



# Lyric® Version 7.1 Release Notes



August 13, 2009

## A NOTE ABOUT LYRIC SOFTWARE LICENSING:

Dongles that have enabled older versions of Lyric on existing Chyron systems ARE NOT compatible with Lyric Version 7.0 and later. They must therefore be reprogrammed. Please contact Chyron Customer Service at 631-845-2132 if you are upgrading a Chyron system to a Lyric 7 release.

Newly-purchased Chyron systems include either Lyric 7.1 Standard or the Lyric 7.1 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. The procedure is discussed on Page 18 of this document.
- 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 may be found on Page 22.

## 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.

**Please note that the information in the Release Notes supersedes Lyric Help.**

## 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  button in the Windows toolbar in Lyric. Downloadable updates to Lyric's Online Help and release notes can be accessed from <http://www.chyron.com/support/downloads/manuals.aspx>.

Lyric Online Help is contained in a file called **Lyric.chm**, which is located at the root of Lyric'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.

## Note

**Please note that as of the release of Lyric 7.0, Lyric no longer supports output on Aja frame buffers. Lyric will only produce Air/production-quality Output via eFX- and CODI-type frame buffer devices.**

## 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 frequently updated and may be downloaded from the Chyron website at <http://www.chyron.com/support/downloads/manuals.aspx>. Updated Release Notes in .PDF form may also be available at the above address. **Please note that information in the Release Notes supersedes the Lyric Help provided on the Lyric installation CD.**

### 3D Text Composition

With the release of Lyric Version 7.1, several enhancements to 3D Text composition and 3D Text Template operation for non-English languages have been added:

- 3D text templates on the Canvas **now display a title bar** upon mouse-hover, for ease in dragging the template to a desired location. To take advantage of this feature, *Rendering Mode* on the Canvas itself (select Global Light or Camera to work with properties intrinsic to the Canvas) must be set to Normal.
- **Text selection** within the 3D text template text-input field is now also **reflected in the template as seen on-Canvas**.
- In the 3D Text Template dialog box, an option known as **Supersample** has been added. The Supersample function may be used to improve the appearance of 3D text.
- In languages such as Hindi and Arabic, unwanted bright spots may occur where characters overlap by design. The **Correct for Overlap** option normalizes such bright spots without disturbing the desired overlap of those characters.
- The **3D Text Template** dialog now includes the option **Homogeneous Materials**. With this checkbox selected, any adjustments to 3D character colors and/or textures are now applied to Face, Edge (Bevels) and Sides in the active template as a whole. In this mode of operation, color and texture need not (and cannot) be set for Face, Edges and Sides individually. Use of this option optimizes the speed with which such changes are applied, when the operator wishes to change all surfaces with one action. As always, bitmap images, Lyric-importable movies, 2D text boxes and Lyric-generated solid- and ramp-colors may be used as textures across most character and object surfaces.

#### Important Notes on 3D Text Composition in Lyric Version 7.1

- 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 Output to check the display. If such 3D text does not display as desired, it should be modified or replaced.
- **IMPORTANT:** The **spell-check** function in 3D text composition **requires the presence of Microsoft Word 2003 or later** on your system.

### Power Charts

Power Charts is an optional plugin for Lyric for use with Chyron's own [3D Primitives Plugin](#). Power Charts enables the user to map all manner of numerical data across 3D primitives, for applications such as elections, sports and business reporting. Using DB Link or Intelligent Interface, data input from external sources, including internet resources, can be linked to templates containing the numerical values that update Power Charts' displays. Manual input to these templates can also be performed using the **Alt+T** Template Update function.

## Additional Enhancements

### Lyric Message Thumbnails and the Lyric Shell Extension

Until now, thumbnails of Lyric messages have only been available through Lyric's own Browser. With the release of Lyric Version 7.1, Lyric messages are visible in **Windows Explorer's** Thumbnail view. The Lyric installation process includes prompts for setup of this facility, which resides in its own folder, currently known as **Lyric Shell Extension 1.0**. It is suggested that you accept the installer's default destination for this folder. At this time, the Lyric Thumbnails plugin works only with messages created by Lyric Version 7.1. Older messages read up in the current version of Lyric and re-saved will be visible as thumbnails via this method.

### Blending Option in Rendering Properties Menu

Lyric version 7.1 affords the user finer control of the Alpha values in objects newly added to a Canvas scene. These options appear on the Rendering Properties menu, in the new **Blending** dropdown. See the Online Help for additional details.

### Reset 3D Text Surface Colors

The Face, Edge and Bevel colors for 3D text may now be conveniently reset to their default colors with a Reset button located directly above each color selection control on the 3D Text Properties menu.

### LEIF Enhancements

- A Lyric **Camera** may now be added to Transitions within a scene by means of LEIF plugins.
- The **Homogeneous Materials** option may now be imposed on 3D text templates via LEIF plugins.
- The 3D text **Justify** option may now be imposed on 3D text templates via LEIF plugins.
- Setting Word Wrap through LEIF now enables the Width and Height fields in the 3D Text template dialog box. The familiar blue bounding box appears on Canvas, as if the option had been selected through the Lyric user interface.
- Timeline I/O operations are now supported by means of LEIF plugins.
- The LEIF Property "**element.ShowInAltT = true**" may now be used to enable the **Show in Alt+T** checkbox for 2D objects (imported bitmaps), 3D objects and imported Movies. When using the Template Update dialog, remember that the tab for the correct object type (Images , Movies  or 3D Objects ) must be selected.
  - **Show In Alt+T** in the 2D Object Template dialog. This option allows direct replacement of a bitmap object with another on the Canvas, using the Template Update dialog.
  - **Show In Alt+T** in the 3D Object Properties dialog. This option allows direct replacement of the object itself on Canvas, as well as replacement of images mapped across 3D objects, using the Template Update dialog. In the 3D Object Properties dialog, the 3D Objects tab must be selected
  - **Show In Alt+T** in the Movies Properties dialog. This option allows direct replacement of Movie objects on Canvas. Take note, however, of the many variables applicable to imported Movies which are only available through the Movies Properties dialog, and are not accessible through the Template Update dialog.

