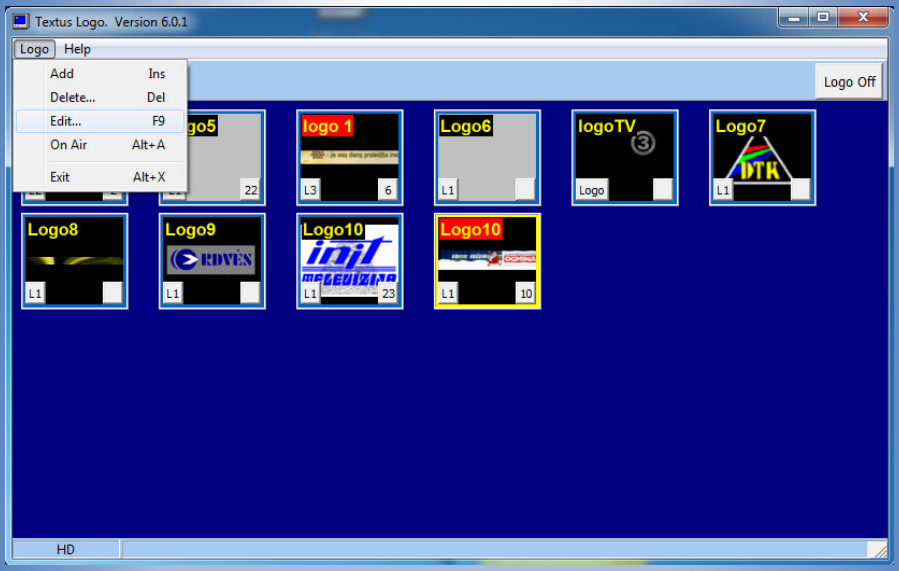
VIDEOTEXTUS

Textus

logo

with layers



2020

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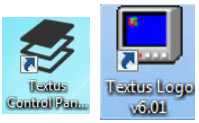
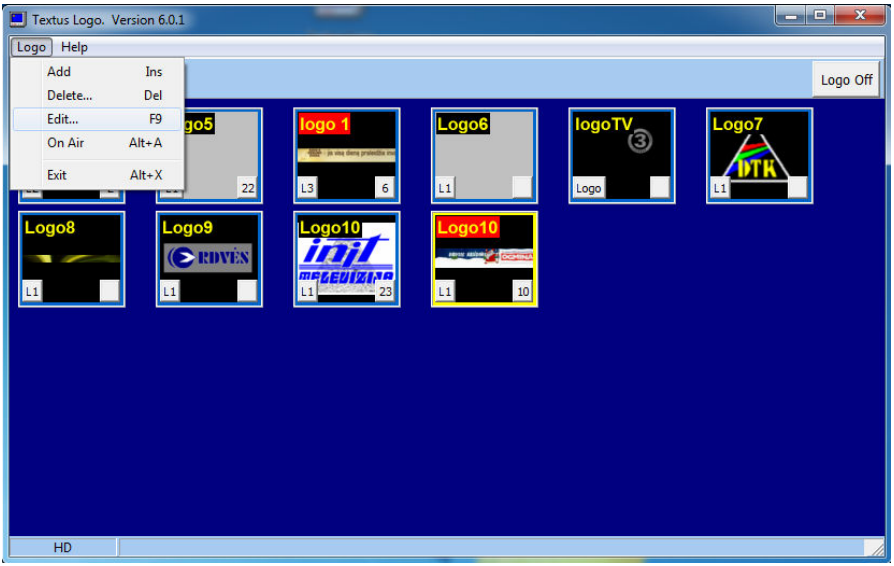
Starting the software package

