Overture

Instruction Manual

EVERTZ MICROSYSTEMS LTD.
5288 John Lucas Drive,
Burlington, Ontario,
Canada L7L 5Z9
Phone: 905-335-3700
Sales: sales@evertz.com Fax: 905-335-3573
Tech Support: service@evertz.com Fax: 905-335-0909
Web Page: http://www.evertz.com

Version 1.5 September 2007

REVISION HISTORY

REVISION	DESCRIPTION	DATE
1.0	First Release	Aug 06
1.01	Updated features as part of Overture 1.1. This includes: updates to crawl creation, temperature, text teasers and CG texting.	Nov 06
1.2	Minor corrections throughout the manual.	Dec 06
1.3	Updated features related to Overture 1.1.45. This includes: new crawl features, static logo effects, and logo properties.	May 07
1.4	Added “Configurable System Logos” section 2.2.3.1.	May 07
1.5	Added Animated Text information	Sept 07

This page left intentionally blank

TABLE OF CONTENTS

Figures:

1. OVERTURE SOFTWARE

This manual covers Overture software revision 1.1.48. This chapter describes the operation and features of the Overture software tool.

1.1. OVERTURE FEATURES

Overture is a software tool that is provided with Evertz's Media Branding Solution product suite. The products in the Media Branding Solutions Suite enable users to insert animated and/or static logos into an analog, SD or HD video signal. The animated or static logos enable users to apply their brand onto the broadcast signal. The product lines that are part of this suite are: 9525 series, 9625 series, 9725 series, and QMC-2 Media Graphics module (QMG).

The Media Branding products enables the user to add audio clips (in the form of WAV files) to animated logos, dynamic text crawls (for news or sport headlines), text teasers (for upcoming program promotions), and temperature and date information. The Media Branding products also provide support for various Emergency Alert Systems (EAS).

Overture is a tool that enables the management of media files, which are used to produce the branding. Overture enables the user to manage media files over a large TCP/IP network. Users can manage their entire network of Media Branding products from one central location.

Overture enables the user to convert media files, such as bitmaps (BMP), tiff (TIFF), targa (TGA), JPEG (JPG), QuickTime movies (MOV), and Windows movies (AVI), into a file format (.evl) that will run on the Media Branding products. Overture also enables users to upload WAV (.wav) files for audio voiceovers and "snipes". Overture's design canvas feature enables users to create frame accurate animated logos (from a series of supported files mentioned above), text crawls, and temperature and date logos. The design canvas provides various fade control settings.

1.1.1. Minimum PC Requirements for Overture

The minimum PC requirements for the Overture software are:

- A standard Pentium 4 class machine
- 512MB RAM
- 100Mb Ethernet Card, TCP/IP configured
- 8MB Video card
- 1024x768 screen resolution
- Windows NT4, 2000, XP, Server 2003 operating system
- CD-ROM drive

1.2. INSTALLATION INSTRUCTIONS

1. Copy the Overture Installation software to your PC.

2. Launch the installation by double-clicking the icon.

3. Follow the installation instructions detailed in the pop-up windows of the installer. Upon completion, the desktop will show the Overture icon.

1.3. NETWORK CONFIGURATION

In order for Overture to operate properly, the PC on which the software is running needs to be on the same TCP/IP network as the Media Branding products. When using a network server to store media, Overture must also be connected to this network. Please contact your IT system administrator to ensure network connectivity is established.

2. USING OVERTURE

2.1. GETTING STARTED

When Overture is launched, the user will be presented with the Main Screen (or Media Management Screen). This is Overture's main media management interface. Users will use the Media Management Screen to manage the media files in their network and Media Branding products. Users will be able to view, add to, remove from, and activate any media files in their network or Media Branding products.

The Media Management Screen has many panels to manage the media files. The screen consists of the following areas:

- Main Toolbar
- Network Panel
- Media View Panel
- Media Folder Panel
- Transfer Queue Panel

The various panels are outlined in Figure 2-1.

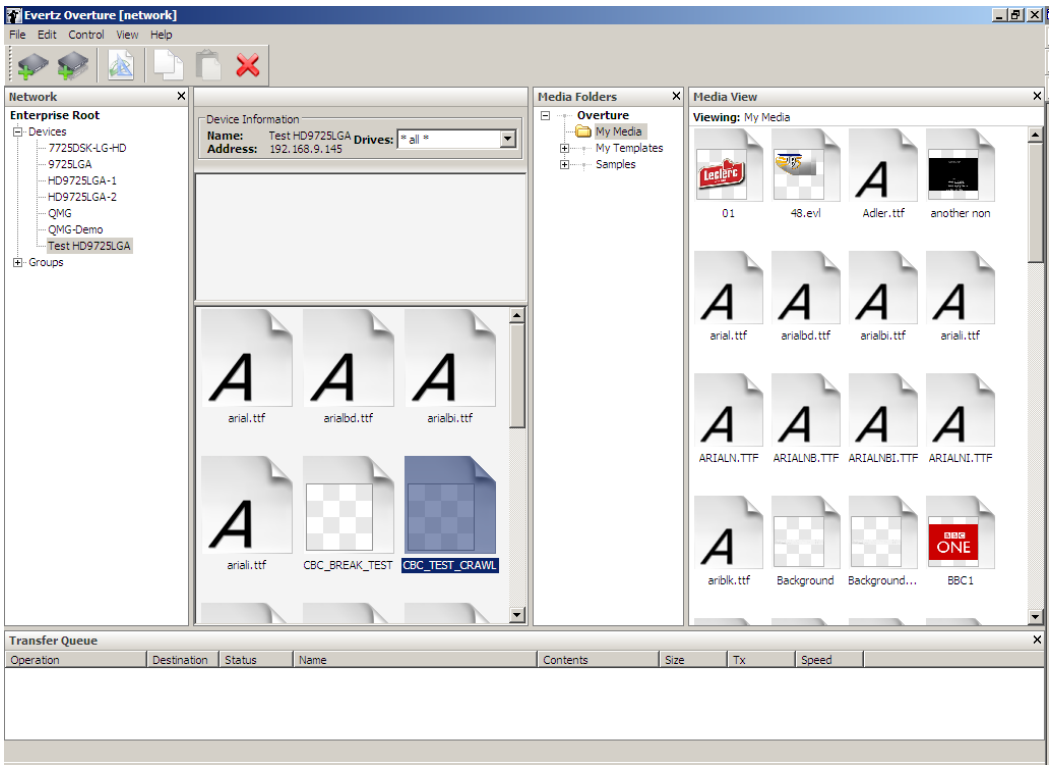

Figure 2-1: Overture Main Screen

2.2. MEDIA MANAGEMENT SCREEN

This section describes the function of each panel in the Media Management Screen.

2.2.1. Main Toolbar/Drop Down Menus

The main toolbar for the Media Management Screen enables the user to create and delete devices and logos. Also, the user is able to control media on the various attached devices. These tasks are executed using the drop down menus in the Main Toolbar (see Figure 2-2).

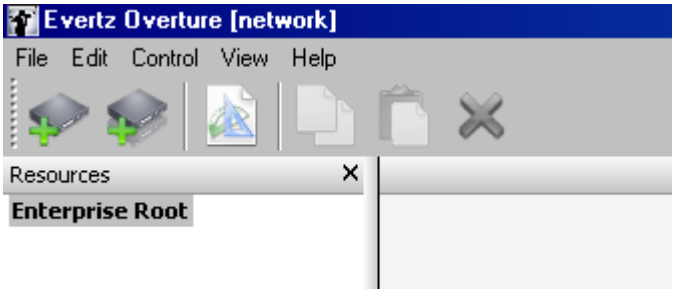

Figure 2-2: Main Toolbar/Drop Down Menus

2.2.1.1. File Menu

The File drop down menu has the following options (as shown in Figure 2-3).

- **New Logo …** enables the user to create a new logo. This will open the Design Canvas Screen. See section 2.3 for more information on the Design Canvas.
- **New Device …** enables the user to add a new device to manage media files.
- **New Device Group …** enables the user to create a new group of devices to manage media files. Device groups are used for grouping multiple devices that may represent a certain time zone or group of stations, enabling the user to simultaneously send media files to all devices in the group.
- **Open** enables the user to open the media file.
- **Open From Location …** opens a file from a specific location.
- **Delete** removes a file or device.
- **Exit** exits the Overture application.

Figure 2-3: File Menu

2.2.1.2. Edit Menu

The Edit drop down menu has the following options (as shown in Figure 2-4):

- **Copy** allows the user to copy media files from the device memory or the Media Library.
- **Paste** enables the user to paste media files into the device memory or the Media Library.
- **Select All** enables the user to select all of the media files on either the device memory or the Media Library.

Figure 2-4: Edit Menu

2.2.1.3. Control Menu

The Control drop down menu has the following options (as shown in Figure 2-5):

- **Cue** enables the user to cue a media file on the selected device or device group. This will load the selected media file into the device's memory cache and output on the preview output of the device.
- **Fade In** enables the user to fade in the selected media file. If the logo has not been loaded into the device's memory cache, this action will load the media file and fade it into the video signal.
- **Fade Out** enables the user to fade the selected media file out of the video signal.

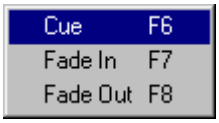

Figure 2-5: Control Menu

2.2.1.4. View Menu

The View drop down menu has the following options (as shown in Figure 2-6):

- **Details** displays the media files in full format (includes the description name and file size).
- **List** will display the media files in a list format.
- **Thumbnails** will display the media files with a Thumbnail of the file.
- **Toolbars** will display the graphical toolbar.
- **Windows** selects which windows to display on the Main Screen. The choices are shown in Figure 2-7.
- **Refresh** will refresh the view of the selected window.

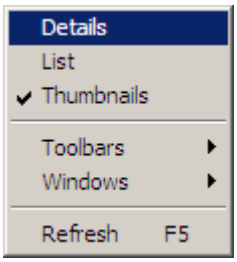

Figure 2-6: View Menu

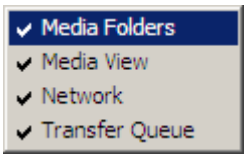

Figure 2-7: Windows Choices

2.2.1.5. Help Menu

Clicking the *About* button in the Help drop down menu displays the version number of the Overture software.

2.2.1.6. Toolbar Buttons

The buttons of the Main Toolbar (see Figure 2-8) are quick links to the following functionality (in order from left to right):

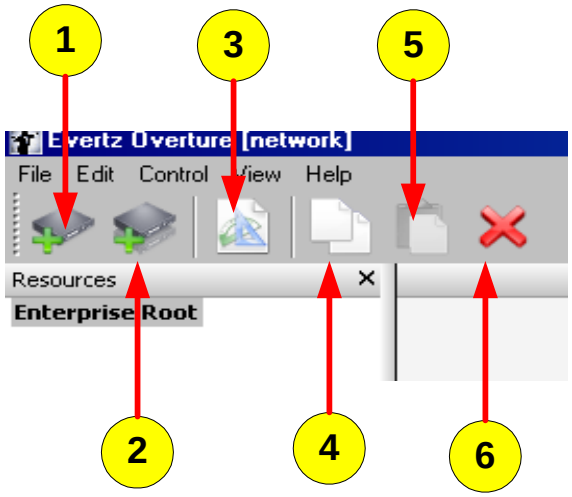

Figure 2-8: Toolbar Buttons

1. Add a new device
2. Add a new device group
3. Create a new logo
4. Copy a selection
5. Paste a selection
6. Delete a selection

2.2.2. Using the Network Window

2.2.2.1. Adding a Device

In order to manage the media files on the Media Branding products, the user must add the device to the list of Resources that Overture can access. To do so, the user must add the device by selecting **Add a New Device** in the toolbar.

Once selected, the Create Device window (shown in Figure 2-9) will appear. The user will be required to:

1. **Create a device name**. This name can be anything that uniquely identifies this device.

2. **Provide a Network Address**. This is the IP address of the device.

3. The user can disable an Overture search for the device by selecting the Disable Device box. The **Disable This Device box** prevents Overture from connecting to the device and retrieving the file list.

4. **Provide Associations**. This allows the user to assign the new device to any existing device groups.

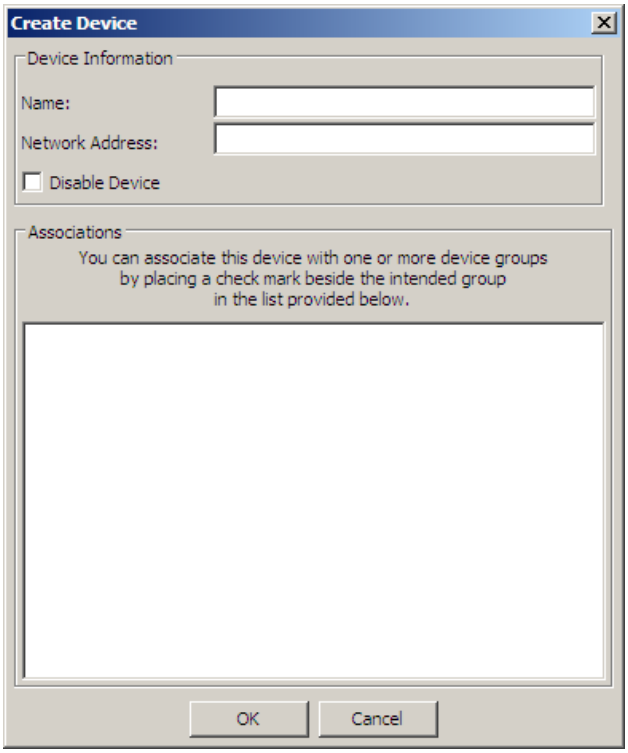

Figure 2-9: Create Device Window

2.2.2.2. Adding a Device Group

Overture enables the user to manage media files for a group of devices at one time. To do so, the user must create a group of devices by selecting **Add a New Device Group** in the toolbar.

Once selected, the **Create Device Group** window (shown in Figure 2-10) will appear. The user will be required to:

1. **Create a group name**. This name can be anything that uniquely identifies the group of devices.

2. **Add Associations**. This allows the user to select the devices that will be part of the group.

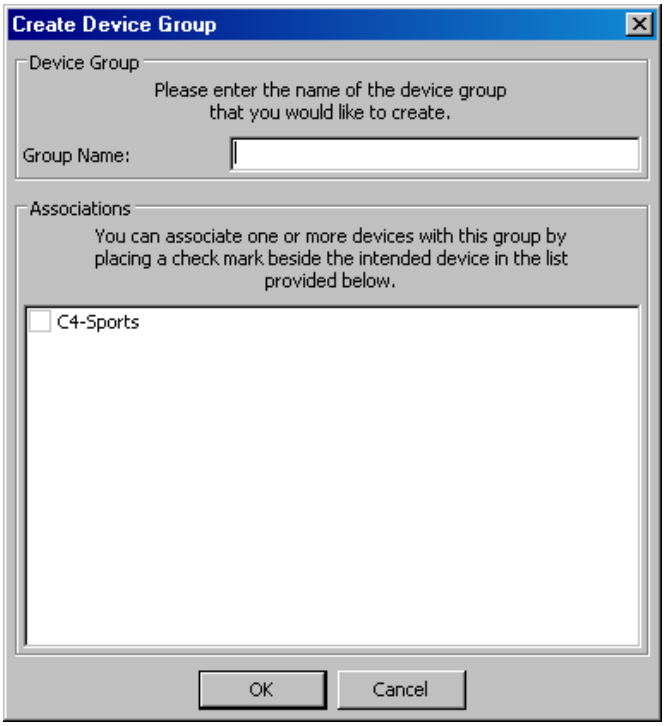

Figure 2-10: Create Device Group Window

2.2.2.3. Resource List Menu

To display the Resource List drop down menu, select a device in the list and Right-click the mouse button. The menu has the following options (as shown in Figure 2-11):

- **New Device…** will enable the user to add a new device. See 2.2.2.1 for further details.
- **New Device Group…** will enable the user to add a new device group. See 2.2.2.2 for further details.
- **Disable Device** will disable the device from the list of resources. The device still remains, however Overture will not try to connect to it when it is selected.
- **Paste** enables the user to paste a copied file to a device.
- **Delete** enables the user to remove a device from the Network Window.
- **Refresh** will refresh the view of the selected window.
- **Properties** enables the user to view and modify the properties of a device in the Network Window.
- **Upload…** enables the user to upload a media file to the selected device.
- **Upgrade…** enables the user to upgrade the firmware of the selected device. See 2.2.2.4 for further details.

2.2.2.4. Upgrading Firmware of Devices in Resources List

The device firmware in the Resources list can be upgraded using Overture. To access the device firmware in the Resource list, select a device in the list and Right-click the mouse button. The menu shown in Figure 2-11 displays the options available. To upgrade firmware, the user selects **Upgrade…** An upgrade window (see Figure 2-12) will appear. The user will then select the location of the BIN file required for the firmware upgrade.