## Bug Fixes

- Lyric now displays a warning if an Intelligent Interface update fails to load an expected texture in a newly opened Lyric message.
- Previous stream error problems resulting from Transfers using Default Effects have been resolved.
- During installation of the new version of Lyric, the Lyric **Shell Extension**, the Chyron **Diagnostic Utility**, updates of the **Sentinel licensing software**, and the **Lyric application** itself may display multiple dialog boxes simultaneously.
  - *Installation of the Shell Extension should proceed and conclude quickly.*
  - *When the Chyron Diagnostic Facility's installation process begins, ignore it for the moment. The Sentinel Licensing Manager installation option will appear. In most cases, your Sentinel installation will not need updating, so select **No**.*
  - *If you do attempt to continue the installation of the Chyron Diagnostic Facility and receive warnings of conflicting multiple installations, again, just wait and the other installations will proceed, including that of the Lyric application itself. You may even elect to launch Lyric upon completion of the process, before resuming installation of the Chyron Diagnostic Facility.*
  - *When Chyron Diagnostic Facility installation proceeds, it may present a choice between Removing or Repairing the facility, choose the **Repair Chyron Diagnostic Facility** option, and click Finish.*
- Previous SD output problems (in both 525 and 625 standards), resulting in poor antialiasing performance and other artifacts, have been resolved.
- Lyric 7.0 had trouble playing Transition-containing messages to PAL output, if those messages had been composed on an NTSC Canvas and converted to PAL via Auto-Standards Conversion. This problem has been fixed.
- Previous plugin versions of Lyric had trouble being launched by some Avid products; this problem has been resolved.
- With the current version of the eFX Plugin, Lyric's reliability in erasing scenes from Output has been improved.
- Intermediate releases of Lyric 7.1 have been subject to the failure of some Korean characters failing to appear in Auto-Erase templates via Intelligent Interface. This problem has been resolved.
- Intermediate versions of Lyric 7.1 have been subject to problems with simultaneous use of **Animate Elements** and **Homogeneous Materials** features. These problems have been resolved.
- In intermediate versions of Lyric 7.1, application of **.mov** files to 3D objects or 3D text *occasionally* failed, causing unwanted inversion of red and blue colors in the texture file. This problem has been resolved, but Chyron suggests testing compositions including objects of this type before Air/production.
- Intermediate versions of Lyric 7.1 were subject to problems when hard edges were applied to 3D text created in Lyric version 7.0. This problem has been resolved.

## Known Issues

- The following can occur on systems using version 131 of the eFX driver, which is a component of the eFX Plugin 1.9.205; this includes all new systems and systems that have updated the eFX driver to version 131. When switching from 720p to NTSC or PAL, then animations played to output can occasionally jitter. The workaround is to switch to 1080i, and then to the desired SD standard (NTSC or PAL). Note that the jitter only occurs directly after the switch from 720p to NTSC or PAL, and does not recur once the workaround has been performed.
- The following can occur on systems using version 131 of the eFX driver, which is a component of the eFX Plugin 1.9.205 and if eFX Reporting, set in the eFX Device settings, is enabled. When the system is set 1080i or NTSC and a clip is subsequently played to output, then the Status Bar will display an error at frame 0:00 that indicates either “Overload” or “Unknown error.” This occurs only once after the 1080i or NTSC standard is set, and is a false error message. It has no effect on the clip playback.
- Crashes or other problems may occur when opening legacy messages (those created in earlier versions of Lyric) containing 3D text. If the message can be successfully opened, it should be resaved in Lyric version 7.1 for subsequent use. If the message cannot be opened, it should be re-created.
- Users may experience problems when using Intelligent Interface with messages composed in Chinese, Japanese or Korean.
- In 3D text composition, Font Size settings may not correspond exactly with the values desired by the operator. The apparent size of 3D text should be carefully evaluated before saving the message for Air/production.
- Certain Effects, including ‘Edge Rays’ and ‘Sketch’ do not work when applied to the 3D adaptive primitives that may be created on the Plugins Properties menu.
- Occasionally, 3D text with any Edge or Border will fail to appear on Canvas. Any message containing 3D text with the Supersampling function applied should be carefully checked before Air/production.
- The current version of Lyric may have trouble launching and running the RGB Tools plugin.
- Legacy messages processed by Auto Standards Conversion to the 720p standard may not play properly.
- 2D or 3D text composition using OpenType fonts may not work properly in the current version of Lyric, and may cause unstable operation.
- Incoming video for Capture on eFX boards may exhibit reduced luminance.
- In 3D templates containing multiple lines of text, Page Up and Page down may not work as expected. It may be necessary to navigate within such templates using the mouse.
- The font WaltographUI should not be used in Lyric until further notice. This issue will be resolved in a future release of Lyric.
- When pasting text into a 3D text template containing textures, the newly-pasted text may not exhibit the desired textures assigned to the previously existing text in the template.
- The 3D Font FX tab on the Properties menu is active and available any time a 3D text template is present on the current Canvas. This tab is normally available only when a 3D text template is *selected* for editing. Until this problem is corrected in a future build, take note of which element in the scene is currently selected for editing.
- Copying and pasting Arabic text in 3D text templates may fail to place the pasted characters in the correct order, affecting punctuation marks in particular.
- Horizontal spacing of 3D text may not correspond exactly to 2D text composed in the same font and size. This problem is not acute in most composition, and its severity increases with unusually large font sizes.

- In the current version of Lyric, the Message Status window (View > Toolbars > Message Status) is not working properly and should not be used.

## 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.

## Features of the Previous Release, Lyric 7.0

### 3D Adaptive Primitives

In addition to existing import capability for 3DS and OBJ models, Lyric Version 7 introduced 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 allowed 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

Lyric Version 7.0 introduced update of 2D templates and replacement of 2D objects driven by metadata formatted in Adobe’s Extensible Metadata Platform (XMP™) format.

### FBX Capability

With Version 7.0, Lyric added compatibility with **.fbx**-format files, of the type created by Autodesk® 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 added the ability to see complex compositions, including multiple messages and transition effects, *as they would appear on the output of online systems*.

If you have trouble with purchase and field-enabling of 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

Introduced in Lyric 7.0, 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.

## Diagnostic Utility

This utility serves to capture logging and configuration information in the event that service is required. See the notes below for more detail on installing the Diagnostic Utility.

## 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.htm**.

The link to the Lyric 7.1 installer is located on the Installers and Resources page. The installation of the **eFX Plugin** is necessary on any system with eFX frame buffer(s) and/or eFX clip player(s). The **NVIDIA Driver** is required for all systems. The **CMix Plugin** is necessary only for systems using a CMix SD Mixer. Installation instructions for all follow.

### NOTES

**Sentinel Installation:** Sentinel is the licensing application for Lyric. When prompted to install Sentinel during Lyric installation, please proceed with the Sentinel installation even if a previous version of Sentinel software is already installed on the system. Necessary updates are installed with this new version.

**Diagnostic Utility:** Please note that the Lyric installation includes the new Lyric diagnostic utility. This feature requires **Microsoft .NET library 2.0** or later. If the Microsoft .NET components are not installed on your system, and the system is connected to the Internet at the time of installation, the diagnostic utility installer will provide a link to the Microsoft .NET installation site. Instructions to install .NET should be followed and the installation will complete. In the event that no Internet connection is available, the diagnostic utility installation may be cancelled without adversely affecting the remainder of the Lyric 7.0 installation. The diagnostic utility may be installed separately at a later date.

## 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 1.9.205** is to be found on the installation disk, or via the download instructions above.

### NVIDIA® Driver

NVIDIA driver **182.50** has been tested and approved by Chyron at the time of this writing, and this recommendation supersedes previous driver recommendations. The correct drivers are available on the Lyric installation disk, in the **Installers\_and\_Resources\VGA Drivers\NVIDIA** folder.

