

## Lyric® Version 7.0 Release Notes



**December 19, 2008** 

### A NOTE ABOUT LYRIC SOFTWARE LICENSING:

Dongles that have enabled older versions of Lyric on existing Chyron systems ARE NOT compatible with Lyric Version 7. They must therefore be reprogrammed. Please contact Chyron Customer Service at 631-845-2132 if you are upgrading a Chyron system to Lyric Version 7.

Newly-purchased Chyron systems include either Lyric 7.0 Standard or the Lyric 7.0 PRO option, as ordered by the customer, with the purchased options enabled. Hence, no licensing updates are required.

- To purchase and enable additional software options, please contact Chyron Customer Service.
- Newly purchased Lyric 7 Offline and Lyric PRO Offline packages include a dongle kit programmed with the appropriate options.

Please contact Customer Service with any other questions regarding dongles. Expanded instructions are appended at the end of this document.

## Introduction

Lyric is Chyron's powerful, award-winning graphics application, featuring 2D/3D animation creation and HD or SD real-time playout, especially suited to live broadcast. The Lyric PRO option adds a host of advanced features, including persistent objects, continuous rendering, Interactive Messages, hierarchical animations, multiple timelines and much more. Lyric is supported by Chyron's CG/graphics system line, and is supplied standard with those systems. The Lyric PRO option is supported on select Chyron systems; for more information, contact Chyron Customer Service. For offline creation capability, Lyric Offline and Lyric PRO Offline can run on a Windows PC.

#### **Important Note**

Lyric 7.0 marks the debut of Chyron's new 3D Text Renderer. This significant enhancement affords the user improved playout performance as well as support for rich text and complex scripting languages. 3D text built in Lyric Versions 6.5 RU3 and earlier may appear slightly differently than originally intended. This will *not* occur in every 'legacy' message containing 3D text. Chyron recommends that previously built messages with 3D text be recalled and played to air to check the display. If such 3D text does not display as desired, it should be replaced.

## **Online Help System**

User documentation for Lyric can be accessed by clicking the Help entry on the Menu Bar. Context-sensitive Help

for most parts of the user interface can be accessed by pressing the F1 key or by clicking the *M* button in the Windows toolbar in Lyric. Downloadable updates to Lyric's Online Help and release notes can be accessed from <a href="http://www.chyron.com/support/downloads/manuals.aspx">http://www.chyron.com/support/downloads/manuals.aspx</a>.

Lyric Online Help is contained in a file called **Lyric.chm**, which is located at the root of Lyric 7's installation directory. Lyric.chm may be copied to any Windows system's desktop (or any other convenient location) for offline viewing and printing. Internet Explorer is required to open the file.

## New Features in This Version of Lyric/Lyric PRO

These Release Notes contain the most up-to-date information on the product. However, as mentioned above, the Online Help file is constantly being updated and may be downloaded from the Chyron website at <a href="http://www.chyron.com/support/downloads/manuals.aspx">http://www.chyron.com/support/downloads/manuals.aspx</a>. Updated Release Notes in .PDF form may also be available at the above address.

#### **3D Adaptive Primitives**

In addition to existing import capability for 3DS and OBJ models, Lyric Version 7 introduces optional support for six new adaptive primitives that may be created within the Lyric application itself. Their attributes are keyframeable and may be modified programmatically. The adaptive primitives include: cone, cube, cylinder, pod, sphere and torus. Adaptive primitives are inserted into the scene from the Lyric toolbar (Tools > 3D Object > 3D Object Primitive). Once added to the scene, their properties may be modified from the Properties menu's **Plugin** tab.

#### 3D Text Renderer/ 3D Text Templates and Foreign Languages

New with Lyric Version 7.0, the **Text** tab on the Properties menu allows a wide range of options for composing and editing content within 3D text templates. **Note** that foreign language input must be managed via the IME selection button on the Text Properties menu itself, and not with the Windows Language controls on your desktop. **Note** that significant features of the 3D Text Renderer are controlled via the 3D Text Templates dialog.

