



# Lyric® Version 7.1 RU1 Release Notes



February 9, 2010

## 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 RU1 Standard or the Lyric 7.1 RU1 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 15 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.

## Introduction

Lyric 7.1 RU 1 enhances the functionality of, and corrects issues found in the previous release of Lyric Version 7.1. The Online Help file placed in this new version's installation folder by the program's installer may not reflect the newest product information. **On the Lyric installation disc**, separate from the Lyric installer, the most up-to-date Online Help file (Lyric.chm) may be accessed via the **Installers and Resources** page on the Lyric disk. **After Lyric installation**, save the Lyric.chm file to the directory where you have installed Lyric version 7.1 RU1. Permit this file to overwrite the Lyric.chm file previously in the installation directory.

Online Help is constantly being updated. Check for new downloads from the Chyron website at <http://www.chyron.com/support/downloads/manuals.aspx>.

### 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.**

## Features and Enhancements in This Release of Lyric

### Composition and Payout:

- On the **2D Object Template** dialog, the **File Was Not Found** warning no longer appears. The operator still has the option of choosing to embed texture images in the message when the message is saved.
- **Fix Obtuse Angle**: On the **3D Font FX** Properties tab, the **Fix Obtuse Angle** checkbox has been added. This option may be enabled to correct the undesired appearance of sharp angles in the 3D text Edge effects on certain fonts.

## Intelligent Interface:

- **New embedded command:** With this version of Lyric, Intelligent Interface-triggered changes to text color within a template may be *reversed* via Intelligent Interface's **V\5\13** command. This is accomplished via a new embedded command, seen in the example below:

```
V\5\13\1\1\100\0\Original Color<tab>[c2]Magenta<tab>[c0]Original Color\
```

Here, a text template's default **Original Color** has been changed by the embedded command **<tab>[c2]** to that of the second position in Lyric's palette, in this case, Magenta. The newly-added command **<tab>[c0]** now allows text template color to be returned to its default via Intelligent Interface without manual intervention by the operator.

The **<tab>[c0]** embedded command can also be incorporated into **R**, **W** and **U** commands.

- **Non-blocking Telnet:** Lyric 7.1 RU1 adds an option which prevents the system from attempting to process an Intelligent Interface command before the previously-received II command has been fully processed. *Disabling* the Non-blocking Telnet option causes Lyric to queue an incoming command until the previous command has been executed. Commands are thus 'blocked' until the system can reliably handle them.
- **Transmit Pro Events:** When a Lyric Pro Transition is activated on Output, Lyric issues notification to the external system that initiated the event that the event has finished playing on output. Notification is formatted similarly to an Intelligent Interface V command; an example is seen below:

```
V\01\T\Default\9c
```

In the above example, "01" denotes that the Transition event occurred on the playout system's Frame Buffer 1, and "Default" identifies the name of the Transition in the message.

The Transmit Pro Events option may be disabled at the user's discretion.

## Composition and Playout:

- **Fix Obtuse Angle:** On the **3D Font FX** Properties tab, the Fix Obtuse Angle checkbox has been added. This option may be enabled to correct the undesired appearance of sharp angles in the 3D text Edge effects on certain fonts.
- **Canvas Resolution:** The available default settings (D1 525, HDTV 1080i, etc.) now include a setting for **HDTV 720p 50 Hz**.

## Bug Fixes

- **Lyric plugin for Avid Symphony and Media Composer on hardware running the Microsoft Vista OS:** These Avid applications using the Lyric plugin may be subject to errors in the Avid application when adding a Lyric effect to the Avid timeline. This can be corrected with the download and installation of Microsoft's **Application Compatibility Toolkit 5.5**, which is available from Microsoft at <http://www.microsoft.com/downloads/details.aspx?displaylang=en&FamilyID=24da89e9-b581-47b0-b45e-492dd6da2971>.
- Previous versions of Lyric occasionally failed to display images originally embedded in a message, as well as the desired image upon message-update. This issue has been resolved.
- The key combination CTRL-ALT-Q clears frame buffer outputs in Lyric systems running in "online" mode on Chyron hardware. Previous versions of Lyric running offline did not respond to CTRL-ALT-Q by clearing the offline installation's virtual outputs. This problem has been resolved, and CTRL-ALT-Q now performs the desired action in offline installations.

