Entropy Engineering

VIDEO TITLER I

Diskette Version

Addendum

April 1, 1988

Video Titler I Addendum

This document is an addendum to the Entropy Engineering Video Titler II User's Guide for Video Titler I users. Virtually all of the functions of the two Titlers are identical in operation, but there are a few places where the differences in hardware have caused differences between the Titlers.

Hardware Differences

There are 2 main differences between a Mindset I PC and the Mindset II PC. (Or Mindset 3000, but there aren't very many of them.) The first difference is in the amount of system memory, and the second is in the amount of video memory. A Mindset I has 256K (Optionally 384K) of system memory, and 32K of video memory while a Mindset II has 512K of system memory and 128K of video memory.

These differences show up in the Video Titler in a few ways:

	Mindset I	**Mindset II**
Screen Resolution	640 by 200	640 by 400
Colors	4	4
Fonts	1 Font, 3 sizes	5 Fonts
Rolling	2/3 Screen	Most of a Screen

Titler Differences

- Perhaps the most important difference between Video Titler I and Video Titler II is that you must type **TITLERI** to start it.
- Due to the higher vertical resolution of the Video Titler II, wherever the User's Guide states that a value should be in the range of 0 to 399, substitute 0 to 199.
- When loading a font in Video Titler I, you will not be asked which font to replace, as there is only one.

With these few exceptions, the Video Titler II User's Guide should be an accurate guide to the operation of Video Titler I.

If you have any questions or comments, please drop us a line.

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VIDEO TITLER II

USER'S GUIDE

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INTRODUCTION

This manual describes how to use your VIDEO TITLER II. It will tell you what you will need to get started, how to begin the program, and how to use each function. Additionally, it will give you some hints on creating special effects and even some "animation" effects.

After beginning, you may use this manual as a reference that describes each function of the program. Most functions are accessed by the Function Keys (the keys labeled F1 through F10 at the top of the keyboard) and all of the choices for each function are clearly displayed in the various screen WINDOWS.

NOTATION

When referring to specific functions of the program, these are written as FUNCTION [MENU] . This is read as "the FUNCTION in the MENU".

Examples:

CLR SCRN [PAGE] refers to the CLR SCRN (Clear Screen) function in the PAGE menu.

The phrase "If CLR SCRN [PAGE] = ON..." is read as "if the Clear Screen function in the PAGE menu is ON...".

SYSTEM REQUIREMENTS

To use VIDEO TITLER II, you must have a MINDSET II or MINDSET 3000 system.

GETTING STARTED

The VIDEO TITLER II package contains two diskettes, labeled "Program Disk" and "Font Disk". The use of each of these is described below. @SECTION HEAD = THE PROGRAM DISKETTE

The Program Diskette contains the Video Titler II software. It should only be used to create a working copy of the Video Titler II software. To create a working copy of the Video Titler II software, follow these simple steps:

- Boot the system using either your DOS diskette or the old Video Titler diskette.
- If in the Titler Shell, choose the exit to DOS command.
- Put a blank diskette in Drive B:, and close the door.

- Type **FORMAT B:/S** and hit Return.
- The computer will request that you put a blank diskette in drive B:.
- Hit Return.
- When the diskette is formatted, the computer will ask you if you would like to format another. Type **N** and hit Return.
- Remove the diskette in drive A: and replace it with the new Video Titler II Program Diskette.
- Type **COPY A:*.* B:** and hit Return.
- When the lights go out on both diskette drives, remove the diskette from drive A: and put it in a safe place.
- Remove the diskette from drive B:, and label it **VIDEO TITLER II WORK DISK.**
- Cover the write protect notch on the diskette with a write protect tab.
- Place the Work Disk in Drive A: and reboot the computer to run Video Titler II.

THE FONTS DISKETTE

The Fonts Diskette contains a copy of the fonts which are in the program whenever it is run. You only need to use this diskette if you purchase additional fonts for VIDEO TITLER II and wish to switch back and forth between the new font and old font using the LOAD FONT [SYSTEM] function.

The three fonts which come with VIDEO TITLER II are named SWISS01, SWISS02 and SWISS03. These three fonts are different sizes of the same type face, with SWISS01 being the smallest and SWISS03 being the largest.

The characters in these fonts correspond to the keyboard characters with two exceptions:

- The "^" key (shift 6) generates a copyright symbol (c).
- The "~" key generates a left quote symbol.

ENTERING THE PROGRAM

The MINDSET VIDEO TITLER II is structured into three primary functional areas; SYSTEM CONFIGURATION, TEXT EDITING and DISPLAY.

SYSTEM CONFIGURATION SCREEN: asks if the program is being run on a system with a single composite monitor or an Analog RGB Preview Monitor/Composite Program Monitor combination. If an RGB monitor is available, editing menus will not appear on the Composite Program Monitor which is fed from the output of the Genlock box. If a Preview Monitor is not available, then editing menus will be displayed as part of the video output of the Genlock box.

TEXT EDITING SCREEN: after you leave the System Configuration Screen you are at the Text Editing Screen. This is where you build your presentations.

DISPLAY SCREEN: this shows your images as they will appear. You can get back to the Text Editing Screen by hitting the "Escape" key.

TEXT EDITOR

FEATURES

The TEXT EDITOR permits characters to be entered into the Titler. Forty pages of text may be entered into any one SEQUENCE. Text is entered or edited one line at a time. As characters are entered into the text editor, they are displayed on the PREVIEW SCREEN, a 1/4 scale version of the PLAYBACK SCREEN. Two small windows to the left of the PREVIEW SCREEN identify the PAGE and LINE being edited. The UP or DOWN ARROW keys are used to select the line to be edited, while the RIGHT and LEFT ARROW keys are used to select the character to be entered or changed. This screen is provided to give an idea of the content and relative layout of the page being edited. Due to its limited size, it lacks the detail and resolution of the PLAYBACK SCREEN, so some smaller characters may be more difficult to distinguish than others. The limited resolution of the PREVIEW SCREEN also means that it can only approximate positions and the look of the screen.

In addition to allowing you to enter and edit lines of text, the TEXT EDITOR allows you to enter over 30 specifications that determine how each page, line, or character will appear during playback. A series of menus is available from the EDIT SCREEN, selectable by a single keystroke. These menus are divided into three groups depending on the range of their effects on the sequence. SYSTEM LEVEL (F1) menus affect every page and line in the sequence. PAGE LEVEL (F2) menus affect every line in a page, and LINE LEVEL (F3) menus only affect individual lines.

Lines within a page will usually have similar specifications. For instance, all the lines on a page will probably have text with black borders or some other consistent format. The program handles the specifications of new lines entered for the first time using the *CARRY FORWARD DEFAULT* method. Whenever a

line is encountered for the first time, its attributes are taken from the previous line, or in the case of a new page, from the first line of the previous page. After the first time a line is edited, attributes may be changed without worry that they will be overwritten.

Page attributes are also set using the *CARRY FORWARD DEFAULT* method. By selecting the page and line attributes on the first line of the first page on a new sequence, the entire sequence will use the same attributes.

Finally, the EDIT SCREEN, through the SYSTEM MENU (F1), allows you to switch to the high-resolution PLAYBACK SCREEN. A sequence may be run, a page previewed, or selected pages viewed through the manual mode. To get back to the edit screen hit "Escape".

WINDOWS

PAGE - Displays the current page number being edited.

LINE - Displays the current line number being edited.

NAME - Displays the name of the file currently in memory.

TEXT - Located at the bottom of the EDIT SCREEN, this window displays the contents of the current line being edited. It's also used for input during some functions.

PREVIEW WINDOW - A 1/4 scale representation of the display screen.

MENUS

F1: SYSTEM - *System Level.* Allows the saving, loading and running sequences, as well as loading fonts.

F2: PAGE - *Page Level.* Allows the entry of functions such as clearing the screen, keying and margins.

F3: COLORS - *Page Level.* Selects the PLAYBACK SCREEN colors.

F4: MOTION - *Page Level.* Determines the type of motion and related attributes and the playback order.

F5: LINE - *Line Level.* Selects character color, font, and spacing attributes.

F6: EDGES - *Line Level.* Allows selection of edge color, style and edge offsets.

TEXT WINDOW

FUNCTION:

Enter and edit text and display specifications.

SPECIAL EDITING KEYS:

BACK SPACE	Deletes one character to the left of the cursor.
DEL	Deletes the character at the cursor.
INS	Inserts a space at the cursor.
PG UP	Move back one page.
PG DN	Move forward one page.
UP ARROW	Move back one line.
DOWN ARROW	Move forward one line.
LEFT ARROW	Move back one character.

RIGHT ARROW	Move cursor forward one character.
HOME	Moves cursor to the beginning of the line.
END	Moves cursor to the end of the line.
CTRL-HOME	Jump to PAGE 1, LINE 1.
CTRL-END	Jump to PAGE 40, LINE 1.
CTRL-G	Prompts for PAGE to jump to.
F1-F6	Enter Menus 1-6 from EDIT SCREEN.
F7	Direct to PREVIEW SCREEN.
F8	Insert or Delete a line.
F9	Insert SEPARATOR BAR.
F10	Center all lines horizontally on the page.
ESC	Exit from Menus to main EDIT SCREEN.
START	Direct to MANUAL MODE.

ADVANCED EDITING FEATURES

Although entire sequences may be created and edited using the features described above, the Titler has a number of more advanced editing features available. They are broken down into 3 groups; Shortcut keys ,Editing keys, and Color change keys..

