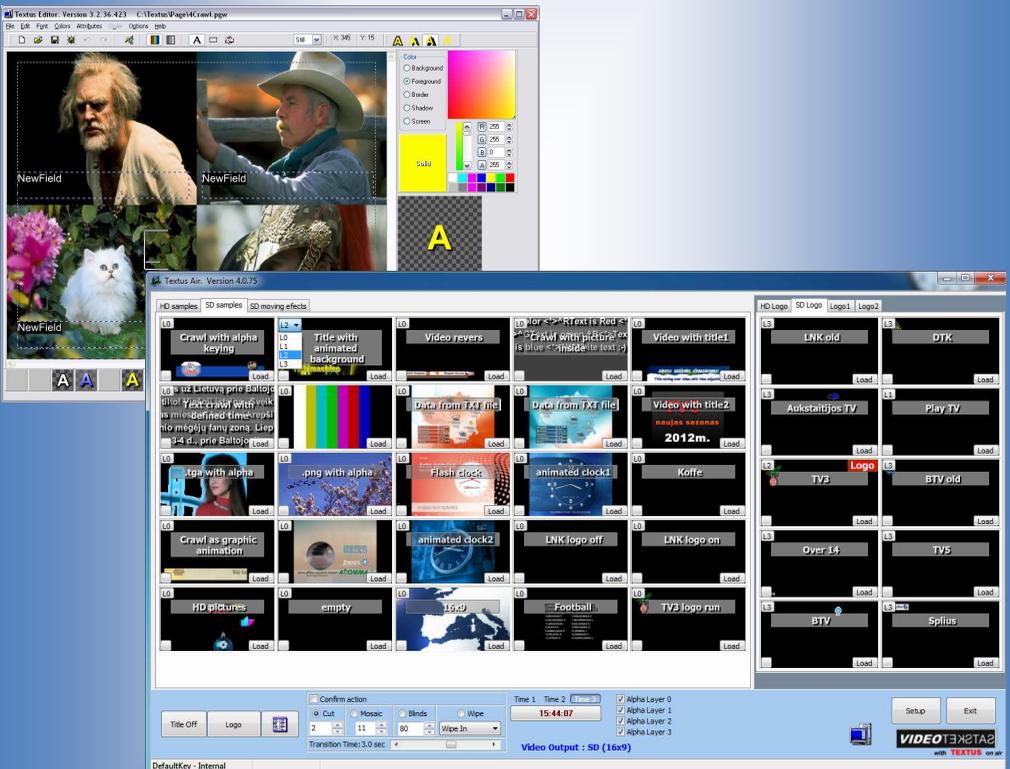


VIDEO TEXTAS

Textus Air

with layers



2017

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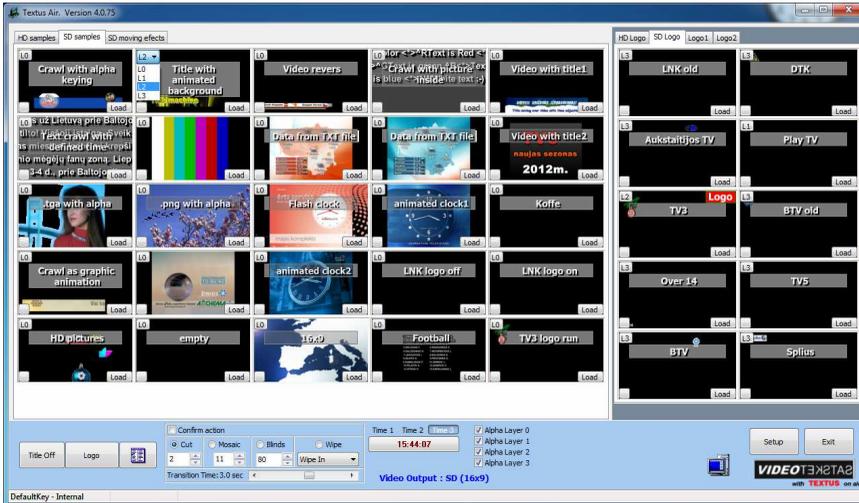
Connection diagram

Starting the software package

To start the program, run two file: **TextusControlPanel.exe** and **TextusAir.exe** directly or click on the icons:



Textus Control Panel software will start automatically when **Textus Air** is starting if it is in the same directory as the program **TextusAir**. If not, then you need to run it manually.



Textus Control Panel program must be closed and it should not be Taskbar's, working with the program **Textus Air** one layer. Otherwise, the title is displayed in ether.

Textus Control Pane program automatically is located in the **Windows Taskbar**



Textus Control Panel running automatically disables single layer Textus programs **Title output** preview option to **Disable**.

Layers support software

Textus Control Panel



Clicking on the red button, the title is turned off that layer.

Clicking the right mouse button on **Textus Control Panel** window appears menu with functions:

Device Settings (Alt+S) - select this function to set **Textus Air** parameters:

Video Device - video device (DeckLink k Extreme);

Video Format - format of video signal:

SD (576x720) mode - **PAL 576i**;

HD (1080x1920) mode - **HD 1080i**.

Audio Device - audio device (DeckLink Audio Render);

Keying Control - keying mode of card:

Off - off. Title can't be keyed. No signal **DSK KEY**;

Internal - internal keying. Title is keyed inside DeckLink card;

External - external keying. Title is keyed on the external switcher

with **DSK FILL**, **DSK KEY** signals from DeckLink card.

Aspect Ratio - aspect ratio 4x3 or 16x9 for SD mode (PAL576i) only;
Output to Secondary Monitor - preview on the secondary monitor. To use this mode set computer's graphic board into **Dual View**;

Mirror - all titles are mirrored for prompting option;

There is additional parameter **Remove First Pixel**. Selecting this function (✓), the first pixel of each row is eliminated, due to the issue of the **DeckLink Studio** board. After unmarking, the first pixel is displayed as is;

Reference Output Timing - horizontal timing off output signals (horizontal position of the title);

Alpha Position - Alpha signal's positioning relative to the signal **Fill** to keying title through **DSK** in analog mixers. This function works only in **External** mode;

Mixing field:

Level - title transparency for the all screen (0-no title, 100 – fully keyed title, no transparency);

Mixing time - mixing time in frames of title.

External Mixing field:

Level - indicates mixer's level when HD/SD Bypass board with mixer fader is used;

Serial Port - COM port number for the HD/SD BYPASS board with mixer fader controlled via a serial COM port.

Make the necessary settings and press ✓ in the lower right corner of setup window.

Disable/Enable Output (F9) - on/off title. To on/off all layers on the air, select a title function **Enabled** or press a **F9**. Red mark on the **Textus Control Panel** screen indicates all layers are off of the air. To off air each layer can be performed by pressing buttons by mouse.