Figure 2-11: Resource List Menu

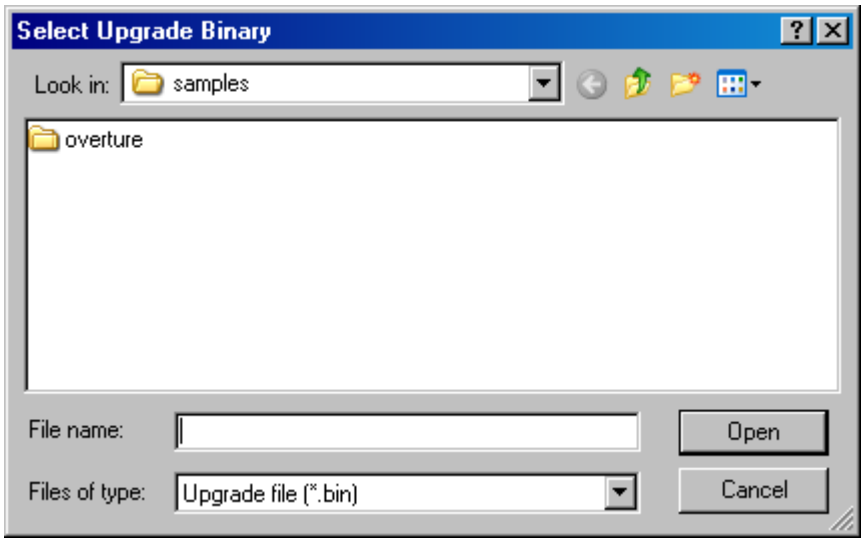

Figure 2-12: Upgrade Window

2.2.3. Using the Media View Panel

The user has the ability to manage the media on the actual devices. This is accomplished by using the Media View panel (see Figure 2-13). When a device or device group is selected, this panel will display all the files stored on the device.

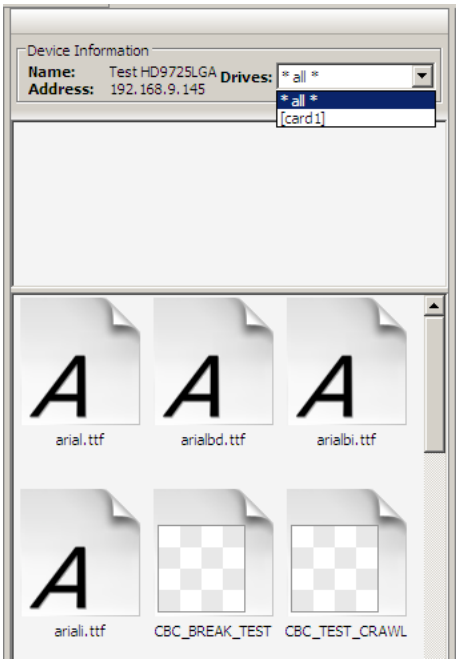

Figure 2-13: Media View Panel

The user can select which compact flash drive they would like to view by selecting it from the **Drives** pull-down menu. Depending on the device configuration, the user may see one or two drives (one for the internal compact flash and one for the external compact flash drive). The user can select *'*all*'* to display all the drives at once.

If the user selects a file (or files) and Right-clicks the mouse button, they will open the menu shown in Figure 2-14.

Figure 2-14: Media View Menu

The user can perform the following actions:

- **View** will display the media files in the full format, simple list, or thumbnails.
- **Cue** enables the user to cue a media file on the selected device or device group. This will load the selected media file into the device's memory cache and output on the preview output of the device.
- **Fade In** enables the user to fade in the selected media file. If the logo has not been loaded into the device's memory cache, this action will load the media file and fade it into the video signal.
- **Fade Out** enables the user to fade the selected media file out of the video signal.
- **Refresh** will refresh the view of the active window.
- **Copy** enables the user to copy media files from the device memory
- **Paste** enables the user to paste media files into the device memory.
- **Delete** enables the user to remove media files from the device memory.
- **Update Metadata** enables the user to update metadata information about the media file.
- **Upload…** enables the user to upload a media file to the device memory.
- **Upgrade…** enables the user to upgrade the device firmware (see section 2.2.2.3)

There is a second panel in the Device Media Contents area called **Storage Drives**. The **Storage Drives** panel specifies the various storage media on the selected devices. By selecting ***all***, all of the files on the device will be displayed. If **[card1]** is selected (as in Figure 2-13), the contents of **[card1]** will be displayed. Depending on the particular Media Branding device, the list of storage devices may vary in name.

2.2.3.1. Configurable System Logos

Logos can be designated as "system" logos, in which case Overture displays the logos in its upper "system" view. Each logo in the system view is marked as either present or missing as indicated by the item colour. System logos that are present will appear in standard font colour (in most cases BLACK, unless otherwise changed through the Control Panel Display applet). System logos that are not present (missing) are displayed in RED. All other logos (for example, logos that are not configured as System) are displayed in BLUE and will appear in the lower "show" view.

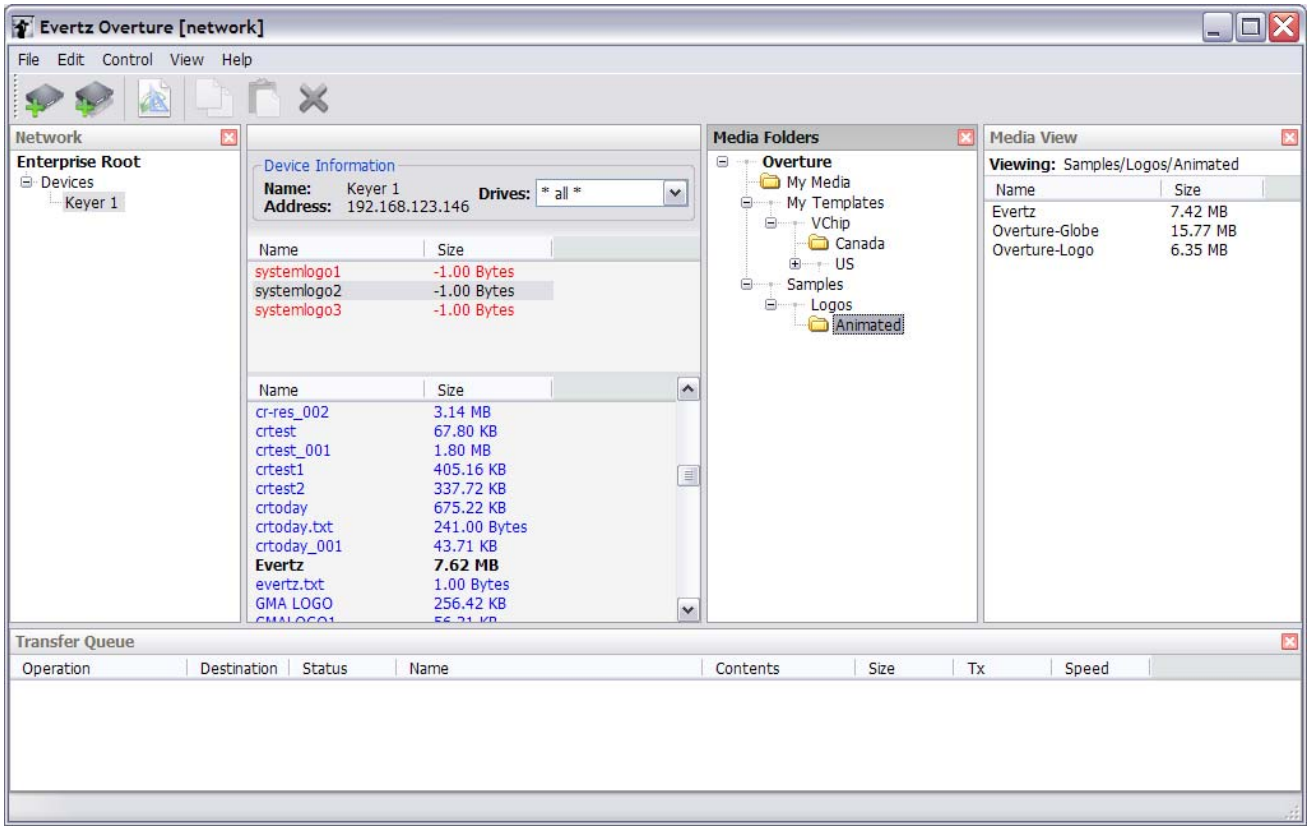

Figure 2-15: System Logo Window

Overture maintains a separate System logo database for each piece of hardware, thus allowing for independent configuration. System logos are setup in an XML configuration file named *database.xml*. There is one *database.xml* file for each hardware device, which is located in the Overture installation folder (typically C:\Program Files\Evertz\Overture\Cache\IPADDRESS, where IPADDRESS is the network address of the device in question). Refer to Figure 2-16.

The following is an example of a *database.xml* file:

```
<?xml version="1" encoding="UTF-8"?>
<root>
<cf name="CompactFlashName">
      <file name="Logoname"/>
      …
      <file name="LogonameN"/>
</cf>
</root>
```

In the above example, the ***CompactFlashName*** is the name of the compact flash card in the hardware device (for example, card0 or card1) and "***Logoname"***... ***"LogonameN"*** are the entries that represent each logo to be designated as a "system" logo.

The following screenshot shows the location of the default file (*database.xml*) and the folders (192.xxx.xxx.xxx) that it must be copied to for each hardware device.

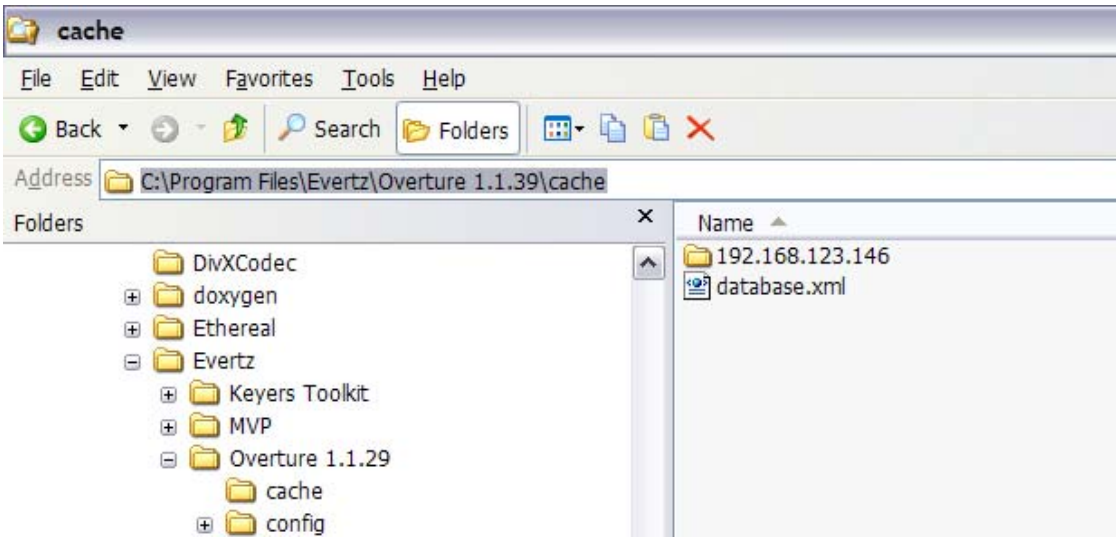

Figure 2-16: Location of the Template Database

The default *database.xml* file contains the following xml code.

```
<?xml version="1" encoding="UTF-8"?>
<root>
<cf name="[card1]">
      <file name="systemlogo1"/>
      <file name="systemlogo2"/>
      <file name="systemlogo3"/>
</cf>
</root>
```

Edit the *database.xml* file to contain your specific system logo definitions. Once completed, copy the *database.xml* file into each sub-folder in the main cache folder. Refer to Figure 2-15 to view a screenshot of the logo system feature.

If System Logos are to be located on both the internal and external compact flash cards (if equipped) a second configuration block is required, such as:

```
<?xml version="1" encoding="UTF-8"?>
<root>
<cf name="InternalCompactFlashCard">
      <file name="Logoname"/>
</cf>

<cf name="ExternalCompactFlashCard">
      <file name="Logoname"/>
</cf>
</root>
```

2.2.4. Using the Media Folders Panel

The Media Library is where the user stores the media files. This can be a network drive or the local drive on which Overture is running. The user can use Overture to navigate through the files. There are two parts of the Media Folders Panel: The Media Library Tree and Media Library Contents.

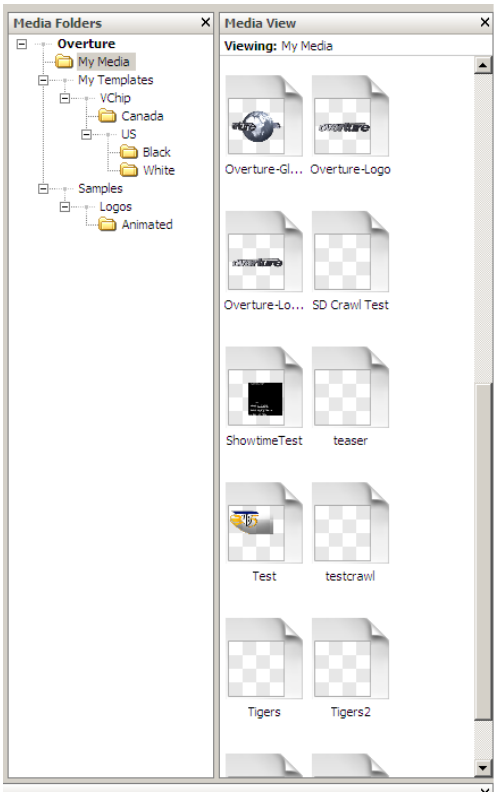

Figure 2-17: Media Library Panel

If the user selects a file (or files) and Right-clicks the mouse button, the following options will be displayed (as shown in Figure 2-18):

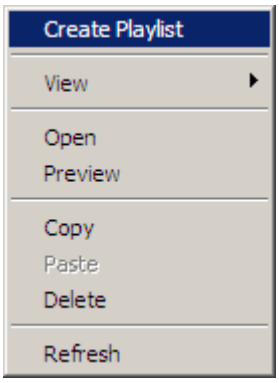

Figure 2-18: Media Library Menu

The user can perform the following actions:

- **Create Playlist** enables the user to create a playlist that consists of multiple media elements. Section 2.2.4.1 describes how to create a playlist.
- **View** will display the media files in the full format, simple list, or thumbnails.
- **Open** enables the user to open a media file. The design canvas window will open once a file is selected.
- **Preview** enables the user to preview static and animated logos only. A preview window will open and play out the static or animated sequence.
- **Copy** enables the user to copy media files from the Media Library.
- **Paste** enables the user to paste media files into the Media Library.
- **Delete** enables the user to remove media files from the Media Library.
- **Refresh** will refresh the view of the selected window.

2.2.4.1. Creating a Playlist

A playlist will allow the user to combine a number of media elements into one file. The playlist can contain up to 8 media elements. Figure 2-19 shows the Playlist Editor. The user can add or delete media files (.wav or .evl) as shown in Figure 2-20. . Once saved, a playlist file (.ekp) is created.

In order to use the playlist, the user must load the playlist file (.ekp) AND the corresponding media onto the same drive of the device. The user can then use either Overture or the front control panel to call the playlist to air.

For the playlist to work properly, the files within the playlist MUST also be on the device. The user MUST transfer these files to the device.

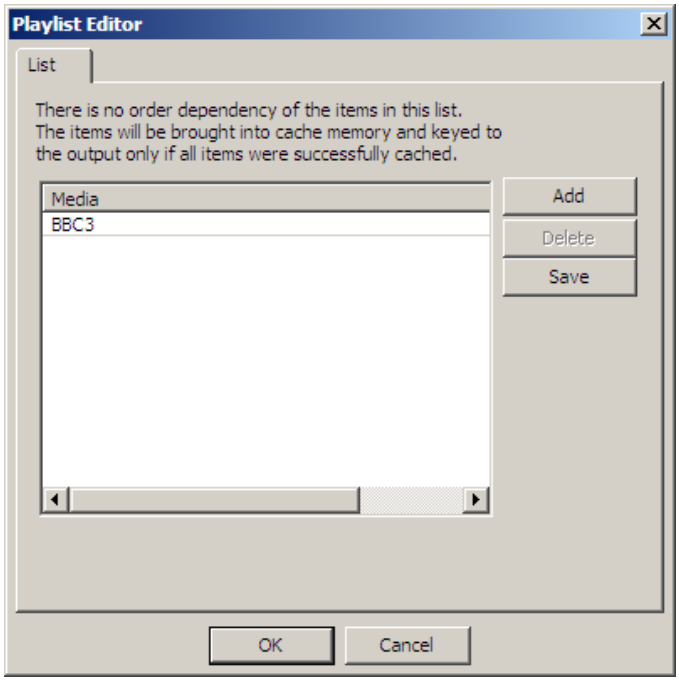

Figure 2-19: Playlist Editor

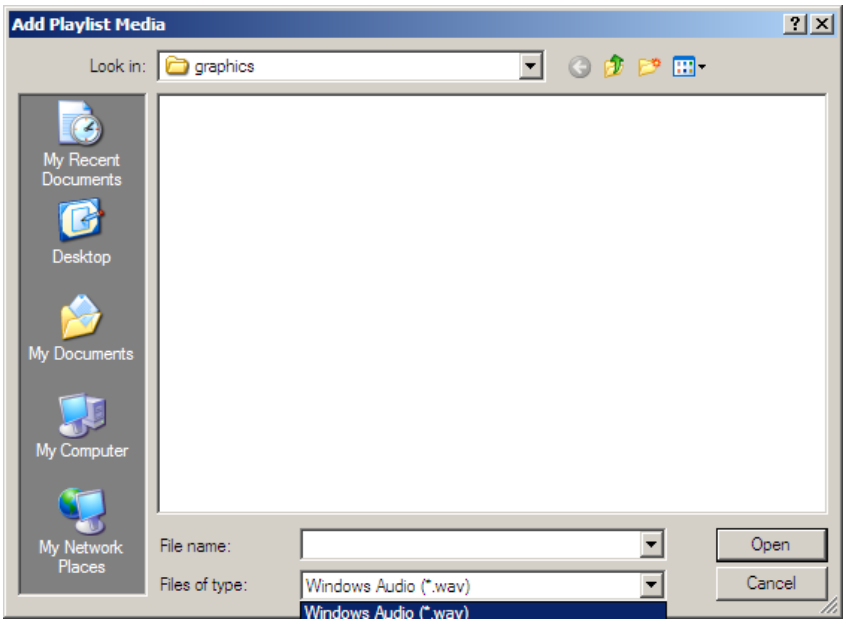

Figure 2-20: Playlist Media

2.2.5. Using the Transfer Queue Panel

The transfer queue panel (see Figure 2-21) displays the actions currently being performed. It will also display the results of particular actions.