#### **XMP Facility**

With Lyric Version 7.0, update of 2D templates and replacement of 2D objects may be driven by metadata formatted in Adobe's Extensible Metadata Platform (XMP<sup>™</sup>) format.

#### **FBX Capability**

With Version 7.0, Lyric is able to open **.fbx**-format files, of the type created by Autodesk<sup>®</sup> applications such as **Maya** and **3ds Max**. FBX-created scenes thus opened on the Lyric Canvas may be further edited, modified and saved as Lyric messages.

#### Virtual Output

Lyric 7.0's Virtual Output capability affords the offline Lyric user the ability to see complex compositions, including multiple messages and transition effects, as they would appear on the output of online systems.

In the current release, a problem with Lyric PRO Offline dongle licensing prevents the enabling of the Virtual Output option. If you have purchased this option, please call Customer Service at 631-845-2132 for a temporary workaround. Using the currently configured dongle, however, Lyric PRO will operate with the exception of Virtual Output. Note that this problem does NOT affect operation of Lyric PRO Online, on Chyron systems.

#### **Program/Preview**

The Program Preview feature duplicates the currently active Frame Buffer's content onto another Frame Buffer in your system, making for an Air/production-quality Preview monitor signal. This capability differs from Lyric's Clone Canvas Window option, which displays only the system video card's output.

#### Other enhancements in this version of Lyric/Lyric PRO

- New LEIF methods have been added to guery XMP namespace and key data.
- The Template Update feature has been expanded to add instant-replacement control over Images, Movies and 3D Objects, as well 2D- and 3D text.
- A significant option has been added to Lyric's Intelligent Interface facility, enabling a new method of • updating text templates and template objects on the Canvas.

### Installation from this release's new Lyric disc

To install this new software, insert the Lyric disk into the CD or DVD drive of the Chyron system. An information page with links to the Lyric installer, drivers, utilities and documentation should automatically open. If it does not open, use Windows Explorer to view the files on the CD, and click on Setup.html.

Under the Lyric heading in the left navigation pane, click the Install link, and then click Open to start the installation. Follow the instructions to complete Lyric or Lyric PRO installation. **eFX Plugins** are necessary for systems with eFX frame buffer(s) and/or eFX clip player(s). The **NVIDIA Drivers** are required for all systems, but vary with the system's video card (see below). The CMix Plugin is necessary only for systems using a CMix SD Mixer. Installation instructions for all follow.

#### **Drivers and Plugins**

New systems are delivered with Lyric or Lyric PRO installed. Before installation of any Lyric updates, drivers or plugins, any open instance of Lyric or Lyric PRO should be closed. Wait for thirty seconds before beginning the installation. If, after the Lyric or Lyric PRO or plugin installation, an error message appears, indicating the presence of a duplicate LEIFLet, the system must be rebooted.

#### **eFX** Plugin

A system with an eFX frame buffer(s) and/or an eFX clip player option(s) must have the most up-to-date **eFX** Plugin installed. The eFX plugin 202 is to be found on the installation disk, or via the download instructions above.

#### **NVIDIA®** Driver

NOTE: The following recommendation supersedes any conflicting recommendation that may be present in the Online Help.

- For GeForce 8-series boards, driver version 180.48 should be installed. •
- For all other NVIDIA boards, driver version 169.21 should be installed.

These are the NVIDIA drivers tested and approved by Chyron at the time of this writing, and these recommendations supersede previous driver recommendations. The correct drivers are available on the Lyric 7 installation disk, in the Utilities\VGA Drivers\nVIDIA folder, or via the download instructions above.