Output Disabled

Layer 0 **Layer 1** **Layer 2** **Layer 3**

Layers (Layer0, Layer1,...Layers3) can be renamed to the desired names. Click right mouse button on the layer key (Layer0, Layer1,...Layers3), choose function **Rename** and assign new **Layer Name** (visible on the **Textus Control Panel**) or **Short Name** (visible on the software layer's button).

GPI Device Setup (ALT+G) - settings for **GPI**.



✓ **Device 1** or ✓ **Device 2** - titles and logos boxes can be assigned to the buttons of external remote control panel. Select the serial port COM (RS232) on your computer, which is connected to the external control panel;

Hide - hide the **Textus Control Panel** software from the Desktop. It is active on the **Taskbar**;

Zoom 1:1 Original (ALT+Z) - actual preview screen size depending on the **Format** and **Aspect Ratio**. Size can be adjusted manually;

Zoom 1:2 Half (ALT+H) - half of actual preview screen size. Size can be adjusted manually;

Close (ALT+F4) - **Textus Control Panel** software closing. **No title on the air in any case.**

Textus Control Panel software function keys

Function keys speed up your work. You can use them to cause some major and frequently used functions, without going into the menu.

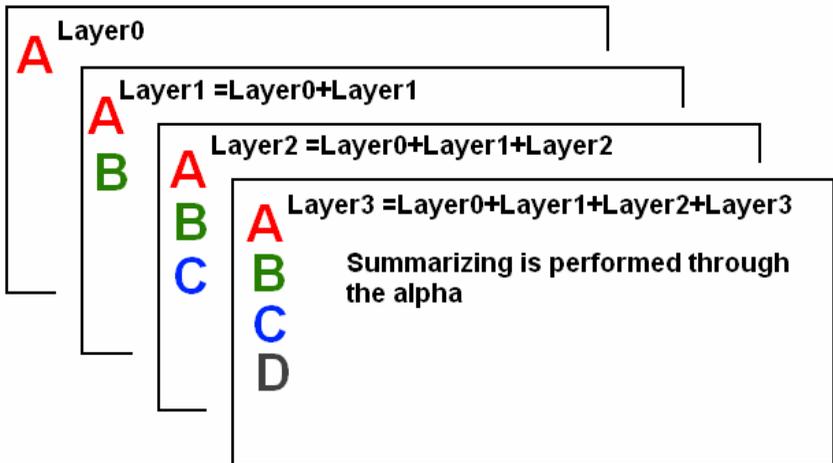
- Alt+S** - device Settings;
- F9** - on/off title;
- Alt+G** - settings for **GPI**;
- Alt+Z** - actual preview screen size depending on the **Format** and **Aspect Ratio**;
- Alt+H** - half of actual preview screen size;
- Alt+F4** - **Textus Control Panel** software closing;
- Ctrl+Alt+T** - additional information.

Character generator software

Textus Air

The software package **TEXTUS AIR** designed for titles, templates, clocks preparing and going on air purposes. This package can be used as character generator to titling live broadcasting.

The concept of layers



All layers are summed over the alpha channel. Layer 0 has the lowest priority, and Layer 3 - the highest. Titles, effects and control of each layer are independent of the other layers.

Using layers

Each title box of the **Textus Air** own a layer number **L0**, **L1**, **L2**, **L3**. To select a layer, press the button in the upper left corner of the title box. Layer can be selected before the **Load** function and can be changed at any time.



Press **Load** button on the title box to load title's file. The dialog box opens with the list of an existing titles (extension *. **pgw**). Choose the drive and directory, select the file you want, and press **Open**. The title file will be loaded into editor.

Clicking the left mouse button anywhere on the title box, outputs title on the air.

Note: button **Load** can be changed by **Take** in the **Setup** function. Then **Load** appears by pressing right mouse button anywhere on the title box and title goes on air only pressing right mouse button on the button **Take**.

It will also play the sound if is marked function (✓) **Enable** in **Sound** box and audio file was selected or video has an audio track inside. The sound will be played all the time if (✓) **Looped** is on.

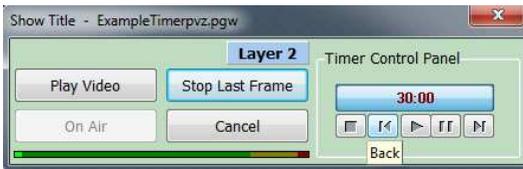
Outputting a file *.**pgw** prepared with editor, which included *.**tga**, *.**png** animation, playing can be additionally controlled:



Play Video - run the animation from the beginning;

Last Stop Frame - terminate the last frame display and play the animation in reverse order, when function (✓) **Revers** is on. When **Revers** function is not enabled, the displaying of the last frame is terminated.

Outputting a file *.pgw prepared with editor, which included *.tga, *.png animation and digital timer, produce a control window with additional timer control panel. There are buttons:



Reset - restore the specified start time;
Back - counting backward
Run - start time;
Move/Stop - start/ stop timer;
Forward - forward counting.

Outputting a file with extension *.mpeg, *.mxf playing can be additionally controlled:



Loop - repeating video sequence until the **Cancel** button is pressed;
 Last Frame On Air - after pressing the **Cancel** button, the sequence output on the air is canceled and last frame staying on air.

When roll or crawl issuing on the air, motion's speed is controlled by **PgUp** and **PgDn**. Use the **PgUp** to increases speed and **PgDn** – to decrease within one step.



For the crawl: **PgUp**, **PgDn** - speed controlling by value 0.1,
Ctrl+PgUp, **Ctrl+PgDn** - speed controlling by value 1.0
For the roll: **PgUp**, **PgDn** - speed controlling by value 1.0.

While scrolling title is on the air, you can stop and restart the movement by pressing **F8**.

Loop - repeating crawl line until the **X** button is pressed.



Show Time - there is a parameter **Set Time** in the **Crawl Settings** window in seconds and show the crawl line running time. The program will automatically calculate the speed to run through the entire text of the specified time. The speed of the line can be changed with an accuracy of 0.1 in the range of 0.1 to 50.

After on air each layer's screen has its own control panel, which is active as long as the title is onair.



Alpha Layer 0... 3 on bottom of **TEXTUS AIR** window allows you to preview title on the **Textus Control Panel** window without be on air. This shows a

flashing **Layer** button on the **Textus Control Panel**.

Working with the sheet

Creating the titles sheet (New)

1. Press the right mouse button on the top of **TEXTUS AIR** window or on the existing sheet button.
2. Select the function **New** and the sheet will be created.

Loading the titles sheet (Load...)

