

Live Content Producer

Supplement: Text Typing Tool

Software Version 1.01

ANYCAST STATION



AWS-G500

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Introduction

This supplement describes software added to the Anycast Station software version 1.01, describing operations and giving additional information. Refer to it together with the Operating Instructions.

Features of the text typing tool software

The text typing tool software is an application for creating simple titles.

You can switch between the Anycast Station main software (the main software) and this application as you proceed.

- A file created with the text typing tool software is simultaneously saved in the main software, and can immediately be used as a DSK (downstream key) or luminance key.

Text typing tool software



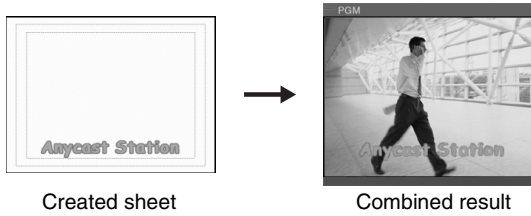
Anycast Station main software



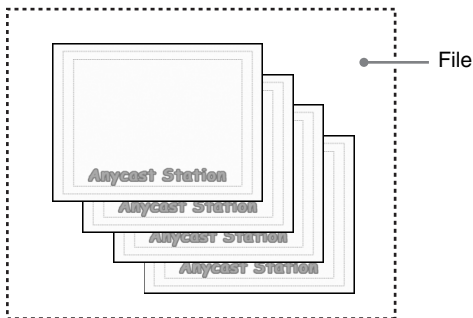
- By capturing one scene of the program output video and showing it as a background, you can get an impression of the final result of combining with the key, and position objects (characters and lines) accurately.

Sheets and files

In the text typing tool software, you create one title as a single sheet.



You can save multiple related sheets (for example, for a single program) together in a file.




When creating similar title, you can copy a object to create the sheet, and therefore eliminate the trouble of creating a new file from scratch.

Flow of operations

To use the text typing tool software, it is first necessary to upgrade the operating software (When the software version you are using is 1.00.).

For details of how to upgrade, see the section “Upgrading the Operating Software” (page 114) in the Live Content Producer Operating Instructions.

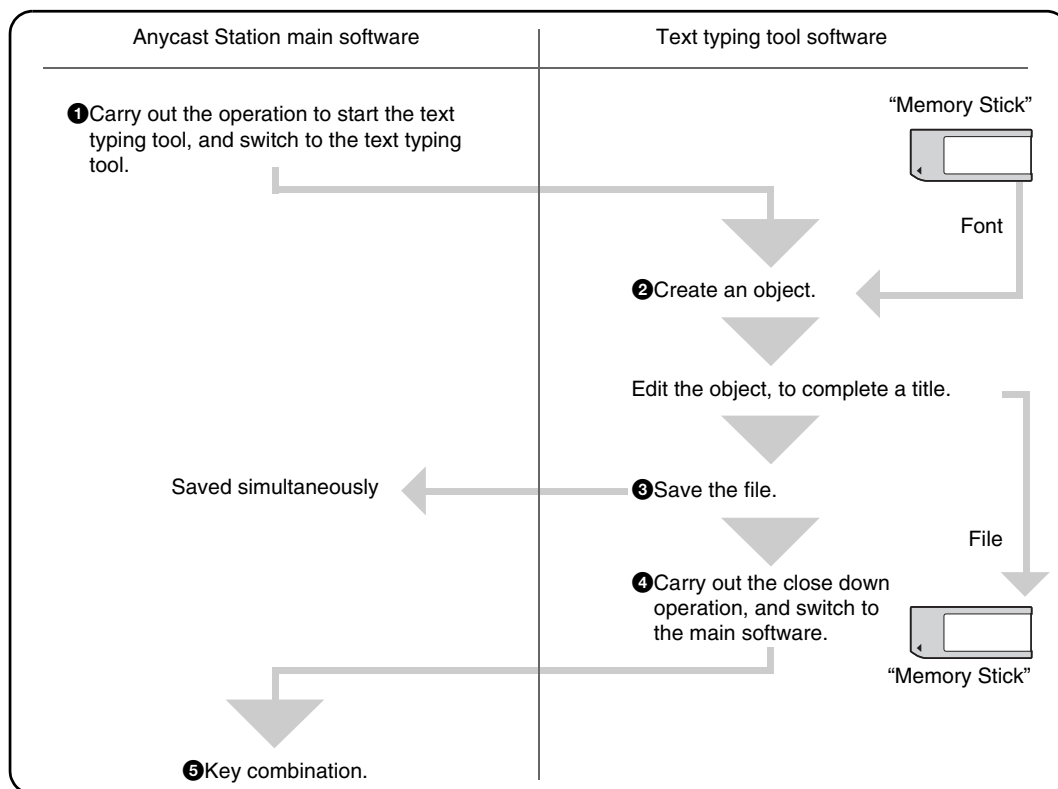
- 1 Press the  power button on the side panel.

The operation screen appears.

- 2 Connect a USB mouse to the USB connector on the side panel.

- 3 Press the keyboard F5 (Fn+5) key.

You can work by switching between the main software and the text typing tool software.



Note

With a “Memory Stick”, you can import font files, and export created titles. You can use exported files on other systems.

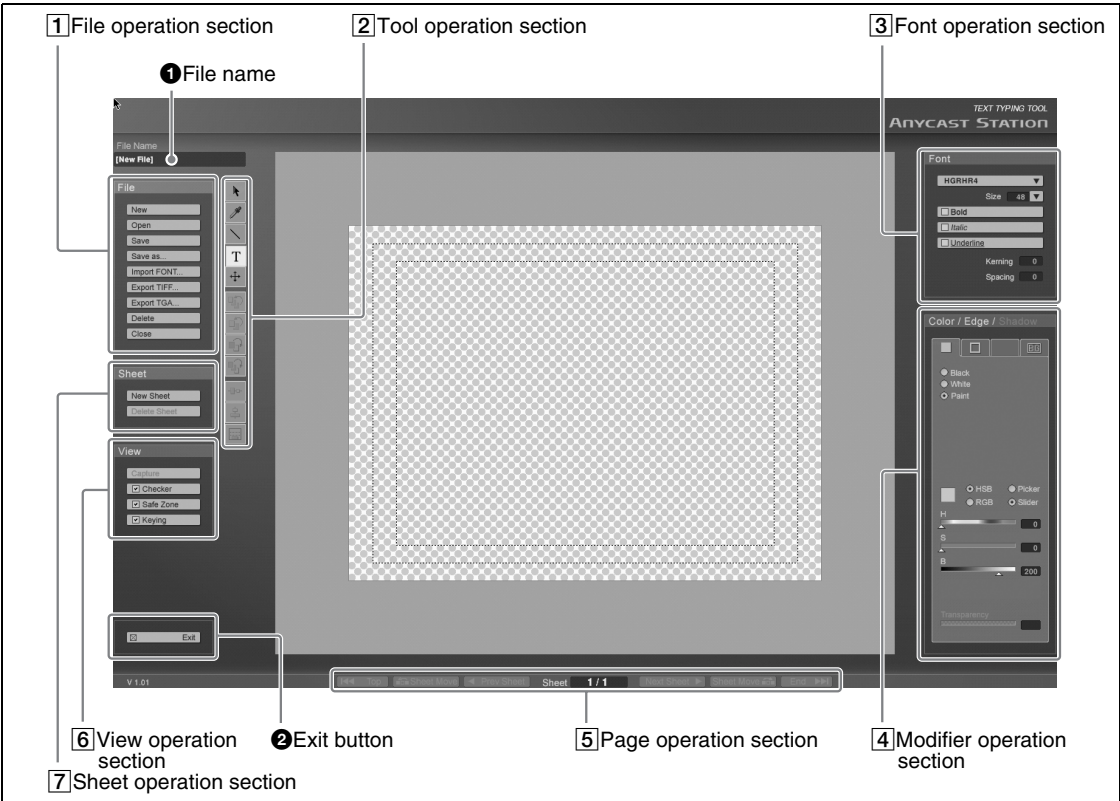
Caution

- It is not possible to use a USB mouse with the main software.

