
  Fade Level 99
  Blur Level 99
Rendering 99
  Rendering Quality/Speed 101
  Frame/Field Based Rendering 101
Rendering speed considerations 102
  Processor Speed 102
  Make sure you have adequate RAM 102
  Rendering Quality 103
  Blur 103
  Partial Screen 103

Modes, Settings, and Adjustments 105

User Preferences 105
- Typeface/Picture Box/Texture Memory Setting 106
- Default Export Format 106
- Automatic Page Save Mode 106
  - Always Automatically Save 106
  - Always Ask First 106
  - Never Automatically Save 106
- Auto-Save Project Settings mode 107
  - Always Automatically Save 107
  - Always Ask First 107
  - Never Automatically Save 107
- Video Format Settings 108

Setting up Tabs 109
- Display Tab Positions 109
- Set a New Tab 110
- Move a Tab 110
- Delete a Tab 110

Safetitle Margins 110

Lower Third Mode 111

Default Directories 112
- Page Directory 112
- Exported Graphics 112
- Imported Graphics 112
- Typeface Directory 112
- Page Templates 112
- Temporary 112
  - Directories List 113
  - Drives 113
  - OK button 114
  - Cancel button 114

Modifying the Color Palette 114

Loading Textures 116

Building Color Gradients 117
- Area Gradients 118
- Linear Gradients 119
  - Set a New Color Point 120
  - Move a Color Point 120
  - Delete a Color Point 120
  - Change the Color of a Color Point 120
  - Rotating a Linear Gradient 120
- Selecting a Color for the Color Point 121
  - Final steps 122

Exiting Media Creator II 123

Chapter

1

Introduction to Media Creator II

Media Creator II is used to create content.. You can title over your existing graphics by loading the graphic as a background image and adding the title to it. Once this is done, the titled graphic image can be exported to the Clipboard, or it can be saved back to the disk in a standard graphics format.

The title pages can contain text (of course), background color boxes, geometric shapes, full-color graphic images as Picture Boxes, and either a background graphic or background video.

The text can be created using TrueType typefaces and can be sized, rotated, and italicized. Each character can have up to two edges and three shadows. The character's edges and shadows can be colorized with either a solid color, a vertical color spread, a color gradient (4pt, 5pt, or linear), or with a texture.

Background color boxes can be created any size and position on the screen. They can be colorized with all of the same color options as the characters, they can even be made semi transparent.

Geometric shapes can be created at any size and position on the screen. The roundness of the shape can be controlled. The shape can be made square, completely round (as a circle or ellipse), or anywhere in between. Shapes can be sized, rotated, italicized, edged, and colorized just like any other character.

Standard graphic format graphics can be loaded as either full-color Picture Boxes or as a background image. When graphic images are loaded as Picture Boxes, they can be sized, edged, and positioned anywhere on the screen.

Media Creator II User Interface

If you don't have the software installed yet, follow the directions in chapter 1.

Start Media Creator II just like you would any other program under Windows. After a few seconds the program's user interface will appear. The software automatically adjusts its' windows to fit your screen. If your screen resolution is set to 1024 by 768, it will appear similar to the one shown below.

Screen appearance on a 1024 by 768 VGA screen.

Menus

The menu (shown below) is just what you would expect in a Windows program. It has a "File" entry that is used to open, create, and save, the types of files that Media Creator II can open, create, and save (pages, templates, and projects). It has an "Edit" entry that is used for the normal Undo, Cut, Copy, Paste, Insert, Delete, and Erase functions.

Media Creator II menu.

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.

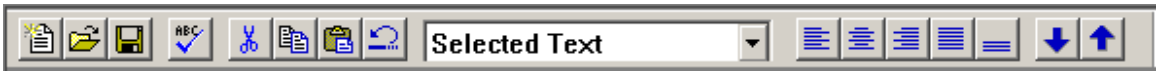
The “Layers” Menu is used to change the layering priority (move one in front of another).

The “Settings” menu is used to setup your system. These include things like Setting User Preferences, Loading Typefaces, Setting Tabs, Adjusting Safetitle Margins, set the page to Lower Third mode, and setting your default folders/directories.

If Text FX is supported on your system, there will be a Text F/X menu. The “Text FX” menu launches the Text FX editor. This allows the system to independently animate each layer.

The Help Menu is for learning more about how to use the program.

Toolbar



Media Creator II 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. Check Spelling, 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 affected when Character Attributes (font, size, edge, color, etc.) are changed or when text is repositioned. The options include such things are Selected text, entire word, entire row, entire layer, and entire page.

To the right of the mode selection box are some buttons that Center and Justify the current layer. There are even buttons to change the priority of the current layer (move one in front of another).

Project Manager

Project Manager.

The project manager (Shown above) keeps the settings and pages from different projects separate from one another. It also gives you quick access to all of the pages in the project. The top of the Project Manager displays the name of the current project.

When a Page is saved, a "PICON" is created which is a miniature image of the page. These Picons, along with the name of each page in the project is displayed in the Project Manager. To open a page, just click on its PICON.

Title Compose Window

The Title Compose window is where you compose your title 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 will appear 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.

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

Each project can have up to 64 preset text styles. These are text styles that you may want to use 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. You can change these preset text styles to be whatever you want.

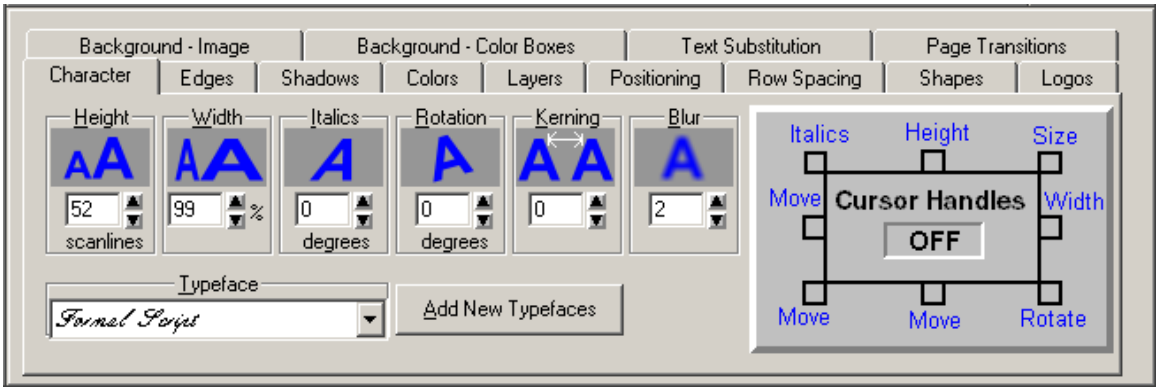
Page Template Gallery

Many users like to have a common look to their titles. Whether it is for their entire facility, or a unique "look" for each client. With Media Creator II you can create a Page Template of the desired page style with "Template Fields" at different positions on the page. When the Page Template is opened, a window appears that prompts the user to enter the text for each field. Once the text is entered, the page is automatically created using the style of the Template and the text that was entered in the Template Fields.

Controls Tabs

Media Creator II gives you a lot of control over the appearance of the characters. So much so, that all of the controls required to set all of the different parameters that can be controlled, would not fit on your screen at one time. So we have divided them up into groups and placed each group of controls on its' own separate tabbed box. We then took each box of controls and placed them all in a single window with tabs to select which group of controls that you want to use.

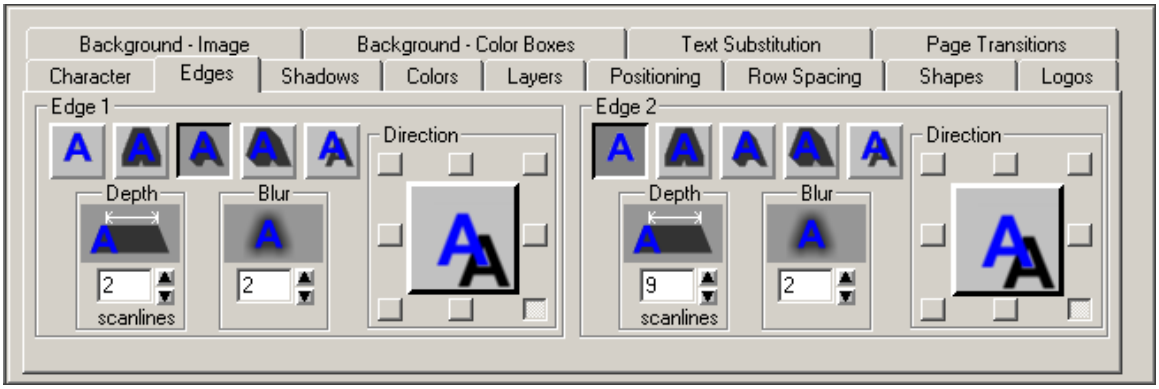
Character Tab



The Character Tab is used to change the Height, Width, Italics angle, Rotation, Kerning, and Blur of the character. It is also used to select the Typeface for the text. Clicking and dragging the cursor handles can also change the text size, position, italics angle, and rotation. You can turn the handles on and off. So they only appear when you want to use them.

Any of the values represented by icons (Height, Width, Italics, Rotation, Kerning, and Blur) can be modified by clicking on the appropriate icon and dragging the mouse. The text will be redrawn with the new values as you drag the mouse.

Edges Tab



Each character can have 2 edges. You can select from the following:

No Edge
This 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

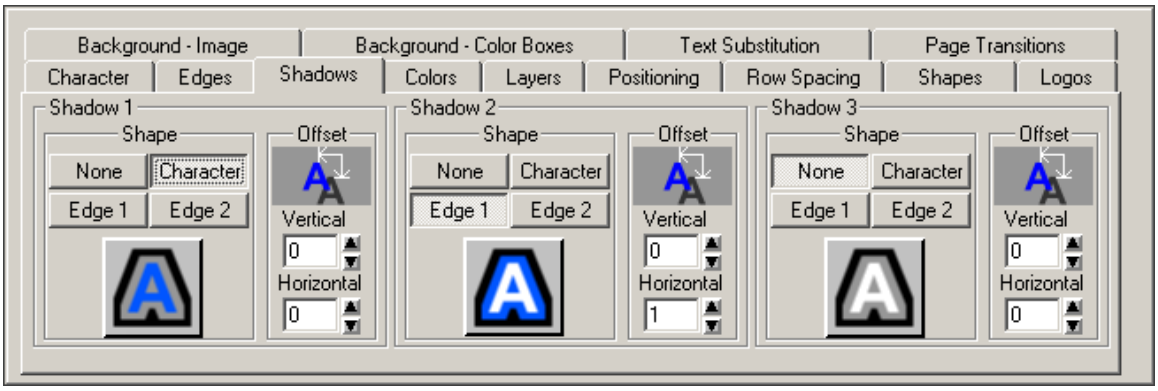
Offset
The edge is offset as if it is casting a shadow.

The depth and blur of each edge 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.

Both edge work identically. Edge 1 appears in front of Edge 2.

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.

Shadows Tab



Each character can have up to 3 shadows in addition to the 2 edges. The shape of each shadow can be set to be the same shape as the Character, Edge 1, or Edge 2. All 3 sets of shadow controls work the same.

Each component of the character (Character, Edges, and Shadows) stack up in the following order:

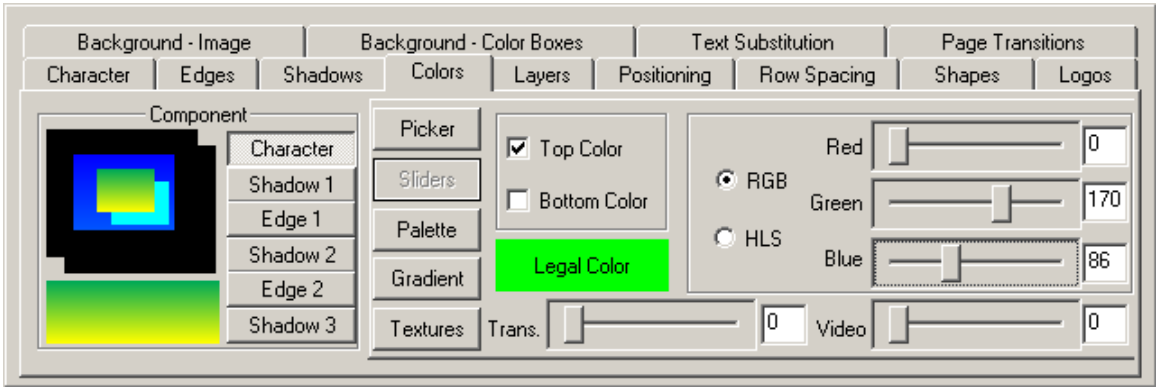
CHARACTER
SHADOW 1
EDGE 1
SHADOW 2
EDGE 2
SHADOW 3

Shadow 1 is between the Character and Edge 1, Shadow 2 is between Edge 1 and Edge 2, and Shadow 3 is behind Edge 2.

The position of each shadow can be independently varied in single pixel increments. They can be offset from the character by as much as 100 pixels in any direction. Clicking on the "Offset" icon and dragging the mouse will move the shadow in relationship to the character.

The color of each shadow can be set independently. It can be set to any color (including a Gradient or a Texture) just like the characters and edges.

Colors Tab



The Colors Tab is used to change the color of the Character, both Edges, and all 3 of the 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 component that is currently selected.

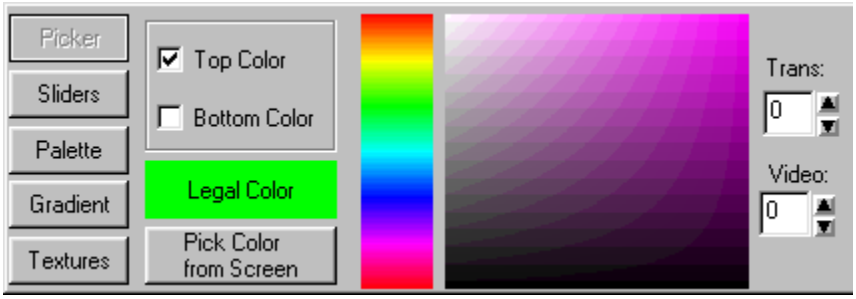
To change the color, select the component to change (Character, Edge, or Shadow) then use the controls on the right to select the color. There are five ways to select a color. You can use a color picker, color sliders, select a color from a preset palette, set the color to a gradient, or set the color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

Press one of the 5 buttons to select which method you want to use to select the color.

There are 5 different methods you can use to select colors, these are:

Color Picker
Color Sliders
Color Palette
Color Gradients
Textures

Color Picker

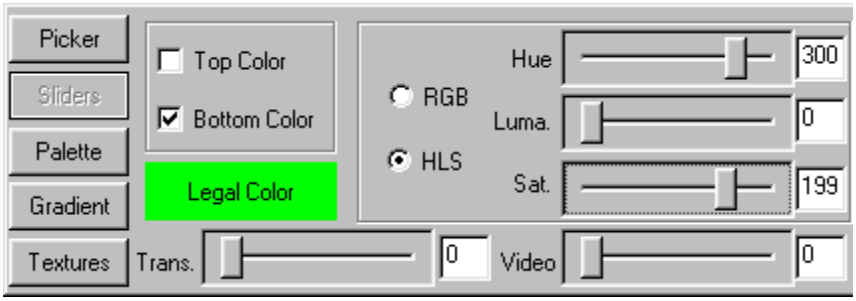


The color picker lets you select a color using a visual approach. You can set the top and bottom colors separately. If the top and bottom colors are different, the Character, Edge, or Shadow will be drawn with a smooth color spread between the top and bottom. One of the controls in this box is used to 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.

Color Sliders

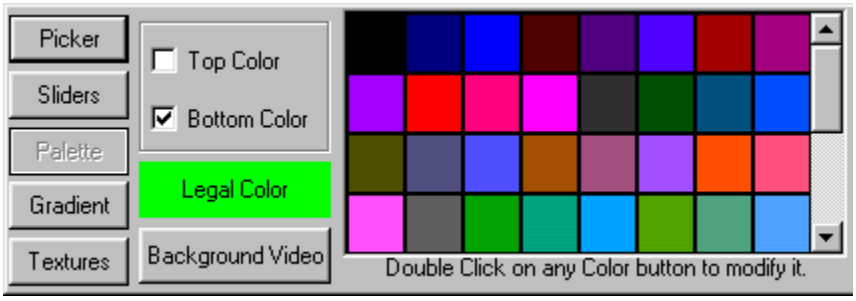


The color sliders let you select the color using a numerical approach. You can choose whether you want to define RGB (red, green, blue) values or HLS (Hue, Luminance, Saturation) values. The top and bottom colors can be set separately. If the top and bottom colors are different, the Character, Edge,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

Color Palette

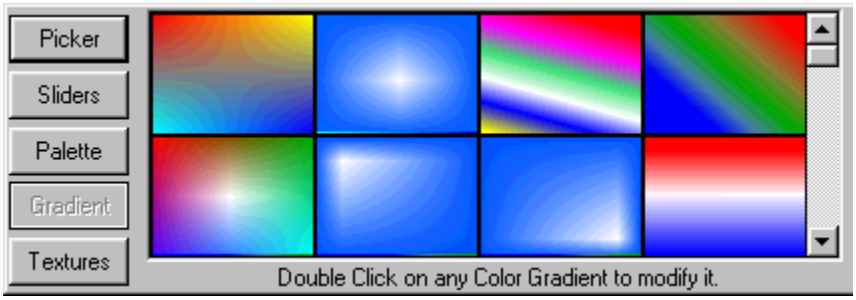


You can select from any of the 64 preset colors from the color Palette. The top and bottom colors can be set separately. If the top and bottom colors are different, the Character, Edge, or Shadow will be drawn with a smooth color spread between them.

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.

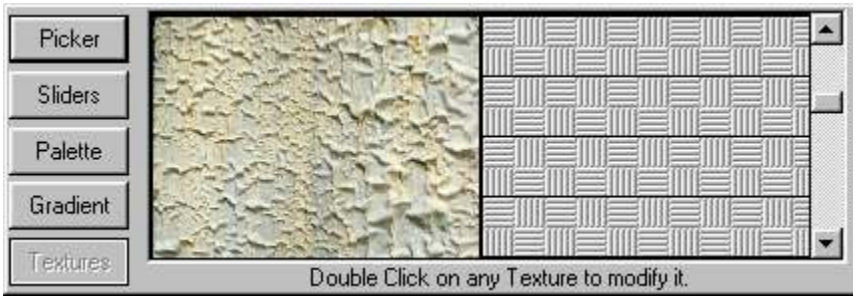
Color Gradients



Each project in Media Creator II 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.

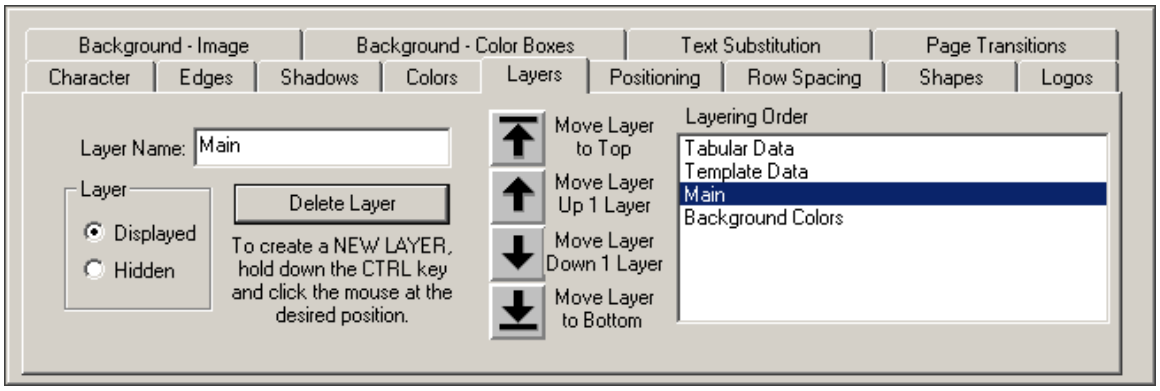
You can modify a color gradient by double clicking on the one you want to modify. The Color Gradient Builder will then appear. The Color Gradient Builder can then be used to select the type of gradient, as well as the color and position of the points in the gradient.

Color 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 16 textures loaded for each page. GIF, TIF, TGA, BMP, PCX, JPG, or JPEG image can be used as textures. To load a new texture, double click on the position that you want to load it into then select the image that you want to load as the new texture.

Layers Tab

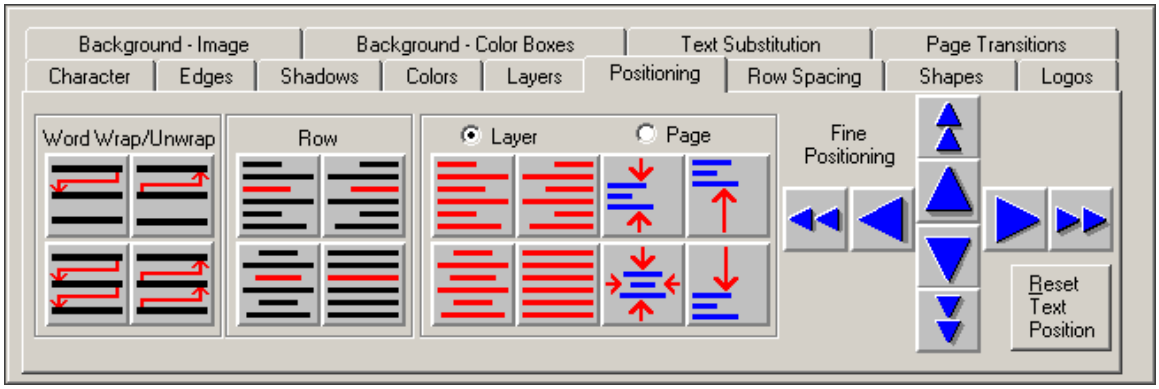


Media Creator II can place text on multiple layers. Up to 1000 layers can be used on each page. These layers are completely independent of each other. Changing something on one layer will not affect the text on the other layers. Each layer can be assigned a unique name. The "Layering Order" list shows the current order of the layers. The Top layer in the list is the front layer of the page. A layer is in front of all of the layers that are listed below it in the layering list, and behind all of the layers that are listed above it. Each layer can be moved in front of, or behind the other layers. This is done by using the buttons to move the layer to the top layer, Up 1 Layer, Down 1 Layer, or to the bottom layer. The order of the layers can also be changed by dragging it from its current position to the new position in the "Layering Order" list.

Individual layers can be hidden so that they do not cover the lower layers that you are working on.

To create a new layer, press and hold down the <Ctrl> key, then click the left mouse button where you want the new layer to appear on the screen.

