

Cayman Graphics

POWER CG PLUS™

Version 4.0



Users Guide

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Power CG Plus™

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Chapter 1

Installation

This Chapter explains how to install the Hardware Key (dongle) and the Software for the Power CG Plus. It also describes the type of system that you will need before you can run the Power CG Plus.

System Requirements

Operating system:

The Power CG Plus is designed to run under Windows 95, Windows 98, and Windows NT 4.0. You need one of these operating systems on your computer in order to run the Power CG Plus.

Processor (CPU):

The Power CG Plus will run only on a 486 or higher processor. A Pentium (or higher) is strongly recommended.

RAM:

The Power CG Plus will run with as little as 16 Mbytes of system RAM. However it will run very slowly. You should have at least 32 Mbytes of RAM.

Hard Disk Space:

You must have a minimum of 30 Mbytes of Hard Disk space to run the Power CG Plus. If you intend to create many Background Graphics, or save a lot of pages as graphic images (ie BMP, TGA, etc), make sure that you have enough Hard Disk space available. Saving pages in the Cayman Graphics Page (PAG) format doesn't require large amounts of disk space (approx. 2-4 Kbytes per page) unless logos or textures are added to the pages.

Floppy Disk Drive:

If you intend to install the software from floppy disks, the system must have a floppy drive capable of reading 1.44 Mbytes floppy disks.

CD-ROM:

If you intend to install the software from a CD-ROM , the system must have a CD-ROM drive.

VGA Card:

The VGA Card must be set to either 16 bits per pixel (High Color), 24 bits per pixel (True Color), or 32 bits per pixel (Alpha) mode. If you run your VGA card in High Color mode, the color spreads may not appear smooth on your VGA monitor. This will not affect the quality of the Title Graphics that the Power CG produces. They should appear very smooth in 24 or 32 bits per pixel mode. The Power CG Plus will not run if the VGA mode is set to 8 (or less) bits per pixel.

The VGA Card should be a PCI bus version. The system will run with an ISA VGA card, but it will appear to be slow because of the time it takes the program to update the screen whenever you make changes.

LPT Port:

The computer must have at least 1 LPT port to install the Hardware Key (Dongle).

Installing the Hardware Key

The Hardware Key (from now on called the **Dongle**) is installed on your computer's LPT (printer) port. Before you install the Dongle, you should turn off, both the computer, and any printer that may be connected to the LPT port. Once you have turned off the power, you can install the Dongle.

If you have a printer connected to the LPT port you must unplug the printer cable from the back of the computer before proceeding. Don't worry, we will connect the printer back up when we are done.

Plug the Dongle into the LPT port with the screws pointing towards the computer. Fasten the Dongle to the computer by screwing in the two screws that are on both sides of the Dongle. This will keep the Dongle from falling out. If you had a printer connected to this port, plug the printer cable into the Dongle and fasten it.

You can now turn the computer and the printer back on. Try to print something to make sure that the printer still works. The dongle should not interfere with the operation of the printer in any way.

Installing the Software

The Power CG Plus has a **Setup** program to help you setup the software to run on your computer. The files on the install disks are compressed. The only way to make sure that the files are uncompressed correctly is to use the **Setup** program. The software can be installed from either floppy disks, a CD-Rom, or from your hard drive.

Windows must be running before you can install the Power CG Plus software.

Installing from floppy disks

Insert the disk labeled “**Power CG Plus install disk 1**” into the floppy disk drive and Run the **SETUP.EXE** program. One way to do this is to press the **Start** button on the **Task Bar** then Select the **Run** option. Enter **A:SETUP** (or **B:SETUP** if your floppy disk drive is drive B) then press the **OK** button. The system will begin installing the software.

Follow the instructions on the screen until the software is completely installed. When the software is installed, the computer will restart. After the computer is restarted Power CG Plus will be ready to run.

A folder called “**Power CG**” should now be in the **Programs** menu . There may also be an Icon called **Power CG Plus** on your desktop.

Installing from a CD-ROM

Insert the Power CG Plus CD-ROM into the CD-ROM drive. If the Power CG Install window does not automatically appear after a few seconds, run the “**SETUP.EXE**” program from the CD-ROM. The system will begin installing the software.

Follow the instructions on the screen until the software is completely installed. When the software is installed, the computer will restart. After the computer is restarted Power CG Plus will then be ready to run.

A folder called “**Power CG**” should now be in the **Programs** menu . There may also be an Icon called **Power CG Plus** on your desktop.

Installing from a temporary directory on the Hard drive

All of the install files must be in a temporary directory to install the software from the hard drive. This temporary directory SHOULD NOT be named **POWERCG**. Run the “**SETUP.EXE**” program from the temporary directory. The system will begin installing the software.

Follow the instructions on the screen until the software is completely installed. When the software is installed, the computer will restart. After the computer is restarted Power CG Plus will then be ready to run.

A folder called “**Power CG**” should now be in the **Programs** menu . There may also be an icon called **Power CG Plus** on your desktop.

Checking the Installation

Run the Power CG Plus program to test the installation by opening the **Power CG** folder and double clicking on the **Power CG Plus** icon, or by double clicking on the Power CG Plus Icon on the Desktop screen. The Power CG Plus program windows should appear after a few seconds.

The message “**The Security Device is not installed**” will appear if the Dongle is not properly installed. If this happens, check to make sure the Dongle is installed correctly. Try unplugging the printer from the Dongle to see if the printer is interfering with it.

Chapter 2

Introduction to Power CG Plus

The Power CG Plus is used to create title pages. Of course you knew that or you wouldn't have purchased the program. The best part of Power CG Plus is how those titles can be used. You can use the ON AIR capabilities of the program to display the pages, you can title over your existing graphics, or you can use the pages to title the video in your Video Editing System.

The ON AIR capabilities of the Power CG Plus allows you to create a list of pages and then display those pages either automatically or under manual control. Under manual control each page that you have created can be displayed with its' assigned page transition. Each page is displayed when you want it, for as long as you want it. The pages can be pre-loaded so that they are displayed instantly when you press the TAKE button. A list of pages can also be set up to automatically sequence. Each page will be displayed with its' selected Page Transition type, and will appear for its specified Dwell Duration. The Pages will continue to be automatically displayed until you stop it. This feature is very useful for creating Kiosks and Message Information Channels.

You can title over your existing graphics by loading the graphic as a background image and adding the title to it. Once this is done, the titled graphic image can be saved back to the disk in a standard graphics format.

To use Power CG Plus pages with your Video Editing System, the pages can be imported directly into the time line using the plugin that is available for many of the popular video editing systems, or they can be exported in a format that your video editing system will recognize.

The title pages can contain text (of course), background color boxes, geometric shapes, full-color graphic images as logos, and either a background graphic or background video.

The text can be created using TrueType typefaces and can be sized, rotated, and italicized. Each character can have up to two edges and three shadows. The character's edges and shadows can be colorized with either a solid color, a vertical color spread, a color gradient (4pt, 5pt, or linear), or with a texture.

Background color boxes can be created any size and position on the screen. They can be colorized with all of the same color options as the characters, they can even be made semi transparent.

Geometric shapes can be created at any size and position on the screen. The roundness of the shape can be controlled. The shape can be made square, completely round (as a circle or ellipse), or anywhere in between. Shapes can be sized, rotated, italicized, edged, and colored just like any other character.

Standard graphic format graphics can be loaded as either full-color logos or as a background image. When they are loaded as logos, they can be sized and positioned anywhere on the screen.

Power CG Plus User Interface

If you don't have the Power CG Plus software installed yet, follow the directions in chapter 1.

Start the Power CG Plus just like you would any other program under Windows. After a few seconds the Power CG Plus Windows will appear. The software automatically adjusts its' windows to fit your screen. If your screen resolution is set to 800 by 600, it will appear similar to figure 2-1. If your screen resolution is set to 1024 by 768, it will appear similar to figure 2-2.



Figure 2-1, Screen appearance on a 800 by 600 VGA screen.

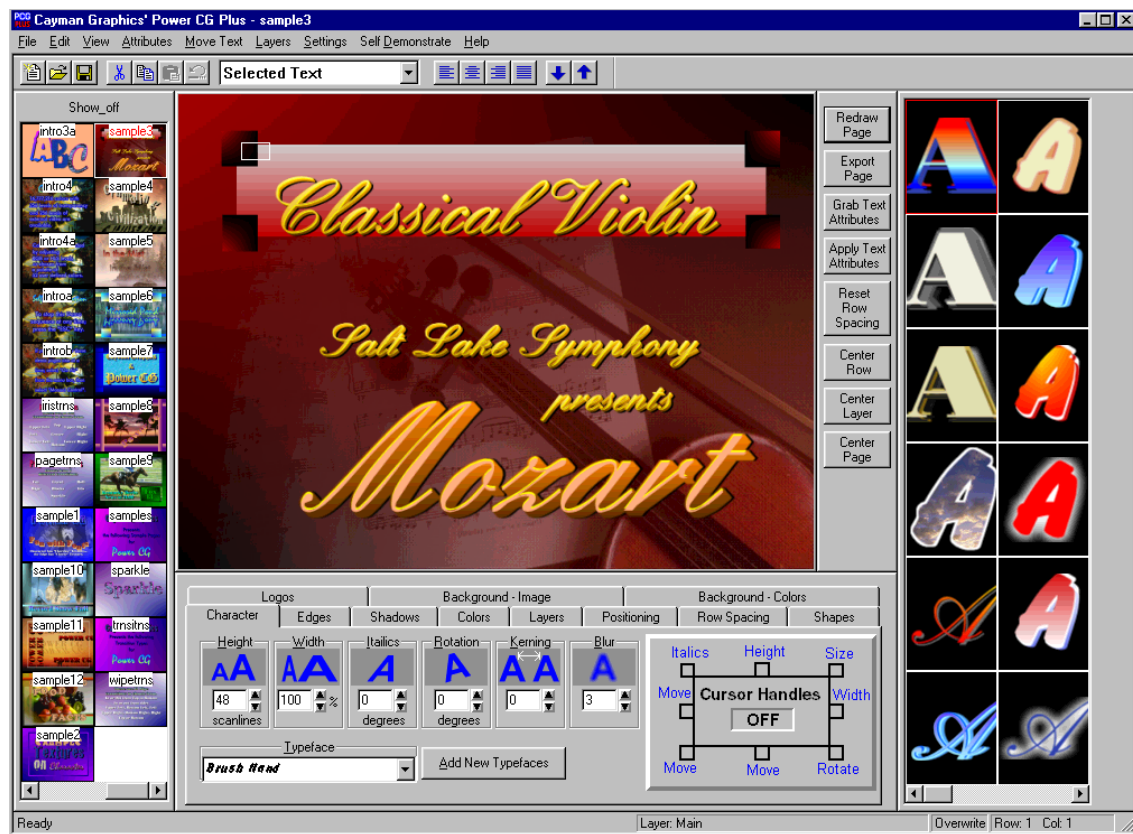
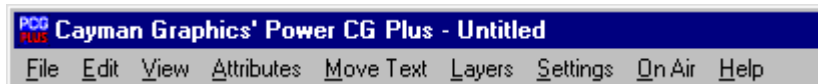


Figure 2-2, Screen appearance on a 1024 by 768 VGA screen.

MENUS



Power CG Plus menu.

The menu (shown above) is just what you expect in a Windows program. It has a **File** entry that is used to open, create, and save, the types of files that Power CG Plus can open, create, and save (pages, page lists, and projects). It has an **Edit** entry used for the normal Undo, Cut, Copy, Paste, Insert, Delete, and Erase functions.

The **View** menu is used to display or hide the various windows. The **Move Text** menu has commands for Word Wrap/UnWrap, Centering, Justifying, and Positioning. It also has a command to let you adjust the Row Leading.

The **Attributes** menu is used to adjust the various text attributes.

The **Layers** Menu is used to change the layering priority (move one in front of another).

The **Settings** menu is used to setup your system. These include things like **Setting User Preferences**, **Load Typefaces**, **Set Tabs**, **Adjust Safetitle Margins**, set the page to **Lower Third mode**, and setting your **default folders/directories**.

If your model of Power CG Plus is capable of On Air Operations, it will have an On Air menu. This menu allows you to place the program in Manual On Air, or Automatic Sequencing mode.

The **Help** Menu is for learning more about how to use the program.

TOOLBAR



Power CG Plus Toolbar

The Toolbar (shown above) is a quick way to access common functions. These include commands from the **File** menu such as Create New Page, Open Existing Page, and Save page. Cut, copy, paste, and undo functions from the **Edit** menu are included on the toolbar.

The toolbar contains a mode selection box that defaults to "**Selected Text**". This determines which text will be modified by a command such as select font. The options include such things as Selected text, entire word, entire row, entire layer, and entire page.

To the right of the mode selection box are some buttons that Center and Justify the current layer. There are even buttons to change the priority of the current layer (move one in front of another).

PROJECT MANAGER



Project Manager.

The project manager (Shown above) is used to keep settings and pages from different projects separate from one another. It also gives you quick access to all of the pages in the project. The top of the Project Manager displays the name of the current project.

When a Page is saved, a "PICON" is created which is a miniature image of the page. These PICONs, along with the name of each page in the project is displayed in the Project Manager. To open a page, just click on its' PICON.

TITLE COMPOSE WINDOW

The Title Compose window is where you compose your title pages. To enter text in this window, point the mouse to where you want the text to appear, and click the left mouse button. A rectangle appears where you clicked the mouse. This is the text cursor. It shows where text will be entered. Type some text and it will appear at the cursor position.

SHORTCUT BUTTONS

The Shortcut Buttons window contains buttons of frequently used functions. They are placed in this handy position so that you can just reach over and easily press one of these buttons with the mouse.

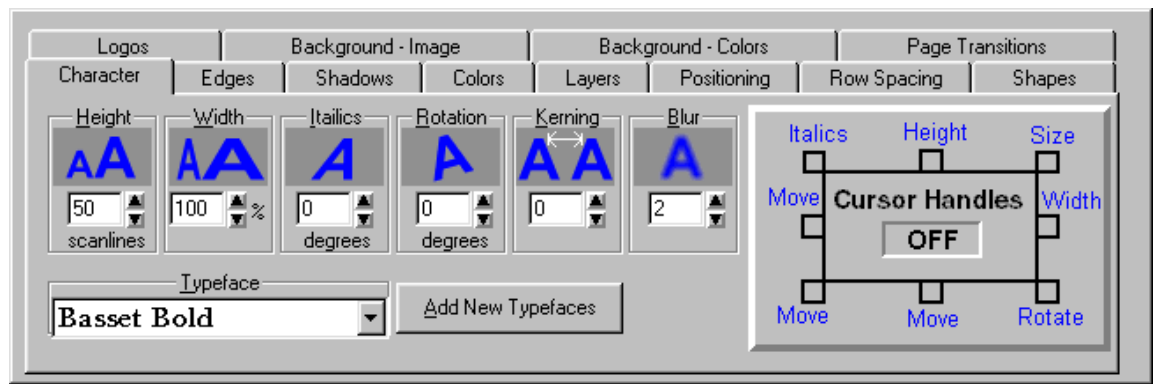
PRESET STYLE GALLERY

Each project can have up to 64 preset text styles. These are text styles that will probably be used frequently. You're not limited to only these 64 styles, they are only there as shortcut to the styles that you use most often. You can scroll through the preset text styles, and select one by clicking on it. When you select a new style from the Style Gallery, all selected text will be set to the new style. After the new preset text style has been selected, any new text that you enter will appear in the selected text style. You can change these preset text styles to be whatever you want.

CONTROL TABS

The Power CG Plus gives you a lot of control over the appearance of the characters. So much so, that all of the controls required to set all of the different parameters that can be controlled, would not fit on your screen at one time. So we have divided them up into groups and placed each group of controls on its' own separate tabbed sheet. We then took each sheet of controls and placed them all in a single window with a tab to select which group of controls that you want to use.

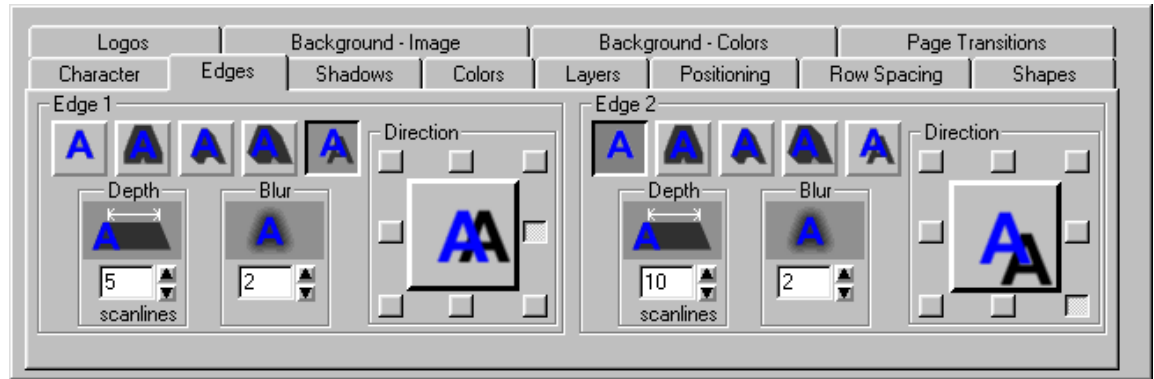
Character Tab



This tab lets you change the Height, Width, Italics angle, Rotation, Kerning, and Blur of the character. It is also used to select the Typeface of the text. The text size, position, italics angle, and rotation can also be changed by clicking and dragging the cursor handles. You can turn the handles on and off. So they only appear when you want to use them.

Any of the values represented by icons (Height, Width, Italics, Rotation, Kerning, and Blur) can be modified by clicking on the appropriate icon and dragging the mouse. The text will be redrawn with the new values as you drag the mouse.

Edges Tab



Each character can have 2 edges. You can select from the following:

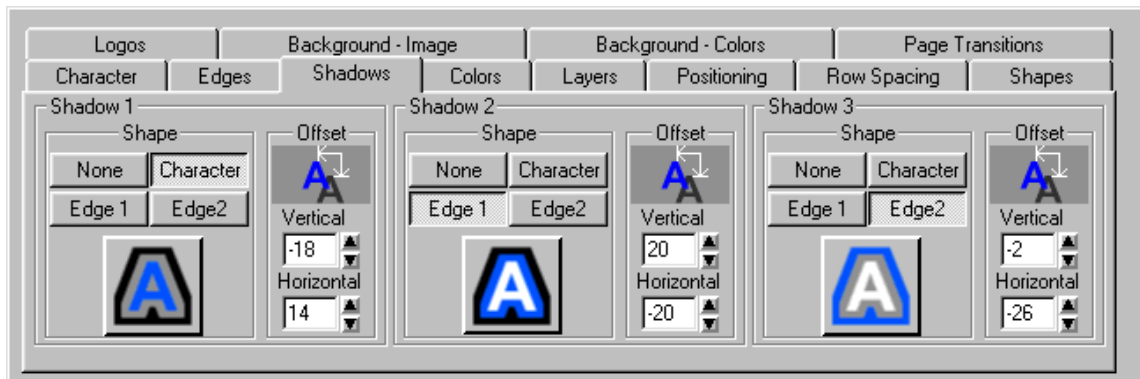
- **No Edge**
This edge does not appear
- **Full Surround**
The edge surrounds the character equally on all sides
- **Extruded**
The character is extruded to give the character a 3D look
- **Highlighted**
The character is extruded with a narrow full surround border to Highlight the character
- **Offset**
The edge is offset as if it is casting a shadow.

The depth and blur of each edge can be set separately. If the selected edge type is either Extruded, Highlighted, or Offset, the direction can be set to any of the 8 directions.

Both edge work identically. Edge 1 appears in front of Edge 2.

Clicking on the "Depth" icon and dragging the mouse will change the edge depth. Clicking on the "Blur" icon and dragging the mouse will change the edge blur. The text will be redrawn with the new values as you drag the mouse.

Shadows Tab



Each character can have up to 3 shadows in addition to the 2 edges. The shape of each shadow can be set to be the same as the shape of the Character, Edge 1, or Edge 2.

All 3 shadows work the same.

Each component of the character (Character, Edges, and Shadows) stack up in the following order:

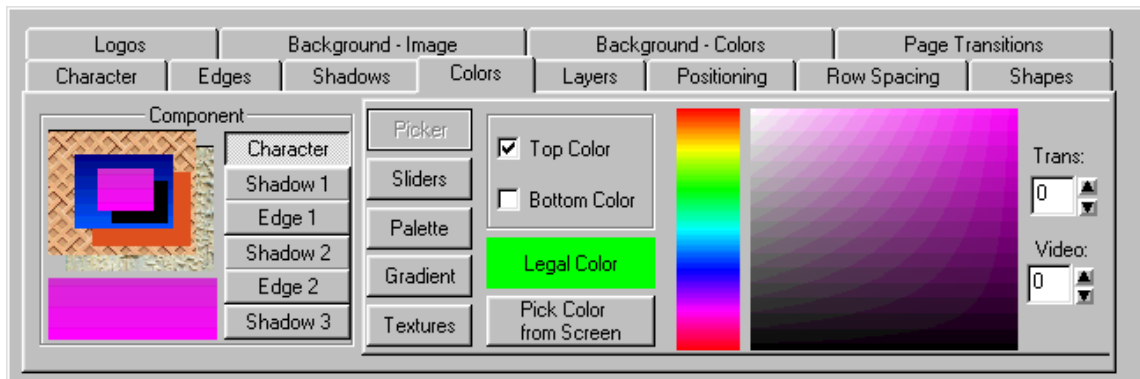
1. CHARACTER
2. SHADOW 1
3. EDGE 1
4. SHADOW 2
5. EDGE 2
6. SHADOW 3

Shadow 1 is between the Character and Edge 1, Shadow 2 is between Edge 1 and Edge 2, and Shadow 3 is behind Edge 2.

