



# Chyron Lyric® 6.12 and the Lyric® PRO Option Release Notes




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Welcome to the brilliant graphics of Lyric® and the Lyric® PRO option. Lyric is Chyron's powerful, award-winning graphics application, featuring HD/SD, 2D/3D animation creation and real-time playout, especially suited to live broadcast. The Lyric PRO option adds a host of advanced features, including persistent objects, continuous rendering, Interactive Messages, hierarchical animations, multiple timelines and much more. Lyric is supported by Chyron's CG/graphics system line, and *is supplied standard* with those systems. The Lyric PRO option is supported on HyperX, LEX, HX200 and MicroX systems and is pre-installed when ordered with new systems of these types. For offline creation capability, Lyric Offline and Lyric Offline with the Lyric PRO option can run on a PC.

Lyric 6.12 and the Lyric PRO option require the presence of a Chyron-supplied dongle in the system in order to run.

- To upgrade a system without a dongle to Lyric 6.12, please contact Customer Service at 631 - 845 - 2132 to arrange for shipment of a dongle kit. Note that a valid Lyric SMA must be in force in order to upgrade to Lyric 6.12.
- If Lyric PRO is purchased for a Chyron system that already has a Lyric dongle, it will require reprogramming in order to run the Lyric PRO option. Note that a valid Lyric SMA must be in force in order to purchase the Lyric PRO option. Please contact Customer Service for details.
- If the Lyric PRO option is purchased for a Chyron system that does not have a Lyric dongle, a dongle kit will be shipped. **DO NOT LOSE THIS DEVICE.** Note that a valid Lyric SMA must be in force in order to purchase the Lyric PRO option.
- Lyric 6.12 Offline and Lyric 6.12 Offline plus the Lyric PRO option include a dongle kit; no reprogramming is necessary unless upgrading from an earlier version. *Please see additional information specific to Lyric Offline and Lyric Offline with the Lyric PRO option later in this document.*

Please contact Customer Service about any questions regarding dongles.

User documentation for Lyric and the Lyric PRO option can be accessed by clicking the Help icon in the Lyric toolbar. Context-sensitive help can be accessed by pressing the F1 key or by clicking the  button in the Windows® toolbar in Lyric. Downloadable updates to Lyric Help and to the Release Notes can be accessed from <http://www.chyron.com/support/downloads/manuals.aspx>.

Downloadable updates to Lyric software and drivers are available at <http://www.chyron.com/support/downloads/software.aspx>. Do not change the dropdown menu (which reads 'All Products' at the top of the page. Locate *System Drivers* on the page and click the *Related Files* link.

Note that to access download links to manuals and software, you must be a current Lyric SMA customer and be a registered user on the Chyron web site.

## About the Trial Version of Lyric

A 30-day trial of Lyric Offline plus the Lyric PRO option is available by installing Lyric 6.12 on a Chyron system or a PC that does not have a dongle. The trial version also enables optional software features, including 3D Objects, Advanced Image Effects, Advanced Text Effects/Animate Elements, Clip Control Panel, DB Link, Intelligent Interface®, Macros and Movie Objects. Messages (pages) can be created and saved, but frame buffer operations are not enabled, hence there is no output.

Once the 30-day trial has expired, Lyric 6.12 Offline/Lyric PRO requires the presence of a Chyron-supplied dongle in order to run. The following choices are available:

- Lyric 6.12 Offline can be purchased. The software options listed above are provided standard with the application.
- Lyric 6.12 Offline plus the Lyric PRO option can be purchased. The software options listed above are also provided standard with the application. Please refer to *About Lyric 6.12 Offline and Lyric PRO Offline*, later in this document, for additional information regarding Lyric PRO offline operations.
- A current Lyric SMA customer can request a dongle kit from Chyron for Lyric, or Lyric plus the Lyric PRO option. Lyric PRO requires purchase.
- An expired SMA may be renewed, enabling the online version of Lyric 6.12, which runs on Chyron systems and controls frame buffer output for on-air and production use. If the system does not have a dongle, a dongle kit will be shipped.

## About Lyric, Lyric PRO, Driver and Plugin Installation

### Overview

**New systems are delivered with Lyric or Lyric PRO installed.** An upgrade to Lyric or Lyric PRO, or newly-purchased Lyric PRO, must be installed. Before installation of Lyric, Lyric PRO, or a plugin, close any open instance of Lyric, and then wait for thirty seconds. 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.