- If the USB mouse does not respond in the text typing tool software, try disconnecting it and connecting to the other USB connector.

Names and Functions of Parts

Operation screen



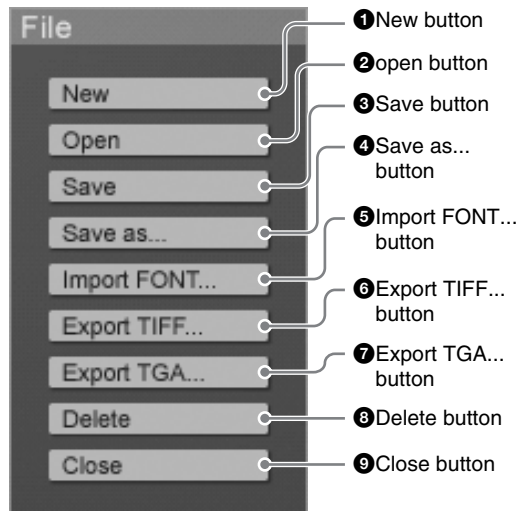
1 File name

This shows the name of open file.

2 Exit button

Click this to exit the text typing tool software, and start the main software.

1 File operation section



❶ New button

This creates a new file (page 14).

❷ Open button

This opens a previously saved file. A list of existing files appears (page 14).

❸ Save button

This saves the created or edited file (page 15). The file is also simultaneously saved in the main software, and appears in the INT selection menu.

❹ Save as... button

This saves an edited file with a different name (page 15).

❺ Import FONT... button

This imports a font file from a “Memory Stick” (page 32).

❻ Export TIFF... button

This saves the open file to a “Memory Stick” in TIFF format (page 17).

❼ Export TGA... button

This saves the open file to a “Memory Stick” in TARGA format (page 17).

❽ Delete button

This deletes unwanted files (page 16).

❾ Close button

This closes the open file, and displays a new sheet.

❷ Tool operation section

Select the tools needed to create and edit an object.



❶ Arrow tool



❷ Pipette tool



❸ Line tool




❹ Text tool




❺ Move tool

❶ Arrow tool


When you click this, the mouse pointer changes to , and you can select an object (page 14).

An orange frame appears around the selected object.


❷ Pipette tool

When you click this, the mouse pointer changes to , and you can set the color of the selected object to be the same as the color of another object or the background image (page 25).


❸ Line tool

When you click this, the mouse pointer changes to , and you can create a line object (page 21). You can create three types of line: solid, broken, and dotted.

❹ Text tool

When you click this, the mouse pointer changes to , and you can create a text object (page 17).

❺ Move tool

When you click this, the mouse pointer changes to , and you can drag an object.

Note

When the arrow tool or move tool is selected, you can move the selected object with the keyboard arrow keys. Hold down the Shift key while pressing the arrow keys to speed up the movement.



❶ Move to front tool



❷ Move forward tool



❸ Move backward tool



❹ Move to back tool

❶ Move to front tool

This moves the selected object to the front (page 26).

❷ Move forward tool

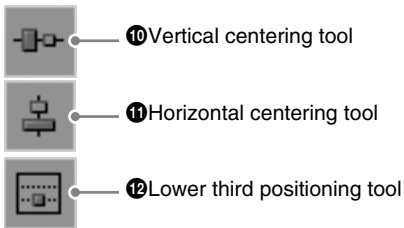
This moves the selected object one level forward (page 26).

❸ Move backward tool

This moves the selected object one level back (page 26).

9 Move to back tool

This moves the selected object to the back (page 26).



10 Vertical centering tool

This moves the selected object to the vertical center of the screen (page 27).

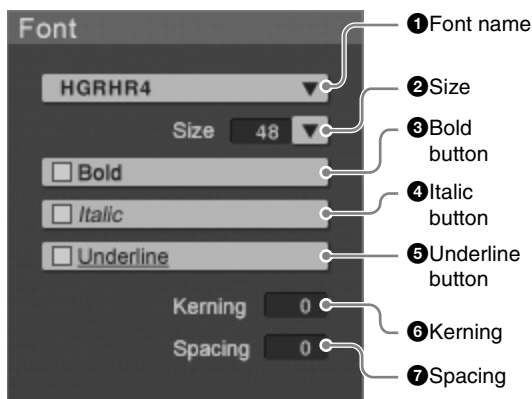
11 Horizontal centering tool

This moves the selected object to the horizontal center of the screen (page 27).

12 Lower third positioning tool

This moves the selected object to a bottom position from the bottom of the screen (page 27).

3 Font operation section



1 Font name

This selects the font for a text object (page 18). The currently selected font always appears.

2 Size

This selects the size of a text object (page 18).

3 Bold button

This sets the text object to bold face (page 19).

4 Italic button

This sets the text object to italic face (page 19).

5 Underline button

This underlines the text object (page 19).

6 Kerning

This sets the inter-character spacing of the text object (page 19).

7 Spacing

This sets the line spacing of the text object (page 19).

4 Modifier operation section

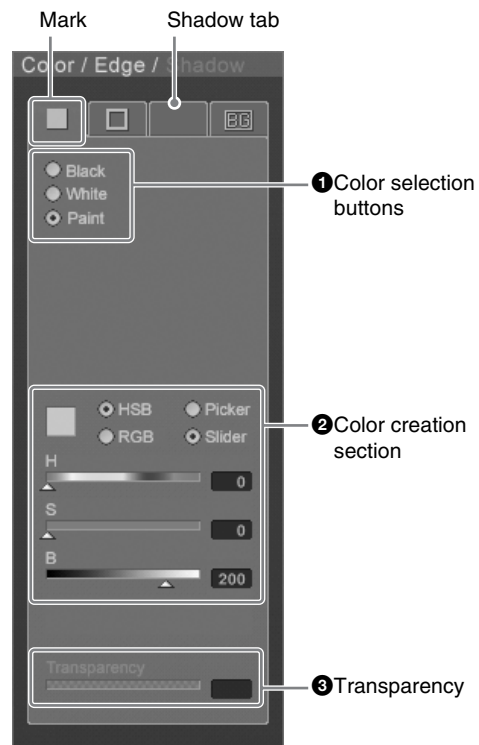
Click the mark on a tab to select it, and bring it to the front.

Note

The Shadow tab is provided for future functional expansion.

Paint tab

This determines the color of the text object.



1 Color selection buttons

These select the color of a text object (page 20).