The position of each shadow can be independantly varied in single pixel increments. They can be offset from the character by as much as 100 pixels in any direction. Clicking on the "Offset" icon and dragging the mouse will move the shadow in relationship to the charater.

The color of each shadow can be set independantly. It can be set to any color (including a Gradient or a Texture) just like the characters and edges.

Colors Tab



The Colors tab lets you change the color of the Character, both Edges, and all 3 Shadows. On the left there is a group of boxes that display the current color of each component of the character. The box below it shows the color of the current component.

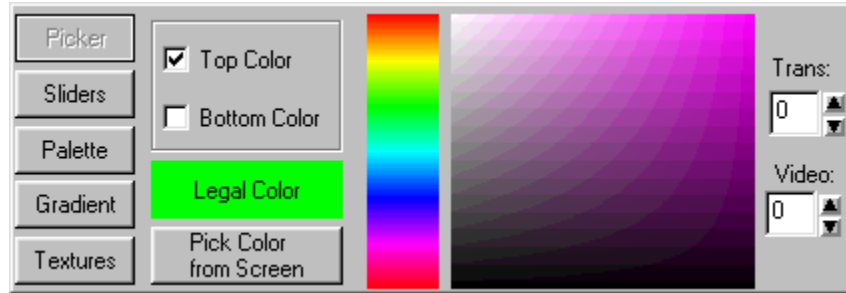
To change the color, select the component to change (Character, Edge, or Shadow) then use the controls on the right to select the color. There are five ways to select a color. You can use a color picker, color sliders, select a color from a preset palette, set the color to a gradient, or set the color to a texture.

Select one of the 5 buttons to select which method you want to use to select the color.

Here are the different methods you can use to select colors, these are:

- Color Picker
- Color Sliders
- Color Palette
- Color Gradients
- Textures

Color Picker

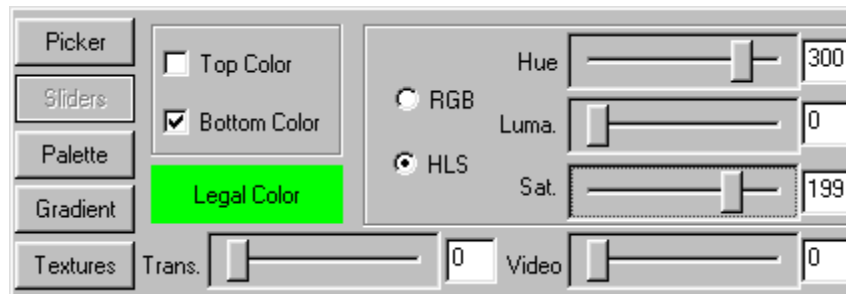


The color picker lets you select a color using a visual approach. You can set the top and bottom colors separately. If the top and bottom colors are different, the Character, Edge, or Shadow will be drawn with a smooth color spread between the top and bottom. One of the controls in this box is used to select the Hue (red, yellow, green, blue, etc) of the color. When a new hue is selected the other color box will change to reflect the new hue. You can select any color from this box just by clicking the mouse on the desired color.

You can also vary the Transparency and the amount of External video levels that the text component will be drawn with. Transparency will let whatever is behind the component to show through. Setting the Video Level draws the component with a mixture of background video and a color. The higher the video level, the more dominant the background video will appear.

The "Illegal Color Indicator" will appear red if the selected color is an illegal NTSC or PAL color. It will appear green if a legal color is selected.

Sliders

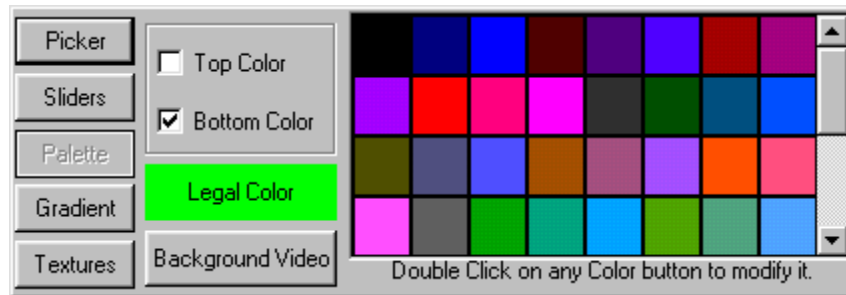


The color sliders let you select the color using a numerical approach. You can choose whether you want to define RGB (red, green, blue) values or HLS (Hue, Luma, Saturation) values. The top and bottom colors can be set separately. If the top and bottom colors are different, the Character, Edge, or Shadow will be drawn with a smooth color spread between them.

You can also vary the Transparency and the amount of External video levels that the text component will be drawn with. Transparency will let whatever is behind the component show through. Setting the Video Level draws the component with a mixture of background video and a color. The higher the video level, the more dominant the background video will appear.

The "Illegal Color Indicator" will appear red if the selected color is an illegal NTSC or PAL color. It will appear green if a legal color is selected.

Palette



You can select any of the 64 preset colors from the color Palette. The top and bottom colors can be set separately. If the top and bottom colors are different, the Character, Edge, or Shadow will be drawn with a smooth color spread between them.

The "Illegal Color Indicator" will appear red if the selected color is an illegal NTSC or PAL color. It will appear green if a legal color is selected.

You can also select Background Video as the color just by pressing the "Background Video" button. To modify the color palette, double click on the entry that you want to modify. The Color Palette Editor will appear. This lets you change the color of each palette entry.

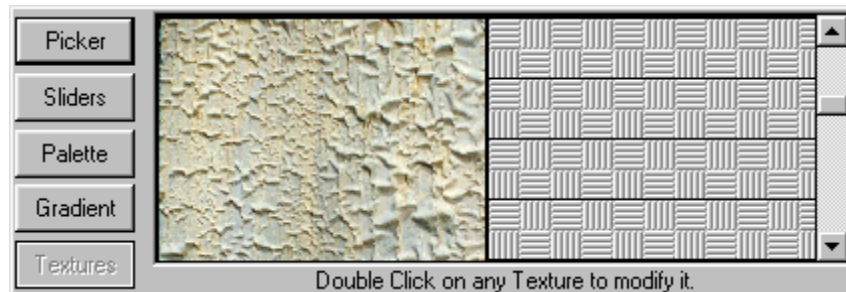
Gradients



Each project in the Power CG can have as many as 64 preset color gradients defined. They can be either linear gradients or area gradients. A Linear Gradient can have up to 16 color points and can be rotated up to 90 degrees in either direction. An area gradient can set each corner to a different color and the colors will create a smooth blend between the colors. A center color point can also be added to create a 5 point color gradient. The center point can be positioned anywhere within the color gradient. This is very useful for creating Hilited colors.

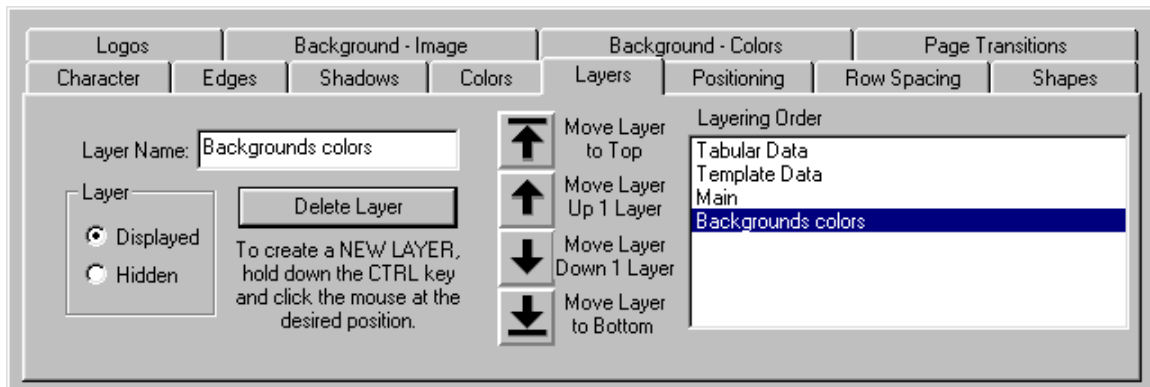
You can modify a color gradient by double clicking on the one you want to modify. The Color Gradient Builder will then appear. The Color Gradient Builder can then be used to select the type of gradient, as well as the color and position of the points in the gradient.

Textures



The Textures button lets you apply a texture to any of the text components (Character, Edges, or Shadows). Select any of the loaded textures by clicking the mouse on the desired texture. There can be up to 16 textures loaded for each page. Any GIF, TIF, TGA, BMP, or PCX image can be used as a texture. To load a new texture, double click on the position that you want to load it into then select the image that you want to load as the new texture.

Layers Tab

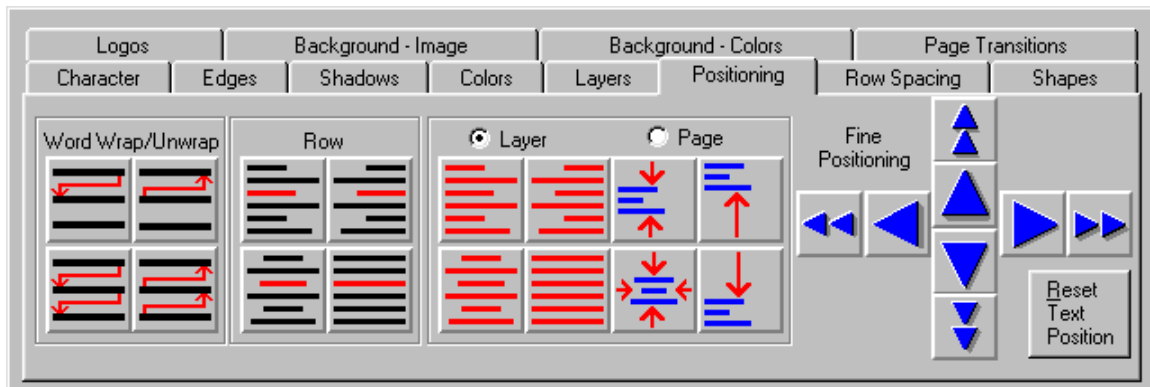


Power CG can place text on multiple layers. These layers are completely independent of the other layers. Changing something on one layer will not effect the text on the other layers. Each layer can be assigned a unique name. The "Layering Order" list shows the current order of the layers. The Top layer in the list is the front layer of the page. A layer is in front of all of the layers that are listed below it in the layering list, and behind all of the layers that are listed above it. Each layer can be moved in front of, or behind other layers. This is done by using the buttons to move the layer to the top layer, Up 1 Layer, Down 1 Layer, or to the bottom layer. The order of the layers can also be changed by dragging it from its current position to the new position in the "Layering Order" list.

Individual layers can be hidden so that they do not cover the lower layers that you are working on.

To create a new layer, press and hold down the <Ctrl> key, then click the left mouse button where you want the new layer to appear on the screen.

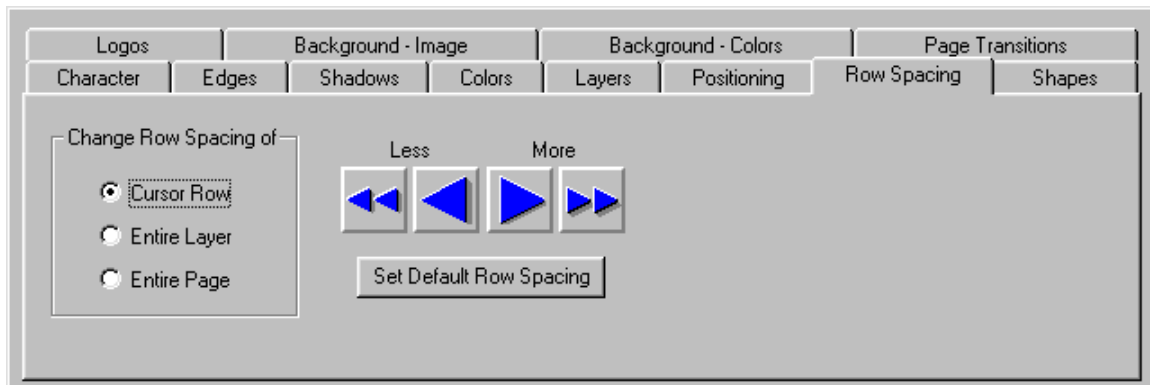
Positioning Tab



The Positioning tab has the buttons that are used to Wrap and Unwrap words, Centering, and Justifying rows, entire layers, and entire pages. The text can also be fine positioned by using "Fine Positioning" buttons.

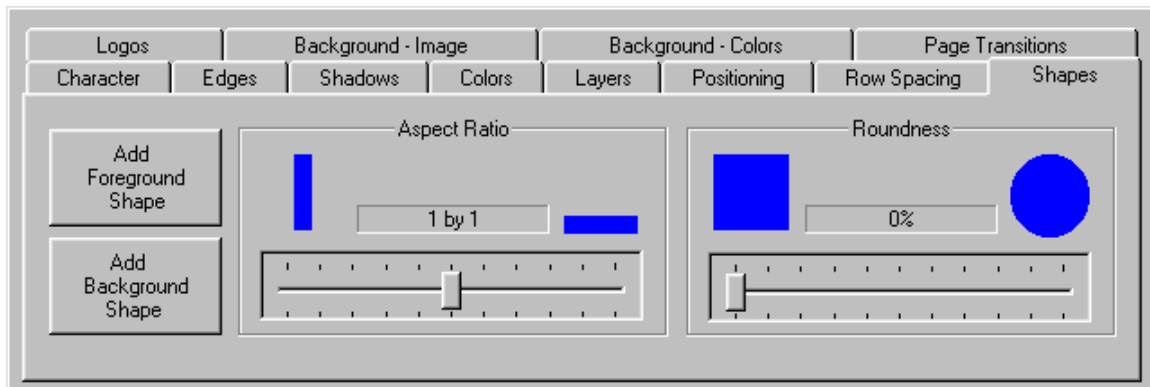
The text can also be positioned by dragging the Movement cursor handles with the mouse.

Row Spacing Tab



These controls are used to change the row leading (spacing) of the cursor row, the entire Layer, or the Entire page.

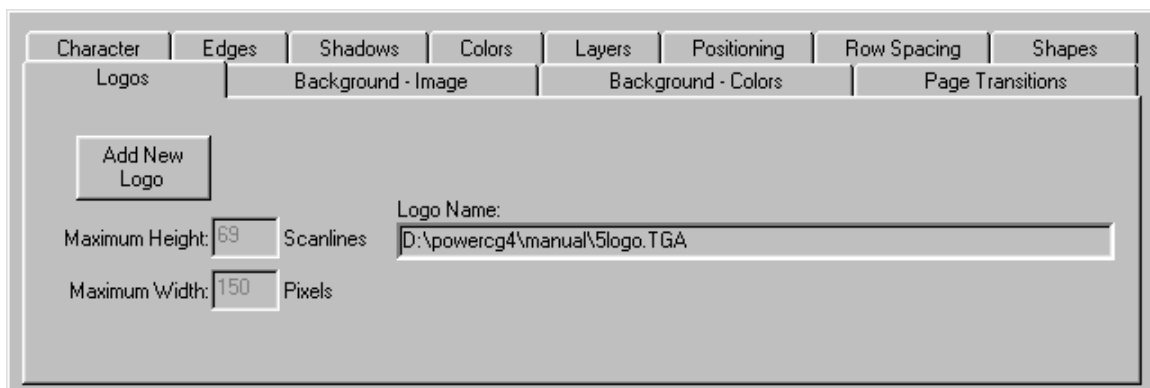
Shapes Tab



Shapes are boxes that you can control the roundness and aspect ratio of. Once a shape has been placed on the page you can size it, colorize it, add edges and shadows to it, and even rotate it. In fact you can do anything to a shape that you can a character (except change its' typeface of course). A foreground shape gets inserted into the current layer at the cursor position. A background shape gets added to a new layer that is behind the text that is currently selected.

The aspect ratio of the shape can be changed from tall and skinny to very wide. The roundness of the shape can be set to any value from 0 to 100%. A roundness of 0% creates a shape that has square corners. A roundness of 100% creates a shape that is either a circle or an ellipse (depending on aspect ratio). A value between 1 and 99% creates a box that has rounded corners. The amount that the corners are rounded is determined by the roundness setting.

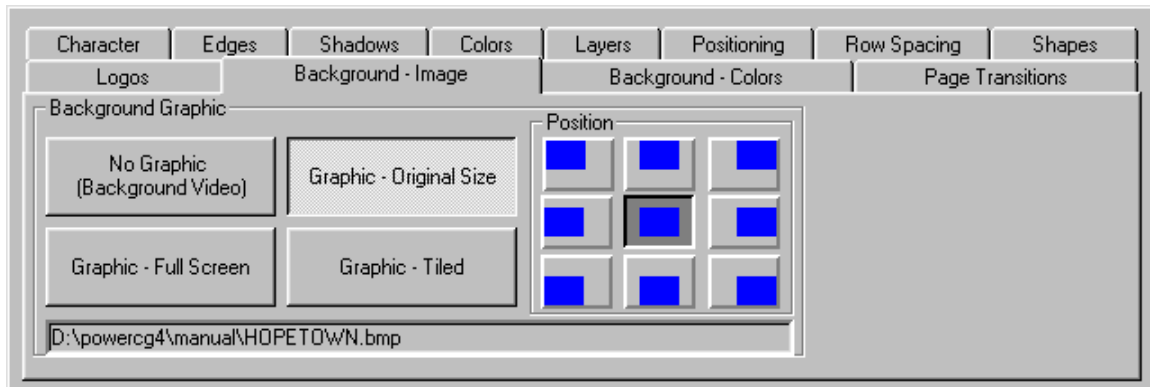
Logos Tab



Full color logos may be added to the page. As many as 16 different logos can be placed on a page. The logos can be loaded directly from GIF, TIF, TGA, BMP, or PCX images. If the selected logo image includes an alpha channel, the alpha channel is supported.

When you Press the "Add New Logo" button, a window appears that allows you to select the logo image that you want to place on the page. Once a logo is placed you can size it just like you would a character.

Background - Image Tab

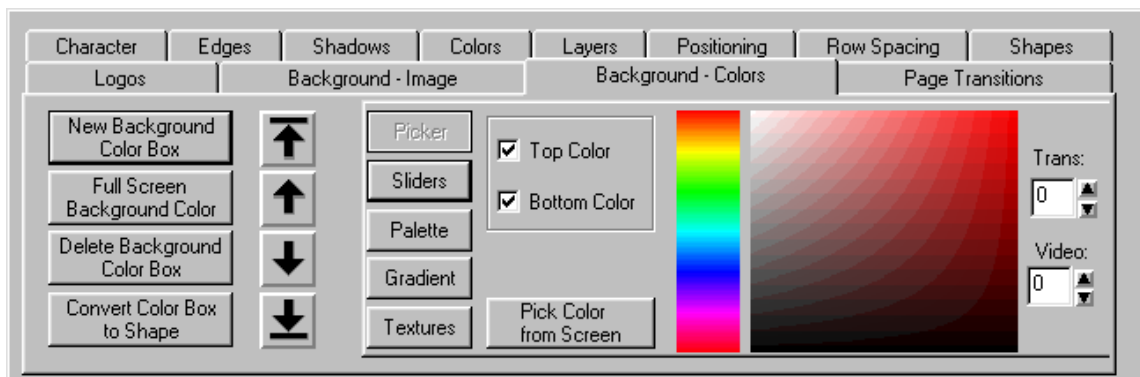


There are two types of backgrounds that can be added to the pages. A background graphic, or background colors. A GIF, TIF, TGA, BMP, or PCX image can be loaded as a background Graphic. If the background Graphic includes an alpha channel, the alpha channel is supported.

A background graphic can be displayed Full screen, Original Size, or Tiled. When a background graphic is loaded as Full screen the graphic is scaled so that it appears full screen. When a background graphic is loaded in its original size, it will not be scaled. A set of buttons will appear to allow you to position the background graphic on the page. Tiling a background graphic that is smaller than the screen will repeat the graphic horizontally and vertically to fill up the entire page.

If you select the "No Graphic" button, no background graphic will appear. The background video will be displayed as the background.

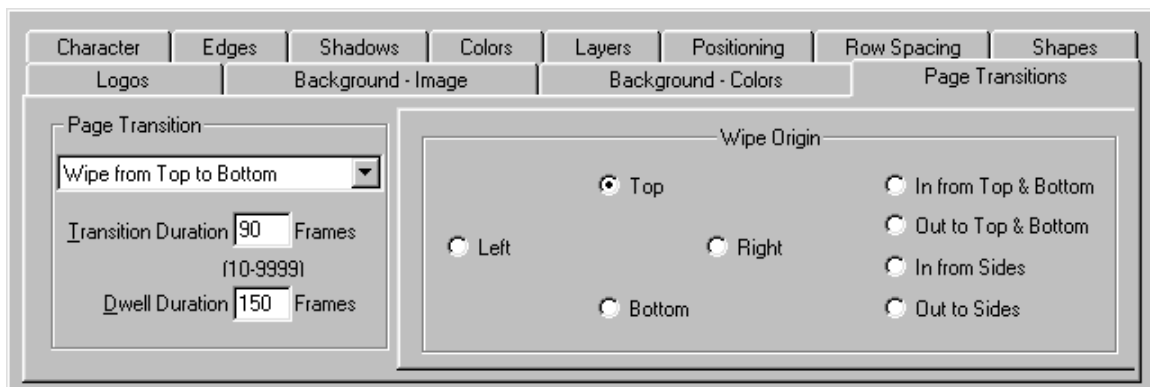
Background - Colors Tab



Background color boxes can be added to the page. These are very much like the background color boxes in version 3.1, except you have more options on how to color the box. You can apply a solid color (with transparency and Background video) or you can apply a color gradient (linear, 4 point, or 5 point). You can even apply a texture to a background color box.