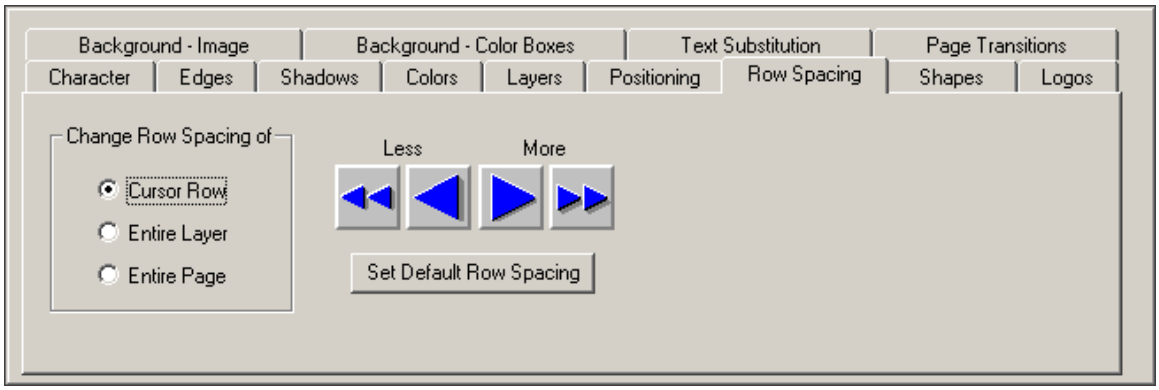
Positioning Tab



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.

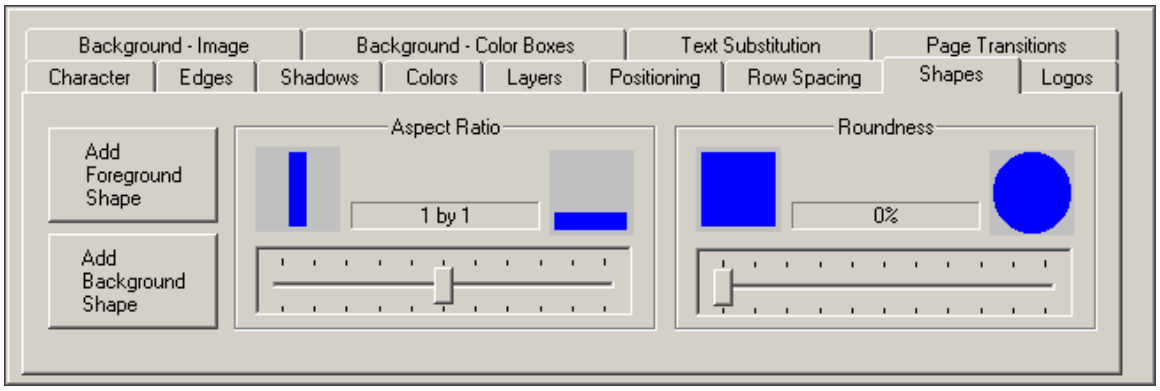
The text can also be positioned by dragging the Cursor Handles with the mouse, or by holding down the right mouse button and dragging the selected text to the desired position.

Row Spacing Tab



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

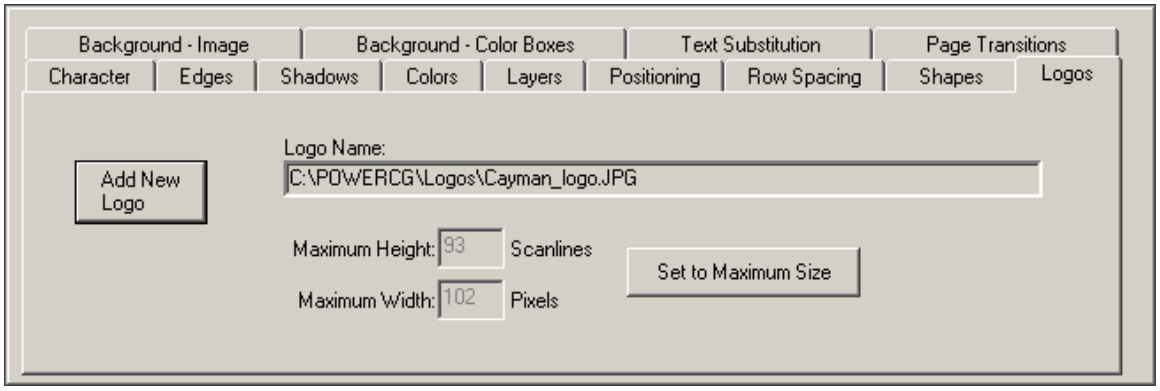
Shapes Tab



Shapes are boxes that you can control the roundness and aspect ratio of. Once a shape has been placed on the page you can size it, colorize it, add edges and shadows to it, and even rotate it. In fact you can do anything to a shape that you can do to a character (except change its' typeface of course). A foreground shape gets inserted into the current layer at the cursor position. A background shape gets added to a new layer that is behind the currently selected text.

The aspect ratio of the shape can be changed from tall and skinny to very wide. The roundness of the shape can be set to any value from 0 to 100%. A roundness of 0% creates a shape that has square corners. A roundness of 100% creates a shape that is either a circle or an ellipse (depending on aspect ratio). A value between 1 and 99% creates a box that has rounded corners. The amount that the corners are rounded is determined by the roundness setting.

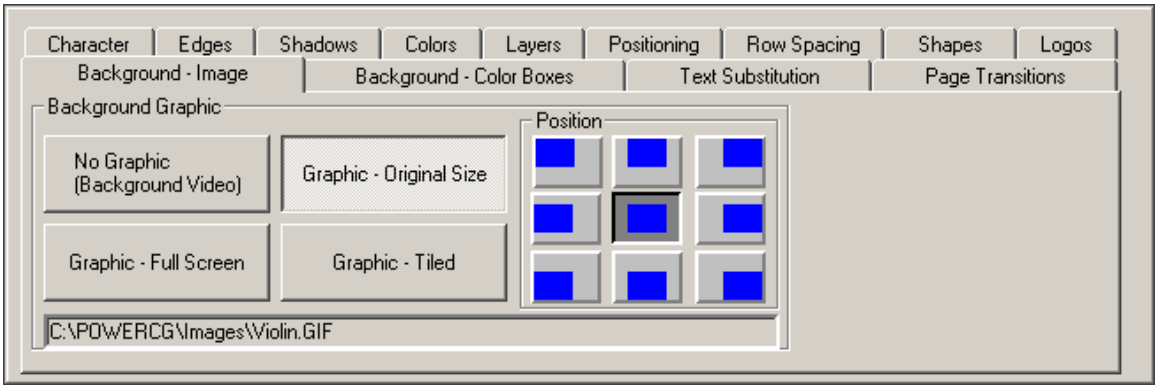
Picture Boxes Tab



Full color Picture Boxes may be added to the page. As many as 16 different Picture Boxes can be added to a page. The Picture Boxes can be loaded directly from GIF, TIF, TGA, BMP, PCX, JPG, or JPEG images. If the selected Picture Box image includes an alpha channel, the alpha channel is supported.

When you Press the "Add New Picture Box" button, a window appears that allows you to select the Picture Box image that you want to place on the page. Once a Picture Box is placed you can size and edge it just like you would a character.

Background - Image Tab

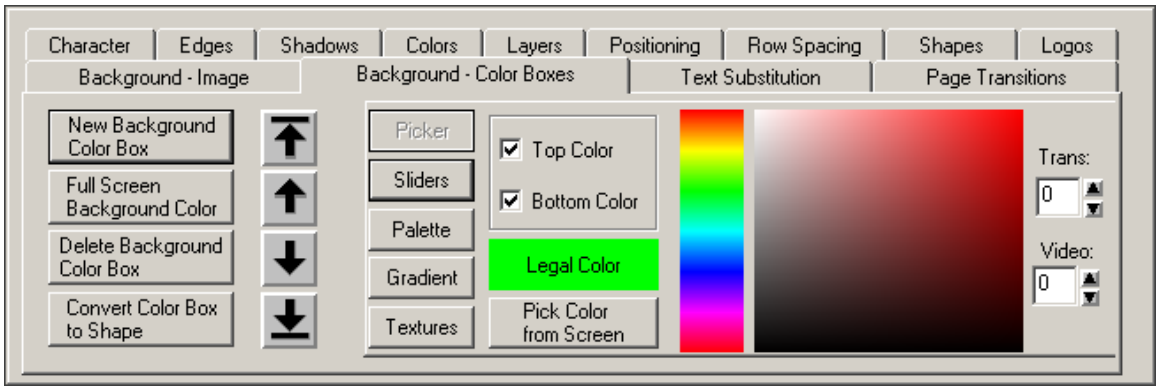


There are two types of backgrounds that can be added to the pages. A background graphic, or background colors. A GIF, TIF, TGA, BMP, PCX, JPG, or JPEG image can be loaded as the background Graphic. If the background Graphic includes an alpha channel, the alpha channel is supported.

A background graphic can be displayed Full screen, Original Size, or Tiled. When a background graphic is loaded as Full screen the graphic is scaled so that it appears full screen. When a background graphic is loaded in its original size, it will not be scaled. A set of buttons will appear to allow you to position the background graphic on the page. Tiling a background graphic that is smaller than the screen will repeat the graphic horizontally and vertically to fill up the entire page.

If you select the "No Graphic" button, no background graphic will appear. The background video will be displayed as the background.

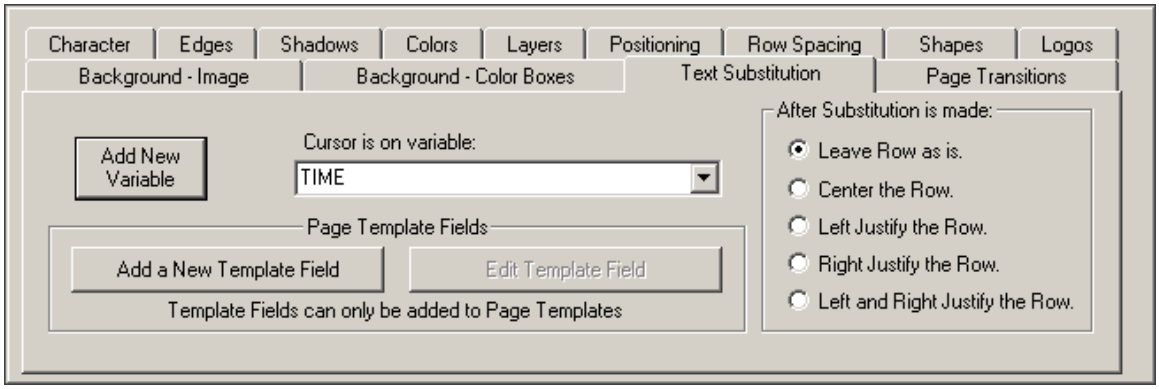
Background - Colors Tab



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 page. The layering order of background color boxes can be changed.

Text Substitution Tab

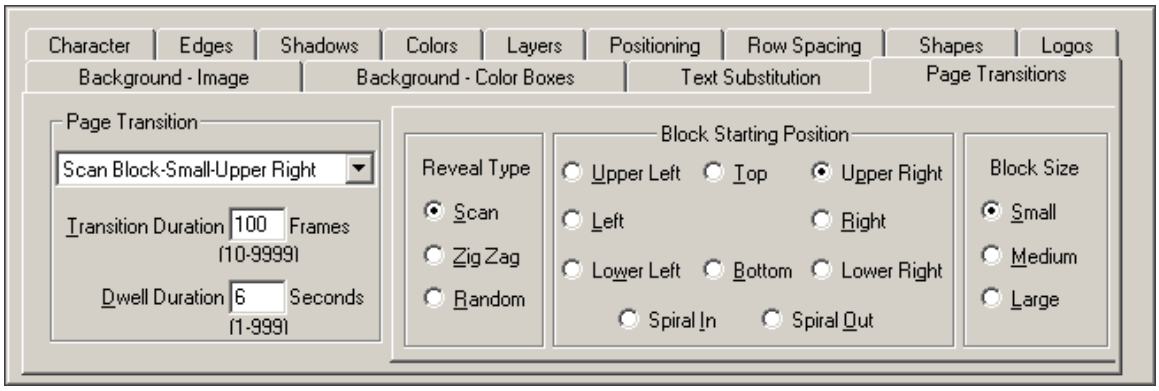


The Text Substitution Tab is used to control the Text Substitution Variables and the Template Fields on a page.

Text Substitution variables are used to display data that may change from time to time. These can be things like Temperature, Vote Counts, Sports Scores, or any other data that you may want to automatically update. To enable this feature you must have an optional plug in that may be purchased from Cayman Graphics, Third Party Vendors, or you can write your own.

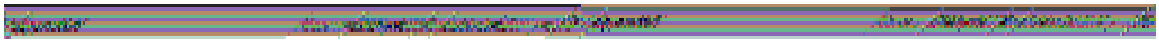
Template Fields are used when creating Template pages. This is the text that the user will be prompted for when a Template Page is used to create a Title Page.

Page Transition Tab



The Page Transition Tab is used to select the Display Transition to use when the page is displayed. It also sets the speed of the transition (Transition Duration) and how the long page will display when auto-sequencing.

Status Bar



The Status Bar (shown above) at the bottom of the screen displays the current status of the program. It is divided into 6 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 current Mouse position. The third pane shows the current Cursor Position. The fourth pane shows the name of the current layer. The fifth pane shows the current typing mode (insert or overwrite). The last pane displays the current row and column position of the cursor within the layer

Chapter

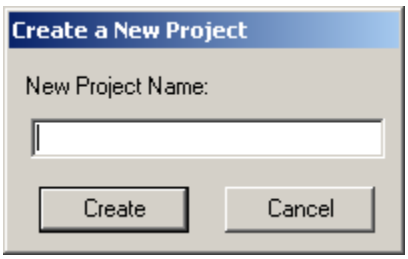
2

Editing Text

The easiest way to learn how to use Media Creator II is to use it. In this manual we will create some pages. They may not always be pretty, but they will demonstrate how to do the various functions that Media Creator II has to offer.

Create a New Project

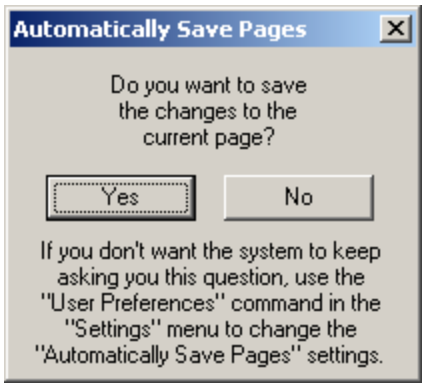
Before we begin creating pages with Media Creator II, let's create a new project for the pages. Selecting the "New Project" command from the "File" menu does this. When this is done a window like the one below will appear.



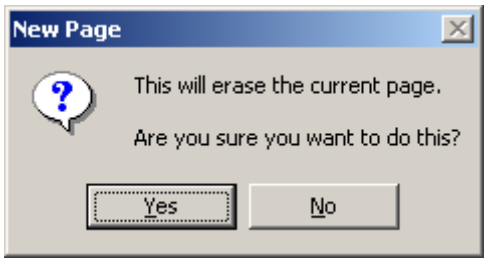
Let's call our project TUTORIAL. Enter the name of the new project where it says "**New Project Name**" and press the "**Create**" button. The name of the new Project now appears at the top of the project manager. Since we haven't created any pages for the new project yet, no pages appear in the list. During this tutorial we will create pages for the TUTORIAL project.

Create New Page

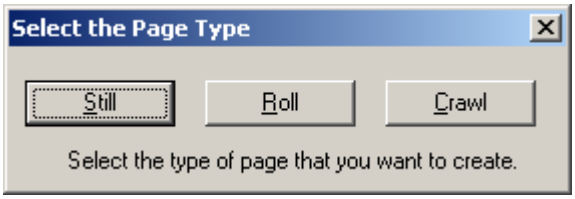
Create a new page by selecting the "**New Page**" command from the "**File**" menu. This could also be done by pressing the first button on the Toolbar. If you have modified text on the current page (and "Always Ask First" is selected under "Automatically Save Pages" in the "User Preferences"), a window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



You can chose between 3 different types of pages, Still, Roll, and Crawl. Some systems may not support rolls and crawls. If your system does not, the appropriate buttons will be disabled. Create a "Still" page by pressing the **"Still"** button. This will create a new page that is blank.

Title Compose Window

The Title Compose window is where you compose your pages. This window displays the title graphic that you are working on as you compose it. If this window is smaller than the actual title graphic that you are creating, the title graphic will be scaled to fit this window. If the title graphic is too small to see, try one of the following:

Maximize Media Creator II window.

Use a higher resolution VGA mode (i.e. 1024 by 768).

Use the **View** menu to turn off other Media Creator II windows to make more room for the Title Compose Window.

Select the View Title Full Size command from the **View** menu to make the title compose window full size.

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 the message "**I Really like Media Creator II"**, the text will appear on the VGA screen as you type it. If you are running on a system that has a separate video output, you will notice that the text also appears on that screen.

If the text is too big to fit on the screen, select a smaller text style from the Style Gallery (on the right side of the screen) and throw away the page with the big characters by creating a new page again. Then re-type the message "**I Really like Media Creator II"** with the smaller text style.

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 layer. If the cursor is already at the first character of the layer, the <Home> key will move the cursor to the beginning of the "Main" layer. 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 layer. If the cursor is already at the end of the layer, the <End> key will move the cursor to the end of the "Main" layer.

Editing Text

Move the mouse over the “R” in “Really” and press down the left button on the mouse. While holding down the Left button, drag the mouse to the “i” in “Like” and release the mouse button. Notice how the cursor expands to cover the text “Really Li”. This is the text that is now selected. 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. Media Creator II will let you UNDO as many as 1000 operations.

Move the cursor to the “P” in the word “Power”. 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 “**Cayman Graphics**”. 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 the “R” in “Really”. 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. Move the cursor to the “i” in “like”. Type the letters “ove”. The new letters replace (overwrites) the text already on the screen. The typing mode can be changed to “Insert” (see the “Insert Mode” command in the “Settings” menu).

Move the cursor to the beginning of the second word on the top row. Insert five (5) spaces by holding down the <Alt> and pressing the <Ins> key 5 times. Now type the characters “**Just**”. This enters a new word in the space that you just inserted (4 characters for the word, 1 character for the space).

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 "PICON" of the page appears in the Project Manager window along with the name of the page.

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 the "V" on the first row, 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

Media Creator II 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 14.

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. If the cursor is on the top row of the screen and you are editing a Credit Roll page, the text will scroll down. This allows you to re-edit the text that has been scrolled off the screen.

Cursor Down

The <↓> key moves the cursor down one row. If this moves the cursor below the bottom margin, and you are editing a Credit Roll page, the page will scroll up to keep the cursor within the margins,

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). If the page is a Crawl, the text will scroll right to let you re-edit the text that has already crawled off the left side of the screen.

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 unless the page is a Crawl page. In this case the text will scroll to the left to keep the cursor within the margins.

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 layer. If the page is a Credit Roll, it will scroll down until the very first row of the page is shown. If the page is a Crawl, the page will scroll right to show the first character.

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 layer. If the page is a Credit Roll or a Crawl page, it will scroll until the last character appears.

Page Up

Pressing the <Page Up> key will move the cursor to the last character on the screen unless the page is either a Credit Roll or a Crawl. If it is a Credit Roll, it will scroll up the height of the screen. If the page is a Crawl, the text will scroll left the width of the screen.

Page Down

Pressing the <Page Down> key will move the cursor to the home position screen unless the page is either a Credit Roll or a Crawl. If the page is a Credit Roll, the page will scroll down the height of the screen (if there is text above the screen). If the page is a Crawl, it will scroll right the width of the screen (if there is text to the left of the 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

Chapter

3

Text Styles

One of the most amazing things about Media Creator II is the amount of control you have over the text style. Each character is made up of six different components. These are the character, two edges, and three shadows.

Each of these six character components can be set to either a solid color, a vertical color spread from the top to the bottom of the character, a color gradient that you can define, or a texture.

You can select a TrueType Typeface for the character and control the Height, Width, Italics Angle, Rotation, Kerning, and the Blur of the character.

For each edge you can select the Edge Type, Direction, Depth, and the Blur. For any of the three shadows you can select the shape (to be the same as the Character, Edge 1, or Edge 2) and the offset from the character. The shadow can be offset from a character by as much as 100 pixels horizontally and vertically.

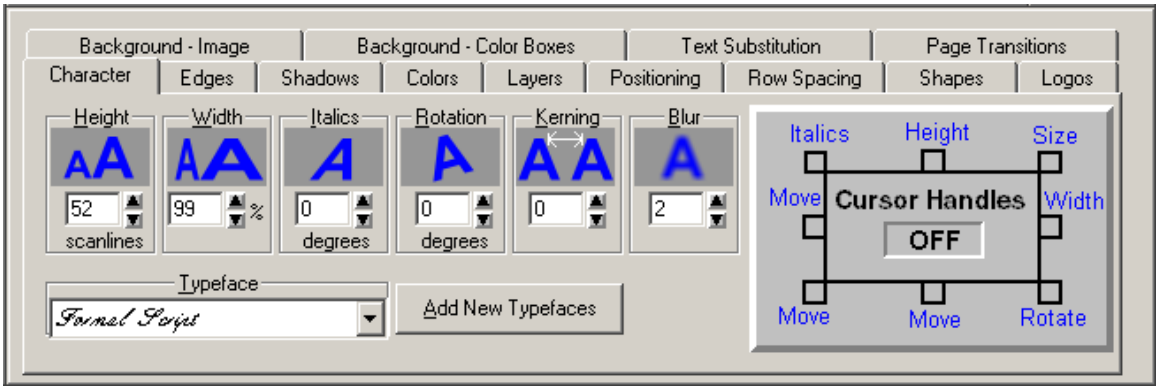
Many of the text style attributes (height and width for example) are represented numerically. These numerical attributes can be modified by controls that are either absolute or relative. An absolute control will set all of the selected text to the new value. A relative control will change all of the 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 size of 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 from (50 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).

Character Styles

To change the character style, select the Character Tab in the Control Tab Window. The controls for adjusting the character style will be displayed as shown below.



This control tab window has 6 groups of controls to control numerical character attributes. It also has a Cursor Handle Button, a Typeface selection box, and a button that you can press when you want to load new Typefaces.

The numerical control groups are:

Height
Width
Italics
Rotation
Kerning
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. Pressing the increase button to the right of the value can increase 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 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 performs two functions. It allows you to turn the cursor handles on and off. It's also there as a reminder as to what each cursor handle is used for.

The Typeface selection box lets you select a different Typeface and there is an "Add New Typefaces" button that you can press when none of the 25 typefaces that are currently loaded are what you want.

Let's explore these buttons a little closer. Create a new page by pressing the **New Page** icon in the toolbar and select a **Still** page type. 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 cursor 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 600 scan lines high and negative 600 scan lines high. The negative character height will draw the characters inverted (upside down). 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 angle of the text can be varied up to 45 degrees in either direction. A negative italics angle will slant the characters to left, the positive italics angle will slant the characters to the right. Try experimenting with the italics controls to see how they affect the characters.

Each individual character, or group of characters, can be rotated up to 360 degrees in either direction. A positive value will rotate the text clockwise, while a negative value will rotate the text counter clockwise.

The kerning controls allow you to change the spacing between the characters. A negative value will move the characters closer together. A positive value will move the characters further apart.

