▼ VIDEONICS®

TitleMaker 3000

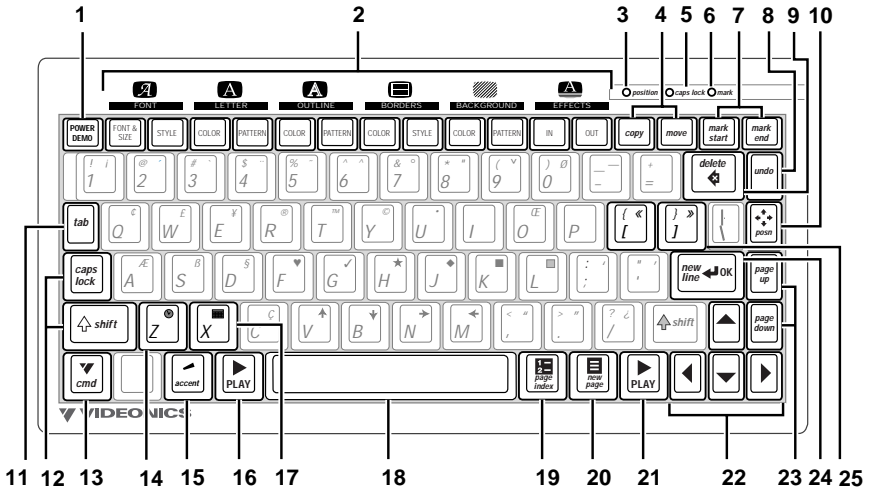## Model TM-3000

Instruction Manual

1. POWER. Power key turns on the keyboard once the POWER SWITCH (rear panel of TM-3000 unit) is in ON position.

    DEMO. Demonstrates features. Press ACCENT + DEMO for English version; SHIFT + DEMO for International version. You can also copy the demo into the editing area, to modify it or study how its effects were accomplished. (Chapter 5)

2. MENU KEYS. Menus change color, font, style, etc., of lines or pages that contain marked text or cursor. Use either MARK START, MARK END, TAB, or the bracket keys, ([) and (]), to change sub-menus; arrow keys to highlight the desired choice; and NEW LINE/OK or PLAY to implement changes. Press UNDO to cancel the menu and leave titles unchanged. (Chapters 11-18)

3. POSITION LIGHT. Used in conjunction with the POSN key (10). Indicates that page or line positioning may be done (see POSN key).

4. COPY and MOVE. To copy or move text, mark the text using MARK START and MARK END, move cursor to desired location, then press COPY or MOVE. (Chapters 7-9)

5. CAPS LOCK LIGHT. When the CAPS LOCK light is on, typing a letter key (A-Z) causes the SHIFTed version to appear. Other keys (numbers, symbols, etc.) are unaffected. Press the CAPS LOCK key to turn the CAPS LOCK light on and off.

6. MARK LIGHT. Indicates that the mark function has been enabled (i.e., MARK START or MARK END has been pushed).

7. MARK START and MARK END. Mark text to modify, delete, copy, or move it. Position cursor before first character and press MARK START. Position after last character and press MARK END. Notice cursor becomes wider to remind you something is marked. Use UNDO to remove marks. SHIFT, used with a mark key, marks start or end of the page; COMMAND plus a mark key marks start or end of all text in current project. (Chapters 7-9)

8. UNDO. If you accidentally delete something, press UNDO immediately.

9. DELETE. Erases marked text, if any. Otherwise, erases the character before the cursor.

10. POSN (POSITION). Press and release POSN, followed by up or down arrow keys, to position text at the top, bottom, or center of the page. Press and release POSN, then left or right arrow, to position text at right, left, or center page. (Chapter 10)

11. TAB. "Smart tab" positions cursor to match spaces in previous line of text. Also used to choose which submenu is active. (Chapter 6)

12. SHIFT and CAPS LOCK. Hold SHIFT to type capital letters. CAPS LOCK capitalizes all typing until pressed again. Note that some fonts have only capital letters. SHIFT is also used to modify the function of other keys. (Chapter 6, Appendix A)

13. CMD (COMMAND). Modifies function of other keys. (Appendix A and Chapter 18)

14. Z (CLOCK). CMD (Command) + Z displays clock menu. Use to set current time display format, set current time and set internal timed trigger for projects. (Chapter 18)

15. ACCENT. Hold ACCENT while typing a letter key to type the special symbols (•,©,¢,etc.) printed in blue. Use with power key to activate DEMO. Use with accent marks followed by a letter to type accented international characters such as é, ü, å, etc. (Chapter 5 & 6)

16. PLAY. After you create titles using the Editing Screen, press either PLAY key (#16 or #21) to play the titles for display or recording. CMD (Command) + PLAY always plays from first page in project. If no text is marked, PLAY displays the next page. If text is marked, PLAY loops through marked pages. Once playing begins: Press PLAY again to go to next page; use SHIFT and PLAY to play backwards; press arrow keys to manually step forward or backwards. NEW LINE/OK ends play and returns to Editing Screen. (Chapter 20)

17. X (DATE). CMD (Command) + X displays date menu. Use to set current date display format and set current date. (Chapter 18)

18. SPACE BAR. Adds space to text. Pauses the page that is playing.

19. PAGE INDEX. Displays an index in which each page occupies one line, making it easy to look through all pages and projects. Projects are created and named using PAGE INDEX. (Chapter 8)

20. NEW PAGE. Starts a new page of text. CMD (Command) + NEW PAGE starts a new project when Page Index is on screen. (Chapters 7-8)

21. PLAY. Identical to item 16.

22. ARROW KEYS. Use the four individual arrow keys to move the cursor on screen; to change highlights in a menu; and, when playing text, to go forward and backward. SHIFT makes arrow act on one page at a time; CMD (Command) with UP or DOWN goes to top or bottom of all text. CMD (Command) + SHIFT + UP or DOWN moves you between projects. (Chapters 6, 11, and 19)

23. PAGE UP and PAGE DOWN. Used to re-position cursor a page at a time. PAGE UP places cursor at the first line of the page, PAGE DOWN places cursor at the last line in the page.

24. NEW LINE/OK. Ends a line of text and starts a new one. Also accepts settings of menus, returns to Editing Screen from Page Index and Play Screens. (Chapter 6)

25. LEFT and RIGHT BRACKET. Use the left and right bracket to change sub-menus. MARK START, MARK END, and TAB will do the same.
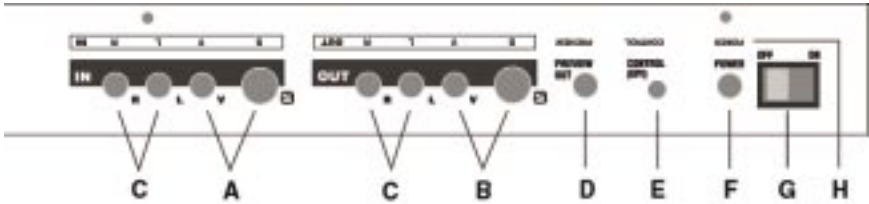
   NOTE: S-video (Y/C) and composite (RCA-style) video jacks are provided. Use same type for input and output — for instance, if your video source only has RCA jacks, use RCA for both even if the recorder has S-video.

A.   VIDEO IN. Optional. Connect either S-video or RCA type cable from video source.

B.   VIDEO OUT. Connect either S-video or RCA type cable (same as used for input) to recorder or monitor.

C.   AUDIO IN and OUT. Audio connections are provided for convenience; the audio signals pass straight through without modification.

D.   PREVIEW OUT. Optional. When used in live title setup, permits you to modify titles and typing is not seen on main output. *Important: Leave unconnected when not in use.* (Chapter 21)

E.   CONTROL (GPI). Allows remote trigger of titles using switch or controller with GPI ("General Purpose Interface") output. *Warning: Always turn power off before connecting or disconnecting GPI jack.* (Chapter 20)

F.   POWER. Connect TitleMaker 3000 power supply. *Important: Do not use power supplies designed for any other equipment.*

G.   POWER SWITCH. Controls the power supply. When the POWER SWITCH is turned on and the keyboard power is turned off, video is routed from the VIDEO IN to the VIDEO OUT and no titles are added. Note: keyboard must have been cycled on and off since the last time the unit was powered on at the POWER SWITCH in order for video pass-through to work.

H.   Upside-down legends make it easy to make connections without turning unit around.

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Chapter   1 • Introduction

Congratulations on your purchase of Videonics TitleMaker 3000™. With TitleMaker 3000, you can add brilliant, full color titles to all your videos. Its wide choice of fonts, sizes, styles, colors, borders, backgrounds, fades, wipes, scroll, crawl, and more make the TitleMaker 3000 a creative tool for anyone who uses video.

In a Hurry?

If you want to get started quickly, see the Quick Start section, Chapter 2.

Helpful Hints

TitleMaker 3000 is a sophisticated video production tool. Some of the words and concepts used in this manual may be new to you. Specialized terms indicated by italics are defined in the Glossary section of this manual.

You can find complete descriptions of titling concepts and techniques as they apply to TitleMaker 3000 by referring to the Table of Contents and the Index.

For More Information...

...send in your registration card so we can keep you informed of new developments and send you our newsletter*. Note that Videonics does not sell its mailing list. Your name and address will remain confidential.

What is a Video Titler?

A titler (also called a title generator, character generator, or CG) creates letters and numbers (characters) on a video signal that can be displayed on a television or monitor, or be recorded by a VCR.

What is the TitleMaker 3000?

TitleMaker 3000 is a video titler with many additional capabilities. With TitleMaker 3000, you can:

- Create high-quality video titles over a solid color or patterned background, or superimposed ("genlocked") over a video picture.
- Create and hold over 16,000 characters of text, divided into hundreds of pages.
- Divide your pages into projects.

*The newsletter and other services are available for Videonics customers in the U.S. and Canada. Elsewhere, contact your Videonics distributor or retailer.

- Copy and move text, to revise titles without retyping.
- Position text anywhere on the page, including automatic centering.
- Choose from a wide variety of fonts and sizes.
- Choose different styles. You can change letter spacing, make the letters bold, and add outlines or shadows to the titles.
- Apply a pattern and any of a million colors to titles, backgrounds, outlines, and borders.
- Use transitions (fades and wipes) to start or end each page of titles.
- Use scrolls and crawls to move titles on or off the screen.
- Use a real-time clock to superimpose a running clock onto all backgrounds, including live "video."
- Have a project start playing automatically at a specified date and time.

Basic Applications

TitleMaker 3000 can be used in live or taped settings. Chapter 21, "Editing, Presentations, and Other Applications," describes these functions in more detail and explains how they are accomplished with TitleMaker 3000.

- You can add titles as you copy or edit tapes. The original tape remains untouched — titles are added to the edited copy. TitleMaker 3000 works with VCRs and camcorders of all videotape formats as long as the equipment used has composite or S-video outputs. You can superimpose titles on live video or on colored backgrounds, using fades and wipes to transition between plain video and video with titles.

    For example, you might start a basketball video with a solid color screen with the title of the video. The names of the players could scroll onto the background. Then the titles could fade away. As the players run onto the court, their names appear, superimposed over the image at the bottom of the screen. The last name fades away as play begins. A player makes a difficult basket and the crowd roars! The score appears over a wildly-colored, animated background pattern and scrolls off the screen as play continues.

- You can present a running slate of on-screen titles for display, video-DJ, point-of-sale, or "video-billboard" applications. You can place titles on top of colored or patterned backgrounds or on live or taped video material.

    For example, a hotel has monitors in the lobby. A video describing the hotel's facilities plays. Meanwhile, information about the day's scheduled events are superimposed using the TitleMaker 3000 with messages like "Business Effectiveness Seminar: Ballroom G." At dinnertime, the hotel manager changes the titles to advertise the restaurant specials: "Prime Rib Special today in the Mezzanine Grill."

    Another example is the use of TitleMaker 3000 for business presentations. Instead of using transparencies or charts, you can create titles, using the colors, back-

grounds, effects, and other features to emphasize the important points and make the presentation dynamic and exciting. You can also use the superimpose feature to combine the presentation with video footage, such as shots of a new product or of the factory sites.

Equipment

Your Video TitleMaker Package comes with:

- TM-3000 Unit
- Keyboard
- Power supply
- This manual
- Product registration card.

You may need to purchase cables to connect audio and video equipment to the TitleMaker. Your Videonics dealer can help you identify the cables you need.

Chapter   2 • QuickStart

Whether you're a video expert looking for just the basic steps or a beginner who wants instant gratification, this chapter will have you titling in minutes!

This chapter describes just the basics. Many features and applications are skipped or mentioned only briefly. For more information, or if you encounter problems, refer to the table of contents or the index to locate a more complete discussion elsewhere in the manual.
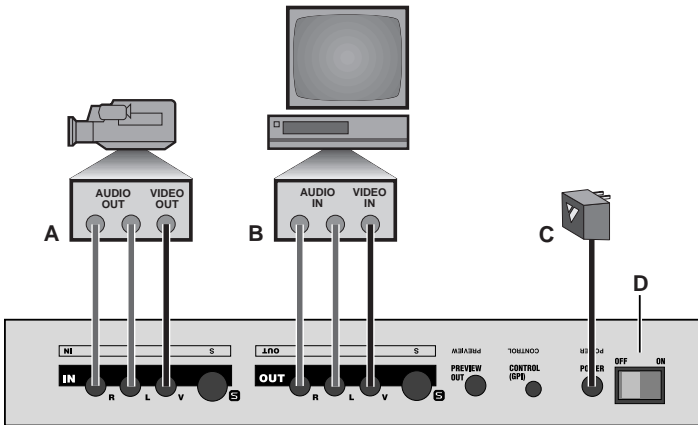
Typical TitleMaker 3000 connection

Connections

Rear Panel: Connect the power supply (C) to a working wall outlet and connect the other end to TitleMaker 3000's POWER jack.

Connect TitleMaker 3000's OUT jacks to the VIDEO and AUDIO IN jacks of a VCR (B). Connect a television or monitor to the VCR in the normal fashion, so you can see the VCR's output. Leave the PREVIEW OUT jack unconnected unless you are using a PREVIEW monitor (Chapter 22). Turn the television and VCR on.

Connect a camcorder, VCR or other source (A) to TitleMaker 3000's video and audio IN jacks if you plan to superimpose titles over video. Turn on the video source and start the tape rolling.

Note: The illustration shows the use of composite (RCA-style) jacks for the video connections. You can use S-video (Y/C) jacks instead. It is important to use the same type of jacks for the input and the output. In other words, if your input is connected via the S-video jack, the output should also use S-video; if it uses the composite jack, the output should use composite too. An on-screen warning will alert you if you attempt to use the S-video output and composite input.

Note: The audio connections are for convenience only — the audio signals are not affected by the unit.

Keyboard: Connect the keyboard to the jack on TitleMaker 3000's front panel.

Power   On/Off

POWER
DEMO

There is a power switch on the rear panel and a POWER key on the keyboard.

TM-3000 Unit: Press the POWER SWITCH (D) on the rear panel; the power light on the front panel comes on for a moment and then goes out. Simultaneously, the three lights on the keyboard (upper right hand corner) flash on and off.

Keyboard: Press the POWER key on the keyboard (upper left hand corner) and the power light comes on. You should see a screen (called the Editing Screen) on the OUTPUT monitor, similar to the one in the illustration below.

Press POWER again to turn power off. Titles are retained in TitleMaker 3000's memory even if the unit is unplugged.

When power is off, and the power switch remains on, the OUTPUT monitor shows the video source that is plugged into VIDEO IN.

Note: When turning the unit off, power off the keyboard and then the rear panel switch, making sure the power light is out before you unplug the unit.

D e m o

To start the demo, press ACCENT while you press DEMO (POWER). The demo is a built-in project that demonstrates a wide range of the TM-3000 features and effects. To run the international version of the demo, press SHIFT + DEMO. If no demo appears, check the connections. Press any key to stop the demo.

Instant Titles

Creating basic titles is simple. Start with the Editing Screen. The screen may not look exactly like this but it should have at least the blinking *cursor* (1). Press POWER once or twice if the cursor is not displayed.

The cursor indicates where characters you type will appear. Page symbols (2, described later) separate pages of titles.

Type some titles. They appear at the cursor location. Press either of the two PLAY keys on the keyboard when you are finished. The Editing Screen disappears and the finished titles fill the screen. Congratulations — you have created your first titles! Press NEW LINE/OK to return to the Editing Screen.
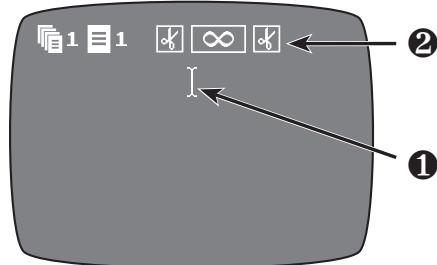
The Editing Screen and the Play Screen

You have just seen how the screen changes appearance, depending on whether you are creating titles or displaying them. The *Editing Screen* (the one with the cursor) is used to create or change titles. The *Play Screen* shows just the titles, with no cursor or other items. It is the screen you use to display and record the completed titles.

Edit Screen   Play Screen
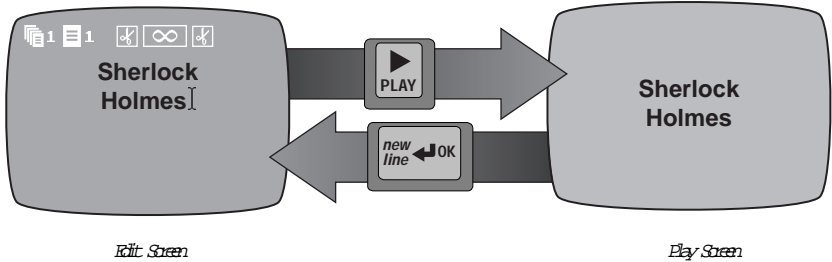
The PLAY key is used to go from the Editing Screen to the Play Screen. NEW LINE/OK (or any letter key) goes back to the Editing Screen from the Play Screen.

You can recognize the Editing Screen by the flashing cursor and the page symbols.

Pages

Titles are divided into *pages*. A page is a full screen of titles. You create a new page by pressing the NEW PAGE key. In this example, we typed "Sherlock Holmes," then pressed NEW PAGE, then typed "221B Baker Street." We then used the up arrow to move the curser back to the first page and pressed PLAY. This produces the following Editing Screen and Play Screens:

Edit Screen   Play Screen Pg 1   Play Screen Pg 2
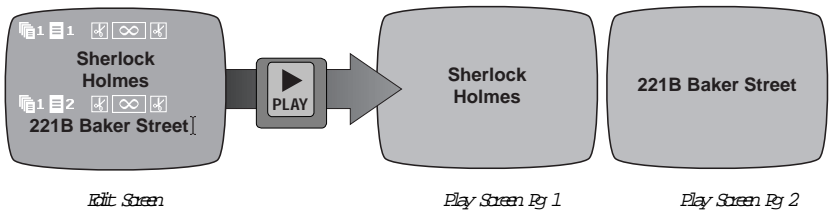
Page Symbols

A row of *page symbols* divides one page from the next. These are described in detail in Chapter 7. Briefly: The first two symbols and their numbers identify which page this is and to which project (described in Chapter 8) it belongs. The next symbols tell which effect will be used to introduce the page; how it will be displayed; and which effect will be used to end its display.

Projects

You can create separate *projects* (Chapter 8). Each project has its own pages which are protected from alteration while you are working on another project. This way several people can use the same unit, or one person can work on several distinct jobs.

The PAGE INDEX key is used to access projects. It displays all the pages in all the projects. By moving the cursor up and down through the Page Index screen, you can begin work on any page, in any project. Press NEW LINE/OK to return to the Editing Screen.

Entering Text

To create a title, simply type some letters and they will appear at the cursor's location.

• To type a capital letter, hold SHIFT as you type. Press CAPS LOCK to type all capital letters (keyboard LED will light). Press it again to type in normal upper and lower case (keyboard LED will go out).

• To type special characters (such as the ones printed in blue on the keys), press ACCENT and a letter at the same time. For instance, press ACCENT and Q to produce "¢."

• To type an accented letter, simultaneously press AC-CENT and the key with the desired accent mark, *then* press the letter to be accented. For example, press ACCENT and 3 together; then release them and press the A key. You will see the letter "à."
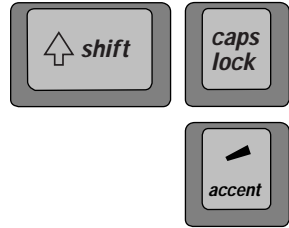
Lines

Press NEW LINE/OK to end a line of text and begin a new line.

Moving the Cursor

If you want to add text somewhere other than where the cursor is, use the arrow keys to move the cursor. Press PAGE UP or PAGE DOWN to move a page at a time or you can hold SHIFT as you press the UP or DOWN arrow keys. SHIFT with the LEFT or RIGHT arrow key moves the cursor to the start or end of the line.

Note: You cannot move the cursor past the end of the last line of text. If you want to type past the last character in a line, position the cursor at the end of the line and type. If you want to type beyond the last characters on the screen, position the cursor at the end of the line and press NEW LINE/OK to create blank lines. The cursor moves down as you add lines.

Editing the Text

To *insert* text, use the arrow keys to move the cursor to the desired location and type. New characters are added at the cursor's location.

To *delete* text, position the cursor after the characters you want to remove and press DE-LETE. The character before the cursor is removed. To delete large blocks of text at once, mark the text and press delete.

To *replace* text, delete the existing text, then type the new text.

Oops!

If you accidentally delete something, *immediately* press UNDO. It restores the text that was deleted by the last press of the DELETE key.

Using Menus to Change Colors, Fonts, etc.