#### **CMix Plugin (SD Only)**

Where a Chyron CMix is in use with the system, a CMix Plugin must be installed. The current plugin is CMIX build 123, and may be found in the CMix folder on the installation disk or , or via the download instructions above. **Chyron Corporation** Publication No. 2A02305, Rev A 3

#### **GPI/O Installation and Support**

IMPORTANT - Regarding GPIs and Lyric 7.0! If upgrading to Lyric 7 on a system with GPIs, please refer to the Utilities page of the Lyric installation disk for important information. Installation instructions for the PCI Express, PCI and external USB GPI/O options are appended to these release notes.

#### A note Regarding CODI Frame Buffer-Based Systems and Systems Containing a CODI GPI I/O Board:

A GPI I/O board driver installer is not necessary for MicroX Digital SD, MicroX Analog SD and other CODI frame buffer-based systems. In addition, systems that contain CODI-based GPI I/O boards do not require driver installation. GPIs are resident on CODI boards and do not require separate driver installation.

## Downloading Driver, Plugin and Help updates from the Chyron website

To access the download area of our site, http://www.chyron.com/support/downloads/software.aspx as cited above, you must log in. Accessing this address directly without log-in does not present a problem. You will have the opportunity to log in at this address within the Chyron site without returning to the site's main page. If you are not registered with our site, doing so will allow you access to a variety of support resources such as product documentation, as well as our Knowledge Base and User Forum. Once at the address above, follow these steps:

Near the top of the page, click **Support**. At left, click **Downloads**.

#### For Online Help

Use the "Select A Product" dropdown menu to select HyperX2, and click the GO button. This will afford you access to the latest Lyric documentation, regardless of the hardware platform on which you are operating. You may select downloads such as:

> The current Lyric Online Help file. Note that this can be a large file, and may take some time to download. This file is called Lyric.chm; download it to your Desktop or other safe location for later copying to your Lyric installation directory. Check the date and version of your newly-downloaded Lyric.chm before copying it into your installation directory, as this action will overwrite the Lyric.chm file previously located there.

The procedure for using Lyric's Clone Canvas Window was originally developed for use with Chyron HyperX2 systems. This function and its setup procedure have been updated for use with a variety of Chyron systems. The procedure's .PDF document is known as 2a02283.

Release Notes and Online Help files for earlier releases of Lyric.

For Drivers and Plugins Use the "Select A Product" dropdown menu to select your hardware system, and click the GO button.

Depending on your system, you may select downloads such as:

The **eFX plugin version mentioned above.** Among several listed, this selection is the most current. The plugin package mentioned here includes a driver for the eFX board itself, Lyric's plugin for operating the board with current Lyric features and the Leitch Conversion Utility, which converts older Matrox hardware-compatible clip files into files that maybe played with the eFX board's clip facility.

The **NVIDIA driver** for your system's VGA card, which is vital to Lyric's operation. Posted at this location will be the NVIDIA driver tested by Chyron for your system and the current version of Lyric.