1. Press the right mouse button on the sheet button.
2. Select the function **Load...** to load title sheet. The dialog box opens with the list of an existing titles (extension *.xml).



Choose the drive and directory, select the file you want, and press **Open**. The titles sheet file will be added.

Project's (sheet) saving (Save As...)

1. Press the right mouse button on the sheet button.
2. Select the function **Save As...** to save titles sheet. Set to the desired directory, type in the new name of project and click the **Save** button in the window or press the **Enter** key on keyboard. The file will be written as *.xml.

Rename the titles sheet (**Rename**)

1. Press the right mouse button on the sheet button.
2. Select the function **Rename** and assign sheet with the desired name.

Delete the titles sheet (**Delete**)

1. Press the right mouse button on the sheet button.
2. Select the function **Delete**. You will be prompted to confirm your intention to remove the sheet.
3. Click **Yes** button in the window and the entire sheet will be removed. If you change your mind, then click the **No** button.

Working with the titles in the titles box

Loading title (Load...)

Press the right mouse button on the **Load** in box which you wish to upload a file and select function **Load...**. The dialog box opens with the list of an existing titles or graphic files. Choose the drive and directory, select the file you want, and press **Open**. The title file will be loaded into box. Loading of graphic and animation file requires to entering a position on the screen. Resolution of the screen: **SD** - 576x720, **HD** - 1080x1920.

Note: button **Load** can be changed by **Take** in the **Setup** function. Then **Load** appears by pressing right mouse button anywhere on the title box and title go on air only pressing right mouse button on the button **Take**.

Clear title (Clear)

Press the right mouse button on the desired box to clear the title and select function **Clear**. You will be prompted to confirm the clearing. Click the **Yes** button and the title box will be cleared. If you change your mind, then click the button **No**.

Note: The file itself is not deleted.

Update the title box (Refresh)

If you have edited the title file ***.pgw** or change the data associated with the file, then after that, we recommend to update the box to the new changes were introduced. To do this, select the function **Refresh**.

Editing a file (Edit...)



Press the right mouse button to the desired title box to edit a file and select function **Edit...**

The **Textus Editor** will appears with the loaded ***.pgw** file to edit if the title box contain ***.pgw** file.

The Notepad appears with text file ***.txt** and Windows Word - with ***.doc** file to edit title box contain.

Editing comment (Edit Comment...)



A comment can be written as box name for each title box. Press the right mouse button on the desired box and select function **Edit Comment...** Opens **Comment**, in which you can write the name of the box (comment). Comment is assigned to the box, so when you load another file in the same box, it does not change. **Comment is not going on the air.**

On/ off logo (Hide Logo)

If this function is marked (✓), then the logos from the logos sheets, will be switched off, before outputting on the air the caption of the box.

Transparency of animation (Mixing Level...)

Mixing Level – transparency of animation on the air for the full screen (0% - no title, 100% - fully keyed title (no transparency)).

Note: only for *.tga, *.png animation files.

Aspect Ratio (Aspect Ratio 16:9)

✓ **Aspect Ratio 16:9** - is used to indicate that the picture or animation is already prepared for the 16:9 format and dimensions remain unchanged (for SD(576i) 16:9 mode only).

Buttons on the remote control of the external (GPI...)

For each title box, you can assign a button on the external remote control panel.





Press the right mouse button on the desired box and select function **GPI...** In the window that opens, select a free (green) button, whose number is automatically displayed on the left

bottom part of the title box and this box additionally is assigned to the selected button on the remote control panel.

If the title box is already assigned to the remote button, then pressing **Clear** to abolish assignment.



Note: In order for this feature to work, **Setup** function's **GPI Button Show** should be marked and selected devices in the **Textus Control Panel** software **GPI Device Setup** function:



GPI Device Setup (ALT+G) - settings for **GPI**. **Device 1** or **Device 2** - titles and logos boxes can be assigned to the buttons of external remote control panel. Select the serial port COM (RS232) on your computer, which is connected to the external control panel.

Keying Control (**Keyer Control (Default)**)

Function **Keyer Control (Default)** is used to set the keying control of the DeckLink board for each titles box. Each box can be operated in different modes of keying. Possible values:

Off - off. Title can't be keyed. No signal **DSK KEY**;

Internal - internal keying. Title is keyed inside DeckLink card;

External - external keying. Title is keyed on the external switcher with **DSK FILL**, **DSK KEY** signals from DeckLink card.

Default - the mode, which is sets in the **Textus Air** settings (**Setup**). It is indicated on the left bottom corner of the **Textus Air** software and is generally used.

Note: switching among **Internal** and **External (Off)** modes is not clean on the video.

Layer settings (**Layer**)

Each title box of the **Textus Air** own a layer number **L0**, **L1**, **L2**, **L3**. Press the right mouse button on the desired box and select function **Layer** and then choose a layer.

All layers are summed over the alpha channel. Layer 0 has the lowest priority, and the Layer 3 - the highest. Titles, effects and control of each layer are independent of the other.

Settings (Options...)



To set the title box parameters is used a function **Options...** Depending on which file is loaded into the box, open the different windows for input parameters.

- graphics options



Files with the extension ***.bmp**, ***.jpg**, ***.tga**, ***.tif**, ***.psd**, ***.wmf**, ***.png** contain graphics. For these files sets only one parameter - **Left**, **Top** - coordinates of the image on the screen. Files with the extension ***.tga**, ***.tif**, ***.psd** and ***.png** support transparency channel (alpha).

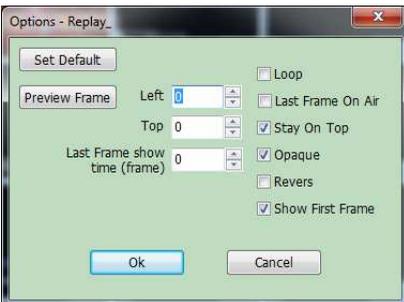
- sequence files ***.tga**, ***.png** and animation files ***.swf**, ***.avi**, ***.fli**, ***.flc**, ***.mpeg**, ***.mxf** options

The sequence files ***.tga**, ***.png** consists of a numbered files with format **tga**, **png** (for example, Demo1.tga, Demo2.tga, ..., Demo45.tga). File numbering starts from zero or from one. For sequences you can set the overall level of transparency. A dedicated function **Mixing Level...** The sequence ***.tga**, ***.png** can have a level of transparency in itself (alpha channel). Also, the sequence ***.tga** files can be compressed. The uses of compressed files are preferred, because they are much smaller volume.