The amount of blur on the characters can be changed using the blur controls. A blur value of 2 gives you a crisp sharp character; a blur value of 12 gives you a very fuzzy character. The blur of the character and the blur on each of the two edges can be set independently of each other.

Cursor Handles

Cursor Handles are points on the cursor that allow you to click and drag the text around the screen. With these handles you can move, size, rotate, and italicize the text. The Cursor Handle Button (on the right hand side of the character tab window) is used to turn the Cursor Handles on and off. It also has a little diagram that shows what each handle is used for.

Turn the cursor handles on by pressing the Cursor Handle Button. Notice that eight 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 selected characters. 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. Dragging the handle on the lower right corner of the cursor will rotate the selected text. Dragging the handle on the upper left corner of the cursor will change the italics angle 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.

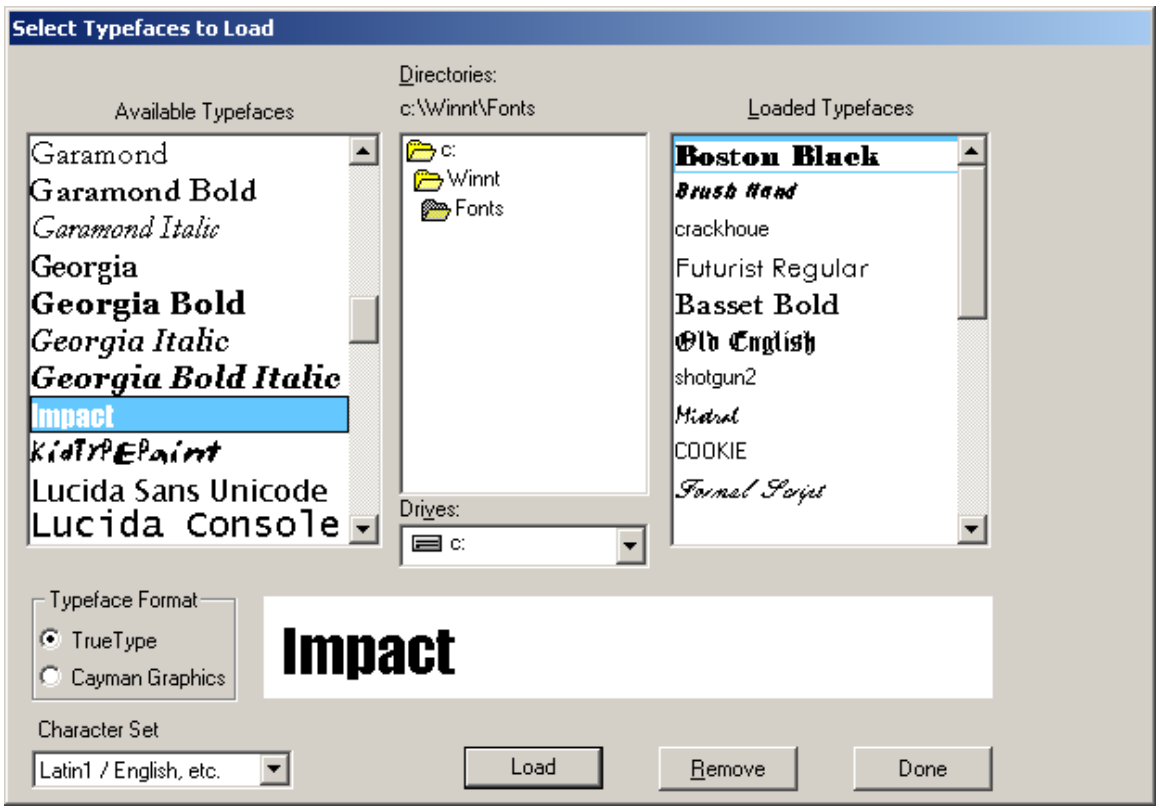
Typefaces

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

Media Creator II can load two types of typefaces, Cayman Graphics format or TrueType format. The **Cayman Graphics** format is a proprietary format. The typefaces that came with the program are in this format. The **TrueType** format is the most popular format and has the widest selection of typefaces. You can load up to 25 typefaces for each project. When you use typefaces on a page, the system keeps track of which typefaces are needed to display the page. If the loaded typefaces do not match the typefaces needed by the page, the correct typefaces are automatically loaded.

To load new typefaces press the "Add New Typefaces" button. When this is done the Load New Typefaces window will appear as shown below.



Load New Typefaces dialog box

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

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

If the desired typeface is not in the current directory, select the proper directory. Your system typefaces are usually stored in the "C:\WINNT\FONTS" or the "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. When you load a TrueType typeface, a copy of it is made on your hard drive (in the POWERCG\TYPEFACE folder). 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, and set the Page Type to the **Still**. Set the character Height to 24 scan lines, the Width to 100 percent, Italics to 0 degrees, and Rotation to 0 degrees. Set the Kerning to 0 and the Character Blur to 2. Selected 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 Layer
Entire Layer
Entire Page

Change this selection to “to End of Word”, then change the rotation angle to minus 10 degrees. Notice that every character from the M to the end of the word is rotated. 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 select a new typeface. Every character on the row is now drawn with the new typeface. Select “to End of Layer” 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 Layer” as the scope and select a new typeface. Notice that every character on the page changed to the new typeface. There is one more entry in the scope selection box that we have not discussed yet. It is “Entire Page”. Selecting this entry would change all of the text on all of the layers if we had multiple layers on the page. You'll find out more about this when we discuss Layers in Chapter 4.

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.

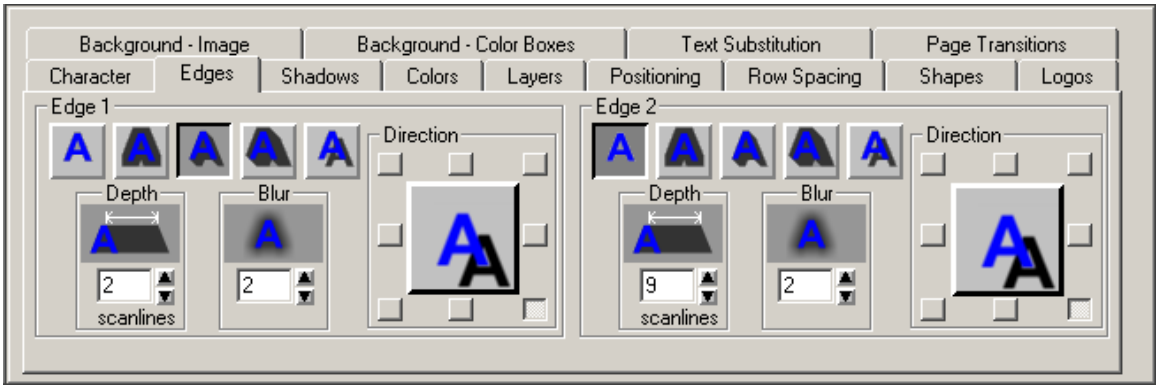
Row Spacing (Leading)

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 Layer” still selected as the scope, set the Height to 24 scan lines and the Rotation angle to 0 degrees. 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.

Edges

To change the Edge Styles, select the Edges Tab in the Control Tab Window. The controls for changing the edges will be displayed as shown below.



This control tab window has 2 complete sets of controls for controlling both edges. The controls on the left are used to set Edge 1; the controls on the right are used to set Edge 2. Since both sets of controls are identical, we will discuss both of them at the same time.

Each set of edge controls are made up of four groups of controls. One group selects the Edge Type, another group selects the Direction of the edge, and there are two groups used to control the numerical values Edge Depth and Edge Blur.

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.

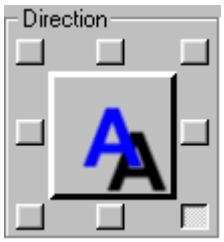
Offset Shadow

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. The 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 control group (shown below) controls the direction.



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 a 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, and you have a slower CPU, 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 have both Relative and Absolute controls. They work just like the numerical controls on the Character Tab.

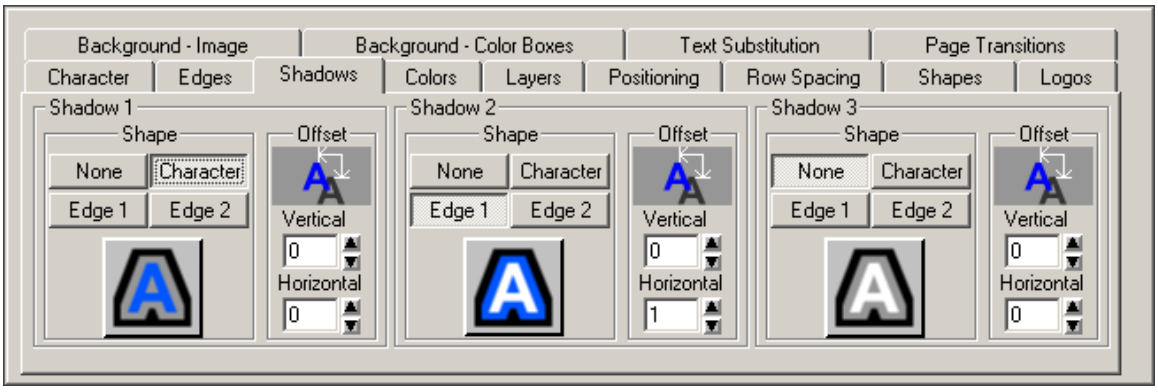
Edge Blur

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. The Blur of each edge and the character can be set independently of each other.

Shadows

Media Creator II can display each character with 3 independent shadows. These are called Shadow 1, Shadow 2, and Shadow 3. Shadow 1 is drawn behind the character and in front of Edge 1. Shadow 2 is drawn between Edge 1 and Edge 2. Shadow 3 is drawn behind Edge 2. You can control the shape and offset (horizontal and vertical) of each shadow independently.

To change the Shadow Styles, select the Shadows Tab in the Control Tab Window. The controls for changing the shadows will be displayed as shown below.



This control tab window has 3 complete sets of controls for controlling all three shadows. The controls on the left are used for Shadow 1, the controls in the middle are used for Shadow 2, and the controls on the right are used for Shadow 3. Since all three sets of controls are identical, we will discuss all three of them at the same time.

Each set of shadow controls are made up of 2 groups of controls. One group selects the Shape of the shadow; the other group selects the shadows' offset.

To help demonstrate the Shadows, we should make both of the edges look significantly different from the character as well as each other. Select the "Character" Tab. Set the Height to 48 scan lines, the Width to 100%, the Italics and Rotation angles to 0 degrees, and the Blur setting to 2. Now select the "Edges" Tab. Set the Edge 1 type to "Full Surround", set its' Depth to 8 pixels, and set its Blur to 7. Set the Edge 2 type to "Extruded Shadow", set it's direction to "Lower Right" set its' Depth to 30 pixels, and its' Blur to 12.

We also need to set the character, edge, and shadow colors so we can easily tell them apart. Warning - this could end up looking ugly. Select the "Colors" Tab; this will display the color controls. Press the "Palette" button to display the preset color palette.

Press the "Character" button in the "Component" control group to tell the system that we want to change the Character color (make sure both the "Top Color" and "Bottom Color" check boxes are marked). Scroll down in the color palette until the "White" entry appears and select it as the character color. Press the "Edge 1" button, make sure both the "Top Color" and "Bottom Color" check boxes are marked, and select a "Reddish" color for it from the color palette. Press the "Edge 2" button, make sure both the "Top Color" and "Bottom Color" check boxes are marked and select a "Greenish" color for it from the color palette.

Let's set the Shadow colors now. Press the "Shadow 1" button; make sure that both the "Top Color" and "Bottom Color" check boxes are marked, and select a "Blue" color for it. Press the "Shadow 2" button; make sure that both the "Top Color" and "Bottom Color" check boxes are marked, and select a "Magenta" color for it. Press the "Shadow 3" button, make sure that both the "Top Color" and "Bottom Color" check boxes are marked, and select a "Yellow" color for it. Now we can definitely tell which component (Character, Edge, and Shadow) is which.

Select the "Shadows" tab to display the "Shadows Control Window". Type the word "SHADOWS" on the screen then drag the mouse over the word to select the entire word.

Select “None” as the shape of all three shadows. Use the “Offset” controls for each shadows to set the offsets of each shadow to the following:

	Vertical Offset	Horizontal Offset
Shadow 1	8	9
Shadow 2	-26	-27
Shadow 3	-40	30

Shadow Shape

The Shadow Shape control group is made up of 4 buttons (to select the shape of the shadow) and an indicator (to indicate the current shadow shape).

A shadow can be set to be the same shape as the Character, Edge 1, Edge 2, or it can be turned off. To turn the shadow off, press the “None” button. To make the shadow the same shape as the character, press the “Character” button. To make the shadow the same shape as edge 1, press the “Edge 1” button. And so on.

As each shape is selected, the Current Shadow Shape Indicator (below the shape selection buttons) will change to indicate the current shadow shape. You can also click on the Current Shadow Shape Indicator to advance the shape of the shadow to the next shape.

Select the different shapes for Shadow 1. Notice that when you select the shape for the shadow, it appears as blue (earlier, we selected blue as the shadow one color) behind the Character and in front of Edge 1 (the red edge). Do the same for Shadow 2 and Shadow 3. Notice that Shadow 2 (magenta) is drawn behind Edge 1 (the red edge) and in front of Edge 2 (the green edge). Shadow 3 (yellow) is drawn behind Edge 2.

Set the shape of Shadow 1 to “Character”, the shape of Shadow 2 to “Edge 1”, and the shape of Shadow 3 to “Edge 2”.

Shadow Offset

The shadows can be offset from the character in any direction in single pixel increments. The shadows can be offset horizontally from the character by as much as 100 pixels in either direction. A negative value offsets the shadow to the left. A positive value offsets the shadow to the right. The shadows can be offset vertically from the character by as much as 100 scan lines. A positive value places the shadow above the character; a negative value places the shadow below the character

The shadow offset controls for each shadow work very similar to the numerical controls in the “Character” and “Edges” tabs. The offset drag button (shown below) can be used to control both the vertical and horizontal offsets.

Dragging the mouse left or right will adjust the horizontal offset. Dragging the mouse up or down will adjust the vertical offset.

Click on the "H" in shadows to select it. Click on the Shadow 1 Vertical Offset Number Box and drag the mouse down. The blue shadow (Shadow 1) moves down when you move the mouse. Click on the Shadow 1 Horizontal Offset Number Box and drag the mouse to the right. Shadow one moves to the right when you move the mouse.

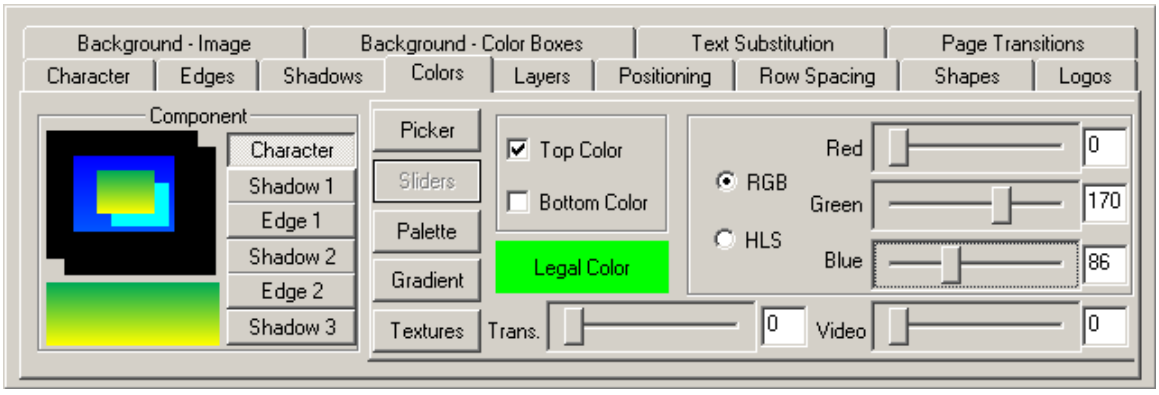
Notice that Shadow 1 on the “H” character is in a different position than Shadow 1 on the other characters. Drag the mouse across the entire word to select all the characters. Position the mouse over the Shadow 1 Offset Drag Button and press the left mouse button. Now move the mouse around while holding down left button. Notice that shadow 1 on all of the characters moves with the mouse, and that Shadow 1 on the “H” maintains its position relative to the rest of the characters.

Try experimenting with the offsets for Shadow 2, and Shadow 3. You'll see that they work exactly the same way as Shadow 1.

Save this page with the name “SHADOWS”.

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 1,shadow 2, edge 2, or shadow 3) 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 Components

The component group of controls contains six buttons for selecting which component of the text to change the color of, (character, edges, or shadows). To change the character color, press the "Character" button. To change the color of edge 1, press the "Edge 1" 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 1 color. The box behind and offset down to the right of the Edge 1 indicator, displays the current Shadow 2 color. The box that is behind both the Edge 1 and Shadow 2 indicators, displays the current Edge 2 color. The box behind all of the others is the Shadow 3 color indicator.

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.

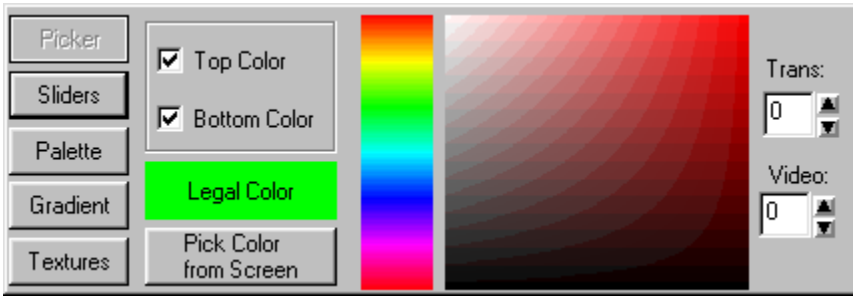
Color Texture

A Color Texture can be selected from any of the 16 textures that are currently loaded.

Before we begin experimenting with changing colors of the text, we should have some text that uses both of the edges and all three 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 eyedropper. Move the mouse to any 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 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, 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 will 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.

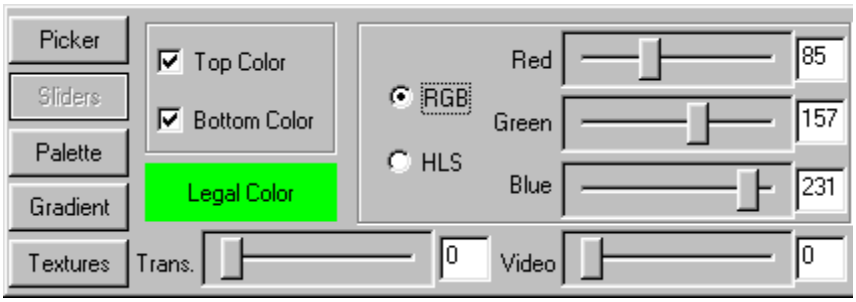
The value of the transparency level can be entered directly. Do this by double-clicking the transparency number box (this will highlight all of the digits in the number), type in the new value and press the enter key.

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.

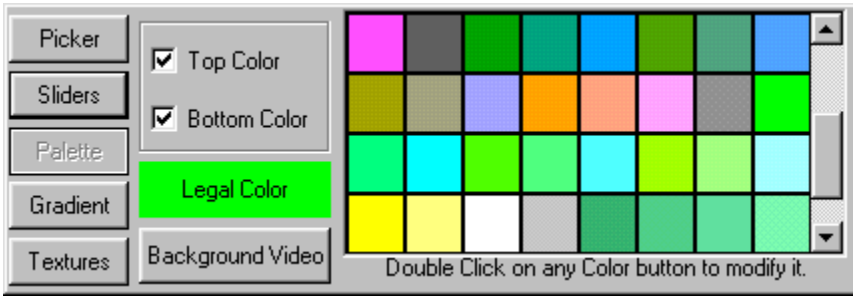
Below these check boxes is the Illegal Color Indicator. If the selected color exceeds the NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

Media Creator II 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.

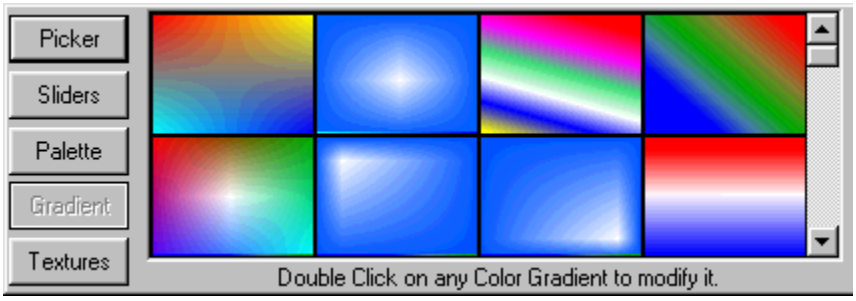
Below these two check boxes is the Illegal Color indicator. If the selected color exceeds the NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

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 the section "Modifying the Color Palette" in chapter 14.

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.

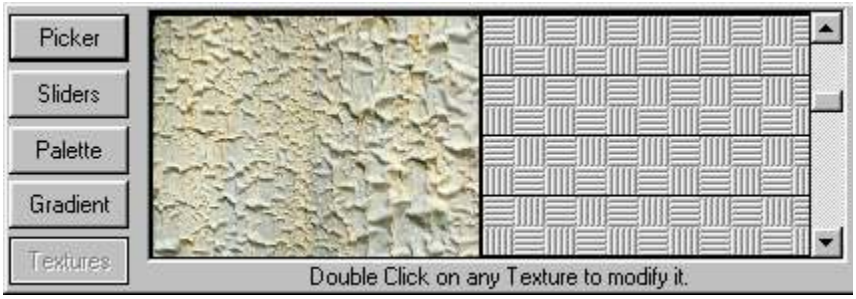


64 color gradients can be loaded into the system at one time. The Color Gradients that are currently set are displayed in this window. Not all of the color gradients can be displayed at one time, so there is a scroll bar on the right hand side of the Color Gradient entries. Use this scroll bar to scroll 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 14.

Color Textures

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



16 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 16 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 14.

Grabbing and Applying Attributes

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

Typeface
Character Size
Italics and rotation angles.
Kerning
Blur (character and edge)
Edge Style (type, depth, direction)
Shadow Appearance (shape and offset)
Colors (character, edges, and shadows)

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 Character, Edges, Shadows, 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.

Chapter 3 - Text 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. If the program asks you which type of page to create, select "Still". 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 new 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 Picon in the project manager window.