SHORTCUT KEYS

ALT-U	Subtract 1 from LINE SPACE.
ALT-N	Add 1 to LINE SPACE.
ALT-H	Subtract 1 from POSITION-OFFSET.
ALT-J	Add 1 to POSITION-OFFSET.
ALT-G	Subtract 1 from the BASELINE.
ALT-B	Add 1 to the BASELINE.
ALT-S	Subtract 1 from the LEFT MARGIN.
ALT-D	Add 1 to the LEFT MARGIN.
ALT-F	Change to the next FONT.
ALT-C	Change to the next CHARACTER COLOR.
ALT-E	Change to the next EDGE COLOR.
ALT-R	RUN the sequence.
ALT-M	Start the MANUAL MODE.

ADVANCED EDITING KEYS

ALT-Q	Pick up ATTRIBUTES.
ALT-A	Drop ATTRIBUTES.
ALT-P	Pick up TEXT and ATTRIBUTES.
ALT-L	Drop TEXT and ATTRIBUTES.
ALT-O	Pick up TEXT and ATTRIBUTES, DELETE line.
ALT-K	INSERT line, drop TEXT and ATTRIBUTES.
ALT-Y	Copies a PAGE to the current page.

In order to use one of the advanced editing keys, the ALT key must be held down while the appropriate letter is pressed on the keyboard.

Most of the advanced editing keys make use of special storage areas in memory called buffers. One is an attribute buffer, and the other is a text buffer.

When one of the advanced editing keys is pressed which picks up attributes, all of the attributes for the line that the cursor is on is copied to the attribute buffer. If the command also picks up the text, the text for the line which the cursor is on is copied into the text buffer. The only thing that can change the contents of either of these buffer, while the Titler is running, is to issue another advanced editing command which picks up attributes.

When one of the advanced editing keys is pressed that drops attributes, the attributes, and text depending on the selected function, are placed on the line that the cursor is currently on, replacing the current attributes.

When ALT-Y is pressed to copy a page, the Titler will prompt for the page number to copy from. When a page number is entered, the Titler will copy all of the page and line attributes, as well as all of the text, from the selected page to the current page.

These keys are described in detail below.

FUNCTION

ALT-Q Pick up attributes.

ALT-A Drop Attributes.

The ALT-Q command copies the attributes from the line that the cursor is currently on into the attribute buffer. The attributes stay in the attribute buffer until another command is given to pick up attributes.

The ALT-A command copies the attributes from the attribute buffer to the line that the cursor is currently on, overwriting the existing attributes. Since the attributes are not cleared from the attribute buffer after issuing this command, multiple lines may easily be set to the same attributes using this command.

FUNCTION

ALT-P Pick up attributes and text.

ALT-L Drop Attributes and text.

The ALT-P command copies the attributes from the line that the cursor is currently on into the attribute buffer, and copies the text from the current line into the text buffer. The attributes stay in their buffers until another command is given to pick up attributes. The text stays in the text buffer until another command is issued which picks up text.

The ALT-L command copies the attributes from the attribute buffer to the line that the cursor is currently on, overwriting the existing attributes and copies the text from the text buffer to the current line, overwriting any existing text.

These commands are useful in copying entire lines to other pages in the sequence without having to retype them.

FUNCTION

ALT-O Pick up attributes and text, delete line.

ALT-K Insert line, drop Attributes and text.

The ALT-K command copies the attributes from the line that the cursor is currently on into the attribute buffer, and copies the text from the current line into the text buffer. After the attributes and text have been copied into their buffers, the line is deleted, moving all of the following lines in the page up one line. The attributes stay in their buffers until another command is given to pick up attributes. The text stays in the text buffer until another command is issued which picks up text.

The ALT-K command inserts a blank line at the line that the cursor is currently on, then copies the attributes from the attribute buffer and the text from the text buffer to the new line. This command can be used to insert a line that was previously picked up by the ALT-P command.

These commands are useful in moving lines to other places in the sequence without having to retype them.

COLOR CHANGE KEYS

The COLOR CHANGE keys insert a special character into the text which changes the color of the character or edge. The color change starts with the character following the special character, and continues until the end of the line or until another color change character is encountered. The color change character does not appear in the PREVIEW WINDOW, only in the TEXT WINDOW. The character shown in the TEXT WINDOW will appear as a small number (between 1 and 4), and either the letter C for character color changes or E for Edge color changes.

ALT-1	Changes to character color 1.
ALT-2	Changes to character color 2.
ALT-3	Changes to character color 3.
ALT-4	Changes to character color 4.
ALT-F1	Changes to edge color 1.
ALT-F2	Changes to edge color 2.
ALT-F3	Changes to edge color 3.
ALT-F4	Changes to edge color 4.

EDITOR OPERATION:

- The program starts in the EDIT SCREEN. Text can be entered immediately. However, it is recommended to set attributes first.
- Any standard keyboard character may be entered, including letters, numbers and special characters.
- An underline CURSOR indicates the position on the line where the next character will be placed.
- The LEFT ARROW and RIGHT ARROW keys can be used to position the cursor on the line.
- When a valid character key is pressed any previous space or character under the cursor will be changed to the new character and the cursor will move one space to the right.
- When the INS key is pressed, all characters at and to the right of the cursor move one space to the right. A space is placed at the cursor position. This key may be used to create room for additional characters or words on a line.
- When the DEL key is pressed, the character at the cursor position is erased and all characters to the right of the cursor will move one space to the left.
- When the BACK SPACE is pressed, the character to the left of the cursor is deleted. All characters at and to the right of the cursor position move one space to the left.
- The UP ARROW moves the previous line into the EDIT WINDOW and the DOWN ARROW moves the next line Into the window. A small arrow, or LINE CURSOR, is displayed on the left side of the PREVIEW SCREEN, indicating the current line.
- PG UP moves moves the editor to the previous page and places the cursor on the first character of LINE 1 in the TEXT WINDOW. PG DN moves the editor to the next page

and places the cursor on the first character of LINE 1 in the TEXT WINDOW.

- Pressing the HOME key moves the cursor to the first character on the current line.
- Pressing the CTRL key and the HOME key together causes the editor to jump to PAGE 1, LINE 1 from anywhere in the sequence.
- Pressing the END key moves the cursor to the last character on the current line.
- Pressing the CTRL key and the END together causes the editor to jump to PAGE 40, LINE 1 from anywhere in the sequence.
- Pressing the CTRL key and the "G" key together displays a prompt for the page to jump to. Entering a 2 digit page number will move the editor to that page.
- The F10 key instantly centers all the lines on the current page.
- The F9 key enters the SEPARATOR BAR graphics mode. See NOTES.
- F8 allows a line to be inserted or deleted at the current line. If INS is pressed, a line will be Inserted. pressing DEL will delete a line. ESC will abort this option.
- The F7 key PREVIEWS the current page.
- Pressing START enters the Manual Mode.

NOTES

It is important to note that it is possible to enter more characters on a line than may be actually displayed on the PLAYBACK SCREEN. It is also possible to enter more lines than may be displayed because of the variety of font sizes. The PREVIEW

SCREEN is indispensable for determining the limit on how many characters or lines may practically be entered for the font selected.

Upon leaving a menu and returning to the edit mode, the PREVIEW SCREEN will be updated to reflect most attribute changes. The exception to this interactive rule is the EDGES MENU. *EDGES ARE NOT DISPLAYED ON THE PREVIEW SCREEN.*

* The value in the LINE box to the left of the EDIT SCREEN is updated to reflect the new line number.

** The value in the PAGE box to the left of the EDIT SCREEN is updated to reflect the new page number.

To create a SEPARATOR BAR, use the F9 key in the editing mode. The SEPARATOR BAR is marked by the u character and uses a line by itself. Any text on that line will be erased by that character. The default length of the line is set to 300 pixels wide, the default height to 4 pixels. It is easiest to use the SEPARATOR BAR after entering all the text on the page. Otherwise the text following the BAR will be indented.

FUNCTION:

- Type in text, leaving a blank line for the SEPARATOR BAR. When all text is entered go to the blank line and press F9.
- To adjust the thickness of the BAR, go to F5 [LINE] . Set F9:CHAR SPC to different values (1 is thinnest) then press RETURN.
- To adjust the length of the line, set F7:P-OFFSET to different values.
- To adjust the distance of the BAR to the text below it, go to the line below the BAR and set F8:LINE SPC (LINE] to different values.

EDIT SCREEN MENU STRUCTURE

The following is a list of Menus (function keys) accessible from the Edit Screen Menu. Under each main menu is a list of secondary menus (function keys).

For example: to save a screen from the Edit Screen Menu first hit F1, this accesses the System submenu. From here hitting F8 will save the screen.