Load the first file in the sequence. In the settings window, set the parameters:

Left, **Top** - image coordinates;

After a video file has played until end, the last frame plays as long as parameter **Last Frame Show Time (frame)** defines;



Loop - repeating video sequence until the **Stop** button is pressed;

Last Frame On Air - after pressing the **Stop** button, the sequence output on the air is canceled and last frame stays on air;

Stay On Top - play on top video always;

Opaque - video alpha channel not used. Video always play opaque;

Revers - when the end of the video reached, files are played in reverse order till the beginning;

Show First Frame - output the first frame. Playback stops and continues only after pressing **Play**;

Set Default - saves the default settings parameter for this window;

Preview Frame - select frame in the sequence *.tga or *.png, which will be displayed in the window **Textus Air**, because often first frame is blanked.

If the sound file **FileName_0000.wav** is located in the same directory and with the same name as sequence file **FileName_0001.tga**, video will be played with the sound from a *.wav file.

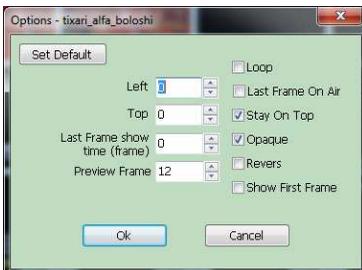
Flash files with extensions *.swf parameters are not set. May be operated flash files with the level of transparency (alpha channel).

Files with extension *.avi, *.fli, *.flc consist a single file with the size in a full screen. Files with extensions *.avi has the following parameters:

Left, Top - image coordinates;

After a video file has played until end, the last frame plays as long as parameter **Last Frame Show Time (frame)** defines;

Preview frame - select frame of the video file *.avi, which will be displayed in the window **Textus Air**, because often first frame is blanked;



Loop - repeating video sequence until the **Stop** button is pressed;

Last Frame On Air - after pressing the **Stop** button, the equence output on the air is canceled and last frame stays on air;

Stay On Top - play on top video always;

Opaque - video alpha channel not used. Video always play opaque;

Revers - when the end of the video reached, files are played in reverse order till the beginning;

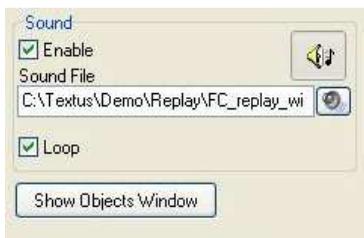
Show First Frame - output the first frame (*.avi files). Playback stops and continues only after pressing **Play**;

Set default - saves the default settings parameter for this window.

*Video, alpha and sound sources for *.avi files:*

- video, alpha and audio are playing from **FileName.avi** file if the file contains video, alpha and sound streams;

- sound is playing from **FileName.avi** if it contains sound stream. Sound is playing from **FileName.wav** if **FileName.avi** has no audio and has the same name and located in the same directory as **FileName.avi**. Can be additionally added sound file by the **Sound** field: mark (✓) **Enable** and choose audio file. In this case sound from **FileName.avi** and **FileName.wav** is mixed and plays together;

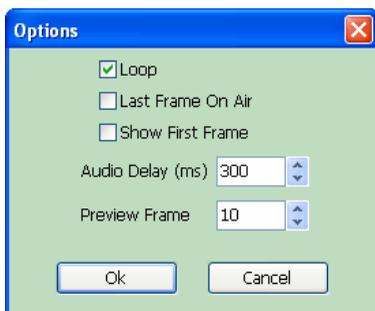


- *alpha channel is playing from **FileName.matte.avi** if this file is located in the same directory as **FileName.avi** and the **FileName.avi** not contains an alpha channel (24 bit coding). **FileName.matte.avi** is not playing if the **FileName.avi** has an alpha stream inside (32 bit coding).*

*Sound source for *.tga, *.png sequence:*

- *sound is playing from **FileName_0000.wav** if this file has the same name and is located in the same directory as **FileName_0000.tga** sequence.*

Files with extension *.mpeg, *.mxf consist a single file with the size in a full screen. Files with extensions *.mpeg, *.mxf has the following parameters:



Loop - repeating video sequence until the **Stop** button is pressed;

Last Frame On Air - after pressing the **Stop** button, the sequence output on the air is canceled and last frame stays on air;

Show First Frame - output the first frame (*.mpeg, *.mxf files). Playback stops and continues only after pressing **Play**;

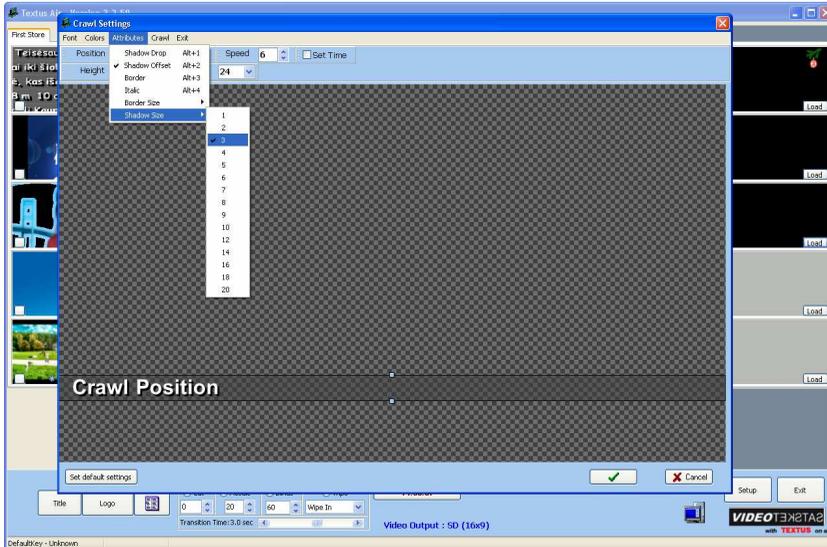
Audio Delay (ms) - sound delaying time in ms;

Preview frame - select frame of the video file *.mpeg, *.mxf, which will be displayed in the window **Textus Air**, because often first frame is blanked.

- text file crawl line options

Text files can go on air as crawl line. Load the text file with extension *.doc, *.txt and select function **Options....** Window **Crawl Settings** opens for parameters settings. Screen resolution for text crawling: **SD** - 576x720, **HD** - 1080x1920.

**.doc file is available to use only when Windows Word is installed!*

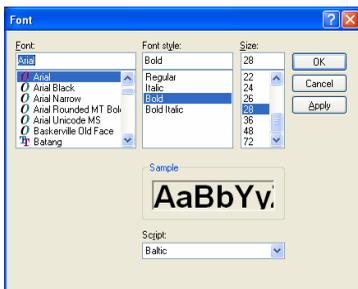


To change the color of text or insert an image in the crawling line online, is used a file **Textus Air.ini**. The sample of the file:

[Text]
 ^R = RGBA(220,0,0,255) (color R levels and alpha level)
 ^G = RGBA(0,220,0,255) (color G levels and alpha level)
 ^B = RGBA(0,0,220,255) (color B levels and alpha level)
 :-) = C:\Textus\Smile\S1.TGA (a way to the graphic file)
 <E> = C:\Textus\Picture\Erdves.TIF (a way to the graphic file)

Insert a symbol (example <E>) into the text and it will be replaced with picture (Erdves.tif). ^R in the text replaces a color.