You can change *characteristics* (such as fonts, colors and font styles) using the *menu keys* at the top of the keyboard. To do this, position the cursor anywhere in the line you wish to change and press the appropriate menu key.

For instance, press the LETTER COLOR key (in the top row). A menu of colors appears.

This menu has two *sub-menus* — one at the top of the screen ( ) and one at the bottom (Ō). Each sub-menu contains choices you can use to
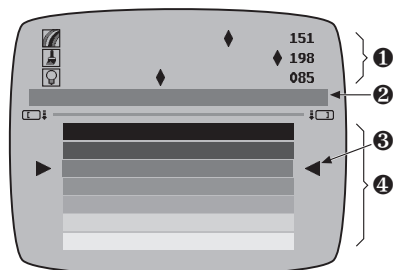
change your titles. Use the left or right bracket ([,]) to choose which sub-menu is active. In this example, the bottom sub-menu is active (Tab, MARK START and MARK END also work). If you wanted to use the top sub-menu instead, you would press any of the previously mentioned keys.

One item in the active menu is highlighted. In this example, a color choice is highlighted by the triangular pointers (Â).

Use the *arrow keys* to move the highlight to a different color. The sample patch (À) shows the selected color. Press NEW LINE/OK or PLAY to choose the color you have highlighted. NEW LINE/OK returns you to the editing screen; PLAY will play the resulting page.

All the characters in the line that contained the cursor will change to the selected color.

More Changes

Use menus to:

- Change font style and size, letter color and pattern, letter outline color and pattern, as well as background color and pattern.
- Add borders to lines or pages and change their type, color, and pattern.
- Have effects start and end a page of titles.
- Display current time and/or date.
- Make text scroll and crawl.

Each menu works much in the same way: If there are sub-menus, use MARK START to switch between sub-menus. Then use the arrow keys to highlight your choice and press PLAY or NEW LINE/OK to implement it.

Notes

- Background, Pattern, and Effect menus affect the entire page that contains the cursor. The other menus affect only the contents of the line that contains the cursor. If groups of text lines or pages are marked using MARK START and MARK END, the changes will affect the lines/pages that are marked.
- You cannot mix characteristics on a line.
- When you are editing text using the Editing Screen, several pages may be on the screen at once (with page symbols between them). Note that the backgrounds and borders of all the pages appear in the pattern and color of the page that contains the cursor. As you move the cursor from one page to another, the patterns and colors used in the entire screen will change. To see the patterns and color that are set for a particular page, move the cursor to that page.
- Each page can use one type of pixel pattern and one type of rainbow pattern (see Chapter 15). So, for example, if you set some letters to use rainbow pattern 11, then set the background to use rainbow 14, both will use 14.
- When you type something new, it will have the same characteristics as the preceding letter. If you want to type in a different style, use the menu key to make a new choice and continue typing.

Superimposing Titles on Video

To superimpose titles on video, change the background to VIDEO (rather than a solid color or pattern). Follow these steps:

- Position the cursor on the page that contains the titles you wish to superimpose.
- Press the BACKGROUND PATTERN menu key.
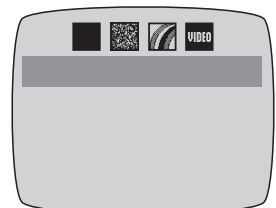
- Use MARK START to highlight the top sub-menu. Use the RIGHT arrow key to highlight the VIDEO symbol. Press NEW LINE/OK.

- Confirm that your video source is running (start the VCR or camcorder).

- Press PLAY.

The OUTPUT monitor will show your page of titles superimposed over the source video.

Making Titles Come and Go

In a production, you may want superimposed titles to appear for a while, then disappear. To do this, place blank pages with video backgrounds between pages of titles.

Create a page of superimposed titles. At the end of the page, press NEW PAGE but don't type anything on this page. Set its background to VIDEO, if it isn't already. Press NEW PAGE again and type the next titles. When you play these pages, the first titles appear, then transition to the blank page. Since this page is empty and the background is plain video, the result is that the titles simply go away. The next page can then introduce more titles. (See Chapter 19.)

Positioning Text on the Line

You can change the position of the text on any line. A line can be centered or positioned against the left or right edge of the screen.

Position the cursor on the line. *Press and release* the POSN (Position) key, the position light will go on. Then press the LEFT or RIGHT arrow, the position light will go off. The line position changes immediately to show the new choice: left, center, or right justification. The page symbol is not affected. (See Chapter 10.)

Positioning Text on the Page
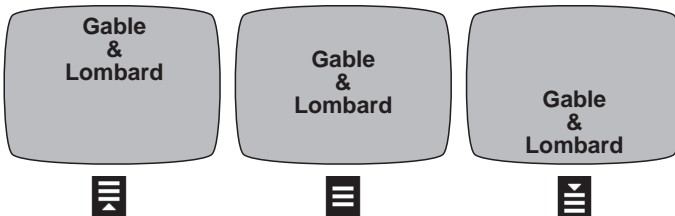
The page symbol shows how text is positioned vertically on the page. It can be positioned at the top, center, or bottom of the page. To change the position, *press and release* the POSN (Position) key, then press the UP or DOWN arrow on the keypad. You will see the text in its new position when you press PLAY.

Transitions, Durations, Scroll, and Crawl

You can determine how long each page will be displayed (its *duration*) and what *transition effects* (fade, wipe, etc.) will be used to introduce (begin) and remove (end) the page. You can also display the current time and/or date or make titles *scroll* or *crawl* on or off the page.

Position the cursor anywhere on a page and use the EFFECTS IN menu to change the page's duration, scrolling, speed, and the effect that will introduce the page. Use the Effects Out menu to choose the effect that will be used to remove the page.

Duration is set using the bottom sub-menu of the Effects In menu. Highlight the digits next to the clock symbol (on the left-hand side of the menu), and type in the desired time. You can set infinite duration (displaying the page until you press PLAY again) by highlighting the infinity symbol. (See Chapter 17.)

Playing the Pages

When the pages are complete, move the cursor to the start of the first page and press PLAY. *Shortcut: To play all the pages in the project, press CMD (Command) + PLAY.* Each page will be played, in sequence, using the selected durations and effects. To play just some of the pages, play manually, or use other specialized play options. (See Chapter 20.)

Learning More

A convenient way to become a TitleMaker 3000 expert is to load the demo into the Editing Screen for study. To do this, press CMD (Command) + ACCENT + COPY at the same time (CMD (Command) + SHIFT + COPY for the international demo) and the unit will create a new project that contains the demo text. This allows you to see how the demo was created.

More...

Refer to the index and table of contents to find detailed sections which explain how to:

• Create "projects."

• Move between pages or projects.

• Use the Page Index.

• Use a PREVIEW monitor to change titles out of the audience's view.

• Add borders, lines, and boxes to your video pages.

• Mark large blocks of text so you can move or copy them without typing.

• Use effects (such as wipes) between pages and set durations so pages are displayed for a pre-defined time.

• Combine scroll and crawl to move titles on and off the screen in many different ways.

• Play pages in many ways, such as manually, backwards, automatically repeating, etc.

• Use TitleMaker 3000 with editing equipment.

• Choose colors and define your own colors.

• Create transparent background patterns and colors.

• Add "real-time" time/date display features to your video pages.

• Play projects automatically at a specified date and time.

Chapter   3 · Connections

Connections Overall Concept
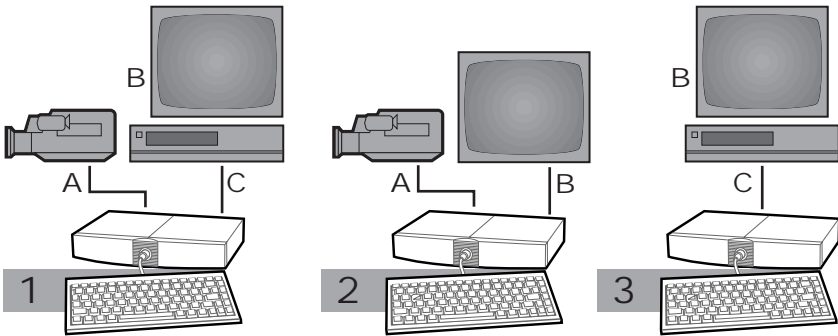
The first diagram (1) shows a typical video production setup. TitleMaker 3000 is connected between a video source (A), which plays the picture to which you will add titles, and a recorder (C), which will record the results. Some common variations:

1   The diagram shows a camcorder (A) as the video source. Other sources, such as a VCR or camera, can be substituted.

   Hint: You can leave the unit permanently connected. When the power supply is plugged in, just leave the power switch (located on the rear panel) in the on position and turn power off at the keyboard. The input signal is passed through to the output and no titles are added.

2   The output can be connected directly to a monitor (B), instead of going through a VCR, if you plan to display titles without recording them.

3   The source is optional — TitleMaker 3000 can operate without a source, generating titles on its own backgrounds and outputting them to a monitor or recording VCR.

This chapter describes how to connect the inputs, outputs, and monitors. Chapter 4, "Connecting Editing Equipment" goes further, explaining how to attach editing equipment, such as an edit controller, video mixer, video processor, or effects unit.

What You'll Need

A Video source (optional). Any standard video source with composite (RCA-style) or S-video (Y/C) outputs can be used, including VCRs, camcorders, cameras, video disc players, video production equipment (such as a mixer, processor, or another titler), and computers with television outputs. If no source is used, TitleMaker 3000 will create titles on its own backgrounds.

B OUTPUT monitor. The monitor will be connected to a recording VCR in most cases. Required connections depend on the VCR. You can use any arrangement that will allow you to view tapes played on the VCR.

C Record VCR. In a live setup, in which the results will be displayed without being recorded, the VCR is optional, but most setups will include the VCR.

• Preview monitor (optional). If used, this monitor must have a composite (RCA-style) video input. Use of the PREVIEW monitor is described in Chapter 22, "Preview."

• Video Cables. You will need one video cable to connect the TM-3000 output to the Record VCR and one to connect the Record VCR to the OUTPUT monitor. You may also need a cable for the input, if a video source is used, and for the PREVIEW monitor, if used. The next section describes the types of cables.

Types of Input and Output Jacks
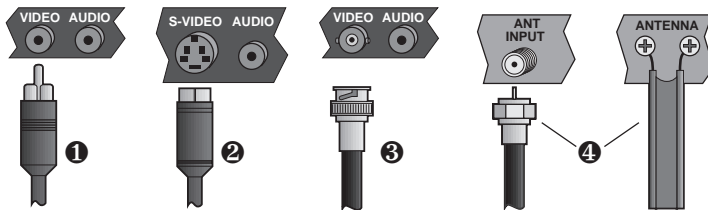
1 Composite (RCA-style) video and audio

2 S-video (Y/C)

3 BNC video, used in some professional equipment

4 RF cables (Coaxial cable and twin-lead antenna cable)

Note: European video equipment often has SCART plugs. Adapters are commonly available to connect SCART-equipped units to the RCA jacks provided on the TitleMaker.

Audio

RF cables carry the audio signal along with the video. All the others require a separate RCA-style audio cable.

Types of Cables Used with TitleMaker 3000

- INPUT and OUTPUT. You can use S-video (Y/C) or composite (RCA-style) jacks for the input and output.

  S-video (Y/C) jacks deliver somewhat better performance than composite (RCA-style) jacks, but only if they are used for both the input and output. In other words: Use S-video (Y/C) jacks if your source and recorder are both equipped with them; use only the composite (RCA-style) jacks if either lacks S-video jacks.

  If you are using the S-video output jacks, you must use S-video for the input. If you try to use the S-video output and the composite (RCA) input, an on-screen warning appears to remind you to use S-video in.

- Record VCR to OUTPUT monitor. If you are using a Record VCR, the OUTPUT monitor can be connected to the VCR using an RF (antenna/cable type) cable, composite (RCA-style) cable, or S-video (Y/C) cable, depending on what types of jacks are available on the VCR and monitor. If you have a choice, S-video is generally better than composite and composite is better than RF.

- PREVIEW. If you are using a PREVIEW monitor, it must be connected via a composite (RCA-style) cable.

- BNC. If you plan to use equipment with BNC jacks, you will also need RCA-BNC adapters.

- Audio. The audio jacks on TitleMaker 3000 are simple pass-through connectors, provided to make connections between two video devices convenient. AUDIO IN is routed directly to AUDIO OUT, unmodified by the unit.

IN and OUT Markings

Hint: Always connect the OUT jack of one device to the IN jack of the next. Never connect two OUTs together.

Connection Diagram

This diagram shows the connections for a typical titling setup. The sections that follow provide detailed instructions.
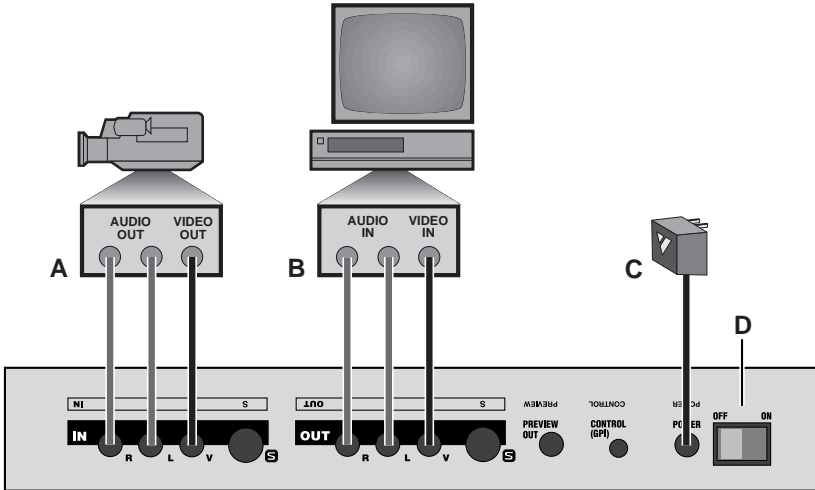
Connecting Power

n Connect the power supply (C) to the POWER input and plug it into a working power outlet. Be sure to use the power supply that came with the unit. Others, including the ones supplied with other Videonics products, may damage the unit and void the warranty.

Once the power supply is connected, turn on the power by pressing the POWER SWITCH (D) on the rear panel. The power light on the front panel will go on for a moment and then go out. Simultaneously, you should see three lights on the keyboard (upper right hand corner) flash on and off.

Turning Power On and Off Video Pass-Through and Data Protection

n To turn the unit on or off, press the POWER key (upper left hand corner of the keyboard). The front panel light indicates that the power is on.

Notes:

• When the unit has been connected to the power supply for a while, it will be warm to the touch. The power supply will also be warm. This is normal.

• When the power switch (rear panel) is on and the keyboard power is turned off, video is routed from the video input to the video output and no titles are added. This eliminates the need to disconnect the unit when titles are not needed — you can simply turn the keyboard off and video is passed straight through. Note, the keyboard must have been cycled on and off since the last time the unit was powered on at the POWER SWITCH in order for video pass-through to work.

• To assure reliable storage of titles, always press the POWER key and be sure the power light is out before you turn off the POWER SWITCH or unplug the power supply.

Here's why: Titles are retained by the built-in lithium battery when you turn the power off. Even when the unit is unplugged, all titles remain intact, including all settings and formatting. When you turn the unit off, TitleMaker 3000 reorganizes its memory to optimize storage. It is important not to turn off the POWER SWITCH or unplug the unit until the light turns off, telling you this operation is complete.

Connecting Outputs and Monitors
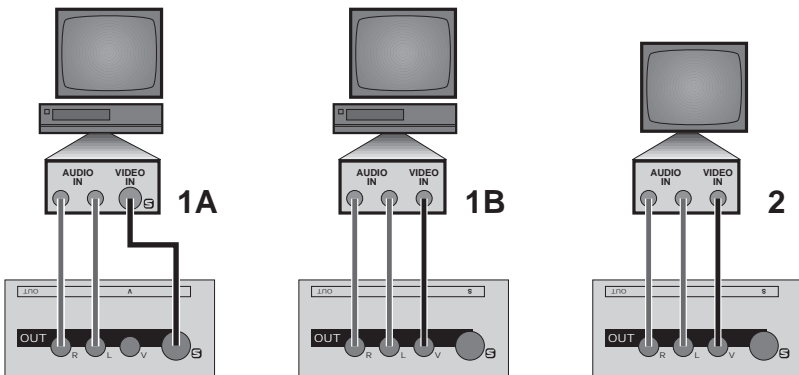
Example Output Connections

n Connect the OUTPUT monitor to TitleMaker 3000's video OUT jack:

• 1A, 1B: If you will be recording the output (as in a video production setup), connect TitleMaker 3000's video OUT to the VIDEO IN of the Record VCR. Then connect a television or monitor to the Record VCR, as described in the manual that came with the VCR.

You can use either S-video (Y/C) cables (1A) or composite (RCA-style) cables (1B) to connect TitleMaker 3000 to the VCR. You can use S-video, composite, or RF (cable/antenna) cables to connect the VCR and the television/monitor.

In either case, connect TitleMaker 3000's audio OUT jacks (marked L and R) to the Record VCR's AUDIO IN.

- • 2: If you will not be recording the output, connect TitleMaker 3000's video OUT to the VIDEO IN of a monitor. You can use S-video (Y/C) or composite (RCA-style) cables for this connection. If your television has no VIDEO input (that is, it has only an RF (cable/antenna) jack, you will need a VCR or an "RF modulator" to connect TitleMaker 3000 to it.

  Connect TitleMaker 3000's audio OUT (marked L and R) to the monitor's AUDIO IN or to an external amplifier and speakers.

- n Set the OUTPUT monitor's input switch.

  Important: If the television/monitor you are using has an input selection switch, set it so it is displaying the correct input. For instance, if you have connected to the monitor's VIDEO 1 input jack, you would choose VIDEO 1 as your input. Refer to the manual that came with your monitor for details.

- n Set the Record VCR input.

  Important: Set the VCR's controls so that it will record whatever comes into its VIDEO IN jack, rather than recording a broadcast channel. Different VCRs use different methods to do this. Your VCR's manual should explain how, probably in a section that discusses copying tapes from a camcorder. Here are some common examples:

- • Most VCRs have an input selector switch that goes between LINE (or AUX, EXT, A/V, or S) and TUNER. See the illustration at right.

- • Some use a button on the remote control or an on-screen menu to choose an external line source.

- • Others require that you choose a special channel (like 99 or A1).

- • Still others switch automatically when you plug the cable into the VIDEO IN jack.
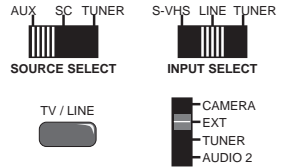
- n Test the connections.

  Turn TitleMaker 3000, the VCR(s), and the television or monitor on and press ACCENT + DEMO. You should see a series of titles with various transitions between them. Press any key to stop the demo.

- n Connect CONTROL (GPI) (optional).

  The CONTROL (GPI) input allows the unit to be triggered (played) by edit controllers equipped with a GPI (General Purpose Interface). (See Chapter 21.)

- n Connect the PREVIEW monitor (optional).

  Note: See Chapter 22 to determine whether you need a PREVIEW monitor.

  Important: Leave the PREVIEW OUT jack unconnected if you are not using a PREVIEW monitor. Connecting anything, even an unconnected plug, to this jack enables preview mode. In Preview mode, the Editing Screen is not displayed on the OUTPUT monitor.

Connect TitleMaker 3000's PREVIEW OUT to the VIDEO IN jack of the PREVIEW monitor using a composite (RCA-style) cable. (If the monitor only has an RF (cable/antenna) jack, you will need a spare VCR or an RF modulator to convert the RCA-style output to RF.)
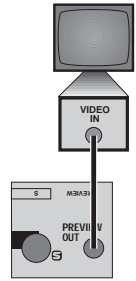
n   Test the PREVIEW connection (if used).

Turn the PREVIEW monitor on. Activate DEMO by pressing ACCENT and DEMO simultaneously. You should see a series of titles. Press any key to stop the demo.

n   Align video output (optional).

Television screens do not normally show the entire picture. A small amount of each edge is normally cut off. The amount that each edge cuts off can vary, making the image slightly off center. For normal television viewing, this is not very important but titles tend to make any imbalance noticeable. TitleMaker 3000 allows you to adjust the picture to center it on the screen.

To adjust the centering, press SHIFT + POSN (Position). The indicator light comes on the keyboard and a large rectangle is displayed on the screen. Use the arrow keys to adjust the rectangle until it is centered and press NEW LINE/OK. The new centering will be remembered even if you unplug the unit. To cancel any changes you have made, press UNDO.

You can bring centering back to the original factory setting by pressing SHIFT + POSN (Position) again while the rectangle is displayed.

Connecting a Video Source

Video sources include camcorders, VCRs, laser disc players, cameras, video production equipment (such as a mixer or another titler), satellite tuners, broadcast tuners/receivers, video-equipped computers, etc. They may have S-video (Y/C) or composite (RCA-style) output jacks. RF sources (cable TV, antenna, "channel 3/4," or other modulated sources) must be converted to S-video or RCA-style format video using a tuner, television, VCR, etc.

n   Connect the video source's VIDEO OUT jack to the video IN jack on TitleMaker 3000. Connect the source's AUDIO OUT jacks to TitleMaker 3000's AUDIO IN jacks.
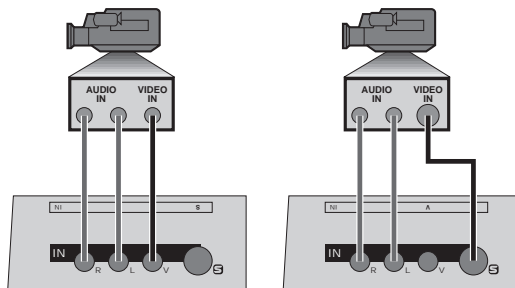
Input Connection Examples

Avoid mixing input and output types — if S-video jacks are not available on both the input and output, use composite for both.