- Previous versions of Lyric in use with CAMIO: W commands issued by CAMIO which contain no intentional changes to Template Data Messages, occasionally erase rows in text templates. This problem has been resolved.
- Intermediate releases of Lyric have been subject to occasional failure in creating and reading Template Data Messages containing multiple rows marked for Update.
- Previous versions of Lyric occasionally failed to display Korean text in auto-erase templates updated via Intelligent Interface. This problem has been resolved.
- Previous releases of Lyric, and interim versions of Lyric 7.1, were subject to occasional problems with character spacing and kerning of Continuous Update-enabled 2D templates. This issue has been corrected.
- Previous versions of Lyric were subject to problems in recognizing East Asian-language filenames contained in Intelligent Interface commands. This issue has been resolved.
- Intelligent Interface: Previous versions of Lyric were subject to "Object Required" errors when retrieving a scene object or a transition object, as requested via Intelligent Interface "E" commands. This problem has been resolved.
- Previous versions of Lyric were unable to produce the "interpoint" vertically centered dot character, on the Korean keyboard. This problem has been corrected.
- In previous versions of Lyric, unicode characters requiring multiple codepoints to produce required multiple glyphs did not appear correctly in 2D text windows. This problem has been corrected.
- **ChannelBox:** Previous releases of the software were subject to problems with multimedia text boxes, affecting dynamically replaceable images and movies within Lyric 2D text boxes. Messages containing these elements occasionally reproduced the desired content scaled incorrectly or located incorrectly on the Canvas. This problem has been corrected.
- **Channel Box:** In Lyric 7.1 running on ChannelBox, Multimedia Text regions appear oversized on Output. This problem has been remedied.
- Previous versions of Lyric occasionally failed to release Pauses if the 2-Pass Rendering option was enabled. The problem extended to both Keypress and Timeout pauses. The problem has been resolved.
- Intermediate releases of Lyric have been subject to occasional failure in creating and reading Template Data Messages containing multiple rows marked for Update.
- Previous versions of Lyric in use with **CAMIO:** W commands issued by CAMIO which contain no intentional changes to Template Data Messages, occasionally erase rows in text templates. This problem has been resolved.
- Lyric Versions 7.0 and 7.1: When editing messages containing Macros, crashes occurred upon Shift+selection of a single, or multiple nodes in the composition. This problem has been corrected with Lyric Version 7.1 RU1.
- Messages composed in Lyric 5 containing graphic backgrounds were poorly reproduced in previous releases of Lyric 6.5. This problem has been resolved.
- Lyric Version 7.1 failed to properly reproduce Flipbooks embedded in text windows. This problem has been resolved with the release of Lyric 7.1 RU1.
- Intermediate versions of Lyric have performed unwanted changes of 3D text font size upon modification of the text's face, edge or bevel colors. This problem has been corrected.

- Lyric 7.1 was subject to errors in reproducing Z-axis values in Lyric 7.0-authored messages. This has been corrected.
- Previous releases of Lyric failed to retain (Surface Properties) **Minify** settings when a message was composed, saved and reopened. This problem has been corrected.
- Lyric's **File > Open** and **Import Graphic** dialog boxes are once again resizable.
- In previous versions of Lyric, a 2D text window with **Template Lock On** selected did not retain the Template Lock setting when copied and pasted as a new object on the Canvas. The newly copied & pasted text window required that Template Lock On be reset by the operator if that option was desired. This has been corrected.
- The previous version of Lyric failed to honor looped events that were correctly configured to update on-air text, such as temperature displays. This issue has been corrected.
- Intermediate versions of Lyric 7.1 were subject to hanging upon the addition of movie files to 3D objects as a Surface Property. This has been resolved.
- Intermediate versions of Lyric 7.1 wrongly generated Missing Image alerts when replacing a movie texture on 3D objects via Intelligent Interface R commands. This has been corrected.
- With Lyric Version 7.1 RU1, Canvas Resolution settings may be set as high as the maximum values allowed by the system's video card.
- In previous Lyric releases, using the Continuous Update **Vf** tag to select a font from the browser failed to bring about the desired selection of height, weight (bold) or italics. This has been resolved.
- Previously, if a Lyric Scene was Paused (awaiting keypress to release) in the **Effect In Transition**, while an eFX clip was present in the **Default Transition**, the eFX clip could not start despite the Transition being configured correctly.