### CMix Plugin (SD Only)

Where a Chyron CMix is in use with the system, a CMix Plugin must be installed. The current plugins are CMix builds 123 and 126, and may be accessed from the Installers and Resources page on the installation disk or, or via the download instructions above. Please refer to the Installers and Resources page for information on which CMix plug-in is appropriate for your system.

## GPI/O Installation and Support

For systems containing separate internal or external GPI hardware, i.e., a GPI board or external GPI module, the GPI I/O Generic Installer v1.1 should be installed if not already on the system. Please read the instructions specific to the GPI hardware in the system before performing the installation.

Please note that GPI I/O board software installation 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.

*Please contact Customer Service if you require assistance with identifying the GPI I/O hardware that is in your system and with installing the correct software.*

## 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 the steps outlined below:

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

For Online Help

Use the "Select a Product" dropdown menu to select HyperX<sup>3</sup>, 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 HyperX<sup>2</sup> 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 is 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.

## The Clone Canvas Window Function

### NOTE

**This feature may be used on any Lyric-capable Chyron system utilizing a video card with an S-video output connector, and running a Chyron-validated NVIDIA driver later than NVIDIA version 94.24. Check the Release Notes accompanying your version of Lyric to determine the video card drivers currently recommended by Chyron. This document supersedes the “Graphics Card Preview Output” configuration procedure for earlier cards and drivers.**

**Contact Chyron Customer Service at 631-845-2132 for assistance with any variations in this procedure that occur while setting up your system.**

Chyron systems graphics cards fitting the above description 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.

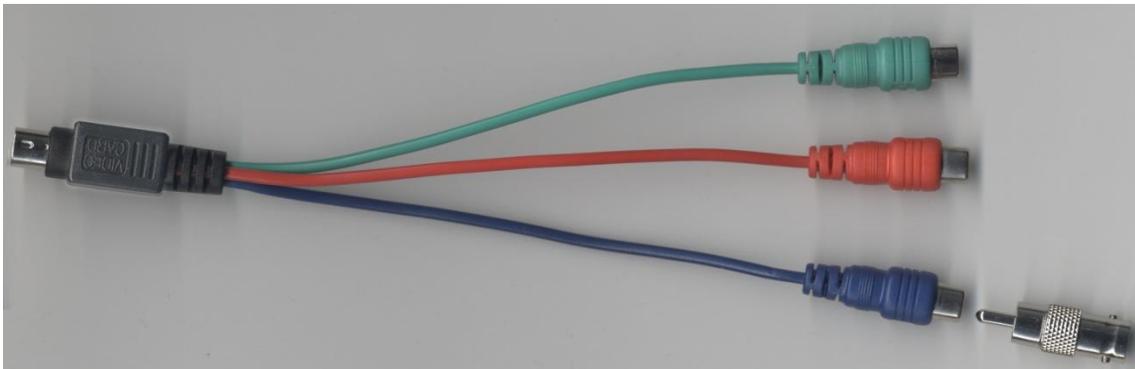
Setting up the Clone Canvas Window function involves configuration of your system’s graphics card driver and a Preferences option in Lyric. For this example, the driver configurations and video connections described here are based on setup of a GeForce 8800 GTS video card of the type supplied with HyperX<sup>2</sup> systems. Note again that the Clone Canvas Window feature may be used with most Chyron-approved video cards that provide an S-video output, on systems running a Chyron-validated NVIDIA driver later than NVIDIA’s version 94.24.

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

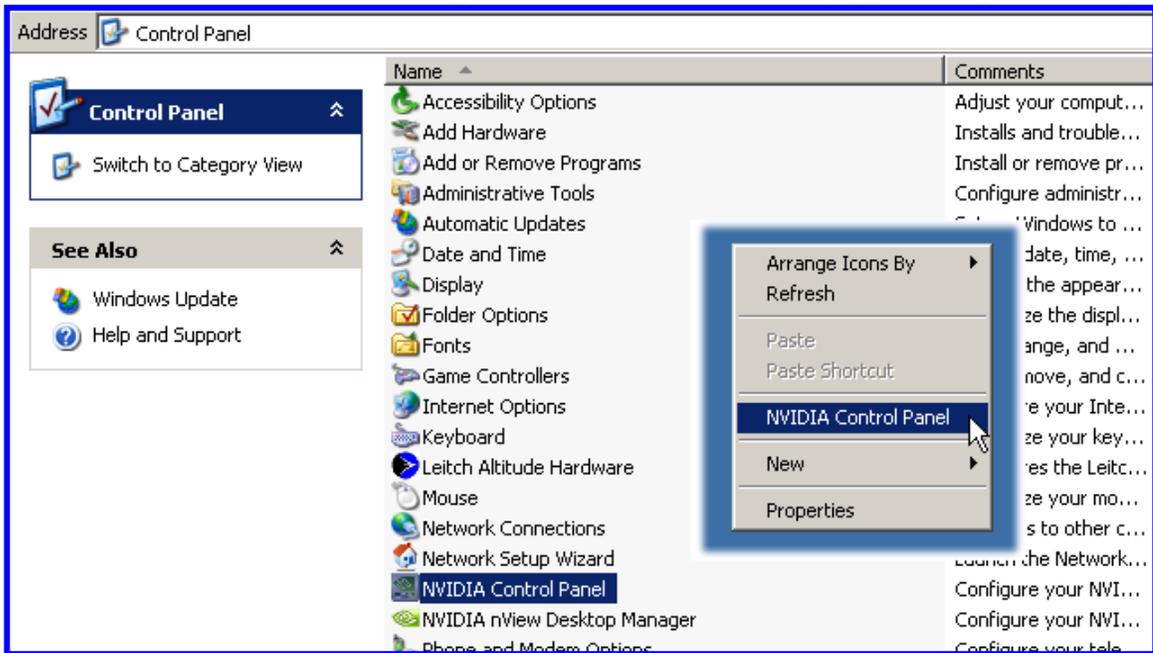
**If your graphics card does not recognize your system’s SVGA monitor, the NVIDIA driver’s menus may identify it only as “Analog Display”. This will not affect the setup process described herein.**

1. Turn off your Chyron system.
2. Connect an analog TV monitor, NTSC or PAL, to the S-video-type connector on your system’s video card. Use an RGB-type cable of the type pictured below to connect the S-video-type connector on your system’s video card to the analog TV monitor. These cables are supplied with many of the video cards used in current Chyron systems. .