Change the font (**Font...**)



Select menu function **Font...** in menu **Font** or press **F3**. This will open the **Font** dialog box with a list of names of existing **True Type** fonts. Select the desired font. Set style, the font size and language, then press **Ok** in the window, and the scrolling line font will be changed.

Select a colors (**Colors**)

Background - the background color of the character.

Foreground - the character's color.

Border - the border's color of the character.

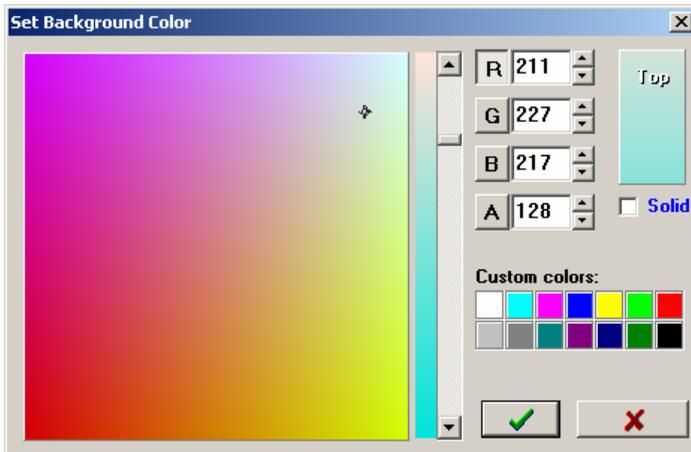
Shadow - the shadow's color of the character.

Screen - the screen's color.

The menu function **Colors** enables to set the colors of the symbol. Colored small boxes next to the names of attributes show their current color. Colors can be choosing from a palette of 16.7 millions. The symbol's top color from the palette is selected by pressing left mouse button on the upper portion of the symbol's color rectangle, and the bottom color - the same left mouse click on the bottom of rectangle. **Top** and **Bottom** colors setting is indicated by text info on the symbols color rectangle.

Mark function (✓) **Solid** if the color must be monochrome. On the right side of the window are the values of levels *RGB A* signals. The values range from 0 to 255. Changing values of each field, you set the color. **R** change the color of red component, **G** - the color of green component, **B** - the color of blue component, **A** - the transparency level of color.

Setting any level of transparency, the black-and-white background's squares shows the future transparency in the output channel.



Window **Custom colors** intended for preset 14 custom selected colors. Set the desired color and then by right mouse button clicking on the **Custom colors** any square, select **Set**. Selected color will be assigned to the selected square and stored until the next change. Symbol colors, attributes and transparency can be controlled in **Color** box located on the right side of the editor.

Character attributes setting (**Attributes**)

To set the attributes of the symbol is designed the menu function **Attributes** in the main menu. Attributes box next to the attribute name's indicates it is on (✓) or off (). Click with the mouse and the current value changes to opposite.

There are shadow's attributes **Shadow Offset** and **Shadow Drop**. Shadow **Offset** and shadow **Drop** attributes is inconsistent, therefore they can't be set simultaneously. When specifying a single attribute, the other is automatically canceled. Attributes **Shadow Offset**, **Shadow Drop**, **Border**, **Italic** also can be sets by simultaneously pressing the keys "Alt" and "1", "Alt" and "2", "Alt" and "3", "Alt" and "4" respectively. **Border Size** and **Shadow Size** can be changed in range from 1 to 20. Select the desired value.

After the attributes changing, all characters to be written with the new attributes.

Text crawl line parameters

To set the position of text crawl line uses a function **Position**. Enter the desired coordinate: for **SD** - 1...576, for **HD** - 1...1080. Line position can be changed with mouse: catch the crawl line with the mouse and press the left mouse button, moving it up or down.

For crawl speed is dedicated function **Speed**. Speed line is from 1 to 50 in the range of 0.1.

Function **Height** determines crawl line height. After selecting a font this parameter automatically corresponds to the font height, but it is possible to adjust crawl line height manually. Function **Font Size** - is size of current font.

Set Time - set the crawl line running time. The program will automatically calculate the speed to run through the entire text of the specified time. The speed of the line can be changed with an accuracy of 0.1 in the range of 0.1 to 50.

Crawl line speed on the air on line can be changed by pressing **PgUp** (increases in range 0.1), **PgDn** (decreases in range 0.1) or **Ctrl+ PgUp** (increases in range 1.0), **Ctrl+PgDn** (decreases in range 1.0). Stop and restart the movement of crawl line can be done by pressing **F8**.



Loop - repeating crawl line until the **X** button is pressed.

Parameters of crawl line, which are used by default, can be saved by pressing function **Default...** in **Crawl** menu. To load saved default settings and change all parameters of the crawl line, press the button **Set default settings**.

Make the necessary settings and to get out of the window **Crawl Settings**, select the function **Exit** or press ✓ in the lower right corner of the window. Parameters settings will be automatically saved on the computer's memory.

Analysis and preview the sequence of *.tga, *.png files (Explore...)

The function **Explore...** is used to analyze and view the sequence of frames of *.tga, *.png files with alpha. It is possible to reduce the file, discarding the unused area.

Properties of **Explore**:

Open - automatically loads tga or png sequence to be explored;

Crop & Save - determine do not used screen area and save cropped file as crop_filename.tga or crop_filename.png, named in **Crop File Name** and selected file format *.tga or *.png.

Crop Area - cropping area coordinates. The user can change.