If you try to use the S-video output and the composite (RCA) input, an on-screen warning appears to remind you to use the S-video input.

n Test the input connections.

Press POWER on the keyboard to turn TitleMaker 3000 off. The input video is passed through to the output, so you should see the input video on the OUTPUT monitor.

Troubleshooting Hints

If you do not see the picture you expect, review the following hints:

- Confirm that the POWER light is on.

- Double-check the connections, especially the one from TitleMaker 3000's VIDEO OUT to your monitor or VCR's VIDEO IN. Most problems are caused by a cabling mistake.

- Be sure the television is set to monitor the video input you are using rather than, say, channel 7 (see "Set the OUTPUT monitor's input switch"); and that the VCR is set to record its video input (see "Set the Record VCR input"). This is the second most common cause of problems.

- Check the obvious. Are the POWER SWITCH on the rear panel and the POWER key on the keyboard both turned on? Are all switches set correctly? Are all connections correct, with OUTs going to INs?

- If you see titles when you press PLAY but you never see the screen with the cursor, confirm that there is nothing — not even an unconnected cable — plugged into the PREVIEW OUT jack.

- Try swapping cables — if the problem changes when you completely exchange two cables, you may have a bad cable.

- If you are using S-video connectors, try temporarily using the RCA connectors instead.

- Jumpy or off-color recordings are often caused by poor quality originals or by the use of commercially recorded videos as source material. Many recordings carry copy-protection signals designed to prevent copying. TitleMaker 3000 is not designed to remove copy-protection signals.

Chapter 4 •
Connecting Editing Equipment

TitleMaker 3000 is compatible with a wide range of editing equipment, such as edit controllers, video processors, and video mixers. It can be connected in a variety of ways, depending on what you plan to do and what equipment you have.

A title generator is a common part of a video editing setup. This chapter describes how to connect editing equipment to TitleMaker 3000. For information on how to edit using TitleMaker 3000, see Chapter 21, "Editing, Presentations, and Other Applications."

Hint: Verify that the basic connections, described in the previous chapter, are working properly before you add advanced equipment.

Concept

There is no single, "correct" way to connect equipment in an editing studio. The setup varies, depending on what you want to accomplish. The most important concept is that editing equipment is connected in a chain, with the output of one device feeding the input of the next.
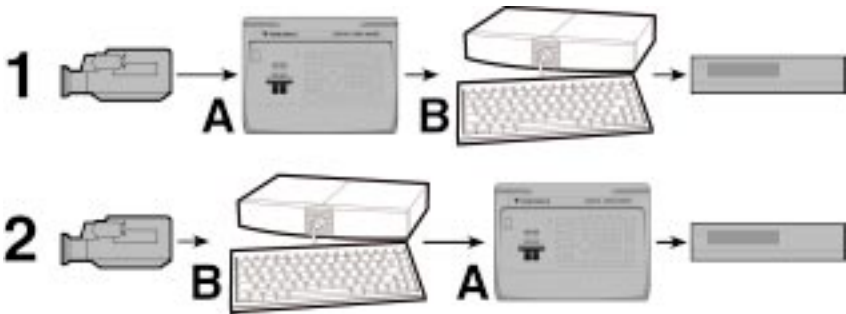
The order in which the pieces of equipment are connected matters since each piece will act on the video generated by devices that are earlier in the chain. For instance, if you wanted to add titles to video that has had special effects added, you would use the setup labeled 1 in the illustration, connecting the titler (B) after the special effects unit (A). If you wanted to add effects to the titles and the video, you would reverse the order, as in setup 2.

Videonics Equipment Arrangements

Here are some recommended setups using Videonics equipment.
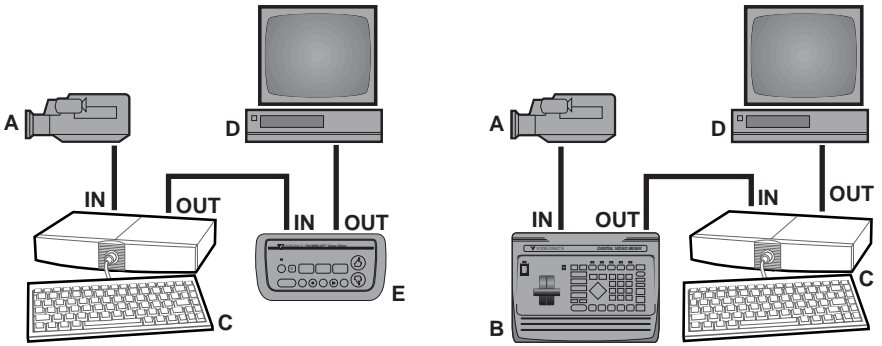
In the first setup, the camcorder (A) is connected through TitleMaker 3000 (C) and Thumbs Up (E) to the recorder (D). In the second setup, the camcorder (A) is connected through the Digital Video Mixer MX1 (B) and TitleMaker 3000 (C) to the recorder (D).

Note that other hookups may be more suitable for your setup, as explained in the rest of this chapter.

Single-Source Editing Setup

A single-source editing setup uses a camcorder or VCR (player) to play scenes from an original tape. The desired scenes are recorded on a blank tape, leaving the unwanted scenes behind. An edit controller (such as Videonics Thumbs Up) may be used to control the player and trigger the recorder for accurate edits.

TitleMaker 3000 can add titles as the scenes are recorded on the new tape. To do this, the titler is connected between the player and the recorder:
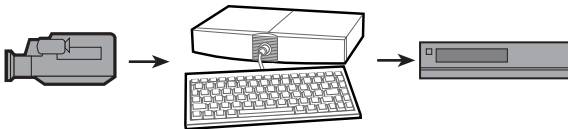
When an edit controller is used, the titler may be used between the edit controller and the player, or between the edit controller and the recorder. Either arrangement is likely to work unless the edit controller relies on information that is coded in the invisible portions of the video signal (vertical interval time code, or VITC). If that is the case, the titler may interfere with the time code when titles replace the incoming video. Follow the instructions in the edit controller's manual. If there are no instructions, connect TitleMaker 3000 between the edit controller and the recorder:
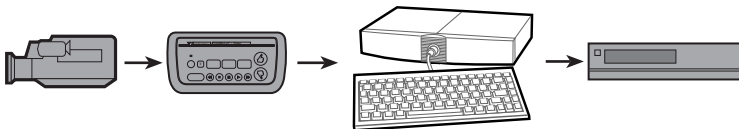
If you experience problems with this setup, connect TitleMaker 3000 between the player and the edit controller instead.

Use with Video Processors

A video processor or enhancer may be used as well. Processors are generally connected directly to the camcorder output so they adjust the video before titles are added.

Multiple Source Editing with a Video Mixer

Advanced editing combines video from more than one source. A video mixer is used to combine the video sources to use fades, wipes, and other effects to transition between sources. As with a single source, you can connect a titler before or after the mixer:
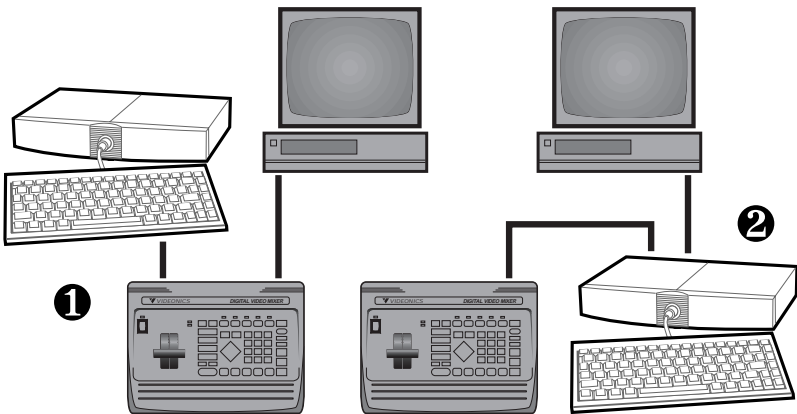
Generally, the most flexible arrangement is to connect TitleMaker 3000 between the mixer and the recorder (2). This arrangement has an important advantage: Titles can be superimposed over the mixed signal. For instance, you could have a wipe from source B to source C and have titles superimposed over the entire transition, rather than just having the titles atop either B or C.

You may use the titler as a separate input (1). The advantage of this arrangement is that the mixer's effects can be used on the titles.

Of course, you can use multiple TitleMaker 3000s, connecting one titler to the input and one to the output.

GPI Control

If you want to trigger a project which contains just titles, you can use TitleMaker 3000's internal time trigger. (See Chapter 18.) If you want to trigger the titles with other equipment, you will have to use a GPI cable.

TitleMaker 3000 is equipped with a CONTROL input. As explained in Chapter 21, "Editing, Presentations, and Other Applications," this allows you to set up pages of titles, with pre-defined durations and effects, and have an external controller trigger each new page as the production is assembled. Edit controllers such as Videonics Thumbs Up or Edit Suite are equipped with a GPI output that will trigger TitleMaker 3000.

Warning: Always turn off power before plugging anything into the GPI jack.

GPI Cable

A special cable is required. You can buy a Thumbs Up or Edit Suite-to-TitleMaker GPI trigger cable from Videonics (part number CBLA-0041-01) or you can buy or make your own. The cable has a stereo male 3.5 mm mini-plug at each end and three wires connect each terminal of one plug to the corresponding terminal of the other.

For other controllers, you will have to make your own cable using a stereo male 3.5 mm mini-plug at one end. Wire the "tip" and "base" (not the middle "ring") to the two wires of your GPI trigger source.

You can also wire a push-button switch to the GPI input to remotely trigger titles, as described in Chapter 21.

Chapter 5 • Using the Demo

The built-in demo is a convenient way to learn what the unit can do.

Using the Demo

To display TitleMaker 3000's built-in demo, simultaneously press the AC-CENT key and the DEMO key. The OUTPUT monitor will display a series of titles that describe the unit's features and applications and demonstrates the kind of effects you can generate. Press any key to end the demo.

Running the demo does not erase any titles you have entered.

International Demo

Press SHIFT + DEMO to display a demo that minimizes the use of English language text. This demo is designed for international use.

Locked Demo

Normally, pressing any key will end the demo. If you want to prevent passers-by from accidentally ending the demo, hold CMD (Command) as you start the demo (CMD + ACCENT + DEMO for the English language demo; CMD + SHIFT + DEMO for the international version). This will start a locked demo. Only the CMD + ACCENT + DEMO or CMD + SHIFT + DEMO key combination will stop it.

Using the Demo as a Guided Tour

The demo makes extensive use of TitleMaker 3000's features and includes several clever tricks for making interesting titles. You can study the demo in detail by copying it into the Editing Screen. To do this, press CMD + AC-CENT + COPY. This creates a new project which contains the English-language demo. (You can copy the international demo by pressing CMD + SHIFT + COPY.) To move between the demo project and other existing projects, press CMD + PAGE UP or PAGE DOWN.

If the memory warning symbol appears when you attempt to copy the demo, it means memory is full. Part of the demo may have been successfully copied but you will have to delete some text before you can copy the whole demo. First, delete pages/text from existing projects, then delete the partial demo. To delete the project containing the partial demo, press CMD + SHIFT + DELETE. Now, go back and copy the demo again.

You can then use the cursor to tour the demo. You can view the menu settings used on any line. Position the cursor in the line, press each menu key, and observe the settings.

Using the Demo to Create Titles

Instead of creating a new set of titles from scratch, you can start with the demo as raw material. To do this, copy the demo into the Editing Screen as described above. Delete pages and modify text to create your own titles. This is often faster than creating new material from scratch. See Chapter 9 for additional details about editing and/or deleting text.

Chapter   6 • Typing   Titles

Creating titles is simple using TitleMaker 3000's full keyboard to type upper and lower case, plus special and accented characters.

The Editing Screen and Cursor
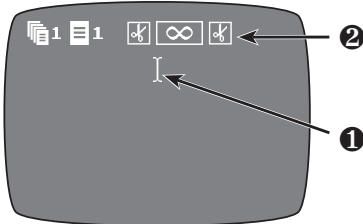
The Editing Screen is used whenever you are typing or editing text.

New text always appears at the blinking cursor (1). New letters are always inserted — they don't replace letters already on the screen.

The page symbols (2) indicate where a new page of text begins. They also tell you the number of the page (B), the number of the project to which the page belongs (A), the effects that will be used to start and end the page (C and E), how long the page will be displayed (D), and whether time and/or date will display on the page (F). These items are described in detail in Chapter 7, "Pages."

A   B   C   D   E   F
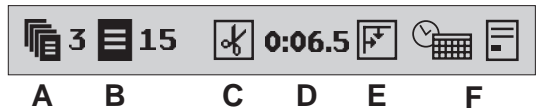
Moving Around the Screen

Use the arrow keys to position the cursor.

Note: You cannot move the cursor past the end of the text. If you want to add some new text at the bottom of the page, past the last character, use the NEW LINE/OK key to add some blank lines and move the cursor to the bottom of the page. Or position all of the text at the bottom of the page using the POSN (Position) key (Chapter 10.)

If there is more than one full page of text, you can move to the next or previous page by pressing PAGE UP or PAGE DOWN, or by using the UP or DOWN arrows to go beyond the top or bottom line on the page — the pages will scroll to keep the cursor in view. The cursor will stop when it reaches the top of the first page or the bottom of the last page.

Shortcuts for Moving the Cursor

Hold SHIFT while you press the RIGHT or LEFT arrow key and the cursor will jump all the way across the screen, in the direction of the arrow you press. Pressing PAGE UP or PAGE DOWN or holding SHIFT while pressing the UP or DOWN arrow key will move you forward or back a page at a time.

Hold CMD while you press the UP arrow to go to the top of the first page of text; use CMD-DOWN arrow to go to the end of the last page.

You can move between projects (explained in Chapter 8) by pressing CMD and SHIFT as you press the UP or DOWN arrow. (CMD + PAGE UP or PAGE DOWN also works.)

Modifier key	LEFT or RIGHT arrow	UP or DOWN arrow
SHIFT	Next start or end of line	Start or end of next page
CMD (Command)	Next start or end of line	Start or end of current project
CMD (Command) + SHIFT	Next start or end of line	Start of previous or next project

Typing Titles

To create a title, simply type the letters. They appear at the cursor's location. You can change the color, style, size, etc. as you go or you can type all the text and change the way it looks later.

• Use the NEW LINE/OK key to end a line of text and begin another line. You can type up to 1000 characters per line. (It's unlikely you would ever try to type that many but if you do, the memory-full symbol appears to remind you to start a new line.)

• If you make a mistake, use the DELETE key to erase the last letter.

• To type capital letters, hold the SHIFT key as you type the letter. The SHIFT key also provides punctuation marks such as "!" and "&."

• If you want something in all capitals ("Our trip to NEW YORK CITY"), you can use the CAPS LOCK key. Press it once and all your typing will be in capitals; press again to type lower case letters. CAPS LOCK doesn't affect the number keys or punctuation marks; you must use SHIFT for those characters, even when CAPS LOCK is on. A light will go on (upper right hand corner of keyboard) indicating CAPS LOCK is on, and will go off once CAPS LOCK is pressed again.

•   Some fonts have only capital letters and produce capital letters with or without SHIFT or CAPS LOCK.

•   If this symbol appears when you type, memory is full or the line or page is full. You will be unable to add more text unless you erase other text. Press CMD + M at any time while in the editing screen to see how much memory is left.

Columns (Tabs)

The TAB key is a "smart tab," designed to make it easy to create columns of information. It works by aligning with the next blank space in the previous line of text.

Example: Type a line of text, using spaces to separate the words:

        Name   Age   Address

Now press NEW LINE/OK and type a second line, using the TAB key between words. Each TAB will cause the next word to begin where a word above it begins:

        Name   Age   Address
        Jules   11   1406 Windmere

You may need to make adjustments. For instance, if a word aligns itself to the wrong blank space, you may need to add more TABs. You can also add and remove spaces and blank lines to adjust the appearance.

Notes:

• When you add a tab to a line, the line is automatically left-positioned (as if you had pressed POSN (Position) followed by the LEFT arrow).

• Tabs are not automatically adjusted when you edit a line. You may need to add tabs or spaces to realign the columns.

• Tabs are based only on the line immediately before the line that contains the cursor.

Typing Special and Accented Characters

TitleMaker 3000 includes special characters, such as • and ©, and accented characters to support many languages. They are indicated on the upper right hand corner of the keys in blue.

The ACCENT key, on the bottom row of the keyboard, is used to type special and accented characters:

• To type special characters, simply press ACCENT while you press the desired character. For instance, press ACCENT and Y together to type the "©" character. SHIFT is used, in some cases, to type the capitalized version of the special character.

• Accented letters, such as é and ñ, are typed by combining the accent mark with the letter. The accent is typed, followed by the letter. For example, press ACCENT + 6, then press the "a" key and you will see "â."

The charts on the next pages show all the accented and special characters and how to type them.

SPECIAL CHARACTERS

In the following list:

• "+" indicates that keys are pressed together; you don't press the "+" key.

• Capital letters are used for clarity; you don't press SHIFT unless it is indicated.

Character	Keys	Notes
ç	ACCENT + C	
Ç	ACCENT + SHIFT + C	
æ	ACCENT + A	
Æ	ACCENT + SHIFT + A	
œ	ACCENT + O	Press the letter O, not the number 0.
Œ	ACCENT + SHIFT + O	Press the letter O, not the number 0.
ø	ACCENT + 0	
Ø	ACCENT + SHIFT + 0	
ß	ACCENT + S	
§	ACCENT + D	
«	ACCENT + [	
»	ACCENT +]	
¡	ACCENT + 1	
¿	ACCENT + /	
¢	ACCENT + Q	Cents
£	ACCENT + W	Pound
¥	ACCENT + E	Yen
®	ACCENT + R	Registered trademark
™	ACCENT + T	Trademark
©	ACCENT + Y	Copyright
°	ACCENT + 7; SPACE	Degree **
•	ACCENT + U	Bullet
—	ACCENT + –	Long "(em)" dash *
'	ACCENT + ;	Left curled single-quote *
'	ACCENT + '	Right curled single-quote *
"	ACCENT + ,	Left curled quote *
"	ACCENT + .	Right curled quote *
§	ACCENT + F	Heart
3	ACCENT + G	Checkmark
H	ACCENT + H	Star
u	ACCENT + J	Diamond
n	ACCENT + K	Square
n	ACCENT + L	Open box
¨	ACCENT + M	
Æ	ACCENT + N	
•	ACCENT + V	
Ø	ACCENT + B	

* Note: TitleMaker 3000 offers "curly" quotes in addition to "straight" quotes. Curly quotes look like this: " " ' ' , as opposed to straight quotes which look like this: " ' . It also has the "em-dash" (—), a dash that is longer than a hyphen (-). Note that the straight quotes in some fonts are actually slightly curled due to the style used by that font's designers.

** For the degree symbol, type ACCENT + 7 followed by SPACE.

ACCENTED (LANGUAGE) CHARACTERS

The accents above the 2, 3, 4, 5, 6, 7 and 9 keys are used with other letters to make accented letters. For instance, to type ü, you would use ACCENT + 4, followed by the letter U. The capitalized version (Ü) would be displayed using ACCENT + 4, followed by SHIFT + U.

In this list, "letter" means the letter you want accented.

To Type:	Press:	Then press:
´	ACCENT + 2	SPACE
á, é, í, ó, ú	ACCENT + 2	letter
Á, É, Í, Ó, Ú	ACCENT + 2	SHIFT + letter
`	ACCENT + 3	SPACE
à, è, ì, ò, ù	ACCENT + 3	letter
À, È, Ì, Ò, Ù	ACCENT + 3	SHIFT + letter
¨	ACCENT + 4	SPACE
ä, ë, ï, ö, ü	ACCENT + 4	letter
Ä, Ë, Ï, Ö, Ü	ACCENT + 4	SHIFT + letter
~	ACCENT + 5	SPACE
ã, õ, ñ	ACCENT + 5	letter
Ã, Õ, Ñ	ACCENT + 5	SHIFT + letter
ˆ	ACCENT + 6	SPACE
â, ê, î, ô, û	ACCENT + 6	letter
Â, Ê, Î, Ô, Û	ACCENT + 6	SHIFT + letter
°	ACCENT + 7	SPACE
å	ACCENT + 7	letter a
Å	ACCENT + 7	SHIFT + letter a
¨	ACCENT + 8	SPACE
ö, ü	ACCENT + 8	letter
Ö, Ü	ACCENT + 8	SHIFT + letter
A, Œ, Æ, S	ACCENT + 9	SHIFT + letter
a, œ, æ, s	ACCENT + 9	letter
ı	ACCENT + i	
İ	ACCENT + SHIFT + i	

Chapter 7 • Pages

Titles are displayed as pages and pages can be managed in separate projects. This chapter describes ways to manage text as pages and projects.

About Pages

TitleMaker 3000 can hold over 16,000 characters. They can be divided into pages. The Play Screen shows one page at a time.

Text can be divided into new pages anywhere you like. For instance, you could have simple subtitles, each on a different page, resulting in multiple pages, each with just a few characters. Or you might have a few long pages, each scrolling up the screen.

Long Pages

Text that is typed past the edges of a page is not erased. When you move the cursor past the edge of the screen, the invisible text scrolls into view.

If you play a page that has text past the edge of the screen, the extra text will not be displayed. You can edit the page to show the extra text: break the line into smaller pieces; use a smaller font, size, or style; or use a scroll or crawl effect.

- There is no fixed limit on the number of pages or on the number of characters that can be typed on a page.

- A line can contain up to 1000 characters. If you type beyond the 1000 character limit, the memory warning symbol appears.