**CMix** Plugins for use with Chyron's external, USB-controlled SD video mixer.

**Matrox DigiUtils** files for use with Matrox-type clip hardware.

## **Bug Fixes**

- Previous versions of Lyric 7.0 incorrectly reproduced font sizes in 3D Templates in Lyric messages created with versions 6.5 and earlier. This problem has been corrected.
- Previous versions of Lyric were subject to occasional exceptions when retrieving active transforms via LEIF operations. This problem has been corrected
- In previous versions of Lyric, thumbnails generated by the XML plug-in for CAMIO appeared with the wrong aspect ratio. This problem has been corrected.
- In previous versions of Lyric, 3D-text Rolls, Crawls and Type Ons could not be created with the use of Macros. This problem has been resolved.
- In previous versions of Lyric, enabling the Preview Channel did not eliminate display of all frame buffer windows. This problem has been resolved.
- Previous versions of Lyric failed to reproduce Crawls, Rolls and Type Ons when played to the Preview Channel. This problem has been resolved.
- In previous versions of Lyric, when working with CAMIO, Template Data Messages did not work properly when the Maintain Size option was enabled in Image Properties. This problem has been resolved
- In previous versions of Lyric, legacy messages containing Movies as textures were rendered incorrectly to the Preview Channel. This problem has been resolved.
- In previous versions of Lyric, animations jittered at a Pause when the option **Display All Frame Buffers** (Preferences>Windows) was enabled. This problem has been corrected.
- Legacy messages containing 3D text templates re-recorded for use in Lyric 7 were not reproduced correctly in earlier Lyric 7 builds. This has been corrected.
- In previous versions of Lyric Standard, the **Swap** function caused instability. This problem has been corrected.
- In previous versions of Lyric, the Field Based Render checkbox setting for Flipbooks (Tools > Flipbook or Flipbook context menu > Show Flipbook Properties) was not retained when the message was saved. This problem has been corrected.
- Previous versions of Lyric did not retain Global GPIs when included in saved messages. This problem has been resolved, and any Global GPIs are now reproduced when a message is recalled.
- Previous versions of Lyric failed to record Macros containing the **Visible/Invisible** setting as applied to specific Nodes. This problem has been corrected.
- In previous versions of Lyric, 0% opacity could not be applied to 2D text in conjunction with Advanced Text Effects' Horizontal Blur option. This problem has been corrected.
- In previous versions of Lyric, the VGA Auto-Preview option for Playlists did not work. This problem has been corrected.
- In previous versions of Lyric, a 2D text Type On with the Soft option applied would not play on the system's VGA monitor. (This did not affect proper play on Output.) This problem has been corrected.
- In previous versions of Lyric, Flipbooks imported into 2D text windows displayed only a white area, as opposed to the Flipbook's expected appearance. This problem has been corrected.
- Previous versions of Lyric failed to properly import graphics with alpha information into 2D text windows. This problem has been corrected.
- Previous versions of Lyric were subject to problems when exporting animations as Quicktime movies. This problem has been corrected.

- In previous versions of Lyric, the Continuous Update option did not work with Crawls containing Arabic text. This problem has been corrected.
- Previous problems with the Center Last option for Crawls have been resolved.
- In previous versions of Lyric, messages containing Video Capture images reproduced the wrong Video Capture image upon message recall. Additionally, in Lyric Standard, a new Canvas opened for composition occasionally contained an unwanted Video Capture image from a previous message. This problem has been corrected.

#### **Known Issues**

- In the current release, a problem with Lyric PRO Offline dongle licensing prevents the enabling of the **Virtual Output** option. If you have purchased this option, please call Customer Service at 631-845-2132 for a temporary workaround. Using the currently configured dongle, however, Lyric PRO will operate with the exception of Virtual Output. Note that this problem does NOT affect operation of Lyric PRO Online, on Chyron systems.
- System instability can occur if **3D Text Templates** are mapped to multiple surfaces. To avoid this problem, do not use the same 3D text template in more than one 3D surface.
- **3D Text Renderer** (Text Properties menu): As above, 3D text built in Lyric Versions 6.5 RU3 and earlier may appear slightly differently than originally intended, in Lyric 7. This will *not* occur in every 'legacy' message containing 3D text. Chyron recommends that if such 3D text does not display as desired, it should be replaced.
- 3D Text Renderer (includes Workaround): Language selection for text composition should be made with the IME selection button on the Text Properties menu itself, and <u>not</u> with the Windows Language controls on your desktop.
- **Program/Preview** (includes Workaround): After playing a message containing a DVE object to output, the key combination CTRL+ALT+Q will not initially will not remove the DVE from Output. Repeating the key combination CTRL+ALT+Q will have the desired effect.
- Lyric Standard (includes Workaround): If an FBX model is imported into the Canvas, the Camera element on the Timeline must be extended to the duration of the longest element in the Timeline. If not, Lyric may crash upon Play.
- Find & Replace functionality (Control + H) does not work in this release of Lyric.
- Lyric's **Return-to-Canvas** setting (Preferences > CG Preferences > Completion Mode) may cause memory problems, which can affect ChannelBox operation.