As many as 32 color boxes can be placed on each screen. The layering order of background color boxes can be changed.

Page Transitions Tab



Some models of the Power CG have ON AIR capabilities so that you can use the Power CG as an ON AIR titler. When this is available you can set certain parameters for the Page Transitions. You can set the Transition Type, Transition Speed (Duration) and the Dwell Duration (for Automatic Page Sequencing).

The left side of this window lets you select these settings. If a Page Transition type has multiple options (such as wipe), the right side of the window has the controls for selecting these options. If a Page Transition does not have multiple options (like a Cut), These optional controls do not appear.

STATUS BAR



The Status Bar (shown above) at the bottom of the screen displays the current status of the program. It is divided into 4 panes. The first pane displays a one line HINT about the Toolbar button or Menu entry that the cursor is currently pointing to. The next pane shows the name of the current layer. The third pane shows the current typing mode (insert or overwrite). The last pane displays the current row and column position of the cursor within the layer.

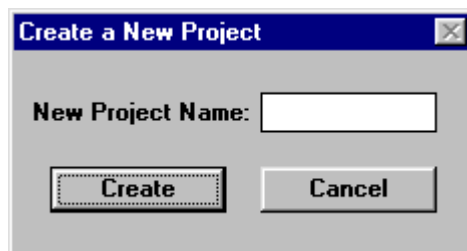
Chapter 3

Editing Text

The easiest way to learn how to use Power CG Plus is to use it. In this manual we will create some pages. They may not always be pretty, but they will demonstrate how to do the various functions that the Power CG Plus has to offer.

Create a New Project

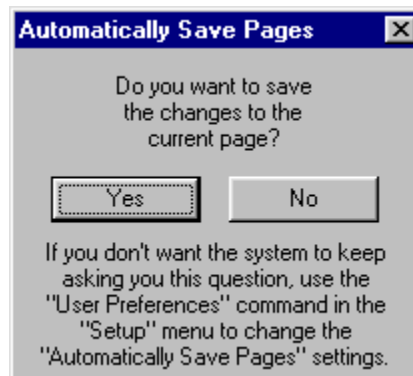
Before we begin creating pages with the Power CG Plus, let's create a new project for the pages. This is done by selecting the **"New Project"** command from the **"File"** menu. When this is done a window like the one below will appear.



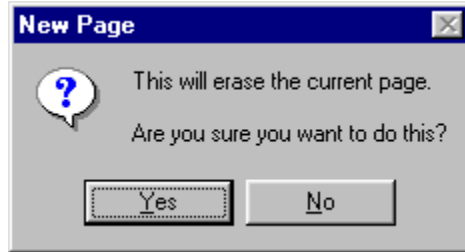
Let's call our project TUTORIAL. Enter the name of the new project where it says **"New Project Name"** and press the **"Create"** button. The name of the new Project now appears at the top of the project manager. Since we haven't created any pages for the new project yet, no pages appear in the list. During this tutorial we will create pages for the TUTORIAL project.

Create New Page

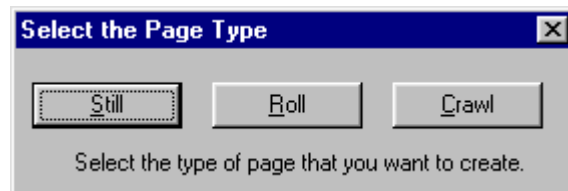
Create a new page by selecting the **"New Page"** command from the **"File"** menu. This could also be done by pressing the first button on the Toolbar. If you have modified text on the current page (and **"Always Ask First"** is selected under **"Automatically Save Pages"** in the **"User Preferences"**), a window like the one below will appear.



This reminds you to save any changes to the page before you create the new page. Once you have selected “Yes” or “No”, a warning message (shown below) will appear warning you that the current page is about to be erased.



If you press the “No” button the “New Page” command will be canceled. If you press the “Yes” button the page will be erased and you will be asked which type of page you would like to create by a window like the one shown.



You can chose between 3 different types of pages, Still, Roll, and Crawl. Create a “Still” page by pressing the “**Still**” button. This will create a new page that is blank.

Title Compose Window

The Title Compose window is where you compose your pages. This window displays the title graphic that you are working on as you compose it. If this window is smaller than the actual title graphic that you are creating, the title graphic will be scaled to fit this window. If the title graphic is too small to see, try one of the followiing:

- Maximize the Power CG Plus program.
- Use a higher resolution VGA mode (ie 1024 by 768).
- Use the **View** menu to turn off other Power CG Plus windows to make more room for the Title Compose Window.
- Select the View Title Full Size command from the **View** menu to make the title compose window full size.

Typing Text

To enter text in this window, point the mouse to where you want the text to appear, and press the left button. A rectangle appears where you clicked the mouse. This is the text cursor. It shows where text will be entered. Now type the message **“I Really like the Power CG Plus”**, the text will appear on the VGA screen as you type it. If you are running on a system that has a separate video output, you will notice that the text also appears on that screen.

If the text is too big to fit on the screen, select a smaller text style from the Style Gallery (on the right side of the screen) and throw away the page with the Big characters by creating a new page again. Then re-type the message **“I Really like the Power CG”** with the smaller text style.

Moving the Cursor

You can use the cursor movement keys to move the cursor around in this window, or you can use the mouse to point to where you want the cursor to be placed and click the left button. The Arrow keys move the cursor one character or row in the direction of the arrow. The <Home> key moves the cursor to the beginning of the row if it's not already there. If the cursor is at the beginning of the row and you press the <Home> key, it will move to the beginning of the layer. If the cursor is already at the first character of the layer, the <Home> key will move the cursor to the beginning of the “Main” layer. The <End> key moves the cursor to the end of the row if it's not already there. If the cursor is already at the end of the row, it will move to the end of the layer. If the cursor is already at the end of the layer, the <End> key will move the cursor to the end of the “Main” layer.

Editing Text

Move the mouse over the “R” in “Really” and press down the left button on the mouse. While holding down the Left button, drag the mouse to the “i” in “Like” and release the mouse button. Notice how the cursor expands to cover the text “Really Li”. This is the text that is now selected. Any operations done to the text, will be done to the text that is selected. Press the key. The text that was selected was deleted. To get this text back, hold down the <Ctrl> key and press the <Z> key (you could also press the UNDO button in the toolbar). The last operation (delete in this case) is undone. The Power CG Plus will let you UNDO as many as 1000 operations.

Move the cursor to the “P” in the word “Power”. Hold down the <Shift> key and press the <Enter> key. This splits the row into two rows. A new row is created under the current row and the character that the cursor is on, and all characters after it, are moved down to the new row.

Press the <Enter> key to move the cursor to the beginning of the next row. Hold down the <Shift> key and press the <Ins> key. This inserts a new row at the cursor position. Now type “**Cayman Graphics**”. Let’s delete this new row. We could use the UNDO function, but let’s use the delete row function instead. Hold down the <Shift> key and press the key. The cursor row is deleted and all rows underneath it move up to take its place.

Move the cursor to the “R” in “Really”. Delete this word by holding down the <Ctrl> key while pressing . The entire word is deleted and all text to the right of it moves over to fill in the space. Move the cursor to the “i” in “like”. Type the letters “ove”. The new letters replace (overwrites) the text already on the screen. You can change the typing mode (see the “Insert Mode” command in the “Settings” menu).

Move the cursor to the beginning of the second word on the top row. Insert five (5) spaces by pressing the <Ins> key 5 times. Now type the characters “**Just**”. This enters a new word in the space that you just inserted (4 characters for the word, 1 character for the space).

The functions that you just learned (as well as others) can also be invoked by using the commands in the “**Edit**” menu. This menu also shows the keyboard short cut keys for these commands in case you forget them.

Saving the Page

Before we go through the “Erase Text” functions, let’s save the page so we can use it later. Select the “Save Page” command from the “File” menu, or press the Third button (with the floppy disk icon) in the Toolbar. Since this page has not yet been named, you will be prompted to enter a name for it. Once the name has been entered (Let’s call it FIRST) press the “Save” button and the page will be saved to the current project. Notice that a small “PICON” of the page appears in the Project Manager window along with the name of the page.

Erasing Text

The “**Edit**” menu has commands for erasing text. You can erase text from the cursor position to the end of the row, from the cursor position to the end of the page, or all of the text on the page.

Move the cursor to the “V” on the first row, then go to the “Erase Text” entry in the “Edit” menu and select “to End of Row” command. Notice that all of the text from the cursor position to the end of the row is erased.

Select the “to End of Page” command and all of the text from the cursor position to the end of the page is erased. Select the “Entire Page” command, and all of the text on the page is erased.

Backspace

If you make a mistake while typing (such as typing the wrong character) just press the <Backspace> key. This will move the cursor to the previous position and erase the character there. If the system is in Insert mode, the character will be deleted. You can then type the correct character.

Using Tabs

The Power CG allows you to set up to 16 tabs per page. These tabs specify horizontal positions on the screen. Columnar text can be aligned to the tabs. If the Tab Display is enabled, the tab positions appear as vertical lines the entire height of the screen.

The tabs behave differently depending on the typing mode. In the Insert mode, pressing the <Tab> key will insert a tab character at the cursor position. All text to the right of the new tab will be moved to the next tab position. Pressing the <Tab> key in the Overwrite typing mode will move the cursor to the character at the next tab position. If no tab is set to the right of the cursor, the cursor will move to the beginning of the next row.

The width of the Tab character is automatically adjusted so that the next character is placed at the next tab position. If no tab is set to the right of the tab character, it is treated the same as a space. Changing the text to the left of the tab character (by entering more text or changing the size of the text) will not move the text that you have placed at the next tab position unless the text becomes too big to fit in the allotted space.

Normal typing will not overwrite a Tab character (even in the Overwrite typing mode). Any text that is entered before the tab will be inserted at the cursor position and the width of the tab will be adjusted to keep the text at the next tab position from moving. To get rid of a Tab character, use the <Backspace> or key.

The tab positions are stored with the page. When a page is recalled from the disk, the tab positions that the page was created with are loaded with it.

For more information on default set tabs, setting tabs, deleting tabs, and tab display see the section titled “Setting Up Tabs” in chapter 12.

Row Space Allocation

As text is entered, sized, and repositioned, rows of text may begin to overlap each other, or may appear with too much spacing between them. To set the Row spacing back to what it should be (based on the text on the row), press the “Reset Row Spacing” button in the shortcuts window to reset the height of every row of the page.

Cursor Movements

The cursor movement keys allow you to move the cursor around the screen. The cursor can also be positioned with the mouse.

Cursor Up

The <↑> key moves the cursor up one row unless it is already on the top row of the page. If the cursor is on the top row of the screen and you are editing a Credit Roll page, the text will scroll down. This allows you to re-edit the text that has been scrolled off the screen.

Cursor Down

The <↓> key moves the cursor down one row. If this moves the cursor below the bottom margin, and you are editing a Credit Roll page, the page will scroll up to keep the cursor within the margins,

Cursor Left

The <←> key moves the cursor left one character position. If the cursor is at the left margin, the cursor will move to the end of the next row up (provided it's not already on the top row). If the page is a Crawl, the text will scroll right to let you re-edit the text that has already crawled off the left side of the screen.

Cursor Right

The <→> key moves the cursor right one character position. If this moves the cursor beyond the end of the row, the cursor will move to the beginning of the next row unless the page is a Crawl page. In this case the text will scroll to the left to keep the cursor within the margins.

Home

Press the <Home> key to move the cursor to the first character of the row. If the cursor is already on the first character of the row, pressing the <Home> key will move the cursor to the first character position of the first row of the layer. If the page is a Credit Roll, it will scroll down until the very first row of the page is shown. If the page is a Crawl, the page will scroll right to show the first character.

End

Press the <End> key to move the cursor to the last character of the row. If the cursor is already on the last character of the row, Pressing the <End> key will move the cursor to the last character of the layer. If the page is a Credit Roll or a Crawl page, it will scroll until the last character appears.

Page Up

Pressing the <Page Up> key will move the cursor to the last character on the screen unless the page is either a Credit Roll or a Crawl. If it is a Credit Roll, it will scroll up the height of the screen. If the page is a Crawl, the text will scroll left the width of the screen.

Page Down

Pressing the <Page Down> key will move the cursor to the home position screen unless the page is either a Credit Roll or a Crawl. If the page is a Credit Roll, the page will scroll down the height of the screen (if there is text above the screen). If the page is a Crawl, it will scroll right the width of the screen (if there is text to the left of the screen).

Setting Cursor Position with the Mouse

The cursor can be moved with the mouse. Move the mouse pointer to the desired position and click the left button. The cursor will move to the character being pointed to. If characters are overlapped, continue to click the left button until the desired character is selected.

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Chapter 4

Text Styles

One of the most amazing things about Power CG Plus, is the amount of control you have over the text style. The text is made up of six different components. These are the character, two edges, and up to three shadows.

Each of these six character components can be set to either a solid color, a vertical color spread from the top to the bottom of the character, a color gradient that you can define, or a texture.

You can select a TrueType Typeface for the character and control the Height, Width, Italics Angle, Rotation, Kerning, and the Blur of the character.

For each edge you can select the Edge Type, Direction, Depth, and the Blur. For any of the three shadows you can select the shape (to be the same as the Character, Edge 1, or Edge 2) and the offset from the character. The shadow can be offset from a character by as much as 100 pixels horizontally and vertically.

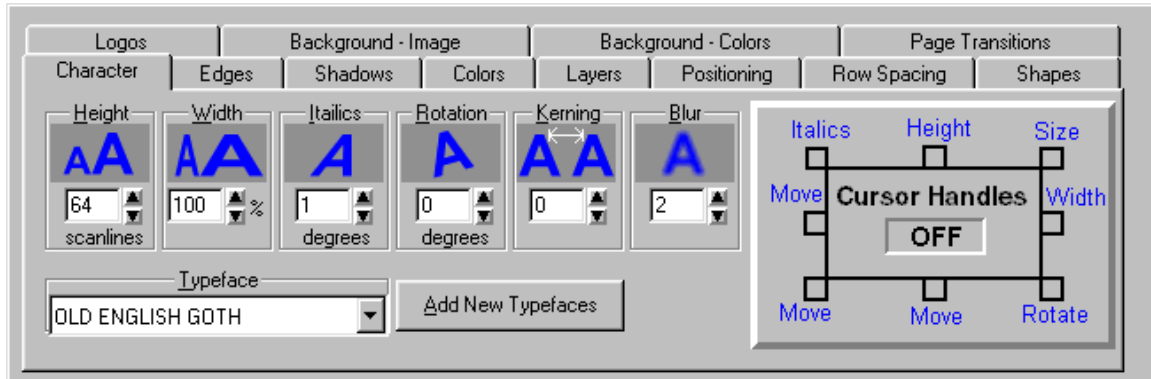
Many of the text style attributes (height and width for example) are represented numerically. These numerical attributes can be modified by controls that are either absolute or relative. An absolute control will set all of the selected text to the new value. A relative control will change all of the selected text by the same amount.

To illustrate the difference between absolute and relative, let's assume there is a word on the screen. The first character of the word is 50 scanlines. The rest of the word is 25 scanlines high. If you select the entire word and use a relative control to increase the height of the first character by 25 scanlines to 75 scanlines, the height of the rest of the word will be increased by 25 scanlines to 50 scanlines.

If you use an absolute control to set the height of the first character to 60 scanlines, the height of the entire word will be set to 60 scanlines (they won't maintain their height relative to each other).

Character Styles

To change the character style, select the **Character Tab** in the **Control Tab Window**. The controls for adjusting the character style will be displayed as shown below.



This control tab window has 6 groups of controls to control numerical character attributes. It also has a **Cursor Handle Button**, a selection box that lets you change the **Typeface**, and a button that you can press when you want to load new **Typefaces**.

The numerical control groups are:

- Height
- Width
- Italics
- Rotation
- Kerning
- Blur

Each group of numerical controls is made up of 4 controls. The top control in the group (the one with the icon) is a drag button. The drag button is the relative control of the group. To use the drag button, move the mouse over it, press the left mouse button, and drag the mouse. Moving the mouse up or to the right will increase the value. Moving the mouse down or to the left will decrease the value. The other three controls in the group are the absolute controls.

The absolute controls consist of a number box and two small buttons to the right of it for increasing and decreasing the value. The value in the number box can be entered directly by moving the mouse over the number, double clicking the mouse (this will highlight all of the digits in the number), and entering the new value. The value can be increased by pressing the increase button to the right of the value. If you hold this button down the value will continue to increase until you release the button. To decrease the value, press the decrease button. Holding down this button will continue to decrease the value until you release it.

If you move the mouse over the number, then press and hold down the left mouse button, you can change the value by moving the mouse. Moving the mouse up or to the right will increase value. Moving the mouse down or to the left will decrease the value. When you have the desired value, release the left mouse button.

The **Cursor Handle Button** performs two functions. It allows you to turn the cursor handles on and off. It's also there as a reminder as to what each cursor handle is used for.

The Typeface selection box lets you select a different Typeface and there is an "Add New Typefaces" button that you can press when none of the 25 typefaces that are currently loaded are what you want.

Let's explore these buttons a little closer. Create a new page by pressing the **New Page** icon in the toolbar and select a **Still** page type. From the style gallery select a reasonably sized text style. Then type the word TEST in all capital letters. Press the home key to move the cursor to the first "T" in the word "TEST".

Move the cursor over to the Height Drag Button, press and hold down the left mouse button and move the mouse up. Notice that the size of the character increases. Release the left mouse button.

Drag the cursor across the entire word to select it. Move the mouse over the Height Drag Button, press and hold down the left mouse button, and move the mouse down. Notice that the height of every character in the word decreases by the same amount. The value of the number box is changed to display the current height of the first character that is selected.

Now let's see how the absolute controls behave differently. Move the mouse to the height number box and double-click it. This will highlight all of the digits. Re-enter the digits exactly as they were before (if they were originally 48, enter 48) and press the <**Enter**> key. Notice that all of the characters became the same size as the first character, they did not maintain their relative character heights.

The height of the characters can be varied and set to any size between 600 scanlines high and negative 600 scanlines high. The negative character height will draw the characters inverted (upside down). Try experimenting with the height controls to see how they affect the characters.

Changing the width of the characters will make them appear thinner or wider. The width can be varied anywhere between 10 percent of normal (very thin) to 500 percent of normal (five times their normal width). A width of 100% is the normal width for the character. Try experimenting with the width controls to see how they affect the characters.

The italics angle of the text can be varied up to 45 degrees in either direction. A negative italics angle will slant the characters to left, the positive italics angle will slant the characters to the right. Try experimenting with the italics controls to see how they affect the characters.

Each individual character, or group of characters, can be rotated up to 360 degrees in either direction. A positive value will rotate the text clockwise, while a negative value will rotate the text counter clockwise.

The kerning controls allow you to change the spacing between the characters. A negative value will move the characters closer together. A positive value will move the characters further apart.

The amount of blur on the characters can be changed using the blur controls. A blur value of 2 gives you a crisp sharp character, a blur value of 12 gives you a very fuzzy character. The blur of the character and the blur on each of the two edges can be set independently of each other.

Cursor Handles

Cursor Handles are points on the cursor that allow you to click and drag the text around the screen. With these handles you can move, size, rotate, and italicize the text. The Cursor Handle Button (on the right hand side of the character tab window) is used to turn the Cursor Handles on and off. It also has a little diagram that shows what each handle is used for.

Turn the cursor handles on by pressing the Cursor Handle Button. Notice that eight small boxes appear around cursor. Each of these small boxes is a handle. You can move the selected text by clicking on the handle in the lower left corner and dragging the mouse. Each time you pause the mouse, the text will be redrawn at the new position. If you only want to move the text horizontally (without affecting the baseline alignment) you can use the handle on the left side of the cursor. If you accidentally move the mouse vertically while dragging this handle, the text will not move vertically. Using the handle on the bottom of the cursor will only move the text vertically, it will not allow it to move horizontally.

Use the handle at the top of the cursor to adjust the height of the characters. When you change the size of the cursor by dragging this handle, the height of the text will be changed to match the cursor size. The relative size of each selected character will be maintained.

Use the handle on the right side of the cursor to adjust the width of the text. Dragging this handle left or right will change the relative width of each selected characters. When you change the width of the cursor by dragging this handle, the relative width will be adjusted to fit within the new cursor size.

Dragging the handle on the upper right corner of the cursor will adjust both the height and width of the text. Dragging the handle on the lower right corner of the cursor will rotate the selected text. Dragging the handle on the upper left corner of the cursor will change the italics angle of the text.

When you are through using the cursor handles, and you no longer want them to be displayed, press the **Cursor Handle Button** again to turn the handles off.

Typefaces

The typeface selection box shows the current typeface. If you open this box up by pressing the down arrow on the right hand side, all of the typefaces that are currently loaded will appear. Click on any typeface in this list to select it. When a new typeface is selected, the selected text will be redrawn with the new typeface.

Loading New Typefaces

The Power CG Plus can load two types of typefaces, Cayman Graphics format or TrueType format. The **Cayman Graphics** format is a proprietary format. The typefaces that came with the program are in this format. The **TrueType** format is the most popular format and has the widest selection of typefaces. You can load up to 25 typefaces for each project. When you use typefaces on a page, the system keeps track of which typefaces are needed to display the page. If the loaded typefaces do not match the typefaces needed by the page, the correct typefaces are automatically loaded.

To load new typefaces press the "Add New Typefaces" button. When this is done the Load New Typefaces window will appear as shown below.



Load New Typefaces dialog box

The typefaces that are currently loaded are listed on the right hand side of this window. The typefaces that are available to be loaded (in the current directory) are listed on the left hand side. The current directory is displayed in the center.