**Visit the Chyron web site periodically for product-specific information. Updated Lyric, Lyric PRO, plugins and drivers are posted at <http://www.chyron.com/support/downloads/software.aspx>.**

### Lyric/Lyric PRO

To install Lyric or Lyric PRO:

1. Insert the Lyric or Lyric PRO disk into the CD drive of the system. A page with links to the Lyric install program, documentation and utilities should automatically open. If it does not open, then use Windows® Explorer view the files on the CD, and then click on **Setup.html**.
2. Under the Lyric heading in the left navigation, click the **Install** link, and then click **Open** to start the installation. Follow the instructions to complete Lyric or Lyric PRO installation.
3. The following drivers must be installed for online Lyric or Lyric PRO operation on a Chyron graphics system.
  - a. **eFX Plugin:** Necessary for systems with eFX frame buffer(s) and/or eFX clip player(s).
  - b. **nVidia Driver:** Necessary for all systems.
  - c. **CMix Plugin:** Necessary only for systems using a CMix SD Mixer.

Please refer to the information in the following sections for information on installing the plugins and drivers.

### **eFX Plugin**

A system with an eFX frame buffer(s) and/or an eFX clip player option(s) must have **eFX Plugin Version 1.6, Build 170** installed.

If you have an older system with eFX boards, do *not* uninstall the existing driver; allow the new driver to install over it.

The current eFX plugin can be found in the *DuetUtilities\leFX* folder on the installation disk, or at:

<http://www.chyron.com/support/downloads/software.aspx>

eFX driver installation defaults to **Custom**, which leaves the **eFX Driver** checkbox cleared (unchecked). Be sure to click (select) this checkbox for a full installation. During eFX plugin installation, Matrox codecs will also install. These are necessary for the Matrox-to-LTV file conversion utility.

When installing the eFX drivers, a prompt is displayed with the following message:

**Answer No to the question “Install Audio Drivers” to prevent Frame Buffer reversal in Lyric**

Click **OK**. A prompt will be displayed is following request:

**Do you want to install audio driver?**

Click **No**. This prevents the enumeration of eFX boards from being reversed in Lyric. **Note that the intentional omission of these audio drivers does NOT have a negative effect on Lyric and system operation, and in fact, prevents Windows® system sounds from accidental output via the eFX board(s).**

### **nVidia® Driver**

The nVidia GPU driver version 91.47 should be installed. On an existing Chyron system, the GPU driver should be updated to version 91.47. This driver can be found in the *Utilities\VGA Drivers\nVIDIA* folder on the installation disk, or at:

<http://www.chyron.com/support/downloads/software.aspx>

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

If using a CMix with the system, then CMix Plugin Version 126 must be installed. The plugin can be found in the *CMix* folder on the installation disk or at:

<http://www.chyron.com/support/downloads/software.aspx>

## About Lyric 6.12 and the Lyric PRO Option

Lyric 6.12 is an upgrade from the Lyric 5 series. It is available to customers who have valid, current Software Maintenance Agreements (SMAs). The Lyric PRO is an option to Lyric 6.12, and provides an advanced set of Lyric features:

- interFuse™ continuous graphics rendering technology delivers smooth transitions on and off screen of multiple objects, independently and at any point during an animation.
- Interactive Messages trigger events within themselves and other messages for dramatic transition effects that are easy to create.
- Persistent objects and scenes, such as score bugs, remain on-screen through multiple message reads.
- Multiple timelines gives each message object a variety of “in”, “out” and “update” effects that can be triggered at any time.
- Hierarchical animations combined with enhanced lighting and multiple animated textures provide startling realism to your 2D and 3D objects.
- Compose and Playout Modes provide greater control over the creation of graphics while simplifying playout. Compose Mode provides a complete set of creation tools and access to all elements in a message. Playout Mode allows modification only to selected elements and permits access only to a subset of playout controls.
- Live particle effects including fire, smoke, snow, sparks, frost, glitter, magic trails, edge rays, metallic paint, glow, and refraction all render in real time.
- 3D primitive library provided for building 3D scenes.
- Powerful, real-time 2D/3D animation.
- Advanced Text and Image Effects.