#### **Other Suggestions/Workarounds**

- DO NOT drag entries from the Output branch of the Scene Tree to the Canvas branch of the Scene Tree.
- Intelligent Interface: "Support Embedded Commands" must be disabled in the Config > Intelligent Interface menu in order for certain symbols (such as the British Pound symbol, '£') to be processed properly.
- In the Surface Properties menu's "Minify" dropdown, Bilinear or Trilinear filtering is recommended for images and textures that have been scaled down.
- Full Screen Antialiasing should be enabled when 3D characters or objects are present in a Lyric composition.

## **The Clone Canvas Window Function**

#### NOTE

This function was originally documented solely for Chyron HyperX2 systems. However, the feature may be used on any system utilizing a video card with an S-video connector. This includes LEX2 and conventional HyperX systems. The following setup procedure has been updated accordingly.

Chyron systems graphics cards can deliver a duplicate of the Lyric Canvas to an analog TV monitor for preview use. This signal is derived from the picture displayed on your system's VGA or digital PC monitor, so changes to the video card driver's settings are required.

This document supersedes the "Graphics Card Preview Output" configuration procedure for earlier graphics cards. Setting up the Clone Canvas Window function involves configuration of your system's graphics card driver and a new Preferences option in Lyric. The driver configurations described here are based on setup of an EVGA Corp. e-GeForce 8800 GTS card, which is the video card supplied with HyperX2 systems at the time of this writing, along with other e-GeForce GTS cards.

Remember that this entire function and its settings are completely independent of the Air/Production outputs from the Chyron system's eFX, CODI or PCI Squeezeback boards. The sole purpose here is creating an extra output for monitoring the activity on the Lyric Canvas currently selected for editing.

#### NOTE

If your graphics card does not recognize your system's SVGA monitor, the NIVIDA driver's menus may identify it only as "Analog Display". This will not affect the setup process described herein.

- 1. Turn off your Chyron system.
- Connect an analog TV monitor, NTSC or PAL, to the S-video-type connector on your system's video card. For the 8800 GTS card, use the supplied RGB-type cable pictured below. For all other nVidia cards, use an S-video cable (not supplied) to connect the S-video-type connector on your system's video card to the analog TV monitor.



For the 8800 GTS card: Select one of these RCA-type plugs for connection to the TV monitor. Use the RCA-to-BNC adapter for attachment to an appropriate coax cable. Any of the three RCA-type plugs may be used for this purpose, but Chyron suggests settling on one of them in situations where multiple systems are using this type of setup.

- 3. After connection is complete, restart your system. The new connection is detected and the graphics card automatically outputs composite video for the 8800 GTS card setup and S-video for all other video card setups. However, new settings are necessary in your graphics card's NVIDIA control panel.
- 4. Access the NVIDIA Control Panel through Windows Control Panel or by right-clicking the desktop.



Having detected a new, additional monitor the graphics card's driver initially opens the Set Up Multiple Display menu as seen below.



If necessary, select Set up multiple displays in the Task panel at left. However, this should not be necessary. Note that use of the Run multiple display wizard option is NOT appropriate here.

- 5. In this part of the process, FIRST select As one large horizontal desktop (Horizontal span). Click Apply. The item you'll select in the next step may not appear until you take this action.
- 6. Next, select Configured independently from each other (Dualview). Click Apply. An extension of your system's desktop will appear on the TV monitor. It may be empty, displaying only the color of your desktop. You may wish to verify that you've effectively created a larger desktop by dragging a desktop item onto the area shown in the TV monitor.



#### NOTE

At some point in the procedure thus far, the display settings for your VGA or digital PC monitor may change. You may have to adjust the "Change Resolution" options under "Display" in the Task pane.