Some of the actions that would be displayed are:

- Connecting to devices
- File transfers
- Loading media files
- Copying media files
- Removing media files

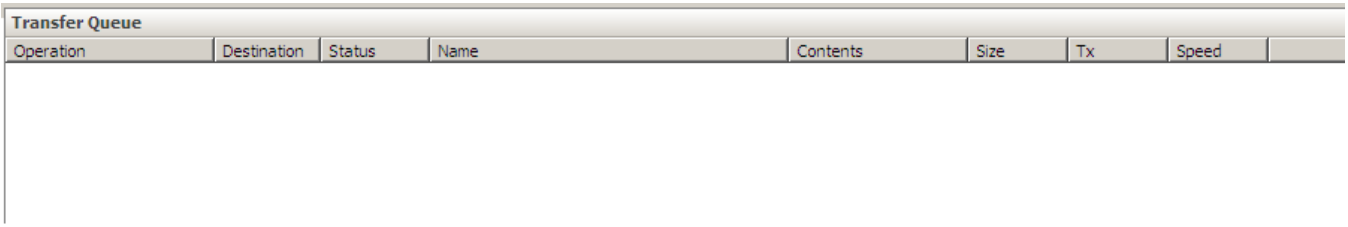

Figure 2-21: Transfer Queue Panel

2.3. DESIGN CANVAS

The Design Canvas screen is the main logo design window. The user will use this screen to import various media files, such as .tiff, .tga, .bmp, etc. The Design Canvas screen enables the user to place the logo or text title (ex. a crawl) in the desired location of the screen based on the video standard. When selecting **New Logo…** or opening a media file, the design canvas screen (shown in Figure 2-22) is opened automatically.

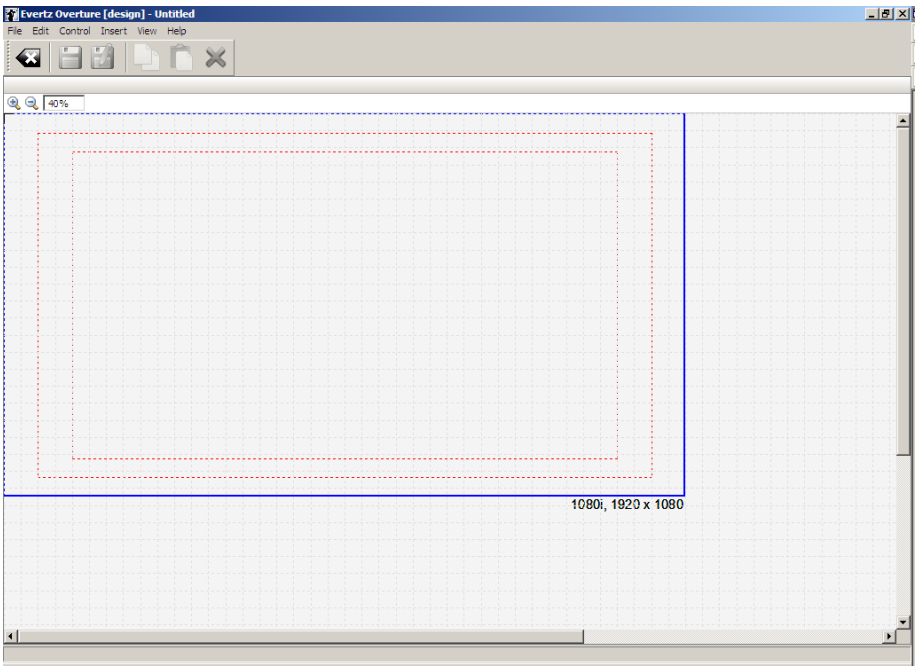

Figure 2-22: Design Canvas Screen

2.3.1. Design Canvas Main Toolbar/Drop-down Menus

The Design Canvas has it's own toolbar and set of drop-down menus. The toolbar is shown in Figure 2-23. The available toolbar buttons are described as follows (from left to right):

- **Back to Main Screen** will exit the Design Canvas and return the user to the Main Screen.

> **Caution:** Any changes that have not been saved at this point **will be lost**. Always save the media file before exiting.

- **Save** saves the media file as an Evertz file format known as .evl. The .evl file contains all of the frame sequences, fade controls, and logo positions.
- **Save As…** saves the media file as a specified .evl file. The .evl file contains all of the frame sequences, fade controls, and logo positions.
- **Copy** enables the user to copy a file or frame sequence.
- **Paste** enables the user to paste a file or frame sequence.
- **Delete** enables the user to remove a file or frame sequence.

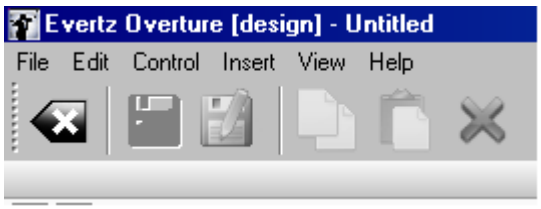

Figure 2-23: Design Canvas Main Toolbar

2.3.1.1. File Menu

The File drop down menu provides the following options as shown in Figure 2-24. The choices available are:

- **New** will enable the user to create a new media file.
- **Close** will exit the Design Canvas and return the user to the Main Screen. The user should use caution when selecting this button. A dialog box will appear to prompt the user to save any changes. Any changes that have not been saved at this point **WILL BE LOST**. Always save the media file before exiting.
- **Save** saves the media file as an Evertz File Format known as .evl. The .evl file contains all of the frame sequences, fade controls, and logo positions.
- **Save As…** saves the media file as a specified .evl file. The .evl file contains all of the frame sequences, fade controls, and logo positions.
- **Exit** exits the Overture application.

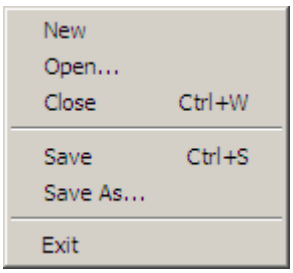

Figure 2-24: Design File Menu

2.3.1.2. Edit Menu

The Edit drop down menu provides the options shown in Figure 2-25:

- **Copy** enables the user to copy individual or multiple frames.
- **Paste** enables the user to paste frames.
- **Delete** enables the user to remove frames.
- **Select All** enables the user to select all of the frames.

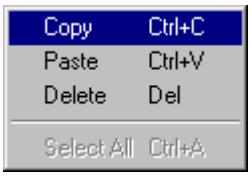

Figure 2-25: Design Edit Menu

2.3.1.3. Control Menu

The Control drop down menu provides the options shown in Figure 2-26:

- **Cue** enables the user to cue a media file on the selected device or device group. This will load the selected media file into the device's memory cache and output on the preview output of the device. **Note that the logo must have been uploaded to the device before Cue can occur.**
- **Fade In** enables the user to fade in the selected media file. If the logo has not been loaded into the device's memory cache, this action will load the media file and fade it into the video signal. **Note that the logo must have been uploaded to the device before Fade In can occur.**
- **Fade Out** enables the user to fade the selected media file out of the video signal. **Note that the logo must have been uploaded to the device before Fade Out can occur.**
- **Upload…** enables the user to upload the .evl file to a selected device (see Figure 2-29).
- **Logo Properties…** enables the user to set the properties of the logo. These properties are the number of frames to fade in, fade out, hold duration, etc. Depending on the nature of the logo/animation, some parameters may or may not appear. For further details on the parameters please refer to the device's user manual (for example, 9725LG Series Users Manual).

2.3.1.4. Logo Properties

The first tab in the **Logo Properties**… is called **Fade**. Once selected, this tab (see Figure 2-27) will enable the user to set the fade in, fade out, hold and opacity settings of the static logo or a crawl.

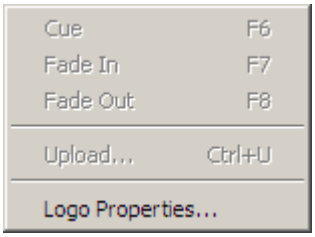

Figure 2-26: Design Control Menu

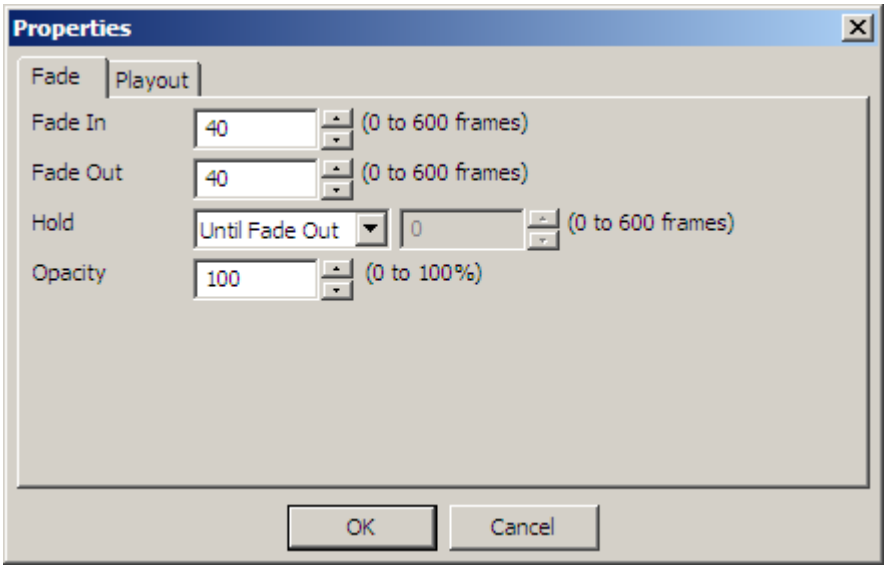

Figure 2-27: Logo Properties - Fade

The second tab in the **Logo Properties…** is called **Playout**. This enables the user to specify the layer the logo should be displayed on, the Quick Effect In duration, Quick Effect Out duration, Effect In, and Effect Out.

The Quick Effect In and Out duration allows the user to fix the duration of the Effect In and Out respectively. These values, when enabled, will override any Fade In or Out settings that have been created.

There are three main types of effects that can be applied to logos and crawls. They are: Fades, Wipes (in various directions), and Pushes. The duration of these effects are defined by the Quick Effect In and Out settings.

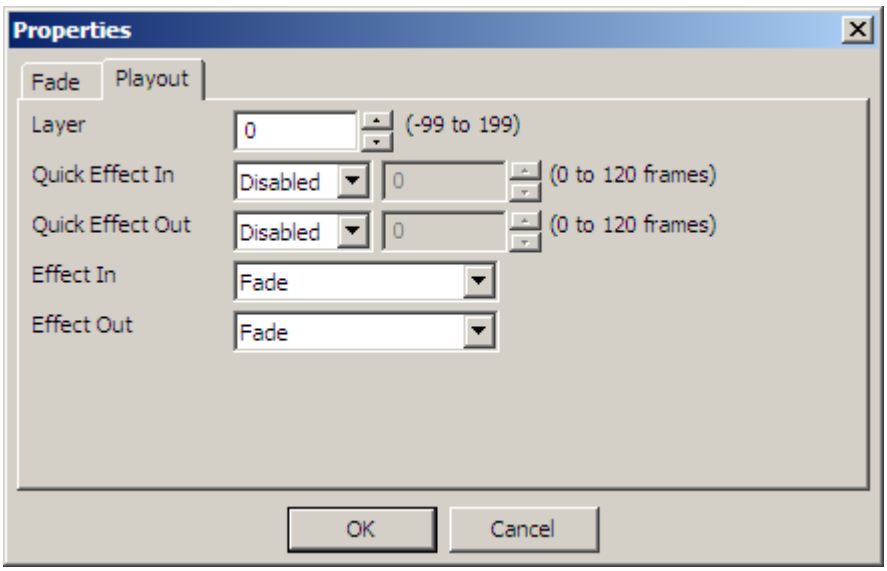

Figure 2-28: Logo Properties – Playout

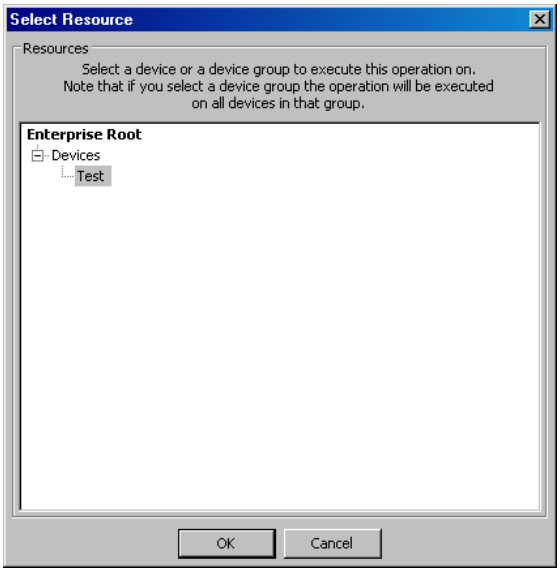

Figure 2-29: Design Upload Window

2.3.1.5. Insert Menu

The Edit drop down menu provides the following options shown in Figure 2-30:

- **Audio Clip…** enables the user to insert an audio wav file.
- **Image…** enables the user to insert a fill graphic (ex. .tiff, .tga, .jpg, etc) into the design canvas. When selected the window shown in Figure 2-31 will appear. The user simply selects the file. For a numerical sequence (ex. an image name followed by number like image001.jpg), the user can simply select the first file in the sequence and Overture will automatically pull the full sequence of files into the Design Canvas.

- **Image Object…** enables the user to create a particular media file (ex. animated text, crawls, CG text, date and time). The choices are shown in Figure 2-32.

- **Movie…** enables the user to use a QuickTime movie file (.mov) or Windows movie file (.avi) to create the media.

- **Key** enables the user to create a key from either a colour or from an image (see Figure 2-33 to Figure 2-35). The user can also delete a key from a particular image.

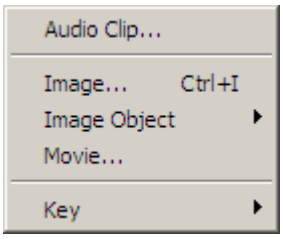

Figure 2-30: Design Insert Menu

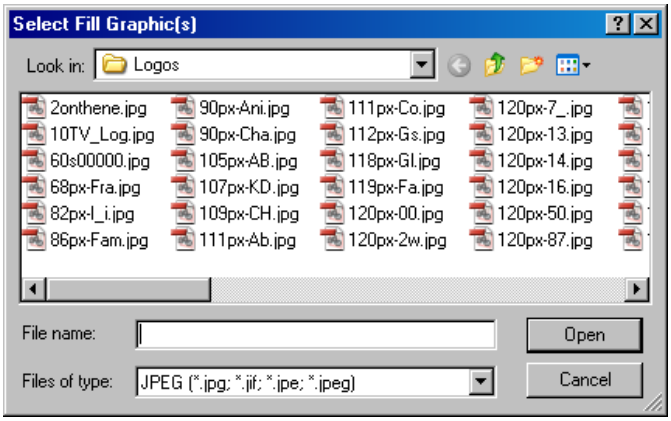

Figure 2-31: Fill Graphics Window

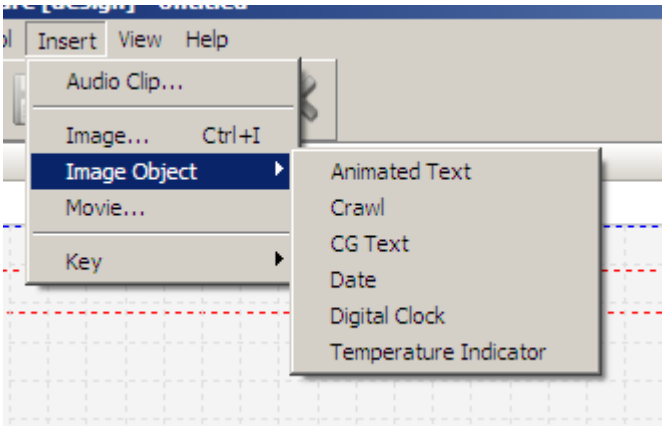

Figure 2-32: Image Object Menu

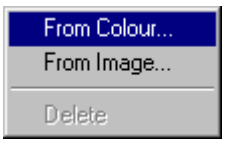

Figure 2-33: Key Menu

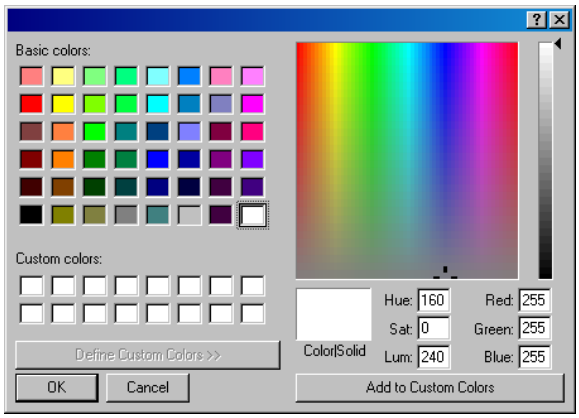

Figure 2-34: Key From Colour Window

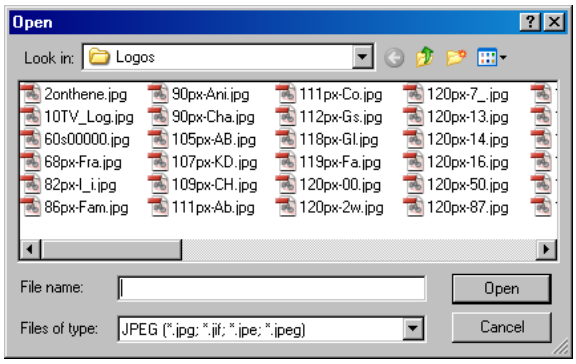

Figure 2-35: Key From Image Window

2.3.1.6. View Menu

The View drop down menu provides the following options shown in Figure 2-36. The choices available are:

- **Zoom In** enables the user to zoom in on the design canvas (up to 200%).
- **Zoom Out** enables the user to zoom out from the design canvas (up to 25%).
- **Zoom to 100%** enables the user to set the design canvas view to 100% (or full size for the particular video standard).
- **Zoom to Fit** enables the user to set the design canvas view to fit the current window size.
- **Frame Indicator** enables the display of the frame number (if using a series of frames to create an animation) when placing the image on the design canvas (shown in Figure 2-37).