- Scrolling pages are limited to 110-115 lines, depending on the number of characters in the line. The memory warning symbol appears if you attempt to play a page that scrolls too many lines. If this occurs, break the scroll list into two pages, or delete some of the lines.

Creating a Page

Use NEW PAGE to start a new screen. For example, type "Sherlock Holmes," then press NEW PAGE, then type "221B Baker Street." Now, press PAGE UP, then PLAY. You will see something like this:
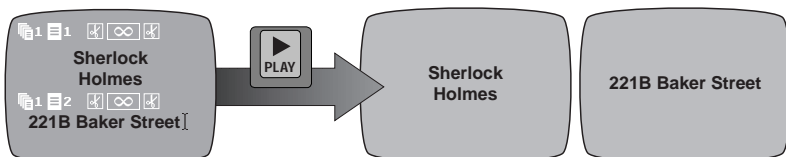
"Sherlock Holmes" is on one page and "221B Baker Street" is on the next.

Page Symbols

A set of page symbols starts each page:

🗐 3 ☰ 15   ✂ 0:06.5 🔲 🕒🎹 🗒

A   B   C   D   E   F

- The first symbol (A) indicates the current project (described in the next section). The number indicates the number of the project to which the page belongs.

- The second symbol (B) indicates the number of the page within the project. It also shows the vertical positioning of the text on the page. The symbol changes depending on whether the text is positioned at the top, bottom, or center of the page.

- The next symbol (C) shows the EFFECT-IN that has been selected. This effect will introduce the page when it's played.

- The next symbol (D) shows the duration of the page — how long it will be displayed when you press PLAY. If the page is set for infinite duration, scroll, or crawl, a symbol is displayed here instead of a number.

- The next symbol (E) indicates the EFFECT-OUT.

- The last symbol (F) indicates whether time, date or both are to be displayed after the text on the page and it's horizontal position on the page.

Navigating Pages and Projects with the Page Index

With the ability to create hundreds of pages comes a problem: How do you find a particular page efficiently? TitleMaker 3000 includes a Page Index that lists all pages in a condensed form and makes it easy to move the cursor to the desired page.

Press PAGE INDEX and a Page Index screen appears.

Each page appears as a single line beginning with the project symbol, the project number, the page symbol,

```
🗐1 ☰5    Julius Caesar
🗐2 [Vacation Video    ]
🗐2 ☰1    TorontoVacation
🗐2 ☰2    11/10/93
🗐3 [7/8/94        ]
🗐3 ☰1    7-3
🗐3 ☰2    Jean Berens3:10.4
🗐3 ☰3    PaulMills3:09.5
🗐3 ☰4 [ V.Asquez2:54.9
```

and the page number. The rest of the line contains as much of the text from the page as will fit.
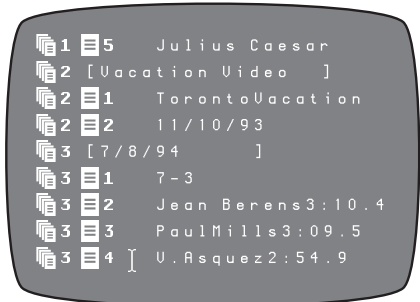
All pages and all projects are listed in order. The cursor shows the current page. Use the arrow keys to find any page. As in the Editing Screen, you can move quickly through the pages. Press PAGE UP or PAGE DOWN and the cursor will jump a full screen at a time. You can perform the same function by Holding SHIFT while you press the arrow keys. Hold CMD while you press the arrows to move between projects.

Press NEW LINE/OK to exit the Page Index and return to the Editing Screen.

Deleting a Page

To delete an entire page and its contents, use the Editing Screen to locate the page. Position the cursor after the very last character of the previous page and press MARK START. Position the cursor after the last character of the page you want to delete and press MARK END. (This marks the entire page, including the page symbols at the page's start.) Press DELETE. Remember that as a safeguard, in order to delete marked text, the cursor must be located just after one of the marks.
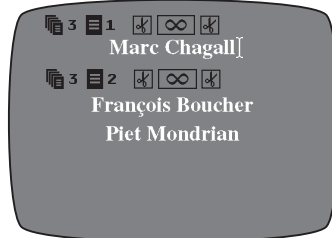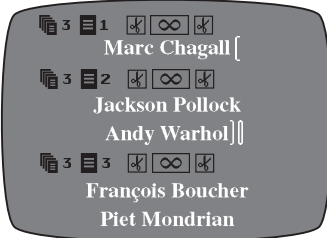
If an entire page is marked, DELETE will erase page and its contents.

To delete a set of page symbols (merging the two pages), don't mark any text. Position the cursor just before the first character after the page symbols and press DELETE. The page symbols will be deleted and the pages will merge. The page characteristics (background color, effects, etc.) of the page that preceded the symbols will be applied to the new combined page.
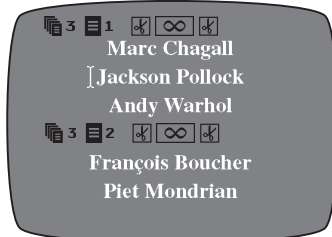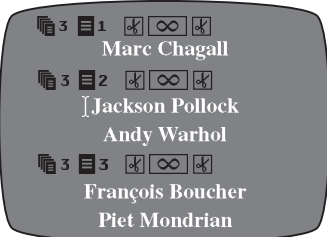
If nothing is marked, deleting just the page symbol line will merge the two pages.

If you delete something accidentally, remember that UNDO restores the last thing you deleted as long as it is pressed immediately after the deletion.

Inserting a Page

To add a new page, or divide a page into two pages, position the cursor at the desired location and press NEW PAGE. A new set of page symbols will appear at that point and the new page will inherit the characteristics of the page before it. You can then change the characteristics of either page.

Moving and Copying Pages

You can move or copy entire pages. Mark all the text on the page, including the page symbols. In other words, position the cursor at the very end of the page before the one you want to copy or move and press MARK START; position it at the end of the page and press MARK END. Then move the cursor to the desired location and press COPY or MOVE. To copy a series of pages — pages two through five, for example — position the cursor at the end of page one and press MARK START. Then, position the cursor at the end of page five and press MARK END. Move the cursor to the new location and press COPY or MOVE.

Chapter   8 • Projects

You can set up separate titling projects. Each project is stored independently and can be changed without affecting other projects.

About Projects

With its ability to hold over 16,000 characters and retain them even when power is disconnected, TitleMaker 3000 can hold the titles for many different titling tasks at once. Projects provide a convenient way to keep each job's titles separate.

A project is simply a collection of pages. Each project is independent — you can make changes in one project without the danger of accidentally erasing or changing titles that are in another project. Projects can have any number of pages or text characters and there is no fixed limit to the number of projects. You can have many small projects, one large one, or anything in between. Projects can be named to make it easy to remember which project is for each use.

Examples of How Projects are Used

- Projects are a convenient way to store titles for multiple jobs. For example, an event videographer shoots two weddings and a party and is editing all three in one week. Making each event into a separate project makes it easy to avoid editing the wrong titles (especially if some pages are similar).

- You can set up a project to store some standard text you expect to use often, such as an introduction page you use on all your productions.

- You can use projects to share the unit with other users by keeping each person's work in different projects. Example: A language lab has a TitleMaker 3000 and three teaching assistants use it to conduct language tests. Each assistant has one or more projects. There might be a project named "French 101," another named "German II," etc.

- You can create different, but related, presentations. Example: A sales manager is visiting three accounts on one trip. The manager wants to make the same presentation to each client but with different pages depending on the type of customer and their particular needs. To make this simple, the sales manager copies the material into three projects and modifies each project for a different customer. Each project is named after the intended account.

Viewing Projects

The Editing Screen shows one project at a time. The Page Index screen shows all pages and all projects in a list. In both cases, the page symbols always include a project symbol. The number after the project symbol indicates the number of the project that includes the page. For example, this page is part of project 3:

Creating a Project

Projects can only be created in the Page Index screen. Press PAGE INDEX. Position the cursor in any existing project and press CMD and NEW PAGE simultaneously. A new project will appear after the project that contained the cursor.

Once the new project has been created, press NEW LINE/OK to enter the Editing Screen and begin adding titles. If you don't add titles and/or name the project, it will be automatically deleted the next time you display, then exit, the Page Index screen, unless you exit into the empty project.

Naming a Project

Projects can be named. Names can act as a reminder of the purpose of a project. They are especially handy when you have many projects with similar contents.

To add a name, position the cursor within the brackets that follow the project number in the first line of the project. Type the desired name. Names can be 20 characters long and can contain any characters. You can change a project name using the cursor and the normal editing functions.

Names appear only in the Page Index — only the project numbers are shown in the Editing Screen.

Removing a Project or Erasing its Contents

To delete a project, display the project using the Editing Screen. Press CMD + SHIFT + DELETE. A warning symbol appears to warn you the project is about to be discarded.

Press NEW LINE/OK to confirm this is what you want to do; press UNDO if you change your mind.

You can delete all the titles in a project without removing the project. Mark all text (press CMD + MARK START followed by CMD + MARK END) and

press DELETE. This leaves the project empty. If you have not named the now-empty project, it will be deleted the next time you leave the Page Index screen. But if it has been named, it will be saved until you explicitly delete it or delete its name and exit page index to a different project.

In summary, the rule is: Empty projects without names are automatically removed when you leave the Page Index unless the cursor is located in the empty project. Projects that contain titles or a name are never deleted automatically.

Moving Between Projects

Press CMD + SHIFT + UP or DOWN arrow or CMD + PAGE UP or PAGE DOWN to move between projects. This works whether the Page Index or the Editing Screen is displayed.

Copying or Moving Text Between Projects

You can copy or move pages of text from one project to another. For instance, you might have a set of opening credits you use with all your productions permanently stored as project 1. Whenever you begin a new production, you create a new project and copy the standard credits from project 1 to the new project.

You can copy or move between projects using either the Page Index or Editing Screen. Page Index is convenient for transferring many pages at once since the pages are displayed in a more compact form, however it only allows you to move or copy entire pages. If you want to move parts of pages, use the Editing Screen (or use the Page Index to move the whole page first, then use the Editing Screen to delete the portion you don't want).

- Mark the pages you want, using MARK START and MARK END. (In Page Index, you can only mark whole pages.)

- Press CMD + SHIFT + UP or DOWN arrow (or CMD + PAGE UP or PAGE DOWN) to move the cursor to the desired project. Use the arrow keys to find the desired location in the project.

- Press COPY or MOVE and the marked pages will be duplicated or moved to a new location.

Chapter   9 • Changing   Titles

You can easily make changes to the text on the screen. You can delete or insert new text, reposition it, and more. You can even copy or move a section of text without retyping.

Undo

Suppose you delete text and then realize you prefer the way it was. The UNDO key lets you change your mind — it restores the deleted text. Note that UNDO only restores the last text you deleted. Any additional action, such as typing new text, makes the deletion permanent. After pressing UNDO to restore deleted text, press UNDO one more time to remove the MARK START and MARK END brackets.

Simple Changes
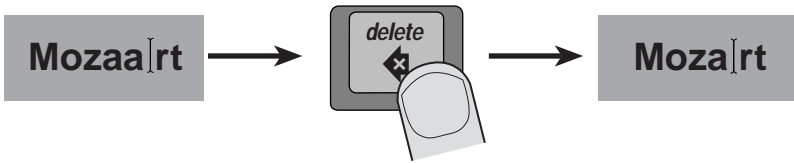
The DELETE key removes the character before the cursor.

To make a simple change, use the arrow keys to position the cursor after the text you want to change and press DELETE. Each time you press the key, the letter before the cursor will be removed. Type some new letters and they will be added at the cursor location.

Marking Text for Major Changes

You can delete, copy, or move large blocks of text at once. To do this, you first mark the text you intend to change. Marked text is bracketed by special marking characters so you can see where it starts and ends. Any changes you make will affect all lines that contain the marked text.

To Mark Text:

• Position the cursor just before the first letter you plan to change. Press MARK START. Note the MARK START character (1) which
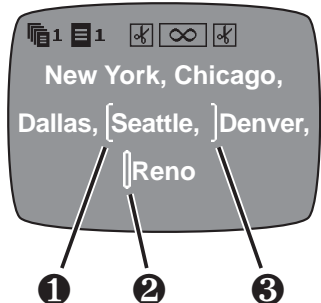
The word "Seattle" has been marked in this example.

marks the start of the text. An indicator light will go on next to the word "mark" (upper right hand corner of keyboard) when the MARK START key is pressed.

• Position the cursor after the last letter you wish to change and press MARK END (3). The indicator light will stay on until marks are off.

You can change the markings — simply move the cursor to a new place and press MARK START or MARK END again and the start or end point will move to the new location. The mark characters always show you what text is marked.
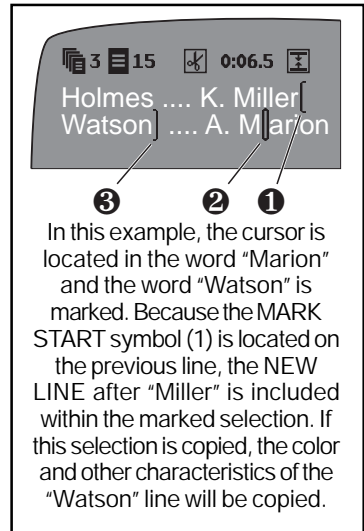
The cursor changes to a "fat cursor" (2) when text is marked. This is handy when marked text is out of view, to let you know that changes could affect off-screen text.

You can remove the marks completely by pressing UNDO.

Marking Whole Lines and Pages

If you want to copy, move, or otherwise change an entire line of text, place the MARK START character at the end of the preceding line, rather than placing it at the start of the line you want to change. This way, the marked selection includes the invisible NEW LINE character that created the line. This character "contains" the characteristics of the line following it, so when the line is copied or moved, the characteristics will come along.

Hint: To mark all the text on a page, press SHIFT while you press MARK START, followed by SHIFT + MARK END. To mark all text on all pages, press CMD as you press MARK START, followed by CMD + MARK END.

In this example, the cursor is located in the word "Marion" and the word "Watson" is marked. Because the MARK START symbol (1) is located on the previous line, the NEW LINE after "Miller" is included within the marked selection. If this selection is copied, the color and other characteristics of the "Watson" line will be copied.

Deleting Marked Text

Press DELETE immediately after marking text and the marked text will disappear. To prevent accidental erasure, the cursor must be located just after one of the marks.

If you accidentally press DELETE, press UNDO immediately and the text will be restored.

Replacing Marked Text

To replace a block of text with something new, mark the text and delete it as described above. The cursor will remain where the deleted text was so you can type something new to replace it.

Moving and Copying Text

Suppose you want to move some text elsewhere on the screen. Or you'd like to copy some text so it appears in two or more places. Or you'd like something to appear many times on a page. You could retype it — but fortunately, there's an easier way.

Mark the text, as described previously. Be sure both the start and end points are marked.

- Move the cursor to a new location and press MOVE. The marked text will disappear and reappear at the new spot. The text will still be marked so you can make more changes.

- Move the cursor to a new location and press COPY. The old text will stay where it was and a new copy of it will appear at the cursor's location. The new copy will be marked so you can COPY again to make more copies, or make other changes.

Example:

You are creating a business presentation with a list of cities that will be visited and decide to change the order of events to move the Paris and Venice visits after the London visit. To do this, you mark the lines that contain Paris and Venice. You position the cursor after London.

When you press MOVE, the marked text will move to the cursor location:
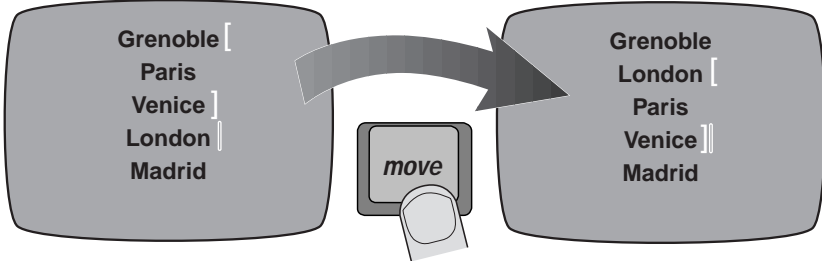
Pressing COPY instead would have duplicated the marked text at the cursor's location:
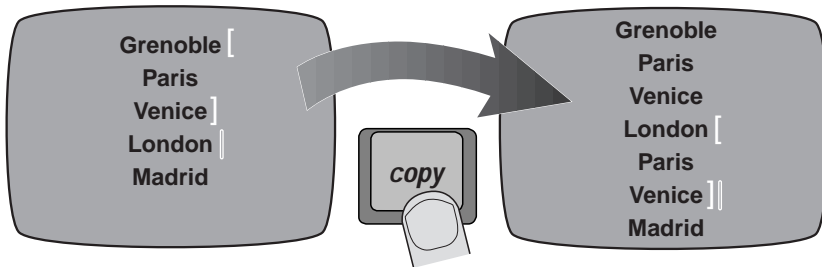
Oops?

Note that UNDO does not reverse a copy or move operation. However, you can undo the move operation by immediately moving the cursor back to the original location and pressing MOVE.
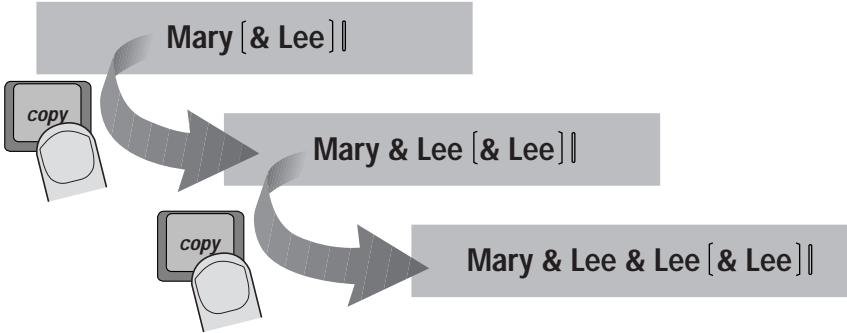
Memory

If this appears when you copy text, it means the copy filled all of memory. You will need to remove some text before you can add more.

Multiple Copies

After you copy, the newly copied text is marked. This makes it easy to make many copies of the marked text. Simply press COPY as many times as you like. COPY is pressed twice in the following example:

The Characteristics of Copied and Moved Text

Suppose you copy some red text to a new location, where the text is blue. Will the copied text be blue or red?

There is an invisible NEW LINE character associated with each line. It is located at the end of the previous line of text. If the NEW LINE character is included in the marked text, then the characteristics will move with the text.

• If you copy part of the line, but no NEW LINE characters, the letters will take the characteristics of their new home. In this case, the text would be blue.

• If you place the MARK START at the end of the previous line, then the NEW LINE character will be included and the characteristics of the line will be copied as well. In this case, the resulting text would be red.

This applies to other characteristics as well — fonts, outlines, borders, etc.

Chapter   10 • Positioning   Text

You can automatically center each line of text or you can position it against either the right or left edge of the screen. You can also adjust the vertical position of the text on each page, centering the text or positioning it at the top or bottom of the page.

When you type text, it automatically appears at the center of the screen. As you type more, the whole block of text remains centered. You can change the position of the text by using the POSN (Position) key in conjunction with the arrow keys.

## Positioning Horizontally Left, Right, Center

Position the cursor on a text line (or mark text in several lines, as described in "Marking Text for Major Changes," in Chapter 9, "Changing Titles"). Press and release the POSN key, (a light will go on in the upper right hand of the keyboard indicating the POSN key is in use) then press the RIGHT or LEFT arrow on the keypad. The selected lines will change position, between the left side of the screen, the center, and the right side, and the light on the keyboard will go out.

Abelard	Abelard	Abelard
&	&	&
Heloise	Heloise	Heloise

You can position many lines at once by marking text. Any line that contains any marked text will change.

Positioning Vertically Up, Down, Center

You can also automatically position the text vertically, making it appear at the top, middle, or bottom of a screen.

Gable		
&		
Lombard	Gable	
	&	
	Lombard	Gable
		&
		Lombard
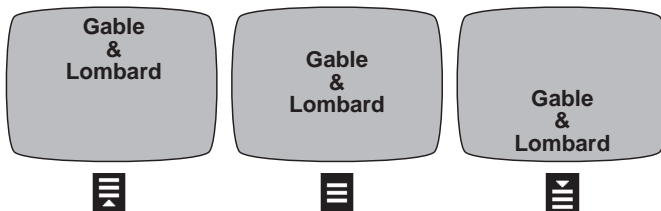
Position the cursor anywhere in the page you want to change. Press and release the POSN (Position) key, then press the UP or DOWN arrow on the keypad. The text on the Editing Screen will not change. Instead, the page symbol will change to show you the new position. The text itself won't show its new positioning until you press PLAY.

You can vertically position many pages at once by marking text, then adjusting the position. Any page that contains any marked text will be changed.

Additional Positioning Hints

You can fine-tune the horizontal positioning by adding spaces to the front of each line, or using tabs (see the section, "Tabs," in Chapter 6). You can fine-tune the vertical position on a page by adding blank lines to the page (press NEW LINE/OK a number of times). Since the height of a line is determined by font and size, you can further fine tune vertical positioning by changing the font and size of the blank lines.

Chapter 11 • How to Use Menus

Fonts, colors, and other characteristics are defined using menus, which show all the available choices.

Concept
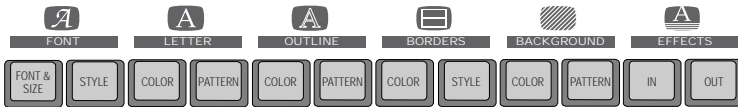
The keys in the top row are called menu keys because when you press one, you see a menu on the screen. Like the menu in a restaurant, TitleMaker 3000 menus are simply lists of what's available.