F1: SYSTEM

F1: LOAD SEQUENCE	Load a sequence from the disk
F2: SAVE SEQUENCE	Save a sequence to the disk
F3: RUN SEQUENCE	Execute the current sequence
F4: LOAD FONT	Load a different font from the disk
F5: PAGE PREVIEW	Execute the current page
F6: MANUAL MODE	Manually select pages for display
F8: SAVE SCREEN	Save a screen image to disk
F9: CLEAR SEQUENCE	Clear sequence to default settings
F10: QUIT	End program

F2: PAGE

F1: CLR SCRN	Clear the screen before displaying page
F2: KEY	Key out COLOR 1 for video overlays
F3: BASELINE	Vertical position of first line
P4: LF MARG	Left margin for positioning text
F5: RT MARG	Right margin for positioning text

F8: CLR PAGE	Reset page to defaults
F10: PAGE MARK	Marks the location of the end of the page

F3: COLORS

F1: COLOR 1	Set the levels of red, green and
F2: COLOR 2	blue for each of the four
F3: COLOR 3	possible screen colors
F4: COLOR 4	

F4: MOTION

F1: MODE	Select type of motion for the page
F2: SPEED	Speed of motion
F3: BEGIN	Start page with text on or off screen
F4: END	End page with text on or off screen
F5: TIMER	Time before linking to next page
F6: LINK	Next page or sequence to be run
F7: TRIGGER	Wait for button push for next page

F5: LINE

F1: CHAR COL	Select the character color
F2: FONT	Select a font
* F6: POSITION	Choose left, right or center justified **
F6: POSITION	Choose left, right or center positioned bar
* F7: P-OFFSET	Fine adjust horizontal position
** F7: P-OFFSET	Select width of separator bar
F8: LINE SPC	Select space between lines
* F3: CHAR SPC	Space between characters
** F9: CHAR SPC	Select height of separator bar

* CHARACTER MODE

**SEPARATOR BAR MODE (line)

F6: EDGES

F1: EDGE COL	Select the color for edges
F2: CHAR 3D	Three dimensional characters
F3: DROP SHA	Drop shadow characters
F4: BORDER	Border around characters
F6: H-OFFSET	Horizontal edge size
F7: V-OFFSET	Vertical edge size

SYSTEM MENU

The SYSTEM MENU provides access to system-wide functions and features as well as access to functions that allow movement from the EDIT SCREEN to the PLAYBACK SCREEN. In addition to a command used to start and run an entire sequence of pages, the SYSTEM MENU provides for previewing a single page on the PLAYBACK SCREEN, manually selecting pages for display, saving, loading, and clearing sequences , loading new fonts, and exiting the program.

The primary thing to remember about the SYSTEM MENU is that the function you choose, with the exception of RUN SEQUENCE, PAGE PREVIEW, MANUAL MODE, and SAVE SCREEN, will affect every page, line and character in the current sequence. For instance, once a new font is loaded into memory using the command F4: LOAD FONT, every character will be written using the new font in the appropriate size.

FUNCTIONS:

F1: LOAD SEQUENCE	Load a sequence from disk.
F2: SAVE SEQUENCE	Save a sequence to disk.
F3: RUN SEQUENCE	Sequence linked pages or files.
F4: LOAD FONT	Replace the font with one from disk.
F5: PAGE PREVIEW	Preview a single page.
F6: MANUAL MODE	Manually select pages for display.
F8: SAVE SCREEN	Save a screen image to disk.
F9: CLEAR SEQUENCE	Clears the sequence to defaults.
F10: QUIT	Leave the program.

F1: LOAD SEQUENCE

FUNCTION:

Gets a sequence of pages from the disk and places it in the working memory.

OPERATION:

- Insert the data disk containing the sequence you wish to load.
- Press F1.
- The program will then display the names of the sequences on the disk. The first name in the list will be highlighted. If there are no files on the disk, the program will briefly display "NO FILES FOUND".
- Use the cursor keys to move the highlighted area to the file name that is to be loaded. If there are more than 16 sequence files on the disk, the [PgUp] and [PgDn] keys may be used to display the rest of the sequence files. Pressing [ESC] will abort the loading sequence and the program will wait for another SYSTEM COMMAND.
- When the desired sequence name has been highlighted, press return to load the file. The program will respond with "XXXXXXXX IS BEING LOADED" (XXXXXXXX will be replaced by the selected file name). The new sequence is then loaded into memory from the disk (All 40 pages, including blanks will be loaded over the old sequence). The Titler then returns to the edit screen.

F2: SAVE SEQUENCE

FUNCTION:

Stores a sequence of pages to the disk from working memory.

OPERATION:

- Insert the data disk on which you wish to save the sequence.
- Press F2.
- The program responds with "ENTER THE SEQUENCE NAME TO SAVE". Type the name of the sequence that you wish to save and press return. The sequence name is limited to 8 characters and may include any combination of letters and numbers. Examples:

  VIDEO2

  DEMO

- The program will then check the drive to see if the sequence name already exists. If it does, the program will respond with 'FILE ALREADY EXISTS, SAVE ANYWAY?" Pressing "Y" will cause the program to save the file. The message "XXXXXXXX IS BEING SAVED" will be displayed (XXXXXXXX will be the selected file name). If an error is encountered in saving to disk, the program responds with 'SORRY...I CANNOT DO THAT' and the program waits for a new SYSTEM COMMAND or [ESC] to return to the EDIT SCREEN. If the data disk is full, the program responds with 'THE DISK IS FULL, TRY ANOTHER'

F3: RUN SEQUENCE

FUNCTION:

Moves to the PLAYBACK SCREEN and begins displaying a sequence of pages.

ACTIVE KEYS:

ESC - Stops the display and returns to the EDIT SCREEN.

PAUSE - Stops the sequence until START is pressed.

START - Resumes sequences after PAUSE has been pressed.

OPERATION:

- Press F3.
- The program will switch to the high-resolution PLAYBACK SCREEN and begin displaying the sequence from the page that was active in the PAGE WINDOW at the time F3 was selected and continue until the end of the linked sequence is reached or the display is interrupted by the following special key commands.
- Pressing [ESC] will stop the sequence display and return to the EDIT SCREEN at the page that was active in the PAGE WINDOW at the time F3 was selected.
- If PAUSE is pressed, the sequence will stop until restarted by pressing the START key.

NOTES

During automatically timed sequences the PAUSE or START keys can be used to fine-tune the timing should a sequence need to be slightly speeded up or slowed down.

F4 : LOAD FONT

FUNCTION:

Replace the font in working memory with one from disk.

OPERATION:

- Insert the data disk containing the font you wish to load.
- Press F4.
- The program will then display a list of the names of the fonts currently in memory. The message, "WHICH FONT DO YOU WANT TO REPLACE?" will be displayed at the bottom of the screen. The first font name in the list will be highlighted.
- Use the cursor keys to move the highlighted area to the font that you want to replace. When the desired font name has been highlighted, press return to enter your selection. If you choose not to load a new font, pressing [ESC] will cause the program to wait for another SYSTEM COMMAND.
- The program will then display the names of the font files on on the disk which can be loaded into the space allocated to the font being replaced. The first name in the list will be highlighted. If there are no files on the disk, the program will briefly display "NO FILES FOUND." and return to the edit screen.
- Use the cursor keys to move the highlighted area to the file name that is to be loaded. If there are more than 16 font files on the disk, the [PgUp] and [Pgdn] keys may be used to display the rest of the sequence files. Pressing [ESC] will abort the loading sequence and the program will return to the edit screen.

F4 : LOAD FONT (Continued)

- When the desired font name has been highlighted, press return to load the file. The program will respond with "XXXXXXXX IS BEING LOADED." (XXXXXXXX will be replaced by the selected file name.) The new sequence is then loaded into memory from the disk. The program then returns to the edit screen.

NOTES

Each font used by the program has a memory size associated with it. A large font may be too big to fit into the memory area previously occupied by a small font. For this reason, after you have selected a font in memory to replace, the program will check each font file on the disk to be sure that it can be loaded into the selected area in memory. Only those files which can fit into the memory space reserved will be displayed in the listing of files on the disk. Sequences will display text using the font currently in working memory regardless of the font used when the sequence was created, however, when a new sequence is loaded, it will attempt to load the fonts which were in memory when it was saved.

F5: PAGE PREVIEW

FUNCTION:

Preview the format of a single page on the PLAYBACK SCREEN.

OPERATION:

- Press F5.
- The program will switch to the high-resolution PLAYBACK SCREEN and display the page that was active on the PREVIEW SCREEN at the time F5 was selected.
- Pressing [ESC] will stop the display and return to the EDIT SCREEN at the current PAGE, LINE 1.

SHORTCUT KEY

F7 Enters the PAGE PREVIEW mode directly from the editor.

NOTES:

LINK [MOTION] is ignored during PAGE PREVIEW. PAGE PREVIEW is to be used to check a single screen only.

The PLAYBACK SCREEN shows the page as if it were in a sequence using the same MOTION, DISPLAY TIME, etc...

To hold a page on the PLAYBACK SCREEN, press PAUSE.

F6: MANUAL MODE

FUNCTION:

Manually select pages for display of the PLAYBACK SCREEN.

OPERATION:

- Press F6.
- The program will switch to the high-resolution DISPLAY SCREEN. The screen will be cleared.
- Enter a TWO DIGIT NUMBER between 01 and 40 (01 for PAGE 1, 02 for PAGE 2 and so forth) for the initial page to be displayed.
- The program will RUN the selected page.
- The DOWN ARROW will RUN the next page while the UP ARROW will CUT to the previous page. LINK numbers are ignored in the manual mode.
- Pressing the ESC key will leave the manual mode and return to the EDIT SCREEN at the page that was being edited when the manual mode was entered.

SHORTCUT KEYS

ALT-M	Starts the manual mode.
START	Starts the manual mode.

NOTES:

All MOTION commands, including LINK [MOTION] are ignored during MANUAL MODE.

F6: MANUAL MODE (Continued)

The CLR SCRN [PAGE] = OFF and CLR SCRN [PAGE] = ON commands operate normally during MANUAL MODE. Since most screens are built by combining screens in ASCENDING order, the effect can be quite different when DESCENDING manually through the pages.