Select the typeface format (TrueType or Cayman Graphics) that you want to load. All of the typefaces in the current directory of the selected format will appear on the left side under "Available Typefaces". If the typefaces are TrueType, the full name of the typeface is shown in the actual typeface (for example, the name **Helvetica** will appear in the **Helvetica** typeface, the name **Times New Roman** will appear in the **Times New Roman** typeface). You can use this feature to preview the typefaces without the need to load them first. To get a better look at a typeface, click on it in this list. A larger sample of this typeface will appear.

If the desired typeface is not in the current directory, select the proper directory. Your system typefaces are usually stored in the "C:\WINDOWS\SYSTEM" or "C:\WINDOWS\FONTS" directory\folder.

The typefaces do not need to be installed on your system. You can load typefaces directly from a CD-Rom. When you load a TrueType typeface, a copy of it is made on your hard drive (in the POWERCG\TYPEFACE folder). You can then remove the CD-Rom and the program will still be able to find the typefaces when it needs them.

To load a new typeface, select the position that you want to load it into in the “Loaded Typefaces” list, select the typeface to load in that position from the “Available Typefaces” list, then press the load button. The new typeface will appear in the “Loaded Typefaces” list and the next position in the “Loaded Typefaces” list will be selected. The typeface may also be loaded by double-clicking on it in the “Available Typefaces” list.

When you have finished loading typefaces press the “**Done**” button and the Load New Typefaces window will disappear. Notice that the new typefaces now appear in the Typeface Selection Box.

Scope Selection

Now that we have the basics of character attributes down, let's try something a little more advanced. Create a new page, and set the Page Type to the **Still**. Set the character Height to 24 scanlines, the Width to 100 percent, Italics to 0 degrees, and Rotation to 0 degrees. Set the Kerning to 0 and the Character Blur to 2. Selected a clean/easy to read typeface such as Boston Black, Futurist, or Bassett Bold. Now type the following three lines of text:

The quick Brown Fox
jumped over the
lazy dogs back.

Place the cursor on the M in the word “jumped” and select a different typeface. Notice that only the the character under the cursor changed. If the toolbar is visible (above the title compose window) you'll see a selection box with the words “**Selected Text**”. This is called the “Scope Selection Box.” This selection box is used to determine how much text the Text Style changes will affect. If the toolbar is not visible, display it by selecting the “**Display Toolbar**” command from the “**View**” menu. Open this box by pressing the down arrow and the following options will appear:

-
- Selected Text
 - to End of Word
 - Entire Word
 - to End of Row
 - Entire Row
 - to End of Layer
 - Entire Layer
 - Entire Page

Change this selection to “to End of Word”, then change the rotation angle to minus 10 degrees. Notice that every character from the M to the end of the word is rotated. Go back to the toolbar and change the selection to “Entire Word”. Increase the height to 48 scanlines. Notice that the height of the entire word changed. Now select the “to End of Row” entry from the scope selection box and set the width to 50 percent. Notice that all text from the cursor position (the M in jump) to the end of the row changed its’ width.

Set scope to “Entire Row” and select a new typeface. Every character on the row is now drawn with the new typeface. Select “to End of Layer” from the scope selection box and set the height to 60 scanlines. Every character from the cursor position to the end of the row, and every character on every row after the cursor changed to the new height. Now select “Entire Layer” as the scope and select a new typeface. Notice that every character on the page changed to the new typeface. There is one more entry in the scope selection box that we have not discussed yet. It is “Entire Page”. Selecting this entry would change all of the text on all of the layers if we had multiple layers on the page. You'll find out more about this when we discuss Layers in Chapter 6.

When “Selected Text” is chosen, the changes are applied to the character or group of characters that are selected by the cursor. To select multiple characters, move the mouse to the first character to select, hold down the left mouse button, and drag the mouse to the last character to select. Dragging the mouse will not select text that is on more than one row unless the <Shift> key is held down while the mouse is being dragged.

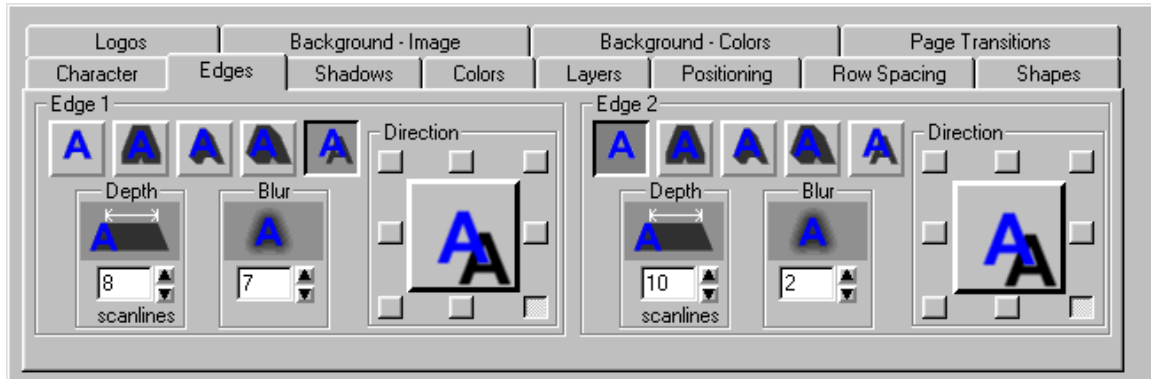
Row Spacing (Leading)

When we increased the size of the text, the rows of text overlapped each other. Sometimes we want this effect, other times we don't. If you want to adjust the row spacing to match the text, press the “**Reset Row Spacing**” button in the “**Shortcut buttons**” window (to the right of the title compose window). This will adjust the row spacing (leading) so that the rows don't overlap.

With “Entire Layer” still selected as the scope, set the Height to 24 scanlines and the Rotation angle to 0 degrees. Now there is too much space between the rows. Press the “Reset Row Spacing” button again and the excess row spacing (leading) will be removed.

Edges

To change the Edge Styles, select the **Edges Tab** in the **Control Tab Window**. The controls for changing the edges will be displayed as shown below.



This control tab window has 2 complete sets of controls for controlling both edges. The controls on the left are used to set **Edge 1**, the controls on the right are used to set **Edge 2**. Since both sets of controls are identical, we will discuss both of them at the same time.

Each set of edge controls are made up of four groups of controls. One group selects the **Edge Type**, another group selects the **Direction** of the edge, and there are two groups used to control the numerical values **Edge Depth** and **Edge Blur**.

Edge Type

The Edge Type is controlled by a group of five buttons. These buttons are called radio buttons because only one button can be selected at the time (just like buttons on the car radio). Pressing one button will deselect the others. These buttons are used to select the edge type and to indicate the current edge type. The edge types that can be selected are as follows:



No Edge

Shows just the characters without any edge



Full Surround Border

Displays the characters with a border around them. The border has equal depth on all sides of the character. The depth of the border is set by the **Depth** controls



Extruded Shadow

Extruded Shadows appear connected to the character. This gives the characters sort of a three-dimensional look. The direction of the shadow is determined by the **Direction** controls, and the depth is set by the **Depth** controls.



Highlighted Shadow

A Highlighted Shadow is very similar to an extruded shadow. However a fine border appears to highlight the character. The direction of the shadow is determined by the **Direction** controls, and the depth of the shadow is set by the **Depth** controls.



Offset Shadow

An Offset Shadow is separated from the character. This makes it appear as though the character is above the background and is casting a shadow on it. The direction of the shadow is determined by the **Direction** controls, any offset of the shadow is set by the **Depth** controls.

Pressing the appropriate button selects the edge type, that button then appears depressed to indicate the current edge type.

Edge Direction

The direction of the extruded shadow, highlight shadow, and offset shadows can be controlled. The direction is controlled by the direction control group shown below.



There are eight buttons around the outside of this group. Each button represents one of the eight possible directions (Upper Left, Up, Upper Right, Right, Lower Right, Down, Lower Left, and Left). Pressing one of these buttons will select the corresponding Shadow Direction. When the direction is selected, the button appears depressed to indicate the current direction.

There is also a button/indicator in the middle of the **Direction Selection Buttons**. This also indicates the current shadow direction. Pressing this button will advance the shadow direction clockwise to the next direction.

Edge Depth

The depth of the edge is a numerical parameter that can be varied from 0 to 99 pixels. An edge depth of zero will not be seen unless you make the edge blurrier than the character. Setting the edge depth to 99 scanlines will make an extremely deep edge that may slow down the drawing of the characters. If you want a really deep edge like this, I suggest that you compose the page using a smaller edge first. This lets you compose the page without being slowed down too much. After the text is typed, you can make the edges as deep as you want. The edge depth will not have any effect on the edge if the Edge Type is No Edge.

The numerical controls in this group work just like the numerical controls on the Character Tab.

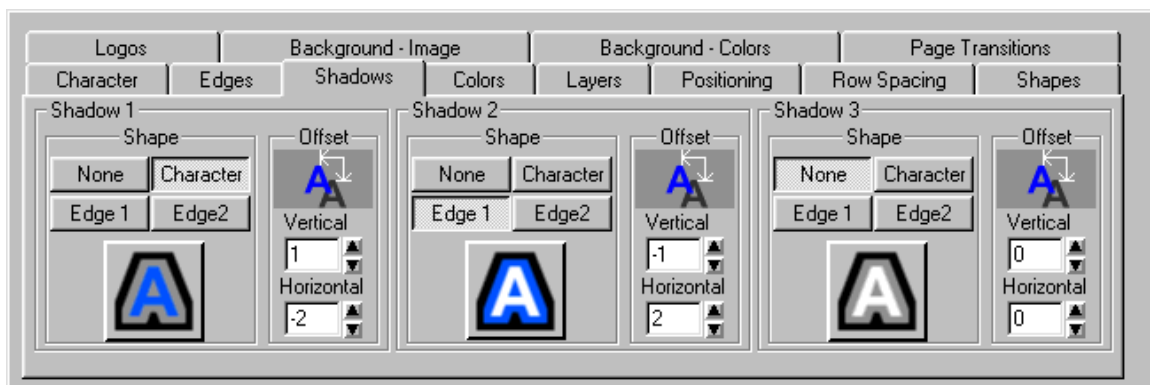
Edge Blur

The amount of blur on the edges can be changed by the controls in this numerical control group. A Blur setting of 2 gives a crisp sharp edge, a blur setting of 12 gives you a fuzzy edge. The Blur of each edge and the character can be set independantly of each other.

Shadows

The Power CG Plus can display each character with 3 independant shadows. These are called Shadow 1, Shadow 2, and Shadow 3. Shadow 1 is drawn behind the character and in front of Edge 1. Shadow 2 is drawn between Edge 1 and Edge 2. Shadow 3 is drawn behind Edge 2. You can control the shape and offset (horizontal and vertical) of each shadow independantly.

To change the Shadow Styles, select the Shadows Tab in the Control Tab Window. The controls for changing the shadows will be displayed as shown below.



This control tab window has 3 complete sets of controls for controlling all three shadows. The controls on the left are used for Shadow 1, the controls in the middle are used for Shadow 2, and the controls on the right are used for Shadow 3. Since all three sets of controls are identical, we will discuss all three of them at the same time.

Each set of shadow controls are made up of 2 groups of controls. One group selects the **Shape** of the shadow, the other group selects the shadows' **Offset**.

To help demonstrate the Shadows, we should make both of the edges look significantly different from the character as well as each other. Select the **“Character”** Tab. Set the **Height** to 48 scanlines, the **Width** to 100%, the **Italics** and **Rotation** angles to 0 degrees, and the **Blur** setting to 2. Now select the **“Edges”** Tab. Set the **Edge 1** type to **“Full Surround”**, set its' **Depth** to 8 pixels, and set its **Blur** to 7. Set the **Edge 2** type to **“Extruded Shadow”**, set its' direction to **“Lower Right”** set its' **Depth** to 30 pixels, and its' **Blur** to 12.

We also need to set the character, edge, and shadow colors so we can easily tell them apart. Warning - this could end up looking ugly. Select the **“Colors”** Tab, this will display the color controls. Press the **“Palette”** button to display the preset color palette.

Press the **“Character”** button in the **“Component”** control group to tell the system that we want to change the Character color (make sure both the **“Top Color”** and **“Bottom Color”** check boxes are marked). Scroll down in the color palette until the **“White”** entry appears and select it as the character color. Press the **“Edge 1”** button, make sure both the **“Top Color”** and **“Bottom Color”** check boxes are marked, and select a **“Reddish”** color for it from the color palette. Press the **“Edge 2”** button, , make sure both the **“Top Color”** and **“Bottom Color”** check boxes are marked and select a **“Greenish”** color for it from the color palette.

Let's set the Shadow colors now. Press the **“Shadow 1”** button, make sure that both the **“Top Color”** and **“Bottom Color”** check boxes are marked, and select a **“Blue”** color for it. Press the **“Shadow 2”** button, make sure that both the **“Top Color”** and **“Bottom Color”** check boxes are marked, and select a **“Magenta”** color for it. Press the **“Shadow 3”** button, make sure that both the **“Top Color”** and **“Bottom Color”** check boxes are marked, and select a **“Yellow”** color for it. Now we can definately tell which component (Character, Edge, and Shadow) is which.

Select the **“Shadows”** tab to display the **“Shadows Control Window”**. Type the word **“SHADOWS”** on the screen then drag the mouse over the word to select the entire word.

Select **“None”** as the shape of all three shadows. Use the **“Offset”** controls for each shadows to set the offsets of each shadow to the following:

	Vertical Offset	Horizontal Offset
Shadow 1	8	9
Shadow 2	-26	-27
Shadow 3	-40	30

Shadow Shape

The Shadow Shape control group is made up of 4 buttons (to select the shape of the shadow) and an indicator (to indicate the current shadow shape).

A shadow can be set to be the same shape as the Character, Edge 1, Edge 2, or it can be turned off. To turn the shadow off, press the “None” button. To make the shadow the same shape as the character, press the “Character” button. To make the shadow the same shape as edge 1, press the “Edge 1” button. And so on.

As each shape is selected, the Current Shadow Shape Indicator (below the shape selection buttons) will change to indicate the current shadow shape. You can also click on the Current Shadow Shape Indicator to advance the shape of the shadow to the next shape.

Select the different shapes for Shadow 1. Notice that when you select the shape for the shadow, it appears as blue (earlier, we selected blue as the shadow one color) behind the Character and in front of Edge 1 (the red edge). Do the same for Shadow 2 and Shadow 3. Notice that Shadow 2 (magenta) is drawn behind Edge 1 (the red edge) and in front of Edge 2 (the green edge). Shadow 3 (yellow) is drawn behind Edge 2.

Set the shape of Shadow 1 to “Character”, the shape of Shadow 2 to “Edge 1”, and the shape of Shadow 3 to “Edge 2”.

Shadow Offset

The shadows can be offset from the character in any direction in single pixel increments. The shadows can be offset horizontally from the character by as much as 100 pixels in either direction. A negative value offsets the shadow to the left. A positive value offsets the shadow to the right. The shadows can be offset vertically from the character by as much as 100 scanlines. A positive value places the shadow above the character, a negative value places the shadow below the character.

The shadow offset controls for each shadow work very similar to the numerical controls in the “Character” and “Edges” tabs. The offset drag button (shown below) can be used to control both the vertical and horizontal offsets.



Dragging the mouse left or right will adjust the horizontal offset. Dragging the mouse up or down will adjust the vertical offset.

Click on the "H" in shadows to select it. Click on the Shadow 1 Vertical Offset Number Box and drag the mouse down. The blue shadow (Shadow 1) moves down when you move the mouse. Click on the Shadow 1 Horizontal Offset Number Box and drag the mouse to the right. Shadow one moves to the right when you move the mouse.

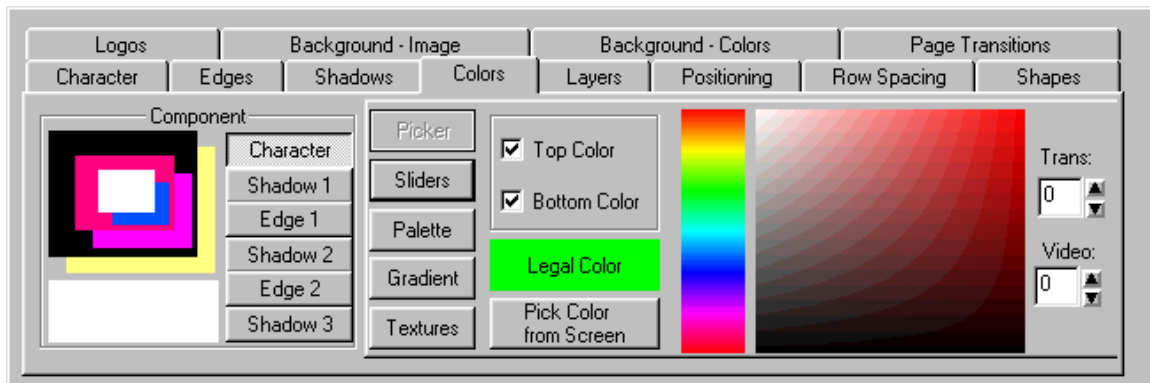
Notice that Shadow 1 on the "H" character is in a different position than Shadow 1 on the other characters. Drag the mouse across the entire word to select all the characters. Position the mouse over the Shadow 1 Offset Drag Button and press the left mouse button. Now move the mouse around while holding down left button. Notice that shadow 1 on all of the characters moves with the mouse, and that Shadow 1 on the H. character maintains its position relative to the rest of the characters.

Try experimenting with the offsets for Shadow 2, and Shadow 3. You'll see that they work exactly the same way as Shadow 1.

Save this page with the name "SHADOWS".

Text Colors

Select the "Colors" Tab in the Control Tab Window to adjust the Text Colors. This will display the Colors Control Window (shown below).



The Colors Control Window has three main sections. The first section (on the left) is used to select which component of the text (character, shadow 1, edge 1, shadow 2, edge 2, or shadow 3) to change the color of. The next section is a group of buttons used to select the method of choosing a color (color picker, color sliders, color palette, color gradient, or textures). The last section has the controls used in choosing a color. These controls change based on the method of choosing a color that you have selected.

Text Component

The component group of controls contains six buttons for selecting which component of the text to change the color of, (character, edges, or shadows). To change the character color, press the “Character” button. To change the color of edge 1, press the “Edge 1” button. And so on. When a new text component is selected, the color indicator box in the lower left corner of this group is changed to display the current color. The color indicator box displays the current color as it is being modified.

The component section of the Colors Control Window has an indicator to show the current color of each text component. These boxes display the text components in the same order that they will appear on the screen. The front box of this indicator shows the current **Character** color. The box behind it (that is offset down and to the right of it), shows the current **Shadow 1** color. The box that is behind to both the **Character** and **Shadow 1** indicators, displays the current **Edge 1** color. The box behind and offset down to the right of the **Edge 1** indicator, displays the current **Shadow 2** color. The box that is behind both the **Edge 1** and **Shadow 2** indicators, displays the current **Edge 2** color. The box behind all of the others is the **Shadow 3** color indicator.

If you click on any of these indicators, the component that it represents will be selected. The appropriate component selection button will appear depressed to indicate the current component. The color indicator box will also be changed to the color of the selected component.

Color selection methods

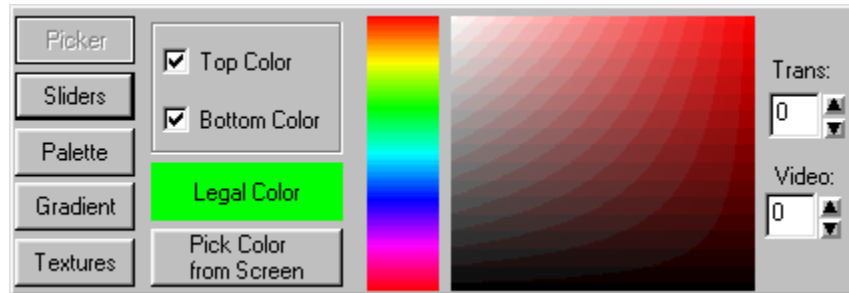
There are five different methods of selecting a color. These methods are as follows:

- **Color Picker**
The Color Picker lets you select the color using a visual approach
- **Color Sliders**
The Color Sliders lets you select the color using a numerical approach.
- **Color Palette**
The Color Palette lets you select a color from a palette of 64 preset colors.
- **Color Gradient**
A color can be selected from a group of 64 user defined color gradients. This may be either a linear gradient with up to 16 color points that can be rotated up to 90 degrees in either direction. It can also be an area gradient that can have four or five color points defined.
- **Color Texture**
A Color Texture can be selected from any of the 16 textures that are currently loaded.

Before we begin experimenting with changing colors of the text, we should have some text that uses both of the edges and all three of the shadows. Let's open the “Shadows” page (if it isn't already open) that we created earlier. Drag mouse across the entire word to select all of the characters. We are now ready to play with the colors.

Color Picker

Press the “Picker” button to display the color picker controls. The color picker controls are shown below.



The top and bottom of each character component can each be set to different colors. There are two boxes to select whether we want to change the top color, the bottom color, or both. If the top and bottom colors are different, the text will be drawn with a smooth color spread between the two colors.

Below these check boxes is an **Illegal Color Indicator**. If the selected color exceeds NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

Below the illegal color indicator is the “**Pick Color From Screen**” button. Pressing this button will change the appearance of the mouse to look like an eye dropper. Move the mouse to position on-screen that you want to copy the color of, press the left mouse button and the color under the mouse will be selected.

To the right of these controls is the **Hue Picker**. This lets you select the hue (red, green, blue, etc.) of the color. Place the mouse over this control, and press the left mouse button to select the desired hue. When the new hue is selected, the text will be redrawn with the new color, and the **Color Picker Area** (to the right of the Hue Picker) will also be drawn with the new hue.