- **Graticules** enables the user to display the graticules, which define safe areas for the particular video standard.

- **Grid** enables the user to activate a grid overlay onto the design canvas.

- **Video Standard** enables the user to specify the video standard they want the design canvas to be set in. The choices are: 525i, 625i, 720p, and 1080i.

- **Windows** enables the user to set which panels are visible on the design canvas. The panels are: Frames, Sequence Editor, and Transfer Queue (shown in Figure 2-37)

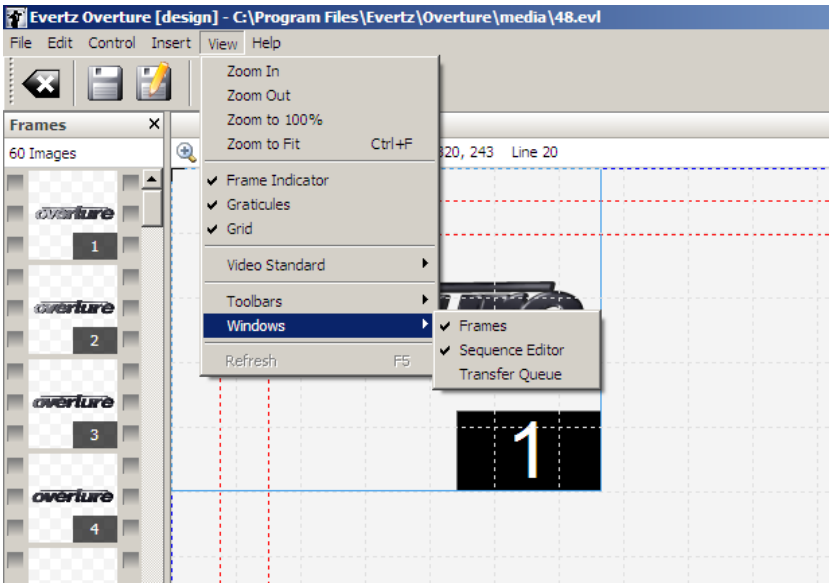

Figure 2-36: Design View Menu

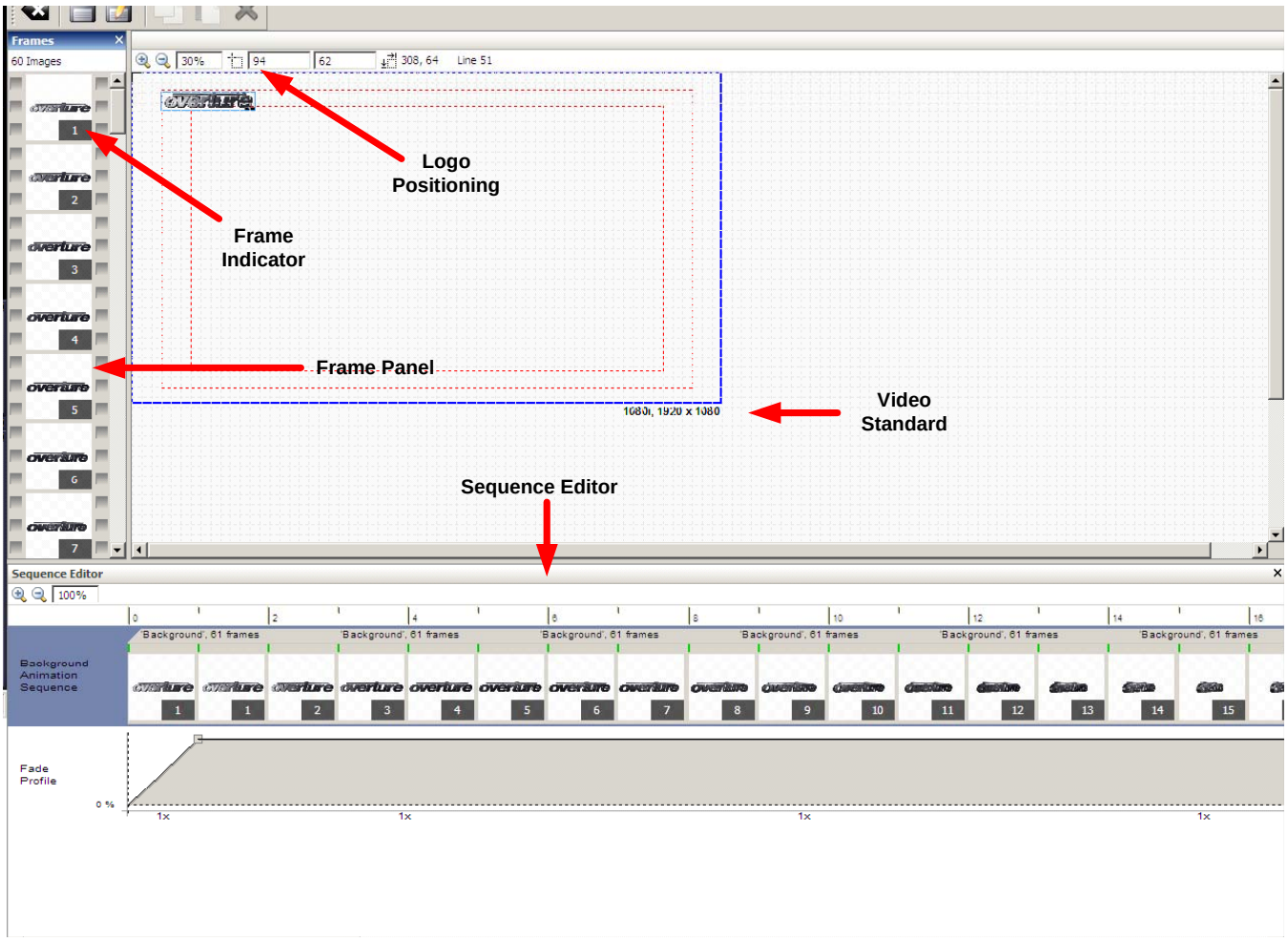

Figure 2-37: Design Canvas Panels

2.3.1.7. Logo Positioning

Overture enables the user to accurately place an image on the design canvas. This is done by the **Logo Positioning** information that is available on the Design Canvas. The following is the information that is provided:

- Pixel and line position of the object with respect to the top-left corner (0,0) of the video standard selected. The user can enter these values manually or use the mouse to move the frame.
- The size of the object box in terms of pixels and lines from the top-left corner of the highlighted object box.
- The line number of the object box is currently on.

Figure 2-38: Logo Positioning Information

2.3.1.8. Help Menu

The Help drop down menu displays the version number of the Overture software.

2.4. Creating Animated Text

The user can create an Animated Text object by selecting **Image Object** then **Animated Text** from the **Insert** menu in the top toolbar (see section 2.3.1.5). Once selected, the user will see a text object appear on the design canvas as shown in Figure 2-39. The user can set the placement of the text by using the mouse to select and drag the text object to the desired position.

The user may insert multiple animated texts.

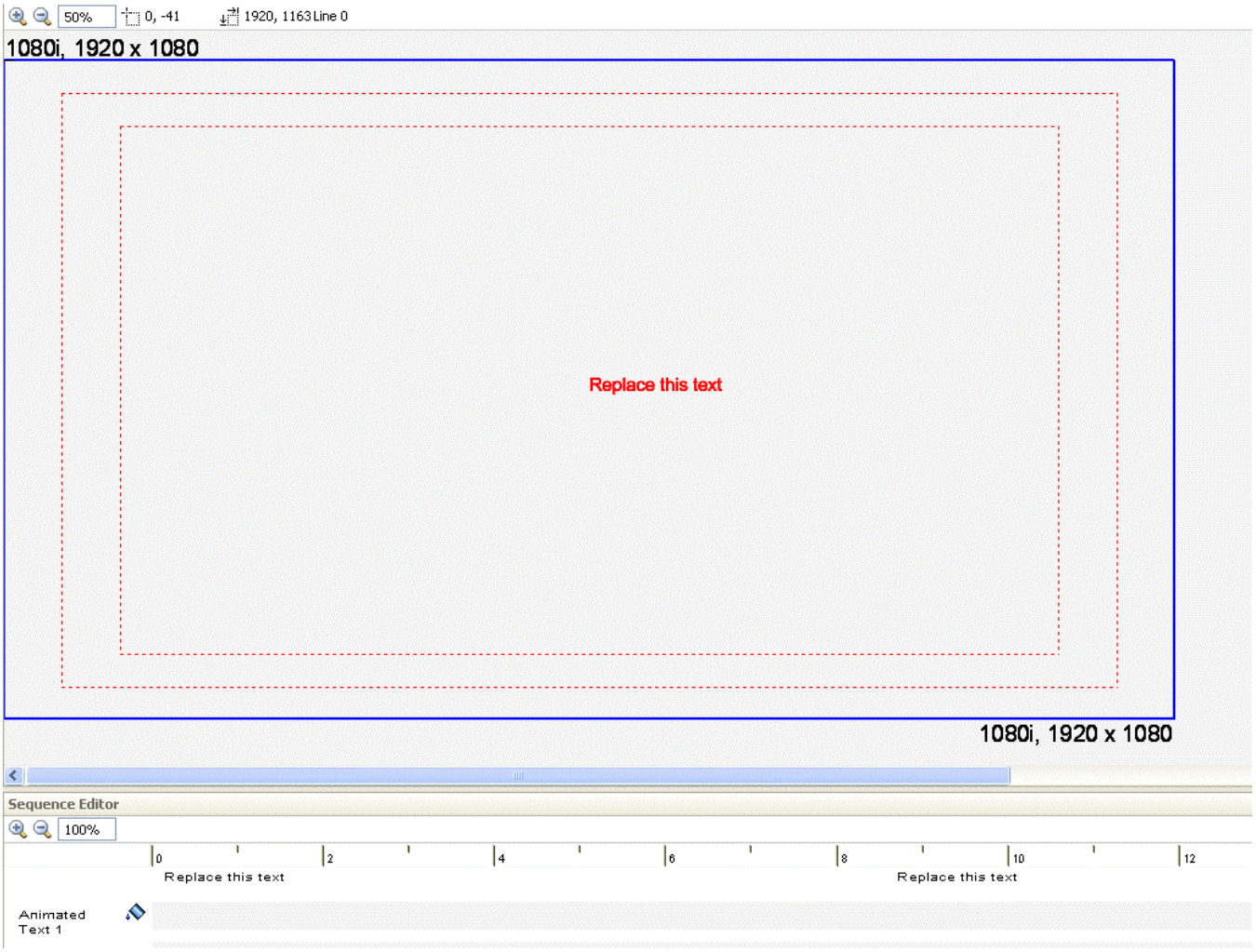

Figure 2-39: Animated Text

2.4.1. Animated Text Menu

By right mouse clicking the text on the design canvas, the user can access the Animated Text menu. The Animated Text menu provides the user with the animated text options shown in Figure 2-40.

Figure 2-40: Animated Text Menu

The following choices are available in the Animated Text menu:

- **Increase font size** enables the user to increase the font size of the animated text by a single increment at a time.
- **Decrease font size** enables the user to decrease the font size of the animated text by a single decrement at a time.
- **Font…** enables the user to specify the font type of the animated text. Note that this font **MUST BE** on the device with the animated text in order for the animated text to appear.
- **Font Size…** enables the user to set the font size of the animated text. The size of the animated text is adjustable from 10 to 200 point size.
- **Set Text…** allows the user to enter static text content.
- **Delete** enables the user to remove the animated text.

2.4.2. Sequence Editor

The Sequence Editor contains a fill (top bar) and key (bottom bar) for each animated text object. The **Fill** effect creates the appearance of the animated text. It enables the user to change the colour or apply a sequence of images to the animated text. The **Key** effect determines how the object will be represented. It enables the user to apply a transition effect or a transitioning image sequence to the animated text.

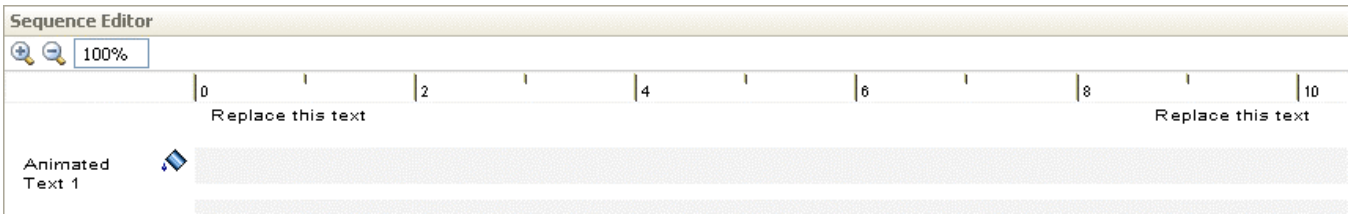

Figure 2-41: Animated Text Sequence Editor

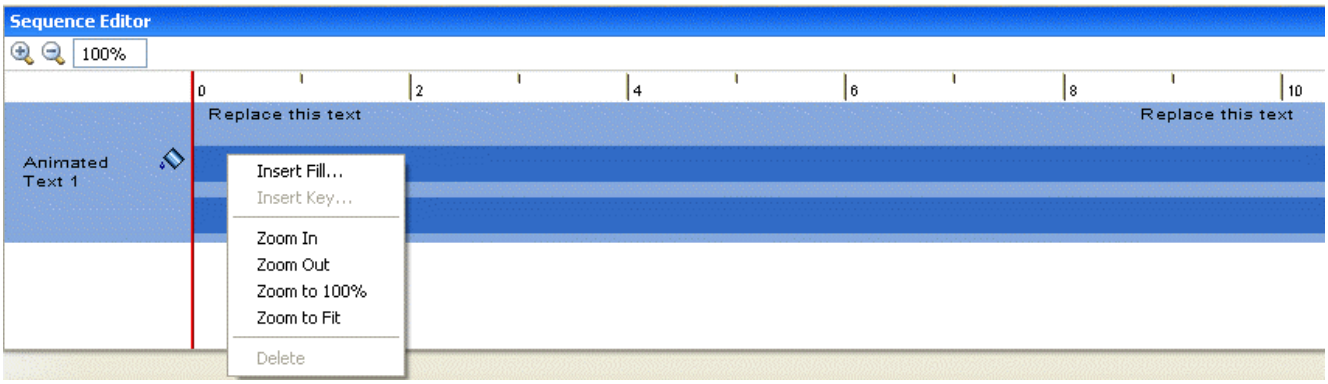

Figure 2-42: Animated Text Sequence Editor with 'Fill bar' selected

As shown in Figure 2-42, **Fill** is the top bar and **Key** is the bottom bar in the sequence editor. To insert a fill, select a location on the timeline and right mouse click the top bar when the red vertical line appears. When the right click menu pops up, select the **Insert Fill…** option (see Figure 2-42). To insert a key, select a location on the timeline and right mouse click the bottom bar when the red vertical line appears. When the right click menu pops up, select the **Insert Key…** option.

2.4.2.1. Inserting a Fill

Once the **Insert Fill…** option is selected from the pop up menu in the top bar of the Sequence Editor, the **Choose fill** window will appear as shown in Figure 2-43. The user can choose to insert a fill from a solid colour or an Image Sequence.

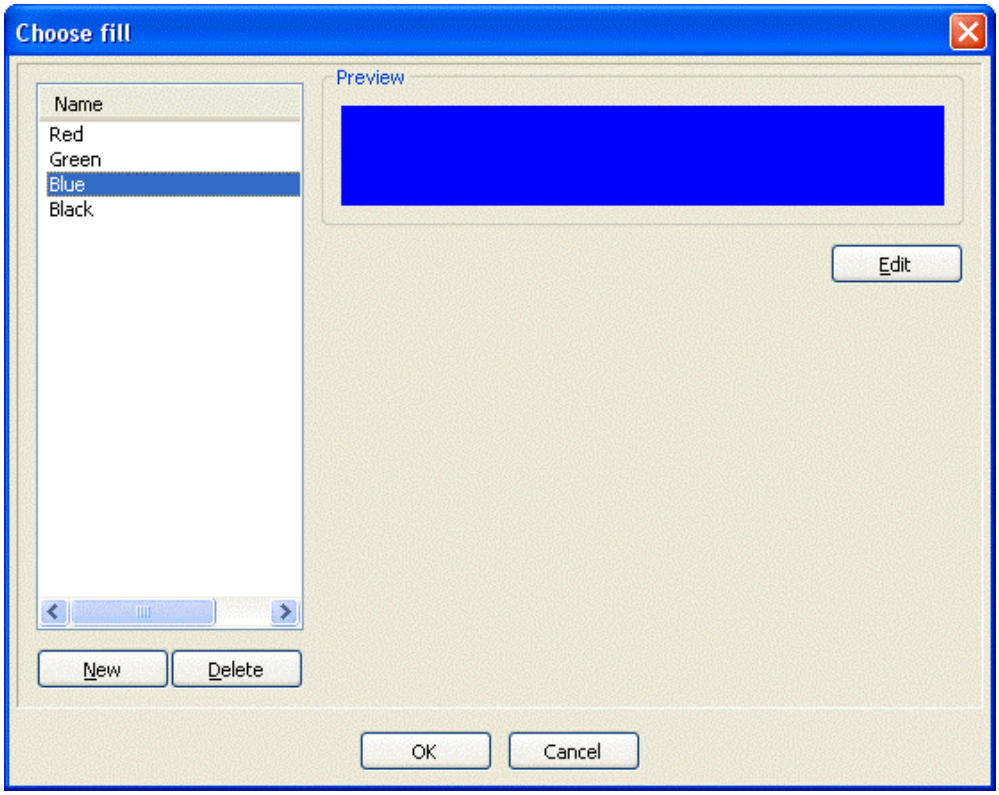

Figure 2-43: Choose Fill Window

2.4.2.1.1. Selecting a Solid Colour Fill

Once the **Choose fill** editor appears, the user can select the desired fill colour. The **Name** tab lists four default colours to choose from, which include red, green, blue and black. To select one of the fill default colours, highlight the colour name by selecting the colour in the **Name** tab. Once the desired colour is selected, click the **OK** button.