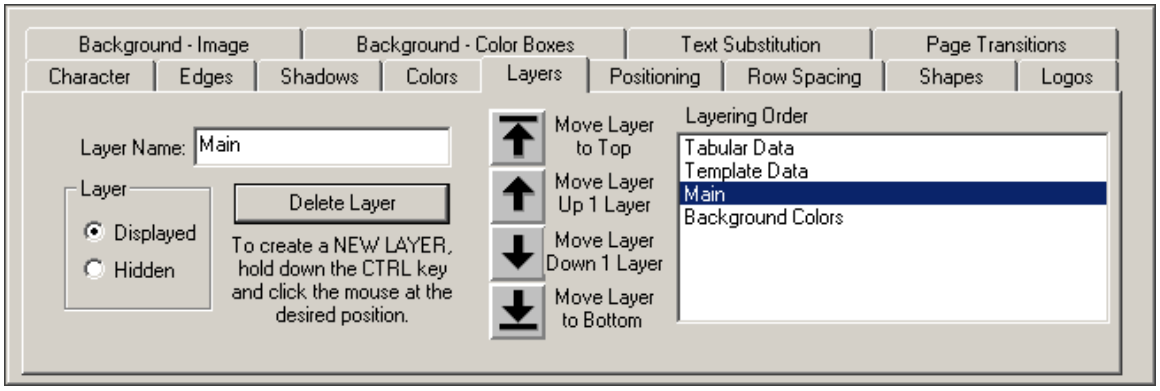
Chapter

4

Layers

Media Creator II has 1000 layers available for text, shapes, and Picture Boxes. These layers are completely independent of each other. Changing something on one layer will not affect the text on the other layers. Each layer can be given a name. Each layer can be moved in front of, or behind the other layers. Individual layers can be temporarily hidden so that they do not cover up the other layers that you're working on.

To work with layers, use the "Layer Controls" (shown below). You can display these controls by selecting the "Layers" tab in the Controls Tab Window.



Creating a New Layer

Select a character height of about 48 scanline. Enter enough text to fill the entire screen. Move the mouse near the left margin about halfway down the screen. Create a new layer by holding down the <Ctrl> key while you press the left mouse button.

The cursor is now positioned where you clicked the mouse on the new layer. Notice that the "layering order" list has a new entry called "layer 1". This is the top layer in the list, so it will be the front layer on the screen. Now enter the text "This is a new layer". Notice that the new text appears in front of the original text.

Move the cursor to the second row of the text on the original (Main) layer by clicking the mouse on it. Notice that the name of the "Main" layer appears on the current layer on the status bar. Insert a row at the cursor position by holding down the <Shift> key while you press the <Ins> key. The text on the Main layer moved down to make room for the new row of text. The text on Layer 1 did not move. That is what we mean when we say the layers are completely independent of each other.

Selecting a Layer

You can select a new layer just by setting the cursor position to a character that is on that layer. Move the mouse to any character on Layer 1 and click the left mouse button. The cursor is moved to the character that you clicked with the mouse, and the status bar is updated to show that you are now on Layer 1.

You can also select a new layer from the "Layering Order" list. When this is done, the cursor will be placed on the first character of the selected layer.

Renaming Layers

When the new layers are created, they are given a default name such as "Layer 1". When that layer is selected the name appears on the status bar and in the "Layer Name" box in the Layers Control Window. You can change the name of the layer just by entering the new name in the "Layer Name" box. When the name is changed, the name appears in the "Layering Order" list and on the status bar.

Changing Layer Priority

When a new layer is created, it is given the highest priority so that it will be displayed in front of all the other layers. The priority of each layer is displayed in the "Layering Order" list". The top layer in the list is the highest priority layer and is in front of all the other layers on the page. The bottom layer in the list is the lowest priority layer and is behind all of the other layers. A layer is in front of all of the layers that are listed below it in the layering list, and behind all of the layers that are listed above it.

Each layer can be moved in front of, or behind the other layers. This can be done using the layer priority buttons (shown below).

	Move layer to top This gives the current layer the highest priority, and places it in front of all other layers
	Move layer up one layer This moves the current layer up 1 level in priority; this places it in front of the next layer up.
	Move layer down one layer This moves the current layer down one level in priority; this places it behind the next layer down.
	Move layer to bottom This gives the current layer the lowest priority, and places it behind all other layers.

Dragging it from its current position to the new position in the “Layering Order” list can also change a layers priority. Move the mouse to the layer that you want to change the priority of in the "Layering Order" list. Hold down the left mouse button and drag the layers name to the desired priority. The page will then be redrawn with the layer displayed at the new position.

Hiding Layers

When you start getting a lot of layers on a page, and you need to make a change to something that is on a low priority layer, the things that you want to change may be difficult to see because of the layers in front of it. There are two ways to make the low priority of layers more visible. One way is to increase the layers priority, edit the text, then move the layer back to its lower priority. The other method is to "Turn Off" the layers in front. This is done by telling the program which layers you don't want to see.

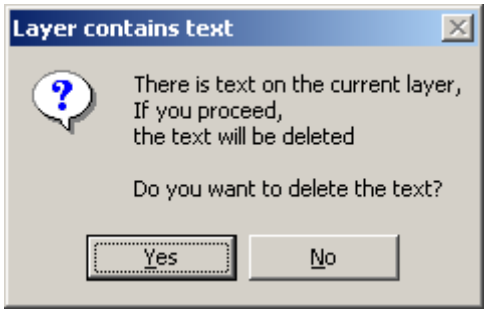
On the right hand side of the Layers Control Window are 2 buttons (“Displayed” and “Hidden”). These buttons show whether or not the current layer is displayed or hidden. To hide a layer, select the layer that you want to hide and press the "Hidden" button. The page is then redrawn without the selected layer. To turn the layer back on, press the "Displayed" button, and the page is redrawn with the layer.

Another really neat thing that hidden layers allow you to do it is to easily create multiple pages that all have common information. Place the text that is common to all pages on one or more layers. Place text that is common to more than one (but not all) pages on other layers. Then compose the text that is unique to each page on its own separate layer. This gives you a master page.

Copy the master page once for each page that you want to create. And hide the layers that you do not want to show on each individual page. If you ever need to modify the text, you can modify the master page (instead of each individual page) then copy the pages and hide the appropriate layers again. This avoids any differences (such as positioning errors) in the pages.

Deleting Layers

If a layer has no text on it, you may want to delete it. You can do this by selecting the layer and pressing the "Delete Layer" button in the Layer Controls Window. If there is text on the layer that you're trying to delete, a warning message (like the one below) will appear telling you that if you delete the layer, all of the text on that layer will also be deleted.



If you want to delete the text that is on this layer, press the "Yes" button. Otherwise press the "No" button.

Chapter

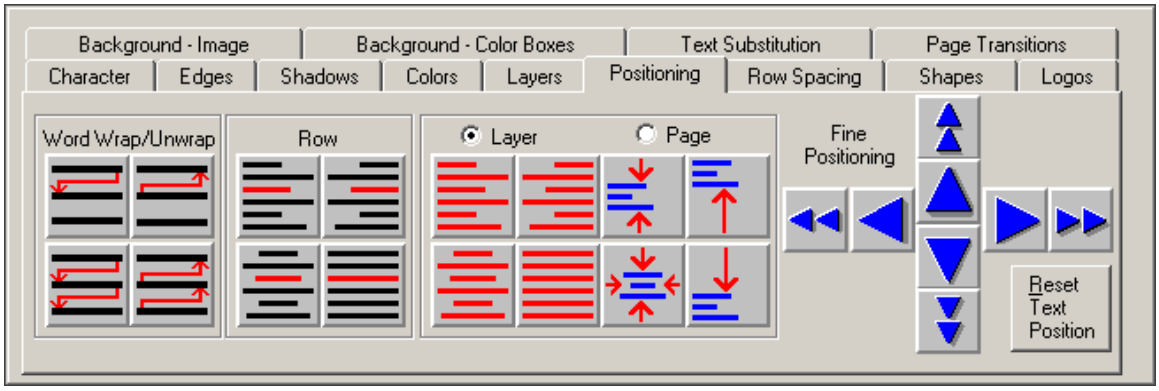
5

Moving Text

Once the text has been entered, it can be moved around and positioned. This can be done either automatically or manually. Automatic positioning of pages consists of word wrapping, word unwrapping, centering the text between the margins, justifying the text to the margins, or removing excess row spacing from between the rows.

Manual positioning of the text allows you to move the text to nearly any position on the screen.

To do automatic text positioning, use the “Positioning Controls” (shown below). You can display these controls by selecting the “Positioning” tab in the Control Tab Window.



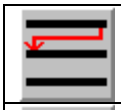
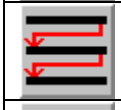
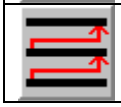
Word Wrapping and Unwrapping

Let's start with a fresh page by pressing the "New Page" button on the toolbar. A warning may appear telling you that the current page is going to be erased. If this happens press the "Yes" button. Some system configurations will display a dialog box asking you to select the page type. If this happens, press the "Still" button. You now have a new page to work with.

Set the character height to 48 scanline, and the character width to 100%. Now enter the following text without pressing the <Enter> key "This Media Creator II software is really pretty easy to use". Notice that when you got to the right side of the screen, the cursor automatically went to the beginning of the next row.

Some of the words extend beyond the right margins. There are two common methods of fixing this. The first method is to make the text smaller so that it will fit. The other method is to wrap the words that extend beyond the margin to the next row. Since this section deals with word wrapping and unwrapping, let's try wrapping the words.

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

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

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

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

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

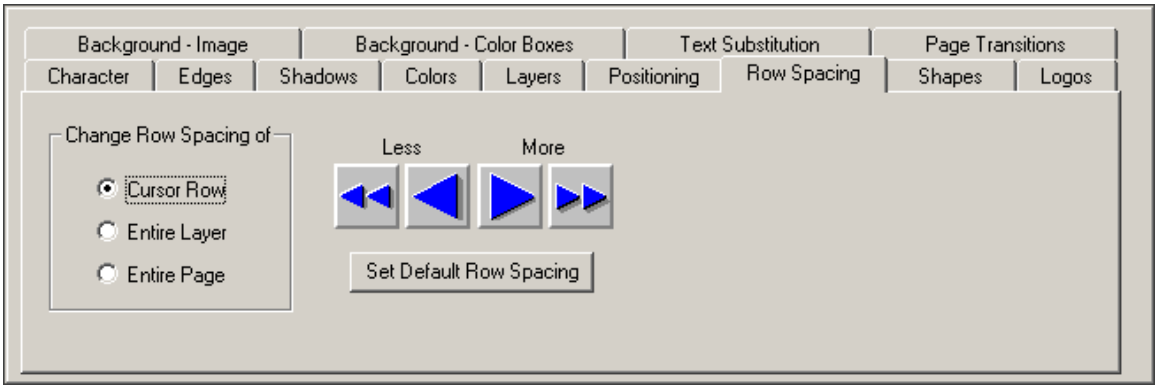
Select all of the text on the page by selecting "Entire Page" in the scope selection box on the toolbar. Decrease the height of the text to 32 scanline using any method that you prefer. The rows of text got narrower so that you can now fit more text on each of the rows.

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 "Preset 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 Layer

Changes the row spacing of every row on the current layer.

Entire Page

Changes the row spacing of every row on the page.

Fine Positioning Text

Individual characters, words, rows, layers, and the entire page can be fine positioned in single pixel/scanline 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 the 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.

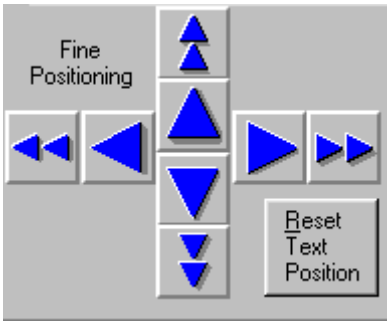
To use the cursor handles, select the character tab in the control tab window and turn the cursor handles on by pressing the "Cursor Handles" button. Little rectangles will appear around the cursor. These are the cursor handles. The handle in the lower left hand corner will move the text both horizontally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

If the Cursor Handles clutter up the screen too much for your taste, you can turn them off by pressing the "Cursor Handles" button again (once you are finished moving the text).

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

To use the fine positioning buttons to move the text, display the Fine Positioning Buttons by pressing the "Positioning" tab in the control tab window. This will display the Positioning Controls Window as shown below.

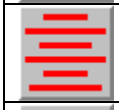
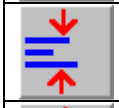
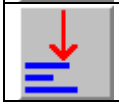


Use these buttons to do fine incremental positioning of text. The single arrow buttons will move the selected text one pixel each time you press it. The double arrow buttons move the selected text in bigger steps.

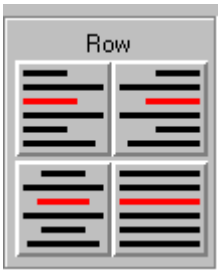
The "Reset Text Position" button will restore the text to its original (before it was moved) position.

Centering and Justifying Text

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

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

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



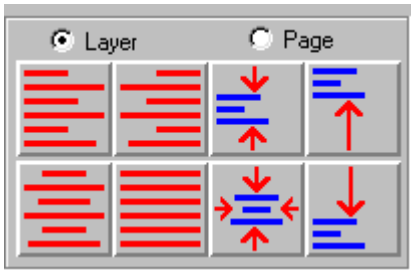
These buttons are used to control individual rows of text. Each row can be centered horizontally or justified to the left margin, right margin, or both margins at the same time.

To center a row, place the cursor on the row that you want to center and press the "Horizontal Centering" button. The row is now centered horizontally between the left and right margins.

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

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

To perform the centering and justifying functions on all of the rows of text on the page (or on the layer), use the corresponding buttons in the "Layer/Page" section of the "Positioning Controls Window" (shown below).



This section has two buttons (Layer and Page) to select whether each operation will be done on every row on the layer or every row on the page.

Select the "Page" button to make the centering and justifying functions work on every row of the page. Try pressing the "Horizontal Centering", "Right Justify", "Left Justify", and "Justify to Left and Right Margins" buttons in the "Layer/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 (or layer) both horizontally and vertically.

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

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

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

This page intentionally left blank

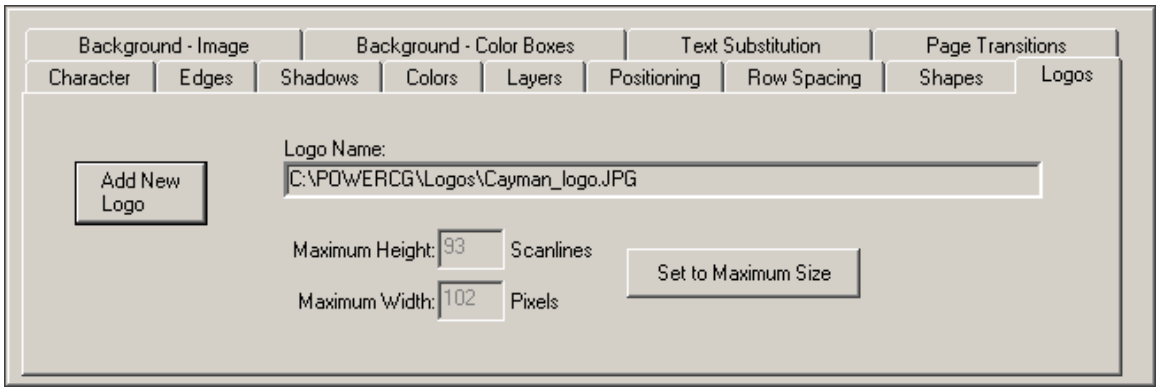
Chapter

6

Picture Boxes

As many as 16 different full color Picture Boxes can be placed on each page. The Picture Boxes can be loaded directly from GIF, TIF, TGA, BMP, PCX, JPG, or JPEG images. If the image used as a Picture Box has an alpha channel, the alpha channel is supported.

To add a Picture Box to a page, select the "Picture Boxes" tab in the Picture Boxes Controls Window. The Picture Box controls will be displayed as shown below.



If the cursor is currently on a Picture Box, information about that Picture Box is displayed in this window. The name of the image file that contains the Picture Box is displayed. This window also indicates the maximum size (height and width) that the Picture Box can be displayed.

Placing a Picture Box on the Page

This window also has an "Add New Picture Box" button. To add a new Picture Box to the page, position the cursor where you want the Picture Box to appear. You may want to create a new layer for the Picture Box, but you don't have to. Press the " Add New Picture Box " button, and select the graphic image that you want to use as the Picture Box. The Picture Box will then be displayed at the current character height. Once a Picture Box is added to a page you can size and edge it just like you would a character.

Sizing a Picture Box

The maximum size that a Picture Box can be displayed on a page is 640 by 480 pixels or the original size of the Picture Box (whichever is smaller). If a graphic image was created at 100 scan lines high, it cannot be displayed larger than 100 scan lines.

When a Picture Box is first loaded it is displayed at the current character height. The "Maximum Height" and "Maximum Width" entries in the Picture Box Control Window will be updated to indicate the maximum height and width that this Picture Box can be displayed.

To change the size of a Picture Box, position the cursor on it, and then change the size of it just as if it was a character. You can use the "Height" and "Width" controls in the "Character Controls Window" to vary the Picture Boxes height and relative width. You can also use the cursor handles to change the Picture Boxes height and width.

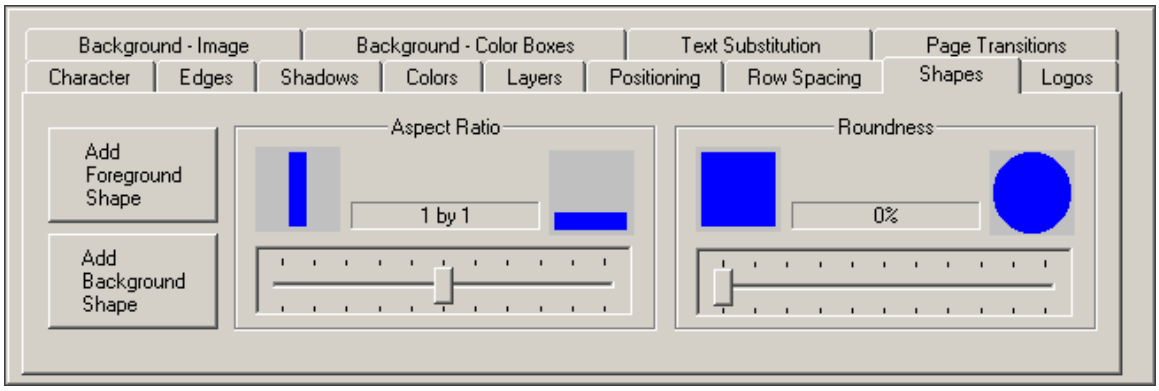
Chapter

7

Shapes

Shapes are boxes that you can control the roundness and the aspect ratio of. Once the shape has been placed on the page you can size it, colorize it, add edges and shadows to it, and even rotate it. In fact you can do anything to a shape that you can do to a character (except change the typeface of it). A "Foreground Shape" gets inserted into the current layer at the cursor position. A "Background Shape" gets added to a new layer that is automatically created behind the text that is currently selected.

To create or edit a shape select the "Shapes" tab in the "Control Tabs Window". The shape controls window will be displayed as shown below.



Aspect Ratio

The "Aspect Ratio" of the shape can be changed from tall and skinny to very wide. The aspect ratio can also be changed by changing the relative width (using the Character Width Controls). The character width does have a limited range of 10% to 500%. The aspect ratio controls are used to extend this range.

Roundness

The "Roundness" of the shape can be set to any value from 0 to 100%. A Roundness of 0% creates a shape that has square corners. A Roundness of 100% creates the shape that is either a circle or an ellipse (depending on its aspect ratio). A value between 1 and 99% creates a box that has rounded corners. The amount that the corners are rounded is determined by the Roundness setting.

Foreground Shapes

Add a foreground shape by moving the cursor to the desired position and press the "Add Foreground Shape" button. The new shape is inserted at the cursor position. The shape is assigned the Current Character Attributes. To increase the width of the shape using the aspect ratio controls, drag the aspect ratio slider to the right. To decrease the width, drag this slider to the left. Use the "Roundness" control to adjust the roundness of the shape. Dragging the "Roundness" slider to the right will make the shape rounder; dragging it to the left will make it squarer.

Now that the shape is on-screen you can use the "Character", "Edges", "Shadows", and "Colors" controls to modify the various character attributes of the shape. The program creates the shape as if it were a character. All of the controls that can be used to change the appearance of a character can be used to change the appearance of a shape.

Background Shapes

Enter the words "Background Shape" on the page. Drag the mouse across all the characters of both words to select them. Now press the "Add Background Shape" button. A new shape is created behind the selected text. A new layer was automatically created for this shape and placed behind the text.

This shape is exactly like the foreground shape except that it's on a separate layer. You can change the character attributes just like you can a foreground shape or a character.

Chapter

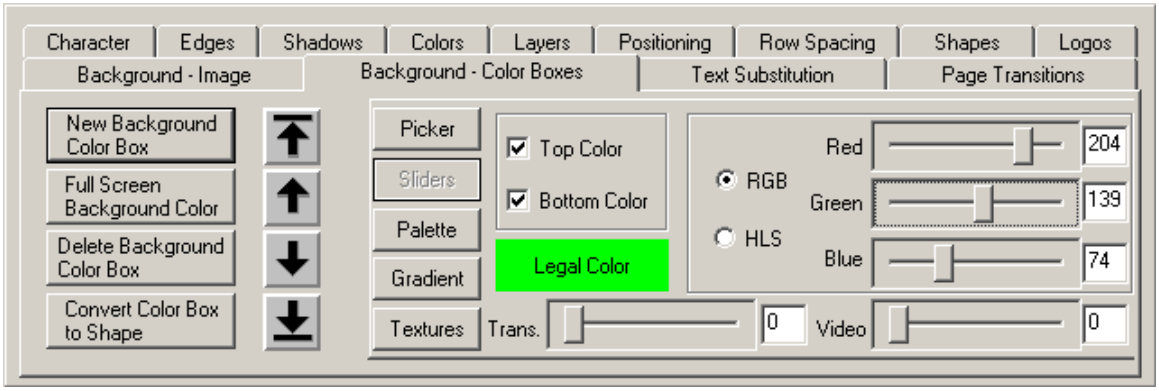
8

Background Color Boxes

Media Creator II 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 layers 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

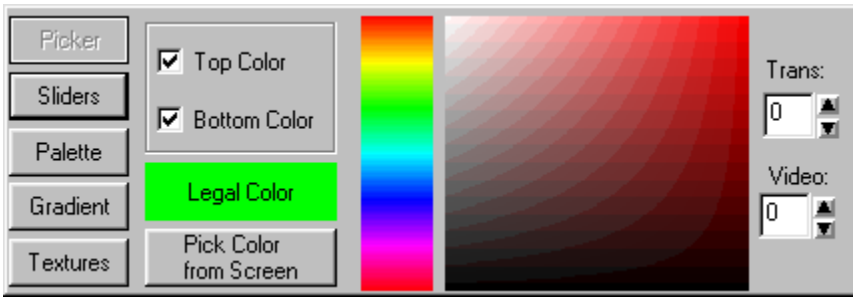
A color can be selected from a group of 64 user-defined color gradients. These may be either a linear gradient with up to 16 color points that can be rotated up to 90 degrees in either direction, or an area gradient that can have four or five color points defined.

Color Texture

A color texture can be selected from any of the 16 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 eyedropper. Move the mouse to any 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. 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.