Once the **Hue** is selected you can now pick the color. Place the mouse over the **Color Picker Area** and press left mouse button. This will select the color under the mouse. If you hold down the left mouse button while you move the mouse, the text will be redrawn with new color each time you select a new color by moving the mouse.

You can also control the **Transparency** of the color. The transparency setting can make the color fully opaque, semi-transparent, or fully transparent. When a color is semi-transparent, the text component is drawn as tinted over whatever is behind it. When the color is fully transparent, it can't even be seen on the screen. Setting the transparency level to 0 makes the object fully opaque. Setting the level to full (255) makes the object fully transparent. Any value in between makes a color that is semi-transparent.

There are a variety of ways to change the **Transparency** level. The level can be increased by pressing the increase button to the right of the transparency number box. If you hold this button down the level will continue to increase until you release the button. To decrease this value, press the decrease button. Holding down this button will continue to decrease the value until it is released. If you move the mouse over the transparency number box, then press and hold down the left mouse button, you can change the value by moving the mouse. Moving the mouse up or to the right will increase the value. Moving the mouse down or to the left will decrease the value. When you have selected the desired value, release the left mouse button.

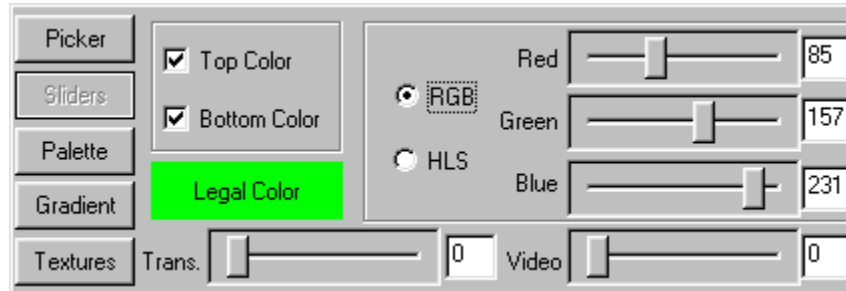
The value of the transparency level can be entered directly. Do this by double-clicking the transparency number box (this will highlight all of the digits in the number), type in the new value and press the enter key.

The color can be also mixed with background video. Setting the video level to a value of zero makes the object the selected color. Setting the video level to full (255) draws the object with background video. Any value in between makes the object appear as background video that is tinted by the selected color. For some very interesting effects, try blending colors, background video, and transparency over a background graphic image.

The background video level can be adjusted in the same way as the transparency level.

Color Sliders

Press the “Sliders” button to display the Color Slider controls. The Color Slider controls are shown below.



The top and bottom of each character component can be set to different colors. There are two check boxes to select whether we want to change the **Top Color**, the **Bottom Color**, or both the top and bottom colors. If the top and bottom colors are different, the text will be drawn with a smooth **Color Spread** between the two colors.

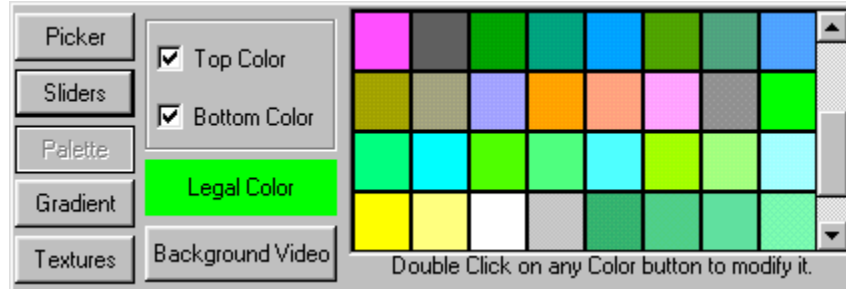
Below these check boxes is the **Illegal Color Indicator**. If the selected color exceeds the NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

The Power CG has two (2) numerical systems for defining colors. They are **RGB** (Red, Green, Blue) and **HLS** (Hue, Luminance, Saturation). Both of these systems are used to define the same thing (like yards and meters). Adjusting one will automatically change the other. You can select which method to use by pressing either the **RGB** or **HLS** button. You can switch back and forth between the 2 color systems at any time just by pressing the appropriate button.

The **RGB** and **HLS** values can be adjusted by dragging the sliders, or by double-clicking the number box and entering the new value with the keyboard.

Color Palette

Press the “Palette” button to display the preset color palette. The Color Palette is shown below.



The preset Color Palette can hold 64 preset colors. These preset colors are displayed in this window. Not all of the preset colors can be displayed at one time, so there is a scroll bar on the right hand side of the color palette entries. Use this scroll bar to scroll through all of the preset colors.

The top and bottom of each character component can be set to different colors. There are two check boxes to select whether we want to change the **Top Color**, the **Bottom Color**, or both the top and bottom colors. If the top and bottom colors are different, the text will be drawn with a smooth **Color Spread** between the two colors.

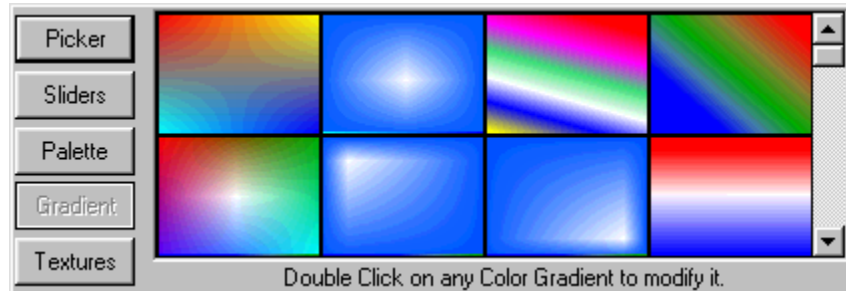
Below these two check boxes is the **Illegal Color** indicator. If the selected color exceeds the NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

To select a color from the preset color palette, position the mouse over the desired color and click the left mouse button. You can change a color in the preset **Color Palette** by double clicking the entry that you want to change. For more information about modifying the preset **Color Palette**, see this section "Modifying the Color Palette" in chapter 12.

This window also has a button labeled "**Background Video**". Pressing this button will set the color so that the text will be drawn with background video.

Color Gradients

Press the "Gradient" button to display the color gradients. The Color Gradients selection window is shown below.

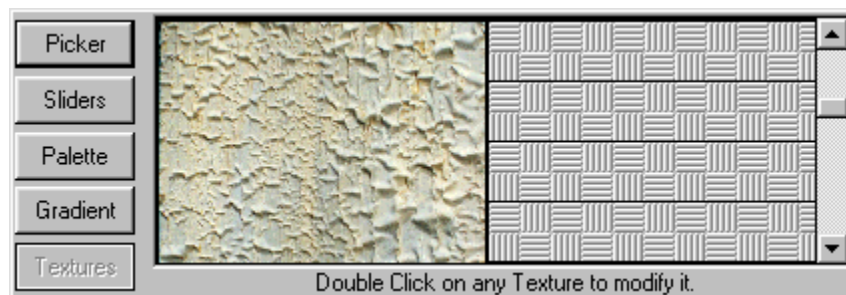


64 color gradients can be loaded into the system at one time. The Color Gradients that are currently set are displayed in this window. Not all of the color gradients can be displayed at one time, so there is a scroll bar on the right hand side of the Color Gradient entries. Use this scroll bar to scroll through all of the color gradients that are currently set for the project.

To select a color gradient, position the mouse over the desired gradient and click the left mouse button. The text will then be drawn with the selected color gradient. You can edit a Color Gradient, or build a new one, with the gradient builder. To do this, double-click the Color Gradient that you want to modify. For more information about using the gradient builder, see the section "Building Color Gradients" in chapter 12.

Color Textures

Press the "Textures" button to display the Color Textures selection window. The Color Textures selection window is shown below.



16 full Color Textures can be loaded into the system at one time. The Color Textures that are currently loaded are displayed in this window. The Textures are displayed large enough so that you can easily see what the texture looks like. Not all 16 textures can be displayed in this window at one time, so there is a scroll bar on the right hand side of the textures. Use this scroll bar to scroll through all of the textures that are currently loaded.

To select a Color Texture, position the mouse over the desired texture and click the left mouse button. The text will then be drawn with the selected texture. You can load a new texture by a double-clicking on the one that you want to replace. When this is done you will be asked to specify which graphic image you want to load as a texture. For more information about loading graphic images as Color Textures, see the section "Loading Textures" in chapter 12.

Grabbing and Applying Attributes

When you enter new text it is entered with the Current Text Attributes. The text attributes specify how the characters, edges, and shadows will appear. The Current Text Attributes are the attributes displayed in the Character, Edges, Shadows, and Colors control tab windows. These include the following:

- Typeface
- Character Size
- Italics and rotation angles.
- Kerning
- Blur (character and edge)
- Edge Style (type, depth, direction)
- Shadow Appearance (shape and offset)
- Colors (character, edges, and shadows)

When you overwrite text, the text keeps the attributes of the text that you are overwriting. If you would like to apply the Current Text Attributes to text that is already on the page, use the "Apply Text Attributes" command. Select the text that you want to change the attributes of, and press the "Apply Text Attributes" button in the Shortcut Buttons window.

If you want to grab the text attributes from text that is on the page, press the "Grab Text Attributes" button in the Shortcut Buttons window. This will make the text attributes of the character under the cursor, the Current Text Attributes. The new character attributes will then be displayed in the Character, Edges, Shadows, and Colors control tab windows.

Text Style Gallery

The "Text Style Gallery" window is used to hold preset text styles. This is the window on the right side of your screen with all of the different type of "A's" in it. The Text Style Gallery is designed to give you quick access to text styles that you will use frequently throughout the project. You can save 64 different preset text styles in the Text Style Gallery. However, you are not limited to just these 64 styles.

Before we begin, create a new page by pressing the "New Page" button on the toolbar. The program will warn you that you are about to erase the current page. Since we don't have a page that is really worth saving, press the "Yes" button. When the program asks you which type of page you want to create, select "Still". You now have a new blank page to work with.

To enter text using one of the preset styles, select the desired text style (by clicking on it) and start typing. Any text that is entered will appear with the selected text style. To select a different preset text style, click on it and start typing again.

Select a text style that looks interesting and type "This is my first preset style". Select another preset style and type "This is another one".

To change the style of text that is already on the screen, select the text, then click on the style that you want to set it to. Move the cursor to the first character and select another style from the style gallery. Now, move the cursor to the next character and select another style. Continue to do this for every character of the first two words of the page.

Select the word "first" by moving the mouse to the "f", press the left mouse button, and drag the mouse over to the "t" until the entire word is selected. Then select another text style. Notice that the entire word is changed.

Select the Character tab in the Control Tabs Window and adjust the Height of the word "first". Even though the character style was set using a preset style, you can still modify the style of the text. So if you have a text style that is almost what you want, go ahead and select it, then modify the attributes of the text you just changed the style of, doing this will not affect the preset style in the style gallery.

You can change the preset text styles. Create a character on the page that has the style that you want to use as a preset, place the cursor on it, and move the mouse pointer to the entry in the Text Style Gallery that you want to set to this style, and press the right mouse button. A pop-up menu will appear. Select the "Set Style" command. The text style of the cursor character will be copied to the style gallery.

There are too many preset text styles to be shown at one time in the text style gallery. You can use the scroll bar to scroll through the preset text styles. I like to group styles that are used together, near each other in the Text Style Gallery.

Save this page to the disk by pressing the "Save Page" button on the toolbar. Give the page the name "STYLES" and press the "Save" button. You should see its Picon in the project manager window.

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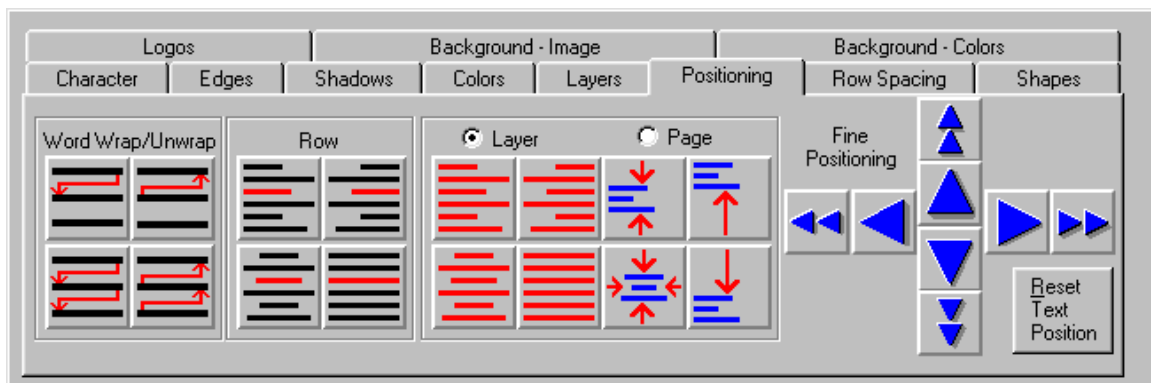
Chapter 5

Moving Text

Once the text has been entered, it can be moved around and positioned. This can be done either automatically or manually. Automatic positioning of pages consists of word wrapping, word unwrapping, centering the text between the margins, justifying the text to the margins, or removing excess row spacing from between the rows.

Manual positioning of the text allows you to move the text to nearly any position on the screen.

To do automatic text positioning, use the “Positioning Controls” (shown below). You can display these controls by selecting the “Positioning” tab in the Control Tab Window.







Word Wrapping and Unwrapping

Let's start with a fresh page by pressing the "New Page" button on the toolbar. A warning may appear telling you that the current page is going to be erased. If this happens press the "Yes" button. Some systems will display a dialog box asking you to select the page type. If this happens, press the "Still" button. You now have a new page to work with.

Set the character height to 48 scanlines, and the character width to 100%. Now enter the following text without pressing the <Enter> key "This Power CG software is really pretty easy to use". Notice that when you got to the right side of the screen, the cursor automatically went to the beginning of the next row.

Some of the words extend beyond the right margins. There are two common methods of fixing this. The first method is to make the text smaller so that it will fit. The other method is to wrap the words that extend beyond the margin to the next row. Since this section deals with word wrapping and unwrapping, let's try wrapping the words.

The "Word Wrap/Unwrap" section of the "Positioning Controls Window" has four buttons. These buttons are as follows:

	Wrap One Word
	Wrap All Words
	Unwrap One Word
	Unwrap All Words

Word Wrap checks to see if the last word of the row extends beyond the right margin. If it does, the word is moved to the beginning of the next row. Word Unwrap checks to see if the first word of the next row will fit on the current row. If it will, the word gets moved up to the row above.

Move the cursor to the home position by pressing the <Home> key twice. Press the "Wrap One Word" button (in the positioning controls window). If the last word of the cursor row extends beyond the right margin, it gets moved to the next row.

If there is a word that needs to be wrapped, one word gets wrapped to the next row each time you press this button. If there is not a word that needs to be wrapped, pressing this button will move the cursor to the beginning of the next row. Press the "Wrap One Word" button until all words that need it are wrapped to the next row and the cursor moves to the next row. You could continue to wrap the entire page this way, but there is an easier way to do it. Press the "Wrap All Words" button. All of the words on the page that need to be word wrapped are moved to the next row.

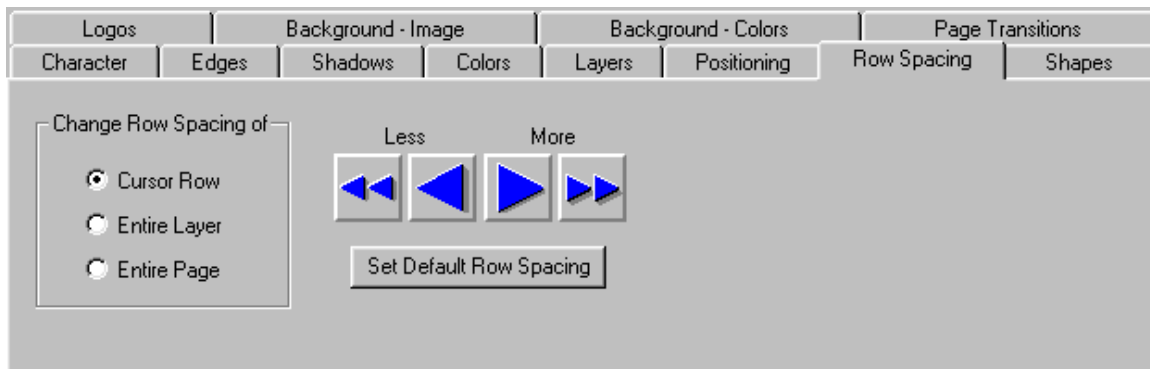
Select all of the text on the page by selecting "Entire Page" in the scope selection box on the toolbar. Decrease the height of the text to 32 scanlines using any method that you prefer. The rows got narrower so that you can now fit more text on them.

Move the cursor back to the home position by pressing the <Home> key twice. Press the "Unwrap One Word" button. The first word of the next row should move up to the end of the cursor row if there's room for it. Press the "Unwrap All Words" button. Every word on the page will unwrap to fill in the excess space at the end of each row.

Row spacing (Leading)

Notice that when you decreased the height of the characters that the height of the rows did not automatically get smaller. The rows now seem to be spaced too far apart. To set the row to the height that they should be, press the "Preset Row Spacing" button in the shortcut buttons window. The height of each row will automatically adjust to what it should be for the height of the tallest character on the row.

You can have more control over the rows spacing (leading) with the "Row Spacing" controls. Display these controls (shown below) by selecting the "Row Spacing" tab in the control tab window.



These controls are used to increase/decrease the spacing between the rows. The row spacing can be increased by pressing the "More" buttons. The row spacing can be decreased by pressing the "Less" buttons. To set the row spacing back to what it should be (based on the text on the row) press the "Set Default Row Spacing" button.

The buttons in the "Change Row Spacing of" section of this window are used to select which row(s) we are going to change the row spacing of.

- **Cursor Row**
Changes the row spacing of the row that the cursor is on.
- **Entire Layer**
Changes the row spacing of every row on the current layer.
- **Entire Page**
Changes the row spacing of every row on the page.

Fine Positioning Text

Individual characters, words, rows, layers, and the entire page can be fine positioned in single pixel/scanline increments. Characters can be moved to any position on the row and can be made to completely overlap each other. Smaller characters can be positioned inside of larger characters. Rows can even be positioned to allow text to overlap the text of other rows.

There are three ways to fine position text around the screen. One method is to use the cursor handles. Another method is to drag the text by moving the mouse while holding down the right mouse button. The final method is to use the fine positioning buttons in the positioning control tab window.

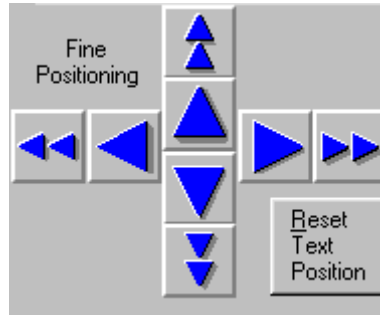
To use the cursor handles, select the character tab in the control tab window and turn the cursor handles on by pressing the “Cursor Handles” button. Little rectangles will appear around the cursor. These are the cursor handles. The handle in the lower left hand corner will move the text both horizontally and vertically. The handle on the left side of the mouse will move the text horizontally only. Any accidental vertical movement of the mouse will not move the text vertically. The handle on the bottom of the cursor will only move the text vertically. Accidental horizontal movement of the mouse will not move the text horizontally.

To move text with these handles, select the text to move by dragging the mouse over the desired text. Position the mouse over the handle that you want to use and the cursor will change to arrows that show which direction the text can be moved. Press and hold down the left button of the mouse, then move the mouse. The text will follow the mouse until you release the left mouse button.

Once you are through moving the text, you can turn off the cursor handles by pressing the “Cursor Handles” button again.

You can quickly move the text (both horizontal and vertical) without turning on the cursor handles. To do this, select the text that you want to move and press and hold down the right hand button of the mouse. As you move the mouse, the text will follow it until you release the right mouse button.

To use the fine positioning buttons to move the text, display the Fine Positioning Buttons by pressing the "Positioning" tab in the control tab window. This will display the Positioning Controls Window as shown below.



Use these buttons to do fine incremental positioning of text. The single arrow buttons will move the selected text one pixel each time you press it. The double arrow buttons move the selected text in bigger steps.

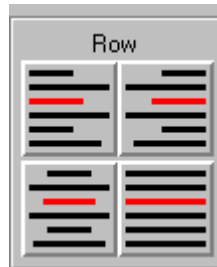
The "Reset Text Position" button will restore the text to its original (before it was moved) position.

Centering and Justifying Text

The Positioning Tab Window has 8 types of centering and justifying controls. These are:

	Left Justify Notice how all of the lines are lined up with the left margin.
	Right Justify Notice how all of the lines are lined up with the right margin.
	Horizontal Centering Notice how all of the lines are centered between the left and right margins.
	Justify to Left and Right Margins Notice how all of lines are lined up with both the left and right margins.
	Vertical Centering The text is adjusted vertically to position it in the center of the screen.
	Center Horizontally and Vertically The text is adjusted horizontally and vertically to position it in the center of the screen.
	Top Justify The text is adjusted vertically so that the top row is placed at the top margin.
	Bottom Justify The text is adjusted vertically so that the bottom row is placed at the bottom margin.

The "Row" section of the "Positioning Controls Window" (shown below) has four buttons.



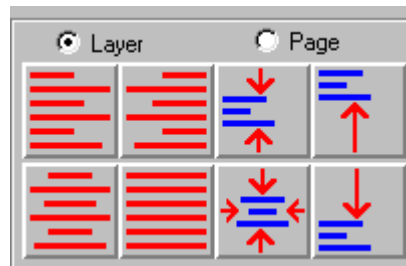
These buttons are used to control individual rows of text. Each row can be centered horizontally or justified to the left margin, right margin, or both margins at the same time.