If a number less than 01 is entered the program will ignore that number. If a number greater than 40 is entered, the program will default to PAGE 40.

F8: SAVE SCREEN

FUNCTION:

Stores the image of a screen to the disk in a PC-Paintbrush II compatible format.

OPERATION:

- Insert the data disk on which you wish to save the screen.
- Press F8.
- The program responds with, "ENTER THE SCREEN NAME TO SAVE." Type the name of the screen that you wish to save and press return. The screen name is limited to 8 characters and may include any combination of letters and numbers. Examples:

  ENTFILE MYFILE1

- The program will then check the drive to see if the screen name already exists. If it does, the program will respond with "FILE ALREADY EXISTS, SAVE ANYWAY" Pressing "Y" will cause the program to save the file. The message "XXXXXXXX IS BEING SAVED" will be displayed. (XXXXXXXX will be the selected file name,) If an error is encountered in saving to disk, the program responds with "SORRY. ..I CANNOT DO THAT" and the program waits for a new SYSTEM COMMAND or [ESC] to return to the EDIT SCREEN. If the data disk is full, the program responds with "THE DISK IS FULL, TRY ANOTHER."

F9: CLEAR SEQUENCE

FUNCTION:

Clears the sequence currently in working memory to the default values.

OPERATION:

- Press F9.
- The program will prompt with, "DO YOU WANT TO CLEAR THE SEQUENCE?"and wait for a response.
- If either "Y" or "y" is pressed, the program will end.
- If any key other than "Y" or "y" is pressed, the sequence is not cleared and the program waits for another SYSTEM COMMAND or [ESC] to return to the EDIT SCREEN.

NOTES

CAUTION: The program does not automatically save a sequence before clearing. It is very important to save the sequence before attempting to clear the current sequence if you want to use it again at a later time.

F10: QUIT

FUNCTION:

End the titling session and return to the PROGRAM SELECTION MENU.

OPERATION:

- Select F10.
- The program will respond with, "DO YOU REALLY WANT TO QUIT?"and wait for a response.
- If either "Y" or "y" is pressed, the program will end.
- If any key other than "Y" or "y" is pressed, the exit is aborted and the program waits for another SYSTEM COMMAND or [ESC] to return to the EDIT SCREEN.

NOTES

CAUTION: The program does not automatically save a sequence before exiting. It is very important to save the sequence before attempting to exit if you want to use it again at a later time.

PAGE MENU

FEATURES

The PAGE MENU provides options for determining page layout, whether the previous page is to be cleared before the current page is displayed, or whether the page is to be "keyed" over an external video source.

The ability to choose whether or not to clear a previous page before a new page is displayed permits a variety of special effects, including simple animation and sequential disclosure of text.

The system is always "GENLOCKED" to an external video source while the VIDEO TITLER II is operating but the choice of whether or not text is to be "KEYED" over the external video source or presented against an opaque background is determined on a page-by-page basis. This feature provides for some interesting effects. For instance, if two identical screens are created and KEY [PAGE] = OFF on the first page while KEY [PAGE] = ON on the second page the text will appear against an opaque background and remain on the screen undisturbed as the background color is replaced by the external video signal...providing a smooth transition between graphics and source.

Page formatting is controlled by commands for setting the baseline (The vertical location of the first line of text) and the left and right margins. Each character occupies an invisible box that is the same height for upper and lower case characters in each font size and the exact width of the character. The upper edge of that box, for the first character in the first line, is positioned at the vertical location specified by BASELINE. The calculations for determining the vertical position for all subsequent lines are derived from the initial baseline. When POSITION [LINE] = LFT, a line is positioned with the left edge of the box for the first character at the location specified by LF MARG.

When POSITION [LINE] = RGT, a line is positioned with the right edge of the box for the last character at the horizontal location specified by RT MARG.

PG MARK provides a way to indicate the end of a page with less than a full page of text. It is particularly useful during ROLLING and TYPING.

CLR PAGE provides a quick and easy way to reset all of the parameters on a page to their default settings.

FUNCTIONS:

F1: CLR SCRN	Clear the screen before writing a new page.
F2: KEY	Key out COLOR 1 for video overlays.
F3: BASELINE	Vertical position of first line.
F4: LF MARG	Left margin for the line.
F5: RT MARG	Right margin for for the line.
F8: CLR PAGE	Clear the page to default settings.
F10: PAGE MARK	Mark end of page.

NOTES

In order to speed up the process of creating a sequence of pages, the program passes certain specifications from the previous page to the new page during the initial creation process. WHEN A NEW PAGE IS ENTERED FOR THE FIRST TIME the following occurs:

PAGE LEVEL:

- All of the specifications of the PAGE MENU from the previous page are passed to the PAGE MENU of the new current page.

- All of the specifications of the COLORS MENU from the previous page are passed to the COLORS MENU of the new current page.
- All of the specifications of the MOTION MENU from the previous page are passed to the MOTION MENU of the new current page, except the LINK number.

LINE LEVEL:

- All of the specifications of the LINE MENU for LINE 1 of the previous page are passed to the LINE MENU for LINE 1 of the new current page.
- All of the specifications of the EDGE MENU for LINE 1 of the previous page are passed to the EDGE MENU for LINE 1 of the new current page.

F1: CLR SCRN

FUNCTION:

YES: Erase previous page before writing new page.

NO: Overlay new page over previous page.

OPERATION:

- Press F1 to toggle between YES and NO.

NOTES

Sequential disclosure of text may be controlled by putting each successive line of text on a new page, selecting CLR SCRN = NO for each page.

CLR SCRN = NO is also useful for creating presentations calling for special effects or animation. For instance, create several linked pages with identically formatted text. Select CHAR 3D [EDGES] for all pages past the first, each time specifying progressively larger values for H-OFFSET [EDGES] and V-OFFSET [EDGES]. As the Sequence is displayed, the shadow appears to grow.

F2: KEY

FUNCTION:

YES: Make COLOR 1 transparent in order to overlay the text over an external video source.

NO: Make COLOR 1 opaque.

OPERATION:

- Press F2 to toggle between YES and NO.

NOTES

KEY is a separate function from "GENLOCK." Genlock is ON at all times while the program is operating. It simply locks the sync of the titler to an external video signal. Genlock is functioning whether KEY = YES or NO.

COLOR 1 is always the "KEY" color and the background color for all pages. If KEY = OFF then COLOR 1 forms a solid opaque background upon which text is displayed. If KEY = ON then COLOR 1 becomes transparent and COLORS 2-4 overlay the external video source.

Extremely clean keying can be accomplished by paying attention to the quirks inherent in NTSC composite video. PINK text on a BLUE background will not key as cleanly as PINK text on a RED background even though the background color is not seen. See APPENDIX I for notes about the reason for this and other color considerations when working in NTSC composite video.

F3: BASELINE

FUNCTION:

Set the vertical location for the first line of text.

OPERATION:

- Press F3.
- A RESPONSE WINDOW will appear in the middle of the screen.
- Enter a value between 0 and 399 to specify the vertical location of the top of the first line on the page and press the RETURN Key (355 is the practical maximum for small letters, 355 for medium letters, 335 for large letters)
- The new value will appear in the PAGE MENU and the PREVIEW SCREEN will be reformatted to reflect the change when [ESC] is pressed to return to the EDIT SCREEN.

Shortcut Keys

ALT-U Decrease the BASELINE value by 1.

ALT-N Increase the BASELINE value by 1.

NOTES

The screen is 400 vertical dots or "PIXELS" high. A BASELINE value of 0 will write the first line at the very top of the screen. A BASELINE value of 399 would mean that the first line of text would be written off the bottom of the screen; therefore, the largest practical value for BASELINE is less than 399 except for special effects.

F3: BASELINE (Continued)

A character occupies an invisible box that is the same height for every character in each font size. The first line of text on a page is placed with the top edge of that invisible box at the vertical location specified by BASELINE. When combining pages (See the discussion on CLR SCRN [PAGE]) to form a line with mixed font sizes, it is important to remember that smaller fonts should have larger BASELINE values if the bottoms of the characters are to be lined up normally. Since the vertical positions of all of the lines in the page are calculated from the BASELINE, the entire page can be shifted up or down by changing its value.

F4: LF MARG

FUNCTION:

Sets the horizontal location for positioning the leftmost character of a line of text when POSITION [LINE] is set to LFT.

OPERATION:

- Press F4.
- A RESPONSE WINDOW will appear in the middle of the screen.
- Enter a value between 0 and 639 to specify the horizontal location of the left justification margin and press the RETURN Key.
- The new value will appear in the PAGE MENU and the PREVIEW SCREEN will be reformatted to reflect the change when [ESC] is pressed to return to the EDIT SCREEN.

NOTES

Each character occupies an invisible box that is the same width of the character. The screen is 640 vertical dots or "PIXELS" wide, numbered left to right from 0 to 639. When POSITION [LINE] = LFT then the value of LF MARG is used to determine the position of the left side of the first character in the line. Thus, a value of 0 would begin writing the line from the left edge of the screen and a value of 639 would write the line so it would be written off the right side of the screen. Therefore, the largest practical value for LF MARG is one that allows all of the lines on a page to remain completely on-screen.

If POSITION [LINE] = RGT then LF MARG has no effect.

If POSITION [LINE] = CTR then the text will center between the left margin and the right side of the screen.

F5: RT MARG

FUNCTION:

Sets the horizontal location for positioning the rightmost character of a line of text when POSITION [LINE] is set to RGT.