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



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



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

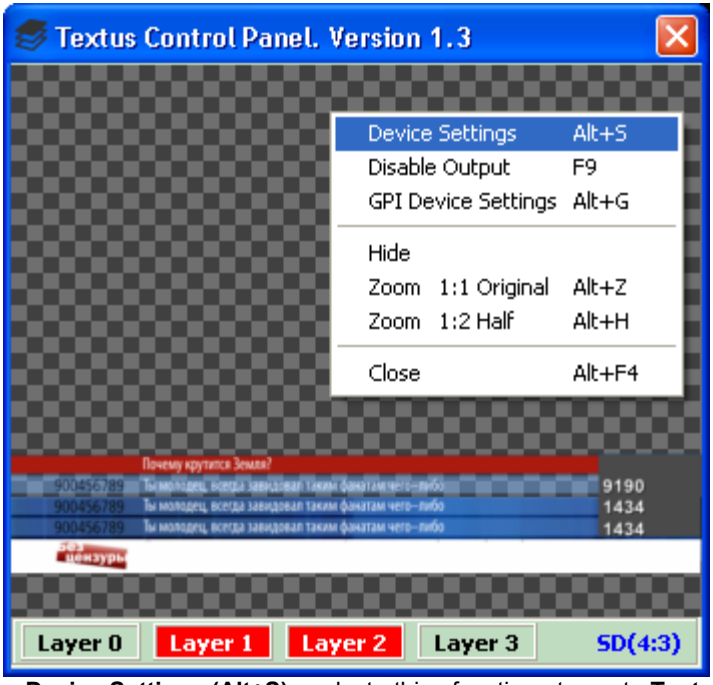
Textus Control Panel running automatically disables single layer Textus programs **Title output** preview option to **Disable**.

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 Logo** parameters:

Video Device - video device (DeckLink Video Render);

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;

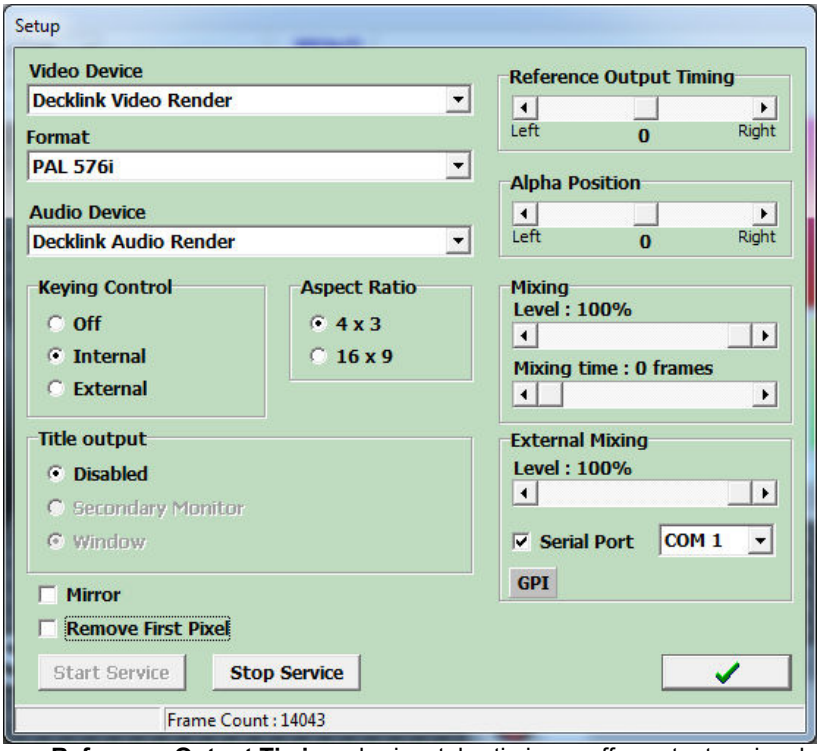
External - external keying. Title is keyed on the external switcher with **DSK FILL**, **DSK KEY** signals from DeckLink card.

Aspect Ratio - aspect ratio **4x3** or **16x9** for **SD** mode **(PAL576i)** only;

Title output - on air preview mode:

Disabled - preview only on the **Textus Control Panel** screen;

Secondary Monitor - preview on the secondary monitor. To use this mode set computer's graphic board into **Dual View**.