## New Features in Lyric 6.12/Lyric PRO

### IMPORTANT CHANGES TO LYRIC

In Lyric PRO, objects cannot be moved on the Canvas if an animation is playing to output. When message playout is complete, objects can once again be reoriented on the Canvas. Please be aware that if you cannot reorient objects on the canvas using the mouse, the reason may be that an animation is playing on output.

In Lyric Versions 6.12 and PRO, Lyric's sole Full-Screen Antialiasing control has been relocated to the Canvas Resolution menu (Config > Canvas Resolution). Antialiasing control over individual objects remains in the Rendering Properties menu.

New features apply to both Lyric 6.12 and Lyric PRO unless otherwise indicated.

- Lyric can now execute a continuous **2D Roll**, **Crawl** or **Text** update with input from an external source. Functionality is available via macros, Lyric plugins and Intelligent Interface **U** commands.
- A new language option, **Using External IME**, has been added to enable support for third-party, non-Microsoft keyboard input applications and to support **Alt + T** and cut-and-paste operations. **Using External IME** is accessed from **Config > Preferences**.
- A number of Macro enhancements have been added. Among them are the following. Complete Macro coverage can be found in the **LEIF.hlp** file, which can be accessed from within Lyric Help, or directly by opening **LEIF.hlp** from the Lyric installation directory.
  - **LoadFromURL** on the Image object now accepts Unicode filenames. The Image file is copied to an ANSI filename, imported, and then the ANSI file is deleted.
  - Executing a macro from a macro, including an **E** command sent by Intelligent Interface®, is now possible if the **ExecuteMacro** or **ExecuteEmbeddedCommand** is the last/only line in the macro.
- An new Intelligent Interface option, **Support Embedded Commands**, is enabled by default. If disabled, all characters provided in a template field will be parsed explicitly as text. As a result, **Font/Color** change commands, **Alt** characters and all other embedded commands are not supported when **Support Embedded Commands** is disabled.
- When executing an animation, all stream errors will be reported in the Status Bar of the Lyric interface. Note: In many instances, stream errors are not visible on output.
- There is now support for GPI In/Out using an optional, rack-mountable, USB-based GPI device or internal PCI board. This is necessary only for systems with eFX frame buffers; Lantern/CODI frame buffers have on-board GPIs.
- Lyric now has the ability to use matte alpha files with AVI files. This allows the use of standard compression algorithms that do not recognize alpha information. When **Use Matte File** is enabled, Lyric will check the appropriate directory of AVI files for a file with a matching name where the designation **".matte"** precedes the file extension. For example, loading **movie.avi** with the checkbox enabled looks for **movie.matte.avi** and load it if found. The matte file *must* have the same height, width, fps and duration of the base file.
- A **Create Matte File** checkbox has been added to the **File > Save Animation** dialog box to enable or disable creation of a separate matte file when saving a Lyric animation as an AVI.
- Lyric now supports 32-bit Quicktime movie objects with alpha.
- A new **Advanced Image Effect, Edge - Border**, has been added to add an edge border to text in a **2D Text** window. Parameters include **Face Color**, **Edge Color**, **Blurring**, **Strength** and **Offset**. **Advanced Image Effects** is available in the **Effects** panel of the **Properties Window**. **Note:** This feature requires an nVidia® 7800 or better PCI Express VGA card or better.
- The ability to save **Default Effects** as Lyric messages was added.

- GPI outputs are now supported in the **Events Properties** panel. (*Lyric PRO only*)
- A 3D primitive library has been added for easy creation of scalable, animatable, 3D objects.
- Editing functionality has been improved for 3D text templates.
- A new option has been added to the **Surface Properties** menu. In the **Filter** area of the menu, the **Mipmap** dropdown provides a variety of filtering algorithms for use with **textures which have been scaled down**. These options create subtle differences in the appearance of scaled textures, and will be most noticeable when the Minify filter is set to 'None' or 'Pixelate'.
- An optional, **async** parameter to the **Intelligent Interface**® **V6** command added to allow asynchronous playback of animations. Syntax: **V6<fb><async>\** Where: **<async>** is set to **0** to wait for completion, or **1** to return immediately.
- **Copy/Paste Animation State** is now available for **Camera**.
- When a movie/flipbook/image is targeted for a **2D Text** window, the user is now prompted and provided the option of adding it to the scene instead.
- **Update Thumbnail** has been added to the **Browser** context menu to enable the update of only the thumbnail, as opposed to performing an **Update**, which re-records the message. The **Browser** context menu is accessed by right-clicking on a message in the **Browser**.
- When a new event is created at a given frame in an animation, **automatic extension of the Timeline is now non-proportional**.