OPERATION:

- Press F5.
- A RESPONSE WINDOW will appear in the middle of the screen.
- Enter a value between 0 and 639 to specify the horizontal location of the right justification margin and press the RETURN Key.
- The new value will appear in the PAGE MENU and the PREVIEW SCREEN will be reformatted to reflect the change when [ESC] is pressed to return to the EDIT SCREEN.

NOTES

Each character occupies an invisible box that is the exact width of the character. The screen is 640 vertical dots or "PIXELS" wide, numbered left to right from 0 to 639. When POSITION [LINE] = RGT then the value of RT MARG is used to determine the position of the right edge of the last Character box in the line. Thus, a value of 0 would write the line so that it would be off the left side of the screen and a value of 639 would write the line so that the right edge of the last character of the line touches the far right edge of the screen. Therefore, the smallest practical value for RT MARG is one that allows all of the lines on a page to remain completely onscreen.

If POSITION [LINE] = LFT then RT MARG has no effect. If POSITION [LINE] = CTR then RT MARG has no effect.

F8: CLR PAGE

FUNCTION:

Clear all text from the page and reset all parameters to default values for the page.

OPERATION:

- Press F8.
- The program will prompt with "DO YOU REALLY WANT TO CLEAR THE PAGE?".
- Press "y" or "Y" to clear the page. Any other key will abort the CLEAR PAGE function.

NOTES:

The only parameter which will not be reset to its default setting is LINK [MOTION] which will be set to 000.

F10: PAGE MARK

FUNCTION:

Identifies the end of a page.

OPERATION:

- Be sure that the line after the last full line of text is in the text window.
- Press F10.
- The program will briefly highlight the "F10: PAGE MARK" line on the PAGE MENU.

NOTES

Each page may have up to 25 lines of text. However, in most cases, far fewer lines are actually used. The PAGE MARK lets the program know that it has reached the last active line of text. This is important when using ROLL where pages are joined together to form one continuous display. If PAGE MARK is not used, large blank spaces can occur between visible text.

The TYPE mode, LINE reveal mode, and TYPING LINE (TYLIN) reveal mode, all depend on the PAGEMARK to signal the end of a page. In the line reveal modes, all lines before the page mark will be expecting to be triggered.

Page marks are inserted automatically on unedited lines. For example, if the last line that you have edited is line 5, line 6 will contain a page mark. If, however, you were to edit line 6 and then erase what you had entered on line 6, a page mark would no longer be on line 6. Although not always necessary, it would usually be a good idea to insert a page mark back on line 6.

COLORS MENU

FEATURES

The program supports a palette of four simultaneous COLORS on the DISPLAY SCREEN. The individual COLOR positions in the palette are numbered from 1 to 4. They are labeled COLOR 1, COLOR 2, COLOR 3 and COLOR 4.

Whenever one of these names is mentioned in the documentation it refers to the palette position and not a particular "color" such as red, green or blue. In this section we will use the upper case "COLOR" to refer to palette position and the lower case "color" to indicate a shade or tint. For instance... Text characters and edges may be displayed in any of the four COLORS; however, the background is always COLOR 1 (Meaning Palette Position). Or... A text character, edge and the background may be any one of 512 colors (Meaning actual shades of color).

Each of the palette positions may be any one of 512 colors that are available on the MINDSET II system. The COLORS MENU provides a way to define which of the 512 colors each COLOR will display.

FUNCTIONS

Change the mixture of RED, GREEN and BLUE for the four COLORS.

F1: COLOR 1 - Set levels of red, green and blue for COLOR 1.

F2: COLOR 2 - Set levels of red, green and blue for COLOR 2.

F3: COLOR 3 - Set levels of red, green and blue for COLOR 3.

F4: COLOR 4 - Set levels of red, green and blue for COLOR 4.

OPERATION:

- Press F1 to bring up the COLOR MENU.
- Press F1, F2, F3 or F4 depending on the COLOR to be set.
- The COLOR MIX WINDOW will appear. This window has an ACTIVE PRIMARY box for each of the primary video colors...RED, GREEN, and BLUE. The final color value to be placed in the COLOR selects will be a mixture of the three primary video colors. The intensity of each of the primary video colors may range from 0, indicating completely off, to 7, indicating completely on. Black, for example would be a red level of 0, a green level of 0 and a blue level 0. White, on the other hand would be red 7, green 7 and blue 7 Over 512 colors may be created by various combinations of levels for the three primary colors.
- To the right of the ACTIVE PRIMARY boxes is the COLOR DEMO WINDOW with a background on which is written three words ...COLOR 2, COLOR 3, and COLOR 4 (COLOR 1 is represented by the background color. The COLOR DEMO WINDOW demonstrates the colors as they will appear on the DISPLAY SCREEN. With NTSC composite video, many colors do not mix well with each other, and this helps to assure that the COLOR PALETTE contains fully compatible colors.

- Using the RIGHT and LEFT ARROWS, select the ACTIVE PRIMARY color. Once an ACTIVE PRIMARY video color has been selected its intensity can be changed by using the UP and DOWN ARROWS. As the intensity changes, three things will happen. First, the new value for the COLOR being changed will be placed in the COLORS MENU. Second, background or appropriate line of text in the COLOR DEMO WINDOW will change to reflect the new color. Third, the active primary colors will change to correspond to their numbered value.
- When the desired color mix is achieved, press RETURN to set the COLOR and return to the COLORS MENU.

NOTES

The background is always COLOR 1. COLOR 1 is a valid color to use for characters or edges and can be used for special effect. For instance, hollow or transparent characters can be achieved by setting CHAR COL [LINE] to 1 and EDGE COL [EDGES] to 2, 3 or 4 and setting BORDER [EDGES] to ON.

When KEY [SYSTEM] is set to ON, COLOR 1 becomes transparent so that hollow text written with the three other colors is overlaid onto the image from an external video source. When KEY [SYSTEM] is set to OFF then COLOR 1 is opaque.

MOTION MENU

FEATURES:

The MOTION MENU provides for a variety of ways to present the text on the PLAYBACK SCREEN. The seven ways a screen may be displayed are CUT, ROLL, CRAWL, FADE, TYPE, LINE REVEAL, and TYPING LINE REVEAL.

CUT, the default display mode, instantly "pops" on the new screen.

ROLL moves the text up the screen.

FADE allows text to be faded in and out on the screen. ROLL moves the text up the screen.

CRAWL presents an entire screen of text in a single line across the screen moving from right to left.

LINE REVEAL cuts a line at a time to the display under control of the SPACE BAR.

TYPING LINE REVEAL uses the TYPE mode to TYPE a line of text to the display under control of the SPACE BAR.

SPEED and TIMER are commands that determine the timing of the display. SPEED controls how fast ROLL, TYPE, CRAWL, FADE, and LINE TYPE occur. TIMER determines how long the page sits on the screen before moving automatically to the next page or returning to the EDIT SCREEN. TIMER is ignored during ROLLS.

LINK tells the program which page or sequence is to appear next in the sequence. If LINK is set to 0 the program stops after displaying the current page. By linking several pages together, a long continuous multi-page roll is possible. Self-repeating sequences may be created by linking the last page of the sequence back to the first.

FUNCTIONS

F1: MODE Selects one of the motion modes.

F2: SPEED Speed of the motion mode.

F3: BEGIN Start page with text on or off screen.

F4: END End page with text on or off screen.

F5: TIMER Seconds page pauses between BEGIN and END.

F6: LINK Select next page in motion sequence.

F7: TRIGGER Waits for keyboard or mouse input before showing next screen.

F1: MODE

FUNCTION:

Select CUT, ROLL, CRAWL, FADE, TYPE, LINE, or TYLIN as the mode for displaying the page.

OPERATION:

- Press F1.
- Each time F1 is pressed a new mode is selected. Keep pressing F1 until the desired mode is displayed in the MOTION MENU.

NOTES

BEGIN and END affect CRAWL and FADE only.

All MODES may be intermixed in a linked sequence

F1: MODE = CUT

FUNCTION:

Select CUT as the mode for displaying the page.

OPERATION:

- Press F1 until CUT is displayed in the MOTION MENU.

NOTES

CUT is used to instantly change from one page to another.

CUT creates a static screen with no motion. Using CUT with CLR SCRN [PAGE] = OFF may be used to build screens, disclosing new information by "popping" it onto the screen.

By creating two or more pages that are linked in a closed loop, ANIMATION may be obtained. For instance, suppose four pages were prepared with the same line of text located slightly lower on each successive page and the last page were linked back to the first. As the pages CUT through the linked sequence, the text would appear to repeatedly jump to the top of the screen and move down.

BLINKING characters can be created in the same fashion. By linking two pages with identical text and format together in a loop, with the character color set to different values on each page, the text will appear to blink in alternating colors.

Sequential HIGHLIGHTING of text can be accomplished by creating several pages that contain exactly the same text, with each one having a different line of text highlighted by edging or color. As the program CUTs to each new page, the highlight will appear to move to the appropriate line.

F1: MODE = ROLL

FUNCTION:

Select ROLL as the mode for displaying the page.

OPERATION:

- Press F1 until ROLL appears in the MOTION MENU.

NOTES

THE SCREEN ALWAYS CLEARS WHEN ENTERING THE ROLL MODE.

ROLLING will always BEGIN [MOTION] = OFF and END [MOTION] = OFF. If you need to start or stop the page on the screen, you may use the pause function.