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 tite 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 - title mixing time (video frames).

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;

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;

Start Service/ Stop Service - start/ stop the Decklink card and bypass block management service. There is no output from DeckLink card and bypass block is in the **BYPASS** mode if the service is not started.

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 that all layers are off of the air. To off air each layer can be performed by pressing buttons by mouse.

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 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 **TextusControlPanel** 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 by adjusted manually;

Zoom 1:2 Half (ALT+H) - half of actual preview screen size. Size can by 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;
Ctrl+Alt+T	**-** additional information;
Alt+F4	**- Textus Control Panel** software closing.

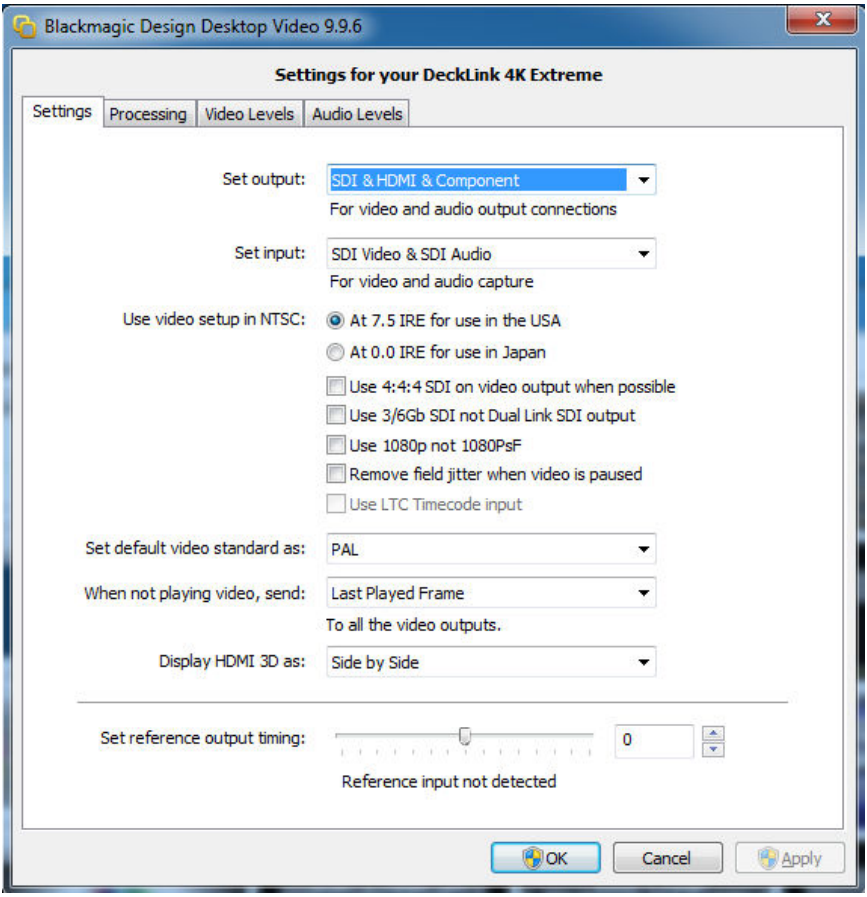
BlackMagic Design settings

In **Settings** sheet:

! Is necessary to off **Remove field jitter when video is paused** and set fields:

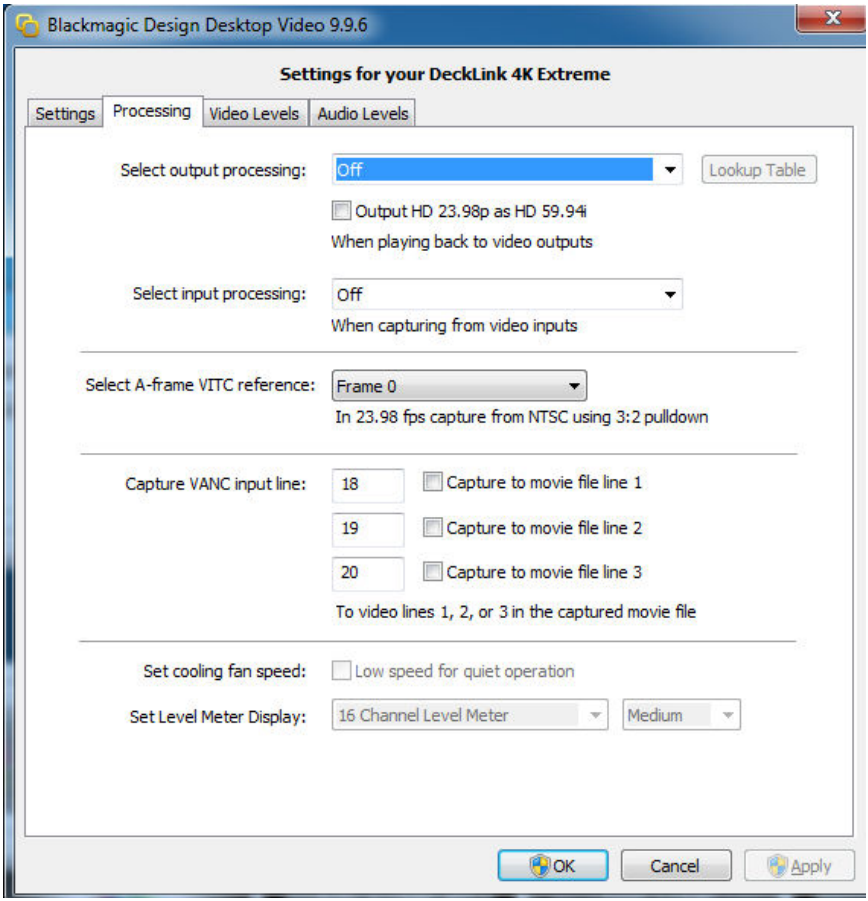
Set default video standard as: PAL or **HD1080i 50** (determines in which mode is DeckLink card just after computer switch on until Textus software will runs. Usually: for SD - **PAL**, for HD - **HD1080i 50**);

When not playing video, send: Last Played Frame.



In **Processing** sheet:

Select output processing: Off
Select input processing: Off

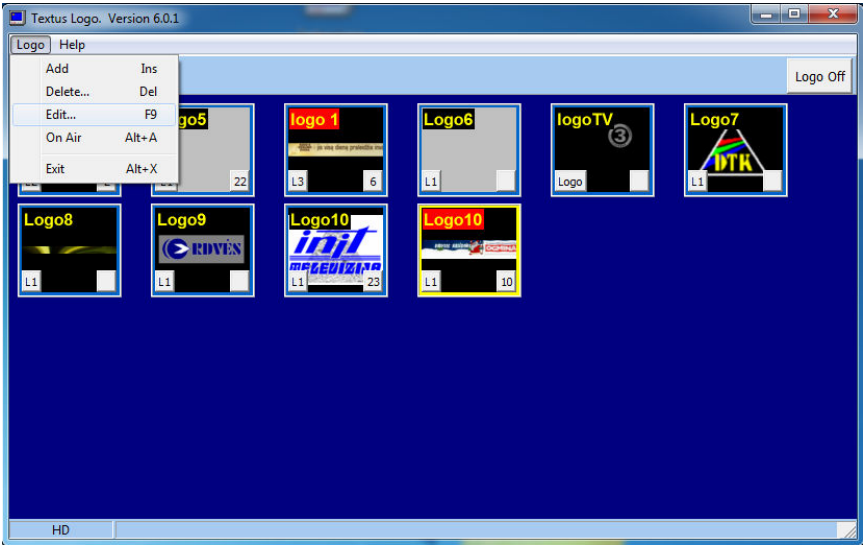


Logo software

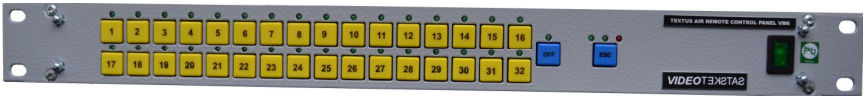
Textus Logo

Software **TEXTUS LOGO** designed to output on the air logos with the extension *.**tga**, *.**psd**, *.**png**, *.**tif** , the *.**tga** sequence files and animation files *.**avi**. All the graphic files are accepted with “alpha” chanel. Sequence files must be continuprously numbered starting with zero or one, e.g.