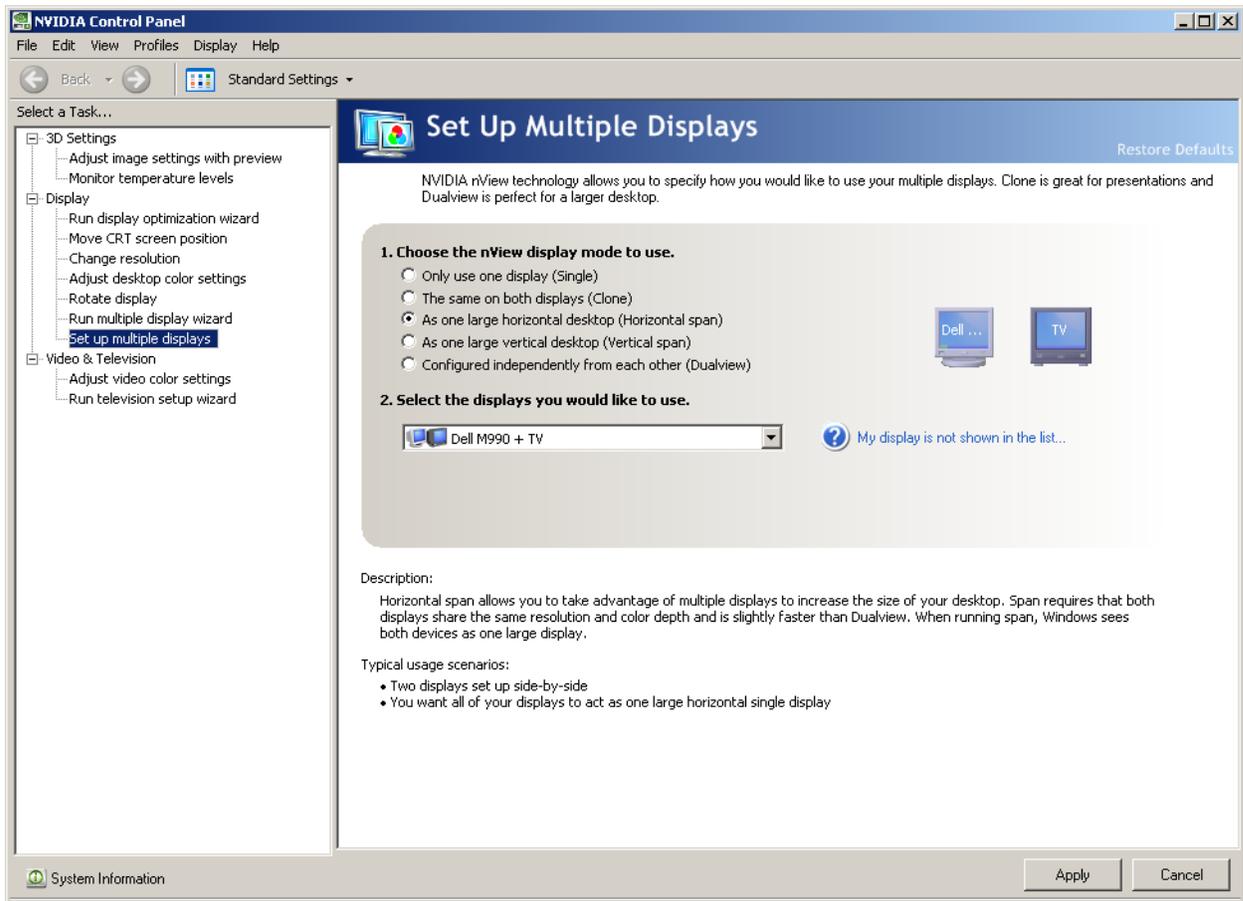


Select the **blue** RCA connector as shown at the right of the figure for connection to the TV monitor. Connect an RCA-to-BNC adapter as shown at the extreme right and connect the BNC end to a coaxial cable.

3. After connection is complete, restart your system. The new connection is detected and the graphics card automatically outputs composite video and S-video at the appropriate connectors. 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.

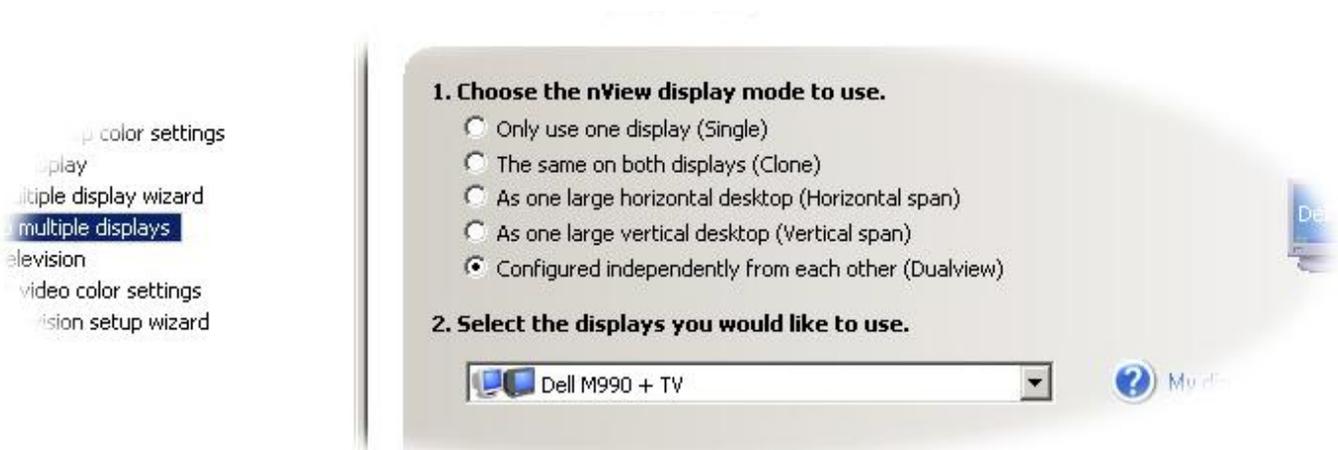


Having detected a new, additional monitor the graphics card's driver initially opens the Set Up Multiple Display menu as seen in the following figure.



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.

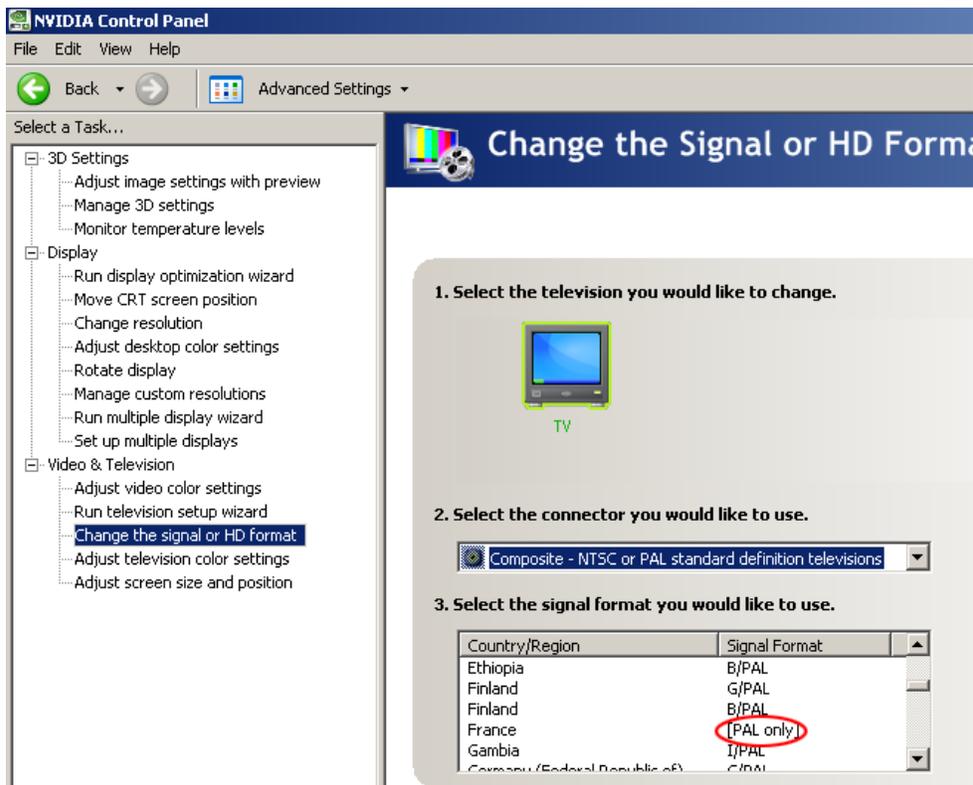
5. In this part of the process, FIRST select “As one large horizontal desktop (Horizontal span).” Click Apply. The item you’ll select in the next step may not appear until you take this action.
6. Next, select Configured independently from each other (Dualview). Click Apply. An extension of your system’s 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.