2 Color creation section

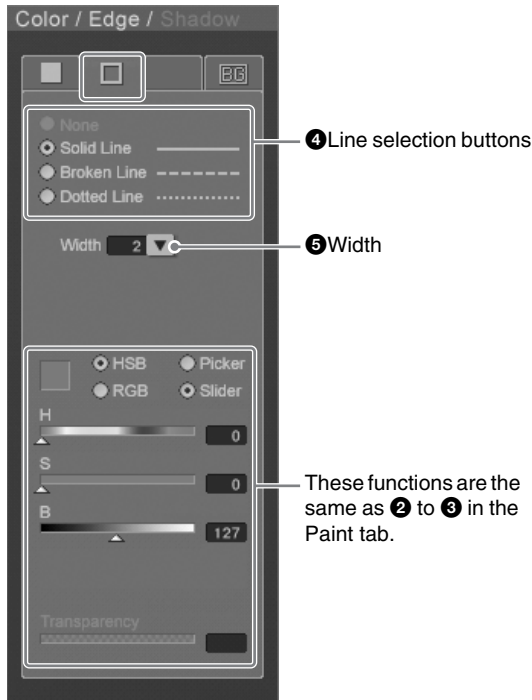
When the [Paint] color selection button is selected, you can create your own color for an object (page 24).

③ Transparency

This tool is provided for future functional expansion.

■Edge tab

This determines the color of text object outlines and the line type and color of line objects.



④ Line selection buttons

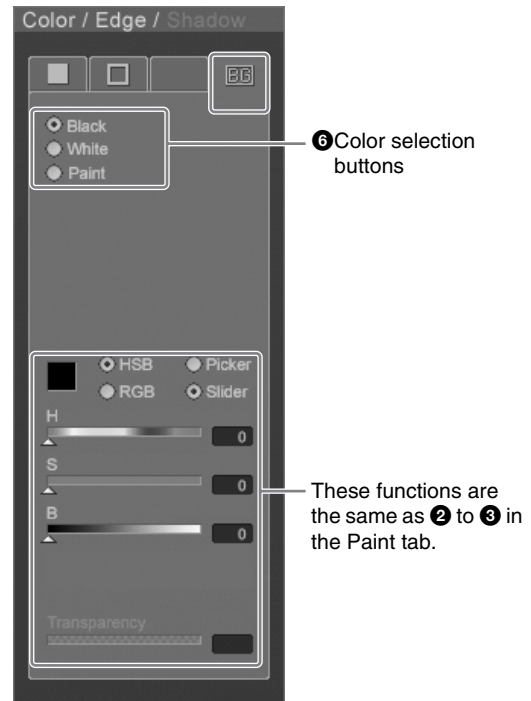
For a text object, these select whether an outline is applied to the text (None or Solid Line) (page 20). For a line object, they select the line type (page 22).

⑤ Width

This sets the width of the outline around a text object or of a line object. Select or enter a numeric value (page 21, 22).

■Background tab

This determines the background color.

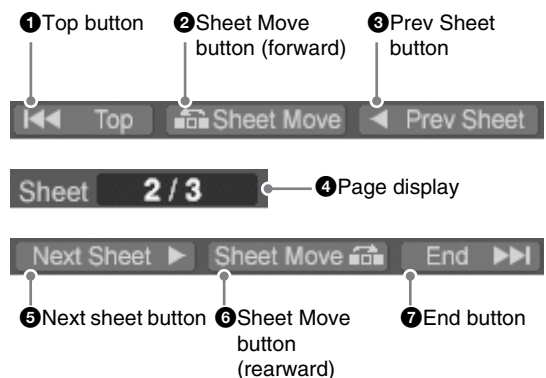


⑥ Color selection buttons

These select the background color (page 23).

⑤ Page operation section

This is used for sheet display, sheet turning, and resequencing.



① Top button

Click this to display the first sheet.

② Sheet Move button (forward)

Click this to move the currently displayed sheet to the previous sheet.

③ Prev Sheet button

Click this to display the previous sheet.

④ Page display

This shows the sheet number of the currently displayed sheet.

⑤ Next Sheet button

Click this to display the next sheet.

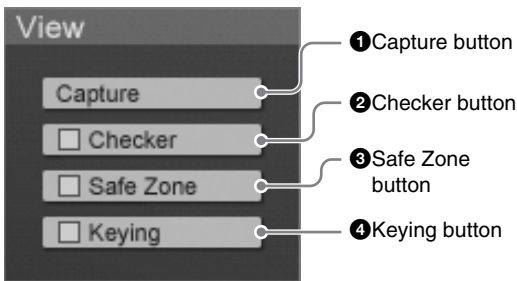
⑥ Sheet Move button (rearward)

Click this to move the currently displayed sheet to the next sheet.

⑦ End button

Click this to display the last sheet.

⑥ View operation section



① Capture button

This captures the program output video image from the main software (page 29). You can display the captured image in the background, to check the effect of a key combination.

Note

To display the captured image in the background, it is necessary to select the [Keying] button (④), and unselect the [Checker] button (②).

② Checker button

When this is selected, a checkered pattern appears in the background (page 30).

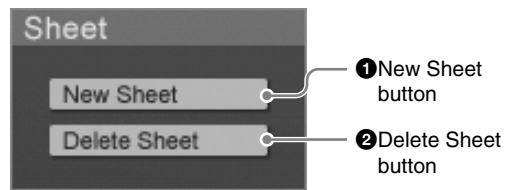
③ Safe Zone button

When this is selected, a dotted line shows the safe zone (page 30).

④ Keying button

When this is selected, a captured image from program output video or a checkered pattern is displayed in the background. You can use it to check the effect of a key combination in a created object (page 30).

⑦ Sheet operation section



① New Sheet button

This adds a sheet to the open file (page 28). You can create a maximum of 99 sheets.

② Delete Sheet button

This deletes the open sheet (page 29).

Starting up and closing down

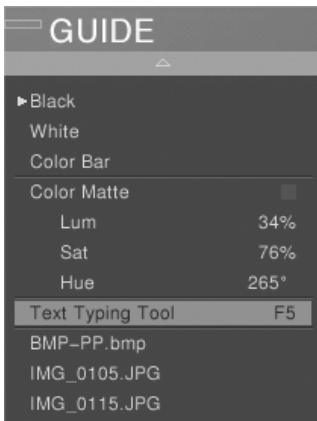
This section describes starting up and closing down of the text typing tool software (switching to and from the main software).

Starting up

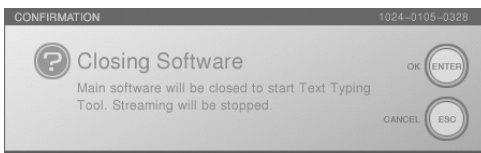
- 1 In the main software, press the “INT” NEXT selection button.

The INT material selection menu appears in the menu display.

- 2 Select [Text Typing Tool].



The following confirmation message appears.



- 3 Press the ENTER button on the front panel.

The screen goes black and the text typing tool software starts.

Caution

- If you switch while using the main software, the image or sound may be distorted.
- If you switch while the main software is starting up, the system may not function correctly. Check that all viewers (PGM/


PVW/material) have started up before switching to the text typing tool software.