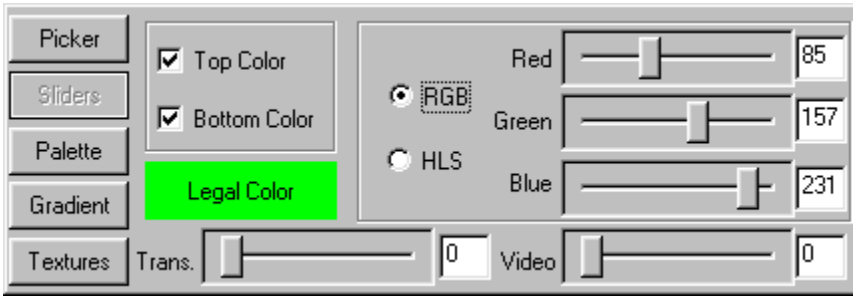
The value of the transparency level can be entered directly. Do this by double-clicking the transparency number box (this will highlight all of the digits in the number), type in the new value and press the enter key.

The color can be also mixed with background video. Setting the video level to a value of 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.

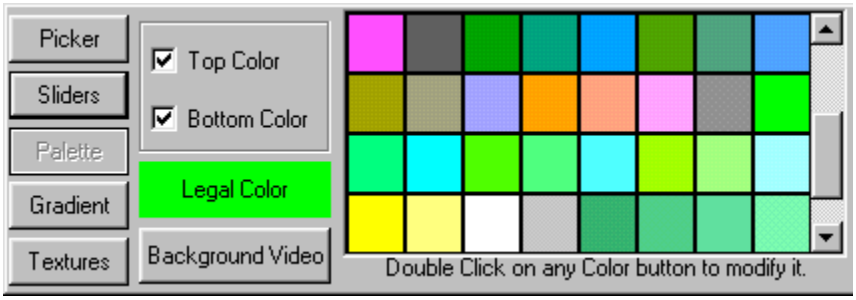
Below these check boxes is the Illegal Color Indicator. If the selected color exceeds the NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

Media Creator II 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.

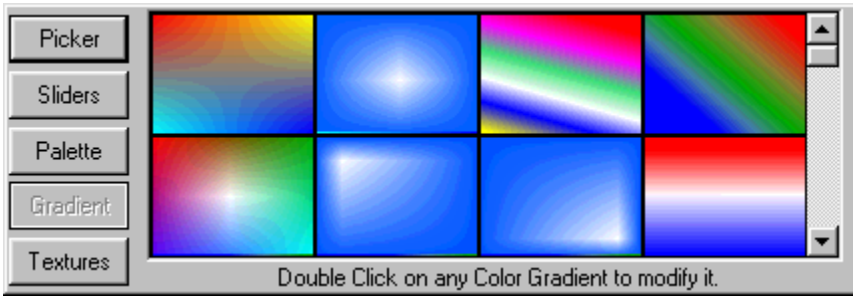
Below these two check boxes is the Illegal Color indicator. If the selected color exceeds the NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

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 14.

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.

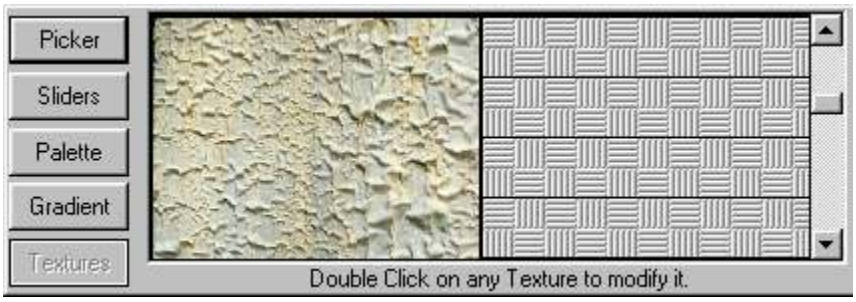


64 color gradients can be created for each project. The Color Gradients that are currently set are displayed in this window. Not all of the color gradients can be displayed at one time, so there is a scroll bar on the right hand side of the Color Gradient entries. Use this scroll bar to scroll through all of the color gradients 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 14.

Color Textures

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



16 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 16 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 14.

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

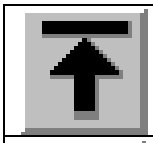
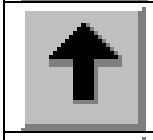
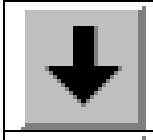
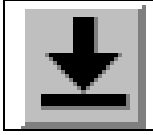
You can only edit one background color box at a time. Before you can modify a background color box you need to select it. The selected color box is displayed with a cursor (rectangular box) around it. The cursor also has six small boxes attached to it. These are called cursor handles, they are used to 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 layers and in front of the background graphic image). The priority of each background color box determines how it will appear when one color box is overlapped by another. The background color boxes that have a higher priority will appear in front of color boxes that have a lower priority.

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

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

Converting a Background Color Box to a Shape

A background color box can be converted to a shape by pressing the "Convert Color Box to Shape" button. When this is done the color box is placed in front of all the other background color boxes. Once a background color box has been converted to a shape, it cannot be converted back to a Background Color Box.

When a background color box is made into a shape, it can be italicized, rotated, and rounded just like any other shape. It can also have edges and shadows added to it just like any other character.

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

9

Background Images

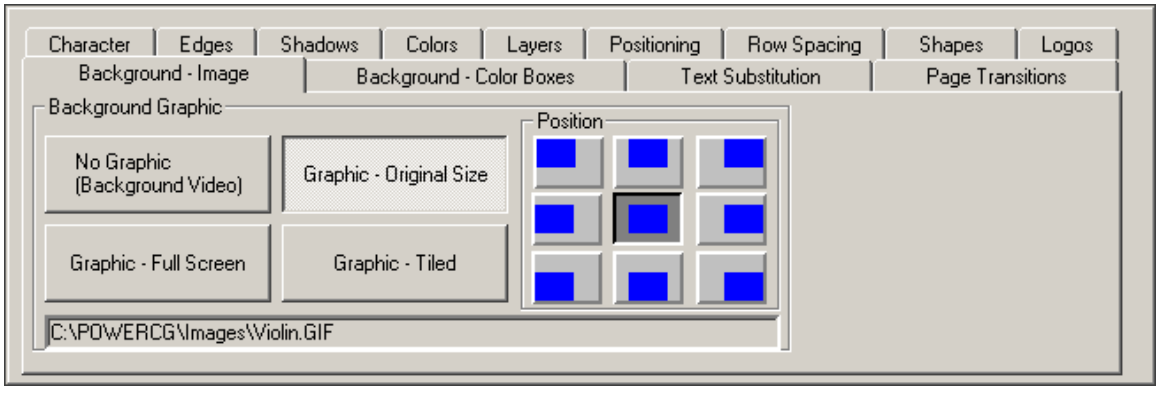
The program can display either a graphic image or a background video source (provided your system is capable of overlying titles over video) behind the text. The background graphic can be in any of the following graphic formats:

Windows bitmap (BMP)
TIFF
Targa (TGA)
PCX
GIF
JPG
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 can be displayed in either original size, scaled to fill the entire screen, or tiled to fill the screen. When the graphic is displayed with its original size, it may or may not fill the entire screen. When a graphic is displayed full-screen, it is scaled (either up or down) to match the screen dimensions. When the graphic is tiled, it is displayed in its original size and is repeated enough times to 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 (if the program is running as a plug in) is required to overlay the titles over video. Some systems are not capable of this. If your system is not capable of overlaying titles over video, the background will be displayed as black.

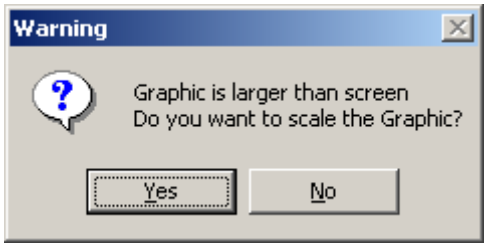
To overlay the title over background video, press the "No Graphic (Background Video)" button. Any background graphic that may have been displayed will disappear and the text will be displayed over the background video.

Graphic - Original Size

When you load a graphic to be displayed in its original size, the graphic may be smaller than the screen, the same size as the screen, or larger than the screen. To load a graphic in its original size, press the "Graphic-Original Size" 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.

If the graphic is smaller than the screen, it will be centered on the screen, and the positioning buttons that are used to change graphic position will be displayed.

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 screen, a warning message (like the one shown below) will appear.



At this point you have the option of shrinking the graphic so that the entire image will fit on the screen, or displaying the graphic in its original size and cutting off the outside edges of the graphic. To display the graphic without shrinking it, press the "No" button. The new graphic will then loaded as the background.

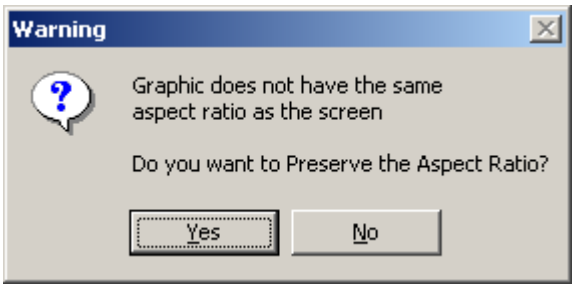
To shrink the background graphic so that all of it will be displayed, press the "Yes" button. This will load the graphic "Full-Screen". See the section below (Graphic-Full Screen) for more information.

Graphic - Full Screen

When you load a graphic to be displayed full-screen, and the original size of the graphic is not the same as screen dimensions, the graphic must be scaled before it will fit the screen. If the graphic is smaller than the screen, it will be enlarged. If the graphic is larger than the screen, it will be reduced in size.

A video screen has a fixed aspect ratio of 4 by 3 (or 16 by 9). This means that the screen wider than it is tall. If the background graphic image has a different aspect ratio (maybe it's taller than it is wide), the height and the width will need to be scaled by different amounts to make the image fill the entire screen. This can distort the image. It can make people look very fat, or very tall.

Before the background image is loaded full-screen the aspect ratio of the graphic is checked to see if it matches the screens aspect ratio. If the aspect ratios are different, a warning message (like the one shown below) is displayed.



If you choose to preserve the aspect ratio, the background graphic will be scaled horizontally and vertically by the same amount. This will prevent the image from being distorted. However the graphic will not fill the screen both horizontally and vertically. If the image is too tall, it will not fill the screen horizontally. If the image is too wide, it will not fill the screen vertically.

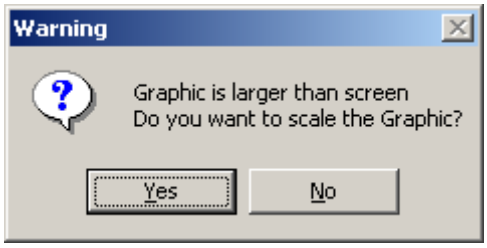
If you choose not to preserve the aspect ratio, the background image will be scaled horizontally and vertically the amount necessary to fill the entire screen. If this results in unacceptable distortion, simply load the background graphic again. This time preserve the aspect ratio.

Graphic - Tiled

If a graphic image is smaller than the screen, it can be tiled in the background. This will display the background graphic in its original size. The graphic will be repeated horizontally and vertically to fill the entire screen.

To tile a background graphic, press the "Graphic - Tiled" 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 and tiled.

If the graphic is larger than the screen, a warning message (like the one shown below) will appear.



At this point you have the option of shrinking the graphic so that the entire image will fit on the screen, or displaying the graphic in its original size and cutting off the outside edges of the graphic. To display the graphic without shrinking it, press the "No" button. The graphic will then be loaded as the background. Portions of the graphic image will be cut off.

Chapter

10

Pages

When pages are saved on the disk, they are each saved in a separate file. The sizes of these files are determined by the amount of text and the complexity of the page. Most pages are smaller than 1 or 2 Kbytes unless they contain Picture Boxes or textures. Hundreds of pages can be stored on a floppy disk and millions can be stored on a hard drive. Each page file can be given a unique name. The ".PAG" extension is added to the page name to create the file name that the page will be stored under.

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. The pages can also be saved in both Windows Bitmap (BMP) and Targa (TGA) formats. This lets you use the Title Graphics that you create in other graphics programs. Saving the page as one of these graphics formats automatically saves it in the Page (PAG) format as well. This keeps the page in a format that can still be edited (Have you ever tried to correct the spelling of a word in a Bitmap?).

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 Picture Box or multiple Picture Boxes on it, the Picture Box 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 14 for more information on how to do this.

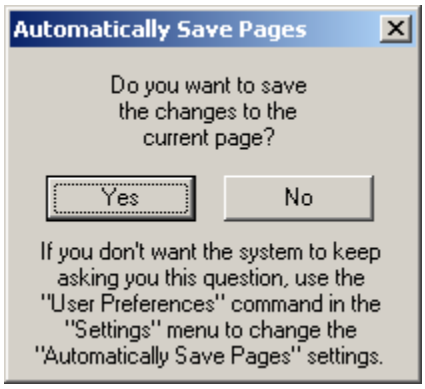
Creating a New Page

Please Note: *some systems may not support rolls and crawls. If your system does not, the appropriate menu entries will not be displayed in the menu.*

To create a new page, use one of the following commands:

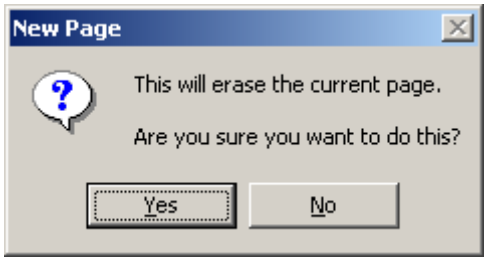
Press the "New Page" button on the Toolbar.
Select the "New Page" entry from the "File" menu.
Select the "New Still Page" entry from the "File" menu.
Select the "New Roll Page" entry from the "File" menu.
Select the "New Crawl Page" entry from the "File" menu.
Press and hold down the <Ctrl> key while 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.



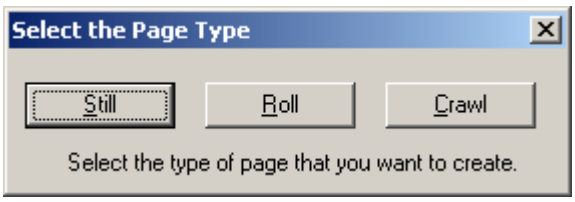
The system can only have one page opened at a time. When you open a new page, the old page (or any changes made to it) will be discarded unless it is saved to the disk. If you want to save the changes to the old, page press <Yes>, otherwise press <No> and the changes will be discarded.

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.

If you press the "Yes" button, all of the text and background will be erased from the screen. If you did not use a command that specified the page type, the "**Select the Page Type**" dialog box (shown below) will appear.



Select the Page type dialog box

Some systems may not support rolls and crawls. If your system does not, the appropriate buttons will be disabled. Use this box to select which type of page you want to create. This gives you a fresh page to start with.

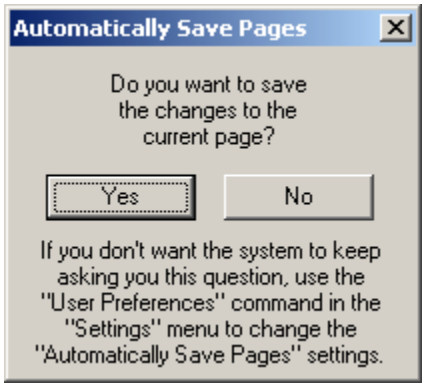
Opening an Existing Page

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

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

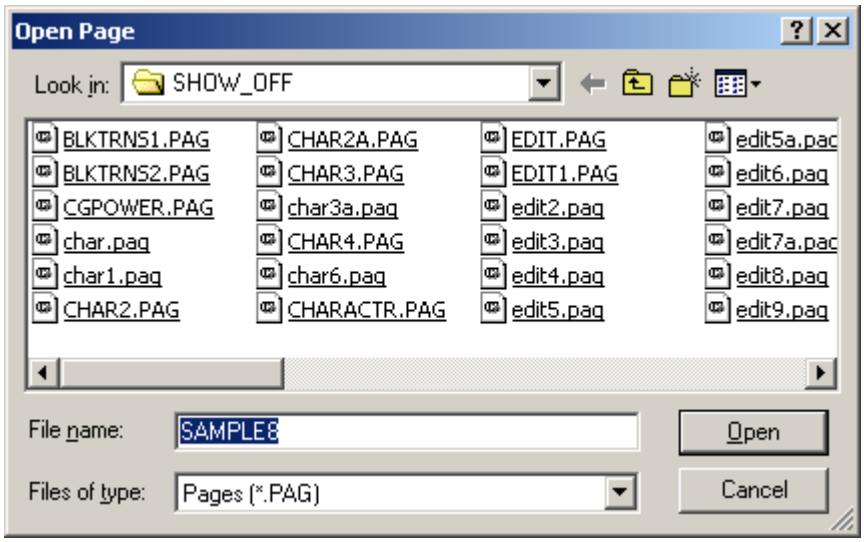
Select it from the listed pages in the Project Manager window.
Select the "Open Page" entry from the "File" menu.
Press the "Open Page" button in the Toolbar.
Press and hold down the <Ctrl> key while pressing the <O> key.

If the "**Automatically Save Pages**" setting in the "**User Preferences**" dialog box 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.

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



Open Page dialog box

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

Saving a Page

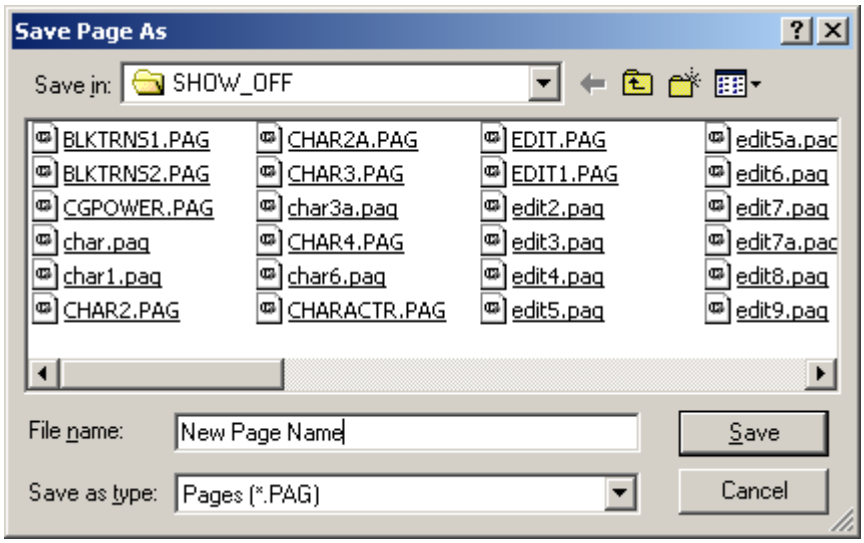
When you are finished editing a page, you need to save it to the disk. To do this, select the "Save Page" entry from the "File" menu (or press the "Save Page" button on the Toolbar). If the page already has a name, it will be saved back to the disk under the old name. If the page does not yet have a name, the Save Page As dialog box will appear (see Saving a Page with a New Name) so that you can name the page.

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

Saving a Page with a New Name

To save a page with a new page name, select the "Save Page As" entry from the "File" menu.

When this is done, the Save Page As dialog box (shown below) will appear.



Save Page As dialog box

Use this dialog box to select a name for the page. The "Save as type" control allows you to select which format you would like to save the page as. This can be any of the following:

- Page (*.PAG)
- Windows Bitmap (*.BMP)
- Targa format (*.TGA)

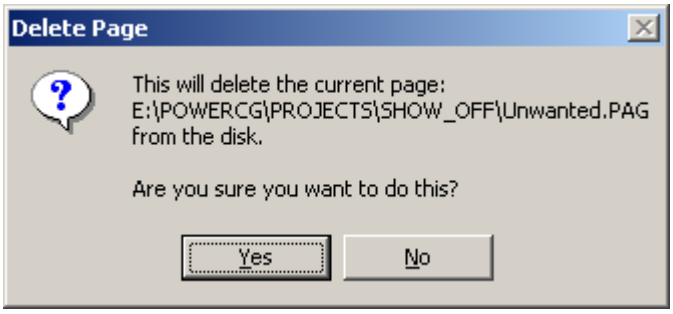
Some systems may also have other formats to choose from.

If you save the page as either a Windows Bitmap or Targa format file other graphics programs can use the image. Since text stored in these formats cannot be edited (without a great deal of difficulty), the page will also be saved in the "Page (*.PAG)" format. This keeps the page in a format that you can edit.

If the page is saved under a new name, the old page will remain on the disk under the old page name.

Deleting a Page from the Disk

Before you can delete a page from the disk you must use the Open Page function to recall the page to the screen. This forces you to "look at it" to make sure it's the right page before you delete it. Once the page has been opened, select the "Delete Page" entry from the "File" menu. A warning such as the one below will appear.



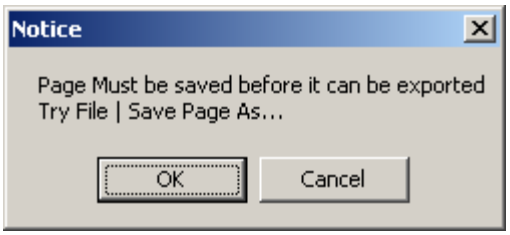
The second line in the warning box shows the directory and page name of the page about to be deleted. If you don't want to delete this page, press the "No" Button. Pressing the "Yes" button will delete the page from the disk. Once this is done you will not be able to open the page again.

Export Page

Many systems need to have the title pages exported in a particular graphics format. In most instances this is the Targa (TGA) format (although some systems require a Proprietary format). The file format of the exported Title Graphics can be set using the "User Preferences". (See Chapter 14 for more information).

The Title Graphic can also be exported to the Windows Clipboard. When a Title Graphic has been exported to the clipboard, other graphic programs can used it by using the "Paste" function.

To export a page, press the "Export Page" button in the shortcut buttons window. The page must be named before it can be exported. If the page is not named, a message (like the one below) will appear to remind you to give the page a name. Once the page is named, you can then export it. The exported image will have the same name as the page you are exporting (except with a different file extension). For example: if the page were export in Targa (TGA) format under the name "TITLE.PAG", the image file would be saved as "TITLE.TGA".



If you press the "OK" button the "Save Page As" dialog box will appear to allow you to give the page a name.

The page can also be exported by selecting the "Export Title Graphic" command from the "File" or "Project Manager" menus.

Chapter

11

Page Templates

Many users like to have a common look to their titles. Whether it is for their entire facility, or a unique "look" for each client. A Page Template can be created with the desired style. A page template has "Template Fields" at different positions on the page. When the Page Template is opened, a window appears that prompts you to enter the text for each field. Once the text is entered, the page is automatically created using the style of the Template and the text that was entered in the Template Fields.

Templates are controlled in two different parts of the User Interface. These are the Template Gallery and the Text Substitution Tab. The Template Gallery is used to create, open, and save page Templates. The Text Substitution Tab is used to place and assign names to the Template Fields.

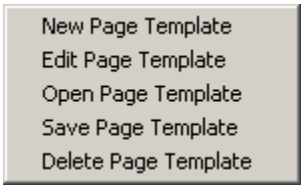
Template Gallery

The Template Gallery is on the right hand side of the User Interface with the Text Style Gallery. The "Page Templates" tab displays all of the Templates that are on your system. If more Templates exist than will fit in this window, you can scroll through them using the scroll bar at the bottom of the Template Gallery.