- 7. Return to the NVIDIA Control Panel's View menu and select Advanced Settings.
- NOTE THAT THE GRAPHICS CARD'S DEFAULT OUTPUT AT THE S-VIDEO CONNECTOR IS NTSC. To use a PAL monitor, select Change the signal or HD format under Video & Television, as seen in the following illustration. Again, remember that the connection of the TV monitor will have been detected by this point.



9. The above illustration shows the configuration for the 8800 GTS card setup described in Step 2. Note that under "Select the connector you would like to use.", Composite video is specified. In a configuration using an S-video cable, such as that used for non-8800 video cards, this option should be set to S-video, as follows:



- 10. Click Apply to commit to any necessary changes.
- 11. In the 3D Settings area, locate the Manage 3D Settings option. Click it and the Manage 3D Settings main menu appears in the right-hand pane.
- 12. Choose the Global Settings tab. Among the features listed, the Multi-display/mixed-GPU Acceleration selection will only appear if you have the system set for multiple display operation as described in the previous steps.

🞇 NYIDIA Control Panel					
<u>File E</u> dit <u>V</u> iew <u>H</u> elp					
Sack - S Advanced Setting:	s <del>•</del>				
Select a Task	Manago 3D Sottin				
⊡ 3D Settings	Manage 5D Settin	igo			
Adjust image settings with preview     Manage 3D settings     Monitor temperature levels	You can change the global 3D settings and create overrides for specific programs. The overrides will be used automatically each time the specified programs are launched.				
Display     Due display optimization wizard					
	I would like to use the following 3D settings:				
Adjust desktop color settings	Global Settings Program Settings				
Rotate display	<u>S</u> ettings:				
	Feature	Setting			
🖃 Video & Television	Anisotropic filtering	Application-controlled			
Adjust video color settings	Antialiasing - Gamma correction	On			
	Antialiasing - Mode	Application-controlled			
	Antialiasing - Setting	Application-controlled			
	Antialiasing - Transparency	Off			
	Conformant texture clamp	Use hardware			
	Error reporting	Off			
	Extension limit	Off			
	Force mipmaps	None			
	Multi-display/mixed-GPU acceleration	Single display performance mode			
	Texture filtering - Anisotropic sample opti	imiz Single display performance mode			
	Texture filtering - Negative LOD bias	Multiple display performance mode			
	Texture filtering - Quality	Quality			
	Description:				
	This listbox contains all of the features you car setting of a feature using the dropdown listbox	n adjust on your NVIDIA GPU-based graphics card. You can change the beside the feature name.			
	Typical usage scenarios:				
	Default 3D settings for your applications				

- 13. IMPORTANT: Choose Single Display Performance Mode. Once you've selected a new change to the NVIDIA settings, Apply and Cancel buttons will appear in the lower right corner of the window.
- 14. Choose Apply.
- 15. Close the NVIDIA Control Panel.

16. On the Windows Desktop, right-click and select Properties.



17. In the Display Properties menu, select Settings.

Display Properties				
Themes Desktop Screen Saver Appearance Settings				
Drag the monitor icons to match the physical arrangement of your monitors.				
12				
Display:				
Screen resolution Less More 1024 by 768 pixels				
<ul> <li>Use this device as the primary monitor.</li> <li>Extend my Windows desktop onto this monitor.</li> </ul>				
Identity Troubleshoot Advanced				
OK Cancel Apply				

- 18. Click the rectangular icon for monitor #2, representing the connected analog TV monitor.
- 19. Make sure that the checkbox Use this device as the primary monitor is NOT SELECTED. Make sure that the Extend my Windows desktop onto this monitor checkbox IS SELECTED.
- 20. Start Lyric.
- 21. Under the Config menu, select Preferences.
- 22. In the Preferences menu, select the Windows tab.

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23. On the Windows tab, select the Clone Canvas Window checkbox and click OK.