If consecutive pages are to be combined to appear to be one long rolling page, then be sure that a PAGE MARK immediately follows the last line of text (or intentional spacing lines) on each page.

ROLL speeds that are active are 1 through 4 where 1 is the fastest. Speeds 5 through 8 are the same as 1 through 4 and 9 is the same as 1.

CAUTION: When linking rolled pages, it is not recommended that very complex characters be used. Bordered characters should be avoided as well as heavy 3-D edges. If many pages of complex characters are link rolled, some aberrations may occur.

F1: MODE = CRAWL

FUNCTION:

Select CRAWL as the mode for displaying the page.

OPERATION:

- Press F1 until CRAWL appears in the MOTION MENU.

NOTES

If BEGIN [MOTION] = OFF and END [MOTION] = ON then CRAWL causes the screen to cut from the previous page to a blank page. The text then feeds from the right side of the screen in a single line of text (located by BASELINE [PAGE]) and crawls towards the left until the last line of text is fully on the screen where it pauses for the length of time specified by TIMER [MOTION] .

If BEGIN [MOTION] = ON and END [MOTION] = OFF then CRAWL causes the screen to cut to the first line of the new page (located by BASELINE [PAGE]) , pause for the length of time specified by TIMER [MOTION] and then crawl towards the left, disappearing off the left edge of the screen.

If BEGIN [MOTION] = OFF and END [MOTION] = OFF then CRAWL causes the screen to cut from the previous page to a blank page. The text then feeds from the right side of the screen in a single line of text (located by BASELINE [PAGE]) and crawls leftward until the last line of text disappears off the left side of the screen.

SPEED [MOTION] controls the pace of the crawl.

F1: MODE = FADE

FUNCTION:

Select FADE as the mode for displaying the page.

OPERATION:

- Press F1 until FADE appears in the MOTION MENU.

NOTES

If BEGIN [MOTION] = OFF and END [MOTION] = ON then FADE causes the screen to cut from the previous page to a blank page. The text then fades up (At the speed determined by the value of SPEED [MOTION].) until fully visible as formatted on the PREVIEW SCREEN and then pauses for the length of time specified by TIMER [MOTION] before moving on to the next page.

If BEGIN [MOTION] = ON and END [MOTION] = OFF then FADE causes the screen to cut to the new page as it is formatted on the PREVIEW SCREEN, pause for the length of time specified by TIMER [MOTION] and then fade off before moving on to the next page.

If BEGIN [MOTION] = OFF and END [MOTION] = OFF then FADE causes the screen to cut from the previous page to a blank page. The text then fades up (At the speed determined by the value of SPEED [MOTION].) until fully visible as formatted on the PREVIEW SCREEN and then pauses for the length of time specified by TIMER [MOTION] before fading off and moving on to the next page.

SPEED [MOTION] controls the pace of the FADE. For a fast FADE set SPEED = 1, and for the fastest FADE set SPEED = 9.

F1: MODE = FADE (Continued)

FADE is only visible on the video output of the Genlock box. The effects of FADE will not be seen on a monitor connected to the RGB port of the computer.

F1: MODE = TYPE

FUNCTION:

Select TYPE as the mode for displaying the page.

OPERATION:

- Press F1 until TYPE appears in the MOTION MENU.

NOTES

SPEED [MOTION] controls the pace at which characters are "typed" on the screen. A SPEED of 9 causes characters to be typed slowly and a SPEED of 1 causes them to be typed rapidly.

BEGIN [MOTION] and END [MOTION] have no affect.

F1: MODE = LINE

FUNCTION:

Select LINE as the mode for displaying the page.

OPERATION:

- Press F1 until LINE appears in the MOTION MENU.

NOTES

The LINE REVEAL MODE allows text to be CUT to the screen one line at a time. Pressing the SPACE BAR causes the next line on the page to be CUT to the screen.

When the LINE REVEAL mode is entered, the first line of text will immediately be CUT to the screen. If you need to control when the first line is to be displayed, set TRIGGER = BUTTON and use the joy-stick or mouse button to start the page.

BEGIN [MOTION] and END [MOTION] have no affect on this mode.

F1: MODE = TYLIN

FUNCTION:

Select TYLIN as the mode for displaying the page.

OPERATION:

- Press F1 until TYLIN appears in the MOTION MENU.

NOTES

The TYPING LINE REVEAL MODE allows text to be TYPED to the screen one line at a time. Pressing the SPACE BAR causes the next line on the page to be TYPED to the screen.

When the TYPING LINE REVEAL mode is entered, the first line of text will immediately be TYPED to the screen. If you need to control when the first line is to be displayed, set TRIGGER = BUTTON and use the joy-stick or mouse button to start the page.

SPEED [MOTION] controls the pace at which characters are typed on the screen. A SPEED of 9 causes characters to be typed slowly and a SPEED of 1 causes them to be typed rapidly.

BEGIN [MOTION] and END [MOTION] have no on this mode affect.

F2: SPEED

FUNCTION:

Select the speed at which ROLL rolls, CRAWL moves, FADE materializes and disappears and TYPE puts up characters.

OPERATION:

- Press F2 to select a speed value from 1 to 9 (1 is fastest).
- Each time F2 is pressed the value increases by 1 until it reaches 9. Pressing F2 when the value is 9 causes the value to roll over to 1.

NOTES:

SPEED affects ROLL [MOTION] , CRAWL [MOTION], FADE [MOTION], TYPE [MOTION], and TYLIN[MOTION].

With FADE [MOTION], SPEED only controls the time it takes to move onto and off of the screen. The total time that a page takes from entry to exit is a combination of the values of SPEED and TIMER [MOTION] .

F3: BEGIN

FUNCTION:

ON: Begin the motion with the text on the screen.

OFF: Begin the motion with the text off the screen.

OPERATION:

- Press F3 to toggle between OFF and ON.

NOTES

IF BEGIN = ON:

FADE [Motion]: The page begins with a "cut" to the text as formatted on the PREVIEW SCREEN, pauses for the length of time specified by TIMER [MOTION] and exits the page according to the directive in END [Motion].

CRAWL [MOTION] : The page begins with the first line of text positioned on the screen at the BASELINE [PAGE] location and crawls the page according to the directive in END [MOTION].

IF BEGIN = OFF:

FADE [Motion]: The page begins with a blank screen and the text fades in at the speed set by SPEED [MOTION].

CRAWL [Motion]: The page begins with a blank screen and the text appears at the right edge of the screen and crawls to the left at the speed set by SPEED [Motion].

BEGIN is not applicable to ROLL.

F4: END

FUNCTION:

ON: End the motion with the text on the screen.

OFF: End the motion with the text off the screen.

OPERATION:

- Press F4 to toggle between OFF and ON.

NOTES:

IF END = ON:

CRAWL [MOTION] : The page begins according to the directive in BEGIN [Motion], crawls the text leftward until the last line of text is on the screen and then moves on to the next page.

FADE [Motion]: The page begins according to the directive in BEGIN [Motion], pauses for the length of time set by TIMER [MOTION] and then moves on to the next page. THE PAGE DOES NOT FADE OUT.

IF END = OFF:

CRAWL [Motion]: The page begins according to the directive in BEGIN [MOTION] and then crawls the text off the left side of the screen at the speed set by SPEED [Motion]. The page ends with a blank screen.

FADE [Motion]: The page begins according to the directive in BEGIN [Motion], pauses for the length of time set by TIMER [MOTION] and then fades the text out at the speed set by SPEED [MOTION]. The page ends with a blank screen.

END is not applicable to ROLL.

F5: TIMER

FUNCTION:

Sets the length of time that the page remains on the screen.

OPERATION:

- Press F5.
- The RESPONSE WINDOW will appear at the center of the screen and the computer queries with "NEW VALUE ="
- Enter the new value for TIMER in seconds and press the RETURN Key. For instance, "NEW VALUE = 10" would indicate the page would pause on-screen for 10 seconds before finishing motion and going on to the next screen.

NOTES

TIMER sets the length of time a page will pause before automatically moving on to the next page. The actual playback time may be altered by certain KEY COMMANDS available from the PLAYBACK SCREEN mode.

TIMER is not applicable to ROLL.

F6: LINK

FUNCTION:

Selects the next page to be run in a sequence of pages, or the next sequence to be run.

OPERATION:

- Press F6.
- The RESPONSE WINDOW will appear at the center of the screen and the computer queries with "NEW VALUE ="
- Enter the number of the page to LINK to and press the RETURN Key.
- If 999 is entered as the page to be linked, the TITLER will enter the LINK SEQUENCE mode. A list of sequences on the disk will be displayed. Highlight the sequence to link to and press return. The sequence name will then be displayed on the menu.

NOTES

CAUTION: When linking to a sequence, be sure to save the current sequence before entering the RUN mode. When a sequence is linked, the original sequence in memory is overwrittem by the sequence that has been linked to, destroying the original sequence.

LINK is only active when RUN SEQUENCE [SYSTEM] is active.

If LINK = 0 or its own page number, when the page finishes control returns to the EDIT SCREEN.

F6: LINK (Continued)

LINK is useful for inserting, rearranging or jumping over pages of text in a sequence. For instance, suppose you found, after entering 19 pages of text that you had inadvertently forgotten to enter some text between pages 3 and 4 in the middle of some "credits." The problem may be corrected by linking Page 3 to page 20 (Where the missing information is then entered.) and then linking page 20 back to page 4. Suppose, further, that you needed to append a few more pages of text at the end of the sequence. In this case, page 19 could be linked to page 21 to skip over the inserted material and the new text could be appended.