To center row, place the cursor on the row that you want to center and press the "Horizontal Centering" button. The row is now centered horizontally between the left and right margins.

To justify the row to the right margin, press the "Right Justify" button in the "Row" section of the "Positioning Controls Window". This moves the text to the right so that it is aligned to the right margin. Press the "Left Justify" button in the "Row" section. The text moves to the left so that it is aligned to the left margin.

To justify the row to both margins at the same time, press the "Justify to Left and Right Margins" button in the "Row" section. The first character of the row is placed at the left margin, and the spacing between the characters is adjusted so that the last character of the row is aligned to the right margin.

To perform the centering and justifying functions on all of the rows of text on the page (or on the layer), use the corresponding buttons in the "Layer/Page" section of the "Positioning Controls Window" (shown below).



This section has two buttons (Layer and Page) to select whether each operation will be done on every row on the layer or every row on the page.

Select the "Page" button to make the centering and justifying functions work on every row of the page. Try pressing the "Horizontal Centering", "Right Justify", "Left Justify", and "Justify to Left and Right Margins" buttons in the "Layer/Page" section. Notice that the functions are now done to every row on the page.

Press the "Center Horizontal and Vertical" button (shown here) to center the entire page (or layer) both horizontally and vertically.



Press the "Top Justify" button (shown here) to move the entire page (or layer) to the top margin.



Press the "Bottom Justify" button (shown here) to move the entire page (or layer) to the bottom margin.



Press the "Vertical Centering" button (shown here) to center the page (or layer) vertically between the top and bottom margins.



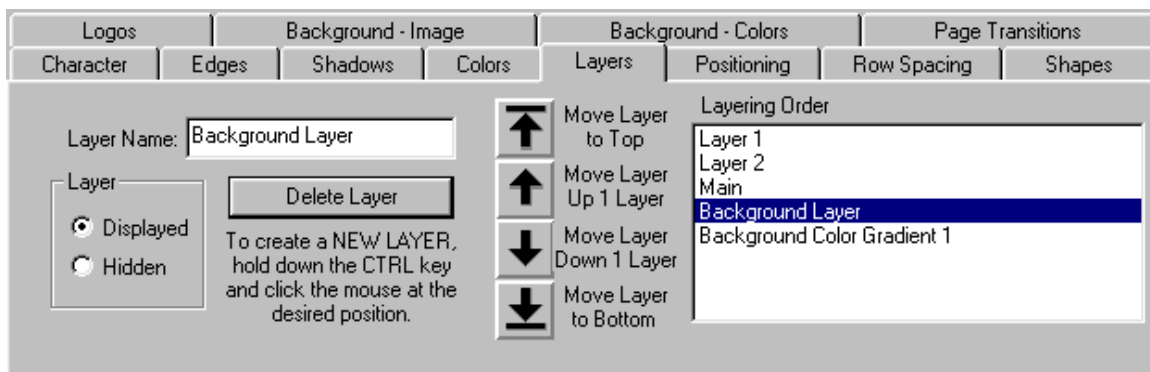
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Chapter 6

Layers

The Power CG Plus has 1000 layers available for text, shapes, and logos. These layers are completely independent of each other. Changing something on one layer will not affect the text on the other layers. Each layer can be given a name. Each layer can be moved in front of, or behind the other layers. Individual layers can be temporarily hidden so that they do not cover up the other layers that you're working on.

To work with layers, use the "Layer Controls" (shown below). You can display these controls by selecting the "Layers" tab in the Controls Tab Window.



Creating a New Layer

Select a character height of about 48 scanlines. Enter enough text to fill the entire screen. Move the mouse near the left margin about halfway down the screen. Create a new layer by holding down the <Ctrl> key while you press the left mouse button.

The cursor is now positioned where you clicked the mouse on the new layer. Notice that the "layering order" list has a new entry called "layer 1". This is the top layer in the list, so it will be the front layer on the screen. Now enter the text "This is a new layer". Notice that the new text appears in front of the original text.

Move the cursor to the second row of the text on the original (Main) layer by clicking the mouse on it. Notice that the name of the "Main" layer appears on the current layer on the status bar. Insert a row at the cursor position by holding down the <Shift> key while you press the <Ins> key. The text on the Main layer moved down to make room for the row of text. The text on Layer 1 did not move. That is what we mean when we say the layers are completely independent of each other.

Selecting a Layer

You can select a new layer just by setting the cursor position to a character that is on that layer. Move the mouse to any character on **Layer 1** and click the left mouse button. The cursor is moved to the character that you clicked with the mouse, and the status bar is updated to show that you are now on **Layer 1**.

You can also select a new layer from the "Layering Order" list. When this is done, the cursor will be placed on the first character of the selected layer.





Renaming Layers

When the new layers are created, they are given a default name such as "Layer 1". When that layer is selected the name appears on the status bar and in the "Layer Name" box in the **Layers Control Window**. You can change the name of the layer just by entering the new name in the "Layer Name" box. When the name is changed, the name appears in the "Layering Order" list and on the status bar.

Changing Layer Priority

When a new layer is created, it is given the highest priority so that it will be displayed in front of all the other layers. The priority of each layer is displayed in the "Layering Order" list". The top layer in the list is the highest priority layer and is in front of all the other layers on the page. The bottom layer in the list is the lowest priority layer and is behind all of the other layers. A layer is in front of all of the layers that are listed below it in the layering list, and behind all of the layers that are listed above it.

Each layer can be moved in front of, or behind the other layers. This can be done using the layer priority buttons (shown below).

	Move layer to top this gives the current layer the highest priority, and places it in front of all other layers
	Move layer up one layer this moves the current layer up 1 level in priority, this places it in front of the next layer up.
	Move layer down one layer this moves the current layer down one level in priority, this places it behind the next layer down.
	Move layer to bottom this gives the current layer the lowest priority, and places it behind all other layers.

A layers priority can also be changed by dragging it from its current position to the new position in the "Layering Order" list. Move the mouse to the layer that you want to change the priority of in the "Layering Order" list. Hold down the left mouse button and drag the layers name to the desired priority. The page will then be redrawn with the layer displayed at the new position.

Hiding Layers

When you start getting a lot of layers on a page, and you need to edit text that is on a low priority layer, the text that you want to change may be difficult to see because of the layers in front of it. There are two ways to make the low priority of layers more visible. One way is to increase the layers priority, edit the text, then move the layer back to its lower priority. The other method is to "Turn Off" the layers in front. This is done by telling the program which layers you don't want to see.

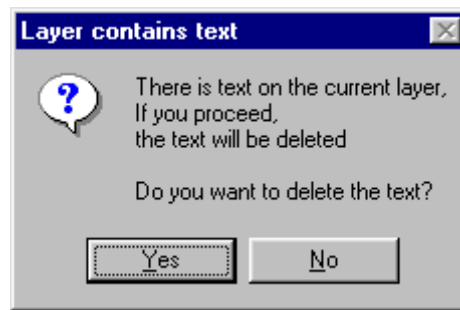
On the right hand side of the Layers Control Window are 2 buttons ("Displayed" and "Hidden"). These buttons show whether or not the current layer is displayed or hidden. To hide a layer, select the layer that you want to hide and press the "Hidden" button. The page is then redrawn without the selected layer. To turn the layer back on, press the "Displayed" button, and the page is redrawn with the layer.

Another really neat thing that hidden layers allows you to do it is to easily create multiple pages that all have common information. Place the text that is common to all pages on one or more layers. Place text that is common to more than one (but not all) pages on other layers. Then compose the text that is unique to each page on its own separate layer. This gives you a master page.

Copy the master page once for each page that you want to create. And hide the layers that you do not want to show on each individual page. If you ever need to modify the text, you can modify the master page (instead of each individual page) then copy the pages and hide the appropriate layers again. This avoids any differences (such as positioning errors) in the pages.

Deleting Layers

If a layer has no text on it, you may want to delete it. You can do this by selecting the layer and pressing the "Delete Layer" button in the Layer Controls Window. If there is text on the layer that you're trying to delete, a warning message (like the one below) will appear telling you that if you delete the layer, all of the text on that layer will also be deleted.



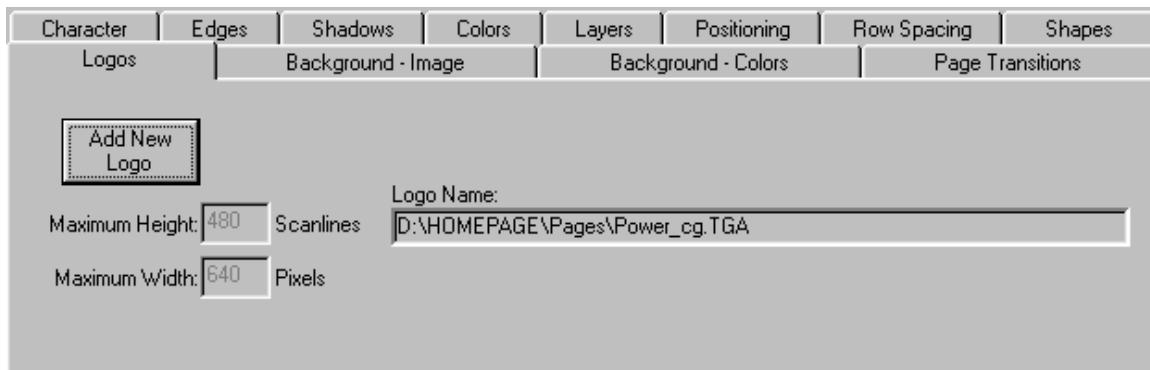
If you want to delete the text that is on this layer, press the "Yes" button. Otherwise press the "No" button.

Chapter 7

Logos

As many as 16 different full color logos can be placed on each page. The logos can be loaded directly from GIF, TIF, TGA, BMP, or PCX images. If the image used as a logo has an alpha channel, the alpha channel is supported.

To add a logo to a page, select the “Logos” tab in the Logos Controls Window. The logo controls will be displayed as shown below.



The screenshot shows the 'Logos Controls Window' with the 'Logos' tab selected. The window has a tabbed interface with tabs for 'Character', 'Edges', 'Shadows', 'Colors', 'Layers', 'Positioning', 'Row Spacing', and 'Shapes'. Below these, there are four sub-tabs: 'Logos', 'Background - Image', 'Background - Colors', and 'Page Transitions'. The 'Logos' sub-tab is active, displaying the following controls:

- An 'Add New Logo' button.
- A 'Logo Name:' label followed by a text input field containing 'D:\HOMEPAGE\Pages\Power_cg.TGA'.
- A 'Maximum Height:' label with a value of '480' and a 'Scanlines' label.
- A 'Maximum Width:' label with a value of '640' and a 'Pixels' label.

If the cursor is currently on a logo, information about that logo is displayed in this window. The name of the image file that contains the logo is displayed. The maximum size (height and width) that the logo can be displayed is also indicated by this window.

Placing a Logo on the Page

This window also has an "Add New Logo" button. To add a new logo to the page, position the cursor where you want the logo to appear. You may want to create a new layer for the logo, but you don't have to. Press the "Add New Logo" button, and select the graphic image that you want to use as the logo. The logo will then be displayed at the current character height. Once a logo is added to a page you can size it just like you would a character.

Sizing a Logo

The maximum size that a logo can be displayed on a page is 640 by 480 pixels or the original size of the logo (whichever is smaller). If a graphic image was created at 100 scanlines high, it cannot be displayed larger than 100 scanlines.

When a logo is first loaded it is displayed at the current character height. The "Maximum Height" and "Maximum Width" entries in the Logo Control Window will be updated to indicate the maximum height and width that this logo can be displayed.

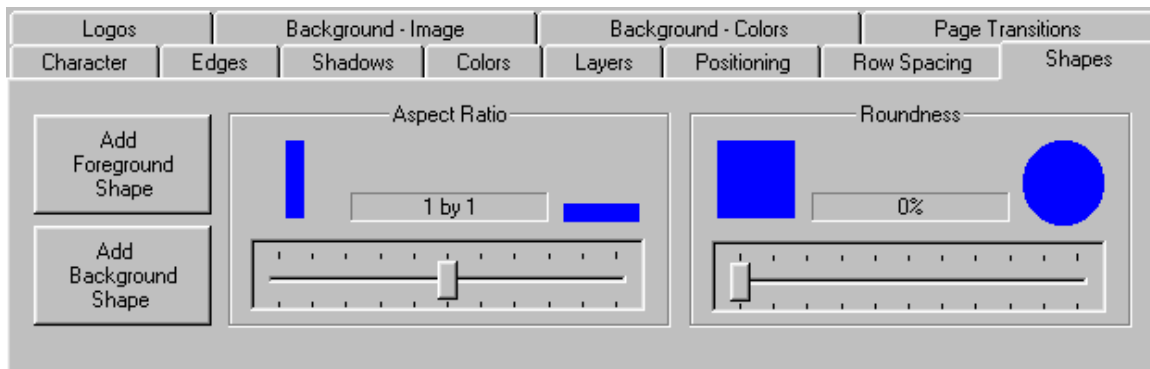
To change the size of a logo, position the cursor on it, and then change the size of it just as if it was a character. You can use the "Height" and "Width" controls in the "Character Controls Window" to vary the logos height and relative width. You can also use the cursor handles to change the logos height and width.

Chapter 8

Shapes

Shapes are boxes that you can control the roundness and the aspect ratio of. Once the shape has been placed on the page you can size it, colorize it, add edges and shadows to it, and even rotate it. In fact you can do anything to a shape that you can do to a character (except change the typeface of it). A “Foreground Shape” gets inserted into the current layer at the cursor position. A “Background Shape” gets added to a new layer that is automatically created behind the text that is currently selected.

To create or edit a shape select the "Shapes" tab in the "Control Tabs Window". The shape controls window will be displayed as shown below.



Aspect Ratio

The “Aspect Ratio” of the shape can be changed from tall and skinny to very wide. The aspect ratio can also be changed by changing the relative width (using the Character Width Controls). The character width does have a limited range of 10% to 500%. The aspect ratio controls are used to extend this range.

Roundness

The “Roundness” of the shape can be set to any value from 0 to 100%. A Roundness of 0% creates a shape that has square corners. A Roundness of 100% creates the shape that is either a circle or an ellipse (depending on its aspect ratio). A value between 1 and 99% creates a box that has rounded corners. The amount that the corners are rounded is determined by the Roundness setting.

Foreground Shapes

Add a foreground shape by moving the cursor to the desired position and press the "Add Foreground Shape" button. The new shape is inserted at the cursor position. The shape is assigned the **Current Character Attributes**. To increase the width of the shape using the aspect ratio controls, drag the aspect ratio slider to the right. To decrease the width, drag this slider to the left. Use the "Roundness" control to adjust the roundness of the shape. Dragging the "Roundness" slider to the right will make the shape rounder, dragging it to the left will make it squarer.

Now that the shape is on-screen you can use the "Character", "Edges", "Shadows", and "Colors" controls to modify the various character attributes of the shape. The program creates the shape as if it were a character. All of the controls that can be used to change the appearance of a character, can be used to change the appearance of a shape.

Background Shapes

Enter the words "Background Shape" on the page. Drag the mouse across all the characters of both words to select them. Now press the "Add Background Shape" button. A new shape is created behind the selected text. A new layer was automatically created for this shape and placed behind the text.

This shape is exactly like the foreground shape except that it's on a separate layer. You can change the character attributes just like you can a foreground shape or a character.

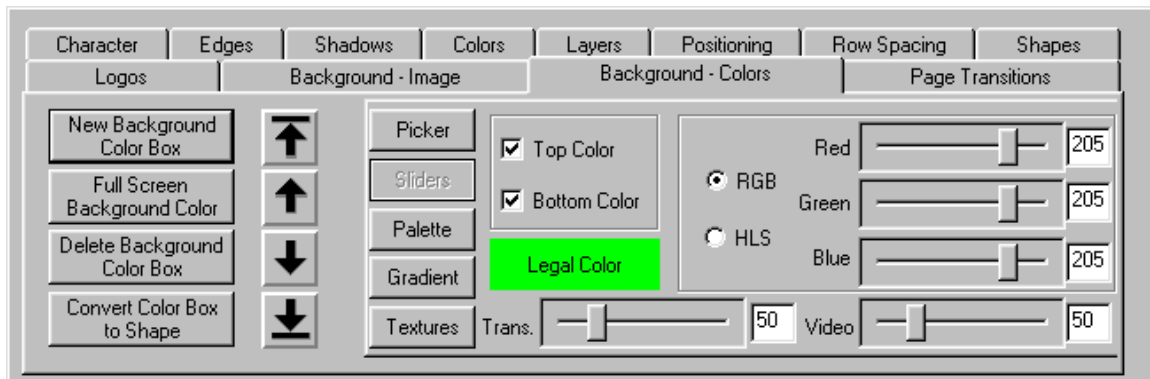
Chapter 9

Background Color Boxes

The Power CG can display background color boxes over the background image (or external video) and behind the text. Each background color box can be positioned and sized to anywhere on the screen. The color box can be set to a solid color, a smooth color spread between the top and bottom of the box, a color gradient (a four or five point area gradient, or a linear gradient with up to 16 colors), or a full color texture. If the background color boxes have a solid color, a color spread, or a color gradient, the transparency and background video levels of each color point can be adjusted.

As many as 32 background color boxes can be used on each page. Each background color box is assigned to its own layer. The background color layers are always behind the text layers and in front of the background image. The priority that each background color box is assigned determines how they will appear when one background color box overlaps another. A background color box that has a higher priority will appear in front of color boxes that have lower priorities.

To create or edit a background color box select the "Background-Colors" tab in the Control Tabs window. The Background Color Box Controls (shown below) will be displayed.



Creating a New Background Color Box

To create a new background color box press the "New Background Color Box" button. A new color box will appear behind the cursor row. The background color box begins as a semi-transparent gray that is the full width of the screen, and the height of the cursor row.

The cursor appears to surround the new background color box. The cursor has six cursor handles. Three of these handles (on the left and bottom of the cursor) are used to position the color box. The other three handles (on the top and right of the cursor) are used to size the color box.

Moving and Sizing Background Color Boxes

Use the handle at the top of the cursor to adjust the height of the color box. Use the handle on the right side of the cursor to adjust the width of the color box. Dragging the handle on the upper right corner of the cursor will adjust both the height and width of the color box.

You can move the Background Color Box in any direction by clicking on the handle in the lower left corner of the cursor and dragging the mouse. If you want to move the color box horizontally only (without moving it vertically) use the handle on the left side of the cursor. The handle on the bottom of the cursor will move the color box vertically (without changing the horizontal position).

Changing Background Color Box Color

There are five different ways of selecting a color for the background color box. These methods are as follows:

- **Color Picker**

The color picker lets you select the color using a visual approach.

- **Color Sliders**

The color sliders let you select a color using a numerical approach.

- **Color Palette**

The color palette lets you select a color from a palette of 64 (User Definable) preset colors.

- **Color Gradient**

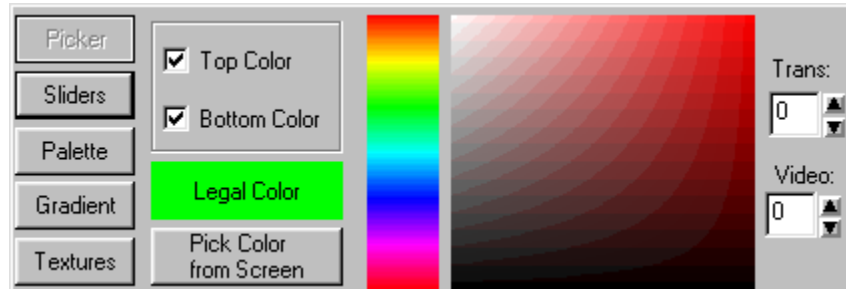
A color can be selected from a group of 64 user-defined color gradients. These may be either a linear gradient with up to 16 color points that can be rotated up to 90 degrees in either direction, or an area gradient that can have four or five color points defined.

- **Color Texture**

A color texture can be selected from any of the 16 textures that are currently loaded.

Color Picker

Press the "Picker" button to display the color picker controls. The color picker controls are shown below.



The top and bottom of each background color box can be set to different colors. There are two boxes to select whether we want to change the top color, the bottom color, or both. If the top and bottom colors are different, the color box will be drawn with a smooth color spread between the two colors. The top and bottom transparency and background video levels can also be set independently.

Below these check boxes is an **Illegal Color Indicator**. If the selected color exceeds NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

Below the **Illegal Color Indicator** is the "Pick Color From Screen" button. Pressing this button will change the appearance of the mouse cursor to look like an eye dropper. Move the mouse to a position on the screen that you want to copy the color of, press left mouse button and the color under the mouse will be selected.

To the right of these controls is the **Hue Picker**. This is used to select the hue (red, green, blue, etc.) of the color. Place the mouse over this control, and press the left mouse button to select the desired Hue. When the new hue is selected, the background box will be redrawn with the new color, and the **Color Picker Area** (to the right of the Hue Picker) will also be drawn with the new hue.

Once the hue is selected you can now pick a color. Place the mouse over the **Color Picker Area** and press the left mouse button. This will select the color under the mouse. If you hold down the left mouse button while you move the mouse around the **Color Picker Area**, the background color box will be redrawn with the new color each time you select a new color by moving the mouse.

You can also control the Transparency of the color. The Transparency setting can make the color fully opaque, semi-transparent, or fully transparent. When a color is semi-transparent, the text component is drawn tinted over whatever is behind it. When the color is fully transparent, it can't even be seen on-screen. Setting the transparency level to 0 makes the object fully opaque. Setting the level to full (255) makes the object fully transparent. Any value in between, makes a color that is semi-transparent.