#### Suggestions:

- 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.

## Bug Fixes - Lyric PRO Only

The following bug fixes apply to Lyric PRO only.

- **Alt + Xfer** did not work. This has been corrected.
- There is now **Complex Script** support for languages including Thai, Arabic, Vietnamese, Indian, Urdu.
- Message recall when **Priority** was changed caused Lyric to hang. This has been corrected.
- Scrolling the mouse wheel to zoom in and out of Canvas did not work. This has been corrected.
- Coplanar items in group popped on/off when rotated. This has been corrected.
- Restored **Default Effect** functionality from Lyric 5.2x. Note that nVidia driver 91.47 is required for this version of Lyric.
- A scene would return to Canvas after a transfer, but still remain visible on output. This has been corrected.
- A message with templates would not display template frames on the Canvas if a message was playing on output. This has been corrected.
- Replacing a movie file changed duration of movie object. This has been corrected.
- Drag-and-dropping an object in the **Scene Tree** marked it as persistent. This has been corrected.
- There was a problem with reading messages with eFX Clips in Intelligent Interface with **AutoPlay On Read** enabled in **Config > Animation Preferences**. This has been corrected.
- Setting color for **Edge Rays** effect did not work properly. This has been corrected.
- **Prompt-to-Play** setting would clear after exit. This has been corrected.
- Canvas did not consistently play animations. This has been corrected.
- In **Live** mode, the **Clock** and **Timer** would crash Lyric. This has been corrected.
- Changing the **Background Color** of the Canvas affected 3D characters. This has been corrected.

## Bug Fixes - Lyric 6.12 and Lyric PRO

Interface change:

- On the Surface Properties menu, the Blur slider is now a spin-edit control.

The following bug fixes apply to both Lyric 6.12 and Lyric PRO.

- **Movie** files are no longer limited to 576 lines in height. When a movie exceeding this former limit is imported, a message box appears warning the user that the movie is large and therefore may exhibit stream errors, but there is also a checkbox to suppress any further prompts.
- On some LEX and LX systems, it was not possible to switch frame buffers while an animation was on output. This has been corrected; animation playout is now supported on both frame buffers simultaneously.
- **Composite Transform** was resetting itself to **On**. This has been corrected.
- **Disable II** and **Disable DB Link** did not work on all objects. This has been corrected.
- CODI boards only: The last visible line showed a random pixel in PAL. This has been corrected.
- Text priority was incorrect if **True 3D Order** was enabled. This has been corrected.
- Key input was not supported for **Video Capture** on eFX board. This has been corrected. Note: eFX Plugin Version 5.1 Build 165 is required.
- Fixed problem where messages saved with **Default** rendering mode did not apply the current **Animation Preference** for **Default Rendering Mode** when the message was read. This has been corrected.
- **Backup** and **Restore** did not update image paths with respect to recalling a message which had advanced image effects applied to a text window. This has been corrected.
- The following bug fixes apply to Macros/LEIF:
  - Operations on the **Timeline** tab and Transition Properties panel were not recorded to macro script. This has been corrected.
  - In previous versions of the application, Macros/LEIF sometimes attempted to open more than one playlist. This has been corrected.
- If a 3D model was imported and texture files that it referenced could be found, an error message was not displayed. This has been corrected.
- Giving the same name to multiple Lights is now prevented.
- Corrected issues inputting numbers into the **Number**, **Priority**, and **Text Lines** boxes in the **Template Properties** dialog box.
- Resolved problem where a Matrox clip would not play if the animation was paused at frame **0** and the frame buffer had been deactivated.
- Could not load or execute a macro if logging was enabled. This has been corrected.
- **Justification** for clocks was not applied. This has been corrected.
- A space character could not be typed at the end of a left-justified template which had **Size-to-Fit** enabled. This has been corrected.
- Could not import Adobe® Photoshop® image without merging layers. This has been corrected.
- Controls no longer needed have been removed from the **Clock/Timer Properties** panel, including the **Set Font** and **Set Bkg** buttons, **Anim In** and **Anim Out** radio buttons and **Make Persistent** checkbox.