LINK may be used to set up automatically recycling messages by linking the last page in the sequence back to the first.

When linking sequences, the number of pages which may be run at one time is only limited by the amount of space on the disk.

F7: TRIGGER

FUNCTION:

Selects whether to automatically link to the next page in a sequence or wait for a button to be pressed on either the joy-stick or mouse before going to the next page.

OPERATION

- Press F7 to toggle between AUTO and ~~TRIGR~~ BUTN.

NOTES

Sequences will pause between pages until a button is hit on either the mouse or the joy-stick when in the TRIGR mode.

LINE MENU

FEATURES

The LINE MENU provides access to commands that set the color for characters, font size and spacing between lines and characters. In addition, the POSITION command permits text to be positioned against the right margin, left margin or centered. P-OFFSET allows a line of text to be offset toward the center of the screen from the appropriate margin by the specified number of screen dots or "pixels."

VIDEO TITLER II can have up to five fonts in memory at one time. The LINE MENU command that determines which of these five fonts will be used for a line of text is F2: FONT. The default font is a medium. Again, while only one font is permitted for a line on a single page, two or more pages may be combined to display several fonts or sizes on a single line.

F6: POSITION and F7: P-OFFSET (for Position Offset) work together to place the line of text on the screen in the proper horizontal location. POSITION toggles between three possible basic text positions; right, left or center. P-OFFSET permits fine adjustments from the right or left positions by moving the text toward the center of the screen very precisely.

Vertical-Offset line spacing and Horizontal-Offset character spacing are handled by F8: LINE SPC and F9: CHAR SPC respectively. The values in CHAR SPC (as well as P-OFFSET [LINE]) are given in the size of the smallest dot the program is able to resolve called "PIXELS", short for PICTURE ELEMENTS. The values in LINE SPC are given in "scan lines". VIDEO TITLER II uses 400 video scan lines per screen.

FUNCTIONS: NORMAL CHARACTERS:

F1: CHAR COL	Select the screen color for characters.
F2: FONT	Select a font for the line.
F6: POSITION	Choose left, right, or center positioned line.
F7: P-OFFSET	Fine adjust horizontal line position ("pixels")
F8: LINE SPC	Set size of space between lines of text ("scan lines") .
F9: CHAR SPC	Set size of space between characters ("pixels") .

FUNCTIONS: SEPARATOR BAR MODE:

F6: POSITION	Choose left, right or center positioned bar.
F7: P-OFFSET	Specify the horizontal size of the bar.
F9: CHAR SPC	Specify the vertical size of the bar.

F1: CHAR COL

FUNCTION:

CHAR COL = 1: Selects the COLOR 1 to be used to write text on the line (Same as background color).

CHAR COL = 2: Selects the COLOR 2 to be used to write text on the line.

CHAR COL = 3: Selects the COLOR 3 to be used to write text on the line.

CHAR COL = 4: Selects the COLOR 4 to be used to write text on the line.

OPERATION:

- Press F1: until the number of the desired COLOR appears on the LINE MENU.

SHORTCUT KEY

ALT-C Selects the next character color.

NOTES:

COLOR indicates the palette position number that has been predetermined (See COLORS MENU).

Remember that only four colors are allowed on the screen at any one time no matter how many pages have been combined to form the screen image.

The PREVIEW SCREEN does not reflect the actual colors to be used on the PLAYBACK SCREEN. All lines are written with COLOR 4 on the PREVIEW SCREEN.

Sometimes it is interesting to use COLOR 1 for the color of the characters. See section 10 - EDGE MENU for some tricks using CHAR COL = 1.

F2: FONT

FUNCTION:

Selects the font to use for the current line.

OPERATION:

- Press F2 until the abbreviation of the desired font name appears on the LINE MENU.

SHORTCUT KEY

ALT-F Selects the next font.

NOTES

The functions described here reflect the values related to the default font set. Other font sets may respond differently depending on the content of the font set itself. For instance, other font sets may have only a single large font or a special combination of standard and italicized fonts, etc. See the documentation for each font set for the proper values for that particular set.

The default is SWISS02 (medium).

Only one font may be specified per line on a single page. However, by using CLR SCRN = OFF [PAGE] it is possible to combine pages to create lines with more than one font size.

The PREVIEW SCREEN will reflect the new character size upon exit from the LINE MENU.

Changing font sizes on a previously created page affects the position of the lines and, consequently, the screen area occupied by the page of text. This is particularly true when changing from the smallest to the largest font size. Use the PREVIEW SCREEN to be sure that all lines will still be in the visible PLAYBACK SCREEN area.

F6: POSITION

FUNCTION:

POSITION = LFT: Write the line with the leftmost character (or BAR) of the line at the horizontal location specified by LF MARG [PAGE].

POSITION = RGT: Write the line with the rightmost character (or BAR) of the line at the horizontal location specified by RT MARG [PAGE].

POSITION = CTR: Center the line (or BAR) on the screen.

OPERATION:

- Press F6 until the abbreviated version of the desired position name appears on the LINE MENU.

NOTES

Each time F6 is pressed, the value of POSITION changes to indicate a base horizontal position of the line. The available options are LFT (Left side of the screen) , RGT (Right side of the screen) and CTR. (Center of the screen) . The default is CTR.

Each character is enclosed in an invisible box that is a uniform height for each font size and exactly as wide as the width of the character itself. If P-OFFSET =0 [LINE] then POSITION places the left edge of the box of the FIRST character in the line at the horizontal location specified by LF MARG [PAGE] when POSITION = LFT. It places the right edge of the LAST character in the line at the location specified by RT MARG [PAGE] when POSITION = RGT.

F6: POSITION (Continued)

The basic position for POSITION = LFT and POSITION = RGT may be shifted toward the center of the screen by the number of "pixels" specified by P-OFFSET [LINE] . If POSITION = LFT then the line is shifted to the right the specified number of pixels. If, on the other hand, POSITION = RGT then the line is shifted left the specified number of pixels.

Each line on a page may have a different basic position except in the case of CRAWL [MOTION]. *POSITION values are ignored during a CRAWL operation.*

The new position will be reflected on the PREVIEW SCREEN upon exit from LINE MENU.

F7: P-OFFSET

FUNCTION:

NORMAL CHARACTERS: Shifts the line toward the center of the screen from the right or left margin by the specified number of horizontal pixels.

SEPARATOR BAR MODE: Sets the length of the SEPARATOR BAR.

OPERATION:

- Press F7.
- The RESPONSE WINDOW appears and the program queries, 'NEW VALUE ='.
- Enter the desired number of pixels from 0 to 639 and press RETURN.
- The new value will be entered in the appropriate place on the LINE MENU.

SHORTCUT KEYS

ALT-H	Subtracts 1 from P-OFFSET.
ALT-N	Adds 1 to P-OFFSET.

NOTES

Values must be in the range of 0 to 639.

In normal operation, the basic position for POSITION = LFT and POSITION = RGT may be shifted toward the center of the screen by the number of "pixels" specified by P-OFFSET [LINE]. If POSITION = LFT then the line is shifted to the right the specified number of pixels. If, on the other hand, POSITION = RGT then the line is shifted left the specified number of pixels.

F7: P-OFFSET (Continued)

In the SEPARATOR BAR mode P-OFFSET is used to determine the length of the bar.

While the value of P-OFFSET may range as high as 639, it is simply because that is the full width (in pixels) of the DISPLAY SCREEN. There are, however, practical limits to the actual number that may be effectively used. Entering a number that is too high could cause the line to be written out of the visible screen area.

F8: LINE SPC

FUNCTION:

Adds extra space between the bottom of one line and the top of the next.

OPERATION:

- Press F8.
- The RESPONSE WINDOW appears and the program queries, "NEW VALUE =" .
- Enter the desired number of scan lines from 0 to 399 and press RETURN.
- The new value will be entered in the appropriate place on the LINE MENU.

SHORTCUT KEYS

ALT-U	Subtracts 1 from line spacing.
ALT-N	Adds 1 to line spacing.

NOTES

Values must be in the range of 0 to 399.

Each character is enclosed in an invisible box that is a uniform height for each font size and exactly as wide as the width of the character itself. The height of the box for each font size is determined by adding the height of the largest character to the length of the longest descender. LINE SPC inserts the specified number of scan lines between the BOTTOM of the previous line and the TOP of the current line. All lines, therefore, are positioned relative to all previous lines. If the BASELINE [PAGE] is changed then all the lines in the page will be shifted accordingly.

F8: LINE SPC (Continued)

If an individual LINE SPC is changed, then no previous lines are affected; but, all subsequent lines will be shifted.

Even though the program accepts positive values only, it is still possible to overlap lines by combining several pages to form one screen.

F9: CHAR SPC

FUNCTION:

NORMAL CHARACTERS: Specifies the distance between characters.

SEPARATOR BAR MODE: Specifies the height of the SEPARATOR BAR.

OPERATION:

- Press F9.
- The RESPONSE WINDOW appears and the program queries, "NEW VALUE =" .
- Enter the desired number of pixels from 0 to 639 and press RETURN.
- The new value will be entered in the appropriate place on the LINE MENU.

NOTES

Values must be in the range of 0 to 639.

Each character is enclosed in an invisible box that is a uniform height for each font size and exactly as wide as the width of the character itself. As text is written to the screen, a space (Equal to the number of horizontal pixels specified by CHAR SPC) is inserted between the right edge of the previous character and the left edge of the current character throughout the line.