There are a variety of ways to change the Transparency level. The level can be increased by pressing the increase button to the right of the transparency number box. If you hold this button down, the level will continue to increase until you release the button. To decrease this value, press the decrease button. Holding down this button will continue to decrease the value until it is released. If you move the mouse over the transparency number box, then press and hold down the left mouse button, you can change the value by moving the mouse. Moving the mouse up or to the right will increase the value. Moving the mouse down or to the left will decrease the value. When you have selected the desired value, release the left mouse button.

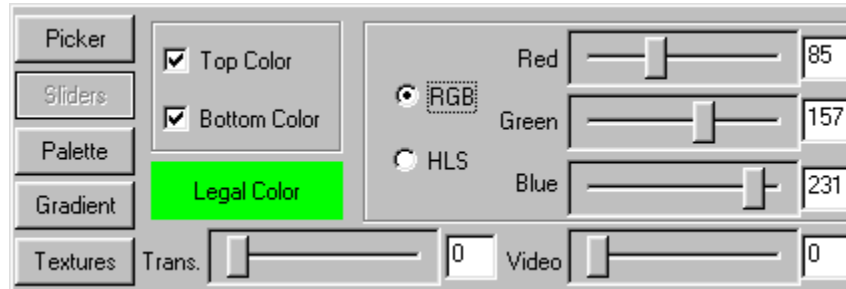
The value of the transparency level can be entered directly. Do this by double-clicking the transparency number box (this will highlight all of the digits in the number), type in the new value and press the enter key.

The color can be also mixed with background video. Setting the video level to a value of 0 makes the object the selected color. Setting the video level to full (255) draws the object with background video. Any value in between makes the object appear as background video that is tinted by the selected color. For some very interesting effects, try blending colors, background video, and transparency over a background graphic image.

The background video level can be adjusted in the same way as the transparency level.

Color Sliders

Press the "Sliders" button to display the Color Slider Controls. The Color Slider Controls are shown below.



The top and bottom of each Background Color Box can be set to different colors. There are two check boxes to select whether we want to change the **Top Color**, the **Bottom Color**, or both the top and bottom colors. If the top and bottom colors are different, the Background Color Box will be drawn with a smooth **Color Spread** between the two colors.

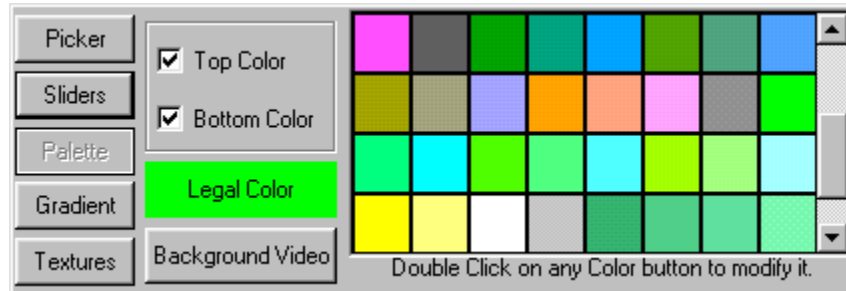
Below these check boxes is the **Illegal Color Indicator**. If the selected color exceeds the NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

The Power CG has two (2) numerical systems for defining colors. They are **RGB** (Red, Green, Blue) and **HLS** (Hue, Luminance, Saturation). Both of these systems are used to define the same thing (like yards and meters). Adjusting one will automatically change the other. You can select which method to use by pressing either the **RGB** or **HLS** button. You can switch back and forth between the 2 color systems at any time just by pressing the appropriate button.

The **RGB** and **HLS** values can be adjusted by dragging the sliders, or by double-clicking the number box and entering the new value with the keyboard.

Color Palette

Press the “Palette” button to display the color palette. The Color Palette is shown below.



The preset Color Palette can hold 64 preset colors. These preset colors are displayed in this window. Not all of the preset colors can be displayed at one time, so there is a scroll bar on the right hand side of the color palette entries. Use this scroll bar to scroll through all of the preset colors.

The top and bottom of each Background Color Box can be set to different colors. There are two check boxes to select whether we want to change the **Top Color**, the **Bottom Color**, or both the top and bottom colors. If the top and bottom colors are different, the Background Color Box will be drawn with a smooth **Color Spread** between the two colors.

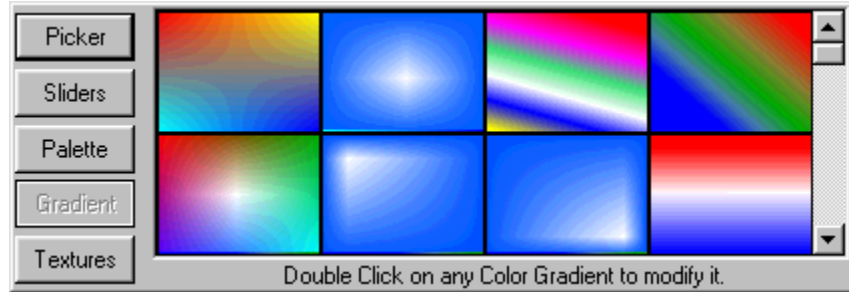
Below these two check boxes is the **Illegal Color** indicator. If the selected color exceeds the NTSC or PAL limitations, this box will appear red to indicate that you have selected an illegal color. Otherwise this box will appear green.

To select a color from the preset color palette, position the mouse over the desired color and click the left mouse button. You can change a color in the preset **Color Palette** by double clicking the entry that you want to change. For more information about modifying the preset **Color Palette**, see the section "Modifying the Color Palette" in chapter 12.

This window also has a button labeled "**Background Video**". Pressing this button will set the color so that the Background Color Box will be drawn with background video.

Color Gradients

Press the "Gradient" button to display the color gradient selection window. The Color Gradient selection window is shown below.

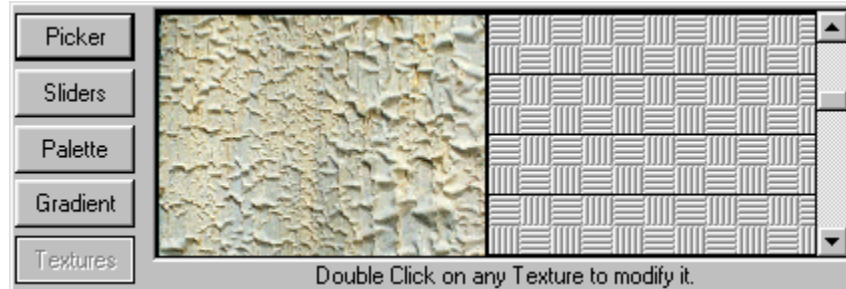


64 color gradients can be created for each project. The Color Gradients that are currently set are displayed in this window. Not all of the color gradients can be displayed at one time, so there is a scroll bar on the right hand side of the Color Gradient entries. Use this scroll bar to scroll through all of the color gradients currently set for the project.

To select a color gradient, position the mouse over the desired gradient and click the left mouse button. The Background Color Box will then be drawn with the selected color gradient. You can edit a Color Gradient, or build a new one, with the gradient builder. To do this, double-click the Color Gradient that you want to modify. For more information about using the gradient builder, see the section "Building Color Gradients" in chapter 12.

Color Textures

Press the "Textures" button to display the Color Textures selection window. The Color Textures selection window is shown below.



16 full Color Textures can be loaded into the system at one time. The Color Textures that are currently loaded are displayed in this window. The Textures are displayed large enough so that you can easily see what the texture looks like. Not all 16 textures can be displayed in this window at one time, so there is a scroll bar on the right hand side of the textures. Use this scroll bar to scroll through all of the textures that are currently loaded.

To select a Color Texture, position the mouse over the desired texture and click the left mouse button. The Background Color Box will then be drawn with the selected texture. You can load a new texture by a double-clicking on the one that you want to replace. When this is done you will be asked to specify which graphic image you want to load as a texture. For more information about loading graphic images as Color Textures, see the section "Loading Textures" in Chapter 12.

Full-Screen Background Color

To create a background color box that covers the full-screen, press the "Full Screen Background Color" button. A new background color box (that is a semi transparent gray) will be created that covers the entire page.

Selecting Background Color Box


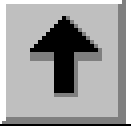
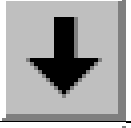
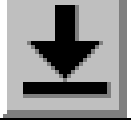
You can only edit one background color box at a time. Before you can modify a background color box you need to select it. The selected color box is displayed with a cursor (rectangular box) around it. The cursor also has six small boxes attached to it. These are called cursor handles, they are used to size and position the background color box.

Background color boxes can be selected by clicking the mouse on the desired one. If more than one background color box overlap, keep clicking the left mouse button until the one you want is selected.

Changing Color Box Priority

Each color background box is placed on its own separate layer (behind the text layers and in front of the background graphic image). The priority of each background color box determines how it will appear when one color box is overlapped by another. The background color boxes that have a higher priority will appear in front of color boxes that have a lower priority.

The background color controls have four buttons that are used to change the priority of the background color boxes. These buttons allow you to move the background color boxes in front of, or behind other color boxes when they overlap. These buttons are shown below.

	Press this button to move the current background color box to the highest priority. When this is done it will appear in front of all other background color boxes.
	Press this button to increase the priority of the current background color box by one. This will place the color box in front of the color box that had the next higher level of priority (if they overlap).
	Press this button to decrease the priority of the current background color box by one. This will place the color box behind the color box that had the next lower level of priority (if they overlap).
	Press this button to move the current background color box to the lowest priority. When this is done it will appear behind all of the other background color of boxes.

Converting a Background Color Box to a Shape

A background color box can be converted to a shape by pressing the "Convert Color Box to Shape" button. When this is done the color box is placed in front of all the other background color boxes. Once a background color box has been converted to a shape, it cannot be converted back to a Background Color Box.

When a background color box is made into a shape, it can be italicized, rotated, and rounded just like any other shape. It can also have edges and shadows added to it just like any other character.

Deleting a Background Color Box

To remove a background color box from the page, select the background color box that you want to delete by positioning the mouse over it and clicking the left mouse button. Once it is selected, press the "Delete Background Color Box" button. This will delete the current background color box.

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Chapter 10

Background Images

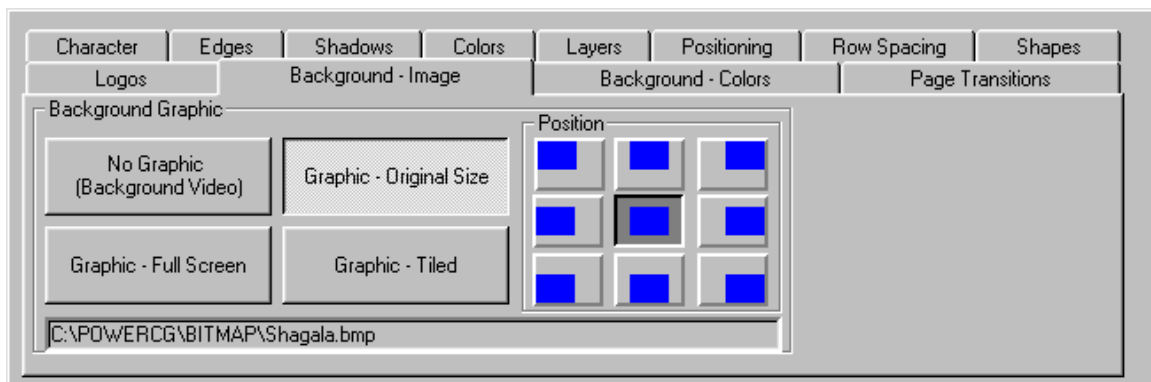
The program can display either a graphic image or a background video source (provided your system is capable of overlying titles over video) behind the text. The background graphic can be in any of the following graphic formats:

- Windows bitmap (BMP)
- TIFF
- Targa (TGA)
- PCX
- GIF

These are standard graphic formats that can be generated by many third party software packages. If no background graphic image is selected, the text will be overlaid over the background video source (if your system is capable of this).

A background graphic can be displayed in either original size, scaled to fill the entire screen, or tiled to fill the screen. When the graphic is displayed with its original size, it may or may not fill the entire screen. When a graphic is displayed full-screen, it is scaled (either up or down) to match the screen dimensions. When the graphic is tiled, it is displayed in its original size and is repeated enough times to fill the entire screen.

To change the background image, select the "Background - Image" tab In the Control Tabs window. The Background Image Controls (shown below) will be displayed.



No Graphic (Background Video)

Special hardware or software (if the program is running as a plug in) is required to overlay the titles over video. Some systems are not capable of this. If your system is not capable of overlaying titles over video, the background will be displayed as black.

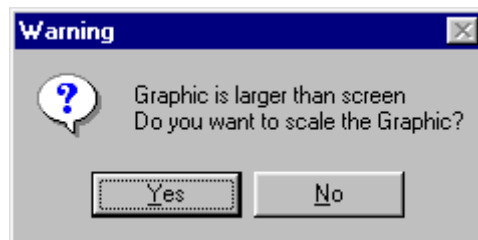
To overlay the title over background video, press the "No Graphic (Background Video)" button. Any background graphic that may have been displayed will disappear and the text will be displayed over the background video.

Graphic - Original Size

When you load a graphic to be displayed in its original size, the graphic may be smaller than the screen, the same size as the screen, or larger than the screen. To load a graphic in its original size, press the "Graphic-Original Size" button. A window will appear asking you to Select the Background Graphic. Select the graphic image that you want to load as a background and press the "Open" button. The selected graphic will be loaded.

If the graphic is smaller than the screen, it will be centered on the screen, and the positioning buttons that are used to change graphic position will be displayed.

If the graphic is the same size as the screen, it will be displayed as a full-screen image. If the graphic is larger than screen, a warning message (like the one shown below) will appear.



At this point you have the option of shrinking the graphic so that the entire image will fit on the screen, or displaying the graphic in its original size and cutting off the outside edges of the graphic. To display the graphic without shrinking it, press the "No" button. The new graphic will then loaded as the background.

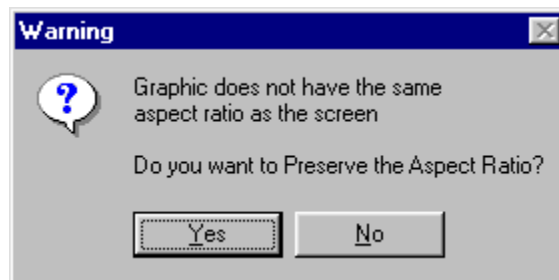
To shrink the background graphic so that all of it will be displayed, press the "Yes" button. This will load the graphic "Full-Screen". See the section below (Graphic-Full Screen) for more information.

Graphic - Full Screen

When you load a graphic to be displayed full-screen, and the original size of the graphic is not the same as screen dimensions, the graphic must be scaled before it will fit the screen. If the graphic is smaller than the screen, it will be enlarged. If the graphic is larger than the screen, it will be reduced in size.

A video screen has a fixed aspect ratio of 4 by 3. This means that the screen is one-third wider than it is tall. If the background graphic image has a different aspect ratio (maybe it's taller than it is wide), the height and the width will need to be scaled by different amounts to make the image fill the entire screen. This can distort the image. It can make people look very fat, or very tall.

Before the background image is loaded full-screen the aspect ratio of the graphic is checked to see if it matches the screens aspect ratio. If the aspect ratios are different, a warning message (like the one shown below) is displayed.



If you choose to preserve the aspect ratio, the background graphic will be scaled horizontally and vertically by the same amount. This will prevent the image from being distorted. However the graphic will not fill the screen both horizontally and vertically. If the image is too tall, it will not fill the screen horizontally. If the image is too wide, it will not fill the screen vertically.

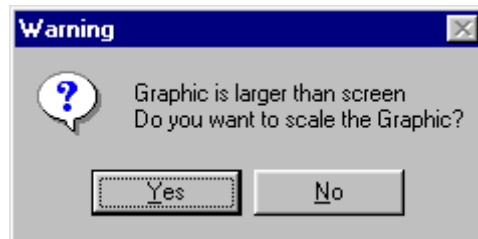
If you choose not to preserve the aspect ratio, the background image will be scaled horizontally and vertically the amount necessary to fill the entire screen. If this results in unacceptable distortion, simply load the background graphic again, and this time preserve the aspect ratio.

Graphic - Tiled

If a graphic image is smaller than the screen, it can be tiled in the background. This will display the background graphic in its' original size. The graphic will be repeated horizontally and vertically to fill the entire screen.

To tile a background graphic, press the "Graphic - Tiled" button. A window will appear asking you to select the background graphic. Select the graphic image that you want to load as a background and press the "Open" button. The selected graphic will be loaded and tiled.

If the graphic is larger than the screen, a warning message (like the one shown below) will appear.



At this point you have the option of shrinking the graphic so that the entire image will fit on the screen, or displaying the graphic in its original size and cutting off the outside edges of the graphic. To display the graphic without shrinking it, press the "No" button. The graphic will then be loaded as the background. Portions of the graphic image will be cut off.

Chapter 11

Projects and Pages

Project Settings

Projects are a convenient way of keeping groups of pages and project settings separate from each other. When a new project is created Power CG creates a new folder (with the same name as the project) on your system. Whenever you are working in this project, the pages will be read from and written to this folder as the default. All pages that are in this folder will appear in the Project Manager window.

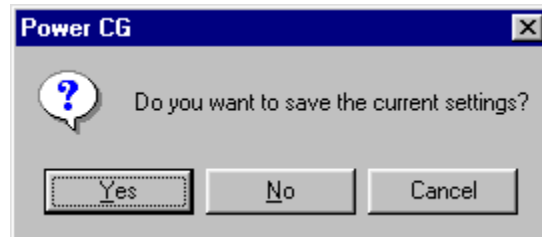
The system default settings are saved in the project file. This file has the same name as the project with a .SET extension (for example, the project MY_PROJECT would be defined in a file called MY_PROJECT.SET). This file contains the following system default settings:

- Character Attributes
- Style Gallery
- Color Gradients
- Default Color Palette
- Loaded Typefaces
- Loaded Textures
- Default Directory/Folders
- Safetitle Margins
- Tab Settings

When a new project is created, the current system settings are saved as the Project Defaults. When the project is opened again, these settings will be restored as the default settings.

You can update the default settings of the project by selecting the "Save Project Settings" command in the "File" menu. The current systems settings will be saved as the Project Defaults.

When you exit the program, or you open another project, a message appears (see below) asking you if you want to save the current settings.



If you press the "Yes" button, the project settings will be updated to match the current settings.

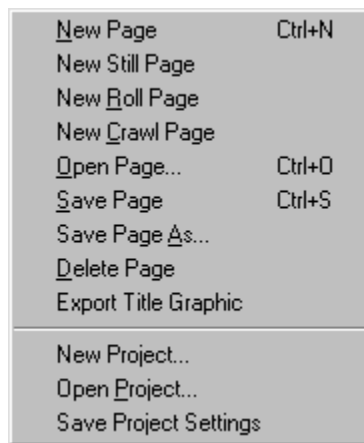
Project Manager

The Project Manager is used to give you quick access to all the pages in the project. This window (shown below) is on the left hand side of the screen.



All of the pages in the current project are displayed in this window. The pages are represented both by PICON's and the name of the pages. A PICON (Picture ICON) is a miniature picture of the page. With PICON's you can tell at a glance what the page looks like. You can open any page in the project just by clicking on it in the **Project Manager** window. If there are too many pages in the project to be displayed at one time, you can scroll through the list of pages using the Project Managers scroll bar.

Pages can be created, opened, saved, copied, deleted, and exported from the menu that appears when you position the mouse over the project manager and click the right mouse button. This menu is shown below.



This menu also has commands for creating a New Project, Opening an existing Project, and Saving the current settings as the Project default Settings. These menu commands can also be selected from the "File" menu.

Pages

When pages are saved on the disk, they are each saved in a separate file. The sizes of these files are determined by the amount of text and the complexity of the page. Most pages are smaller than 1 or 2 Kbytes unless they contain logos or textures. Hundreds of pages can be stored on a floppy disk and tens of thousands can be stored on a hard disk. Each page file can be given a unique name. The ".PAG" extension is added to the page name to create the file name that the page will be stored under.

The pages are stored in a format that allows them to be fully edited, even after they are saved. You don't need to worry about things getting "locked down" after the page has been saved. The pages can also be saved in both Windows Bitmap (BMP) and Targa (TGA) formats. This lets you use the Title Graphics that you create in other graphics programs. Saving the page as one of these graphics formats automatically saves it in the Page (PAG) format as well. This keeps the page in a format that can still be edited (Have you ever tried to correct the spelling of a word in a Bitmap?).

All information needed to display the page is stored in the page file except for the Typefaces and the background graphic. When a page has a Logo or multiple Logos on it, the logo is stored in the page file. This is done to speed up the Page Recall time. The page file does keep track of which background graphic and typefaces are used in the page. When a page is recalled, the system will automatically load the needed typefaces and the background image.

When a page is saved or recalled, the dialog box first displays with the default page directory. You can select another directory to save the page to or recall it from.

The default page directory can be changed. See the section “Default Directories” in Chapter 12 for more information on how to do this.

Creating a New Page

To create a new page, use one of the following commands:

Press the “New Page” button on the Toolbar.

Select the “New Page” entry from the “File” menu.

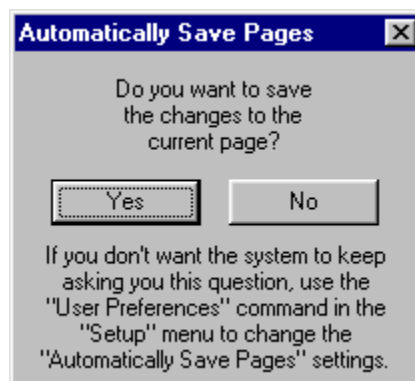
Select the “New Still Page” entry from the “File” menu.

Select the “New Roll Page” entry from the “File” menu.

Select the “New Crawl Page” entry from the “File” menu.