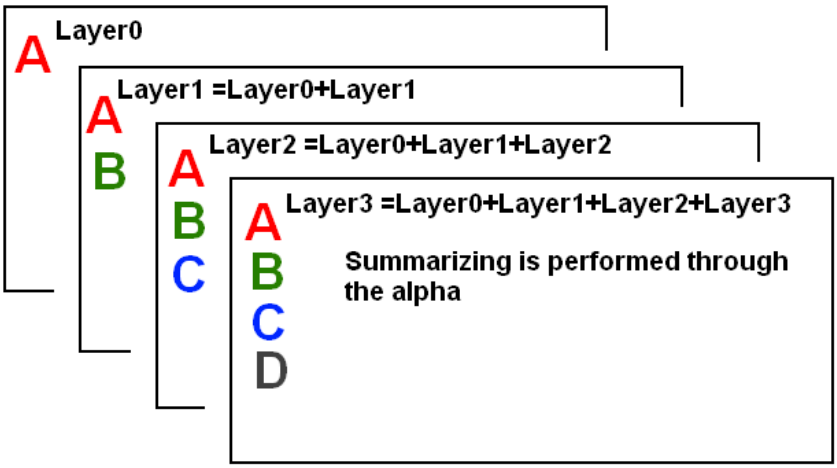
LnkOn001.tga
LnkOn002.tga
LnkOn003.tga
...
LnkOn010.tga
LnkOn011.tga
…



To display the logo on the air, just click by mouse on the desired logo box or control by pressing buttons on an external remote control panel.



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 logos box of the **Textus Logo** own a layer number **Layer 0**, **Layer 1**, **Layer 2**, **Layer 3**. To select a layer, press the button in the upper right corner of the logos box. Layer can be changed at any time.

Create a logo box (**Add**)

Click the function **Add** on menu **Logo** or press a key **Ins**, to create a new logo box. New logo box creation request a confirmation. The answer **Yes** will create a new box. Then you can assign to this box a logo or a sequence of files, position, etc. (see menu **Edit** ...).

The same operation can be performed by pressing the right mouse button on the setup window and selecting the function **Add**.

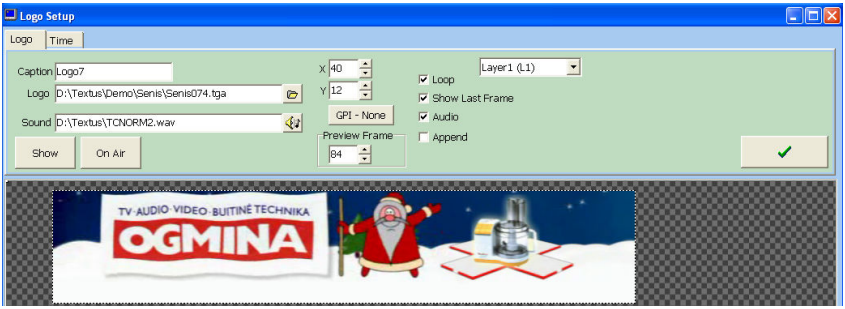
Delete a logo box (**Delete...**)

Click the function **Delete…** on menu **Logo** or press the key **Del** (active logo box choose by pressing a key "**Tab**"), to delete a logo box. You will be prompted to confirm your intention to remove the box. Click **Yes** and the logo box will be removed.