In this menu, for example, you can choose the style of your titles — shadow, outline, bold, and letter spacing. Note that you choose from actual examples of the style, rather than abstract names.

Sub-menus

Menus may contain "sub-menus" which show additional choices or alternate ways of making a choice. In the menu shown in the illustration, there are three sub-menus. The top sub-menu is used to add outlines or shadows to the titles. The middle sub-menu changes the spacing between letters. The bottom sub-menu is used to make the titles bold.
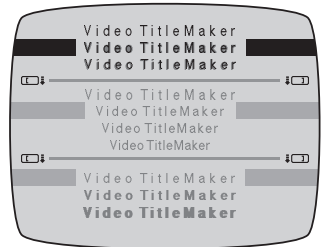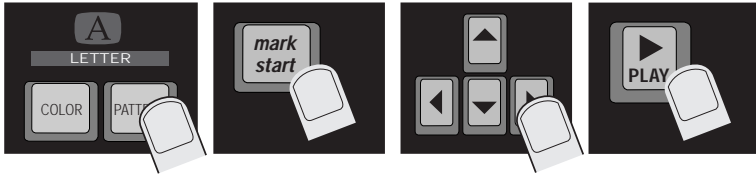

The MARK START key is used to determine which sub-menu is active. The TAB, MARK END, the left bracket ([) or the right bracket (]) keys can also be used. The inactive menus are dimmed (changed to a subdued gray) to show they're not in use. In the example, the top sub-menu is active (the others are grayed).

The color menus are slightly different: the bottom sub-menu (which contains a palette of colors) is not grayed. Instead, the triangle-shaped highlight arrows tell you which sub-menu is active.

Highlights and Choices

One item in the active sub-menu is highlighted to show the current choice. The arrow keys are used to move the highlight to make a different choice.

Using the Menus

Using a menu is simple:

- Position the cursor in the line you want to change, or mark the text you want to change.

1 Press the appropriate menu key.

2 If there are sub-menus containing additional choices, use MARK START to determine which sub-menu is active (see the previous section, "Sub-menus").

3 Use the arrow keys to highlight the desired choice.

4 When the correct choices are highlighted, press one of the following:

- NEW LINE/OK to make the choice and return to the editing screen.

- PLAY to make the choice and play the page, as changed.

- UNDO or DELETE to return to the editing screen without making any changes.

- Another menu key to make the indicated changes and immediately move to another menu to make additional changes.

Chapter 12 •
How Characteristics Affect Text

Some characteristics affect lines and others affect pages. This chapter describes what is affected and gives strategies for efficiently creating titles with the characteristics you desire.

Concept

The term characteristics refers to all the ways titles can be modified — font, colors, effects, scrolling, etc. Line and page position are defined using the POSN key (Chapter 10). All other characteristics are defined using menus (Chapters 11-17).

How Characteristics Affect Lines and Pages

- Changes to Pattern, Background, and Effect menus always affect the entire page.
- Color changes to the border and background also affect the entire page.
- All other changes affect the entire line. You cannot mix colors, styles, etc. on a line.
- If you have used the MARK keys to mark some text, changes to characteristics will affect all lines that contain any of the marked text.
- If no text has been marked, then changes affect just the line or page that contains the cursor.
  Examples:
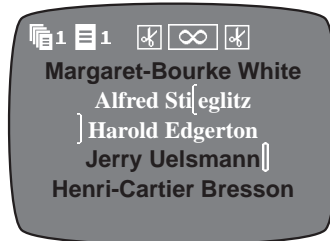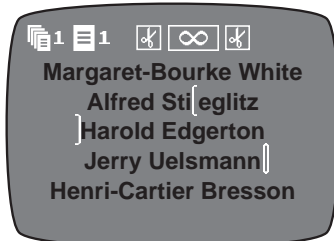
Text has been marked, so the font and color change is applied to all lines that contain marked text. The line that contains the cursor is unchanged since it contains no marked text.
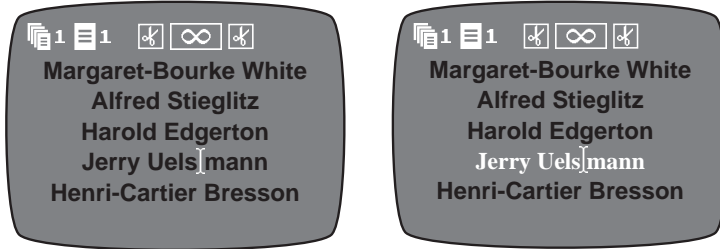
No text has been marked, so the font and color change is
applied only to the line that contains the cursor.

Note: In the Editing Screen, several pages can appear on the screen at once. The background and borders of the entire screen will always be displayed using just one set of patterns and colors — the ones used by the page that contains the cursor — even if the other pages are defined using different patterns and colors. As you move the cursor to a different page, that page's patterns and colors will be used by the entire screen.

When PLAY is used to display the actual titles, each page will use its own patterns and colors.

Choosing Characteristics Before or After Typing the Text

There are two ways to create text with the characteristics you desire:

- You can choose the characteristics and then type new text. The characteristics are automatically applied as you type.
- You can type the text first and change its characteristics later.

New Lines and Pages Inherit Characteristics

When you create a new line, it has all the characteristics of the previous line — color, font, style, etc. Similarly, a new page has the characteristics of the previous page — effects, background pattern and color, etc.

In other words, all newly typed items inherit the characteristics of the character before the cursor.

Changes

It is not necessary to retype text to change characteristics. Simply mark the text and change it, as described in the following chapters.

Note that some changes, such as the use of a larger font or wider letter spacing, may push characters off the screen. Characters are never deleted when they are pushed out of view. To bring all the characters back on screen, you can choose narrower letter spacing, shorten the text, or break the line in two by positioning the cursor somewhere in the line and pressing the NEW LINE/ OK key.

Copying Characteristics

You can copy characteristics, such as color, font, etc. from one area of text to another. Mark the text you want to change. Move the cursor so it's immediately after a letter that has the desired characteristic. Press the appropriate menu key (LETTER COLOR, for instance), then press NEW LINE/OK and the marked text will be changed to match the character before the cursor. You can then use other menus to change other characteristics. To change all characteristics, simply press each menu key followed by NEW LINE/OK.
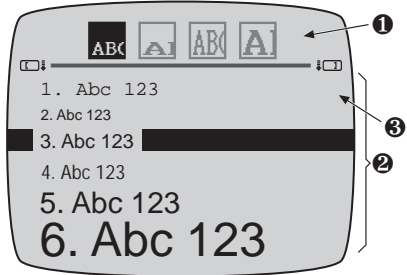
Chapter 13 •
Fonts, Sizes, and Styles

TitleMaker 3000 offers a wide variety of ways to add flair to your titles. You can independently change font, size, and style, for hundreds of combinations.

Font and Size
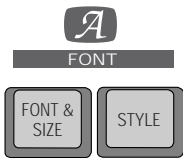
The first menu key brings up the FONT & SIZE menu. It is used to choose the font and size that will be applied to each line of titles. (A "font" is the style, or shape, of the letters.)

Each font/size choice can be used as is or it can be doubled in size, horizontally, vertically, or both. The four symbols in the top sub-menu (1) determine whether the size will be doubled. When you select any of the size-doubling options, the fonts at the bottom of the screen are displayed doubled, as they will appear on the screen.
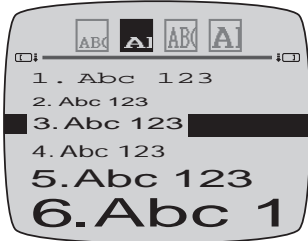
The size-doubling options reduce the resolution of the letters, making them appear more jagged. For the smoothest letters, use fonts without size doubling. All the undoubled fonts provide maximum resolution.

For example, the screen shown here is composed of four lines. All share the same font but have different doubling options set using the top-menu. The top line is undoubled, the second line is doubled horizontally, the third line is doubled vertically, and the last line is doubled in both directions.

The fonts are displayed as they will appear. In this case, horizontal doubling is highlighted and the fonts are doubled horizontally.

The bottom portion of the menu (2) is used to choose the font. TitleMaker 3000 allows you to chose fonts from a list (Appendix B) and enter them by their respective numbers. Use MARK START to make the bottom sub-menu active. Type in the number of the font you wish to use (01, 03, 44, etc.) and the highlight bar will move to that selection. You can also

use the arrow keys to move the highlight bar (3) to the desired font. To apply your choice, press NEW LINE/OK or PLAY.

Upper-Case-Only and Fonts and Mixed Fonts

Some of the fonts have only upper case letters. Whether you type upper or lower case letters, only upper case will be displayed on the screen. If you later change to a font that has upper and lower case, the letters will appear as you typed them.

One font (the cartoon-style font) contains two styles in one. Its upper case characters use a heavier style than its lighter weight letters:

Cartoon-style font typed as JULIUS CAESAR, as julius caesar, and as Julius Caesar

JULIUS CAESAR JULIUS CAESAR **J**ULIUS **C**AESAR

# Hints on Using Fonts and Sizes

Here are a few tips from the pros.

• First, note that using too many fonts and sizes can create a loud, jumbled look. When you watch television, notice that professional productions sel- dom use more than a one or two styles at once.

• Combine fonts and sizes in a harmonious way, using two sizes of one font or using distinctive styles together. For example, when creating cred- its, put the character's name in one style and the actor's name in another.

Macbeth
Don Miller

Lady Macbeth
Ruth Miller

• The smallest sizes should be reserved for minor information such as copyright notices. Note that they'll be somewhat harder to read after they have been recorded on videotape.

• The largest sizes are also special — save them for when you really want to grab the viewer's attention!

• Remember that the doubled size options create a more jagged appearance, so they should be reserved for when you need their larger sizes or the very tall or very wide effect.

• When applying font and size style to an entire page, if that page contains both text and "real-time" time and/or date display, the time and or/date displayed cannot adopt any style other than its own font (number 9, with shadows).
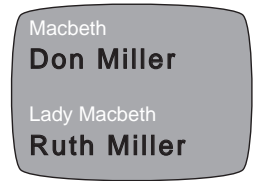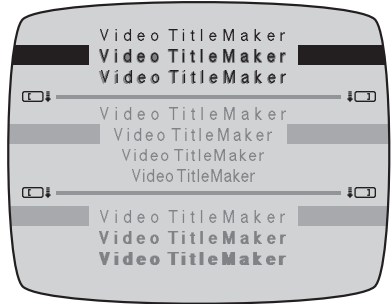
Font Style

Use the Font Style menu to add shadows, outlines, bold, and other style modifications to a line of text.

The menu is divided into three sub-menus. Use MARK START to activate the desired sub-menu and the arrow keys to highlight the desired choice.
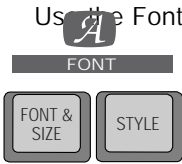
Each line of titles you have typed can use a different style. You can choose any combination — shadow plus condensed type, outline plus bold, etc. In all, there are 36 combinations of styles. These styles are in addition to the colors, fonts, patterns, and other changes made by other menus.

Outlines and Shadows

The top section of the Font Style menu determines whether the titles are plain or have a shadow or outline.

An outline (5) is an edge that completely encloses the letter (4). A shadow (6) is similar to an outline except that it is slightly wider below and to the left of the letter, giving the letter a raised look. The shadow is a subtle effect, providing a slight separation between the letters and the background. All shadowed letters also have an outline — that is, a thin outline surrounds the letter and a slightly broader shadow appears to the left and below.

Special note: Font number 1 treats outline and shadow differently. When outline is selected, a block effect is produced in which each letter is surrounded by box. You can use the Outline Color menu to change the color of the boxes. The block effect is only available with this font and the font does not have the capability of producing ordinary outlines. This font and effect work particularly well in doubled sizes.

Spacing

The middle section of the Font Style menu lets you adjust the spacing between the letters.

Bold

The bottom sub-menu provides bold characters, to provide extra emphasis. (You can also create an extra-bold effect using the outline styles, as described in the hints, below).

Hints on Using Styles

- Use mixed styles with some caution. As with fonts and sizes, mixing too many styles can create a haphazard, overly complex look.

- Some combinations will make the text harder to read or less attractive. For instance, if you use the spacing option to place letters closer together, the edges of shadows, outlines, or bold letters may be clipped.

JULIUS CAESAR

JULIUS CAESAR

If letter spacing is set too tight, letters will be clipped, as in the bottom sample.

- Bold letters can make a bold statement. They can also improve readability when small titles are placed over a video background.

  Hint: For extra bold letters, combine a bold setting with an outline in the same color as the letter. Note that very bold letters can cause the openings in letters such as "o" and "e" to close, making the results hard to read.

- Outlines and shadows are particularly useful for making titles stand out when the letters and backgrounds are similar in color. They also work well when titles are placed against a busy video background.

- The color and pattern of the outline or shadow can be set independently of the letter color — you can have blue letters with a rainbow patterned outline, for instance. By making the letter and background the same color, you can make outlined letters that look hollow. By making the outline and letter the same color, you can make the letters look fatter than usual, in a way that is different from the effect of bold letters. Other effects are possible — experiment!

- Choose narrow spacing to squeeze more letters on a line or give a busy, high-tension look. Use wider spacing to convey a more relaxed tone and make the titles easier to read. You can widen the spacing even more by typing one or more spaces between each letter.

VIDEONICS
V I D E O N I C S
V I D E O N I C S
V I D E O N I C S

Chapter   14 • Colors

TitleMaker 3000 provides over a million colors! In a gaudy mood? You can use rainbow letters with blue outlines on a red tinted video background with green and white patterned borders!

Letters, backgrounds, outlines, and borders can be independently colored. The colors can be combined with patterns, including your moving video. Each line of text can use different colors and each page can use different background and border colors.

Color Menus

LETTER	OUTLINE	BORDERS	BACKGROUND
COLOR PATTERN	COLOR PATTERN	COLOR STYLE	COLOR PATTERN
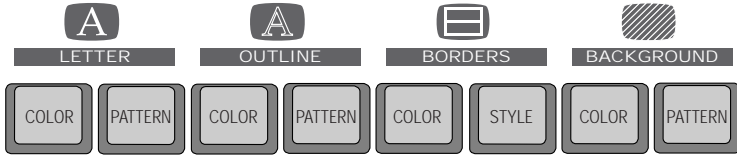
There are four Color menus; one each for letters, outlines, borders, and backgrounds. All work the same way.

About the Color Palette

The simplest way to choose a color is to use the palette of sample colors (1) at the bottom of the Color menu.

Each Color menu shows the same colors. The palette list repeats — after the last color, the top of the list reappears. You can reach any color by moving up or down. Triangular pointers highlight the current choice and it is also shown in the sample patch (3) in the middle of the screen.
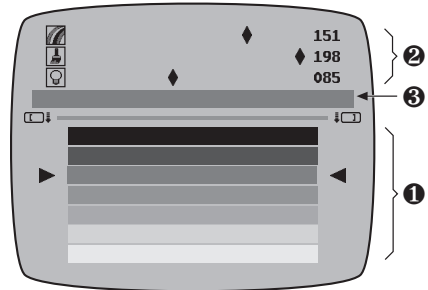
The swatches in the palette change as you use TitleMaker 3000. When you first use the unit, the palette contains a set of pre-defined colors. As you create new colors, the new user colors are added to the palette, as described in the section, "User Colors," on the next page.

Choosing a Color

Use MARK START, if necessary, to make the bottom sub-menu active. Then simply use the arrow keys to choose the desired color swatch. Press PAGE UP or PAGE DOWN to scroll through the colors a full screen at a time. Press CMD + UP to move the color bar to the first of the pre-defined colors; CMD + DOWN to jump to the first user-defined color.

Press NEW LINE/OK or PLAY and the line or page you had selected uses the color you highlighted.

Creating a New Color

You can create your own custom color. Start by selecting a color from the palette (1) at the bottom of the menu. Then modify the color using the color control bars (2) at the top of the menu.

Use MARK START to activate the control bars. Use the arrow keys to adjust the pointers on the control bars. The UP and DOWN arrows choose which of the three bars is active; the RIGHT and LEFT arrows adjust the sliding control of the active bar. Use SHIFT with the arrows to move the slider faster, use CMD to move the pointer all the way to the end of the bar. The number to the right of each bar shows its value, to make it easy to recreate a color later.

- The top bar adjusts the hue of the color — whether it's red, yellow, blue, etc.

- The middle bar adjusts the saturation — the strength of the color.

- The bottom bar adjusts the lightness of the color between black on one end and white on the other.

These three adjustments are known as the HLS color model. It's a bit like mixing paints. The hue control determines what color paint you are using. The saturation control shows how much of that color is in the mix. And the lightness control is something like mixing in more or less white or black paint.

The sample color swatch (3) in the middle region of the screen shows the resulting color. When the color is correct, press NEW LINE/OK and the new color will be added to the user colors.

Using the User Colors

Whenever you create a new color, it is placed in the color palette. User colors are displayed with a shortened bar. They are sorted by color, not by the order they were created.

Hint: To quickly locate the user colors, press CMD + DOWN arrow and the first (top-most) user color in the list is highlighted. Press CMD + UP arrow to highlight the first pre-defined color (which is just below the last user color).

The palette will hold up to 64 user colors. When there are 64 and you add another, the color closest to the one newly created will be removed. When a user color is removed from the palette, there is
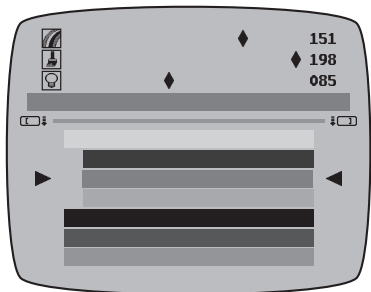
The user colors are indicated by a shortened color swatch.

no effect on titles that use the color. The titles continue to use the color; it is simply not displayed in the palette.

There is no way to manually remove a color other than completely resetting the unit. Colors are removed only after 64 user colors have been defined.

Hints on Using Colors

- As with font styles, it's a good idea to exercise some restraint. It's tempting to use lots of wild colors but unless your video production is as wild as the colors, they may detract from the result.
- Don't forget black, white, and gray. With the amount of color we see every day on television, black and white can be a refreshing change. In addition, black, white, and gray tend to look sharper, especially for small fonts.
- Some colors work better on television than others, especially when they're recorded with a VCR. For instance, blue on green doesn't work well; bright reds tend to smear; white, black, and gray work well with almost everything. Extremely bright colors may not look as sharp when they're recorded.

  Some background colors are "noisy" (they give a speckled or snowy appearance) when they're recorded by most VCRs. Dark colors, especially dark blue, are likely to be noisy. Solid red also tends to be noisy. Extremely bright purples and oranges may also be a problem. Medium colors are usually fine. Light colors, such as sky blue, and black or gray backgrounds work particularly well.
- Black or white outlines or shadows are often a good idea: they separate the letters from the background, making them more legible. If you're using small letters, it's best to use black or white, whichever contrasts the most with the background.

Chapter   15 • Patterns

With TitleMaker 3000, you're not limited to plain solid colors. A variety of patterns, including moving "animated" patterns, can be used. They can be colored and changed, for thousands of interesting variations. Finally, you can mix video into the background pattern or color for a "transparent pattern" or "tinted video" effect.

You can apply patterns to your letters, backgrounds, outline/shadows, and borders. Each page can use a different type and color of pattern.

Pattern Menus

The top of each Pattern menu (1) shows four basic pattern choices. Use MARK START to make the top sub-menu active and use the arrow keys to select one of the pattern types. The rest of the menu changes appearance somewhat, adding or removing appropriate sub-menus, depending on which pattern you've selected.
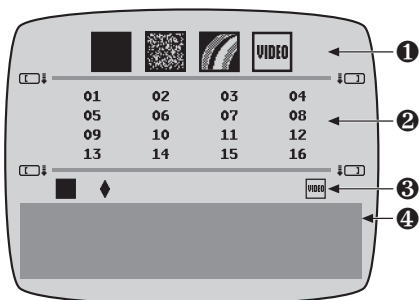
The solid color pattern displays a solid color, using whatever color you picked in the corresponding Color menu.

Pixel patterns are made up of dots and lines of various styles. The second sub-menu (2) chooses the style. The Color menu affects one of the colors used in the pattern; the other color is determined by the style you choose in the second sub-menu.

Rainbow patterns use brightly colored gradients. The second sub-menu (2) chooses from 16 styles of rainbow. The Color menu has no effect on the rainbow.

VIDEO uses your moving video material as the background.

A sample (4) at the bottom of the menu shows you what you've selected.

Selecting Different Rainbow and Pixel Patterns

If you selected a rainbow or pixel pattern using the top sub-menu, you can choose from a variety of styles. Use MARK START to make the second sub-menu active and use the arrow keys to highlight different pattern numbers. The patch at the bottom shows you the style you have highlighted. Note that some of the styles move. These are called animated patterns.

One Pattern per Page

Important note: All same-type patterns used on a page must be the same, whether used for background, letters, border, or outlines. For instance, if you use rainbow for outlines and borders, both will have the same color, style, etc. Likewise, all pixel patterns will match within a page. Each page can use a different color and style but within one page, you can use only one rainbow and one pixel pattern.

Note also that in the Editing Screen, when two pages are on the screen at once, all patterns will match the patterns used on the page that holds the cursor. As you move the cursor between pages, all the patterns on the screen will change to match the ones used on the page that holds the cursor.

Mixing Video into a Background Pattern

You can mix video into a background pattern (3 on the previous page), blending both images on the screen. This creates a transparent effect as if the pattern were a see-through filter over your video. To do this, use the video mixing control in the Background Pattern menu. This control doesn't appear on other Pattern menus.