To create a new customized fill colour, the user can select the **New** button and click on the **Solid Colour** option in the pop up menu of the **Choose fill** editor. The new solid colour name will appear under the **Name** tab. Highlight the *Solid colour[x]* name in the **Name** tab, then select the **Edit** button located under the preview screen. Once the **Edit** button is selected, a colour settings window will appear as shown in Figure 2-44.

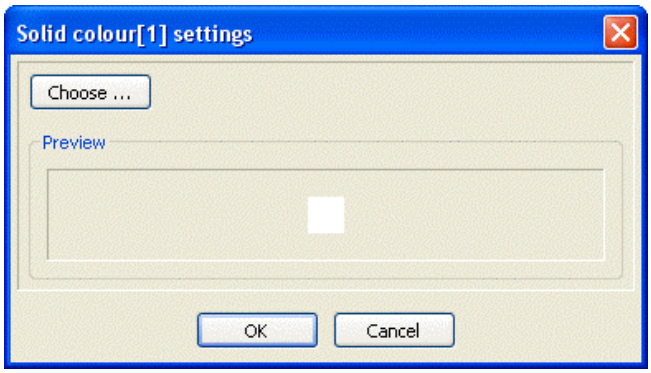

Figure 2-44: Colour Settings Window

The user can select a new fill colour by clicking on the **Choose…** button in the top left hand corner of the colour settings window. As shown in Figure 2-45, a **Select Color** window appears, which will enable the user to create the desired fill colour. Use the mouse to point to a colour on the colour pallet or use the **R:G:B** and **H:S:L** fields to enter a specific colour. There are five tabs in the **Select Color** editor that allows the user to identify a specific colour.

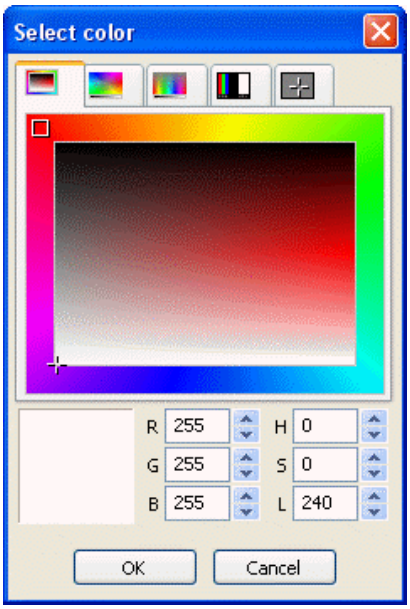

Figure 2-45: Select Colour Window

2.4.2.1.2. Image Sequence Settings

In the **Choose fill** editor, the user can add an image sequence by selecting the **New** button and clicking on the **ImageSequence** option in the pop up menu. The new Image Sequence name will appear under the **Name** tab. Highlight the *ImageSequence[x]* name in the **Name** tab, then select the **Edit** button located under the preview screen.

Once the **Edit** button is selected, the **ImageSequence[x] settings** window will appear as shown in Figure 2-46. The **ImageSequence[x] settings** window enables the user to customize an image sequence using a variety of image settings.

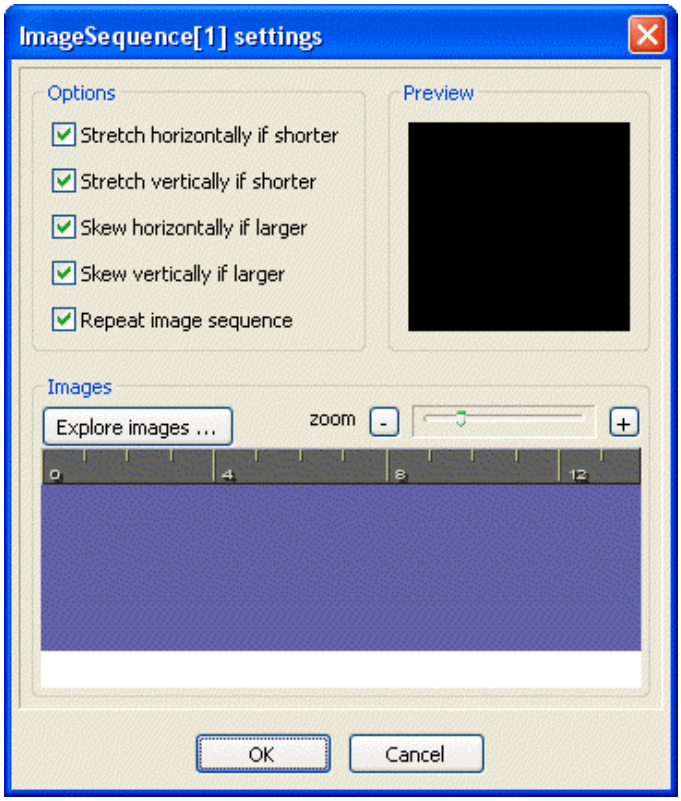

Figure 2-46: Image Sequence Settings Window

The following procedure outlines how to create an image sequence in the **ImageSequence[x] settings** editor:

1. Select the **Explore images…** button in the **ImageSequence[x] settings** editor. The **Images** dialog box will appear as shown in Figure 2-47.

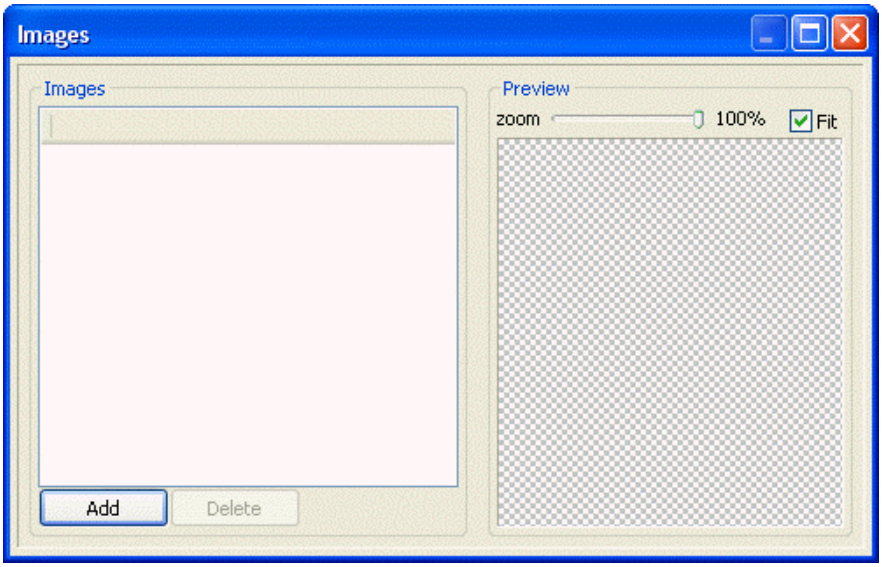

Figure 2-47: Images Window

2. Once the **Images** dialog box is open, click on the **Add** button to insert an image or series of images. The **Select Image File** window will appear and the user will be prompted to select the desired image(s).

3. Once the image(s) are selected, click on the **Open** button to insert the image(s). The inserted image(s) will be listed in the **Images** panel and, when selected, can be viewed in the preview panel. The user can remove the image(s) by highlighting the image name and selecting the **Delete** button.

4. Once the images are loaded in the Images panel, select the desired image(s) and drag the selection onto the timeline in the **ImageSequence[x] settings** editor (see Figure 2-48).

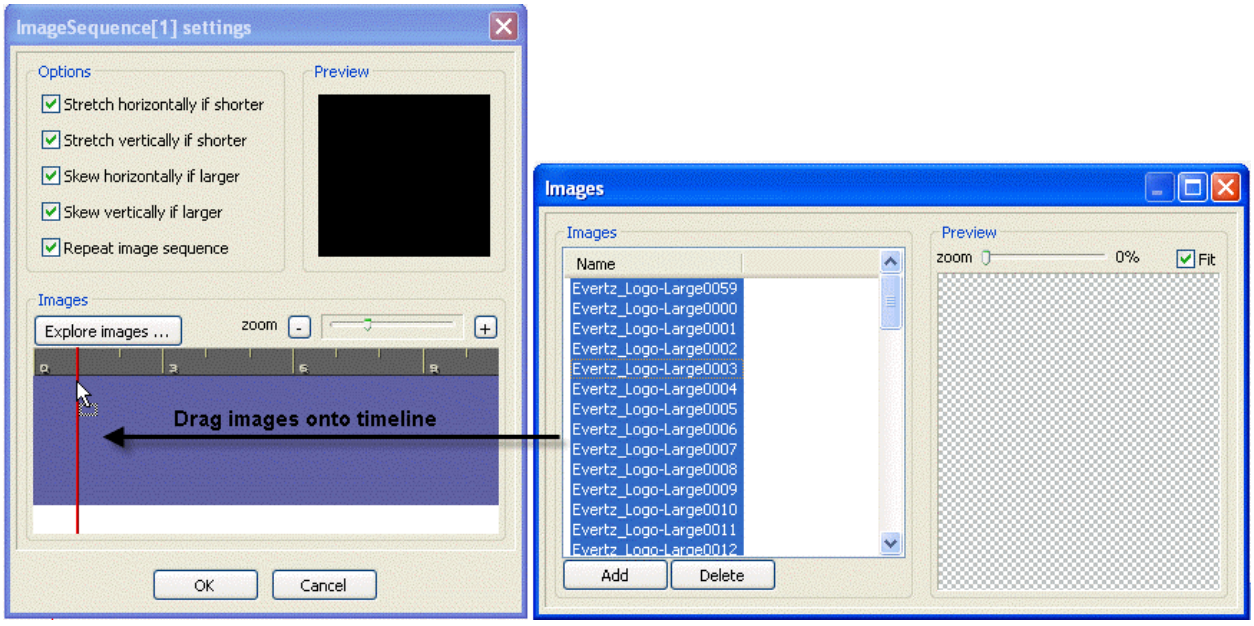

Figure 2-48: Transferring Images to the Image Sequence Timeline

5. Once the images are transferred to the **ImageSequence[x] settings** timeline, the user can exit the **Images** dialog box using the close button .

6. The **ImageSequence[x] settings** timeline will display the inserted images and their placement in the sequence (see Figure 2-49). Thumbnail images will be displayed in the Image Sequence timeline and a green marker will indicate the frame of the displayed thumbnail. Both the green and red markers in the timeline indicate the presence of an image on a frame; however, red markers will not have thumbnails displayed. The dark blue bar in the image sequence timeline identifies the number of frames in the image sequence.

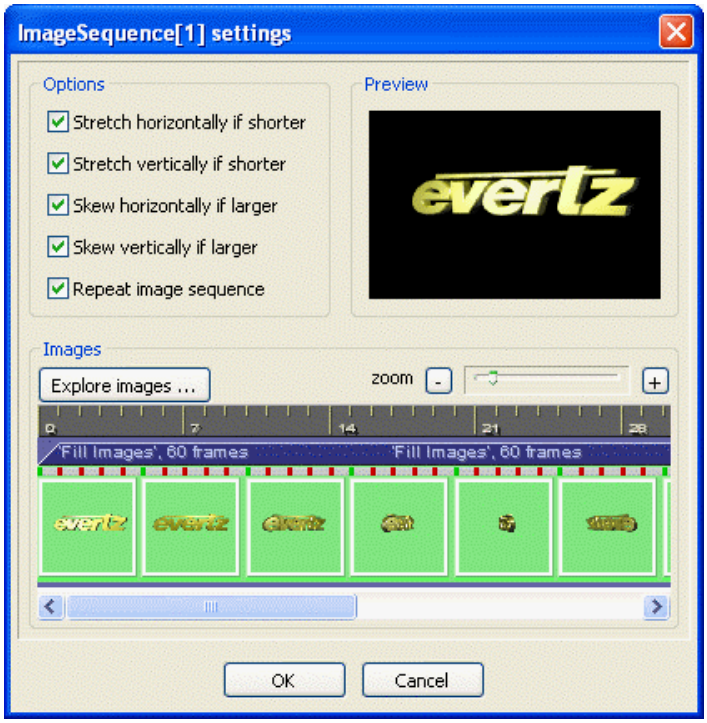

Figure 2-49: Inserted Images on an Image Sequence Timeline

7. An image can be deleted from the image sequence by selecting the image in the timeline and clicking on the **Delete** option when the drop down menu appears (see Figure 2-50). Selecting the **Delete** option from the drop down menu will delete only the selected image. Selecting the **Delete all** option from the drop down menu will delete all of the images in the image sequence. Selecting the **Select all** option from the drop down menu will select all of the images in the image sequence.

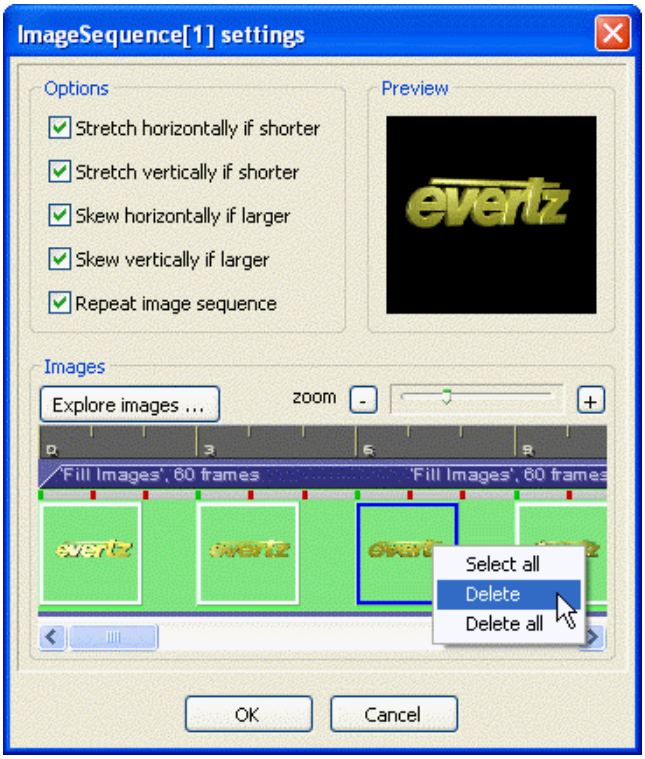

Figure 2-50: Selecting the Delete Option

8. The **Zoom** feature enables the user to zoom in or out on the image sequence. Use the plus (+) and minus (-) buttons or the zoom handle to control the zoom function.

9. The **Options** panel enables the user to manipulate the Image Sequence. To apply the **Options** effects, ensure that a check mark is placed in the box next to the desired setting. The **Options** settings provides the following choices:
   - ***Stretch horizontally if shorter*** stretches the width of the image if it does not horizontally fill the animated text space. Images will appear shorter and wider.
   - ***Stretch vertically if shorter*** stretches the height of the image if it does not vertically fill the animated text space. Images will appear taller and thinner.
   - ***Skew horizontally if larger*** shrinks the width of the image if it is horizontally too large to fit in the animated text space. Images will appear taller and thinner.
   - ***Skew vertically if larger*** shrinks the height of the image if it is vertically too large to fit into the animated text space. Images will appear shorter and wider.
   - ***Repeat image sequence*** repeats the selected image(s) in the image sequence.

10. The **Preview** screen allows the user to preview the changes that are being made to the Image Sequence. If a change is made using the **Options** panel or the image sequence is manipulated on the timeline, the **Preview** screen will reflect the change.

11. Once the desired image sequence is achieved, select the **OK** button to apply the image sequence settings.

2.4.2.2. Inserting a Key

Once the **Insert key…** option is selected from the pop up menu on the bottom bar in the Sequence Editor, the **Choose key** window will appear, as shown in Figure 2-51.