- The following bug fixes apply to the **Browser**:
  - **Browser Update** was inconsistent in re-recording a message. This has been corrected.
  - Added **Update** and **Thumbnail Update** functionality while browsing messages in **Text Only** mode. **Update** functions previously did not work when in this mode.
- A **2D Type-On** that had the **Pause** option **Pause At** set to **Row** did not execute correctly. This has been corrected. The **Pause** options are accessed from the **Animation Properties** panel when the **2D Type-On** window is selected.
- In the **Pause** options dialog box in the **Animation Properties** panel for **Roll** and **Crawl** Windows®, the **Window** selection has been removed from the **Pause At** choices.
- Kerning was not allowed if a **2D Text** window position was locked. This has been corrected.
- A **2D Text** window was not automatically centered when added to the Canvas. This has been corrected.
- When executing an **Advanced Text Effect**, the first row of a **Kern Right** effect entered the screen from both sides. This has been corrected.
- In the **Playlist**, **Apply** and **Copy/Paste** did not apply effect configurations. This has been corrected.
- **Audio playback is now terminated** when clearing output by the key combination CTRL+ALT+Q or ALT+Erase.
- In previous versions of Lyric, GPIs could not start **Timers**. This has been corrected.
- **Antialiasing** has been improved on rotated rectangular bitmaps whose edges include non-transparent pixels.
- Previous versions of Lyric were subject to occasional crashes after **rows** were **added to a multi-row Template** in a composition that was on Output. This problem has been corrected.
- Previous versions of Lyric were subject to occasional crashes upon execution of a **message Read** if a scene was returning to the Canvas from Output. This problem has been corrected.

## Bug Fixes - eFX Plugin

The following bug fixes apply to the eFX plugin. The eFX plugin is installed on systems running Lyric or Lyric PRO, and using an eFX frame buffer(s) and/or an eFX clip player(s).

- All eFX Panel **Timecode** controls reflect the frame rate appropriate to the current video standard.
- In previous versions of the eFX plugin, audio in eFX clips was subject to hissing in some situations. This has been corrected.

## Known Issues

- **eFX Objects and the Timeline:** The eFX plugin enters a **playing** state when the first message containing an eFX object is played to output. It exits the playing state when all eFX objects added since play began are no longer active. This will normally occur when the last message containing an eFX object stops playing on output; however, if any of the messages contained an eFX Clip marked **Loop**, then the play is considered indefinite. Multiple messages may be played to output during these two times; these will still constitute only a single "play" as far as the eFX plugin is concerned.

As each message containing an eFX object is played to output, the eFX plugin will determine whether an object of the same type (**Clip, Video Mix, DVE, Audio Mix**) has been added during the most recent "play." If not, then the current play will stop since no new eFX types may be added during a play. This will mean that a playing eFX clip or the video in a playing eFX DVE (if it is not Live) will stop, which will be noticeable on output. This may be prevented by ensuring that an eFX object of each type that will be used in sequence, is on output at the start of each play. This limitation will be addressed in future versions of the software.

- **Due to a memory leak, XP Themes should not be used as a Desktop setting.**
- If continuous update is specified for templates, the first template update via **Alt + T** after play-to-output may cause corruption on output, even if nothing was actually modified in the template update dialog box before pressing **OK**. Pressing **Alt + T** again will fix the corruption on output and all subsequent updates using **Alt + T** will function normally, until another play-to-output is performed.
- In order for Movies to play back properly, **Canvas Resolution** and **Output Resolution** must match.
- Lyric PRO is not optimized to run with multiple VGA monitors enabled. A configuration of this type may work, but is not fully supported and may cause stream errors on output.
- Simultaneous playback of complex animations with multiple objects on two frame buffers may result in non-real-time playback. *Preview all animations before playing to Air/production.*
- The following pairs of effects are currently incompatible with each other and cannot be applied simultaneously: **Sketch** and **Snow**; **Sketch** and **Refraction**.
- The **Playlist Cue Clip** (two-stage **Take**) function is currently not supported on eFX Clip players.
- Due to a resource allocation issue, Lyric should be restarted after reading approximately 1000 messages.
- Use of an OpenGL screen saver during Lyric operation is not recommended, as it may cause instability.
- Systems running Windows® XP Service Pack 2 are not able to read iNFiNiT!®-formatted disks. To import an iNFiNiT! message, use the **Copy iNFiNiT! files via FTP** button in the **iNFiNiT! Message Import** dialog (**File > Import from iNFiNiT!**).
- Lyric Offline sometimes stops responding after **Initialize Macro Engine** is performed. There is no known workaround at this time.
- A **2D Text** window containing underlined text causes Lyric to stop responding when 30-50 characters are typed in the window, and then the **Backspace** key is used to delete them.
- Using the **Backspace** key when typing Arabic can be problematic, and may result in the incorrect text being generated after a character is deleted.
- **Lyric PRO Only:** When an **Advanced Text Effect** is set up in a tab other than the **Default** transition tab, all animated elements in the **Advanced Text Effects** group are in the active (selected) transition. When the message containing the **Advanced Text Effect** is recalled, however, the animated elements in the **Advanced Text Effects** group become part of the **Default** transition, i.e., the active tab.
- **Lyric PRO Only:** The **Scene Tree** window should be opened during payout. If the **Scene Tree** window is not open, consecutive message reads followed by a transfer may not appear on output.