Note

You can also use the keyboard F5 (Fn+5) key to switch to the text typing tool software.

Closing down

To power off the unit

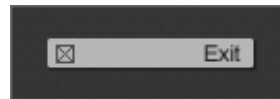
Press the  power button on the side panel. This closes the text typing tool software, and powers off.

Caution

If there is a file in the process of creation, the program will end without saving it.

To close the text typing tool software and start the main software

- 1 Click the [Exit] button at the lower left of the screen.

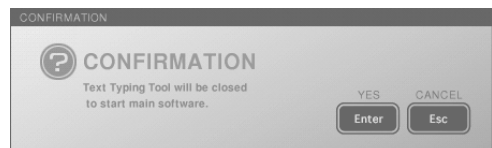


The screen goes black and the main software starts.

Note

You can also use the keyboard F5 (Fn+5) key to switch to the main software.

In this case, following confirmation message appears.



- 2 Click the [Enter].

Standard operations

This section describes standard operations used as various points in the text typing tool software.

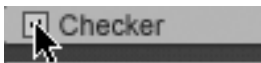
Standard button operations

Click a button to carry out its function.



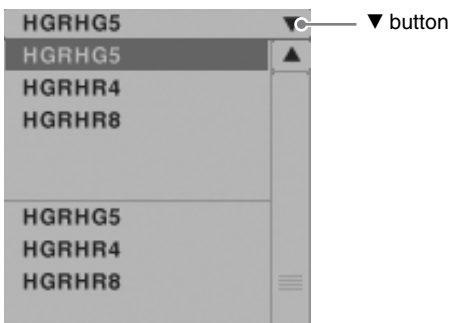
Standard checkbox operations

Click a checkbox to insert or remove the check mark. The function is active as long as a check mark is present.



Standard pull-down list operations

This section describes standard pull-down list operations.
Click the ▼ button to display the pull-down list.



Standard keyboard operations

- The ↑ and ↓ keys move the focus (in reverse video) within the pull-down list.
- Press the Enter key to confirm the item which currently has the focus.
- Press the Fn+~` key (Esc) to cancel the selection, and close the pull-down list.

Standard operations for text input

The following are standard keyboard operations for text input.



Key	Operation
←, →	Move the caret horizontally one position at a time
↑, ↓	Move the caret vertically one position at a time
Shift+←, Shift+→	Select one character at a time, horizontally from the caret position
Delete	Delete the character following the caret
Backspace	Delete the character preceding the caret
Enter	Confirm the entered text
Esc	Exit text input mode without confirming the entered text

Standard tool operations

Click an icon to use the function tool represents. The tool operation continues until you select a different tool.

Other standard operations

The following standard operations can be carried out with the keyboard alone.

Key	Operation
Ctrl+z	Return to the previous state (Undo function)
Ctrl+y	Advance to the next state (Redo function)
Ctrl+x	Cut out an object
Ctrl+c	Copy an object In text input mode: copy the selected text
Ctrl+v	Paste an object In text input mode: paste the copied text with the existing attributes where it is being pasted
Ctrl+a	Select all objects
Delete, Backspace	Delete an object

Object selection operations

1 Click the arrow tool or move tool.

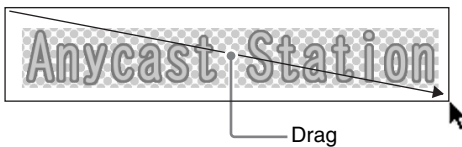
The icon turns green, and you can now select an object.



2 Click an object, or define a range by dragging.



Or

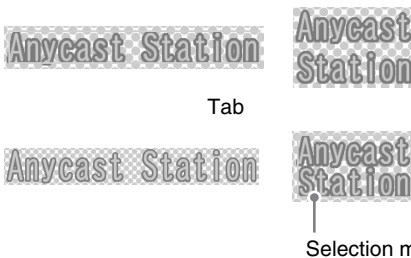


An orange border appears around the object. This is the selected state.



Notes

- If you drag over a range, this selects all objects within the range.
- When there are multiple objects, you can use the keyboard Tab key to move the selection to the next object.



Press the Shift+Tab keys to move the selection in the reverse direction.

- Hold down the Shift key and click an object to add to the selection.
- Click on the selected text object once more to switch to text input mode (page 18).

File operations

This section describes file operations, including saving and deleting titles created with the typing tool software, export, and so on.

Creating a new file

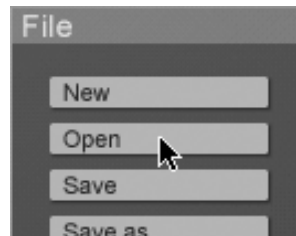
In the file operation section, click the [New] button.



A new sheet appears.

Opening an existing file

1 In the file operation section, click the [Open] button.



The [Open] screen appears.

2 Select the file name from the list.

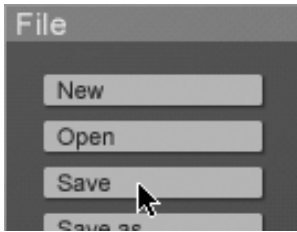


3 Click the [Enter].

This opens the selected file.

Saving a file

- 1 In the file operation section, click the [Save] button.



The [Save] screen appears.

- 2 Enter the file name in [File Name].

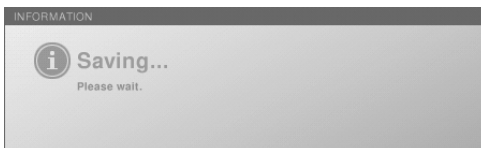


Caution

You can enter a file name as a maximum of 20 alphanumeric characters, but there may not be room for the full name in text boxes or lists, or in the main software INT material selection menu and similar.

- 3 Click the [Enter].

A message appears while saving, and the file is saved.



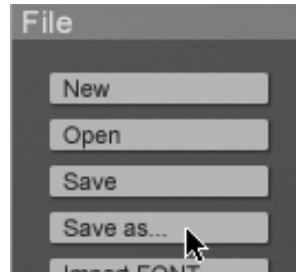
The file is simultaneously saved in the main software. The saved file appears in the main software INT material selection menu.

Caution

If a file of the same name exists in the main software, it will be overwritten.

Saving a file with a new name

- 1 In the file operation section, click the [Save as...] button.



The [Save] screen appears.

- 2 Enter the file name in [File Name].

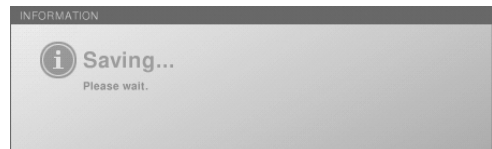


Caution

You can enter a file name as a maximum of 20 alphanumeric characters, but there may not be room for the full name in text boxes or lists, or in the main software INT material selection menu and similar.

- 3 Click the [Enter].

A message appears while saving, and the file is saved.



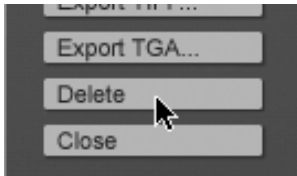
The file is simultaneously saved in the main software. The saved file appears in the main software INT material selection menu.

Caution

If a file of the same name exists in the main software, it will be overwritten.

Deleting a file

- 1 In the file operation section, click the [Delete] button.