**This has been addressed with new functionality.** With the new version of Lyric, eFX clips are only affected by pauses *in the same transition as the clip itself*.

- In an issue related to the one above, an eFX clip already playing would **recue** when a Transition in the same message was released from Pause. This has been resolved.
- Previous versions of Lyric were unable to export Type Ons as Flipbooks. This has been corrected.
- Previous versions of Lyric were unable to delete the contents of a 3D template with Animate Elements enabled, if the template contained an individual character that was Grouped. This problem has been resolved.
- Previous versions of Lyric were also subject to occasional crashes upon selection of a 3D template with Animate Elements enabled. This problem has been resolved.
- Previous versions of Lyric's Backup/Restore utility were subject to occasional "hangs" during operation. This problem has been corrected.
- Text templates may now be successfully updated solely by Template number, via Intelligent Update "U" command.
- Previously, Continuous Update to 2D text templates occasionally failed to engage the Auto Follow option, which may be selected in the 2D Text Template dialog. The problem also sometimes affected refresh of object textures. This has been corrected.

- In previous versions of Lyric, animated bitmap objects were occasionally rendered as a black area in the scene upon activation of a Transition. This issue has been resolved.
- Holding the **Alt** key while clicking an object on the Canvas is intended to toggle through all the elements co-located under the mouse, one at a time. In the previous release of Lyric, all of these elements were instead selected simultaneously. This has been resolved.
- Previously, Macros that specifically enabled DBLink for a given movie or image were not honored. Users therefore needed to manually enable the movie/image object for DBLink, for the Macro to run and successfully execute the rest of its instructions.
- Previously, turning on the **Animate Elements** option *during* 3D text template composition prevented any characters subsequently entered from appearing in the Scene Graph or Timeline. This has been resolved.
- In Lyric Versions 7.0 and 7.1, plugins could not be registered by a user lacking System Administrator privileges. This has been corrected.
- In recent versions of Lyric, the Lyric Browser's database could not be opened by users lacking write permission for that database. This has been corrected. Users lacking write permission for a given Browser database may now open the desired Browser. However, a warning dialog will appear, and the user will only be able to retrieve assets from the Browser, and not add any assets.
- Recent intermediate versions of Lyric have been subject to crashes if the user attempts to select a frame buffer board for configuration, if that board was previously designated "Unused". These settings are found in Lyric's **Config** menu > **Hardware** > **Configure Board Use**.
- Recent problems with Lyric's Soft Mask function have been resolved.
- Users of the Latin American keyboard experienced difficulties in typing accented vowels when working with the **Alt+T** Template Update dialog in recent versions of Lyric. These issues have been resolved.
- Intelligent Interface Continuous Updates to 2D text templates have occasionally failed to include all characters after several updates. This has been resolved.
- Previous versions of the eFX plugin caused a delay in the desired operation of the **Ctrl+Alt+Q** function, which is intended to clear all frame buffers on the system on which Lyric is operating. This has been remedied with the current version of the eFX plugin. See **Drivers and Plugins** below.
- Previously, opening a clip-containing Lyric message saved in a different video standard than the one set for the current Canvas caused a contradictory warning dialog reading "Cannot Create Clip: The Operation Completed Successfully". This problem is resolved by the current eFX plugin.

## Known Issues and Workarounds

- Lyric running on HyperX3 systems may be subject to stream errors when .mov or .avi files used as surface textures begin playback. This results from the video card's current driver attempting to save power during periods of low activity. The workaround is installation of the utility ChyronNvidiaTweak.exe, which is included on the Lyric installation disc, but is not installed automatically. The user should select Custom installation of Lyric and select ChyronNvidiaTweak.exe as one of the optional utilities for installation.
- In PAL operation, previously reported problems concerning HD color space may be corrected by selecting the Quality and PBO checkbox options in Hardware Configuration > Setup Board Configuration > Advanced > Transcoding. Remember that this setting must be made for each eFX frame buffer device.