The same operation can be performed on the logo box by pressing the right mouse button and selecting the function **Delete…**.

Settings logo (**Edit...**)

Click the function **Edit…** on menu **Logo** or press the key **F9** (active logo box choose by pressing a key "**Tab**") to set the logo parameters. Opens a window **Logo Setup**.



Set the desired parameters:

Caption - name of logo box;

Logo - logo file or the first file of the sequence *.**tga**;

Sound - the sound's file (*.**wav**), if the logo must accompany a sound. Mark (✓) function **Audio** to turn on a sound;

Loop - mark (✓) function **Loop**, if your animated logo shall be repeated continuously;

Show Last Frame - after sequence files *.**tga** play out on the air is finished the last frame stays on air. In case of canceling, a frame at the canceling moment stays on air;

Append - the new logo does not replace the old and just added on the air a new logo by cut effect;

X, **Y -** logos coordinates on the screen. Enter desired coordinates **X** and **Y** into the respective boxes. The position of the logo can be controlled with the mouse by moving the logo to the desired place. Resolution of screen: **SD** - 576x720, **HD** - 1080x1920;

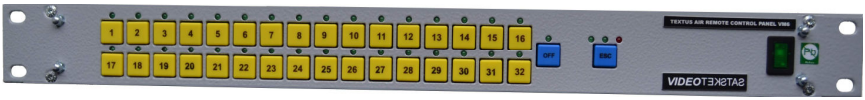
Layer - each logos box of the **Textus Logo** own a layer number **L0**, **L1**, **L2**, **L3**. Press the right mouse button on the desired box and choose a layer.

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;

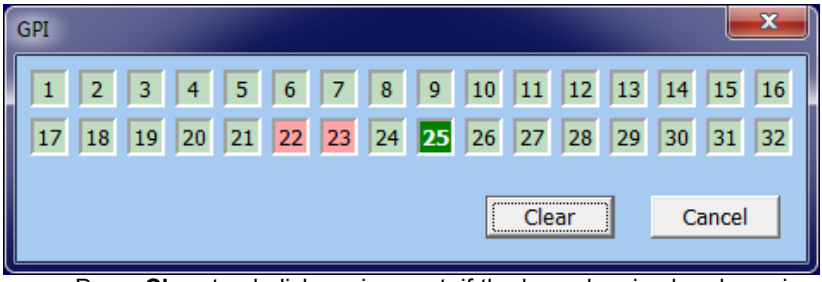
Preview Frame - select frame in the sequence *.**tga**, which will be displayed in the logo box, because often first frame is blanked;

GPI - button's number on an external remote control panel, which is used as logo controls device.

For each logos 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 right bottom part of the logos box and this box additionally is assigned to the selected button on the remote control panel.



Press **Clear** to abolish assignment, if the logos box is already assigned to the remote button.

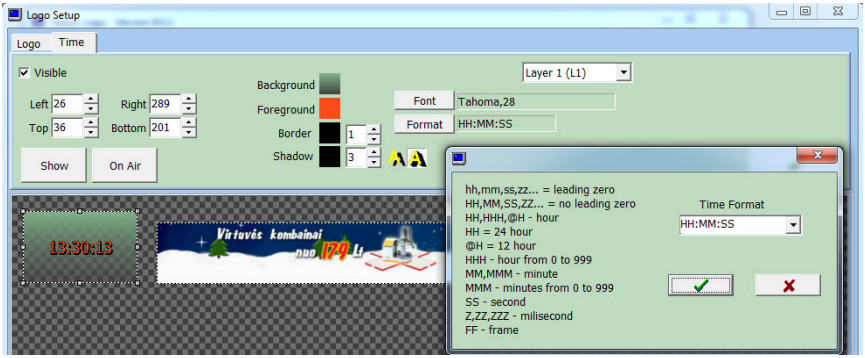
GPI Device Setup (ALT+G) - settings for **GPI**. ✓ **Device 1** or ✓ **Device 2 -** titles and logos boxes can be assigned to the buttons of external remote control panel. Select the serial port COM (RS232) on your computer, which is connected to the external control panel;

Press a button **Show** to preview static or animated logo on the **Logo Setup** window and **On Air** to go on air with edited **Logo Setup**.