The position of the diamond-shaped marker determines how video and pattern are mixed in the background. When the marker is to the left, the pattern is opaque, with no video. As it moves to the right, more video is added and the pattern is gradually removed until, at the far right, the background is all video with no pattern.

Hints on Using Patterns

• Important: Rainbow patterns are very bright and should be used sparingly. Some video equipment may react to the brighter patterns. If you encounter undesired fringing or overly bright colors, try mixing the rainbow pattern with video (see "Mixing Video into a Background Pattern," above) or choose the more subdued patterns such as numbers 4, 5, and 11.

- When using complex patterns, pay special attention to the choice of font style and size, to avoid making the titles hard to read. Note that complex patterns may not be apparent when used as outlines or shadows.

- Try applying a rainbow pattern to the letters or their outlines. Because each letter covers only a portion of the rainbow pattern, it will look as if each letter is a different color.

- Add a rainbow pattern to a border and add a scroll effect (borders and scrolling are discussed in later chapters). The rainbow moves inside the border. A similar effect can be done with the pixel pattern.

- Try using video letters on a video background with a tint mixed into the background (use the video mixing control described in the last section to mix a solid color with the video background). Try this with and without outlines and shadows. The result is an interesting video-on-video effect.

- Mix a solid and transparent pattern. Use a the same pattern for the background and the letters. Then modify the background pattern using the VIDEO/PATTERN slider to make the background transparent. The result is patterned letters on a transparent patterned background.

Chapter   16 • Borders

Borders can be used to separate titles or to add an interesting graphic element. They can use any of TitleMaker 3000's colors and patterns.
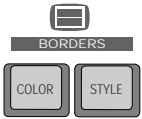
You can place a horizontal border line above or below any line of text. You can create a box that surrounds a block of titles. Each page's borders can use a different color and pattern.

Border Style Menu

The top parts of the menu determine the border pattern. They work the same way as the other Pattern menus. Use MARK START to determine which sub-menu is active and the arrow keys to select the desired pattern and/or pattern style. Note the "one pattern per page" rule, discussed in Chapter 15, "Patterns."
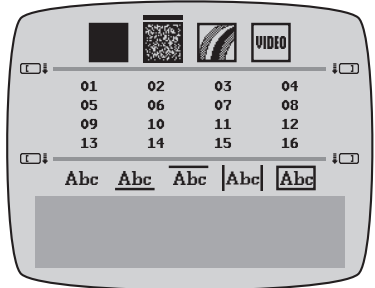
To create the border, use MARK START to make the last sub-menu active and use the arrow keys to choose the type of border you want:

A   B   C   D   E
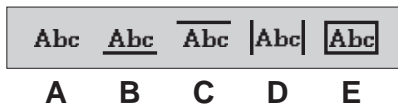
Using these choices, you can place a box around the text (E) or you can place a border line above (C), below (B), or along both sides (D). Borders are always applied to the entire line (that is, you can't border part of a line). To turn the border off, select (A).

Placing a Box Around Text

To wrap a box around some lines of titles, mark the text as described in the section, "Marking Text for Major Changes" in Chapter 9. In the Border Style menu, choose the box symbol from the bottom sub-menu (E). The selected pattern will be wrapped all the way around the text lines that include the marked text. Note that if part of a line is marked, the entire line will be included.

You can box a single line without marking text: With no text

Asterias Rubens
Hippocampus Kuda
Colisa Labiosa

Asterias Rubens
Hippocampus Kuda
Colisa Labiosa

marked, simply leave the cursor anywhere in the line and use the menu to select the box. A box will appear around that line.
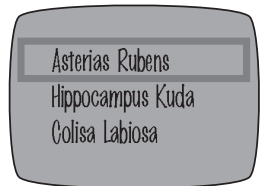
Placing a Line Above, Below, or Between Text Lines

You can add a horizontal border line between any two lines of text. Place the cursor on one of the text lines and use the "line above" (C) or "line below" (B) symbol to place a border line either above or below the text. Adding a border line below one text line is the same as adding a border line above the following text line.

Hint: If you would like two border lines (a double line), create a blank line of titles. Add a border line below the new, empty line. Add a border line below the text line above it. This trick places a line above and below the blank line. You can change the distance between the two border lines by changing the font and size of the blank text line (which changes its height).
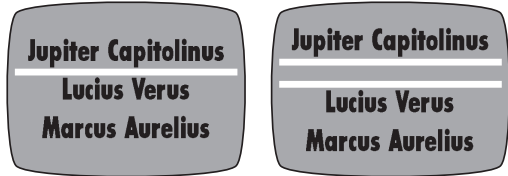
Side Bars

You can also place bars on the sides of text using the "side" symbol (D).

Complex Borders

Whenever you change a border style, the new style replaces any borders already in place. You can create some interesting border patterns:

1 Simple box. Mark text using MARK START and END and add the box border style.

2 Box with lines inside. Create a box as in 1. Remove the marks by pressing UNDO and place the cursor on the second line, inside the box. Add the box border style. Repeat for each line in the box.

3 Box plus lines. Add a blank line above and below the box. Set the blank lines to the smallest Font & Size. Add a border line below the blank text line above the box. Add a border line above the one below the box.

4 Lines. Mark text, including the line of text following the last line. Add a border line above. Each text line will have its own border line.
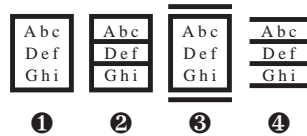
Hint: Don't forget that characters can make excellent borders. Use a row of bullet and pictorial characters (such as ACCENT + J), dashes, the letter O, etc. Make them hollow by making them the same color as background and adding a contrasting outline.

Removing borders

To remove borders, mark the text and choose the no-border symbol (A) in the BORDER menu.
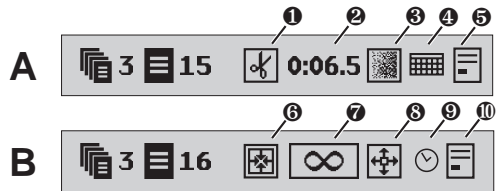
Chapter 17 •
Effects, Scrolls, and Crawls

Effects provide interesting transitions between pages of titles. They include simple cuts, fades, wipes, slides, scrolls, and crawls.

TitleMaker 3000 includes a variety of transition effects. You can use one transition effect to introduce a page of titles and a separate transition effect to end the page. Each can be set to any of eight speeds. You can set a duration for each page to determine how long it will be displayed before the out-effect removes it. You can set an infinite duration to display a page until you press PLAY again. You can superimpose the date or time onto a page. You can also use scrolls and crawls, at any of eight speeds and in four directions, to make your titles march across the screen.

Page Symbols

The Editing Screen includes a set of page symbols at the start of each page. Page symbols identify the project, page number, and vertical positioning of the text on the page. Additionally, page symbols tell you which effects have been set to start and end the page, whether the page will scroll or crawl, how long the page will be displayed between transitions, and whether the time and/or date have been selected to display, and its horizontal position on the page.

In the examples above, the first page (page bar A) starts with a cut (1), remains on the screen for 6.5 seconds (2), ends with a fade (3), and displays the current date (4), which is left-justified on the page (5).

The next page (page bar B) opens with an imploding wipe (6) (all four edges sweep in to the center), remains on the screen until PLAY is pressed (7), ends with an exploding wipe (8) (the edges sweep from the center out to the edges), and displays current time (9) which is left-justified on the page (10).
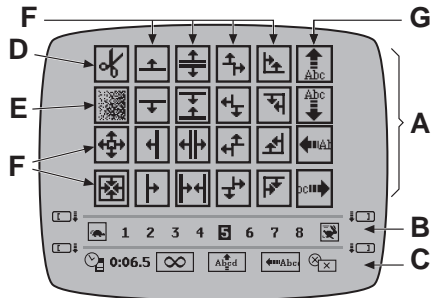
Effects Menus

The Effects In menu contains three sub-menus. The first two are used to determine which effect will be used to start the page, and the speed of the effect. The third menu is used to determine how the title is displayed after the in-effect is performed, including displaying the date and time.

The Effects Out menu is used to choose the effect that will remove the page. It is identical to the EFFECTS IN menu (and works the same way) except that the bottom sub-menu is omitted.

Transition Effects: Cuts, Fades, Slides, and Wipes

- A cut (D) makes the page appear or disappear instantly, without any transition. The speed setting (B) doesn't affect a cut.

- A fade (E) causes the page to fade in or out.

- In a wipe (F), a line or corner sweeps across the screen. If the wipe is an Effect In, the moving boundary reveals the new page of titles in its wake. If it's an Effect Out, the wipe removes the titles. TitleMaker 3000 includes 18 wipes. Any of them can be used as an Effect In or an Effect Out.

- A slide or half-scroll (G) causes the entire page of titles to slide on or off the page.

- The in- and out- transition effects can be different. For instance, you could have titles fade in, then wipe away. Or, you could have them slide in from the right, hold for a few seconds, then slide out the bottom.

Slide Notes

- If the text does not all fit on the page, text may be cut off depending on slide direction and position of the text on the page. For instance, if a line that is wider than the screen, a horizontal slide stops when the text reaches the edge. Characters that are past the trailing edge are not displayed. You can display the missing characters by editing the page so all characters fit, breaking the line into two or using a smaller font, size, or style.

- A slide can be in any of four directions and it is possible to make a page slide in one direction and out another.

Choosing a Transition Effect

Start with the normal Editing Screen and place the cursor on the page you want to assign effects. Press EFFECTS-IN or EFFECTS-OUT.

Use MARK START to highlight the top sub-menu (A) and use the arrow keys to highlight the desired effect. In the Effects In menu, the selected effect will be used to introduce the titles; in the Effects Out menu, it will be used to remove the page from the screen.

Setting the Transition Speed

The second sub-menu (B) determines how quickly the effect will occur. To choose the speed, enter a number ranging from "1" (slowest) to "8" (fastest), then press NEW LINE/OK or PLAY. Speed can also be changed by using the left and right arrow keys, moving the highlight to the speed choice and then pressing NEW LINE/OK or PLAY.

Displaying the Page

The third sub-menu (C, previous page), which appears only in the Effects In menu, determines how the title is displayed after the In-Effect is performed. You can display the page for a fixed amount of time, cause it to remain until it is manually continued, or use a scroll or crawl. When scroll or crawl are not being used, the date or time (5) can be selected to display on the page. (See Chapter 19 for details on date and time.)

1   **2**   **3**   **4**   **5**
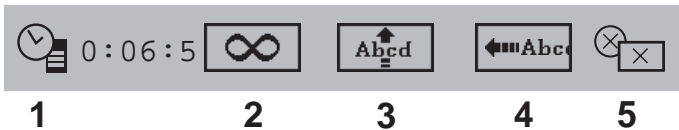
To use this sub-menu, highlight it using MARK START, as usual. Use the RIGHT or LEFT arrow keys to highlight the appropriate symbols and change their settings, as described in the following sections.

Setting Duration

To set a fixed duration, highlight the numbers next to the duration symbol (1). The numbers show the duration of the page — how long it will be displayed — in minutes, seconds, and tenths of seconds. They can be set from 0:00.0, which will display it just for an instant, to just under ten minutes.

Highlight the clock symbol and its numbers and type a value, using the number keys. To set a duration to 10.5 seconds, for instance, you would type 1, then 0, then 5. If you enter 60 or more as the number of seconds, the TitleMaker will convert it to minutes — 72 seconds would be changed to 1:12.0, for example.

The numbers you type will scroll in from the right. If you make a mistake and want to re-enter the number, press 0 several times first, to clear the number.

Hint: To display a page longer than 9:59.9, duplicate the page using COPY ("Moving and Copying Pages," in Chapter 7). End the first page and start the second page with cuts. The cuts will be invisible, since both pages are identical, and the result will be that the two pages will appear as one. You can repeat this to display a page as long as you like.

Infinite Duration

You can set a page to "infinite" duration — when it's played, the page will remain on the screen until the PLAY key is pressed again. To do this, high-light the infinity symbol (2).

Scroll and Crawl

The scroll (3) or crawl (4) in the bottom sub-menu indicate that the titles on the page should move up the screen in a full-page scroll or across the screen in a crawl .

• In a scroll, the page of titles will move up, starting at the bottom of the screen, and continue to scroll off the top, the way credits are generally done at the end of a movie. The color, font, and other characteristics of each line will be preserved. Borders will scroll as well.

• In a crawl, the titles turn into a single line of text and move across the screen from right to left, until they disappear at the left edge of the screen, the way a news bulletin is displayed over a television show. A space is inserted between each pair of lines. If two lines have different characteris-tics, the first line will crawl off the screen before the second one begins its crawl.

You can make a crawl occur at the top, bottom, or middle of the page, depending on whether the page is set for top, middle, or bottom vertical positioning (as described in Chapter 10).

Scroll and Crawl Notes

• When you use scroll or crawl, the transition effects for that page are dis-abled. You can't combine fades, wipes, and slides with a scroll or crawl.

• When you use scroll or crawl you are unable to display the time and/or date on that same page.

• The speed setting of the Effects In menu is used to set the speed of the scroll or crawl; the speed and effect in the EFFECTS OUT menu are ig-nored.

• A scroll is similar to a slide-up except that it scrolls straight through, never stopping in the middle.

• If a page has more than 110-115 lines (depending on the amount of text in each line), it may be too long for a vertical scroll. If the memory warning symbol appears when you attempt to play the scrolled page, break the page into two pages or remove some lines.

Hints on Using Effects

- Use simple effects most of the time, reserving fancy effects for when you want to attract attention, such as when using TitleMaker 3000 to create video presentations.

- Use complementary effects for in and out. For example, try a wipe from the center for the in effect; then wipe back to the center for the out effect.

- Try a medium-speed slide to start a page and a high-speed slide at the end.

- When pages use different background or border colors and patterns, most effects will happen in two steps. For example, suppose you use fades to change from titles on a red background to titles on a green background. The titles on the first page will fade first, leaving the red background. Then the background will cut to green, and the in effect for the second page will occur. For the simplest effects, use the same background color and the same patterns on both pages.

Chapter 18 •
Clock and Date Features

With TitleMaker 3000's versatile clock and date features, you can display a "real-time" clock and/or date and you can trigger projects automatically, at a predetermined time and date. You can also drop today's time or date into your project with just a key-stroke.

Setting the Clock and Date Formats

The clock can use any of six formats. Press CMD + Z for the clock menu. To select a format, highlight the top sub-menu, then move the cursor using the up or down arrow keys. To return to the editing screen press NEW LINE/OK.

The date can use any of eight formats. Press CMD + X for the date menu. To select a format, highlight the top sub-menu, then move the cursor using the up or down arrow keys. To return to the editing screen press NEW LINE/OK.

Setting the Clock and Date

To set or change the current time, press CMD + Z. Highlight the middle sub-menu and type in the new time, using leading zeros for numbers 1-9. For example, type 09 45 00, not 9 45 00, for 9:45. The numbers that are typed display from right to left, replacing the old time. When a format that contains AM or PM has been selected, after entering the time, press the right arrow key to highlight the AM/PM field, then type "A" for AM or "P" for PM (the up and down arrow keys will also work). To start the new time, press NEW LINE/OK.

To set or change the current date, press CMD + X. Highlight the bottom sub-menu and type in the new date according to the format you selected in the top sub-menu, using leading zeros for numbers 1-9. Use the left and right arrow keys to move between the month, date, and year.

Clock and Date Notes

• Once set, TitleMaker 3000 will retain the correct date and time in its memory.

• When using a time format that includes seconds (HH:MM:SS), you can synchronize the clock to a time reference by setting it ahead to a time in the future and then pressing NEW LINE/OK when that moment arrives. For instance, set the clock 10 seconds ahead and watch your reference clock. As the tenth second passes, press NEW LINE/OK and the internal clock will be synchronized.

Displaying a Project at a Pre-Determined Date and Time

You can automatically trigger a project to play at a pre-determined time without the use of an external GPI.

To set the internal timed trigger, press CMD + Z. Highlight the bottom sub-menu. Position the highlight at the first symbol (ON/OFF). Turn the internal trigger on by pressing the up or down arrow key, or "N" (ON). Press the right arrow key to highlight the

A ON 🗐 01 🕐 15:00 🎹 08/31/96

B ON 🗐 02 🕐 **:00 🎹 08/31/96

C ON 🗐 03 🕐 **:** 🎹 **/01/96

project and type in the number of the project you've selected, using leading zeros for projects numbered 1-9. Next, enter the time (using a 24-hour format) that you want the project to be played. Press the right arrow key to highlight the date field, then enter the date that you want the project to play (using MMDDYY format).

The first example (A) shows a typical internal trigger setting for project 1 to play at 3PM on 08/31/96. To turn the internal trigger off, highlight the ON/OFF symbol and press the up or down arrow keys, or "F" (OFF).

Repeating Triggers

You can make the timed trigger automatically repeat the trigger event every hour, every day, etc. To do this, use wild card characters for some of the digits in the time and date. The wild card character is the asterisk (*). The requested project is triggered when the time and date set equal the actual time and date; wild card characters match any digit. For instance, if the tens digit of the hours setting is a wild card, a trigger will occur every ten hours.

Examples:

Every Minute **:**	Every Hour: **:00
Every Day: **/**/**	1st of each Month: **/01/**

On the Hour, Everyday: **:00 & **/**/**
At 10 PM, Everyday: 22:00 & **/**/**

To use wild-card characters, place asterisks (Shift + 8) within the time and/or date you type in. In example (B), project 2 is triggered to play once every hour, on 08/31/96. In example (C), project 3 is triggered to play every minute on the first day of each month in the year of 1996.

Internal Timed Trigger Notes

• When setting the time for the internal timed trigger, the format is always entered in 24-hour time and the date is always entered in MMDDYY format, regardless of which format you use for the displayed clock.

• The internal timed trigger always plays from the first page of the project. The rest of the pages will play exactly as they would if you played the project manually. If a timed duration has been set, the pages will play in sequence; if a page has infinite duration, it will display indefinitely, waiting for someone to press PLAY or for an external GPI trigger.

• TitleMaker 3000 supports one internal timed trigger. The internal timed trigger can be programmed to play only one project at a time.

Displaying the Real Time Clock and Date

You can display a running clock, date, or both on a page in your project. When time is selected, the clock will continue to run in real time, meaning it will always display the current time. Likewise, when the date option is selected, the date will change from one day to the next. Both will stay current regardless of whether the unit is powered on.

To display both a running clock and date on a page, press EFFECTS IN. Position the highlight at the bottom sub-menu (D) and use the up or down arrows to choose the combination clock/date symbol (E7). Next, use the left or right arrow keys to move the highlight from the clock/date symbol to the position symbol (E8). Change the horizontal position of the clock with the up or down arrow keys. Press NEW LINE/OK or PLAY.

To display only a running clock in a page, press EFFECTS IN. Position the highlight at the bottom sub-menu (D) and use the up or down arrows to choose clock (F9). Next, use the the left or right arrow keys to move the highlight from the clock symbol to the position symbol (F8). Change the horizontal position of the clock with the up or down arrow keys. Press NEW LINE/OK or PLAY.

To display only a running date in a page, press EFFECTS IN. Position the highlight at the bottom sub-menu (D) and use the up or down arrows to choose date (G10). Next, use the left or right arrow keys to move the highlight from the date symbol to the position symbol (G8). Change the horizontal position of the date with the up or down arrow keys. Press NEW LINE/OK or PLAY.
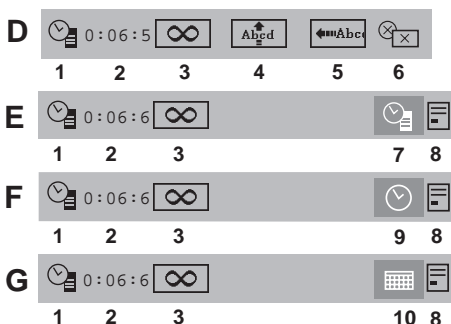
To remove the time and/or date display from your page, return to the EFFECTS-IN menu and position the highlight at the bottom sub-menu. Move to the clock/date symbol as chosen, and using the up or down arrow key, change the clock/date symbol back to the "off" position (D6, on previous page). The scroll and crawl symbols will reappear. Press NEW LINE/OK to return to the edit screen.

Real-Time Clock and Date Notes

- The clock and date, when selected from the EFFECTS IN menu, will always display the current time and date.

- Duration (timed or infinite) can be set for the page containing the clock and/or date either before clock/date are set or after, by moving from clock/date position back to the first two symbols in the sub-menu (D1 & D2).

- The clock and date display is standard and cannot be changed to a different font or size.

- The clock and date display following the last line of text on the page when the page is played.

- The clock and date are not displayed during Effects In or Effects Out, but will appear on the screen in between the effects.

- If time and/or date are selected to display, scroll and crawl cannot be selected.

Placing Time or Date in your Text

You can easily insert the time or date onto your page as a textual object — one that will not change as time goes by and will be formatted with the rest of the text. From the Edit Screen, position the cursor where you want the time and/or date inserted, then press ACCENT + Z for time, ACCENT + X for date. Remove the time/date insert as you would any other text on a line.

Chapter 19 • Superimposing Titles

Titles can be superimposed over any video source.

Superimposed titles are often used in professional productions to identify people, places, times, settings — or the score of the game! They can also be used for subtitles or just as a way to play credits with an interesting background. TitleMaker 3000 allows you to superimpose titles. Effects, such as scrolling, can be used to bring titles in and out over the source video.

Superimposing Titles on Video

To superimpose titles on video, change the background pattern to VIDEO (rather than a solid color or pattern) as described in Chapter 15, "Patterns."

• Position the cursor on the page that contains the titles you wish to superimpose.

• Press the BACKGROUND PATTERN menu key.

• Use MARK START to activate the top sub-menu. Use the RIGHT arrow key to highlight the VIDEO symbol. Press NEW LINE/OK.