## 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 of Lyric 7.1

### 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 were 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.

### 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.

## 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 installation. The diagnostic utility may be installed separately at a later date.

#### Additionally:

- If Lyric 7.1 RU1 is to be installed on a system that does not have a previous version of Lyric already on the system or if the system has been reformatted, then select First Time User when prompted during Lyric installation.
- If the installation is an upgrade from a version of Lyric already on the system, then select Upgrade when prompted during Lyric installation.
- If, after installation is complete, an error is displayed stating that the Application Configuration has changed, then Lyric must be reinstalled with the Upgrade option selected in order to ensure that all necessary prerequisites are installed.

## 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 1.9.213** can be found on the installation disk, or via the download instructions above.

### eFX Driver

The currently recommended eFX driver is version **131**.

### 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

**IMPORTANT** - If upgrading to Lyric 7.1 from Lyric 6.5 or earlier on a system with GPIs, please refer to the **Installers and Resources** 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.

*Continued*

## 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.

## 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.

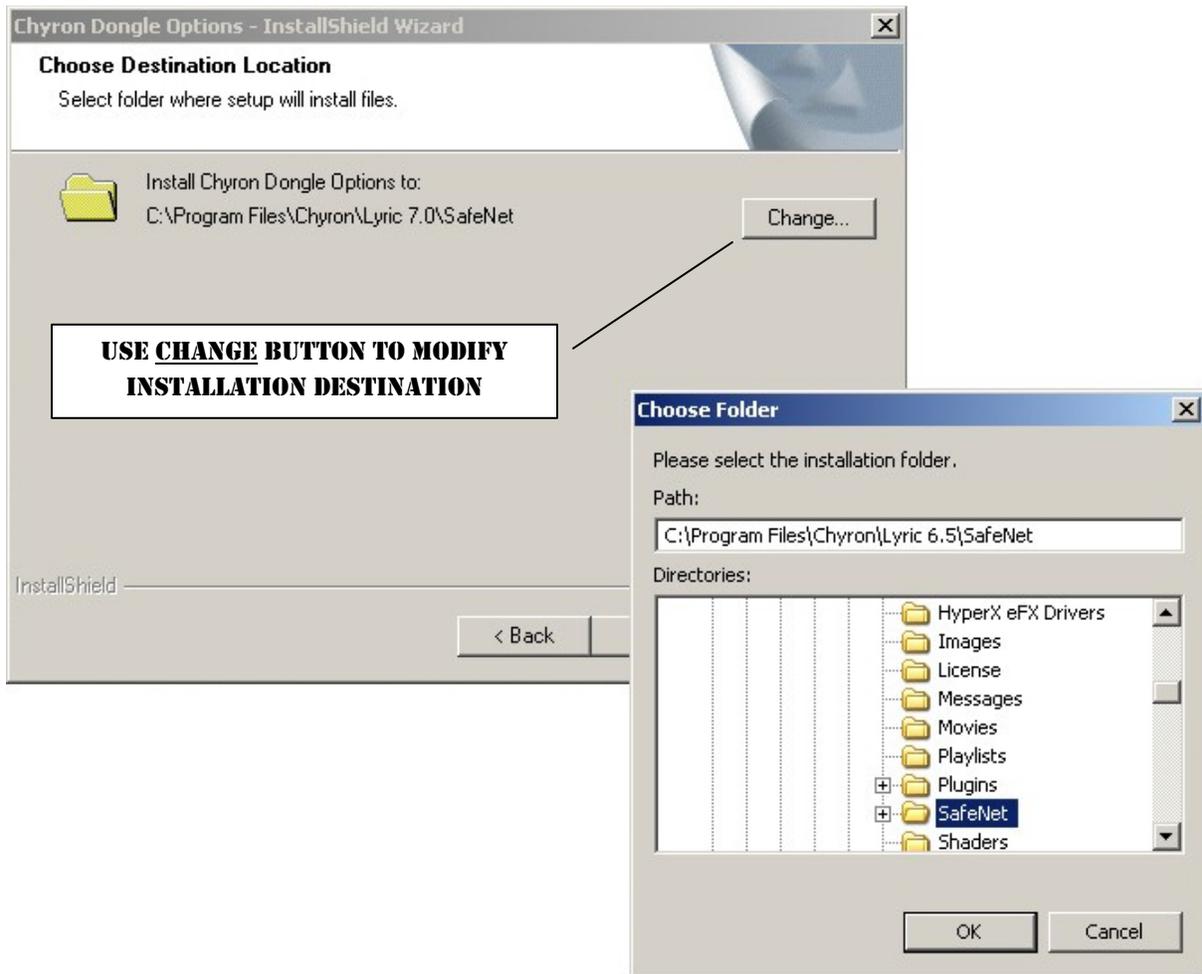
To insure that all users of compatible Lyric versions are accommodated, *another copy of the same licensing application*, called **LyricOptions.exe** is also installed in this process. Once the installation process is complete, we recommend that you run **ChyronOptions.exe**. Again, both versions of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