Function **Counter** describes a frame numbering of the sequence:

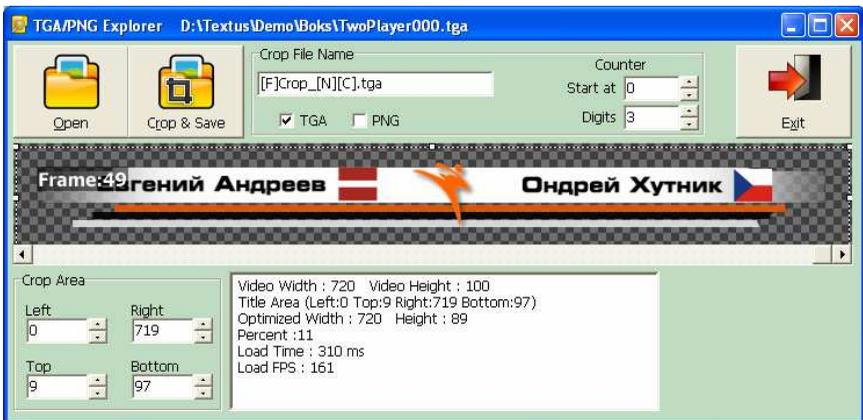
Start at - starting number of the file extension;

Digits - quantity of digits in a frame numbering.

e.g.,

Start at=1, Digits=2 then **FileName_01.tga, FileName_02.tga ...**
FileName_nn.tga

Start at=3, Digits=4 then **FileName_0003.tga, FileName_0004.tga ...**
FileName_nnnn.tga



Effects of a static caption output

Direct output (**Cut**)

Select the function **Cut** with the mouse and click left button. Set the time in frames in the window **Cut**, through which a title is mixing on the air. Values can be from 0 to 255 and mean the mixing time in frames. 0 – caption on air instantly, 255 – caption mixing by 12.75 seconds. Left mouse button clicking pressing on the title box of the static caption, outputs title on the air by **Cut**. To off the air with the same effect, click the left mouse button on a button **Title Off**.



“Mosaic” output effect (**Mosaic**)

Select the function **Mosaic** with the mouse and click left button. Select a squares size for "mosaic" from 4 to 128 in the window **Mosaic**. 4 – the minimum square, 128 – the maximum. A speed of squares appearing/ disappearing determines a **Transition Time** function. Left mouse button clicking pressing on the title box of the static caption, outputs title on the air by **Mosaic**. The image will appear on the air at random squares. To off the air with the same effect, click the left mouse button on a button **Title Off**.

“Blinds” output effect (**Blinds**)

Select the function **Blinds** with the mouse and click left button. Select the height of the horizontal columns for "blinds" from 4 to 128 in the window **Blinds**. 4 - the minimum height of column, 128 - the maximum. A speed of horizontal columns appearing/ disappearing determines a **Transition Time** function. Left mouse button clicking pressing on the title box of the static caption, outputs title on the air by **Blinds**. The image will appear on the air with effect of horizontal "blinds". To off the air with the same effect, click the left mouse button on a button **Title Off**.

Wipe output effect (Wipe)

Select the function **Wipe** with the mouse and click left button. Select the wipe type in the window **Wipe**.

Wipe effects:

Wipe In - wipe in the center of the screen;

Wipe Out - wipe from the center of the screen;

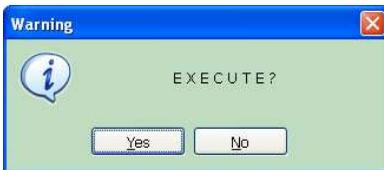
Wipe Up - wipe up;

Wipe Down - wipe down.

A speed of wipes determines a **Transition Time** function. Left mouse button clicking pressing on the title box of the static caption, outputs title on the air by **Wipe**. The image will appear on the air with effect of wipe. To off the air with the same effect, click the left mouse button on a button **Title Off**.

Confirm request to go on the air (Confirm action)

Select the function **Confirm action** with the mouse. All titles, crawl line, clock and sequence asks you to confirm, before going on air.

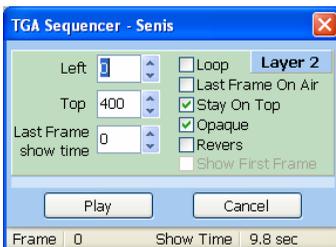


Press button **Yes** for static caption, **On Air** - for caption file with animation (*.pgw), **Play** - for only animation files and **Move** - for crawl or roll and caption will go on the air. Respectively, asks you to confirm to go off air, but only for static caption.



Note: The caption will be on the air after it is prepared in working mode without a confirm request.

Note: Remote control panels ignore the setting of this function.



Preview text crawl line (**Crawl Text Preview**)

Note: for **single-layer Textus Air** software only!

Function ✓ **Crawl Text Preview** is intended for preview crawl text line on the monitor (on the preview window on the computer display) without going on the air. If the title was put on the air, the title remains on the air, when previewing the text crawl line.

Setting effect speed (**Transition Time**)

Function **Transition Time** is intended for the on/off air video effects (Mosaic, Blinds, Wipe) speed setting. Speed is settings by using the mouse by moving the speed regulator with pressed left mouse button. The left side of regulator position - the maximum speed, on the right - the minimum.

Switching static title off the air (**Title Off**)

To turn off the air a static title, press button **Title Off** with the left button of the mouse. Static title is turned off air with the same effect and speed as has been inserted on air.

Starting the editor **Textus Editor** from the **Textus Air**

The caption editor **Textus Editor** can be running by left mouse button clicking on the **Textus Editor** button, which is in the lower right corner of **Textus Air**. Running the **Textus Editor**, you can edit the titles files with the extensions *.pgw.



Note: exception for single-layer **Textus Air** software only - when the **Textus Editor** is started from the **Textus Air** window, to put titles on the air from the **Textus Editor** is not possible. Titles on the air outputs only software **Textus Air**, in this case. To put the titles on the air from **Textus Editor**, you must to close the **Textus Air** and run the program **Textus Editor** from Desktop icon.

Sequencer (Play List)

Play List - the editor, with which creates a sequence of titles and output on the air with the identified effects.

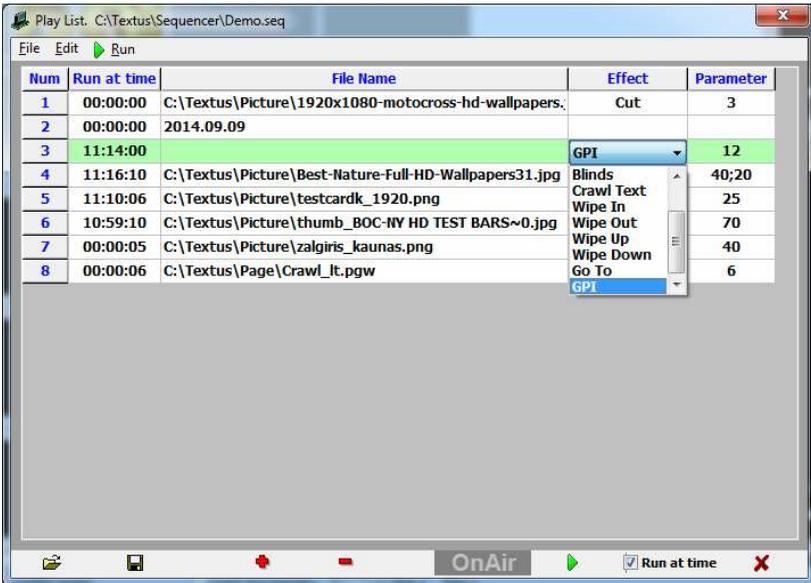
To run **Play List**, press button on the left bottom side of **Textus Air**



with the left mouse button window.