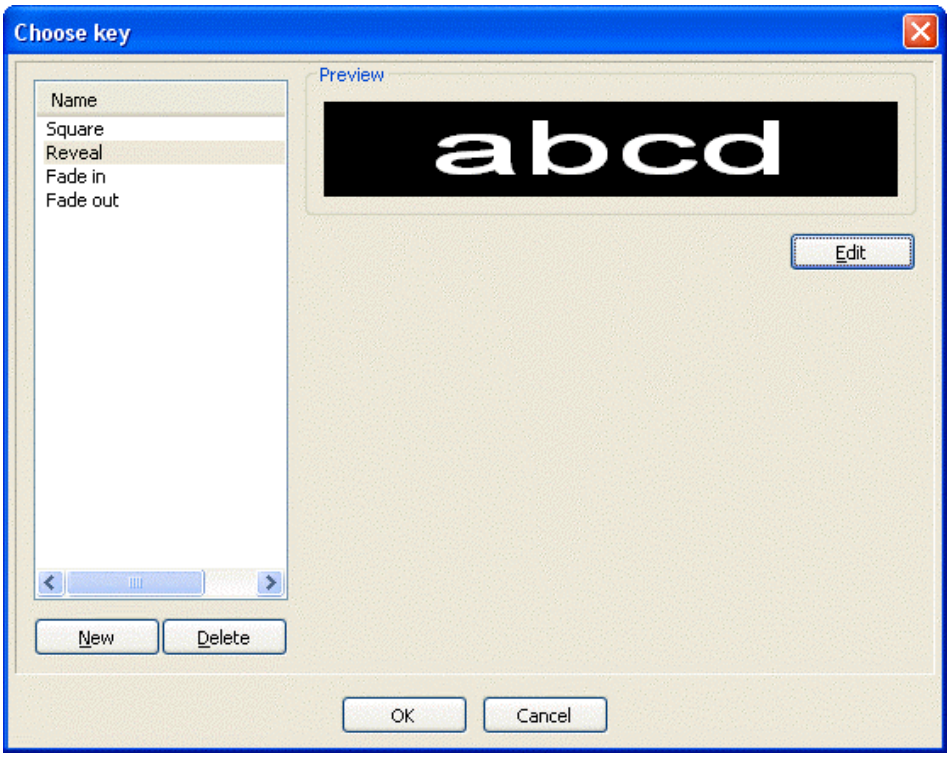

Figure 2-51: Choose Key Window

The user can choose to insert an animated effect from the existing key types listed in the **Name** panel or add a custom key type using the **New** button.

To apply an existing key type, select the desired effect from the key types listed in the **Name** tab. The default key types in the **Name** tab include:

- **Square** enables the user to apply a square transition, which dissolves the animated text in or out.
- **Reveal** enables the user to apply a reveal transition, which gradually reveals the animated text from a specified direction.
- **Fade in** enables the user to fade in the animated text.
- **Fade out** enables the user to fade out the animated text.

If the user has selected the desired effect from the list of default options, select **OK**.

To add a new key type, select the **New** button in the **Choose key** window (see Figure 2-51). A pop up menu will appear, which provides four options for creating new key types. These options include:

- **Wipe/Reveal** enables the user to create a transition, which wipes or reveals the animated text from a specified direction.
- **ImageSequence** enables the user to create a new Image Sequence to apply to the key of the animated text.

- **Fade** enables the user to create fade in or fade out effects.
- **Squares** enables the user to create a transition, which dissolves the animated text in or out.

In the **Choose key** editor, the user can add a new key type to the animated text by selecting the **New** button and clicking on either the **Wipe/reveal**, **Fade**, or **Square** option in the pop up menu. The new key name will appear under the **Name** tab in the **Choose key** editor. By highlighting the new key name and selecting the **Edit** button, the user can edit the settings for the key type.

In the **Choose key** editor, the user can add an Image Sequence by selecting the **New** button and clicking the **ImageSequence** option in the pop up menu. The new Image Sequence name will appear under the **Name** tab. By highlighting the *ImageSequence[x]* name and selecting the **Edit** button, the user can create the Image Sequence. Refer to section 2.4.2.1.2 for more information on Image Sequence settings.

To edit a new or existing key, highlight the key name in the **Name** tab and select the **Edit** button. A unique settings dialog box will appear for each individual key type. For example, Figure 2-52 shows the settings dialog box when the **Edit** button is selected for a *reveal* key type. To apply the settings select the **OK** button.

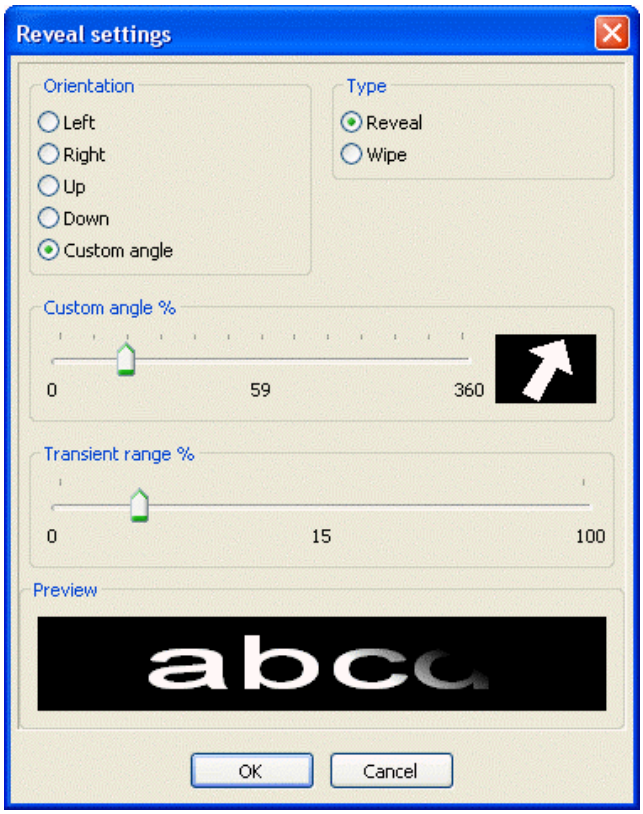

Figure 2-52: Reveal Settings Window

2.4.3. Adjusting the Fill and Key Effects on the Sequence Editor

Select the **OK** button to apply the fill and key settings. Once the fill and key effects are applied to the animated text, the location and duration of the fill and key sequences can be adjusted (see Figure 2-53). A fill and/or key box will appear in the sequence editor to reflect the presence of the effect. For example, Figure 2-53 shows a *Blue* fill and a *Square* Key have been applied to *Animated Text 1*.

The length of the key and fill bars determine how long it takes to carry out the effect. The timeline on the Sequence Editor is measured in frames, therefore, expand or shorten the effect based on the number of frames desired to carry out the effect.

To adjust the location of the effect, use the mouse to select and drag the fill and/or key to the desired location on the timeline. To adjust the duration of the effect, click on the beginning or end of the fill or key bar in the timeline and lengthen or shorten the effect in the sequence editor. To adjust previously applied settings, double click on the fill or key bar in the sequence editor timeline to re-open the **Choose key** or **Choose fill** dialog box.

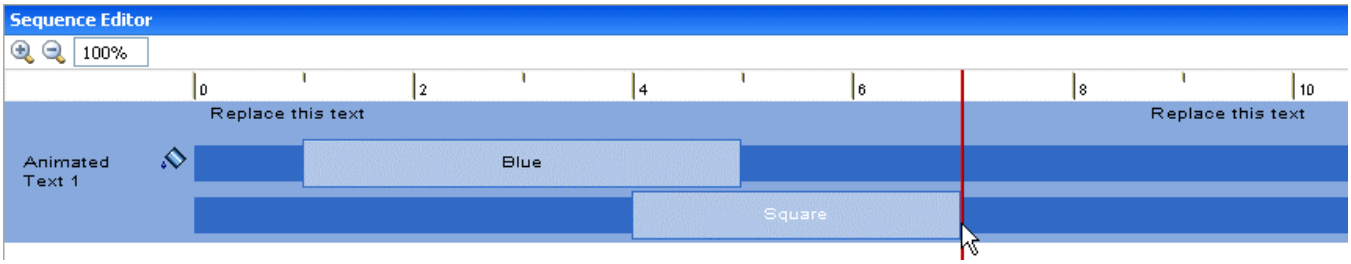

Figure 2-53: Animated Text Sequence Editor with Fill and Key Effects Applied

2.5. Creating a Crawl

To create a horizontal, the user can select the **Crawl** from the **Image Object** (see section 2.3.1.5). Once selected, the user will see a horizontal crawl that will move left to right by default as shown in Figure 2-54. To access the Crawl Menu, select the text object box inside the crawl and Right-click the mouse button. The Crawl Menu will be displayed as shown in Figure 2-55. The user can set the placement of the crawl by selecting the crawl and dragging it to the desired position by using the mouse.

Figure 2-54: Horizontal Crawl

2.5.1. Crawl Menu

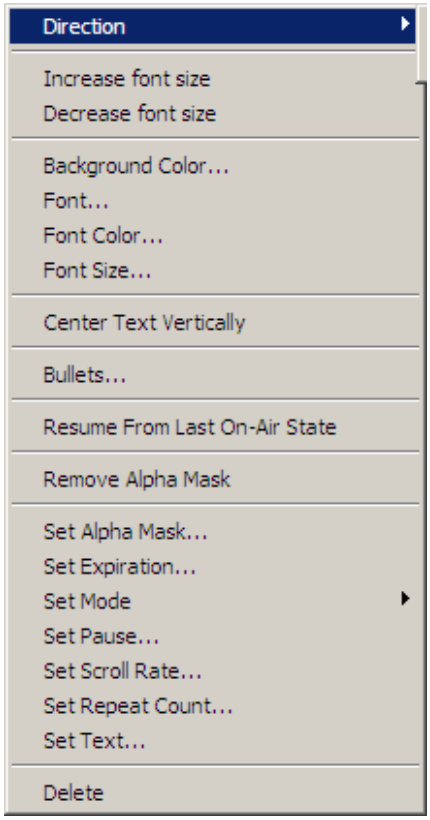

Figure 2-55: Crawl Menu

The Crawl menu provides the options shown in Figure 2-55. The choices available are:

- **Direction** enables the user to set the direction of the crawl. Currently, only left to right and right to left crawls are supported.
- **Increase font size** enables the user to increase the font size of the crawl by a single increment at a time.
- **Decrease font size** enables the user to decrease the font size of the crawl by a single decrement at a time.
- **Background Colour…** enables the user to set the background colour of the crawl.
- **Font…** enables the user to specify the font type of the crawl. Note that this font **MUST BE** on the device with the crawl in order for the crawl to appear.
- **Font Colour…** enables the user to set the font colour of the crawl.
- **Font Size…** enables the user to set the font size of the crawl. The size of the crawl is adjustable from 10 to 200 point size.
- **Center Text Vertically** enables the user to center the text vertically inside the crawl.

- **Bullets…** enables the user to scale an animated or static graphic inside the crawl separating headlines. Section 2.5.4 and 2.5.5 describes how to create and insert graphics inside the crawl.

- **Resume From Last On-Air State** enables the user to resume the crawl from the last state before the crawl was faded out.

- **Remove Alpha Mask** removes any applied alpha masks on the crawl.

- **Set Alpha Mask…** enables the user to specify an external image that will shape the look of the crawl (known as alpha mask or visibility mask). Standard images are supported where a valid mask consists of values from 0 to 255. A value of 255 will be fully opaque, while values that approach 0 become more transparent. A value of 0 represents complete transparency.

- **Set Mode** enables the user to control how the crawl initially appears on air. There are three modes: ***Ramp***, the crawl starts at one end of the screen and moves across to the other end; ***Bar***, the crawl background appears across the screen with the content starting from one end and moving across to the other; ***Bar2***, both the crawl background and content appear across the entire screen.

- **Set Pause…** enables the user to set a pause before the start of the crawl. This is adjustable from 0 to 30 frames.

- **Set Scroll Rate …** enables the user to set the scroll rate of the crawl to cross the screen. The scroll rate is adjustable in terms of seconds or pixels per frame.

- **Set Repeat Count …** enables the user to set the number of times the crawl will scroll through a complete cycle (i.e. scroll across the screen and then pause). The range for this parameter is 0 to 30 times. If the repeat count is set to 0, the crawl will continue in an endless loop.

- **Set Text …** enables the user to set the text of the crawl or define a Really Simple Syndication (RSS 2.0) source for the content of the crawl.

- **Delete** enables the user to remove the crawl.

In order for the Crawl to function properly, the user MUST ensure the selected Font Type is loaded onto the device. The Utopia font is on the device by default.

2.5.2. Moving Crawl Position

The user can move the crawl position by selecting the text object box inside the crawl. The user can use the **Logo Positioning** information to place the crawl where desired.

The user can also set where the crawl will begin and end within the active picture. This is accomplished by selecting the left or right edge of the crawl object. The user then uses the mouse to adjust the position of the left or right edge of the crawl. The user can use the **Logo Positioning** information to accurately size the start and finish edges of the crawl. This is shown in Figure 2-56.

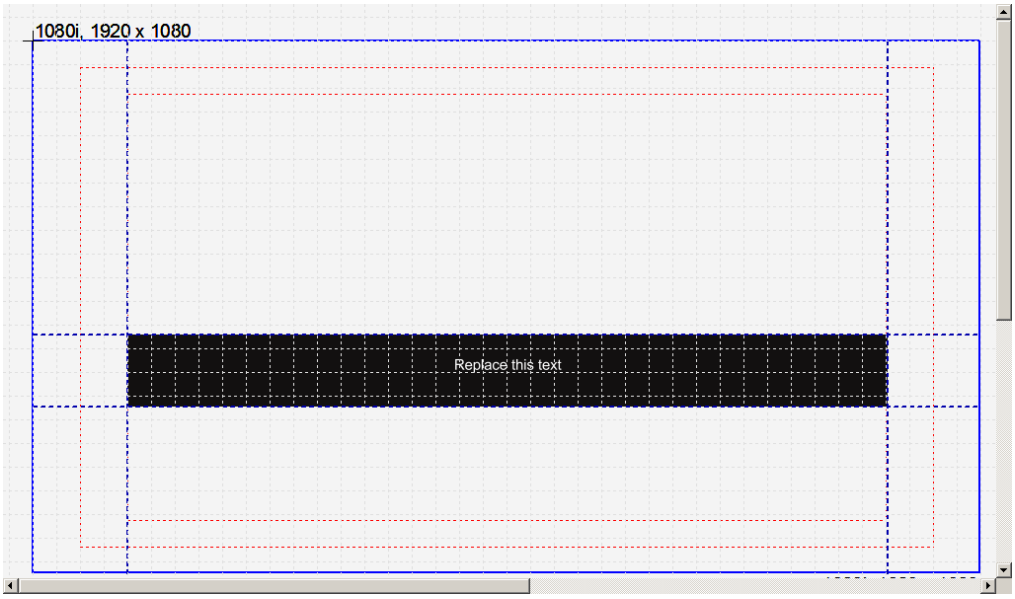

Figure 2-56: Crawl Sizing

The user can also adjust the height of the background of the crawl. This is accomplished by selecting the top or bottom edge of the crawl object. The user then uses the mouse to adjust the position of the top or bottom edge of the crawl.

When adjusting the top or bottom of the background of the crawl, the user should note that the crawl text MIGHT be cropped. If the adjustments are made such that the background is less than the font height of the crawl text, cropping of the text will occur. Users should be aware of this when making the adjustments.

2.5.3. Using a Text File for Crawl Content

The user can enter static text into the crawl, provide a text file as the content of the crawl, or define a Really Simple Syndication (RSS 2.0) feed as the source for content of the crawl. The user selects **Set Text …** option in the crawl menu (see section 2.5.1) to define the source. If static content is desired, then the user can enter the text into the Enter Text area of the **Set Text…** dialog box shown in Figure 2-57.

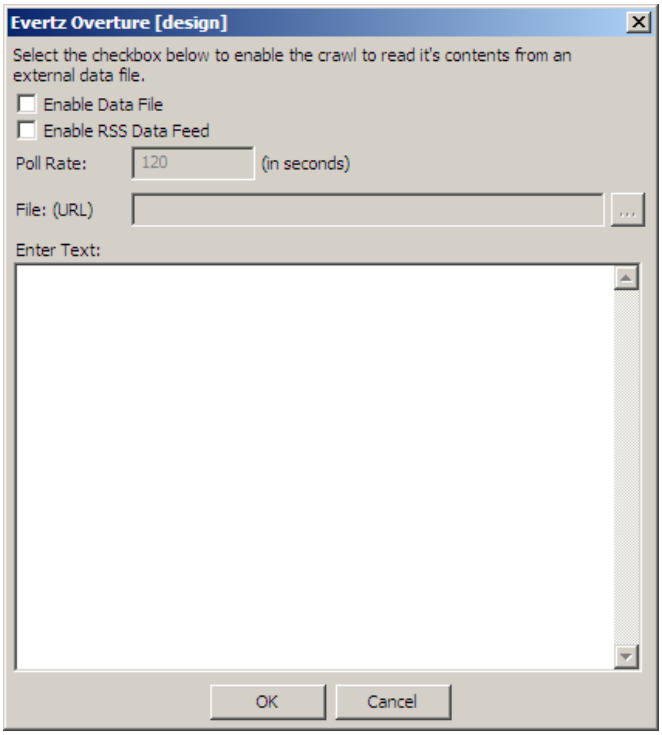

Figure 2-57: Set Text Dialog Box

The user can dynamically change the content of the crawl by selecting the **Enable Data File** check box. The user will then specify a particular text file to use. When the crawl is activated on the Program the contents of the crawl will be read from the text file.

The text data file and the crawl MUST be put on the SAME compact flash storage drive of the Logo or Media Inserter. When the crawl is pre-cached, the text data file is also loaded.

The user can now update the contents of the crawl by updating the text file and uploading it onto the device.
For RSS, the user selects the **Enable RSS Date Feed** checkbox. In the URL field, the user will enter the location of the RSS feed. For example, for CNN Top Stories RSS feed, the user will need to find the IP address of the source. In this case, the IP address and path for this feed is:

`http://66.150.96.119/rss/cnn_topstories.rss`

The user would enter this COMPLETE path into the URL field in the Set Text Dialog Box (see Figure 2-57). A poll rate will need to be configured. This is how often the device will check the RSS source for updates.