Left Clicking on the Picon of one of the Page Templates will open the clicked Page Template so that it can be used to create a title page. This will display the "Enter Template Field Text" window. This window will be discussed later in the section titled "Creating a New Page with a Template".

Right Clicking on one of the Picons will display the Page Template menu shown below:

Page Template Menu



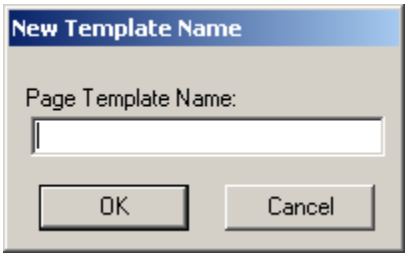
This menu can also be displayed by selecting the

Chapter 11 – Page Templates

"Manage Page Templates" entry from the "File" menu.

New Page Template

Selecting the "New Page Template" entry from the "Page Template Menu" will create a new Page Template. When this entry is selected, the following window will appear:



New Template Name Window

Enter the name of the Page Template that you want to create and press the "OK" button. Use the normal editing functions and the Text Substitution tab to create the Page Template. Remember to save this new page as a Page Template and not as a normal page.

Edit Page Template

Selecting the "Edit Page Template" entry from the "Page Template Menu" will open an existing Page Template so that you can make changes to it. Use the normal editing functions and the Text Substitution tab to edit the Page Template. Remember to save this page as a Page Template and not as a normal page.

The behavior on this function is different depending on which menu it was selected from. If it was selected from the Main Menu, a window will appear that prompts you to select which Page Template you want to edit. If this menu entry is selected from the popup menu that appears when you right click the Picon of a Page Template, the Template that was clicked on will automatically be selected as the Template to edit.

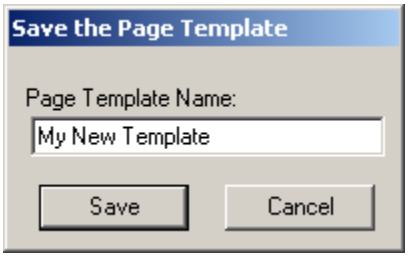
Open Page Template

Selecting the "Open Page Template" entry from the "Page Template Menu" will open an existing Page Template so that it can be used to create a title page. This will display the "Enter Template Field Text" window. This window will be discussed in the section titled "Creating a New page with a Template".

The behavior on this function is different depending on which menu it was selected from. If it was selected from the Main Menu, a window will appear that prompts you to select which Page Template you want to open. If this menu entry is selected from the popup menu that appears when you right click the Picon of a Page Template, the Template that was clicked on will automatically be selected as the Template to open (just like left clicking on it).

Save Page Template

Selecting the "Save Page Template" entry from the "Page Template Menu" is used to save the current page or Template as a Page Template. When this entry is selected, the following window will appear:



Save the Page Template Window

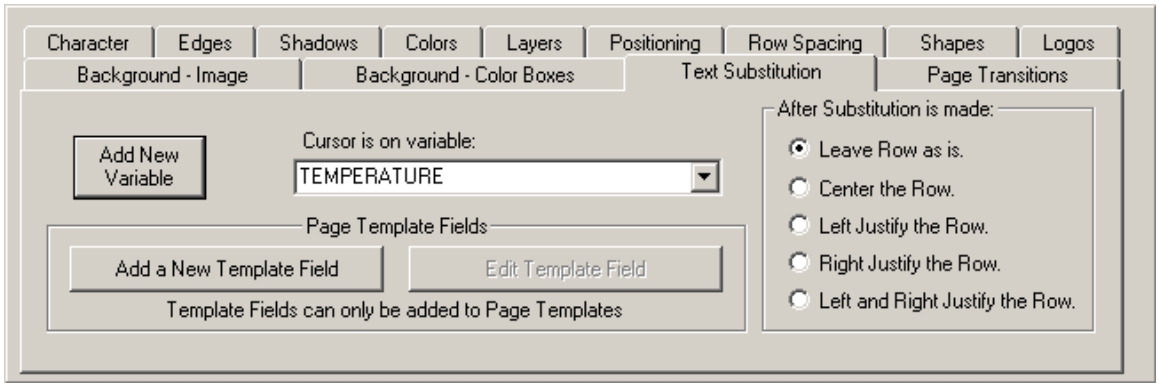
If the current page is a Page Template, the name of the current Page Template will appear in the "Page Template Name". Enter the name that you want to save the Template as, and press the "Save" button.

Delete Page Template

Selecting the "Delete Page Template" entry from the "Page Template Menu" will delete the current Page Template. As a safety precaution, the Page Template must be opened before it can be deleted. Otherwise this entry will be disabled until you open the Page Template that you want to delete.

Text Substitution Tab

Once a Page Template has been created or opened for editing, the Text Substitution Tab can be used to add and change Template Fields. The Text Substitution Tab is at the bottom of the User Interface along with all of the other tabs. When the Text Substitution Tab is selected, it will appear as shown below:



Text Substitution Tab

Substitution Variables

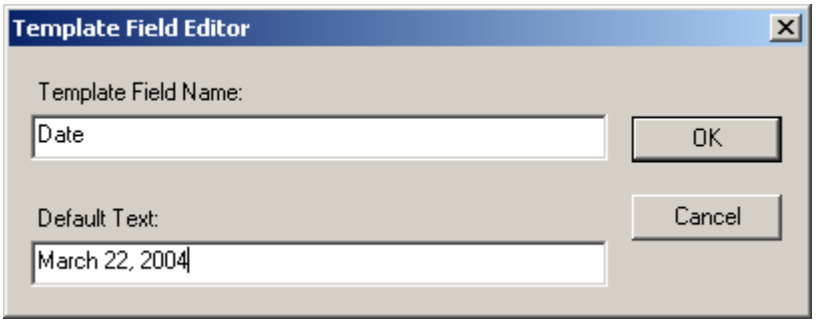
Substitution variables are used to display data that may change from time to time. These can be things like Temperature, Vote Counts, Sports Scores, or any other data that you may want to automatically update. To enable this feature you must have an optional plug in that may be purchased from Cayman Graphics, Third Party Vendors, or you can write your own. For more information contact Cayman Graphics.

If substitution variables are enabled on your system, the controls for these will be displayed. To add a variable to a page, move the cursor to the desired position and press the "Add New Variable" button. The value of the first variable in the list will appear on the screen and the Variable selection box will be enabled. Select the variable that you want displayed at this position and its value will appear. The variable will be displayed with its current value (such as current temperature) whenever this page is displayed.

Variables on a page are treated as single characters. When you place the cursor over a variable, it will appear over all of the characters in the variable and the name of the current variable will appear in the Variable selection box. Any changes to the text attributes of a variable will be applied to all characters of the variable.

Page Template Fields

The controls for the Template Fields are in the box labeled "Page Template Fields". To add a Template Field to a page, move the cursor to the desired position and press the "Add a New Template Field" button. When this is done the "Template Field Editor" window will appear as shown below.



Template Field Editor

The Template Field Name is the name that will be used when the user is prompted to enter the text for the Template Field. The Default Text will appear in the "Enter Template Field Text Window" when the Page Template is opened. The Default Text will also appear in the Picon for the Page Template at the assigned position of the Template Field.

Enter the name of the Template Field along with the Default Text for the new field and press the "OK" button.

Each Template Field is treated as a single character. When you place the cursor over a Template Field, it will appear over all of the characters in the field. Any changes to the text attributes of a Template Field will be applied to all characters of the field.

When the cursor is placed on a Template Field the "Edit Template Field" button will be enabled. Pressing this button will display the "Template Field Editor" so that the Template Field name and Default Text can be changed.

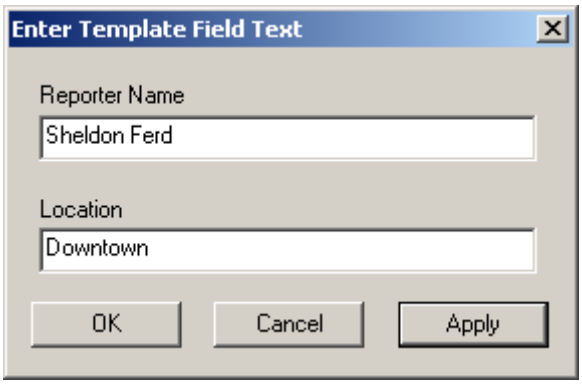
Field and Variable Positioning

When the text changes on a page, the new characters may be wider or narrower than the Default Text. If you position the text on the screen using the Default Text as a reference, the new text may no longer be lined up the same way as the old text. On the right side of the "Text Substitution" tab are some buttons used to control the positioning of the new text. They are all in the box labeled "After Substitution is Made:". These buttons determine how the positioning should be modified after the text of the Template Field has been changed.

This value can be set independently for each Template Field and Variable.

Creating a New Page with a Template

When a Page Template is used to create a page, (either by clicking on it in the Template Gallery or by selecting "Open Page Template" from the menu) a window similar to the following is displayed:



Enter Template Field Text Window

This window displays the name and default text of all the Template Fields that are in the Page Template. Enter the text that you want for each Field and press the "OK" button. The page will automatically be created with the entered text. You can now make any modifications to the page before you save it as a normal title page.

Keep in mind that each Template Field will be treated as a single character until the page has been saved as a normal page, and then recalled. After the new page has been opened again, you can manipulate each character of the Template Field separately.

This page intentionally left blank

Chapter 12 intentionally blank

Chapter

13

Text Animation

Up to 1000 layers can be created on each page. Text FX can animate each of these layers independently from each other. Text Animation is done using keyframes. These keyframes let you crop, move, and resize each layer. The fade and blur levels of the layer can also be set in the keyframe. Multiple keyframes can be set for each layer. If the keyframes are different at different positions in the timeline, the in between frames will be created automatically by interpolating the settings from the keyframes. This creates smooth animation sequences.

There are three main steps to creating a Text FX animation. These are compose the layers, define the motion paths, and render the sequence.

Composing text is just like creating a normal title page, except that any text that you want to move separately from the other text should be placed on separate layers. With the time line displayed you can create keyframes to define the motion paths. Most of this chapter is devoted to creating Keyframes to define the motion paths.

Once the motion paths have been defined, the text animation sequence is now ready to be rendered. The Animation Sequence can be rendered as a sequence of TGA images or as a Video Clip.

Overview

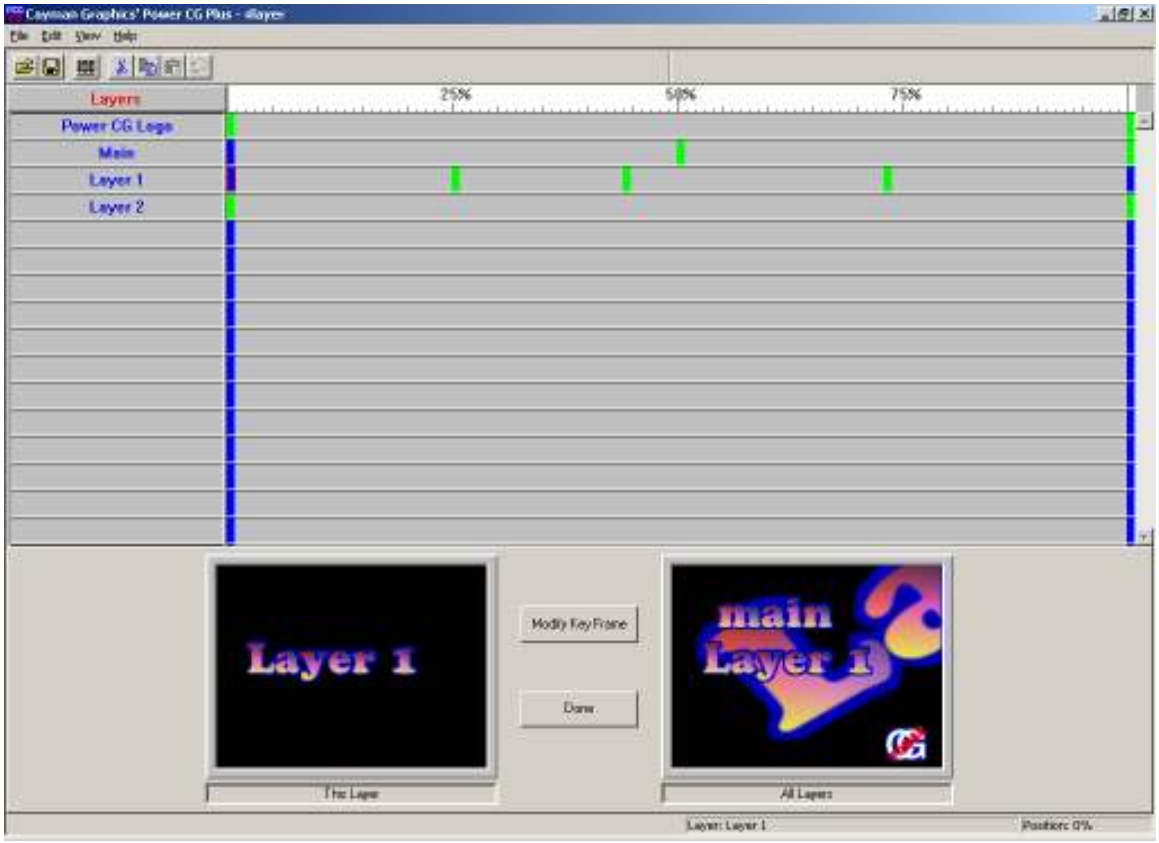
There are two windows that you will use to define the motion paths of the various layers. These are the Timeline and the Keyframe Editor.

The Timeline shows each layer of the page. Each layer has its own line on the timeline where the keyframes that you create for each layer are placed.

The Keyframe Editor is used to select which portion of the layer to display (cropping), set the size and position of the layer, and also control the Fade and Blur levels of the layer.

Timeline

Once the page has been composed with the various layers, press the "Text FX" button to display the Timeline.



Timeline Window

The timeline window is divided into three sections. These are the Time Ruler, Timeline, and Preview Windows.

Time Ruler

The top section is the Time Ruler. The Time Ruler performs two functions. The first function is to serve as a ruler to indicate at which time during the Animation Sequence where each keyframe will be placed. The second function is to allow you to preview the text animation. If you click on the Time Ruler and drag the mouse, the animation sequence will display at each position that the mouse is dragged across. This gives the effect of "Playing" the animation sequence. If you drag the mouse to the left, the animation sequence will play backwards.

The Time Ruler is marked off in percentages instead of frames or seconds. This keeps the animation from being "locked into" a certain duration. The duration is specified when the animation is rendered. If the animation plays too fast, you can increase the duration. If it plays too slow, you can decrease the duration.

Timeline

The left side of the Timeline lists each layer of the page. The layers are listed in their display priority. The very top layer listed on the timeline will be the layer that is in front of all of the other layers. The bottom later is the one that is behind all of the other layers. The right side of the timeline (under the Time Ruler) shows where keyframes are positioned for each layer. Keyframes on the left (at the 0% position) specify the appearance at the beginning of the animation. Keyframes on the right (at the 100% position) sets the appearance at the end of the animation. Setting the keyframes at any other position on the timeline will set an intermediate keyframe.

A small green box will appear at every position on the timeline where a keyframe is set. A small red rectangle indicates the current cursor position in the timeline. The current cursor position is also indicated in the "Layer" and "Position" sections of the status bar.

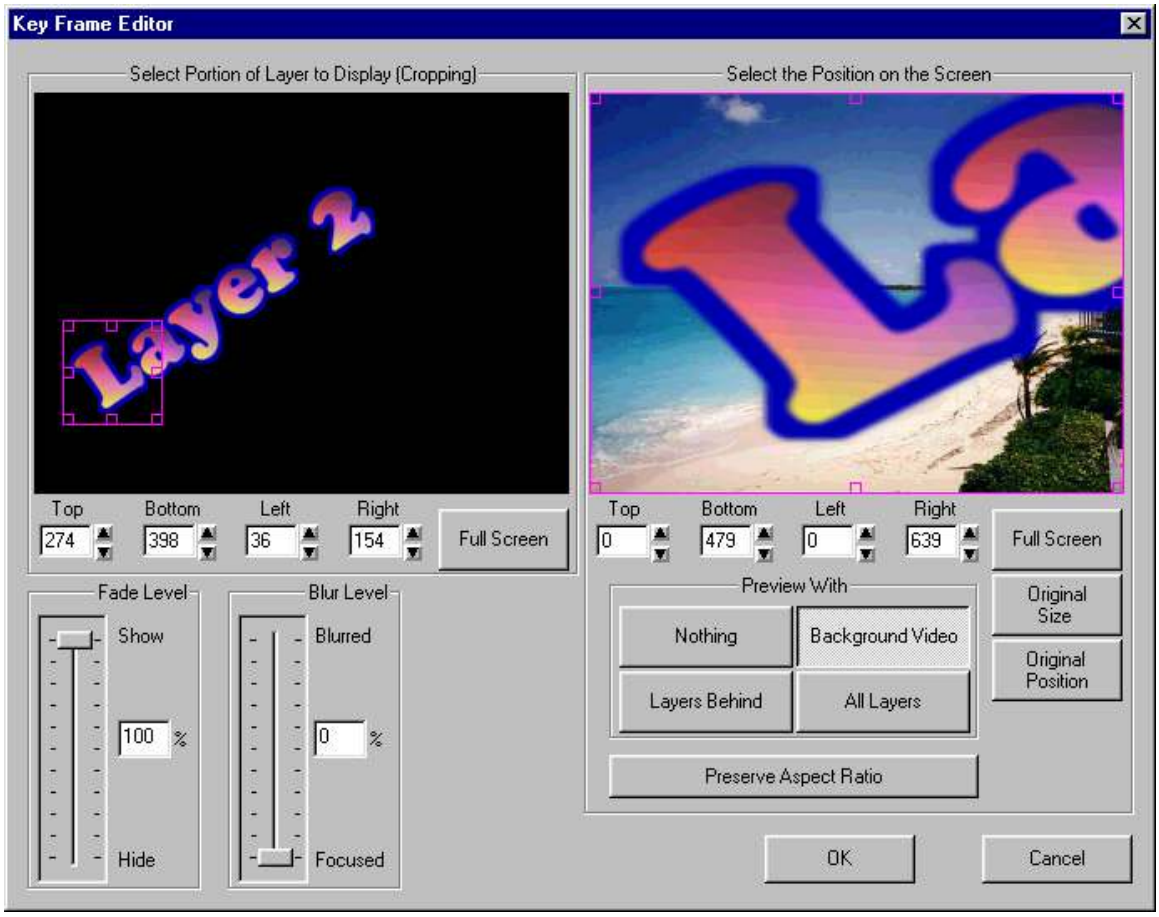
Preview Window

The preview window lets you preview what the page will look like at each point in the animation sequence. The left display shows just what the layer looks like at the current time position. The right display shows what the page looks like at the current time position when all layers are combined.

The preview window also has two buttons. Pressing the "Modify Keyframe" button will allow you to modify (by displaying the Keyframe Editor window) the keyframe at the current cursor position. If a keyframe is not already defined at the position, one will be created. When you have finished adding keyframes to define the motion paths, press the "Done" button to return to the normal page composition mode.

Keyframe Editor Window

When you are adding or modifying a keyframe, the Keyframe Editor window (shown below) will appear.



Keyframe Editor Window

Use this window to control how the layer will appear at this position in the animation sequence. You can vary the cropping, size, and position of the layer, as well as the blur and fade levels.

The left display screen shows the layer at normal size. This screen is used to select which portion of the layer to display (cropping). The right display screen is used to set the size and position of the selected portion of the layer. If the box in the right screen is larger than the box in the left screen, the layer will be displayed larger than the original size. If the box on the right screen is smaller than the box on the left screen, the layer will be displayed smaller than the original size. There are also four buttons to select which other layers you want to preview this layer with.

This window also has two sliders. These sliders are used to set the fade level and the blur level for the layer at this point in the sequence.

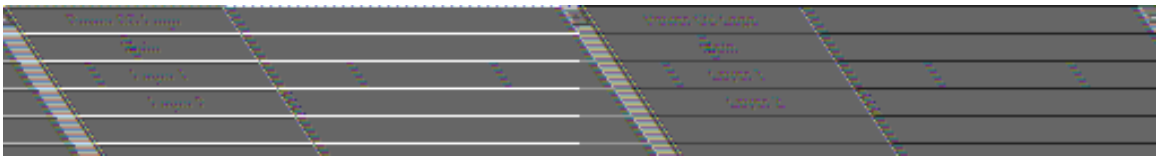
The Basics

A keyframe determines how the layer will appear. The keyframe's position in the timeline determines at which point during the animation sequence it will appear this way. When the animation sequence is rendered, the program will automatically create the intermediate frames by interpolating from the keyframes (before and after) each intermediate frame. This is how animation sequences are created.

Now we get to learn how to use these windows to manipulate the keyframes to create motion paths for all of the layers on the page.

The Timeline

The Timeline (shown below) is where we create, position, move, copy, and delete keyframes. The left side of the timeline lists all of the layers that are on the page. To the right of each layer name (below the time ruler) is an area where keyframes are placed.



Timeline Window

When a keyframe is placed on the timeline, it appears as a small green box. The timeline also has a small red rectangle (cursor) to indicate the current cursor position. The cursor is used to select the current layer and time position. The current cursor position is also indicated on the status bar.

The cursor can be moved by using the cursor movement keys (Up, Down, Left, Right, Home, End, PgUp, and PgDn). It can also be moved by placing the mouse over the desired position and clicking the left mouse button.

Moving the cursor vertically will select a different layer. The layer that the cursor is on appears on the left screen in the preview window. Moving the cursor horizontally will change the time position. When the time position is changed, both screens in the preview window will be updated to show how the page will appear at this point in the animation sequence.

Adding a Keyframe

The easiest way to add a keyframe to the timeline is to position the mouse over the desired position and double-click the left mouse button. When this is done a new keyframe is added to the timeline and the keyframe editor window is displayed so that the new keyframe can be modified. We will discuss the keyframe editor window later in this chapter.

A keyframe can also be added to the timeline at the current cursor position by pressing the <Ins> key.

Modifying a Keyframe

An existing keyframe can be modified by positioning the mouse over the green box that represents the keyframe and double-clicking the left mouse button. When this is done the keyframe editor window is displayed so that you can change the keyframe's settings.

The keyframe can also be modified by positioning the cursor over the keyframe and pressing the <Enter> key.

Moving a Keyframe

To change the position of a keyframe, place the mouse over the keyframe to be moved, press and hold down the left mouse button, then drag the keyframe to its new position. Once the keyframe is at the desired position, release the left mouse button.

Copying a Keyframe

Copying a keyframe is very similar to moving a keyframe. If you hold down the <Ctrl> key while dragging the keyframe to the new position, the keyframe will be copied to the new position instead of moved. The original keyframe will remain where it was.

Deleting a Keyframe

A keyframe is deleted from the timeline by positioning the cursor over the keyframe to be deleted and pressing the <Del> key.