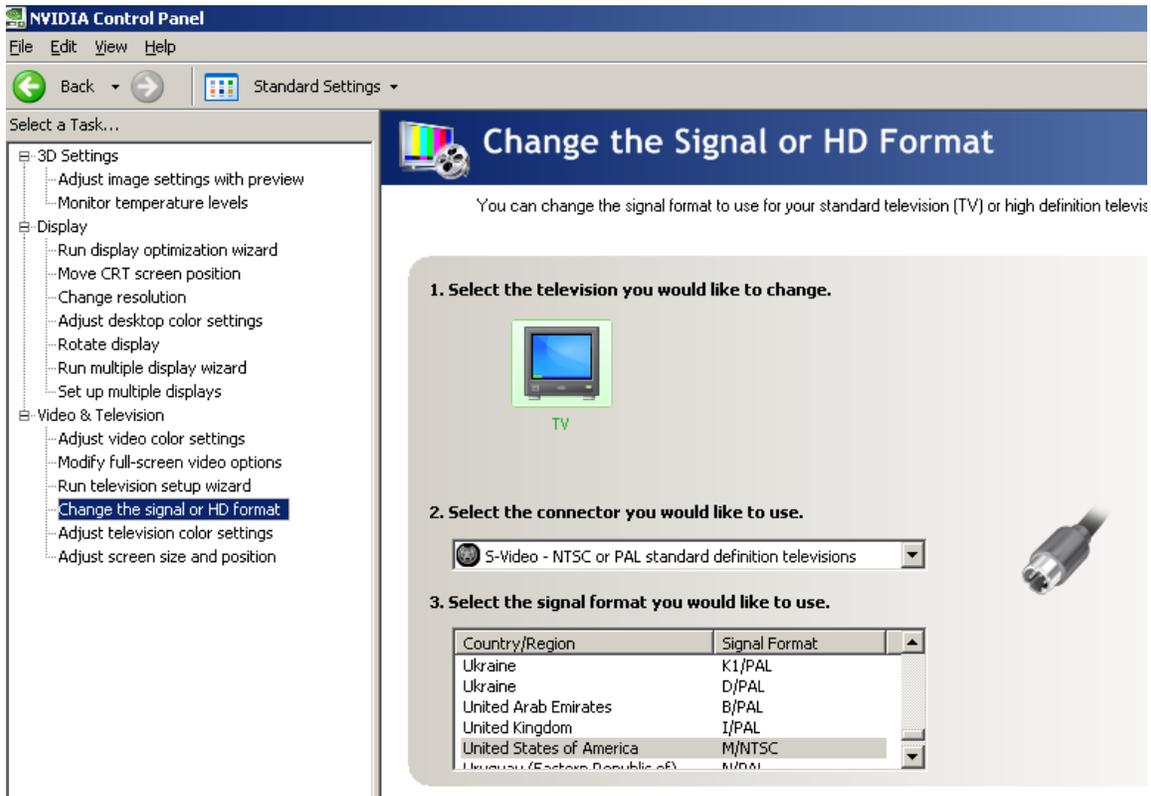
## NOTE

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.

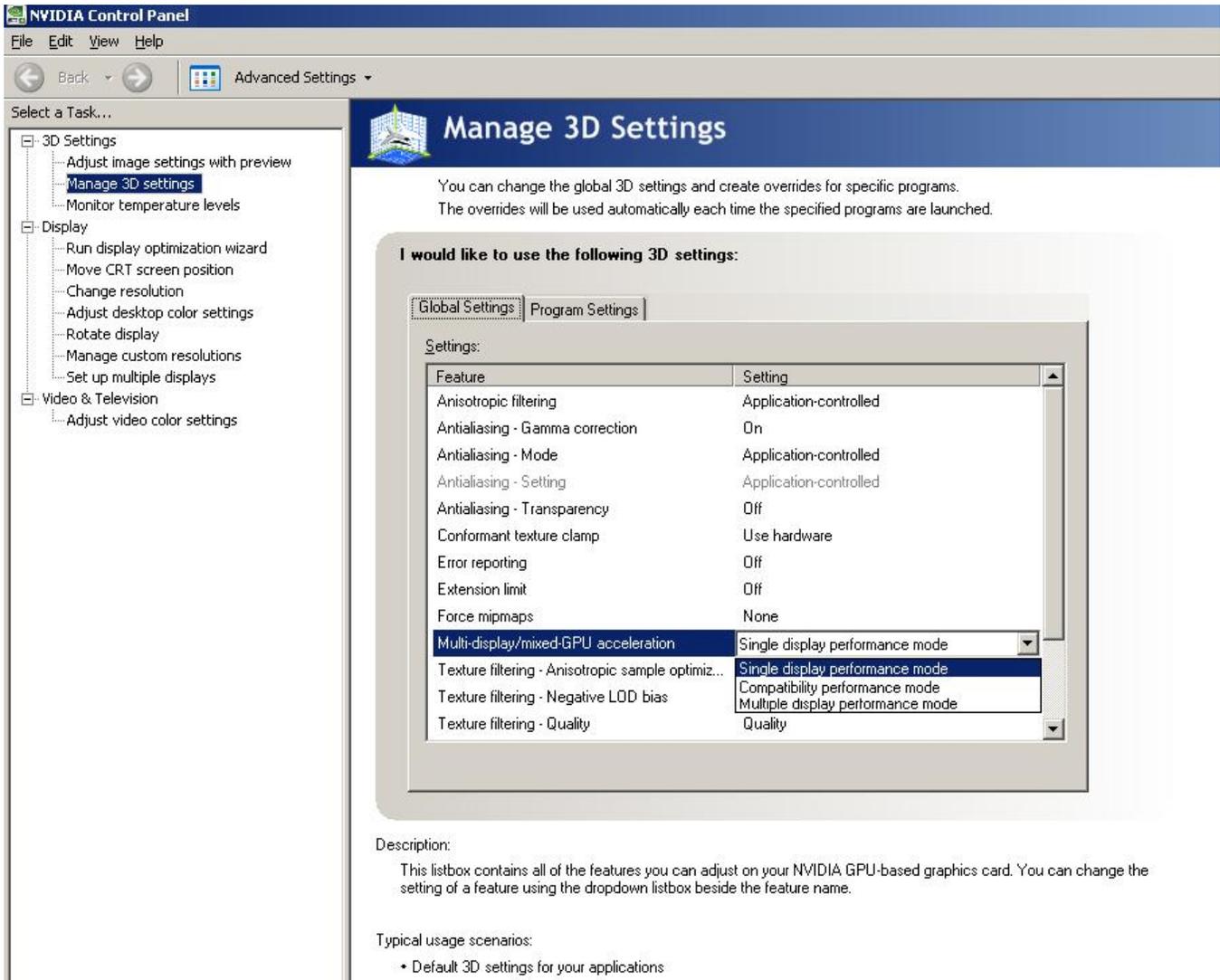
7. Return to the NVIDIA Control Panel’s View menu and select Advanced Settings.
8. NOTE THAT THE GRAPHICS CARD’S DEFAULT OUTPUT AT THE S-VIDEO CONNECTOR IS NTSC. To use a PAL monitor, select Change the signal or HD format under Video & Television, as seen in the following illustration. Again, remember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