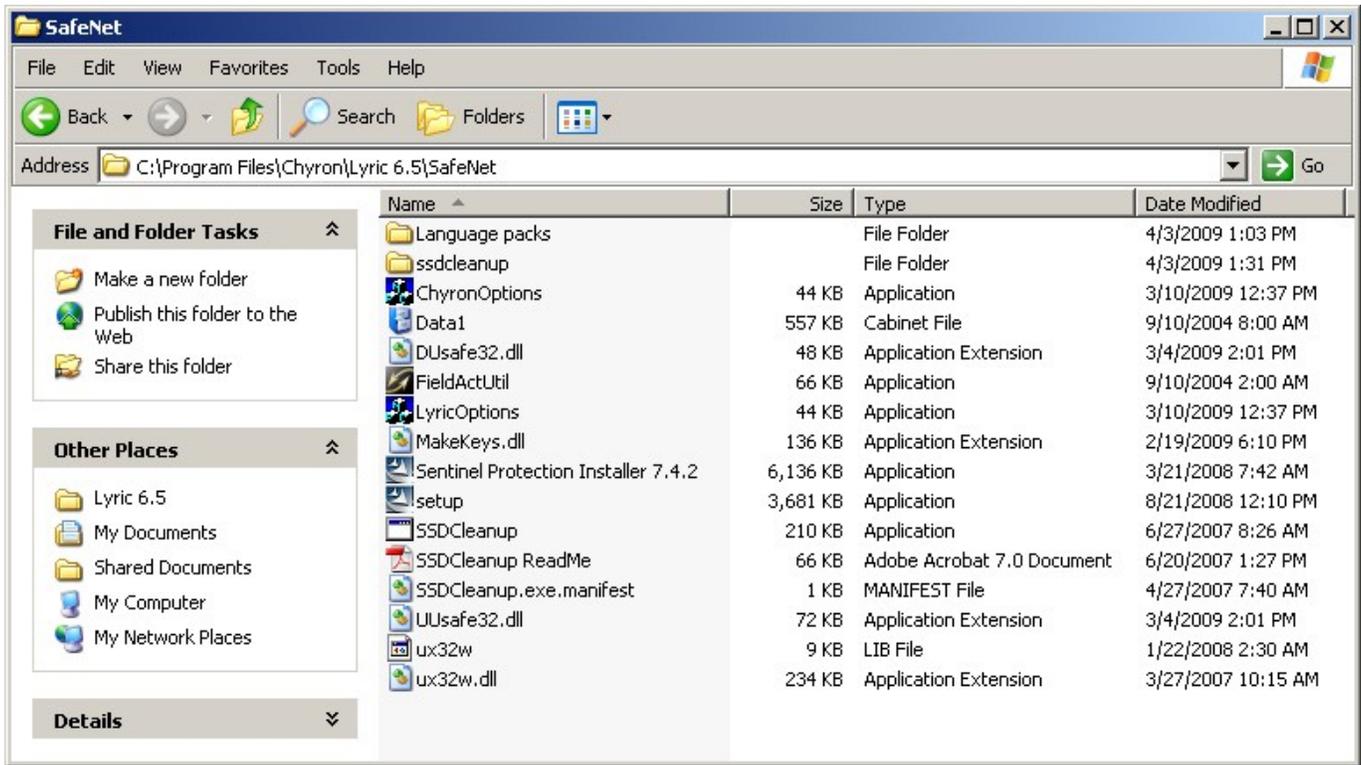
- Close any instances of Lyric running on your machine.
- Download the required installer via this path to Chyron's web site:  
[www.chyron.com/upload/software/releases/lyric/chyrontongleoptions.exe](http://www.chyron.com/upload/software/releases/lyric/chyrontongleoptions.exe).
- Save the installer to 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 7.1 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.