For the RSS to work correctly, the 9725 device MUST have a direct connection to the Internet. The connection also MUST NOT have a firewall in its path.

2.5.4. Scaling a Static or Animated Graphic for the Crawl

Overture will allow users to scale static or animated graphics to fit into a crawl. This is accomplished by right clicking over the crawl and selecting the **Bullets…** option in the pop up menu as shown in Figure 2-55.

Figure 2-58 shows the Properties window for Bullets. The user must select the **Add** button to choose which graphic file they want to scale to insert into the crawl. This file **MUST** be an existing .evl file (either static or animated logo).

The Offset column will indicate the amount the user will have to adjust the graphic to properly center it in the crawl. This is the "v" offset value as shown in section 2.5.5. The user **SHOULD** set the "v" offset before saving the crawl.

When the user saves the crawl, Overture will create a new logo file called "*<crawl_name>_001*". For example, if the user is creating a crawl called *TestCrawl*, Overture will also create a file called *TestCrawl_001*. This is the scaled logo file. The user can rename this file to match the name specified as LOGO NAME in section 2.5.5.

Using the TestCrawl example, in the **Set Text…**, the user may have specified the following:

`<graphic name= "bullet" v="2">`

In this example, the *TestCrawl_001* would be renamed *bullet*. Also, the v offset would be set to match the offset displayed in the Offset column (see Figure 2-58).

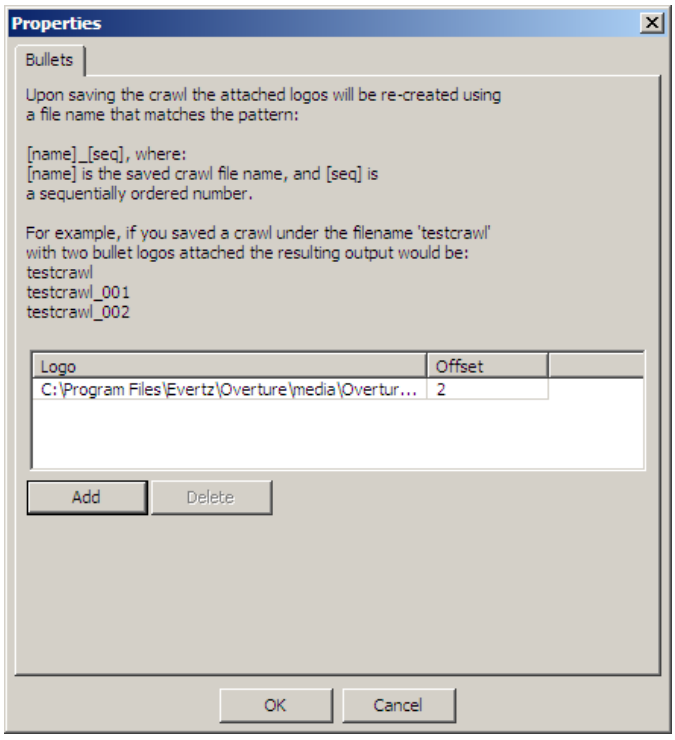

Figure 2-58: Scaling a Graphic

2.5.5. Inserting a Static or Animated Graphic into the Crawl

The user can also add a static or animated graphic into the crawl to separate crawl headlines. First the user must create a text data file and set it as the source for the crawl content (see section 2.5.3). To insert a graphic into the crawl, the user must define an information tag for the crawl. Figure 2-59 shows an example of this. In this example, a *bullet* graphic will be inserted after **EVERY** carriage return in the text data file called *test.txt.*

To insert a graphic, the user must use the following syntax in the "**Enter text:** " box:

<graphic name="LOGO NAME" v="X"> , where LOGO NAME is the name of the logo file and X is a numerical value.

This is a special tag that is interpreted by the Logo/Media Inserters. The **graphic name=** identifies the logo to insert into the crawl. This logo **MUST** be created in Overture and loaded on the device in the same compact flash drive that the crawl is stored. The next parameter, **v="X"** allows the user to adjust the (vertical) position in lines of the logo within the crawl. When the logo is first inserted into the crawl, a baseline is created for the logo using the bottom edge of the font. The 'v' parameter will make adjustments to the logo with respect to this baseline.

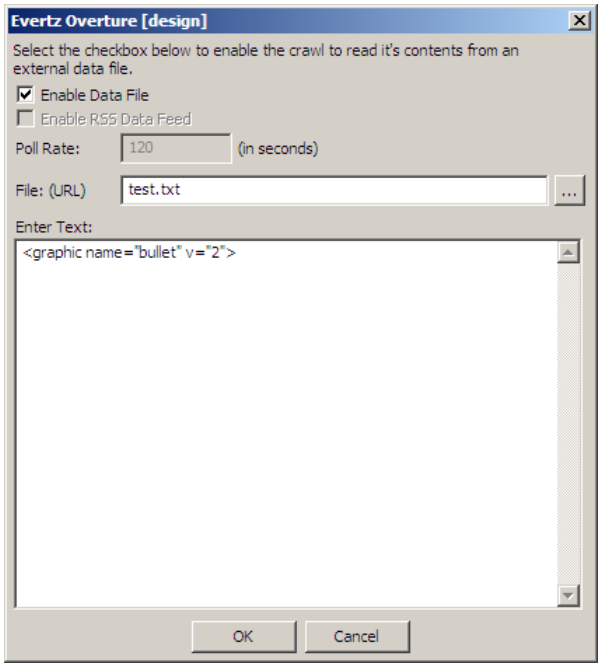

Figure 2-59: Inserting graphic into crawl

2.6. Creating a CG Text

The CG text headliner feature allows the user to create a one to three line "headliner" that can be faded, wiped, or pushed on. The source of the headliner is a text file that is created by the user that contains the headliners that they want to show.

To create a CG text headliner, the user can select the **CG Text** from the **Image Object** (see section 2.3.1.5). The CG Object consists of three lines of text and a display area. The user can select the display area by selecting the area defined by the 4 dashed lines. The user can select the text objects by selecting the text. The Display Area Menu will be displayed as shown in Figure 2-61. The Text Object Menu is shown in Figure 2-64.

This feature is an optional feature that MAY not be available in all versions of Overture.

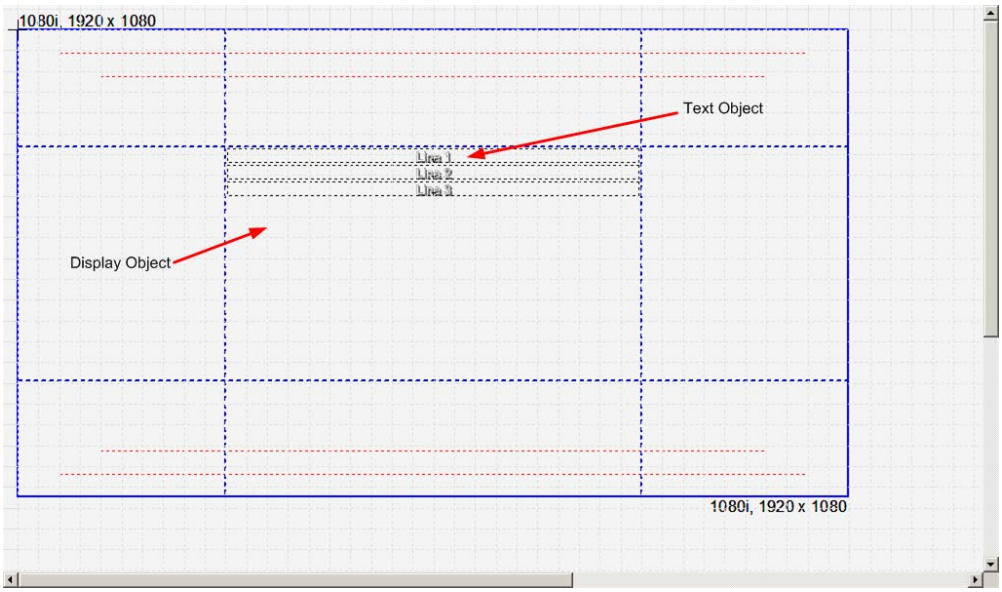

Figure 2-60: Creating CG Text

2.6.1. Setting the CG Text Contents

To set the contents of the CG text headliner, the user will use the Display Object menu shown in Figure 2-61. The Display Object menu will enable the user to define the source of the text, the text action, transition information, and font information. The Display Object menu provides the following choices:

- **Direction** sets the direction in which the text will appear on the program. The direction value is used if the text is wiped or pushed on.
- **Fade** enables the user to use a fade transition between headlines.
- **Wipe** enables the user to use a wipe transition between headlines, where the direction is set by **Direction**.

- **Push** enables the user to use a push transition between headlines, where the direction is set by **Direction**.

- **Anchor Left** sets the alignment of the text to be left justified. Text starts from the anchor point in the text box. See Figure 2-62 for an example of the anchor point.

- **Anchor On Center** sets the alignment of the text to be centered. Text will be centered on the anchor point in the text box. See Figure 2-62 for an example of the anchor point.

- **Anchor Right** sets the alignment of the text to be right justified. Text ends at the anchor point in the text box. See Figure 2-62 for an example of the anchor point.

- **Increase font size** enables the user to increase the font size of the text by a single increment at a time.

- **Decrease font size** enables the user to decrease the font size of the text by a single decrement at a time.

- **Font…** enables the user to specify the font type of the text.

- **Font Colour…** enables the user to set the font colour of the text.

- **Font Size…** enables the user to set the font size of the text.

- **Use Font Outline** enables the user to add an outline to the text.

- **Outline Colour…** enables the user to set the colour of the font outline.

- **Use Font Shadow** enables the user to add a shadow to the text.

- **Shadow Colour…** enables the user to set the colour of the shadow around the text.

- **Shadow Depth…** enables the user to set the depth of the shadow around the text. The range of the shadow depth is from 1 to 16 pixels in each the X and Y direction.

- **Set Transition Duration…** enables the user to set the duration of the transition in frames. The transition time range is from 1 to 60 frames.

- **Set Transition Hold Time…** enables the user to set the duration of the transition in frames. The transition hold time range is from 1 to 65535 frames.

- **Set Text Source File…** enables the user to specify the source of the text file. The text file is a normal text that contains the headlines.

- **Delete** enables the user to remove the Design Object.

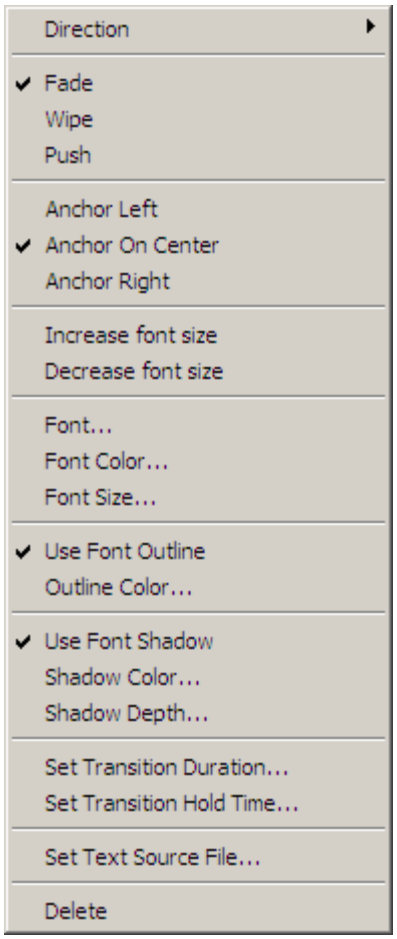

Figure 2-61: Display Object Menu

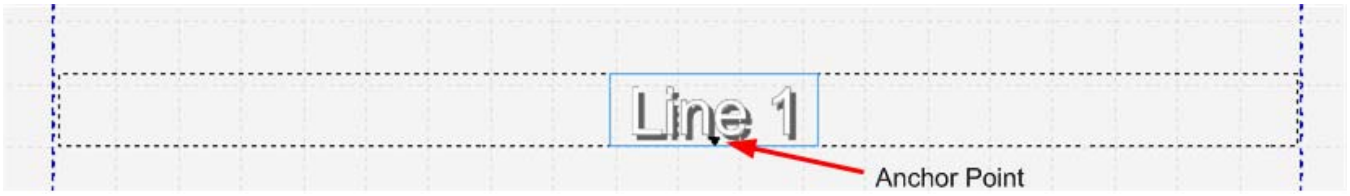

Figure 2-62: Text Anchor Points

2.6.2. Creating Text Source File

To create the source file, the user simply needs either WordPad or Notepad. The file is a simple Text file (see Figure 2-63). In the file, each headline is separated by a blank line (carriage return only). Currently, the CG text headliner feature allows for **UP TO THREE** lines per headline. The length of each line in the headline is based on the font type and size selected for the headline.

The maximum size that the source file can be is 64 headlines or 8Kbytes (depending on which occurs first).

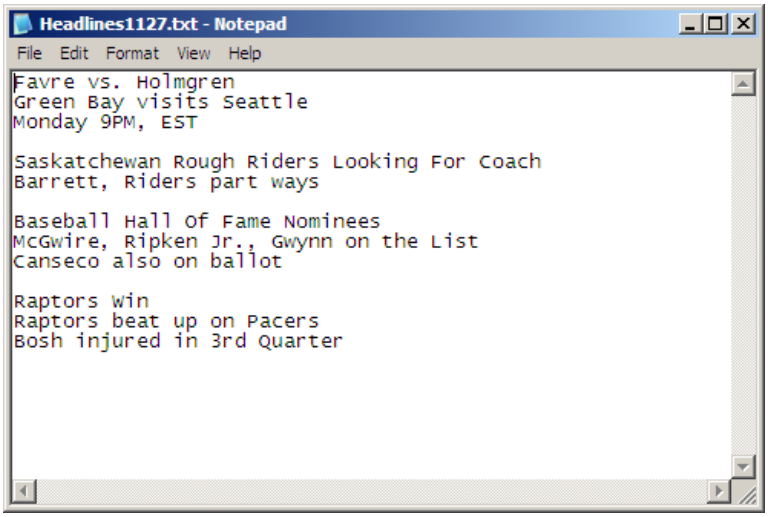

Figure 2-63: Sample Text Source File

2.6.3. Setting the Text Object parameters

The user can adjust the parameters of the text object directly. The user selects any one of the text boxes. The Text Object menu choices are shown in Figure 2-64. The choices are:

- **Increase font size** enables the user to increase the font size of the text by a single increment at a time.
- **Decrease font size** enables the user to decrease the font size of the text by a single decrement at a time.
- **Font…** enables the user to specify the font type of the text.
- **Font Colour…** enables the user to set the font colour of the text.
- **Font Size…** enables the user to set the font size of the text.
- **Use Font Outline** enables the user to add an outline to the text.
- **Outline Colour…** enables the user to set the colour of the font outline.
- **Use Font Shadow** enables the user to add a shadow to the text.
- **Shadow Colour…** enables the user to set the colour of the shadow around the text.
- **Shadow Depth…** enables the user to set the depth of the shadow around the text. The range is from 1 to 16 pixels in each the X and Y direction.

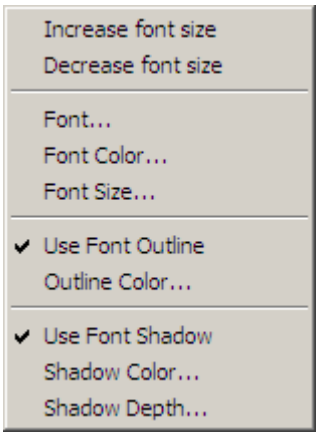

Figure 2-64: Text Object Menu

The user currently can only set the text parameters for all three text boxes. Support to set text parameters for each individual text box will be in a future release.

2.6.4. Setting Display Objects

The user can set the size of the Display Object by selecting any one of the four dashed lines. The two horizontal lines set the height of the display area. The two vertical lines define the width of the display area. When defining either the height or width of the display, the user **MUST** be aware they are defining the area where the text will appear. If the font or text line is too large or too long, this Display Object area will crop the text based on its size.

2.6.5. Placing the Text Objects

Using the **Logo Positioning** information, the three lines can be placed anywhere inside of the Display Object area. The user can align the Text Objects individually by selecting the object and using the mouse to navigate its position.

2.7. Creating a Date

To create a Date object, the user can select the **Date** from the **Image Object** (see 2.3.1.5). Once selected, the user will see a date object appear on the design canvas as shown in Figure 2-65. The user can set the placement of the date by selecting and dragging it to the desired position by using the mouse.

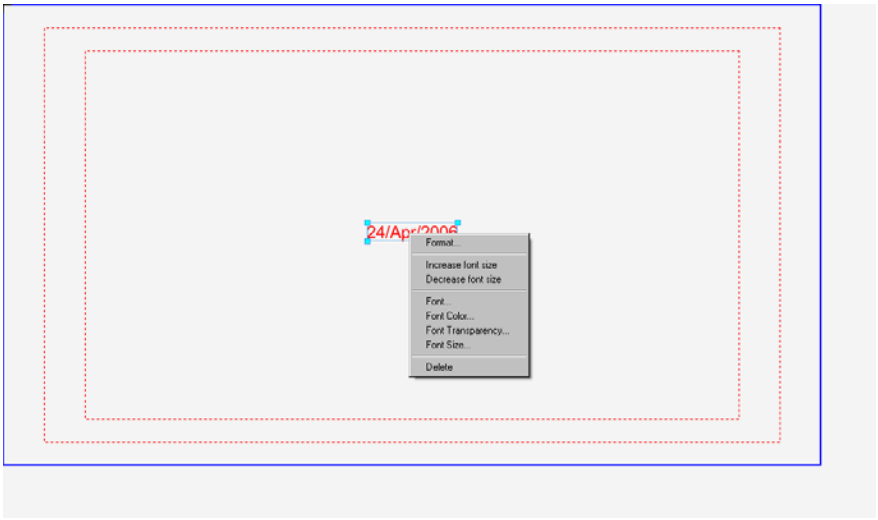

Figure 2-65: Date Image

2.7.1. Date Menu

The Date menu provides the options shown in Figure 2-65. The choices available are:

- **Format** enables the user to set the format of the date.
- **Increase font size** enables the user to increase the font size of the date by a single increment at a time.
- **Decrease font size** enables the user to decrease the font size of the date by a single decrement at a time.
- **Font…** enables the user to specify the font type of the date.
- **Font Colour…** enables the user to set the font colour of the date.
- **Font Transparency…** enables the user to set the opacity of the font of the date. The range available is 0 to 255.
- **Font Size…** enables the user to set the font size of the date.
- **Delete** enables the user to remove the date.