- **Lyric PRO Only:** If an animation played to output is cancelled by pressing Esc before it is completed, content in the next Default Effect transfer may not be current for the outgoing message.

## Application Note - Zooming a 2D Text Window

To zoom a 2D text window from infinity to full frame, perform the following sequence:

1. Add a **2D Text** window to canvas and resize it to full screen.
2. Type text and enclose in a 2D template.
3. Set **Use Scene Camera** to active for the template.
4. Place the template inside of a group.
5. Adjust the **Center of Rotation** so that **X** and **Y** are at center frame.
6. Create an animation that starts at **Scale 0** for **X**, **Y** and **Z**.
7. Go to end of animation and reset **Scale** to **1.000**. Text will zoom from infinity to full frame.

## About Lyric 6.12 Offline and Lyric PRO Offline

- After the 30-day trial license has expired, Lyric 6.12 Offline and Lyric 6.12 PRO Offline require the presence of a dongle in order to run. A lost or stolen dongle cannot be replaced by Chyron. A defective dongle can be exchanged for a replacement. Please contact Chyron Customer Service at 631 - 845 - 2132 for details.
- **Lyric PRO Only:** One of the most powerful features of Lyric PRO is the ability to simultaneously display multiple scenes on output, and to independently control them. With Lyric PRO Offline, please note that while you can create messages with multiple scenes and interactivity for later playout on a Chyron graphics system, Lyric PRO Offline cannot display multiple scenes or multiple transitions simultaneously on the PC. To ensure that messages play correctly, they should be previewed on the system on which they will air.

## Differences: Lyric PRO, Lyric 6.12 and Lyric 5.2x Operation

- In Lyric PRO, Lyric ignores the Confirm Delete preference for creating a new canvas because Lyric is no longer clearing the scene, as in Lyric 6.12 and Lyric 5.2x, but rather creating an additional scene to exist in the canvas Scene Tree.
- In Lyric PRO and Lyric 6.12, when a Roll/Crawl/Type On effect is created and played back, at the end of playback it does not return to its state at the beginning of the effect, as in Lyric 5.2x, but rather stays at the end state of the effect; therefore, text that was typed will not appear unless the scroll bar or Transport Control Rewind is used to get it back.
- New Lyric PRO behavior now results in effects beginning to play from specified point on the Timeline. In previous versions of Lyric 5.2x and Lyric 6.12, the first time an effect was played, it would play at the beginning of message execution, regardless of where the Start point was on the Timeline. When played subsequent times, they executed at the specified Start point.

- When the following sequence is performed, Lyric PRO and Lyric 6.12 perform differently from Lyric 5.2x:

Click the **Live** button to make it active.

Read and execute an animation.

Switch to another frame buffer. Note that on a HyperX the switch can be made while the animation is running. On an LEX, the switch must be made after the animation has completed execution.

Switch back to the frame buffer in which the animation executed.

- If executed in Lyric 5.x, when the switch is made back to the original frame buffer, both the Canvas and the output will show the last frame of the animation.
- If executed in Lyric PRO or Lyric 6.12, when the switch is made back to the original frame buffer, it is now blank, which causes the output to go blank. This is normal behavior for Lyric PRO and Lyric 6.12.