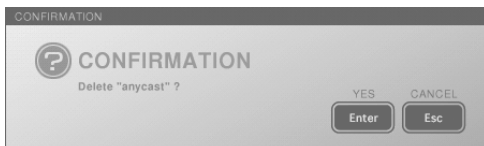
The [Delete] screen appears.

- 2 Select the file name from the list.



- 3 Click the [Enter].

A confirmation message appears.



- 4 Click the [Enter].

This deletes the selected file.

Exporting a file

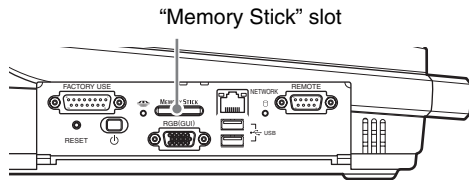
By exporting a file created in the text typing tool software to a “Memory Stick”, you can use the file in another system.

You can export the file in TIFF format or TARGA format.

Note

It is not possible to use a “Memory Stick PRO” or “Memory Stick PRO Duo”.

- 1 Insert a “Memory Stick” in the “Memory Stick” slot in the side panel.



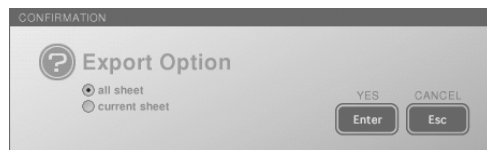
- 2 Open the file to be exported.

For the method of opening a file see “Opening an existing file” (page 14).

- 3 In the file operation section, click the [Export TIFF...] button, or [Export TGA...] button.



The following confirmation message appears.



- 4 If the opened file includes multiple sheets, select either [all sheet] or [current sheet].

all sheet: export all sheets within the file.

current sheet: export the currently displayed sheet only.

Note

If there is only one sheet in the file, this message does not appear.

- 5 Click the [Enter].

The [Save] screen appears.

6 Enter the file name in [File Name].

Exporting in TIFF format

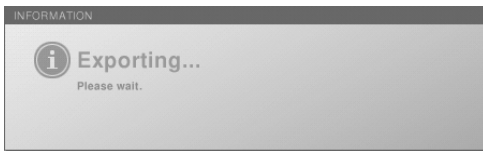


Exporting in TARGA format



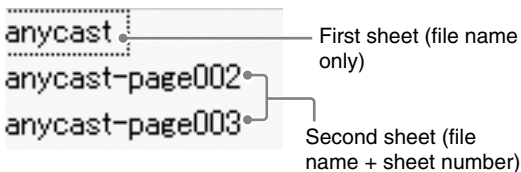
7 Click the [Enter].

The following message appears, and the file is exported to the “Memory Stick”.



Note

- When a file consisting of multiple sheets is exported, the second and subsequent sheets are named as follows with the file name + sheet number.



- An exported TIFF/TARGA file is saved with an alpha channel.

Working on text objects

This section describes how to create a text object, and then apply modifiers to the text.

Creating a text object

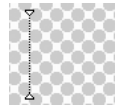
1 Click the text tool.

The icon turns green, and the system is now in text input mode (in which text input is possible).



2 Click where you want to enter text.

The caret appears.



3 Enter text from the keyboard.

As you enter text (before confirming it), it appears in a pink and black dotted frame.



Note

To enter a linebreak, press the Enter key. The Enter key on its own does not confirm the text.

4 Press the Alt+Enter key to confirm.



Changing the text font

1 Click the arrow tool, to select the text object (page 14).

An orange frame appears around the text object.

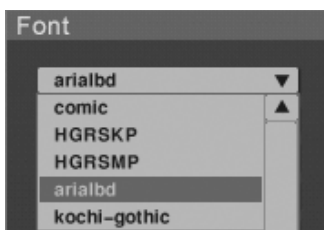
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- 2 Click the ▼ button by the font name in the font operation section.



The pull-down list appears.

- 3 Select a font.



This changes the selected font.

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Editing the text

- 1 Click the arrow tool, to select the text object (page 14).

An orange border appears around the text object.

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- 2 Click the selected text object once more.

The frame changes to a pink and black dotted line, and the caret appears, switching to text input mode.

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- 3 Edit the text.

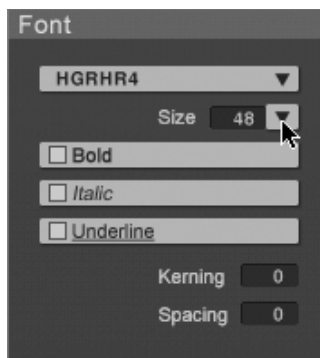
Changing the font size

- 1 Click the arrow tool, to select the text object (page 14).

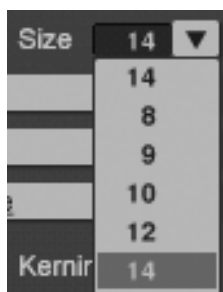
An orange border appears around the text object.

Anycast Station

- 2 Click the [Size] ▼ button in the font operation section.



- 3 Select the size.



This changes the selected size.

Anycast Station

Note

You can also change the size by directly entering a numeric value in the [Size] box. Click the box, enter the numeric value from the keyboard, then press the Enter key.

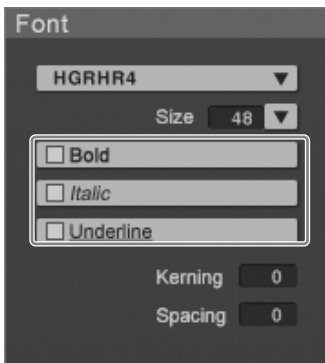
Changing the font style

- 1 Click the arrow tool, to select the text object (page 14).

An orange border appears around the text object.



- 2 Select a style in the font operation section.



This changes the selected style.

Bold



Italic



Underline



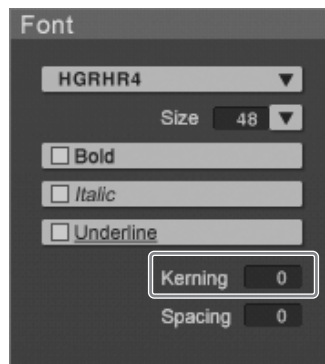
Changing the spacing between characters

- 1 Click the arrow tool, to select the text object (page 14).

An orange border appears around the text object.



- 2 Click the [Kerning] input box in the font operation section, and enter the numeric value from the keyboard.



- 3 Press the Enter key.

This changes to the selected spacing.



Note

The numeric value zero is the basepoint for the spacing. By entering a negative value, you can make the spacing narrower.

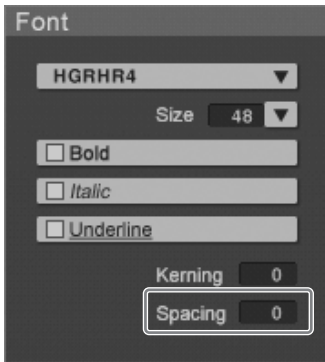
Changing the spacing between lines

- 1 Click the arrow tool, to select the text object (page 14).

An orange border appears around the text object.



- 2 Click the [Spacing] input box in the font operation section, and enter the numeric value from the keyboard.



- 3 Press the Enter key.
This changes to the selected spacing.



Note

The numeric value zero is the basepoint for the spacing. By entering a negative value, you can make the spacing narrower.