Num - line number in the sequence;

Time - the time of next title going on air. Time Format: **HH:MM:SS**. If the item **Run at Time** is marked, the lines are executed accordingly to the defined time. Computer time is used as time source;



FileName - title (*.pgw) or a graphic (*.tga, *.jpg, ...) file name and the way of them. **FileName** is not used for **GPI** effect. To create a playlist for several days, write a date with the format **YYYY.MM.DD** instead of file name;

Effect - output on the air title file with the identified effects:

Cut - direct on air;

Mosaic - on air with "mosaic" effect;

Blinds - on air with "blinds" effect;

Crawl Text - crawl text file;

Wipe In - wipe in the center of the screen effect;

Wipe Out - wipe from the center of the screen effect;

Wipe Up - wipe up effect;

Wipe Down - wipe down effect;

Go To - jump to the specified line of sequencer;

GPI - going on the air of any title with use the buttons of **GPI** with attached digits on the title boxes.

Parameter - effect's parameter:

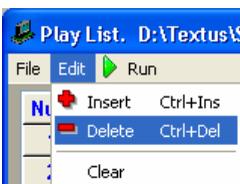
- for **Mosaic** and **Blinds** effects - indicates the size and speed of the effect, separated by a semicolon;
- for **Go To** command - line number to jump;
- for **GPI** - number of **GPI**;
- for all other effects - speed;

Menu item **File** is used to work with files of sequence (*.seq):



- New** - creation of a new file of sequence;
- Open...** or **F4** - loading the file of the existing sequence;
- Save** or **F2** - saving the sequence file;
- Save As...** - saving the sequence file with a new name;
- Exit** or **Alt+X** - closing the **Play List** software.

Menu item **Edit** it is used to edit the lines of the sequence:



- Insert** or **Ctrl+Ins** - insert a line in the list of the sequence below marked line;
- Delete** or **Ctrl+Del** - delete a marked line from the list of sequence;
- Clear** - clear all lines of the sequence.

p.s. Click left mouse button on the line you want to mark.

To start playing the sequence select function **Run** from the menu or press key **F8**. The line on the air will be marked in red color. Pressing **Stop**, sequence playing is cancelled and the current line is marked in green.

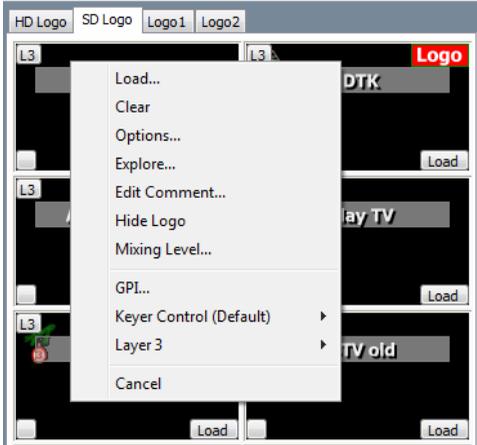
The same operations can be performed at the bottom of the sequence window, by selecting the appropriate function:

File Save as Insert Line Delete line On Air indication Run/Stop Run at time Exit



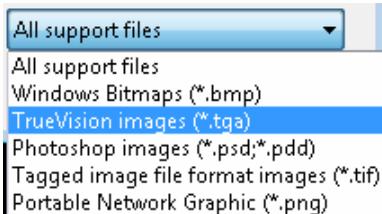
Logos (Logo)

One logo sheet can accept up to 10 logos. It is used a 4 sheets of logos. Logo is turned on the air by pressing the left mouse button on the desired box logo or remotely from remote control panel.



In **4 layers Text Air** software **Logo** sheets are absolutely functionally identical to working sheets. Logo area is just separated from the working area to operate easy. The only difference is that logo sheet's title box caption turning off/on air is by pressing **Logo** button in the lower left corner with left mouse button or turn off appropriate layer on the **Textus Control Panel**. Last **Logo** box on air is marked with **Logo**. Logo area is just separated from the working area to operate easy. To working with

the logo boxes see chapter **Working with the titles in the titles box**.



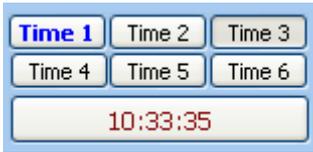
In a **single-layer Textus Air** software in logo box can be loaded only graphic files ***.bmp, *.tga, *.psd, *.pdd, *.tif, *.png** with alpha (if present). **Logo's box caption is always placed on top of the working sheets caption**. Logo sheet's title box caption turning off/ on air is by pressing **Logo** button in the lower left corner with left mouse button. Last Logo box on air is marked with **Logo**. Active is only one logo at a time. To working with the logo boxes see chapter **Working with the titles in the titles box** (is available only functions for graphic images).

Clock (Clock)

Analogy clock on air

Load analogy clock, prepared with editor **TEXTUS EDITOR** in the title box and click the left mouse button on the title box with analogy clock. Clock will go on air.

Setting the digital clock

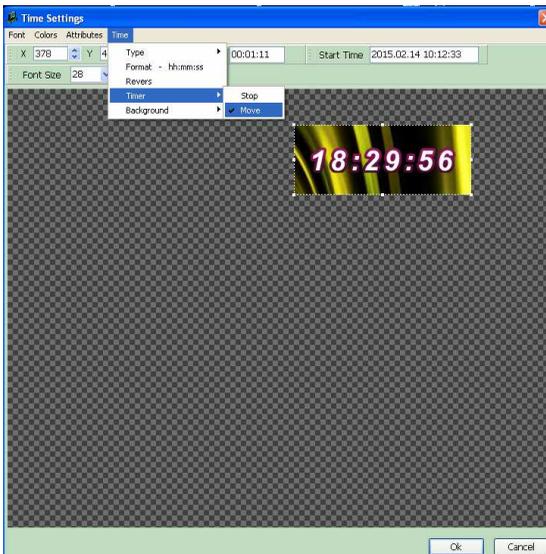


There are three digital clocks over time button. **Time1**, **Time2**, **Time3**, **Time4**, **Time5** and **Time6** - six digital clocks with different parameters can be stored and quickly turned on/off. Any time can be selected only one clock.

Parameters settings are available for selected clock only.

To turn on digital clock (timer), press the time button and selected clock goes on air. **For single-layer only Textus Air only, clock (timer) automatically is turned off, when you start crawl line or roll page.**

Press the right mouse button over the time button and select function **Options...** when the clock is turned off air. Opens **Time Settings** window and set the options you want. Resolution of clock window: **SD** - 576x720, **HD** - 1080x1920.