The above illustration shows the configuration for the video card setup described in Step 2. Note that under Select the connector you would like to use, Composite video is selected by default. In a configuration using an S-video cable, this option should be set to S-video, as follows:



9. Click Apply to commit to any necessary changes.
10. 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.
11. 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.

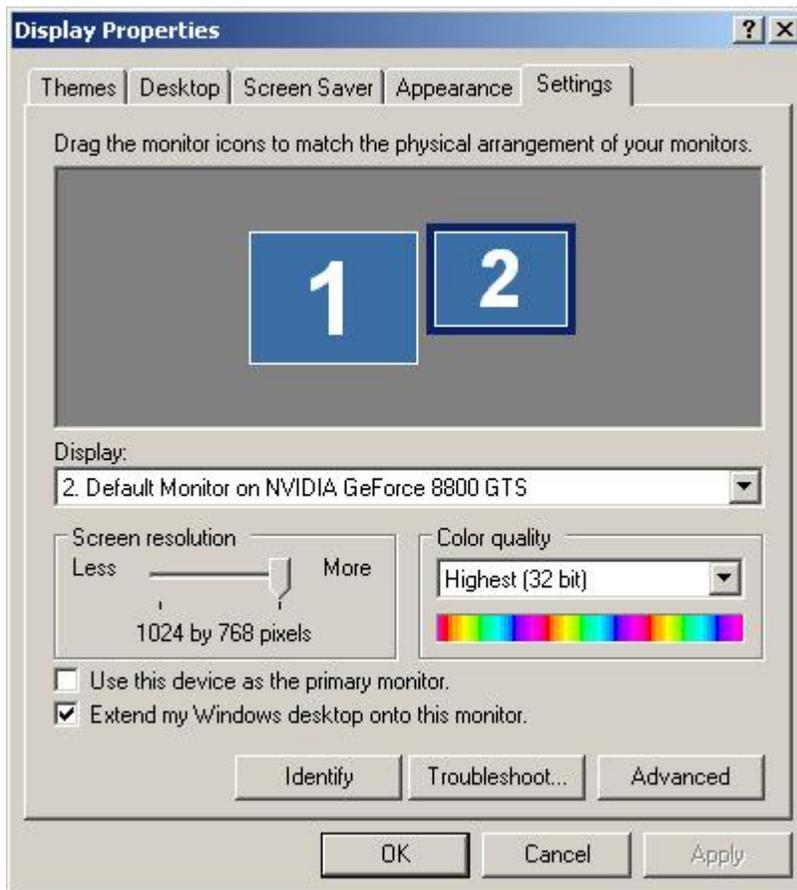


12. **IMPORTANT:** Choose Single Display Performance Mode. Once you've selected a new change to the NVIDIA settings, Apply and Cancel buttons will appear in the lower right corner of the window.
13. Choose Apply.
14. Close the NVIDIA Control Panel.

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



16. In the Display Properties menu, select Settings.



17. Click the rectangular icon for monitor #2, representing the connected analog TV monitor.

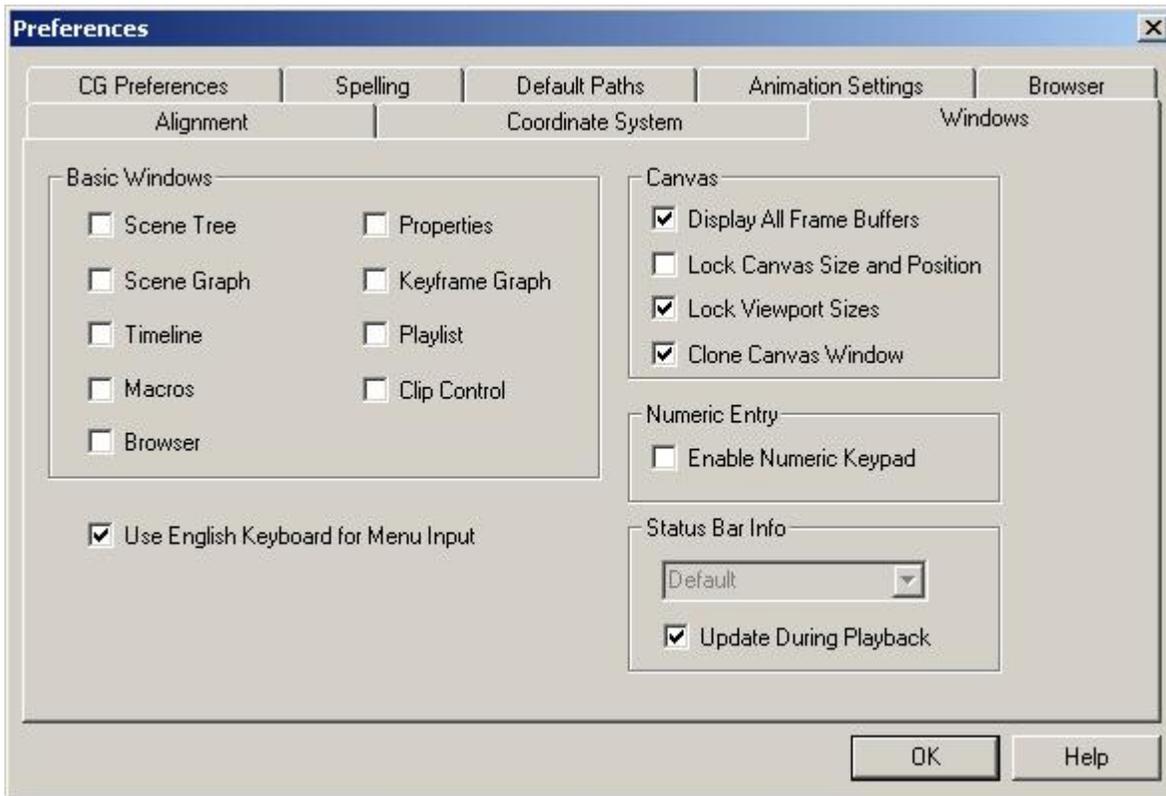
18. Make sure that the checkbox Use this device as the primary monitor is NOT SELECTED. Make sure that the Extend my Windows desktop onto this monitor checkbox IS SELECTED.