Set the parameters **Time** for the digital clock:

√ **Visible** - the output digital clock on the air with the logo simultaneously;

Left, **Top**, **Right**, **Bottom -** position coordinates of the clock on the screen. Screen resolution for logos: **SD** - 576x720, **HD** - 1080x1920. The position of the clock can be controlled with the mouse by moving the clock to the desired place;



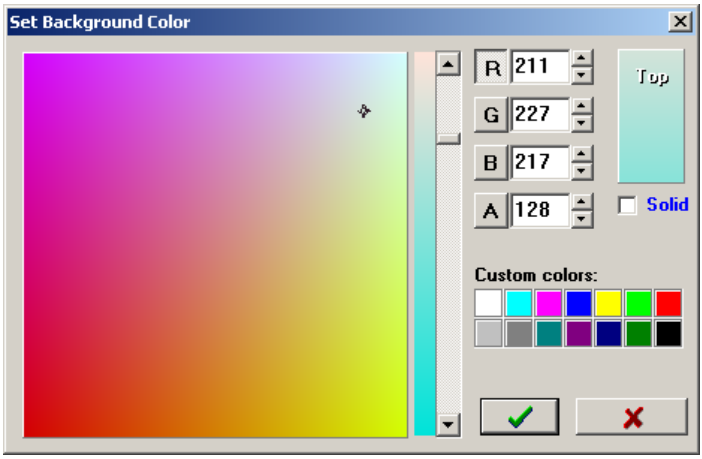
Background - the background color of the character.
Foreground - the character's color.
Border - the border's color of the character.
Shadow - the shadow's color of the character.

To change the color, click on the desired color square. Opens a window to set the colors. 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.



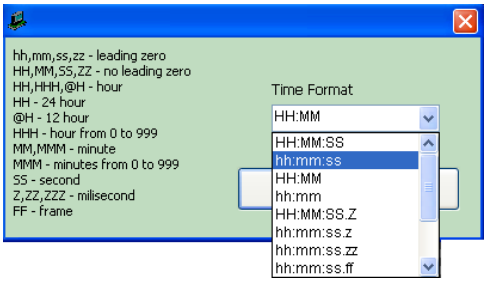
Border - symbols border properties. Border size range is from 0 to 10. To set the color, press left mouse button on the current border color square;

Shadow - symbols shadow properties. Shadow size range is from 0 to 10. To set the color, press left mouse button on the current border color square;

There are shadow's attributes **Offset** and **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 disabled.

Font - the text's font. Selecting this option will open a window with the existing True Type fonts list. Selected font name and font size is reflected near the box;

Format - format of clock. 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**.



Make the necessary settings and to get out of the window **Logo Setup**, press ✓ or ☒ in the upper right corner of setup. Parameters settings will be automatically saved on the computer's memory.

The same operation can be performed over the logo button, pressing the right mouse button and selecting the function **Edit**….

Logo output on air **(On Air)**

To output logo on air, select function **On Air** from menu **Logo** or simultaneously press the keys "**Alt**" and "**A**". Active logo box choose by pressing a key "**Tab**".

Logo off on air **(Logo Off)**

To switch off air all logos of all layers simultaneously, press a key **Logo off** in the upper right corner of the **Textus Logo** software window.

Next logo box

Press key **Tab** to activate logo box to make an action using function keys "**Alt**" and "**A**", **Del**, **F9**. Logo boxes activates sequentially.

Quit (**Exit**)

To finish working with software **TEXTUS LOGO**, press the button **Exit** or simultaneously press the keys "**Alt**" and "**X**".

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.

Ins - create logos box;
Del - delete logos box;
F9 - setting logo;
Alt+A - output logo on air;
Alt+X - Textus Logo software closing.

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