Cut, Copy, and Paste Keyframes

Keyframes can be cut and copied to the clipboard using the cut and copy commands in the edit menu or by using the normal shortcut keys (<Ctrl+X> and <Ctrl+C>). Position the cursor over the keyframe that you want to place into the clipboard and use the appropriate command. Using the copy command (Crtl+C) will place the keyframe in the clipboard but will leave it in the timeline. Using the cut command (Crtl+X) will remove the keyframe from the timeline.

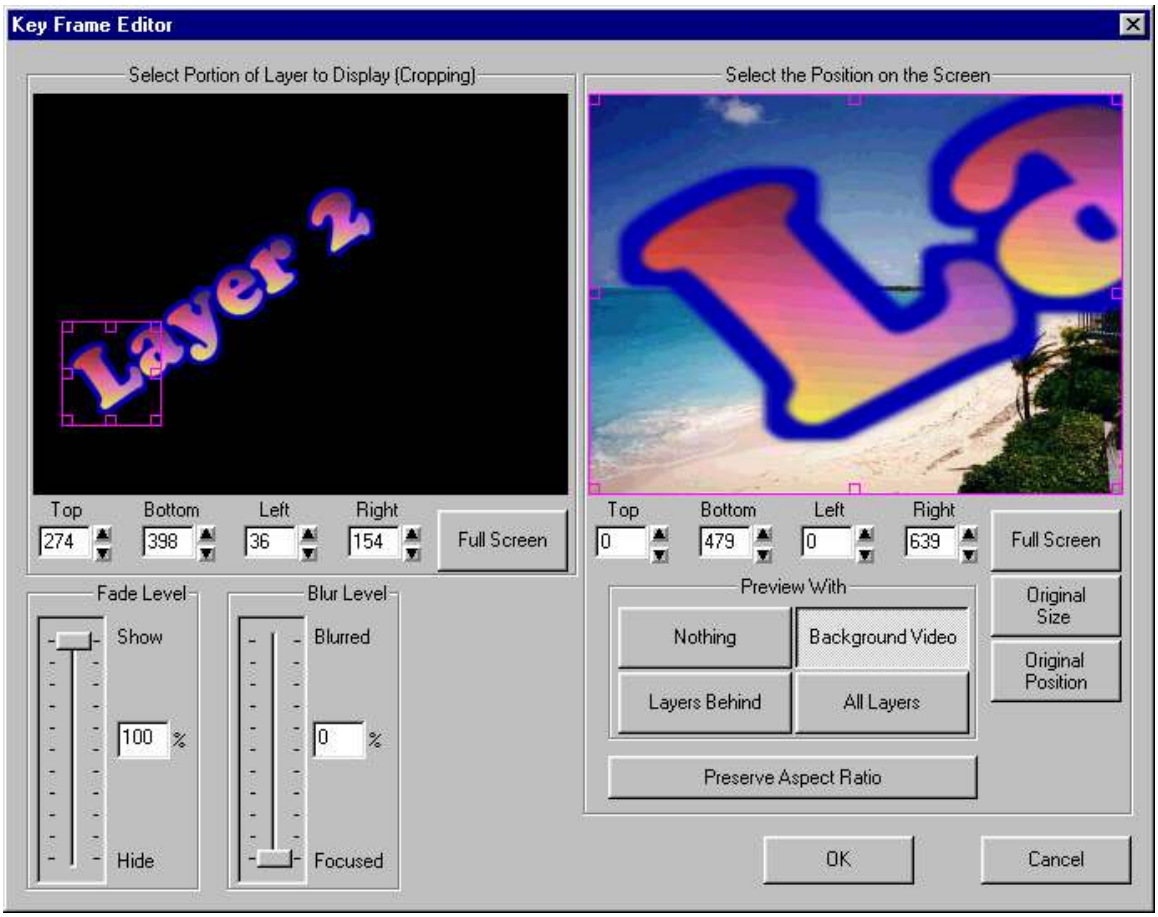
Once a keyframe has been placed into the clipboard, it can be pasted into the timeline. Position the cursor where you want the keyframe to be added and use the paste command from the edit menu or the normal shortcut keys (Crtl+V). This will copy the keyframe from the clipboard into the timeline.

Previewing the Animation Sequence

The animation sequence can be previewed by clicking the mouse on the Time Ruler and dragging it. As the mouse is dragged horizontally across the Time Ruler, both screens in the preview window will be updated to show how the page will appear at this point in the animation sequence. Dragging the mouse to the right will preview the sequence forward. Dragging the mouse to the left will preview the sequence backwards. The Animation Sequence can also be previewed using the <→> and <←> cursor controls keys.

Keyframe editor

The Keyframe Editor Window (shown below) has the controls that are used to define how the layer will appear at the selected position in the animation sequence. You can vary the cropping, size, and position of the layer, as well as the blur and fade levels.



Keyframe Editor

The top of this window has two display screens. The left screen is used to select the portion of layer to display (cropping). The right screen is used to select the size and position of the text that is selected by the left window.

Cropping window

The left screen shows the layer at its normal size. A red rectangle appears around the portion of the layer that will be displayed. This red rectangle has smaller rectangles attached to the corners, these are handles. Clicking on one of these handles and dragging it to the new position can change the size of the selection rectangle. Placing the mouse inside the rectangle, then clicking the mouse and dragging it to the desired position can move the entire rectangle. Notice that while this rectangle is being changed, the right screen is automatically updated to show the current selection.

Underneath the left screen are some numbers. These indicate the position of the Top, Bottom, Left, and Right sides of the rectangle. These values are automatically updated when the rectangle is moved. You can also enter these numbers directly, or you can "fine tune" these numbers by using the increment and decrement buttons to the right of the number.

There's also a "Full Screen" button. Pressing this button automatically changes the selection rectangle to select the entire layer.

Placement Window

The right screen is used to select the size and position of the text that is selected by the left screen. A red rectangle appears where the selected text will be displayed. The position of this rectangle controls the position of the text; the size of this rectangle controls the size of the text. This rectangle also has handles. Clicking on one of these handles and dragging it to the new position can change the size/position rectangle. Placing the mouse inside the rectangle, clicking the mouse, and dragging it to the desired position can move the entire rectangle. Notice that while this rectangle is being changed, the screen is automatically updated to show the selected text at the current size and position.

Underneath the right screen are some numbers that indicate the position of the Top, Bottom, Left, and Right sides of the rectangle. These values are automatically updated when the rectangle is moved. You can also enter these numbers directly or you can "fine tune" these numbers by using the increment and decrement buttons to the right of the numbers.

Below the right screen are three buttons (Full Screen, Original Size, and Original Position). These buttons are used to easily set the rectangle size and position to common values. Pressing the "Full Screen" button will display the selected text the full size of the screen. Pressing the "Original Size" button will display the selected text the same size as it is displayed on the left screen. Pressing the "Original Position" button will display the selected text at the same position as it is on the left screen.

When positioning the text you may want to align it with text on other layers. There are four buttons (Nothing, Background Video, Layers Behind, and All Layers) that allow you to select which other layers you want to preview the selected layer with. Selecting "Nothing" will display only the selected text against a black background. If you select "Background Video" the selected text will be displayed over the background video image. If you want to see the selected text along with all of the layers that are behind it, press the "Layers Behind" button. Pressing the "All Layers" button will display the selected text with all of the other layers on the page.

Preserve Aspect Ratio

Quite often you will want to change the size without distorting the image. To do this the height and width must be changed by a proportional amount. Sometimes this can be difficult. If you select the "Preserve Aspect Ratio" mode by pressing the "Preserve Aspect Ratio" button the program will take care of this for you. When in this mode changing the height of a rectangle will automatically change the width by the correct amount. Changing the width of the rectangle will automatically change the height by the correct amount.

Fade Level

You can also control how much the layer is faded in or out. The "Fade Level" slider is used to select this. A fade level of 100% will display the layer at full intensity. A fade level of 0% will display the layer completely faded out (not show it at all). Any number in between will display the layer semi transparent.

Blur Level

The layer can also be de-focused using the "Blur Level" slider. Setting the blur level to 0% will display the layer with its original sharpness. Increasing the blur level will make the layer appear blurred. One note of caution: the more blurred you make the layer, the more time it takes to update the display. Also, using very high levels of blur will increase the time it takes to render the animation sequence.

When you're done editing the keyframe press the "OK" button. Pressing the "Cancel" button will discard any changes that you made to this keyframe.

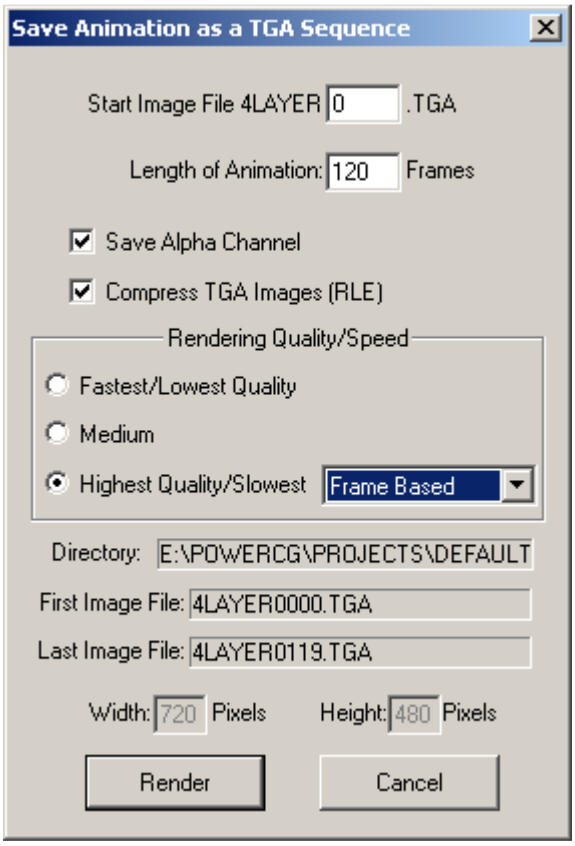
Rendering

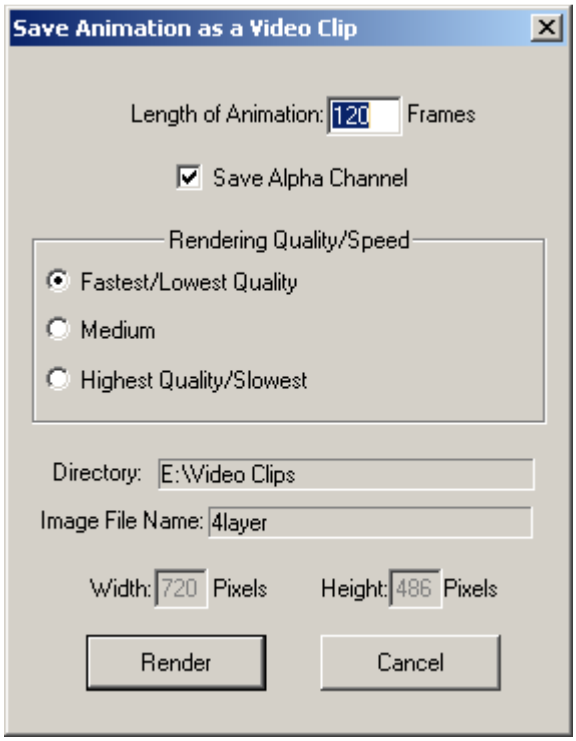
Once the text has been composed and the motion paths defined, the animation sequence is now ready to be rendered. It can be exported as a sequence of TGA images or as a Video Clip.

To render the text animation sequence, use the "Export Text Effects Animation" command from the Text FX's "File" menu. This can also be accomplished by pressing a little "Film Clip" button on the toolbar. Select the folder, the filename, and the type of file that you want to use to save the animation sequence. To render the animation sequence as a group of TGA images, select "TGA Sequence" as the file type. To render it as a Video Clip, select "Video Clip" as the file type.

If the animation sequence is rendered as a series of still images, a four-digit number will be appended to the end of the filename that you select. For example, if you select the filename "TEMP" the first image in the sequence will be saved in the file "TEMP0000.TGA" the second image in the sequence will be saved in the file "TEMP0001.TGA" and so on.

Once the folder and the filename have been selected the "Save Animation as a TGA Sequence" window or the "Save Animation as a Video Clip" window (both shown below) will appear. This window lets you choose some optional settings before you start rendering.





The first option is the four-digit number that is appended to the first image in the sequence. This defaults to 0000 but can be set to any value. When setting this value you should not make it so large that the last image file has a number larger than 9999.

The second option lets you set the length of the animation sequence. This number is in frames. If you are using NTSC (30 frames per second) and you want to make the animation sequence 10 seconds long, set this value to 300 frames.

There are two check boxes (Save Alpha Channel and Compress TGA Images) that allow you to select the format that the TGA images are stored in. If the "Save Alpha Channel" box is checked, 32-bit TGA images with an 8 bit alpha channel will be created. If it is not checked, the sequence will be saved as 24 bit TGA images without an Alpha Channel. Some systems can handle Run Length Encoded (RLE) compressed TGA images. This can reduce the amount of disk space needed to hold the animation sequence. If your system can handle RLE compressed TGA images, this box should be checked unless it slows down the system too much.

Rendering Quality/Speed

When rendering an animation sequence the processor must make many calculations to render the images at the highest quality. This can take a lot of time to render. There are also other ways of rendering that are faster but may not yield the highest quality images. The program gives you three options. The first option is "Fastest/Lowest Quality". This is the quickest way to render an animation sequence, but gives you the lowest quality images. The second option is "Medium". This is a compromise between the highest quality rendering and the fastest rendering. The last option is "Highest Quality/Slowest". This mode yields the highest quality images, but this may take a long time to render.

Frame/Field Based Rendering

When the highest quality rendering is selected you are presented with another rendering option. A drop-down list box appears so that you can select whether to do frame or field based rendering.

There are two types of video, Interlaced and Non-Interlaced (Progressive scan). NTSC, PAL, and SECAM video is all interlaced. Interlaced video consists of two fields that are displayed in two passes. Each field contains every other scanline in the frame. One field has the even numbered scanline; the other field has the odd numbered scanline. Interlaced video displays the first field of alternating lines, and then displays the second field to fill in the gaps left by the first field. When motion is displayed in interlaced video, the object may have moved between the time the first field was displayed and when the second field is displayed. If this fact is not taken into account, the motion may not appear to be smooth.

To further complicate matters, some systems display the even scanline first while other systems display the odd scanline as the first field. So the program gives you two field rendering options (Field Order A and Field Order B). As a general rule, if you are creating non-interlaced video you should use frame based rendering. If you are creating interlaced video you should use field based rendering. Some experimenting may be necessary to select the proper setting for your system. But once the proper setting is found, it should never change.

The bottom of this window displays some information about the image files that will be rendered. This includes the directory (folder) that the files will be stored in, the filename of the first image file, and the filename of the last image file. It also displays the height and width (in pixels) of the image files that will be created.

When you have selected the options that you want, press the "Render" button. The "Save Animation as a TGA Sequence" window will change to show the rendering progress as well as an estimated time of how much longer the rendering should take. To cancel the rendering press the "Cancel" button and rendering will stop. When the rendering is complete, a message will appear telling you that the text animation sequence was created successfully.

Rendering speed considerations

One of the big advantages of using a program to do video effects instead of hardware is the fact that you don't have to spend a lot of money on specialized hardware. One of the big disadvantages is that everything has to be rendered. You can spend a lot of time waiting for animation sequences to render. This section will give you some hints on how to reduce the amount of time you spend rendering.

Processor Speed

The most obvious way to speed up rendering is to use a faster processor. I know, you're working with video, so you're probably already using the fastest processor(s) available.

Make sure you have adequate RAM

Windows uses virtual memory. This means it can use more memory then is actually installed. To do this its swaps memory that hasn't been used recently out to the hard disk. Of course it takes time to do this. So if your computer is doing a lot of memory swapping, it will slow down your entire system. 64 MB of RAM should be adequate to use Text FX. However, if you're going to have other programs running at the same time you will probably need more.

Rendering Quality

The program offers three rendering qualities. The lowest quality renders much faster than the highest quality. Many users use the lowest rendering quality when doing test renders (just checking to see how the animation will look). Once they are satisfied with the animation sequence, they will then do a final render at the highest quality.

Blur

Blurring the video requires a large amount of computing. The more blurred the layer, the more computation is required. This can take a lot of time. You should keep this in mind when doing test renders.

Partial Screen

Many times you'll just have a small amount of text on a layer. When you define your keyframes, instead of animating the entire layer, select just the text. This will save rendering time because the entire layer does not need to be calculated.

This page intentionally left blank

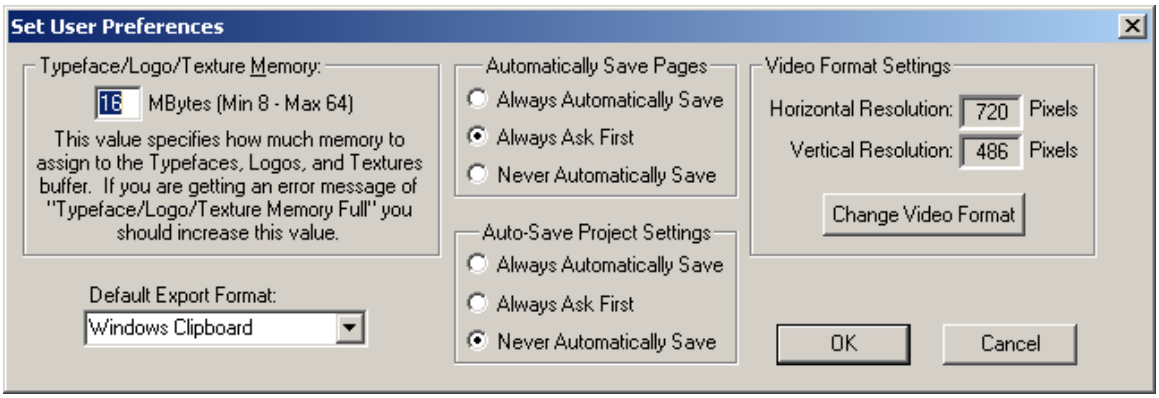
Chapter

14

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 (shown below) will appear.



The set user preferences dialog box is made up of the following controls.

Typeface/Picture Box/Texture Memory setting	Used to set how much memory to use for the Typeface, Picture Boxes, and Textures buffer.
Default Export Format	Selects the file format of the graphic to be generated when the Export Page button is pressed
Automatic Page Save mode	Used to select the Automatic Page Save mode.
Auto-Save Project Settings mode	Used to select the Auto-Save Project Settings mode.
Video Format Settings	Selects the size of the Title Graphics to be created.

Typeface/Picture Box/Texture Memory Setting

When the program starts, it allocates a block of memory that is used to hold Typefaces, Picture Boxes, and Textures. 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 more and bigger Typefaces, Picture Boxes, and Textures. 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/Picture Box/Texture Memory full" you should increase this value.

Default Export Format

The program creates a Title Graphic whenever the Export Page button is pressed. This Title Graphic has the same name as the page (of course the file extensions will be different). This control lets you select the file format of this Title Graphic.

The Title Graphic can also be exported to the Windows Clipboard. When a Title Graphic has been exported to the clipboard, other graphic programs using the “Paste” function can use it.

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 won’t have the option of discarding the changes that were made.

Always Ask First

This setting will ask your permission before saving the page to disk. If the page has not been modified, 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.

Auto-Save Project Settings mode

Various settings are saved with the Project Settings in the project file. This file has the same name as the project with a .SET extension (for example, the project MY_PROJECT would be defined in a file called MY_PROJECT.SET). This file contains the following default settings:

1. Character Attributes
2. Style Gallery
3. Color Gradients
4. Default Color Palette
5. Loaded Typefaces
6. Loaded Textures
7. Default Directories/Folders
8. Safetitle Margins
9. Tab Settings

When a new project is opened, or the program is exited, any changes that you have made to these settings will be discarded unless the project settings have been saved. These controls let you select whether or not to automatically save the project settings.

Always Automatically Save

This setting will automatically save the current project settings to the project file without prompting you. Use this setting with caution. Any changes you make to the current settings will be saved. You don't have the option of discarding the changes.

Always Ask First

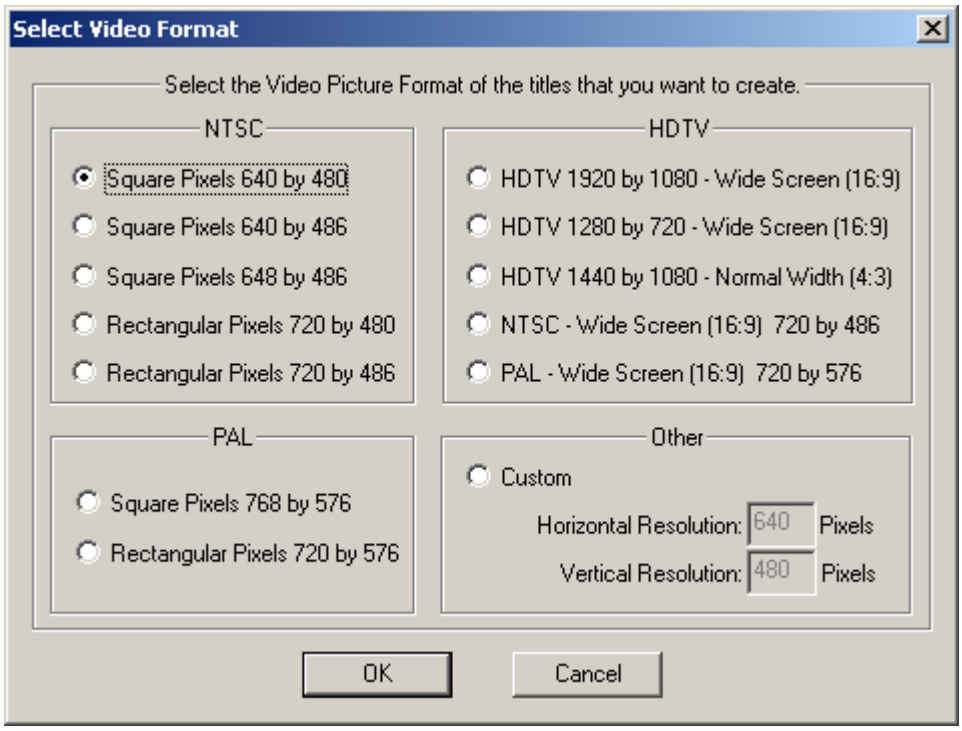
This setting will ask your permission before saving the current project settings.

Never Automatically Save

This setting will never automatically save the project settings. You must use the "Save Project Settings" entry from the "File" menu to save any changes that were made to the current project settings.

Video Format Settings

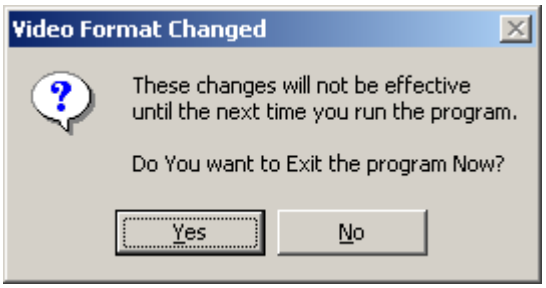
The values in "Video Format Settings" indicate the display resolution that the program is currently configured for. Some Display Cards control the Video Format; other cards expect the program to determine the Video Format. Pressing the "Change Video Format" button will display the "Select Video Format" window (shown below).