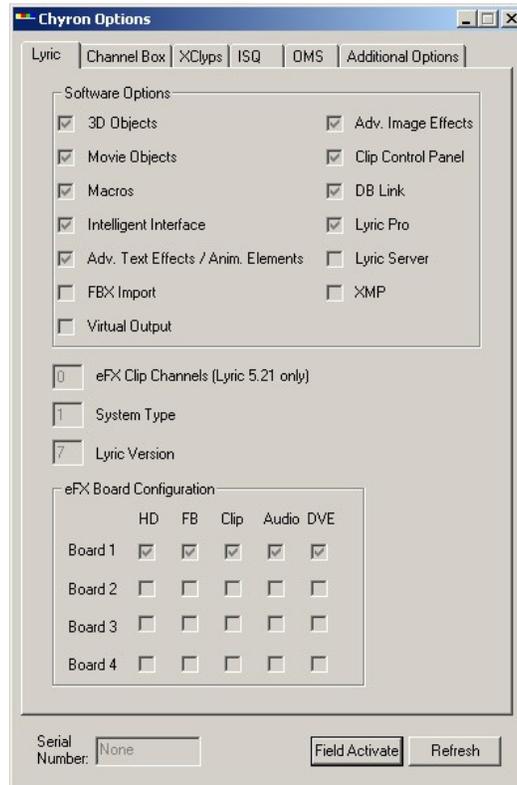
- Upon appearance of the **InstallShield Wizard Complete** dialog, click **Finish**. No restart is required, and you may begin working with the new licensing application.



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

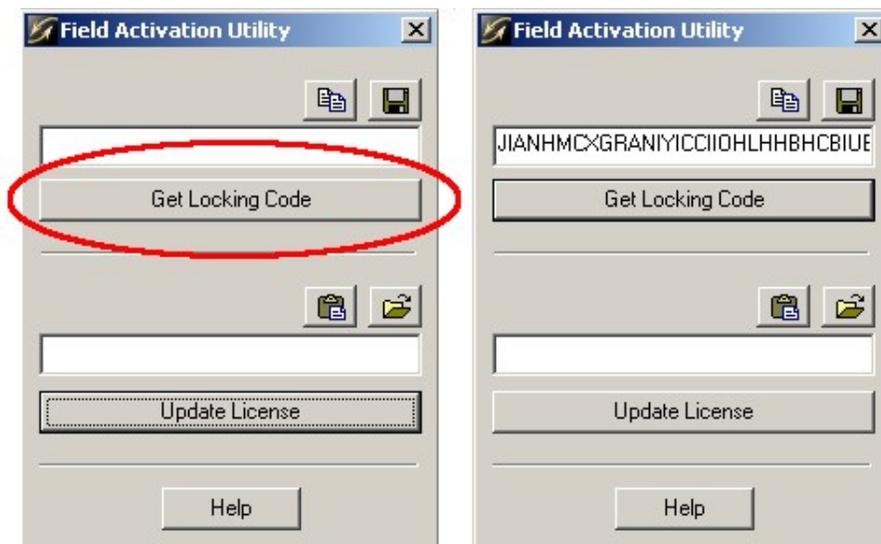
## Using LyricOptions.exe and the Field Activation Utility

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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