• Confirm that your video source is running (start the VCR or camcorder) and press PLAY.
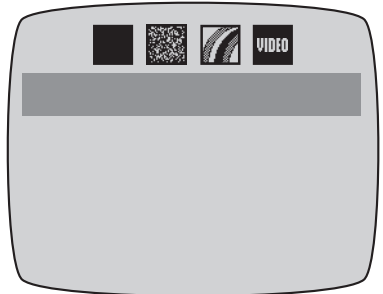
The OUTPUT monitor shows your page of titles superimposed over the source video.

Superimposing Titles on Video with a Transparent Pattern

You can mix a background color or pattern with the video, creating a see-through pattern effect:

• Use the top sub-menu in the BACKGROUND PATTERN menu to choose solid color or a pixel or rainbow pattern.

- Use MARK START to highlight the bottom sub-menu (the Video/Pattern slider). Use the RIGHT and LEFT arrow keys to select a mix between video and the pattern.
- Press NEW LINE/OK.

Making Titles Come and Go

You can make superimposed titles appear for a while, then disappear. You can make them appear using an effect, such as a fade or slide, then cause them to disappear using another effect.

To do this, place blank pages with video backgrounds between pages of titles.
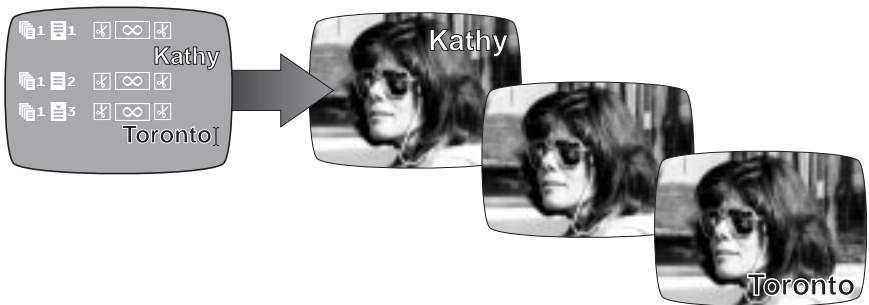
- Create a page of superimposed titles.
- At the end of the page, press NEW PAGE but don't type anything on this page. Set its background to VIDEO.
- Press NEW PAGE again and type the next titles.

When you play these pages, the first titles appear, then transition to the blank page. Since this page is empty and the background is plain video, the result is that the titles simply go away. The next page can then introduce more titles.

You can change the duration of each page to control when it appears and disappears or you can play the pages manually (Chapter 20) to introduce them on cue.

Add effects to these pages (fades, wipes, scrolls, and slides) to add interest to the titles as they come and go.

Chapter   20 • Playing   Pages

You can play pages many ways. Like a VCR, TitleMaker 3000 allows you to play pages of titles in forward or reverse, at various speeds.

After you have created and edited your titles using the Editing Screen, you are ready to play them. Playing titles displays the titles you have typed on the screen with the backgrounds, effects, positioning, and other details you have selected. The resulting titles can be recorded or displayed.

TitleMaker 3000 provides many ways to play titles. You can play automatically or manually, in forward or reverse. You can play some pages or all of them. You can even play a series of pages repeatedly, to create an eye-catching "video billboard." This chapter describes the different methods.

Projects

Titles are always played from the current project. To play titles from a different project, you must switch projects by pressing CMD + PAGE UP or CMD + PAGE DOWN until you see the project you want to play.

As described in Chapter 18, a project can be triggered internally to play at a specified date and time.

Important Concepts

• If any pages are marked, the PLAY key plays those pages over and over again.

  If no pages are marked, play starts with the page that contains the cursor and continues until the last page in the project is played.

• Pages are played using the durations, effects, and other choices you set up when you created the titles. Each page will appear for the amount of time you specified using the duration option in the Effects In menu (Chapter 17). The effects you specified will be used to transition between pages.

  If you chose infinite duration for a page, the page remains displayed until PLAY is pressed again.

• PLAY works the same way whether you start from the Editing Screen or from the Page Index screen.

Playing All Pages
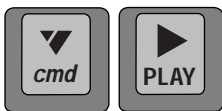
The easiest way to play all pages in a project is to press CMD and PLAY at the same time. CMD + PLAY ignores marks and the cursor location. It plays all pages, starting with page one, using the effects and durations you have defined.

Playing Some Pages

To start playing from any page, be sure no text is marked (press UNDO if there are marks). Position the cursor on the desired page (using either the Editing Screen or the Page Index) and press PLAY. Play will begin at the cursor location.

To play a range of pages, mark text that spans those pages. Position the cursor anywhere in the first page you want to display and press MARK START. Position the cursor in the last page and press MARK END. Press PLAY and the marked pages are displayed in a "loop" — after the last marked page plays, the first marked page plays and the sequence begins again.

Playing Backwards

Press SHIFT while you press PLAY to play the pages in reverse order. You can also reverse the direction while pages are playing by pressing just the SHIFT key. Press PLAY again to continue playing in the forward direction. (You can also play backwards, a page at a time, using the LEFT arrow key, as described in a later section).

Pause

You can pause display at any time by pressing the SPACE bar. The currently displayed page remains on the screen, even after its duration time has finished. Press SPACE again (or PLAY) to resume automatic play.

Hint: This is analogous to the pause or still function on a VCR.

Search (Cue and Review)

When you are playing titles, you can force the immediate display of the next page, even if the current page's duration has not finished. To do this, press PLAY. The next page is displayed immediately and automatic play continues from that page on.

You can back up a page by holding SHIFT and pressing PLAY. The current page ends, the previous page is displayed, and play continues in the reverse direction.

Hint: Pressing PLAY or SHIFT + PLAY is a handy way to zip through the pages without ending automatic play. It is analogous to the search (cue and review) features of a VCR.

Manual Play (Slide Projector Mode)

You can make TitleMaker 3000 act as a slide projector, playing a new page with each key press. For example, if you are using titles to make a live presentation, you would probably want each page to remain on the screen as you discuss it, moving on to the next page when you are ready.

You can define a project so that it always plays manually; or you can temporarily make a project play manually.

Making a Project Always Play Manually

To make a project always play manually, set all pages to infinite duration using the Effects In menu (Chapter 17).

You can do this as you create the titles — make the first page infinite and future pages will also be infinite, since new pages inherit the characteristics of the previous page.

Or you can change all the pages in an existing project to infinite duration by marking all pages and changing their duration. To do this, use CMD + MARK START followed by CMD + MARK END to mark all pages, then change the duration to infinity, using the Effects In menu.

Hint: You can mix manual and automatic play. For example, suppose you have a presentation and at one point, you want a series of titles to play automatically. Set the whole project to infinite duration but set timed durations for the pages you want to play automatically.

Notes:

• When you change the duration of all the pages, note that you cannot change it back by using UNDO.

• Be careful when you have pages marked, because you can make unintended global changes easily. Press UNDO immediately.

Playing Any Project Manually

You can make a project play manually even if it has durations set by using the arrow keys during PLAY.

Play the project normally using PLAY or CMD + PLAY. At any time, press the RIGHT arrow key to flip forward to the next page. Automatic play pauses — the page remains on the screen until you are ready to move on. Any durations that have been set are ignored. Continue to use RIGHT arrow to play forward manually, a page at a time. Use the LEFT arrow key to flip back to the previous page.

To resume automatic play, press PLAY.

Note the difference between using PLAY or SHIFT + PLAY to skip pages as compared to using the arrow keys: PLAY and SHIFT + PLAY flip to the next page and continue automatic play; the arrow keys flip to the next page and stay there, paused. Arrow keys also skip the out-effect.

The arrow keys are a very convenient way to rapidly flip through the pages to find a particular page.

Hint: The DOWN arrow key does exactly the same thing as the RIGHT arrow key. The UP arrow key does the same thing as the LEFT arrow. If you think of forward and back as up and down, use the UP and DOWN keys. If you think of them as right and left, use those keys instead.

Continuous Play (Video Billboard)

You can play all the screens in sequence, again and again, like a slide projector with a circular tray and an automatic timer. This makes TitleMaker 3000 into an automatic "video billboard," useful for point-of-purchase display, cable television stations, hotel lobbies, bars, or any other application that requires a running program of video titles.

To do this, use MARK START and MARK END to mark a selection of text. Then press PLAY. The marked pages will play over and over. Any page with infinite duration will cause display to stop at that page until PLAY is pressed.

Hint: To continuously play all the pages, hold CMD as you press MARK START followed by MARK END to mark all the pages. This marks all the pages in the project. Then press PLAY.

Be careful when you have pages marked, because you can make unintended global changes easily. Press UNDO immediately.

Leaving Play to Edit Again

To stop playing pages, press NEW LINE/OK and the screen you were using when you pressed PLAY (the Editing Screen or the Page Index screen) reappears. The cursor is located on the page you were viewing.

You can also end play with the cursor located where it was before you pressed PLAY. To do this, press UNDO instead of NEW LINE/OK.

Chapter 21 • Editing, Presentations, and Other Applications

Video titles are useful for more than just video editing. The high-quality titles, versatile play modes, projects and 16,000-character capacity make TitleMaker 3000 perfect for a variety of applications.

Applications

Here are some of the applications for TitleMaker 3000:

- Video editing
- Business presentations
- Live displays (Video billboard)
- Nightclubs
- Retail point-of-sale display
- Hotel and business lobbies
- Public information displays (at an airport, for instance)
- Cable television information channels
- Broadcast slate generators
- Classroom presentations
- Self-paced demos

This chapter discusses three specifically: Video editing, presentations, and live video display (video billboard).

Video Editing

About Video Editing

Video editing translates raw camcorder footage into polished, professional productions you'll be proud to show. It usually involves two aspects: Removing unwanted footage and adding elements, such as titles and effects.

While film is edited by cutting and splicing lengths of film, videotape cannot be practically spliced. So video editing is done by selective copying. The raw footage is played by one machine and a separate VCR records the results on a new tape. The two machines are controlled, either by hand or automatically, to make sure the final tape contains just the scenes you want. An editing system, such as Videonics Thumbs Up or Edit Suite, is often used to control the tape machines, making sure the correct scenes end up in the correct place. Whether you edit manually or automatically, the techniques for adding titles are similar.

Titles and Video Editing

Titles greatly enhance an edited video. For instance, they can be used to help tell the story, to introduce changes of time or place, to identify people or settings, and to add credits. TitleMaker 3000 is the ideal companion for editing equipment of all kinds. You can add top-quality titles as you copy or edit your original videotapes.

How Titles are Added to a Production

Titles are never added to a tape that has already been recorded. Instead they are added as the original tape is being copied to a new tape. The original tape remains as it was and the titles (as well as special effects and other modifications) are placed on the new tape along with the original footage. This means you can use the same original tape for many different productions, with different titles added to each production.

Titles can be combined with the video or created as separate, standalone titles.

- The most common example of titles combined with video is when they are superimposed over video, as with subtitles or when video is used as a pattern choice. Another example is where a screen of titles fades or wipes to the running video — video and titles are combined during the fade or wipe.

  Be sure to read Chapter 19. It tells how to superimpose titles and explains how to make superimposed titles come and go.

- Standalone titles are independent of any video footage. They appear over TitleMaker 3000's own colored or patterned backgrounds and no video footage is involved.

Connections

To use TitleMaker in an editing setup, simply connect it between the VCR or camcorder that will be playing your original tapes and the recorder, as described in Chapters 3 and 4.

Concept

You can create a page of titles and record it immediately, then create the next page and record that. But generally, it is more efficient to create a sequence of pages ahead of time. As the production is recorded, you trigger (play) each page at the appropriate moment, displaying the page designed for that point in the production. Blank pages are added to the sequence anywhere the production calls for untitled video to be displayed.

If you are using an automated edit controller with a "GPI trigger" output (such as Videonics Thumbs Up or Edit Suite), the controller can automatically trigger each page of titles at the right moments (as explained later).

Here are the steps for defining and using a sequence:

- View your original tape and visualize where titles will go. A "storyboard" (diagrams on paper that show how scenes, titles, and effects unfold) is a helpful aid.

- Design the titles and create the pages you will need, in the order they will have in the final production.

- Where scenes will play without titles, add a blank page with a plain VIDEO background. To do this, position the cursor at the end of a page and press NEW PAGE to create a new, blank page. Press BACKGROUND PATTERN and use the top sub-menu to choose VIDEO.

If you know exactly when each page of titles will be needed in the production, you can set the duration of each page and simply press PLAY and let the titles run. Alternatively, you can set the duration of all pages to be infinite and as the production is recorded, trigger each new page as required.

Projects

The project capability is a convenient way to hold many titling jobs at once. You can keep standard titles (such as your introductory titles, credits, and copyright information) in project 1 and copy them to each new production.

Triggering the Titles Manually

If your edit controller does not have a GPI output (described below), you can trigger titles manually by watching the controller and using the PLAY key to trigger each page at the correct moment.

It is sometimes convenient to set the edit controller to pause on scenes that require titles, or to make a scene at a time, to make it easier to be there when a title needs to be triggered.

GPI Trigger

If your edit controller is automatic and has a GPI trigger, the entire process can be automated, with each page of titles automatically triggered by the controller. A special cable is needed to connect the GPI jacks on the two devices. Chapter 4 describes how to buy or make one.

For detailed instructions using the Videonics Edit Suite as an automatic trigger with TitleMaker 3000, consult the Edit Suite user manual, Chapter 5.

Here's how to automatically trigger titles using Videonics Thumbs Up.

- First, you will need to connect the GPI jacks together using the appropriate cable (Chapter 4).

   Warning: Always turn off power before plugging anything into GPI jack.

- As you mark scenes, press the "T" button where titles are to be triggered. You can trigger titles anywhere in the middle of a scene.

- Set up your titles, page by page, remembering to insert a blank page with VIDEO background anywhere you want titles to disappear.

- When Thumbs Up creates the production, it sends a GPI trigger event to the TitleMaker at the moments you indicated. This triggers the next page of titles, exactly as if you pressed PLAY at that instant.

- The Thumbs Up manual provides more detail.

Presentations

Whether you are trying to demonstrate, teach, or persuade, video is a very effective medium. The built-in battery backup in TitleMaker 3000 means you can create a set of titles at home, then carry the unit anywhere you need to present. You can use projects to make multiple presentations on the same trip, or to share one unit with other users.

Hints:

• Copy the demo into the Editing Screen and use it as a starting point. Find interesting sequences, then use the copy or move capabilities to move them where you need them.

• Use "builds" to tell your story. A build is a series of pages, each adding a point of information to the one before. There is an example in the demo. To create a build, first create the last page — the one with all the information. Set it to position the titles at the top of the page. Choose the cut effect as both the Effect In and Effect Out.

Duplicate the page as many times as you have points. Delete all but the first point from the first page. Delete all but the first two from the second page. Continue modifying all the pages until you reach the last page which will have all the points.

Advanced hint: Make the last point on each page (the one you will be discussing) a different color. As each new point appears, the previous points will be in the same color and only the newly appearing point will use the new color.

• When your titles are complete, videotape them for future use, after the titles have been removed from the unit. The tape is also a good safety net —although it is unlikely TitleMaker 3000 will lose titles, it is wise to have a backup plan, just in case.

• When you turn off the unit, always wait until the power light is out before you turn the POWER SWITCH off or unplug the unit. This minimizes the chance of accidental loss.

• Good presentation material techniques are especially important when using video. It is important to use large fonts. Keep the pages brief. Present details verbally. If you have a lot of information, break it into multiple pages.

• Include taped material where appropriate. For instance, after presenting the reasons your company has built a new facility, you can play a tape showing the facility. Add a blank page with plain video background at that point in the presentation so the video can be seen. You can add titles and effects designed to play over the video.

• Study the play modes carefully (Chapter 20) so you know how to play pages backwards and forwards, find a page using the Page Index, etc.

- You can use a remote push-button to trigger titles. This is useful when you are standing some distance from the titler. The following instructions describe how to make a remote trigger button.

Live Titles

Many of the applications listed at the start of this chapter, such as video billboards, nightclub and restaurant uses, and in-store displays, have one thing in common: Titles play live, rather than being recorded.

- Live presentations often rely on automatic play in which each page is assigned a duration or uses scroll or crawl (Chapter 17).

- Continuous play (Chapter 20) makes it easy to have the program repeat over and over again.

- Projects make it possible to store multiple "programs." For instance, a restaurant might have one set of titles play during lunch and switch to a different project later in the day.

- Preview (Chapter 22) is designed for live use. Connect a small monitor to the preview jack and the Editing Screen and Page Index will only appear on that monitor. Anytime you edit titles, the regular output will carry whatever video is plugged into the IN jack (without titles). The audience will see the input video rather than watching you type! When you press PLAY, the titles again appear on both monitors.

- The internal timed trigger (Chapter 18) makes it possible to have a project (live titles) play at a specified date and time.

INSTRUCTIONS FOR MAKING REMOTE TRIGGER BUTTON

Tools required:

• A soldering iron and solder
• Wire cutters
• An electric drill.

Parts required:

• A 4-inch piece of 3/4-inch PVC pipe (C) and two end caps (B and E)
• 3-conductor, 22-24 gauge stranded wire cable (D)
• A "normally open momentary push-button switch" (A)
• A stereo 3.5-mm mini-pin plug (F)

Instructions:

Drill a 1/4-inch hole in the center of one PVC end cap (E) and a hole to match the push-button switch in the other end cap (B). Feed one end of the cable through the end cap with the 1/4-inch hole (E) and strip the ends of each wire. Tie a single knot (D) about 8 inches from the end of the wire. Slide the wire through the PVC pipe, the nut and washer, and the other end cap (B). Solder the two wires at the knotted end to the two poles on the switch (A). Slip the switch into the end cap and secure it using the nut and washer.

Solder the other ends of the cable to the plug (F). Connect to the tip (G) and the base (H) of the plug. Don't connect anything to the middle section of the plug (X). Push the end caps in place. After testing, you can glue the end caps using PVC cement, if you wish. Solder the wires at the other end of the cord to the poles from the tip and base of the stereo mini-pin plug. If you're unsure which poles are which, ask at the store when you make the purchase. Your new remote trigger plugs into the "GPI (CONTROL)" jack on the back of TitleMaker 3000.

IMPORTANT! Any time you plug or unplug the GPI trigger, make sure TitleMaker 3000 is turned OFF. Plugging or unplugging with the unit turned on can cause the loss of your work.
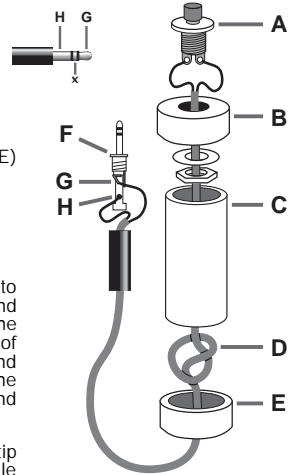
Chapter   22 • Preview

An optional preview monitor is useful for live titling applications, allowing you to change titles without disrupting the live output.

About Preview

Imagine a restaurant with monitors that normally play sports videos. A TitleMaker 3000 is used to add phone messages, menu specials, and announcements to the screens, using superimposed scrolling and crawling titles. As dinner service begins, the manager wishes to change the specials. Without the Preview feature, the patrons would see the titles being changed. They would see the same thing the manager sees, including the Editing Screen, typing in progress, etc.

Instead, the manager uses a separate monitor, connected to the PREVIEW output. When the manager presses NEW LINE/OK, the Editing Screen appears only on the PREVIEW monitor. The normal output displays the sports video without titles and changes can be made privately.

Once the changes are complete, the manager presses PLAY and the titles play, as usual, on all monitors.

Using a PREVIEW Monitor

Preview is automatic. If a cable is plugged into the PREVIEW OUT jack, TitleMaker 3000 automatically uses it, displaying the Editing Screen only on the PREVIEW monitor. When you play titles, they are always displayed on both screens.

Forcing Preview Mode

You can also switch Preview on and off, regardless of whether the PREVIEW OUT jack is in use, by pressing CMD + P.

Appendix   A • Advanced Techniques,   Shortcuts,   and CMD   (Command)   Keys

Here are some hints and techniques that will become useful as you become experienced with TitleMaker 3000. When "+" appears between the names of two buttons, press both keys at the same time.

Capacity

• TitleMaker 3000 can hold over 16,000 characters. You can check its remaining memory capacity by pressing CMD + M. A number will appear on the screen. It gives an idea of how much room you have left. The number gets smaller as you fill memory. To return to the editing screen, press NEW LINE/OK.

• Each line can hold up to 1000 characters. It's unlikely you would ever try to type that many but if you do, the memory-full symbol appears to remind you to start a new line.

• You can type as much as you like on a page. There is no fixed limit on the number of pages or on the number of characters that can be typed on a page.

• Scrolls can contain up to 110-115 lines per page, depending on how many characters there are on each line. If a scroll is too long, the memory warning will appear when you attempt to play the page.

• Text that is typed past the edges of a page will not be displayed in the Editing Screen. The extra text is not erased. The text will be displayed if you break the line into smaller pieces or use a smaller font, size, or style.

• When you play the page using the full-page scroll effect, text that is beyond the top and bottom if the screen is displayed. When you play the page using a crawl, all the text on the page is displayed.

Erasing Memory and Resetting Unit

• You can erase everything in a project by pressing CMD + SHIFT + DELETE. The trash can symbol appears to warn you everything is about to be erased. Press NEW LINE/OK to confirm you really want to erase everything. Press UNDO immediately if you do not want to erase the project.

- To completely reset the unit, erasing everything and returning the unit to factory condition, turn the POWER SWITCH on the back panel OFF; then back on. While holding CMD + SHIFT + ACCENT, press and hold the POWER key until the Edit Screen is displayed. (Note: If you hold the POWER keys too long, a locked demo will begin playing. To stop the demo, press ACCENT + SHIFT + DEMO.)