Preferences	×
CG Preferences Spelling Default Paths Animation Sett Basic Windows Scene Tree Properties Scene Graph Keyframe Graph Timeline Playlist Macros Clip Control Browser Use English Keyboard for Menu Input	ings Browser Alignment Windows Canvas Display All Frame Buffers Lock Canvas Size and Position Lock Viewport Sizes Clone Canvas Window Numeric Entry Enable Numeric Keypad Status Bar Info Default Update During Playback
	OK Help

The Canvas portion (only) of the Lyric interface appears on the TV monitor.

# Installation Instructions for the DIO-1616T-PE and PIO-16/16T(PCI)H GPI I/O Boards

(PCI Express)

#### NOTE

This procedure pertains to GPI I/O Board Driver Installer Version 1.1, for use with the GPI/O devices specified above. The installation software must be installed with the GPI I/O card not inserted into the unit. If it is in the unit, remove it.

- 1. Double-click on the installer, GenericGPI\_v1.1\_08Apr2008.exe
- 2. Click Next.
- 3. Do not change the Destination Folder. Click Next again.
- 4. Leave setup option to Typical. Click Next again.
- 5. Verify appearance of the following message: DllRegisterServer in C:\Program Files\Chyron\Generic GPI\Generic GPI.ocx succeeded.
- 6. Click OK.
- 7. Click Finish.

#### NOTE

Lyric will allow you to set any of the four ports (of eight I/Os each) as inputs or outputs. However, the GPI I/O board will only function with Ports 0 and 1 as dedicated input ports and Ports 2 and 3 as dedicated output ports.

You may test the GPI I/O board using the GPI test functionality in Lyric.

## Installation Instructions for the PCI-DIO24 GPI I/O Board and USB-1024LS External GPI I/O Unit

#### (PCI and External USB)

#### NOTE

If using the PCI-DIO24 GPI I/O board, it should not be installed in the system before installing the InstaCal driver. If it is in the system, then remove it.

If using the USB-1024LS external GPI I/O device, it should not be plugged into the system before installing the InstaCal driver. If it is plugged into the system, then unplug it.

- If a PCI-DIO24 GPI I/O board has already been installed in the system or a USB-1024LS external device has been in use with the system, then the InstaCal software necessary to run the board should already have been installed. Go to Start > Settings > Control Panel > Add or Remove Programs. Check the program list to see if InstaCal has been installed. If InstaCal is displayed in the list, then skip to step 9.
- 2. If InstaCal has not been installed, then remove the PCI-DIO24 GPI I/O board from the system or unplug the USB-1024LS from the system.
- 3. Go to http://www.measurementcomputing.com/download.htm. Install the InstaCal driver by following on-screen instructions.
- 4. When setup is complete, power down the system.
- 5. Install the PCI-DIO24 GPI I/O board or plug in the USB-1024LS device.
- 6. Restart the system.
- 7. Go to Start > Programs > Measurement Computing > InstaCal. Only one device should appear. Select the device and then click on the **Add** button.
- 8. Close the InstaCal application.

The remainder of these steps applies only to Lyric Version 6.5 and later.

- 9. Double-click on the installer, **GenericGPI\_v1.1\_08Apr2008.exe**.
- 10. Click Next.
- 11. Do not change the Destination Folder. Click **Next** again.
- 12. Do not alter the installer's default choice of "Typical" installation. Click Next again
- 13. Verify appearance of the following message: DllRegisterServer in C:\Program Files\Chyron\Generic GPI\GenericGPI.ocx succeeded.

- 14. Click **OK**.
- 15. Click Finish.

## Lyric Licensing

#### A Note About Lyric Software Licensing

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Newly purchased Lyric 7 Offline and Lyric PRO Offline packages include a dongle kit programmed with the appropriate options.

Please contact Customer Service with any other questions regarding dongles.

Chyron systems are shipped with the dongle connected to a USB port within the machine. If the dongle must be removed during troubleshooting or field maintenance, DO NOT LOSE IT.