19. Start Lyric.

20. Under the Config menu, select Preferences.

21. In the Preferences menu, select the Windows tab.

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



The Canvas portion (only) of the Lyric interface appears on the TV monitor. The Clone Canvas Window configuration process is complete. Return to normal Lyric operation.

#### NOTE

**There are less common configurations where connection to the green cable should be used instead of to the blue cable. If the Lyric Canvas does not display properly on the TV monitor after performing the procedure with the blue cable connected, then:**

1. **Change the “nView display mode,” as shown in Step 6, to “Use one display (Single).”**
2. **Disconnect the blue cable and then connect the green cable as described in Step 2.**
3. **Continue the Clone Canvas procedure from Step 5 through the last step (Step 22).**

## 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. Accept the setup option **Typical**. Click Next again.
5. Verify appearance of the following message: **DIIRegisterServer in C:\Program Files\Chyron\Generic GPI\Generic GPI.ocx succeeded**. Click OK.
6. 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.**

1. 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

As noted on Page 1, dongles that have enabled older versions of Lyric on existing Chyron systems ARE NOT compatible with Lyric Version 7.0 and later. They must therefore be reprogrammed.

The Lyric licensing/dongle update facility itself (the contents of your installation's SafeNet folder) has been further modified. This update must be performed on any installation of **Lyric versions prior 7.1** to enable purchases of additional options for that version of the program. The entire contents of an existing Lyric installation's SafeNet folder will be replaced by this upgrade.

- The new licensing application is called **ChyronOptions.exe**. It combines the display of currently enabled Lyric software and hardware options, with convenient access to the **Field Activation Utility**. The Field Activation Utility permits Chyron Customer Service to supply the user with licensing codes which will enable new options onsite by reprogramming the system's dongle.

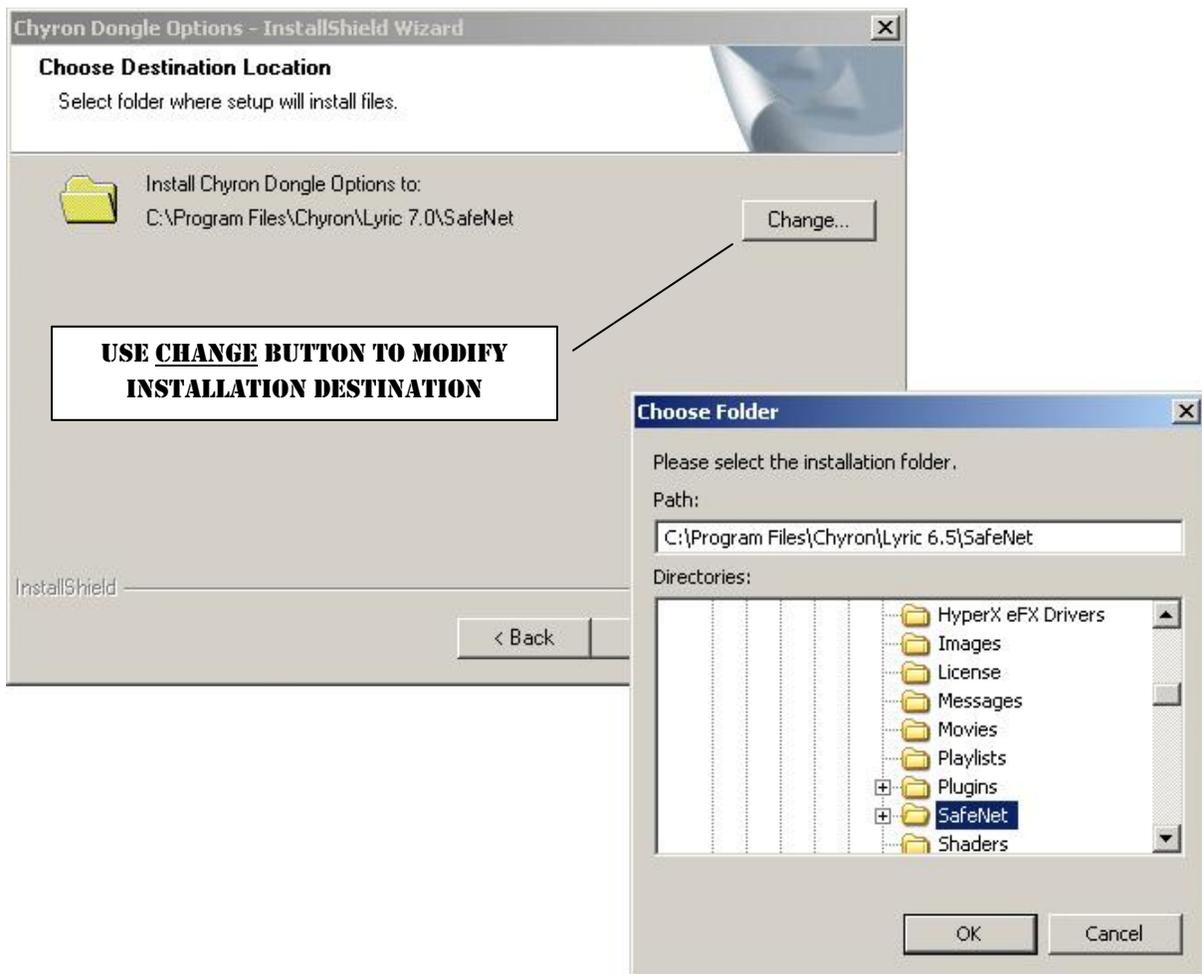
To insure that all users of compatible Lyric versions are accommodated, *another copy of the same licensing application*, called **LyricOptions.exe** is also installed in this process. Once the installation process is complete, we recommend that you run **ChyronOptions.exe**. Again, both versions of the application do the same thing.

Additionally, the range of options that may be activated has been expanded to include Chyron's OMS (Order Management System) product and plugins from Patrick Graphics Systems (PGS).

- Your system's **DUsafe32.dll** and **UUsafe32.dll** files are among those that will be overwritten and replaced. If your previous copies of these files have been at version 1.0.0.0, they will be updated to version 1.2.1.0 in the process.
- Two new files, **MakeKeys.dll** and **setup.exe** will also be added.