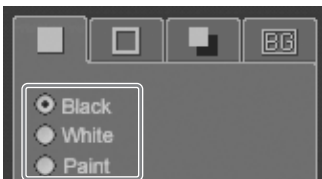
Changing the text color

- 1 Click the arrow tool, to select the text object (page 14).

An orange border appears around the text object.



- 2 Click one of the color selection buttons in the Paint tab.



The text appears as follows.

Black



White



Paint



When you have selected [Paint], see the section “Creating a color in the color creation section” (page 24) on adjusting the color.

Making changes to the character outlines

- 1 Click the arrow tool, to select the text object (page 14).

An orange border appears around the text object.



- 2 Click the Edge tab.

- 3 Make the following settings for the outline desired.

To change the color of the outline
Change the color as desired in the color creation section.



For details, see the section “Creating a color in the color creation section” (page 24).

To remove the character outlines

In the Edge tab, select [None].
The outlines disappear.



To change the thickness of the outlines

Click the [Width] ▼ button, and select the thickness.



Working on line objects

This section describes how to create a line object, and then change the line type or color.

Creating a line object

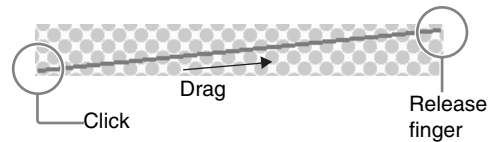
- 1 Click the line tool.



The icon turns green, and you can now draw a line.

- 2 Draw a line.

Click at the start position, and drag to draw the line.



Note

If you drag with the Shift key held down, you can draw horizontal or vertical lines.
If you perform a click operation, this creates a square on the clicked position with a line thickness equal to the [Width] setting in the Edge tab.

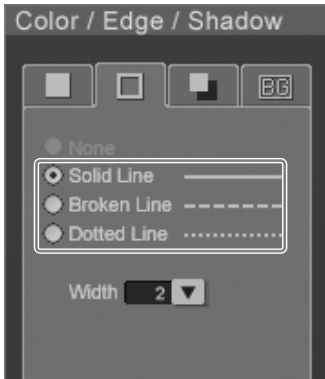
Changing the line type

- 1 Click the arrow tool, to select the line object (page 14).

An orange border appears around the line object.

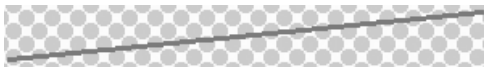


- 2 Click one of the line selection buttons in the Edge tab.



The line appears as follows.

Solid Line



Broken Line



Dotted Line



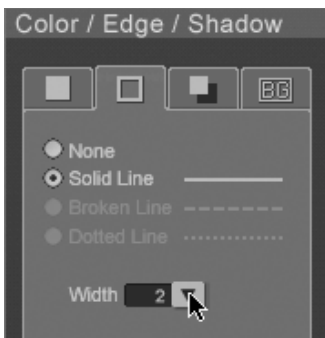
Changing the line thickness

- 1 Click the arrow tool, to select the line object (page 14).

An orange border appears around the line object.

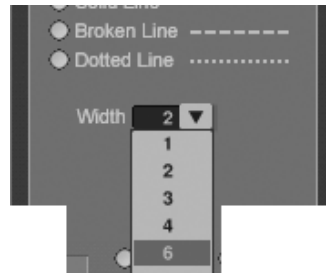


- 2 Click the [Width] ▼ button in the Edge tab.



The pull-down list appears.

- 3 Select the thickness.



This changes the line to the selected thickness.



Note

You can also change the size by directly entering a numeric value in the [Width] box. Click the box, enter the numeric value from the keyboard, then press the Enter key.

Changing the line color

- 1 Click the arrow tool, to select the line object (page 14).

An orange border appears around the line object.



- 2 Select the color in the color creation section.

For details of color adjustment, see “Creating a color in the color creation section” (page 24).

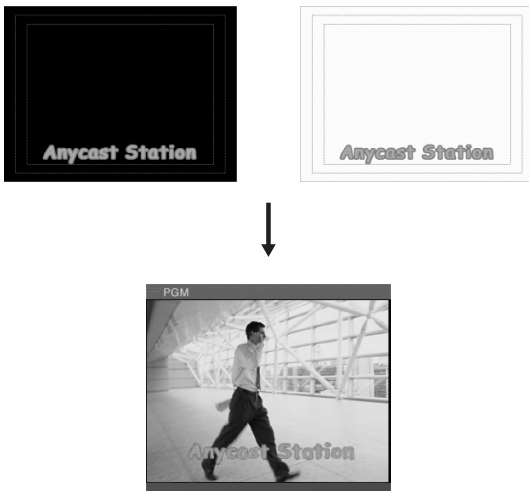
This changes the color.



Background color operations

Setting the background color to black or white (transparent for key insertion)

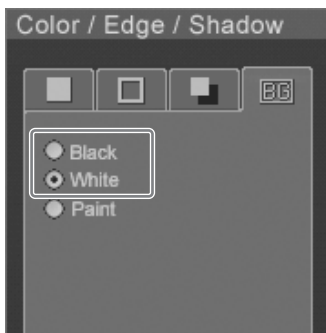
By setting the background color to black or white, when inserted as a key in the main software the background becomes transparent (alpha value 100%), and the object only is superimposed.



Note

In the main software viewer, the background appears as whichever of black and white it is set to.

- 1 Select the [Background] tab.
- 2 Select the [Black] or [White] color selection button.

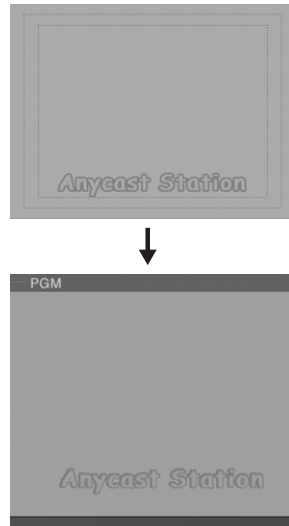


Note

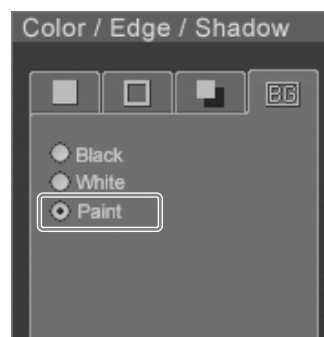
To display the background as black or white, unselect the [Keying] checkbox (page 30).

Applying a background color

If you set the background to an arbitrary color, when used in key combination in the main software, it is superimposed with the background color unchanged (alpha value 0%).



- 1 Select the [Background] tab.
- 2 Select the [Paint] color selection button.



- 3 Create a color in the color creation section.

For details of color creation, see “Creating a color in the color creation section” (page 24).

The background changes to the selected color.

Note

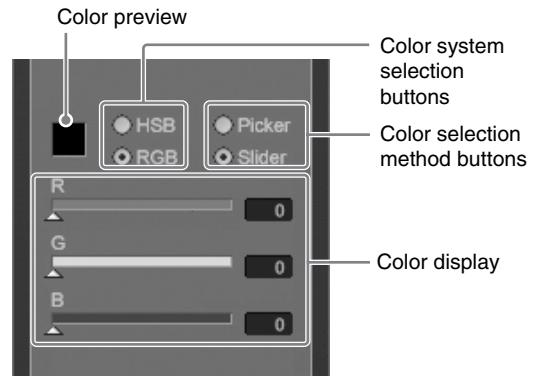
You can set a different background color for each sheet.