Warning: This will erase all projects, all colors, etc. You cannot undo this operation.

Moving the Cursor

- In the Editing Screen, the CMD and SHIFT keys modify the arrow keys:

Modifier key	LEFT or RIGHT arrow	UP or DOWN arrow
SHIFT	Next start or end of line	Start or end of next page
CMD (Command)	Next start or end of line	Start or end of current project
CMD (Command) + SHIFT	Next start or end of line	Start of next project

- In the Page Index screen, SHIFT causes the arrow keys to move a full screen at a time. CMD causes the arrow keys to move a project at a time. CMD + SHIFT also moves a project at a time.
- SHIFT and CMD also modify the meanings of the MARK START and MARK END keys, in both the Editing Screen and the Page Index screens:
  - SHIFT + MARK START places a mark at the start of the current page and SHIFT + MARK END places a mark at the end of the page.
  - CMD + MARK START places a mark at the start of the current project and CMD + MARK END places a mark at the end of the project.

Projects

- Use CMD + SHIFT + UP/DOWN to move to the next or previous project.
- CMD + NEW PAGE, while the Page Index is on the screen, creates a new project.
- CMD + SHIFT + DELETE while in the Editing Screen erases the contents of a project.

Moving In the Color Menu

- In the bottom sub-menu (with the color palette), use SHIFT with the arrow keys to move the highlight a full screen of bars at a time.
- In the bottom sub-menu, use CMD + UP to move to the first pre-defined color. Use CMD + DOWN to move to the first user-defined color.

- In the top sub-menu, use SHIFT + LEFT/RIGHT to move the pointer faster across the color setting bar.
- In the bottom sub-menu, use CMD + LEFT/RIGHT to move the pointer to the end of the bar.

Using the Demo

- Press ACCENT + DEMO to see a demonstration of the major features. Any key will stop the demo.
- Press SHIFT + DEMO to display a demo that minimizes the use of English language text. This demo is designed for international use. Any key will stop the demo.
- Press CMD + ACCENT + DEMO to see a "locked" version of the English language demo. This demo will not stop until CMD + ACCENT + DEMO or CMD + SHIFT + DEMO is pressed.
- Press CMD + SHIFT + DEMO to see a "locked" version of the international demo. This demo will not stop until CMD + SHIFT + DEMO or CMD + ACCENT + DEMO is pressed.
- Press CMD + ACCENT + COPY to copy the English language demo into a new project.
- Press CMD + SHIFT + COPY to copy the international demo into a new project.

Play Modes

- The current project is always the one played unless the internal-timed trigger has been set to automatically play a different project. To play another project, use CMD + SHIFT + UP/DOWN to switch projects.
- If text is marked, the PLAY key plays all the pages in the project that include marked text. The same pages are repeated over and over (looped play).
- If no text is marked, PLAY starts with the page that contains the cursor.
- CMD + PLAY: Starts playing from the first page in project, regardless of marks or cursor location.
- SHIFT + PLAY plays backwards. Pressing SHIFT during play switches direction of play.
- SPACE BAR pauses playing immediately.
- While pages are playing, the PLAY key goes to the next page immediately and resumes automatic play from that page.
- Arrow keys move forward and backward, ceasing automatic play. One page is displayed with each arrow-key-press and out-effects are skipped.

Miscellaneous Hints

- You can adjust TitleMaker 3000's video output to compensate for a television that is off-center. Press SHIFT + POSN. A large rectangle is displayed. Use the arrow keys to adjust the rectangle until it is centered, then press NEW LINE/OK.

- CMD + P turns Preview mode on and off.

Appendix　B • Font　Listing

TitleMaker 3000 includes 204 font/size combinations with a complete set of characters, including accented and pictorial characters.

Character Set

All fonts include the following characters except some fonts which include capital letters only.

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz 1234567890

!@ # $%^ & * ( )° - — = _ + " " ' " ' '

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a A ¼ ¾ ¼

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Font Sample

TitleMaker 3000 includes 51 fonts in four sizes (plain, doubled vertically, doubled horizontally, doubled vertically and horizontally). Here is a sample of each font.

#		
1.	ABCDEFG	abcdefg
2.	ABCDEFG	abcdefg
3.	ABCDEFG	abcdefg
4.	ABCDEFG	abcdefg
5.	ABCDEFG	abcdefg
6.	ABCDEFG	abcdefg
7.	ABCDEFG	abcdefg
8.	ABCDEFG	abcdefg
9.	**ABCDEFG**	**abcdefg**
10.	***ABCDEFG***	***abcdefg***
11.	ABCDEFG	ABCDEFG
12.	**ABCDEFG**	**abcdefg**
13.	***ABCDEFG***	***abcdefg***
14.	ABCDEFG	abcdefg
15.	ABCDEFG	abcdefg
16.	ABCDEFG	abcdefg
17.	ABCDEFG	abcdefg
18.	**ABCDEFG**	abcdefg
19.	***ABCDEFG***	*abcdefg*
20.	ABCDEFG	ABCDEFG
21.	**ABCDEFG**	**abcdefg**
22.	**ABCDEFG**	**ABCDEFG**
23.	**ABCDEFG**	**ABCDEFG**
24.	**ABCDEFG**	**ABCDEFG**
25.	**ABCDEFG**	**ABCDEFG**
26.	**ABCDEFG**	**abcdefg**
27.	**ABCDEFG**	abcdefg

28.	ABCDEFG	ABCDEFG
29.	ABCDEFG	abcdefg
30.	ABCDEFG	abcdefg
31.	ABCDEFG	abcdefg
32.	ABCDEFG	abcdefg
33.	ABCDEFG	abcdefg
34.	ABCDEFG	abcdefg
35.	ABCDEFG	abcdefg
36.	ABCDEFG	abcdefg
37.	ABCDEFG	abcdefg
38.	ABCDEFG	abcdefg
39.	ABCDEFG	abcdefg
40.	ABCDEFG	abcdefg.
41.	ABCDEFG	abcdefg
42.	ABCDEFG	ABCDEFG
43.	ABCDEFG	abcdefg
44.	ABCDEFG	abcdefg
45.	ABCDEFG	abcdefg
46.	ABCDEFG	abcdefg
47.	ABCDEFG	abcdefg
48.	ABCDEFG	abcdefg
49.	ABCDEFG	ABCDEFG
50.	ABCDEFG	ABCDEFG
51	ABCDEFG	abcdefg

SPECIAL CHARACTERS

Refer to Chapter 6 for a complete listing, with explanations.

The following special characters are entered by pressing ACCENT and the indicated character at the same time. For instance, ACCENT + C indicates you press C and ACCENT together. "+" indicates that two keys are pressed together; you don't push the "+" key. Capital letters are used for clarity; you don't press SHIFT unless it is indicated.

* Note: TitleMaker 3000 offers "curly" quotes in addition to "straight" quotes. Curly quotes look like this: " " ' ' , as opposed to straight quotes which look like this: " '. It also has the "em-dash" (—), a dash that is longer than a hyphen (-). Note that the straight quotes in some fonts are actually slightly curled due to the style used by that font's designers.

** For the degree symbol, type ACCENT + 7 followed by SPACE.

ç	ACCENT + C	®	ACCENT + R
		™	ACCENT + T
Ç	ACCENT + SHIFT + C	©	ACCENT + Y
æ	ACCENT + A	°	ACCENT + 7; SPACE **
		•	ACCENT + U
Æ	ACCENT + SHIFT + A	—	ACCENT + – *
œ	ACCENT + O	'	ACCENT + ; *
Œ	ACCENT + SHIFT + O	'	ACCENT + ' *
ø	ACCENT + 0	"	ACCENT + , *
Ø	ACCENT + SHIFT + 0	"	ACCENT + . *
ß	ACCENT + S	§	ACCENT + F
		3	ACCENT + G
§	ACCENT + D	H	ACCENT + H
«	ACCENT + [	u	ACCENT + J
»	ACCENT +]	n	ACCENT + K
¡	ACCENT + 1	n	ACCENT + L
¿	ACCENT + /	¨	ACCENT + M
¢	ACCENT + Q	Æ	ACCENT + N
£	ACCENT + W	•	ACCENT + V
¥	ACCENT + E	ø	ACCENT + B

ACCENTED CHARACTERS

The accents above the 2, 3, 4, 5, 6, 7 and 9 keys are used with other letters to make accented letters. For instance, to type ù, you would use ACCENT + 4, followed by the letter U. The capitalized version (Ù) would be displayed using ACCENT + 4, followed by SHIFT + U.

In this list, "letter" means the letter you want accented.

To Type:	Press:	Then press:	To Type:	Press:	Then press:
´	ACCENT + 2	SPACE	ˆ	ACCENT + 6	SPACE
á, é, í, ó, ú	ACCENT + 2	letter	â, ê, î, ô, û	ACCENT + 6	letter
Á, É, Í, Ó, Ú	ACCENT + 2	SHIFT + letter	Â, Ê, Î, Ô, Û	ACCENT + 6	SHIFT + letter
`	ACCENT + 3	SPACE	°	ACCENT + 7	SPACE
à, è, ì, ò, ù	ACCENT + 3	letter	å	ACCENT + 7	letter a
À, È, Ì, Ò, Ù	ACCENT + 3	SHIFT + letter	Å	ACCENT + 7	SHIFT + letter a
¨	ACCENT + 4	SPACE	"	ACCENT + 8	SPACE
ä, ë, ï, ö, ü	ACCENT + 4	letter	ö, ü	ACCENT + 8	letter
Ä, Ë, Ï, Ö, Ü	ACCENT + 4	SHIFT + letter	Ö, Ü	ACCENT + 8	SHIFT + letter
~	ACCENT + 5	SPACE	Á,Ç,ŧ,Ş	ACCENT + 9	SHIFT + letter
ã, õ, ñ	ACCENT + 5	letter	a,ç,ŧ,ş	ACCENT + 9	letter
Ã,Õ,Ñ	ACCENT + 5	SHIFT + letter	¡	ACCENT + ¡	
			¡	ACCENT + SHIFT + ¡	

Appendix   C • Glossary

ARROW   KEYS
The four arrow keys at the right side of the TitleMaker 3000 keyboard, used to move the cursor and highlights.

BACKGROUNDS
Solid color, patterns, or video used behind letters.

BNC   CONNECTOR
A type of connector with twist-locking capability, used on some VCRs, video and RF equipment.

BOLD
Heavy characters, with a wider stroke or line width.

BORDERS
In TitleMaker 3000, lines and boxes that surround text. Border lines can be in any color and in any TitleMaker 3000 pattern.

CAMCORDER
Combination of camera and video tape recorder in one device.

CHARACTER   GENERATOR   OR   CG
Device used to superimpose text onto a video signal.

CHARACTERISTICS
Attributes of a character or border or background, such as color, pattern, boldness, outline, shadow.

CHARACTERS
Letters, numbers, and symbols.

COMPOSITE   VIDEO
A video signal in which the luminance (black and white), chrominance (color), blanking pulses, sync pulses and color burst information has been combined. NTSC, PAL, and SECAM are composite video standards. RCA-style jacks are often used for composite video signals.

CRAWL
An effect in which characters march onto the screen in a single row, from right to left.

CURSOR
Flashing object that appears in the Editing Screen and shows where the next character will be typed.

CUT
Transition effect in which a page of titles appears or disappears instantly.

DIGITAL
A method of representing a signal using binary numbers. The TitleMaker 3000 converts video signals into digital form and all video processing and title generation is done digitally. Digital video provides advantages in reliability, accuracy, quality, performance, and features.

DURATION
Length of time a page of titles will be displayed. Can be zero to just under ten minutes, in tenth of a second increments; or can be set to infinite.

EDIT
See VIDEO EDITING.

EDIT   CONTROLLER
Device that controls one or two videotape machines to assist user in recording desirable scenes from original tape and leaving unwanted footage behind. Videonics Thumbs Up and Edit Suite are examples. See VIDEO EDITING.

EDITING   SCREEN
In TitleMaker 3000, a display that shows the text you have entered with its characteristics, page divisions, and other features designed to assist in creating titles. The Editing Screen contains the cursor. See CURSOR, PAGE INDEX, PLAY SCREEN.

ENHANCER
Device that allows user to modify video, improve apparent sharpness, or reduce unwanted artifacts. See VIDEO PROCESSOR.

FADE
In TitleMaker 3000, a fade is a transition effect in which the titles fade away to leave the background or vice-versa.

FONT
The form and shape of a set of characters.

FULL-PAGE   SCROLL
See SCROLL.

GPI
A two wire control system where the contact between the two wires triggers an event.

GENLOCK
Creation of a video signal that is synchronized to a reference signal. Because the new signal is synchronized, it can be superimposed on the original signal, and effects, such as dissolves, can be performed. Name comes from "GENerating a LOCKed signal." TitleMaker 3000's titles are genlocked to the video input.

HALF-SCROLL
See SLIDE.

HIGHLIGHT
On-screen indication that shows which of several choices is selected.

H L S

Hue-Lightness-Saturation color specification model, as used in TitleMaker 3000.

H U E

One of three numbers used to define a color in TitleMaker 3000. Hue specifies the dominant color, such as red, yellow, orange, blue. See LIGHTNESS, SATURATION.

K E Y

Button on the TitleMaker 3000 keyboard.

L E T T E R   S P A C I N G

Amount of space used between characters. Tight spacing crowds characters together, loose spacing spreads them apart.

L I G H T N E S S

One of three numbers used to define a color in TitleMaker 3000. Specifies overall lightness or darkness, ranging from white to black. See HUE, SATURATION.

L I N E

1. A video picture consists of an array of horizontal lines. An NTSC frame has about 525 lines, a PAL frame has about 625.

2. A line of text is the text that occupies one horizontal row of characters on the screen.

3. Border lines are colored or patterned lines between, alongside, or around text lines.

M A R K

On-screen symbols used to identify a range of text. Two marks are used. One denotes the start of the marked text, one denotes the end. TitleMaker 3000 permits you to copy, move, or delete all the marked text at once, or to change its characteristics. Also used to loop play a range of pages.

M E N U

On-screen display that shows available choices.

M E N U   K E Y S

The top row of keys on the TM-3000 used to display a menu.

M O N I T O R

A television that gets its signal directly from a camera or VCR in the form of a VIDEO line signal (as opposed to an RF, antenna or cable TV signal).

N T S C   (NATIONAL TELEVISION STANDARDS COMMITTEE)

Standard of color TV broadcasting used mainly in the United States, Canada, Mexico and Japan, featuring 525 lines per frame and 60 frames per second. See PAL and SECAM.

O U T L I N E

Narrow line that surrounds a character and provides it with an edge. Useful for delineating characters to help them stand out from the background.

O U T P U T

Similar to the preview in concept except that the resulting output is the final signal that goes "on the air." Also called "program out."

P A G E

The lines that will be displayed together when the titles are played. Each page is presented with its effects, then the next page is displayed, etc. TitleMaker 3000 allows the user to separate text into hundreds of pages.

P A G E   I N D E X

Compact display that shows many pages on one screen. Each line in the Page Index represents a page in the Editing Screen. See EDITING SCREEN.

P A G E   S Y M B O L S

Row of symbols on the Editing Screen that separates pages and indicate characteristics of the page.

P A L   (PHASE ALTERNATE LINE)

The European color TV broadcasting standard featuring 625 lines per frame and 50 frames per second. See NTSC and SECAM.

P A T T E R N

In TitleMaker 3000, an array of dots, lines, or colors that create a pattern that can be used for backgrounds, letters, outlines, and borders.

P I X E L   P A T T E R N

Pattern comprised of small dots and/or lines. TitleMaker 3000 patterns include star-field patterns, grids, and random patterns.

P L A Y

Show finished titles, for display or recording.

P L A Y   S C R E E N

Screen that displays title pages in finished form, ready for recording or display.

P O S T - P R O D U C T I O N

All editing done after the video footage has been recorded. Editing, titling, special effects insertion, image enhancement, enriching, fine tuning and other production tasks are done during post-production.

P R E V I E W

In TitleMaker 3000, an output that allows the operator to create and edit titles out of the audience's view. The regular output carries the untitled video input while the operator edits the titles. When titles are played, both outputs carry the titled video.

P R O G R A M

See OUTPUT.

PROJECT

The memory of TitleMaker 3000 can be divided into any number of projects. Projects keep titles separate. One project can be modified without affecting others and text can be copied and moved between projects.

RAINBOW   PATTERN

Pattern composed of color gradients.

RCA   CONNECTOR

A type of jack used on consumer VCRs and camcorders to carry composite video signals.

REAL   TIME   CLOCK

An effect in which a running clock/calendar is capable of being superimposed over all background possibilities, including live video.

RECORDER

VCR connected to TitleMaker 3000 output, used to record titles.

RESOLUTION

A measure of the ability to reproduce detail. Generally, referred to as horizontal resolution and evaluated by establishing the number of horizontal lines which are clearly discernible on a test pattern. In TitleMaker 3000, the term refers to the fineness of the characters and determines how smooth they are. TitleMaker 3000 has high resolution with a specification of 720x480 in NTSC or 720x580 in PAL (70 ns).

SATURATION

One of three numbers used to define a color in TitleMaker 3000. Specifies strength of color, ranging from pale to colorful. See HUE, LIGHTNESS.

SCROLL

An effect in which a page of titles slides smoothly on to the screen from the bottom, continuing to slide up until all the titles slide off the top of the screen. See SLIDE and CRAWL.

SECAM (SEQUENTIAL COULEUR A'MEMORIE)

The video standard used mainly in France, Eastern Europe, Russia and surrounding countries. In countries using the SECAM standard, most video production is done using PAL and converted to SECAM prior to transmission. MESECAM is a very similar format used in some Middle East countries. See NTSC and PAL.

SHADOW

Boundary around a character which is wider in one direction to convey the impression of a shadow, making the character look three-dimensional.

SIGNAL-TO-NOISE   RATIO   (S/N)

The ratio, in decibels (dB), of an audio or video signal from the signal's maximum peak-to-peak voltage to the measured voltage in absence of a signal.

In video, the higher the ratio, the less snow is visible. In audio, the higher the ratio, the cleaner the sound.

TitleMaker 3000 has a very low noise signal with a specification of 60 dB.

SLIDE

Effect in which a page of titles slides on or off the screen in any of four directions. A slide starts off the screen and stops when it is fully on the screen; or it starts on the screen and slides completely off. See SCROLL and CRAWL.

SNOW

A general term used to describe interference in a video image. It manifests as random colored or black and white dots.

SPACING

See LETTER SPACING.

STYLE

Any of several characteristics that can be assigned to characters. In TitleMaker 3000, these include outline, shadow, letter spacing, and bold.

SUB-MENUS

Portions of a menu. Each sub-menu is used to define a different characteristic or to provide another way to set characteristics. MARK START,MARK END,TAB, and left or right brackets ([,]) make different sub-menus active.

SUPERIMPOSE

To place in front of video, e.g., placing text over a video signal.

S-VIDEO

Abbreviation for Super-Video, this term describes a video system which transmits the chrominance (color) and luminance (black and white) information over separate conductors to minimize color fringing, dot crawl, and other artifacts of color and black and white interaction.

TEXT   OBJECT

Numbers treated as text on a line, able to be formatted (font/size) like text.

TIMED   TRIGGER

Plays a project at a pre-determined date and time set internally from the CMD + Z menu.

TITLE   GENERATOR,   TITLER

Device such as TitleMaker 3000, used to generate video titles.

TITLING

The addition of text to a video image. Titles may be added to a video scene during shooting or in post-production. Sophisticated titling devices, such as the Video TitleMaker 3000, allow the user to prepare text and graphics in various sizes, fonts and colors to be triggered later, one-by-one, at appropriate places within a production.

TRANSITION　　EFFECT

Effects, such as fade, wipe, slide, scroll, and crawl, used to introduce, display, and remove a page of titles.

USER　　COLOR

TitleMaker 3000 has 64 predefined colors that can be used for characters, outlines, borders, and backgrounds. In addition, the user can define any additional colors. Over a million colors can be chosen. The last 64 colors a user designs are stored in the color palette along with the pre-defined colors. These are called user colors.

VIDEO　　BANDWIDTH

The range between the lowest and highest signal frequency of a given video signal. In general, the higher the video bandwidth, the better the quality of the picture. TitleMaker 3000 has a bandwidth specification of 5.0 MHz.

VIDEO　　EDITING

A procedure for copying selected portions of video footage in order to create a new, combined ver-sion. During video editing, special effects such as wipes, dissolves, inserts, etc. can be added.

VIDEO　　MIXER

A device, such as the Videonics Digital Video Mixer, used to combine video signal from two or more sources. Inputs are synchronized, then mixed along with various special effects patterns and shapes.

VIDEO　　PATTERN

When VIDEO is chosen for a TitleMaker 3000 pattern, the incoming video signal is used instead of the TitleMaker 3000's own colors or patterns.

VIDEO　　PROCESSOR

Device used to modify aspects of the video signal such as color, contrast, brightness, noise, sharp-ness.

VIDEO　　SOURCE

Source of incoming video, such as a VCR or camcorder that is playing a tape, a satellite dish, or a laser disc player.

WILD　　CARD　　CHARACTER

An asterisk (SHIFT + 8) used in place of a digit or series of digits in a time or date setting of an internal timed trigger. Wild Card character trig-gers the project to repeat regularly based on which field the character is placed.

WIPE

A process in which one image is electronically "wiped" off the screen and replaced by another. TitleMaker 3000 offers 18 wipes that can be used to bring titles on or off the screen.

Y / C

The separation of video into separate luminance (Y) and Chrominance (C) signals. Also called S-video. All Videonics video products support Y/C.

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