## Installation

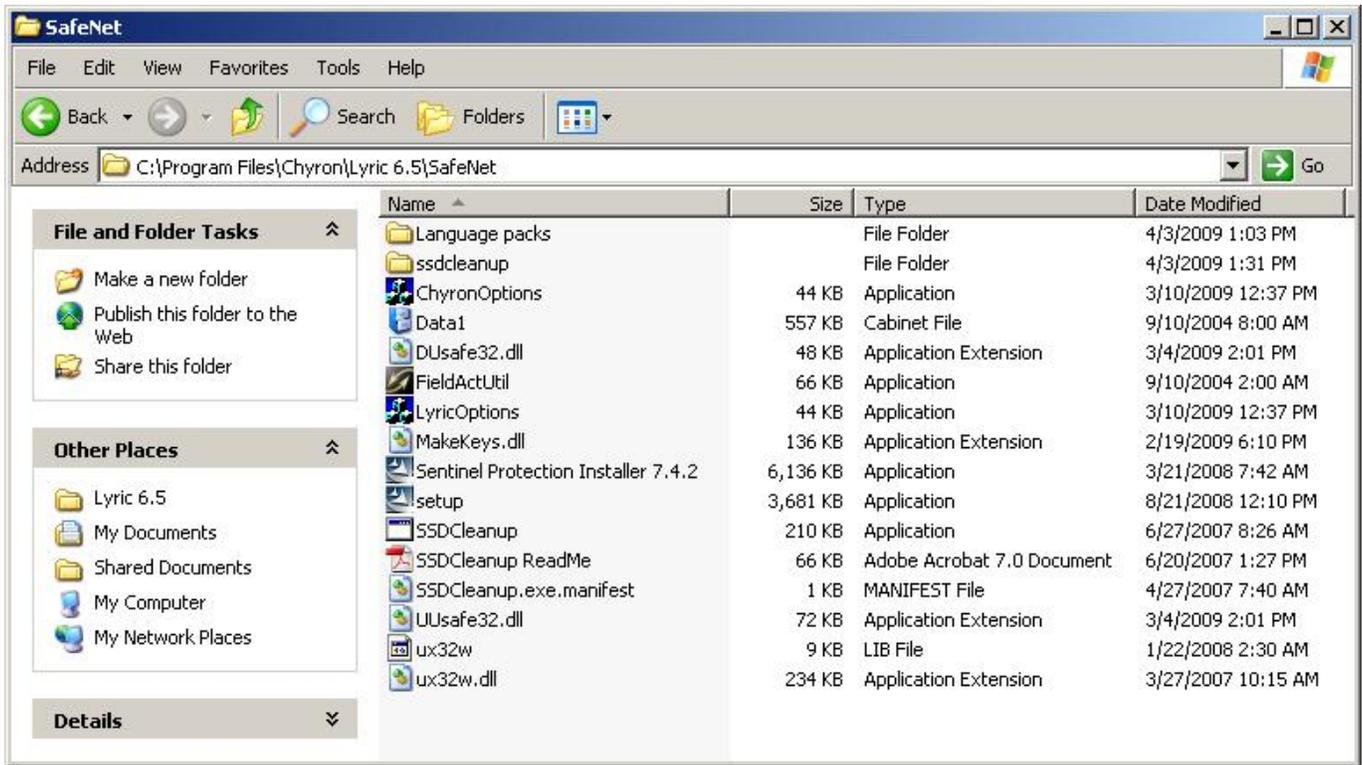
- Close any instances of Lyric running on your machine.
- Download the required installer via this path to Chyron's web site:  
[www.chyron.com/upload/software/releases/lyric/chyrontongleoptions.exe](http://www.chyron.com/upload/software/releases/lyric/chyrontongleoptions.exe).
- Save the installer to the temporary location of your choice, such as your Desktop.
- Launch the installer, **ChyronDongleOptions.exe**, by double-clicking its icon. If a Security Warning dialog appears, noting that the file's publisher cannot be verified, ignore it, and click **Run**.
- A familiar InstallShield Wizard appears. Click **Next**.
- Accept the License Agreement and click **Next**.
- The Choose **Destination Location** dialog appears. If multiple versions of Lyric are present on your system, be sure to select the SafeNet folder within the installation directory **of the version of Lyric that you intend to update**. At the time of this writing, the installer assumes the presence of a Lyric 7.0 installation, and defaults to the SafeNet folder within that directory.



**As an example, here the default installation path is being modified for a Lyric Version 6.5 installation.**

- After selecting the installation destination, click **Install**, and the process continues.

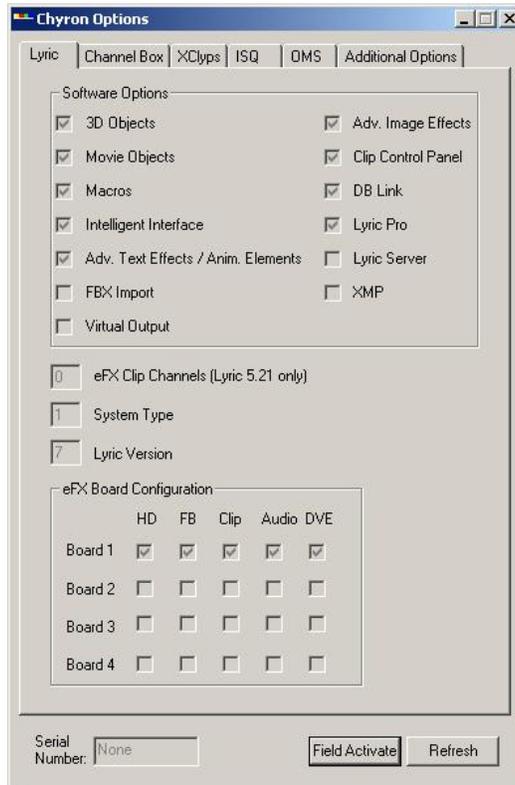
- Upon appearance of the **InstallShield Wizard Complete** dialog, click **Finish**. No restart is required, and you may begin working with the new licensing application.



**A sample Lyric installation's SafeNet folder following installation of the upgrade**

## Using LyricOptions.exe and the Field Activation Utility

Find **LyricOptions.exe** in the SafeNet folder, and double-click it to launch the application. The **Chyron Options** dialog opens. The options currently licensed on your system are indicated by check marks.



To purchase and enable additional options and plugins, first make sure that any instances of Lyric are closed.

- Click the **Field Activate** button at lower right on the Chyron Options dialog. The Field Activation Utility launches:



- Click the **Get Locking Code** button, and a string of alphabetical characters will populate the text field above the button, as seen above.
- 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.
  - **Copy to Clipboard** allows the locking code text string to be pasted into Windows Notepad or directly into an email.
  - **Save locking code to a file** creates a \*.loc file, which the user will name, retaining the .loc extension. This file may be emailed as an attachment when needed. (Note that .loc files may be opened in word processing applications if need be. Also take note that the Locking Code should be saved locally. Saving the .loc file to a network location may cause the Field Activation Utility to freeze.)
- 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.
- Your Customer Service representative will supply you with a new license code by e-mail or phone. If by e-mail, the license code you receive will be in the form of a License Code File with the extension **.lic**. Save the e-mailed file to a convenient location.

- 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.
- Click the **Update License** button.



The **Success** dialog appears. If you experience any problems, contact Chyron Customer Support at 631-845-2132.

- Re-start the Lyric application; your new options will be ready to use.

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