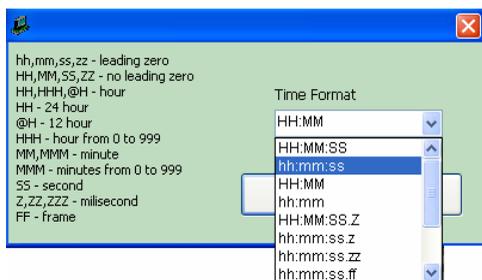
Description of functions **Fonts**, **Colors**, **Attributes**, sees in the chapter: - **text file crawl line options**

Settings parameters (Time) Selection of type (Type)

Digital clock or timer can be selected. Select **Type** in menu **Time** to choose the clock's type:

- ✓ **Clock** - clock;
- ✓ **Timer** - timer.

Format of clock (Format)



It is possible to use different formats clock. To do this, use the function **Format**. A window opens in which select the desired time format. Is possible to show only a part of the digital clock or specify time format. Format **mmm:ss** designed to display the time, for example in soccer (football): game time **01:25:20** will be displayed as follows: **85:20**.

Direction control of timer (Revers)

To set the direction of timer, select **Revers** in menu **Time**:

- ✓ **Revers** - counting backward;
- Revers** - counting forward.

Timer can be considered as forward or backward. Timer is counting up to 24 hours then drops to zero in forward mode. Backward timer is counting down from the desired value to 0 and then counting stops.

Counting control of timer (Timer)

The timer state at the moment turning on air can be determined by selecting function **Timer** in menu **Time**. If the timer must to count when you turn on the air, set the timer function (✓) **MOVE**. If the timer has to show initial value, set - (✓) **STOP**. Timer's counting is controls on the timer control panel.

Timer control panel buttons:



- Reset** - restored the specified start time;
- Back** - counting backward
- Run** - start time;
- Move/Stop** - start/ stop timer;
- Forward** - counting forward.

Clock's background (**Background**)

The clock's background can be filled with a color or graphic pattern with function **Background**.

To set picture on the background, select **Set Picture....** This will opens the **Open** dialog box with a list of existing graphics. Select the image and press **Open** or **Enter** key on the keyboard. The selected image will be displayed on the **Background** and filled the clock's background.

To fill the background by color, click the **Set Color....** Set (✓) **Solid** if the clock has to be monochrome. It is possible to set color's gradient for background. The background's top color from the palette is selected by pressing left mouse button on the upper portion of the symbol's color rectangle, and the bottom color - the same left mouse click on the bottom of rectangle. **Top** and **Bottom** colors value is indicated by text info on the symbols color rectangle. Make the necessary settings and select **Exit** or press ✓ in the lower right corner of color's function window.

Clock (timer) will be automatically turned off when you on aired title on the same layer as clock.

Clock positioning (**parameters X,Y**)

Enter desired coordinates **X** and **Y** into the respective boxes on the clock's main menu. The position of the clock can be controlled with the mouse by moving the clock to the desired place.

Setting the timer (**Timer Time**)

Fulfill **Timer Time** box on the clock's main menu with values to set the initial value of the timer.

Timer's start time setting (**Start Time**)

Start Time box is used to set timer's starting time, including years, month and days. When **Start Time** will be equal to computer's system time, timer will start to count.

Font size (**Font Size**)

Font size of the digital clock can be selected directly by using parameter **Font Size**.

Layer settings (**Layer**)

Clock is assigned to a layer by selecting layer on the command line on the top of editor's screen.



All layers are summed over the alpha channel. Layer 0 has the lowest priority, and Layer 3 - the highest. Titles, effects and control of each layer are independent of the other layers.

Make the necessary settings and press a button **Ok** on the lower right corner of the **Time Setting** window to save parameters and exit.

Parameter settings (**Setup**)

Press button **Setup** to set the parameters. Opens a **Setup** window for parameters setting. To set the desired parameters, click . To exit the **Setup** without changes press or **Esc** button.

Function **Button**:



Load - on the right bottom corner of title and logo boxes will be located **Load** button. Going on air is performed by pressing left mouse button anywhere on the title or logo box, except **Load** button area.

Take - on the right bottom corner of title and logo boxes will be located **Take** button. Going on air is performed by pressing left mouse button only on the **Take** button area.

Pressing left mouse button anywhere on the title or logo box, except **Take** button area, opens a load function.

GPI Button Show - a button with **GPI** number located on the left bottom corner of title and logo boxes. It is necessary to set when remote control panel is used.

BlackMagic Design settings

DeckLink 4K Extreme
DeckLink 4K Extreme

Video Output | Video Input | Audio | Conversions | About

General

Default video standard: 625i50 PAL ⓘ

When paused: Display a full frame on video output
 Display a single field on video output

Video playback: Displays black output when not playing
 Displays freeze frame when not playing

During capture: Video output displays playback video
 Video output displays input video

SDI Output

Color space: Video is converted to RGB 4:4:4
 Video is converted to Y, Cb, Cr 4:2:2

Cancel Save

Service software startup

When the computer starts up the service software **TextusDecklinknit** automatically starts, which is located in the system directory of WINDOWS. The service software installs during installation of the package. This program controls the HD/ SD BYPASS card and mixer fader through the COM port. When you turn on your computer, the service determines when the driver of DeckLink card is loaded and only then activates the HD/ SD BYPASS card. When you turn off your computer, the service switches a HD/ SD BYPASS card into a bypass mode before shutting down the driver. This avoids the disappearance of the video output at power on/ off the computer process when the title is keyed inside computer. **The title does not appear on the air if the service TextusDecklinknit not running!**

Function keys

Function keys speed up your work. You can use them to cause some major and frequently used functions, without going into the menu.

F8 - crawl, roll moving start /stop;

F11 - playback from the beginning of the animation (only for *.pgw);

PgUp - increasing the speed of the crawl line by value 0.1, increasing the speed of the roll by value 1;

PgDown - decreasing the speed of the crawl line by value 0.1, decreasing the speed of the roll by value 1;

Ctrl+PgUp - increasing the speed of the crawl line by value 1;

Ctrl+PgDn - decreasing the speed of the crawl line by value 1;

ALT+S - loading sequence of titles *.seq. **F8** - start sequence;

ALT+SPACE (default) - user defined shortcut cancel show last frame and process next operation when **STOP TIME** is -1 (Stop Wait & Out) or stop waiting for **Last Frame Show Time** and perform the following operation animation (only for *.pgw);

ALT+F - user defined shortcut start show from first frame when **START TIME** is -1 (Manual start Field).

Quit (Exit)

To quit the software package **TEXTUS AIR** press button **Exit**. When you exit the program, all static titles, which were put on the air, remain until the computer shuts down.

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