Color operations

This section describes how to create a color.

Creating a color in the color creation section

In the color creation section of each tab of the modifier operation section, you can create any desired color.



Use the following procedure to create a color.

- 1 Select [HSB] or [RGB] as the color system.

In each of these systems, you specify three parameters to create the color.

[HSB]

H: Hue

S: Saturation

B: Brightness

[RGB]

R: Red

G: Green

B: Blue

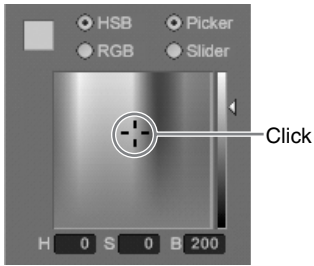
- 2 Select [Picker] or [Slider] depending on which color selection method you want to use.

Use the following procedure to specify the color.

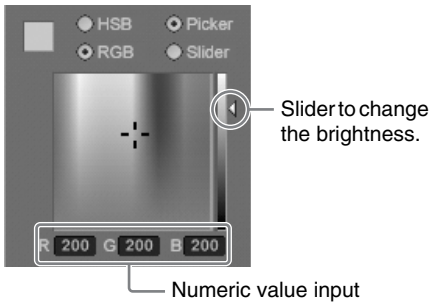
When [Picker] is selected

Move the mouse pointer to the desired point in the color field and click, or specify the color by numeric value input.

When [HSB] is selected



When [RGB] is selected



Note

If you move the slider (on the right of the color field) toward the top or bottom, then whatever color you select, only white or black will appear. Setting a value of about 200 makes it easiest to distinguish the colors.

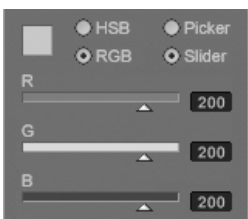
When [Slider] is selected

Move the sliders, or specify the color by numeric value input.

When [HSB] is selected



When [RGB] is selected



Note

When [HSB] and [Slider] are selected, setting the [B] and [S] numeric value to about 200, and then moving the [H] slider makes it easier to distinguish the colors.

Changing the color using the pipette tool

You can set the color of an object to be the same as a color used in another object.

- 1 Click the arrow tool, and select the object whose color you want to change.



- 2 Select the desired tab.

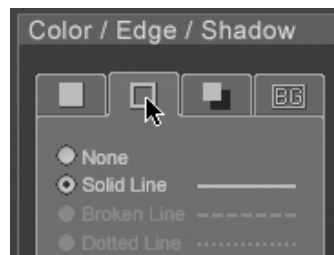
To change the text color: [Paint] tab

To change the character outline or line

object color: [Edge] tab

Example:

Here the [Edge] tab is selected, to change the character outline color.



- 3 Click the pipette tool.



The mouse pointer changes to a pipette.

- 4 With the pipette, click on the color you want to use.



Note

You can pick the color with the pipette from any part of the screen: background, text, character outline, line object, checkerboard pattern, or captured image.

This changes to the selected color.

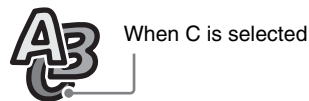


Object layout

This section describes how to change the object front-to-back positioning, and adjust the layout.

Changing the object front-to-back positioning

The tools used to carry out front-to-back positioning and their functions are as follows.



Move to front



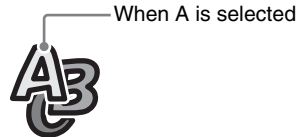
C moves to the front.



Move forward



C moves forward by one level.



Move backward



A moves back by one level.



Move to back



A moves to the back.

Example:

To move the object from the back to the front

- 1 Click the arrow tool, and select the object to be moved.

Select the object at the back



An orange frame appears around the object, and it appears at the front.

Caution

At this point, the object is only displayed at the front. It has not yet been moved.

- 2 Click the Move to front tool.

This moves the selected object to the front.



Caution

After you move an object back one level or to the back, even after moving, while selected (with the orange frame) it appears at the front. When deselected, it appears at the new level.

Arranging the positions of objects

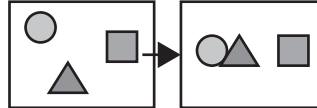
You can center the selected object vertically or horizontally within the frame.

The tools used to carry out centering and their functions are as follows.



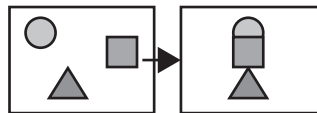
Vertical centering

This centers vertically within the frame.



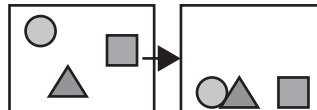
Horizontal centering

This centers horizontally within the frame.



Lower third positioning

This positions the object at the bottom of the screen.



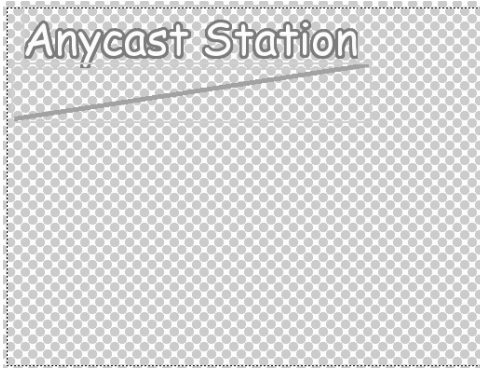
Note

Object position moves to the safety zone bottom position inside the sheet.

The operation is the same with all tools.

Example:
Centering an object vertically

- 1 Click the arrow tool, to select the object you want to position.



- 2 Click the vertical centering tool.
This centers the selected object vertically.



Adding and deleting sheets

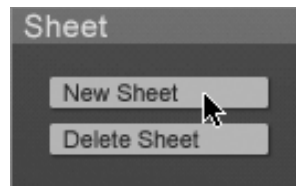
In the text typing tool software you can handle multiple sheets in a single file.

Note

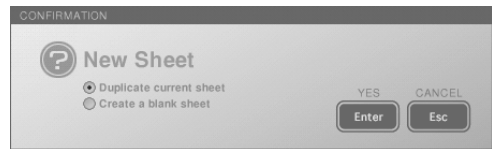
In the main software, you can specify saved sheets individually for use in key combination (page 31).

Adding a new sheet

- 1 Click the [New Sheet] button in the sheet operation section.



The following confirmation message appears.



- 2 Select [Duplicate current sheet] or [Create a blank sheet].

Duplicate current sheet: Create a new sheet as a copy of the currently open sheet object .

Create a blank sheet: Create a new, blank sheet.

- 3 Click the [Enter].

The new sheet is inserted as the next page after the open sheet.

Deleting a sheet

- 1 With the page operation section (page 10), display the sheet you want to delete.
- 2 Click the [Delete Sheet] button in the sheet operation section.



This deletes the displayed sheet.