In order for the Date to function properly, the user MUST ensure the selected Font Type is loaded onto the device. The Utopia font is on the device by default.

2.8. Creating a Digital Clock

To create a Clock Image, the user can select the **Digital Clock** from the **Image Object** (see 2.3.1.5). Once selected, the user will see a clock object appear on the design canvas as shown in Figure 2-66. The user can set the placement of the clock by selecting the clock object and dragging it to the desired position by using the mouse.

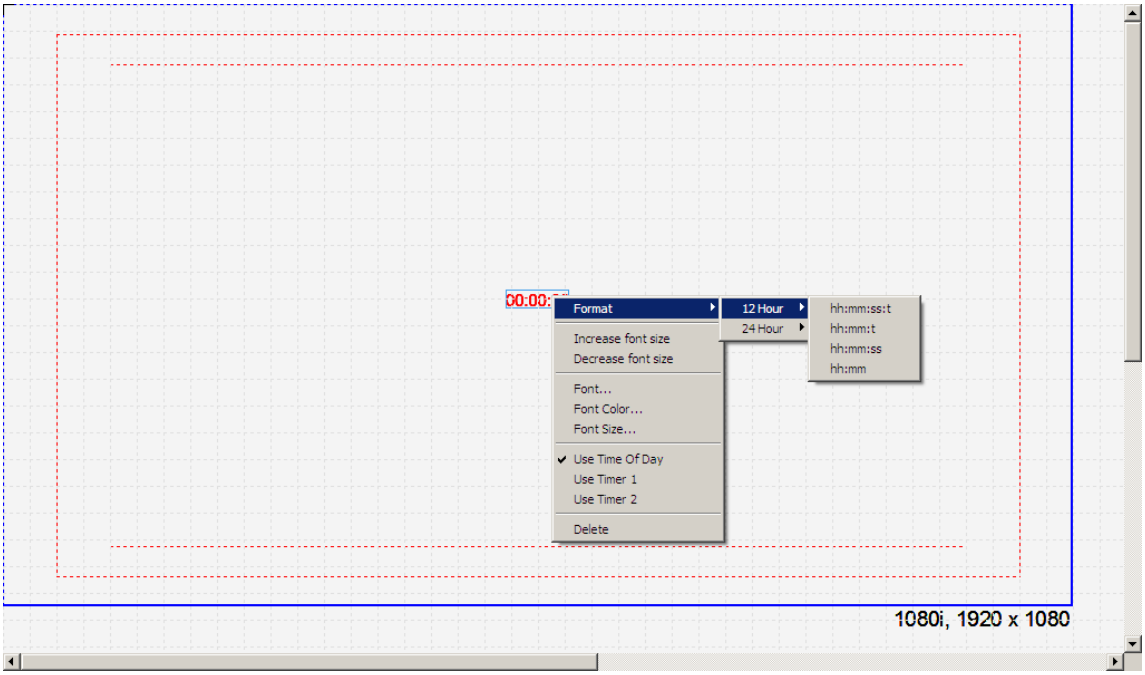

Figure 2-66: Clock Image

2.8.1. Clock Menu

The Clock menu provides the following options shown in Figure 2-66. The choices available are:

- **Format** enables the user to set the format of the clock.
- **Increase font size** enables the user to increase the font size of the clock by a single increment at a time.
- **Decrease font size** enables the user to decrease the font size of the clock by a single decrement at a time.
- **Font…** enables the user to specify the font type of the clock.
- **Font Colour…** enables the user to set the font colour of the clock.

- **Font Transparency…** enables the user to set the opacity of the font of the clock. The range available is 0 to 255.

- **Font Size…** enables the user to set the font size of the clock.
- **Use Time of Day** sets the source of the clock to time of day.

- **Use Timer 1** sets the source of the clock to user-defined Timer 1 on the device.

- **Use Timer 2** sets the source of the clock to user-defined Timer 2 on the device.

- **Delete** enables the user to remove the clock.

In order for the Clock to function properly, the user MUST ensure the selected Font Type is loaded onto the device. The Utopia font is on the device by default.

2.9. Creating a Temperature Indicator

To create a Temperature Image, the user can select the **Temperature Indicator** from the **Image Object** (see 2.3.1.5). Once selected, the user will see a temperature object appear on the design canvas as shown in Figure 2-67. The user can then set the placement of the temperature by selecting the temperature object and dragging it to the desired position by using the mouse.

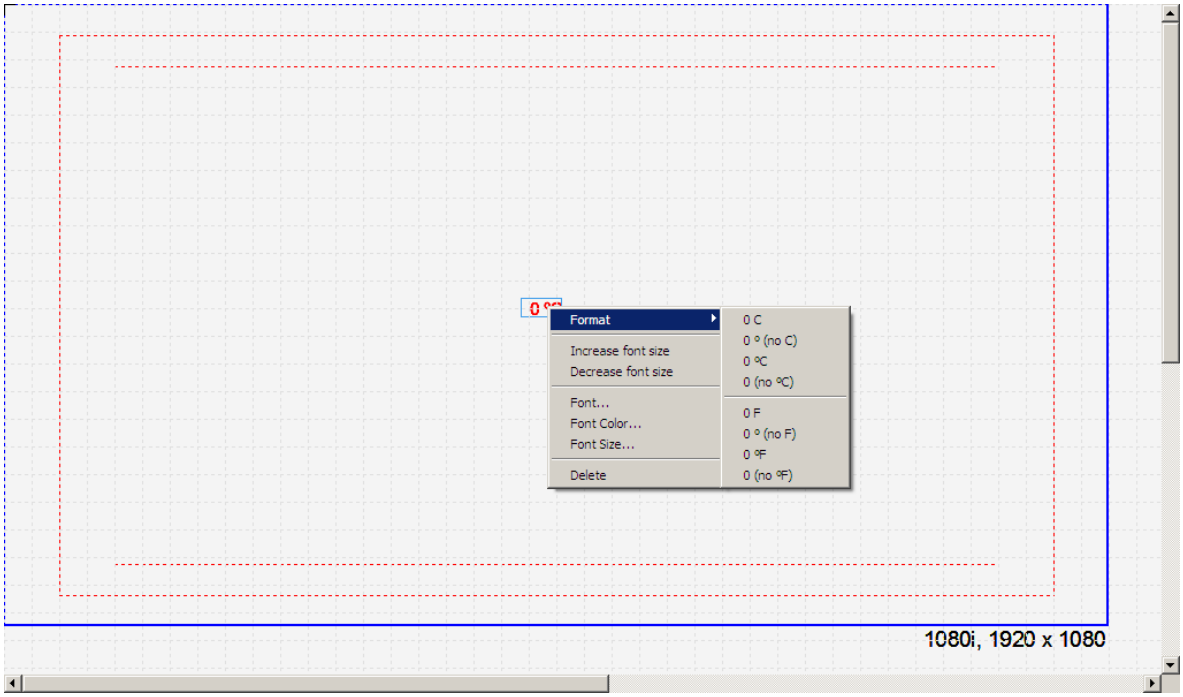

Figure 2-67: Temperature Image

2.9.1. Temperature Menu

The Temperature menu provides the following options shown in Figure 2-67. The choices available are:

- **Format** enables the user to set the format of the temperature.
- **Increase font size** enables the user to increase the font size of the temperature by a single increment at a time.
- **Decrease font size** enables the user to decrease the font size of the temperature by a single decrement at a time.
- **Font…** enables the user to specify the font type of the temperature.
- **Font Colour…** enables the user to set the font colour of the temperature.
- **Font Transparency…** enables the user to set the temperature font's opacity of the temperature. The range available is 0 to 255.
- **Font Size…** enables the user to set the font size of the temperature.
- **Delete** enables the user to remove the temperature.

In order for the Temperature to function properly, the user MUST ensure the selected Font Type is loaded onto the device.

2.10. Creating an Animated Logo

2.10.1. Frame Panel

The frame panel identifies all the frames that have been imported into the design canvas (see 2.3.1.5). The sequence of frames is in exactly the same order that the files where inserted into the design canvas (whether manually or automatically). These are frames that can be used to create an animated logo.

When more than one frame is inserted into the Design Canvas, Overture will automatically start the Sequence Editor. Overture assumes that the user is going be creating an animated logo.

2.10.2. Sequence Editor Panel

The Sequence Editor Panel (see Figure 2-68) is used to create a frame accurate animated sequence. The user can take frames from the Frame Panel and place them into the Sequence Editor. The Sequence Editor has a number of important components, which include the Zoom controls, the Timeline, the Background, and the Fade Control.

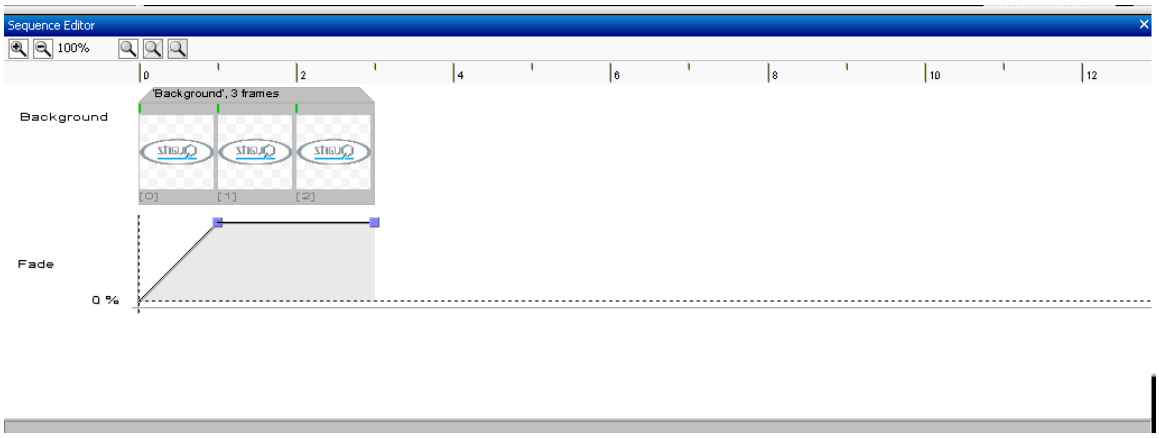

Figure 2-68: Sequence Editor Panel

2.10.2.1. Zoom Control

The Zoom control allows the user to zoom in and out of the sequence of frames to view some or all of the animation sequence. This enables the user to validate the length (in frames) of the animated logo.

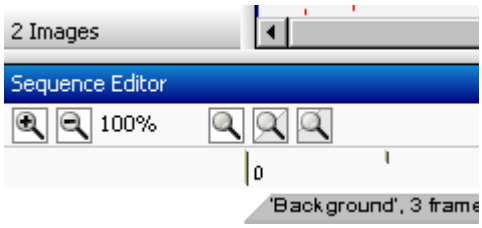

Figure 2-69: Zoom Control

2.10.2.2. Timeline

The timeline bar shows the length in frames of the animation. The gray tab in the timeline shows the length of the current animation.

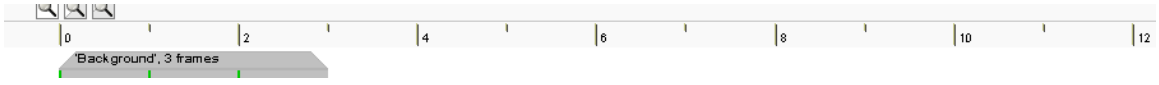

Figure 2-70: Timeline

2.10.2.3. Background

The Background is the sequence of actual frames that form the animation. They can be dragged from the Frame Panel or Inserted directly by Right-clicking and selecting the **Insert…** option. The user can also delete frames by Right-clicking and selecting the **Delete** option.

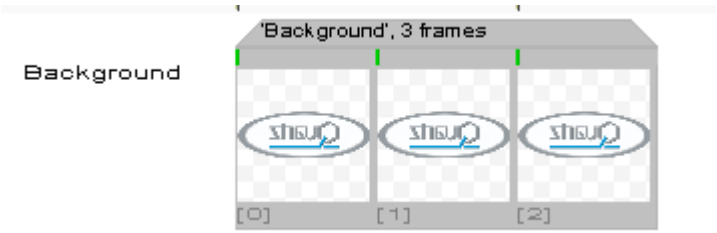

Figure 2-71: Background Sequence

2.10.2.4. Fade Control

The Fade Control portion of the Sequence Editor is depicted in Figure 2-72. The Fade Control allows the user to create the Fade profile for the animated sequence. In fact, the user can create different fade settings for individual segments of the entire sequence. This is accomplished by using the following:

- **Fade %** sets the animation's level of opacity. The range for this is from 0% (completely transparent) to 100% (fully visible).
- **Fade Sequence End Points** define the end of a particular Fade Sequence.
- **Fade Sequence** is the sequence of frames at which the Fade % is applied to.

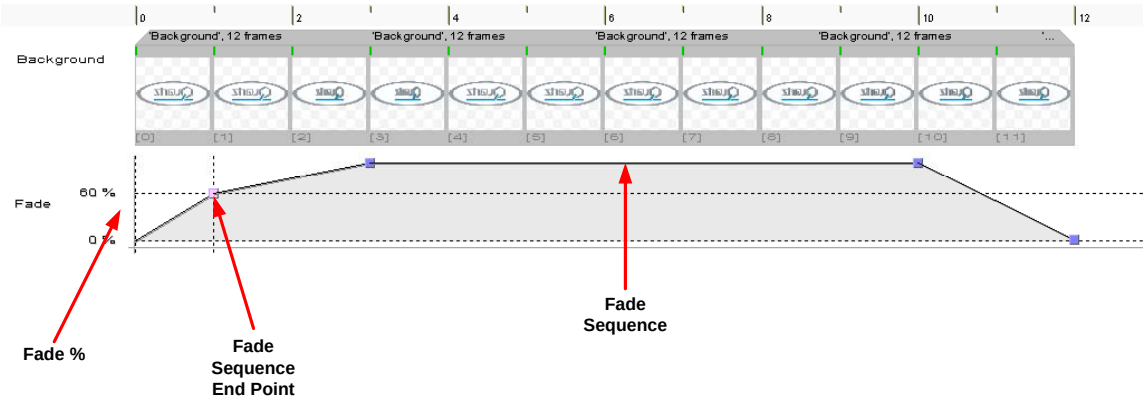

Figure 2-72: Fade Control

2.10.2.5. Setting the Fade %

The user can set the **Fade %** by selecting a **Fade Sequence End Point** with the mouse and moving it up or down.

2.10.2.6. Setting a Fade Sequence End Point

The user can set a **Fade Sequence End Point** with the mouse by moving the cursor to a particular point in a **Fade Sequence** and double-clicking the mouse button. The **Fade Sequence End Point** can be removed by Right-clicking and selecting **Delete** in the Fade menu (see Figure 2-73).

2.10.2.7. Using a Fade Sequence

A **Fade Sequence** is a sequence of frames between two **Fade Sequence End Points**. The user can set the **Fade %** as was described in section 2.10.2.5. The user can also set the number of times the sequence is repeated. The **Repeat** option is found in the Fade Menu (see Figure 2-73) with the mouse by moving the cursor to a particular point in a **Fade Sequence** and double-clicking the mouse button. The Fade menu provides the options shown in Figure 2-73. The choices available are:

- **Insert New Fade Point** enables the user to insert a Fade point into the sequence.
- **Repeat Once** plays the selected **Fade Sequence** only one time.
- **Repeat: X2** plays the selected **Fade Sequence** twice.
- **Repeat: X5** plays the selected **Fade Sequence** five times.
- **Custom Repeat…** enables the user to set the number of times the **Fade Sequence** is repeated. The choices are 1 to 65536.
- **Hold until FADE OUT (Loop)** will hold the sequence on screen until the user explicitly issues a **Fade Out** (either via Main Screen or Front Panel of the device).
- **Zoom In** enables the user to zoom in on the Sequence Editor (up to 200%).
- **Zoom Out** enables the user to zoom out from the Sequence Editor (up to 25%).
- **Zoom to 100%** enables the user to set the Sequence Editor view to 100% (or full size for the particular video standard).
- **Zoom to Fit** enables the user to set the Sequence Editor view to fit the current window size.

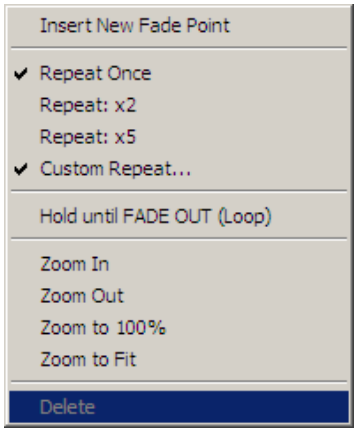

Figure 2-73: Fade Menu