Values greater then 2 will tend to negate the effects of kerning.

Even though the program accepts positive values only, it is still possible to overlap characters by combining several pages to form one screen.

F9: CHAR SPC (Continued)

In the SEPARATOR BAR MODE the value in CHAR SPC determines the height of the bar. In this way, boxes of various dimensions may be created as easily as simple lines. Remember, all the EDGE MENU and COLORS functions work with the bar graphics to permit three dimensional effects.

There are limits to the total area of the SEPARATOR BAR. The total area is a ratio of the height and width.

EDGES MENU

FEATURES

The EDGE MENU makes possible some of the most intriguing features of the MINDSET VIDEO TITLER II. Not only can it produce characters with a three-dimensional appearance, create the illusion that characters are suspended in space and put borders around characters for added emphasis but, it can also be used to design special graphics and creative backgrounds.

There are three styles of CHARACTER EDGE that are available from the EDGE MENU. They are:

CHAR 3D - For creating characters with a three-dimensional appearance.

DROP SHA - For creating the illusion that the character is suspended in space and casting a shadow on the background.

BORDER - which outlines the character in the EDGE COLOR.

These styles may be used individually or together.

EDGE COL selects one of the four SCREEN COLORS to be used for drawing edges.

When CHAR 3D or DROP SHA are set to ON, the size and direction of the edge is determined by two offset values. H-OFFSET determines the horizontal size and direction, while V-OFFSET determines the vertical size and direction. The program permits very large offset values to provide for special purposes. For instance, If CHAR COL [LINE] = 2, EDGE COL = 2, CHAR 3D = ON, H- OFFSET = 639 and a single "I" is printed on the far left side of the screen then a bar (the height of the letter "I") will extend the width of the screen. Putting several of these lines together will produce a striped background. Putting two pages together with offset stripes will produce a large box. (The

reason that two pages are needed if "I" is used is that the program makes allowance for the descender even if there is none and characters cannot be overlapped on a single page.)

Characters with CHAR COL [LINE] = 1 need a box or background in order to be effective since the background always defaults to COLOR 1. The effect is "See-Through" text that takes on the characteristics of the external source video behind them. In this way, text may appear to be striped, polka-dot, multi- colored or whatever other unique patterns you may visualize.

EDGES ARE NOT DEMONSTRATED ON THE EDIT SCREEN. USE PAGE PREVIEW TO VERIFY THAT EDGES ARE SET PROPERLY.

FUNCTIONS:

F1: EDGE COL - Select the screen for edges.

F2: CHAR 3D - Select Three-Dimensional character edge style.

F3: DROP SHA - Select Drop Shadow edge style.

F4: BORDER - Select Border around character.

F6: H-OFFSET - Specify Horizontal edge offset size and direction.

F7: V-OFFSET - Specify Vertical edge offset size and direction. NOTE: Negative numbers can be used for H-OFFSET and V-OFFSET.

F1: EDGE COL

FUNCTION:

Selects one of the four COLORS for drawing edges.

OPERATION:

- Press F1 to select a COLOR. Each time F1 is pressed the value will rotate through numbers 1 - 4.

F2: CHAR 3D

FUNCTION:

Sets the THREE-DIMENSIONAL CHARACTER edge style to ON or OFF.

OPERATION:

- Press F2 to toggle between ON and OFF.

NOTES

CHAR 3D may be used alone or in combination with any other EDGE TYPE.

CHAR 3D is best differentiated from DROP SHA [EDGES] by the fact that CHAR 3D edge becomes an intrinsic extension of the character, giving the perception that the character has depth; whereas, the edge drawn by DROP SHA may be offset to the point that it doesn't even touch the character, creating the illusion of a flat character suspended in space.

The size and orientation of the CHAR 3D edge is determined by the values set by H-OFFSET [EDGES] and V-OFFSET [EDGES].

F3: DROP SHA

FUNCTION:

Sets the DROP SHADOW edge style to ON or OFF.

OPERATION:

- Press F3 to toggle between ON and OFF.

NOTES

DROP SHA may be used alone or in combination with any other EDGE TYPES.

DROP SHA is best differentiated from CHAR 3D [EDGES] by the fact that the edge drawn by DROP SHA may be offset to the point that it doesn't even touch the character, creating the illusion of a flat character suspended in space; whereas, the CHAR 3D edge becomes an intrinsic extension of the character, giving the perception that the character has depth.

The size and orientation of the DROP SHA edge is determined by the values set by H-OFFSET [EDGES] and V-OFFSET [EDGES].

F4: BORDER

FUNCTION:

Sets the BORDER edge style to ON or OFF.

OPERATION:

- Press F4 to toggle between ON and OFF.

NOTES

BORDER may be used alone or in combination with any other EDGE TYPES.

Neither H-OFFSET [EDGES] or V-OFFSET [EDGES] has any affect on the BORDER edge, which always defaults to a fixed size.

IF CHAR COL [LINE] = 1 and EDGE COL [EDGES] is set to any other SCREEN COLOR, then the characters will appear to be hollow or transparent.

F6: H-OFFSET

FUNCTION:

Specifies the Horizontal edge offset size and direction.

OPERATION:

- Press F6.
- The RESPONSE WINDOW appears and the program queries, "NEW VALUE ="
- Enter the desired number of pixels from -99 to 639 and press RETURN.
- The new value will be entered in the appropriate place on the EDGES MENU.

NOTES:

MINUS values for H-OFFSET move the edge to the LEFT of the character.

PLUS values for H-OFFSET move the edge to the RIGHT of the character.

The offset is calculated, in "PIXELS" From the horizontal position of the character; therefore, an H-OFFSET of 3 would produce an edge that was extended,or placed, 3 pixels to the right of the character. An H-OFFSET of -3 would extend 3 pixels to the left of the character.

Edges may overlap each other in any direction.

While only one H-OFFSET value may be used per line on a single page, two or more pages may be combined to form multi- directional character edges or patterns.

F7: V-OFFSET

FUNCTION:

Specify Vertical edge offset size and direction.

OPERATION:

- Press F7.
- The RESPONSE WINDOW appears and the program queries, "NEW VALUE =" .
- Enter the desired number of pixels from -99 to 399 and press RETURN.
- The new value will be entered in the appropriate place on the EDGES MENU.

NOTES

MINUS values for V-OFFSET move the edge UP from the character.

PLUS values for V-OFFSET move the edge DOWN from the character.

The offset is calculated, in "SCAN LINES", from the vertical position of the character; therefore, a V-OFFSET of 3 would produce an edge that was extended, or placed, 3 scan lines below the character. A V-OFFSET of -3 would extend 3 scan lines above the character.

Edges may overlap each other in any direction.

While only one V-OFFSET value may be used per line on a single page, two or more pages may be combined to form multi-directional character edges or patterns.

APPENDIX A - SYSTEM DEFAULTS

SYSTEM DEFAULTS

F1: SYSTEM

F1: LOAD SEQUENCE	N/A
F2: SAVE SEQUENCE	N/A
F3: RUN SEQUENCE	N/A
F4: LOAD FONT	N/A
F5: PAGE PREVIEW	N/A
F6: MANUAL MODE	N/A
F8: SAVE SCREEN	N/A
F9: CLEAR SEQUENCE	N/A
F10: QUIT	N/A

F2: PAGE

F1: CLR SCRN	YES
F2: KEY	YES
F3: BASELINE	000
F4: LF MARG	010
F5: RT MARG	620
F8: CLR PAGE	N/A
F10: PAGE MARK	N/A

F3: COLORS

F1: COLOR 1	006
F2: COLOR 2	000
F3: COLOR 3	750
F4: COLOR 4	555

F4: MOTION

F1: MODE	CUT
F2: SPEED	1
F3: BEGIN	OFF
F4: END	ON
F5: TIMER	007
F6: LINK	Next Page
F7: TRIGGER	AUTO

F5: LINE

F1: CHAR COL	4
F2: FONT	SWISS02
F6: POSITION	CTR
F7: P-OFFSET	000
F8: LINE SPC	004
F9: CHAR SPC	002

F6: EDGES

F1: EDGE COL	2
F2: CHAR 3D	YES
F3: DROP SHA	NO
F4: BORDER	YES
F6: H-OFFSET	004
F7: V-OFFSET	004

F9: SEPARATOR DEFAULTS

P-OFFSET	300
LINE SPC	4
CHAR SPC	4

APPENDIX B- Print Sequence Utility

Included on the Video Titler II Program Disk is a program called **PRNTSEQ**. This program reads Video Titler II Sequence files and either prints the information to the printer or creates a disk file for use by a word processor.

To start the Print Sequence Utility, simply type at the **B:** prompt:

PRNTSEQ

- A listing of the sequence files on drive B: will appear, and the utility will prompt for the name of the file to print.
- Type in the name of the Sequence you would like printed and hit return.
- The utility will prompt you for whether to print to the printer or to a disk file.
- Enter **P** for the printer or **D** for a disk file and hit return.
- You will be prompted for the number of the first page in the sequence to print.
- Enter the page number and hit return.
- You will be prompted for the number of the last page in the sequence to print.
- Enter the page number and hit return.
- If you had previously selected the Disk file option, you will be prompted for a file name for the disk file. Enter the name and hit return.

The sequence will then be printed. When it is finished, you will be given the listing of sequence files to print. Enter **Q** and hit return to Quit the utility.