#### **Displaying Currently Enabled Options**

**LyricOptions.exe** is a utility provided with Lyric. When run, the utility displays the options enabled in the dongle. **Note** that this utility only shows the user which options are enabled on the system. LyricOptions.exe is not involved in updating the license contained in your system's dongle. See Dongle Programming in the Field, below.

LyricOptions.exe is located in the **SafeNet** folder within the Lyric directory.

Continued

			- Chyron Options
			Lyric Channel Box XClyps ISQ
The run that can the See Lyri Lyri	e LyricOptions.exe pro ning on a Chyron syste are currently licensed ks on this panel, but o only be enabled by re system's Lyric dongle en below is the location cOptions.exe within th c installation directory.	gram seen em. The options show check ptional features programming n of the e	Software Options         3D Objects       Adv. Image Effects         Movie Objects       Clip Control Panel         Macros       DB Link         Intelligent Interface       Lyric Pro         Adv. Text Effects/Animate Elements       Lyric Server         FBX Import       XMP         Virtual Output       Server
			7 Lyric Version
C:\Program Files\	Chyron\Lyric 7.0\SafeNet		F = FX Board Configuration
File Edit View F	avorites Tools Help	2	HD FB Clip Audio DVE
🗲 Back 🔹 🕘 🗸	🏂 🔎 Search 🝺 Folders	🗟 🏵 🗙 👋	Board 1 🔽 🔽 🔽
Address 🛅 C:\Progra	m Files\Chyron\Lyric 7.0\SafeNet	💌 🄁 Go	Board 2 🔽 🔽 🖾 🖾
Name 🔺	Size Type	Date Modified	Board 3 🗖 🗖 🗖 🗖
anguage packs Data1.cab DUsafe32.dll FieldActUtil.exe LyricOptions.exe	File Folder 557 KB Cabinet File 48 KB Application Extension 66 KB Application 40 KB Application 8,269 KB Application	9/10/2008 3:41 PM 9/10/2004 8:00 AM 1/20/2006 11:58 AM 9/10/2004 2:00 AM 9/8/2008 2:14 PM 3/15/2006 7:24 PM	Board 4
SUUsafe32.dll ux32w.dll	64 KB Application Extension 234 KB Application Extension	1/20/2006 11:58 AM 3/4/2005 7:31 PM	,

#### Dongle Programming in the Field

**Prior to** the procedure described here, contact your Chyron Sales representative to arrange purchase of the options you wish to enable. A dongle can be programmed by a customer in the field with the utility program **FieldActUtil.exe**. Like **LyricOptions.exe**, this program is automatically placed in the SafeNet folder during the Lyric installation process (see the illustration on Page 1).

#### Close Lyric before performing this procedure.

- 1. Locate the .exe file, and double-click to launch the program.
- 2. Click the **Get Locking Code** button, and a string of alphabetical characters will populate the text field above the button, as seen below right.
- 3. Using the **Copy to Clipboard** button or the **Save Locking Code to a File** button, save your Locking Code text in an e-mailable form.

💋 Field Activation Utility 🛛 🔀	💋 Field Activation Utility 🛛 🔀	
	Copy to Clipboard	ave locking code to a file
Get Locking Code	Get Locking Code	
Update License	Update License	
Help	Help	

Contact Chyron Customer Service by phone at (631) 845-2132. You will be asked to e-mail your locking code to your Customer Service representative.

- 4. Your Customer Service representative will supply you with a new license code by e-mail or phone. If by email, the license code will be in the form of a License Code File with the extension .LIC. Save the e-mailed file to a convenient location.
- 5. Use the Load License code from a file 🖻 button to browse to the License Code File and open it. Alternately, you may paste it from a text file using the 🖻 button, or enter it directly into the text field using your keyboard; this last method is not recommended, as it introduces the possibility of error during text entry.
- 6. Click the License Update button.
- 7. Re-start the Lyric application; your new options will be ready to use.

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