Simulating the effect of key combination

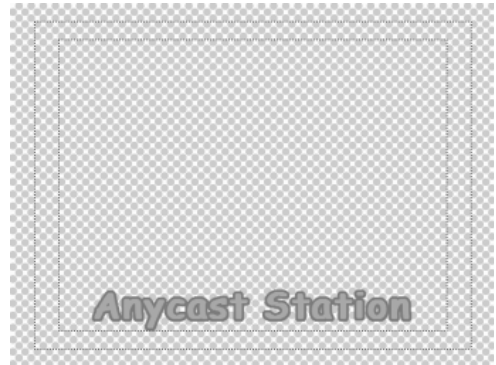
By displaying an image captured from the program output video, or the checkered pattern as the background, you can check the effect of a created object in a key combination.

Displaying a captured program output video image as the background

- 1 Open the file you want to simulate in a key combination.

For the method of opening the file, see “Opening an existing file” (page 14).

By default, the internal checkered pattern appears in the background, so that the keying image can be seen.



- 2 Unselect the [Checker] checkbox in the view operation section.

When you unselect this, the image captured from program output video when you switched from the main software appears in the background.



Caution

Always ensure that the [Keying] checkbox in the view operation section is selected.

- 3 Click the [Capture] button in the view operation section.

Each time you click, this captures the current image.

Combining the [Checker] and [Keying] checkboxes in the view operation section

The effects of selecting combinations of the [Checker] and [Keying] checkboxes are as follows.

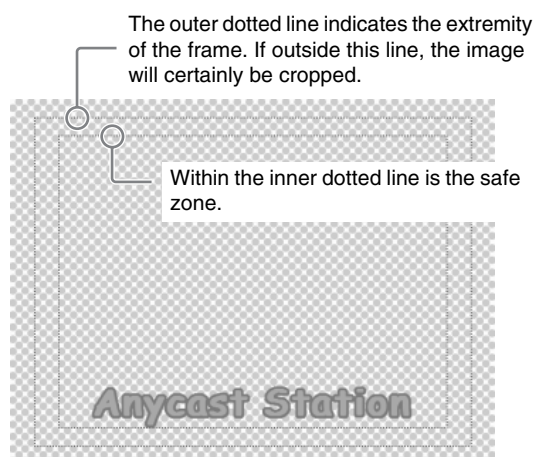
[Checker] and [Keying] checkbox combination	Display effect
<input checked="" type="checkbox"/> Checker + <input checked="" type="checkbox"/> Keying	Checkered pattern + object
<input type="checkbox"/> Checker + <input checked="" type="checkbox"/> Keying	Program output capture image + object
<input type="checkbox"/> Checker + <input type="checkbox"/> Keying	Black or white, or custom background color + object

Displaying the safe zone

The “safe zone” refers to the area of the frame within which an object can be inserted as a key in the program output video without risk of being outside the viewing limits.

When the [Safe Zone] checkbox in the view operation section is selected, the safe zone appears.

Unselect the checkbox to hide the safe zone.



Key combination in the main software

Start the main software, and use the file created in the text typing tool software in a key combination.

- 1 Click the [Exit] button at the lower left of the screen.

This starts the main software.

Note

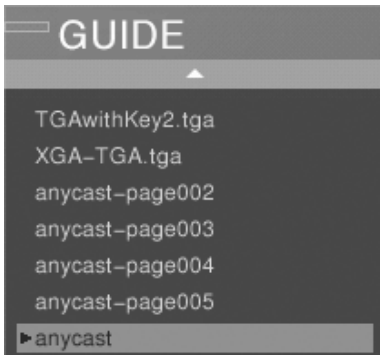
You can also use the keyboard F5 (Fn+5) key to switch to the main software.

For details, see “To close the text typing tool software and start the main software” (page 12).

- 2 Press the “INT” NEXT selection button.

The INT material selection menu appears.

- 3 Select the file or sheet, and confirm.



Notes

- If the file consists of multiple sheets, the first sheet is identified as the file name, and the second and subsequent sheets are identified as the file name + sheet number.
- Files created in the text typing tool software have no extension.

The selected sheet appears as the “INT” source viewer and PVW viewer.



You can combine as a downstream key (DSK) or luminance key.

For details, see the section “Using the Downstream Key (DSK) Function to Add Text or an Image” (page 57) and “Using Luminance Keying” (page 62), in the Live Content Producer Operating Instructions.

Importing a font file

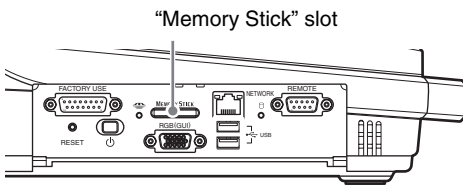
You can import a font file that has been saved on a “Memory Stick”.

The font file must have been saved in the special folder for fonts: MSONY/PRO/LPS/ANYCAST/FONT.

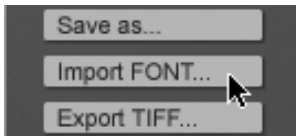
same font file exists in this unit, it is overwritten.

- It is not possible to use a “Memory Stick PRO” or “Memory Stick PRO Duo”.

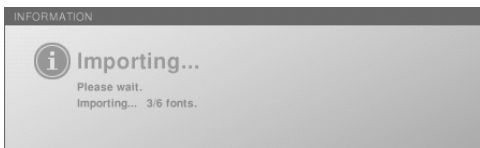
- 1 Insert the “Memory Stick” holding the font file in the “Memory Stick” slot in the side panel.



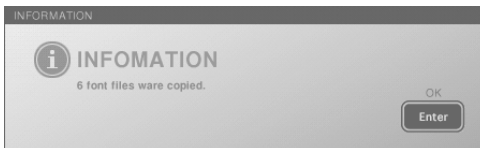
- 2 In the file operation section, click the [Import FONT...] button.



While importing, the following message appears.



When the import is completed, a completion message appears, and the font is added to the [Font Name] list.



- 3 Click the [Enter].

Caution

- This imports all font files within the FONT directory of the “Memory Stick”. If the

Appendix

Messages

If one of the following messages appears persistently after retrying, consult your Sony service representative.

English message	Meaning
Open error. Error file or directory is "xxxx".	An attempt to open a file failed.
Read error. Error file or directory is "xxxx".	An attempt to read a file failed.
Write error. Error file or directory is "xxxx".	An attempt to write to a file failed.
Delete error. Error file or directory is "xxxx".	An attempt to delete a file failed.

If the following message appears, power off immediately, and consult your Sony service representative.

English message	Meaning
A fault has developed with the internal fan. To avoid damage please shutdown the system as soon as possible.	The fan has stopped because of a fault. There is a danger of accidents caused by emitted heat.

For more details of the messages, see the section "Troubleshooting" (page 110) in the Live Content Producer Operating Instructions.

Functions supported from version 1.01

Additional directories created by "Memory Stick" formatting

In the main software top menu, using [File Manager]→[Format]→[Memory Stick] to format a "Memory Stick", the FONT directory is added to those created.

**MSSONY / PRO / LPS / ANYCAST/ INSTALL
/ JOB
/ LICENCE
/ CG
/ LOGO
/ REAL
/ EDL
/ FONT**


USB mouse support

Using a USB mouse connected to the USB connector, which was not supported in version 1.00, is now supported.

Note

It is not possible to use a USB mouse with the main software.

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