Select Video Format Window

This window lists the standard Video Formats. If you have a High Definition (HD) version of the program, the "HDTV" selections will be enabled. When a standard Video Format is selected, the program configures itself with the required display resolution and pixel aspect ratio (square or rectangular). If none of the standard formats suit your needs, you can select a "Custom" format. When this button is checked you can enter the desired display resolution. The "Custom" format will create square pixels.

The program must be restarted before the Video Format changes will take effect. You will be reminded of this by displaying the "Video Format Changed" Window (shown below). Press "Yes" to restart the program.

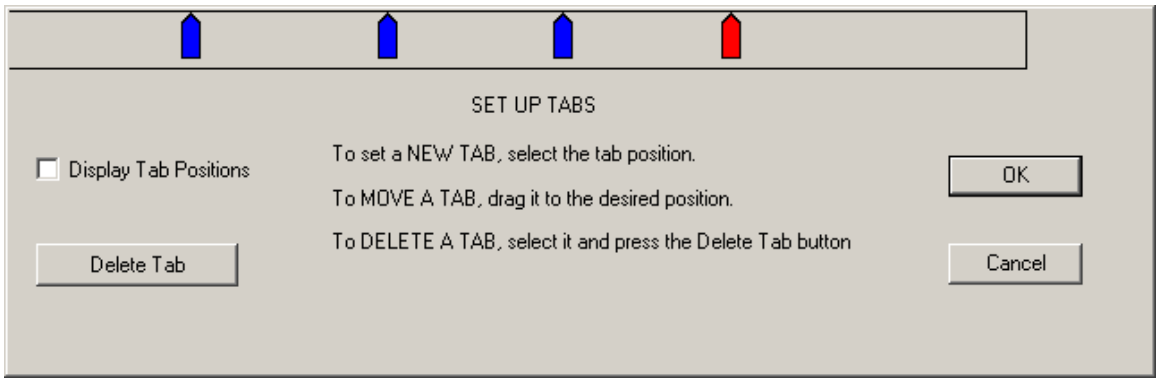


Video Format Changed Window

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.

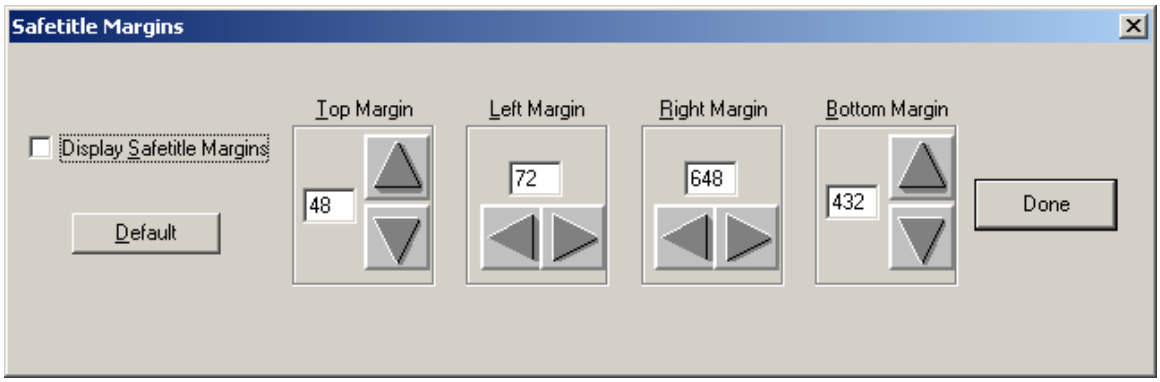
Delete a Tab

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.

Safetitle 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 "Safetitle Margins" command from the "Settings" menu. When this is done the Safetitle margins dialog box (shown below) will appear.



Use the "Display Safetitle Margins" check box to hide or display the Safetitle margins on the screen. The Safetitle margins are displayed on the screen whenever the "Safetitle Margins" window is displayed, regardless of the state of the "Display Safetitle Margins" check box.

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

Moves the margin up one scanline.

Moves the margin down one scanline.

Moves the margin left one pixel.

Moves the margin right one pixel.

You can also set the margin positions by entering a value directly.

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

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

Lower Third Mode

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

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

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

Default Directories

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

Page Directory

The pages for the current project.

Exported Graphics

Graphic images that are exported when you press the "Export Page" button.

Imported Graphics

Where the program will look for Background Images if they are not found in their original location.

Typeface Directory

Typefaces

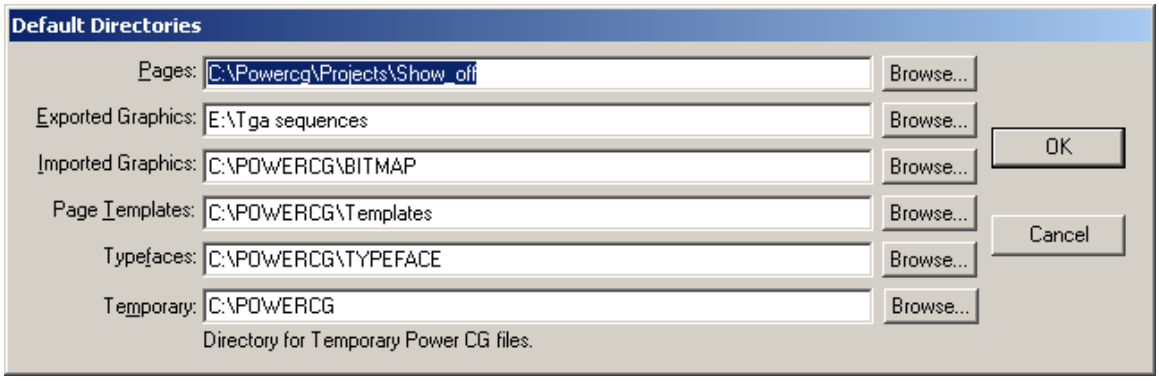
Page Templates

Where the Page Templates should be stored. They will only appear in the Page Template Gallery if they are stored in this directory.

Temporary

This is the directory that the program will use for any temporary files that it needs to create.

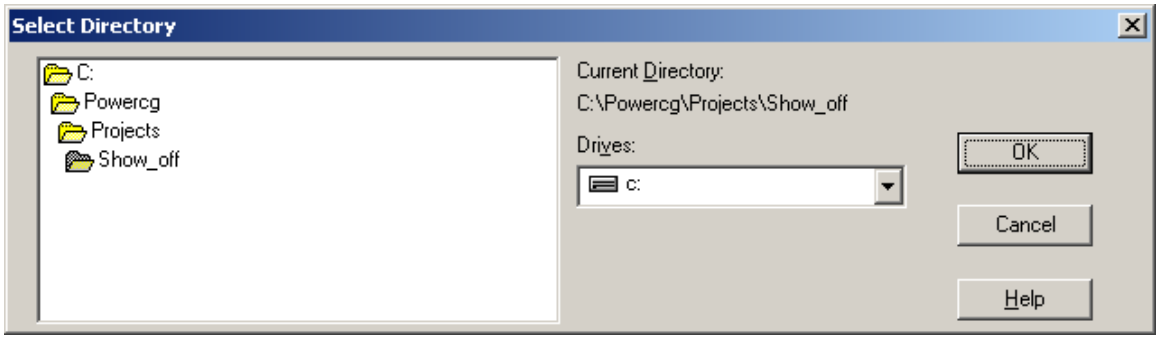
To change the default directories, select the "Default Directories" command from the "Settings" menu. When this is done the "Default Directories" Dialog box (shown below) will appear.



This dialog box displays the default directories and their current settings. The path can be entered directly, or you can browse for the desired directory.

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

To browse for the desired directory, press the "Browse" button next to the directory that you want to change. When this is done the "Select Directory" dialog box (shown below) will appear.



Use this dialog box to select the new default directory. The controls in this dialog box do the following:

Directories List
Use this control to select the default directory.

Drives
Selects the drive that contains the desired default directory.

OK button
Press this button when the directory is selected.

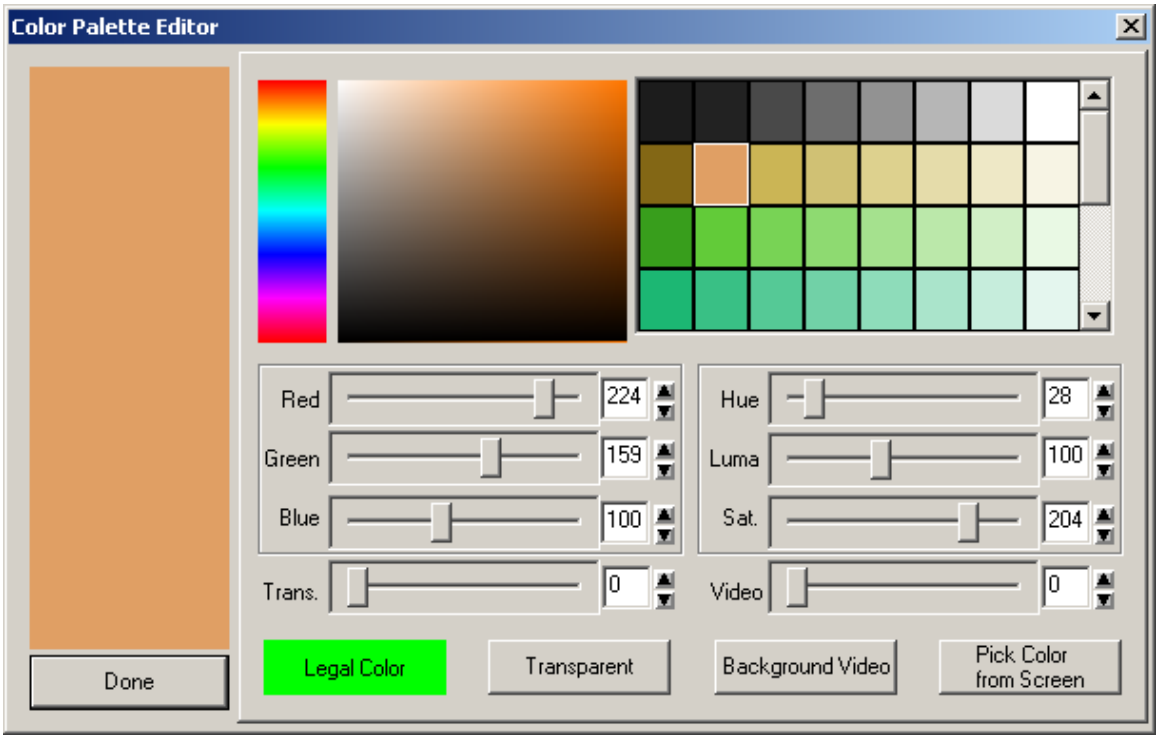
Cancel button
Press this button to cancel the directory selection.

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

Once the new default directories are selected they must be saved as part of the project settings. Otherwise, they will revert to the old settings when the project is opened again.

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 it with 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). You can use either set of sliders to adjust the color. Changing one will automatically change the other.

There are four ways to adjust the RGB, HLS, Transparency, and Background Video levels. They can be adjusted by dragging the 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 in the number box and dragging the mouse will also change the values.

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.

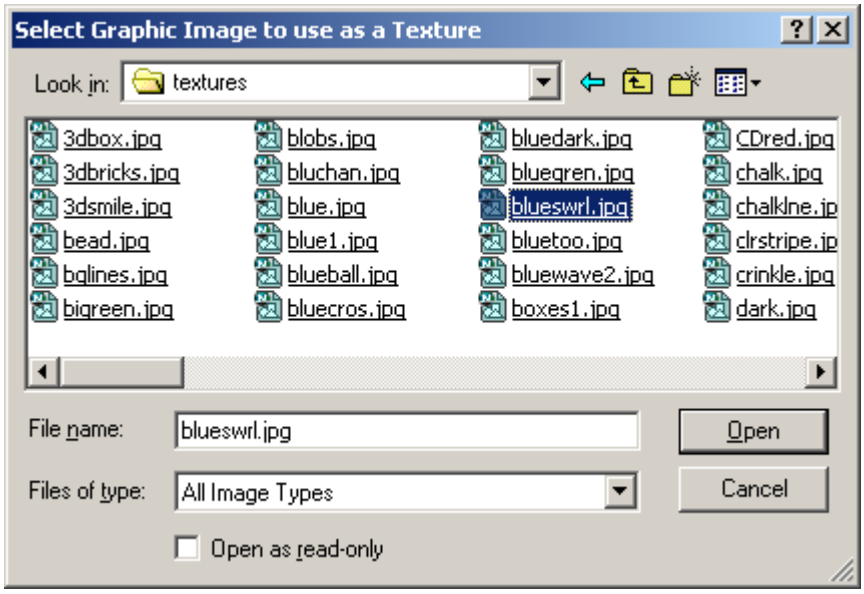
When you have selected the desired color for the color palette entry, you can select another color to modify from the color palette. When you are done modifying the color palette, press the "OK" button and the Color Palette Editor window will close.

Once the color palette has been modified, the changes must be saved as part of 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 will be automatically loaded.

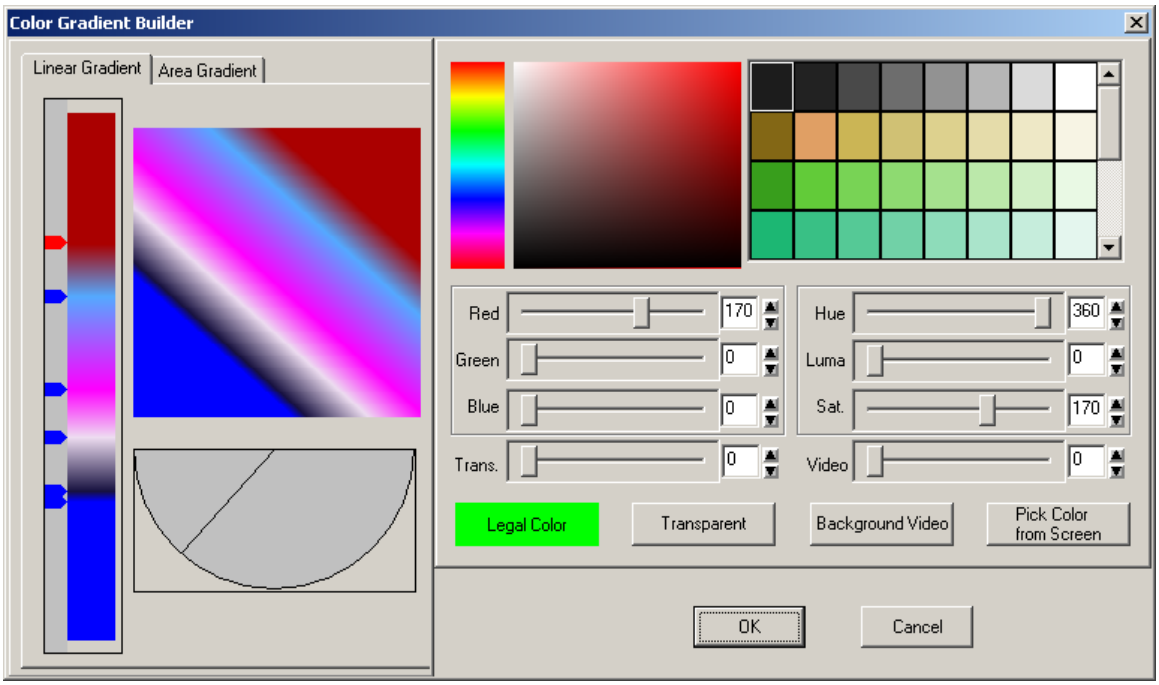
To load a new texture, the texture selection window must be displayed. You can display the textures selection window by selecting the "Colors" tabs from the Control Tabs Window and then pressing the "Textures" button. Position the mouse over the texture entry that you want to replace with the new texture and double-click it with 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 it with the left mouse button. When this is done the color gradient builder (shown below) will be displayed.



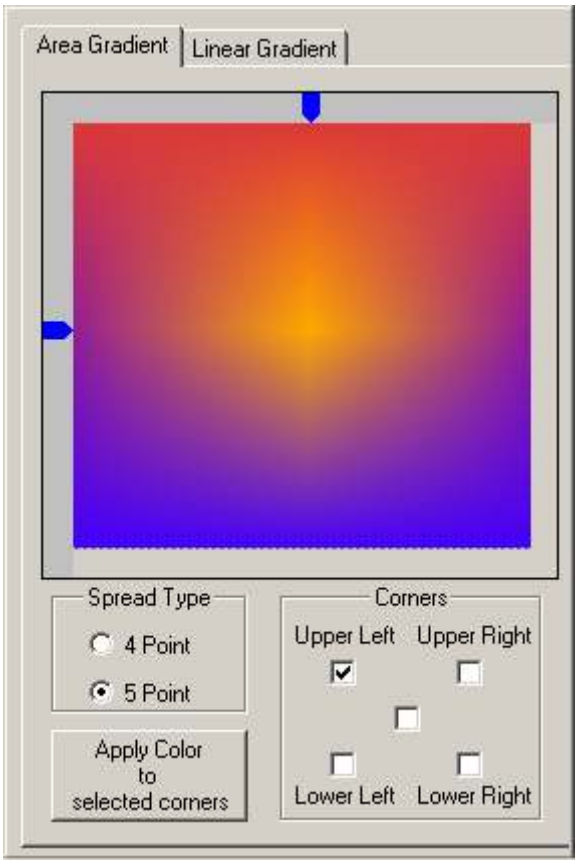
The color gradient builder has two major sections, the Color Selection section (on the right) and the Color Point Placement and Selection section (on the left). The Color Selection section is used to select the color of each point in the color gradient. The Color Point Placement and Selection section is used to select which point that you want to change the color of, and to change the position of the color points that make up the Gradient.

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

The color point placement and selection section has two tabs. One tab is used to edit Area Gradients and the other tab is used 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 marker 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.

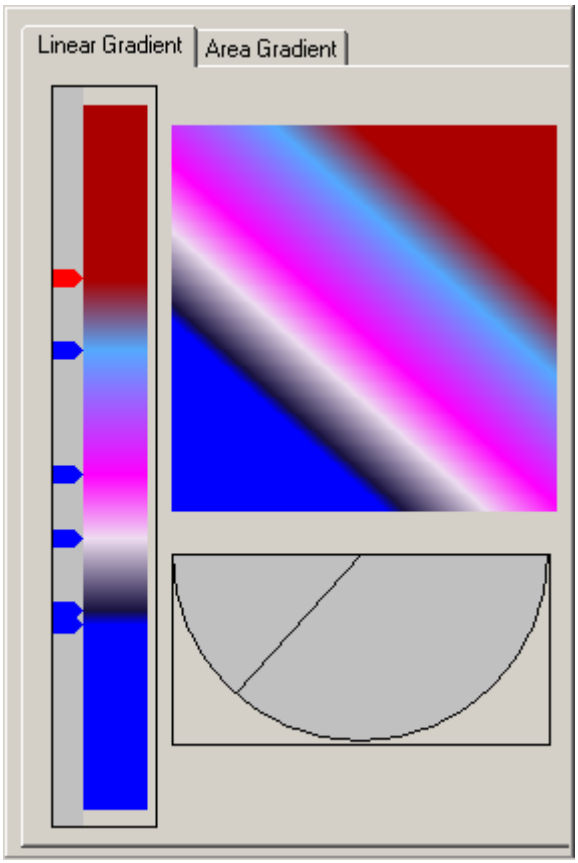
The Corners group is used to select the color point(s) of the Area Gradient that you want to change the colors of. If the color gradient is a 4 Point Area Gradient, four check boxes will be displayed representing each corner of the gradient. If the color gradient is a five point Area Gradient, an extra 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 at a time. When you select a different color (in the color selection section) all of the selected points will be updated to the new color.

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

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

Linear Gradients

The Linear Gradient tab (shown below) is used to edit Linear Color Gradients.



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

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

Set a New Color Point

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

Move a Color Point

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

Delete a Color Point

To delete an existing color point, select the marker that you want to delete by moving the mouse over it and pressing the left mouse button. The marker will turn red to indicate that it is selected; all other non-selected markers will be blue. Press the <Del> key on the keyboard, and the selected marker (and color point) will be deleted.

Change the Color of a Color Point

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

Rotating a Linear Gradient

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

Selecting a Color for the Color Point

Once you have selected which point(s) that you want to change the color of, use the Color Selection controls (on the right hand side of the Color Gradient Builder) to select the new color. The Color Gradient Builder has three methods of selecting a color. You can use either 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, left click the desired color. 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). You can use either set of sliders to adjust the color. Adjusting one will automatically change the other.

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 will 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 will 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 as part of the project settings. Otherwise they will revert to the old Color Gradients when the project is opened again.

Chapter

15

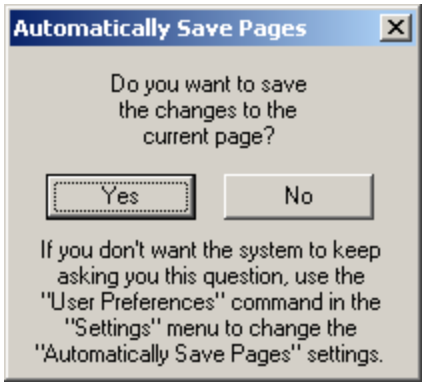
Exiting Media Creator II

Well, all good things must come to an end. This is also true of manuals and of programs. Manuals just sort of fade into the back cover. But programs need to be exited.

When it's time to exit Media Creator II, 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>.

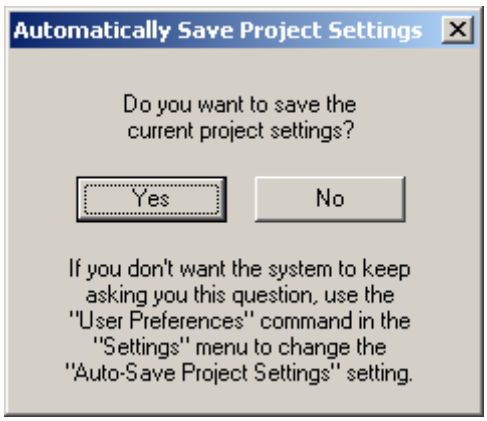
Any page changes or settings changes that are not saved will be lost when you exit the program.

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.

If the “Auto Save Project” setting mode is set to “Always ask First”, the program will display the following message box just before the program exits.



This message box gives you the option of saving the current project settings before you exit.

The current project settings include the following:

1. Character, Edge, and Shadow attributes.
2. Style Gallery
3. Color Palette Settings.
4. Color Gradients
5. Loaded Typefaces
6. Loaded Textures
7. Typing mode
8. Lower Third mode
9. Default Directories
10. Any changes that you made to the Safetitle Margins, and Tab Settings.

Press <Yes> to save the project settings and exit the program. If you save the settings they will be restored the next time you open the project. Press <No> to exit the program without saving the settings.

We hope you have enjoyed using Media Creator II.