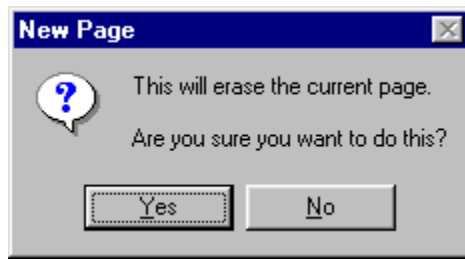
Press and hold down the <Ctrl> key while pressing the <N> key.

When this is done the process of creating a new page will begin. If the “Automatically Save Pages” setting in the “User Preferences” dialog box requires it, the following message box will appear.



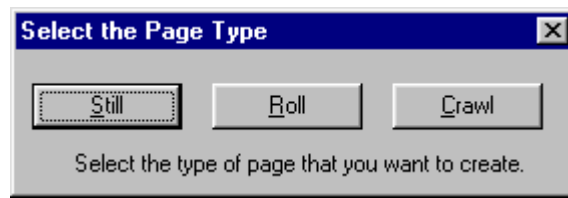
The system can only have one page opened at a time. When you open a new page, the old page (or any changes made to it) will be discarded unless it is saved to the disk. If you want to save the changes to the old, page press <Yes>, otherwise press <No> and the changes will be discarded.

If the page was not saved, the following warning will appear:



If you do not want to lose the changes to the current page, press the “No” button to cancel the New Page operation. You can then save the old page.

If you press the “Yes” button, all of the text and background will be erased from the screen. If you did not use a command that specified the page type, the “**Select the Page Type**” dialog box (shown below) will appear.



Select the Page type dialog box

Use this box to select which type of page you want to create. This gives you a fresh page to start with.

Opening an Existing Page

Opening a new page will overwrite the page that is currently open. Make sure that you save any changes to the current page that you want to keep before opening a new one.

To open an existing page, use one of the following commands:

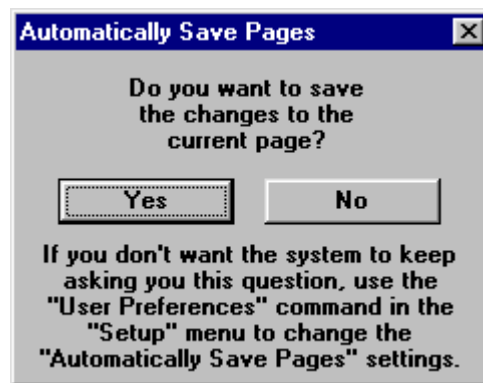
Select it from the listed pages in the Project Manager window.

Select the “Open Page” entry from the “File” menu.

Press the “Open Page” button in the Toolbar.

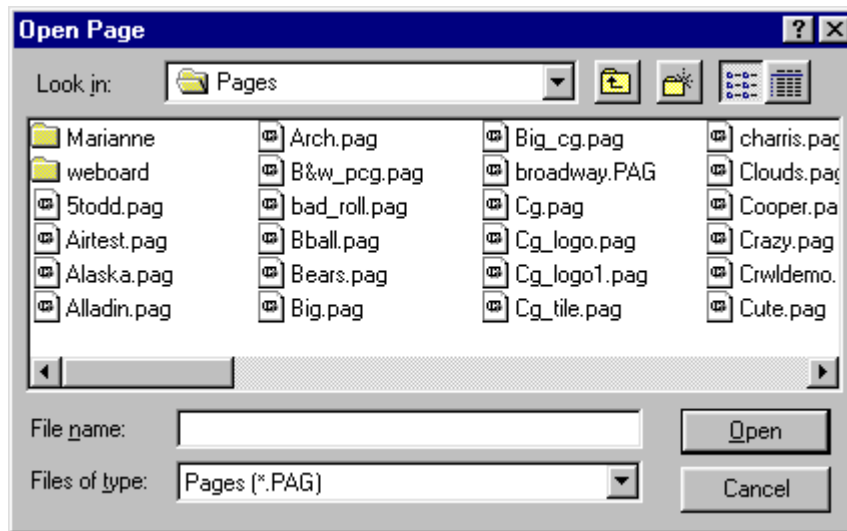
Press and hold down the <Ctrl> key while pressing the <O> key.

If the “**Automatically Save Pages**” setting in the “**User Preferences**” dialog box requires it, the following message box will appear.



The system can only have one page opened at a time. When you open a new page, the old page (or any changes made to it) will be discarded unless it is saved to the disk. If you want to save the changes to the old page press “Yes”, otherwise press “No” and the changes will be discarded.

Once this is done the Open Page dialog box (shown below) will appear.



Open Page dialog box

Use this dialog box to select which page to open. Once a page is opened it will appear in the “Title Compose” window. You can now edit the page.

Saving a Page

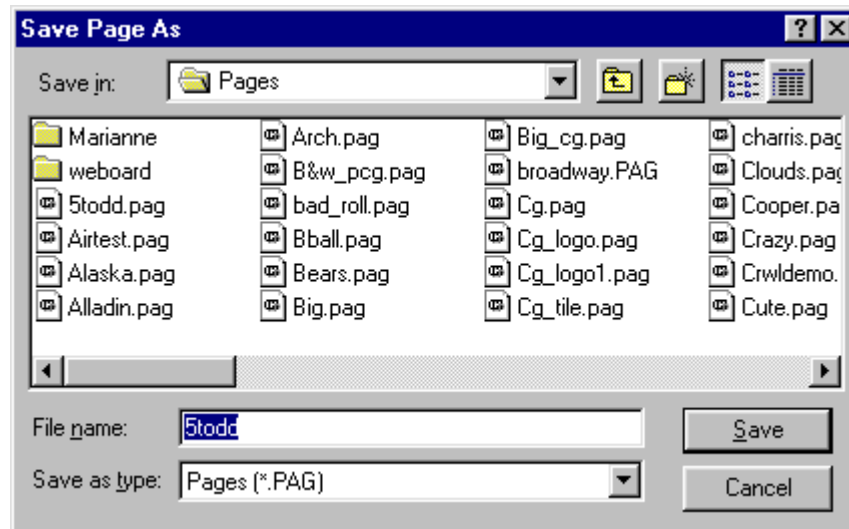
When you are finished editing a page, you need to save it to the disk. To do this, select the “Save Page” entry from the “File” menu (or press the “Save Page” button on the Toolbar). If the page already has a name, it will be saved back to the disk under the old name. If the page does not yet have a name, the Save Page As dialog box will appear (see Saving a Page with a New Name) so that you can name the page.

Every once in a while, while editing a page you should save it to disk. This protects your work from things like power failures. This function can be accomplished by holding down the <Ctrl> key and pressing <S>.

Saving a Page with a New Name

To save a page with a new page name, select the “Save Page As” entry from the “File” menu.

When this is done, the Save Page As dialog box (shown below) will appear.



Save Page As dialog box

Use this dialog box to select a name for the page. The “Save as type” control allows you to select which format you would like to save the page as. This can be any of the following:

- Page (*.PAG)
- Windows Bitmap (*.BMP)
- Targa format (*.TGA)

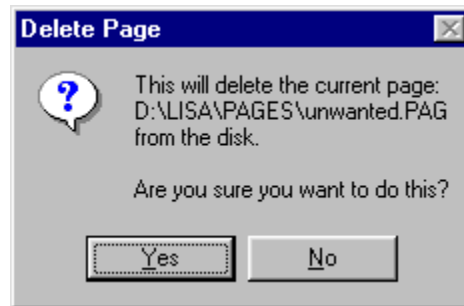
Some systems may also have other formats to choose from.

If you save the page as either a Windows Bitmap or Targa format file the image can be used by other graphics programs. Since text stored in these formats cannot be edited (without a great deal of difficulty), the page will also be saved in the “Page (*.PAG)” format. This keeps the page in a format that you can edit.

If the page is saved under a new name, the old page will remain on the disk under the old page name.

Deleting a Page from the Disk

Before you can delete a page from the disk you must use the Open Page function to recall the page to the screen. This forces you to “look at it” to make sure it’s the right page before you delete it. Once the page has been opened, select the “Delete Page” entry from the “File” menu. A warning such as the one below will appear.

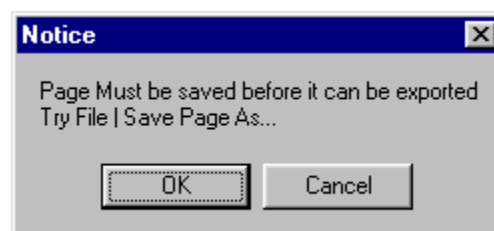


The second line in the warning box shows the directory and page name of the page about to be deleted. If you don’t want to delete this page, press the “No” Button. Pressing the “Yes” button will delete the page from the disk. Once this is done you will not be able to open the page again.

Export Page

Many systems like to see the title pages exported in a particular graphics format. In most instances, this is the TGA format (the Video Machine version exports in the VM format). The new image will have the same name as the page you are editing. For example: if the page is saved under the name "MY.PAG", the Targa image would be saved as "MY.TGA".

Each model of the software exports pages in the graphics format that is most useful for the system you are running Power CG with (usually TGA). To export a page, press the "Export Page" button in the shortcut buttons window. The page must be named before it can be exported. If the page is not named, a message (like the one below) will appear to remind you to give the page a name. Once the page is named, you can then export it.



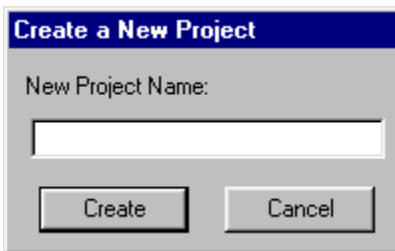
If you press the “OK” button the “Save Page As” dialog box will appear to allow you to give the page a name.

The page can also be exported by selecting the "Export Title Graphic" command from the "File" or "Project Manager" menus.

Creating a New Project

When a new project is created, the current systems settings are saved as the new project defaults. So, before you create a new project, you should open an existing project that has systems settings similar to the default system settings that you want the new project to have.

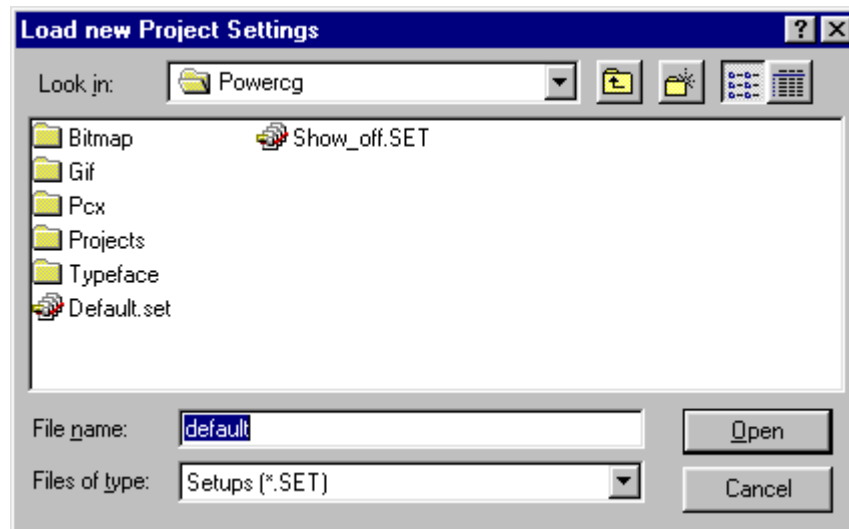
To create a new project, select the "New Project" command from the "File" or "Project Manager" menu's. When this is done a window (like the one shown below) is displayed.



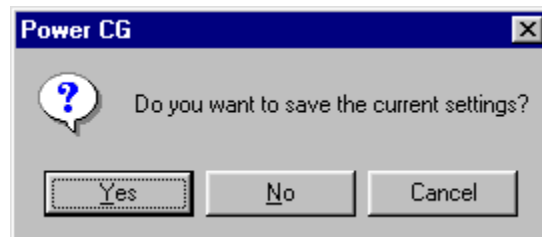
Enter the name of the new project where it says "New Project Name" and press the "Create" button. The name of the new project now appears at the top of the project manager. Since we haven't created any pages for the new project yet, no pages appear in the list. As you create pages for this new project they will appear in the Project Manager window.

Open an Existing Project

To open a project that already exists, select the "Open Project" command from the "File" or Project Manager menus. Once this is done the "Load New Project Settings" window (shown below) will appear.



Use this window to select which project to open and press the "Open" button. When the new project is opened, the new projects system settings will be loaded. The old project settings will be overwritten. Before the old project settings are lost, you'll be given the chance to save them. The following window appears.



You can save the old system settings to the old project file by pressing the "Yes" button. Pressing the "No" button will open the new project without saving the system settings. If you change your mind about opening the new project (or selected the Open Project command by mistake) press the "Cancel" button and the new project will not be opened.

Once the new project is opened, the pages in the project will appear in the Project Manager window.

Save Project Settings

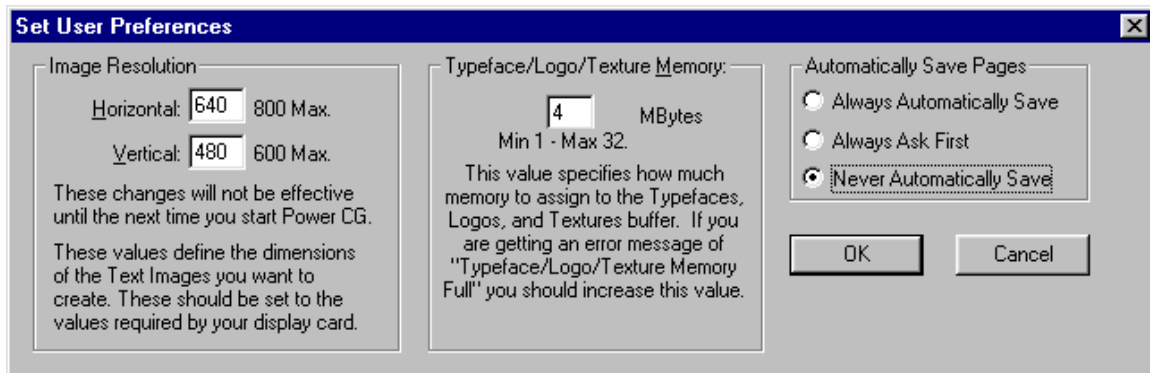
To save the current settings as the project defaults, select the “Save Project Settings” command from the “File” or Project Manager menus. The current project settings will be restored the next time this project is opened.

Chapter 12

Modes, Settings, and Adjustments

User Preferences

The "Set User Preferences" dialog box is used to set preferences that may vary from one user to another. To change the user preferences select the "User Preferences" command from the "Settings" menu. When this is done the "Set User Preferences" dialog box (such as the one shown below) will appear.



The set user preferences dialog box is made up of the following controls.

Automatic Page Save mode	Used to select the Automatic Page Save mode.
Typeface/Logo/Texture Memory setting	Used to set how much memory to use for the Typeface, Logos, and Textures buffer.
Other Preferences	Other preferences that are unique to the type of hardware you are running the program with.

Automatic Page Save Mode

The program can only have one page open at a time. When you open a new page, the old page (or any changes made to it) will be discarded unless it is saved to disk. When you open a new page, or exit the program, the current page can automatically be saved to disk if it was changed.

- **Always Automatically Save**

This setting will automatically save the page to disk (overwriting the original) without prompting you. Use this setting with caution. Any changes you make to the page will be saved to disk. You don't have the option of changing your mind.

- **Always Ask First**

This setting will ask your permission before saving the page to disk. If you have not modified the page, you will not be asked if you want to save it.

- **Never Automatically Save**

This setting will never automatically save the page. The program will not display the "Automatically Save Pages" window when you open a new page.

Typeface/Logo/Texture Memory Setting

When the program starts, it allocates a block of memory that is used to hold Typefaces, Logos, and Textures. This memory is also used to cache data that is needed temporarily when composing pages. If you allocate more memory for this, you will be able to load more and bigger Typefaces, Logos, and Textures. You will also get better performance from the program, but less memory will be available for other applications.

If you are getting an error message such as "Typeface/Logo/Texture Memory full" you should increase this value.

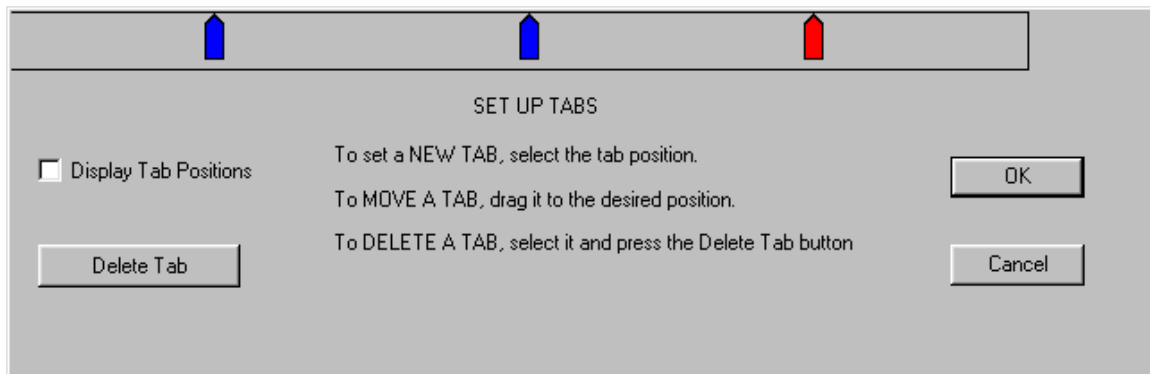
Other Preferences

This box may also have other user preference settings that are unique to the type of hardware or software you are running the program with.

Setting up Tabs

The program can set up to 16 tabs per page. The tabs specify horizontal positions of the screen that are used to align columnar text. The tab positions are stored with the page. When a page is opened, the tab positions will be set to those that the page was created with.

To add, remove, or reposition a tab, or to enable or disable the tab display, select the "Set Up Tabs" command from the "Settings" menu. This will display the "Set Up Tabs" dialog box (shown below).



Display Tab Positions

The Tab Display shows the positions of the tabs that are currently set. If the tab display is enabled, vertical lines will appear the full height of the screen. Each one of these vertical lines shows the position of a tab that is currently set. Clicking the "Display Tab Positions" check box will toggle the state of the Tab Display. If the Tab Display is on (signified by a check mark), this will turn it off.

Markers in the set up tabs window (below the title compose window) also shows the current tab positions. These markers are displayed regardless of the "Display Tab Positions" setting. Let's call this window the "Tab Markers Window".

Once the tabs have been set up, they can be saved as the default tab settings in a project.

Set a New Tab

The Tab Markers window displays all of the tabs that are currently set. To set a new tab, position the mouse in the Tab Markers window at the position that you want the new tab and click the left mouse button. A new marker will appear at the mouse position to indicate the position of the new tab.

Move a Tab

To move (reposition) an existing tab, position the mouse over the Marker that you want to move and drag it to the desired position. Any text that is on the page will be redrawn to reflect the new tab position.

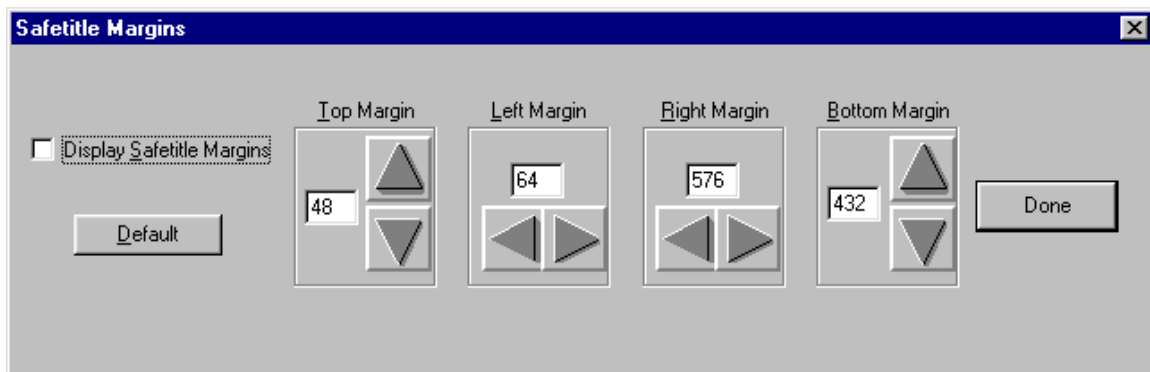
Delete a Tab

To delete an existing tab, select the marker that you want to delete by moving the mouse over it and pressing the left mouse button. The marker will turn red to indicate that it is selected. Press the "Delete Tab" button. The selected marker will be deleted.

Safetitle Margins

When transmitting a video signal to a large number of televisions, many of those televisions will not be properly adjusted. If you create a full page of text and try to view it on one of these televisions, the text may be cut off on the left, right, top, or bottom of the screen. When you broadcast text, you normally want everyone to be able to read it (especially if you are trying to sell them a new TV).

To solve this problem we define margins that it is safe to title within. The margins are set by the factory to be at the recommended 10% height and width positions of the screen. You can change these margin positions. To do this select the "Safetitle Margins" command from the "Settings" menu. When this is done the safetitle margins dialog box (shown below) will appear.



Use the "Display Safetitle Margins" check box to hide or display the safetitle margins on the screen. The safetitle margins are displayed on the screen whenever the "Safetitle Margins" window is displayed, regardless of the state of the "Display Safetitle Margins" check box.

If you keep your text within this box it will be in the safetitle area. Use the arrow buttons to move the safetitle margins. Each margin (top, bottom, left, and right) has two buttons that are used to move them.



Moves the margin up one scanline.



Moves the margin left one pixel.



Moves the margin down one scanline.



Moves the margin right one pixel.

You can also set the margin positions by entering a value directly.

To set the margins to the recommended 10 percent height and width positions of the screen, press the "Default" button.

Once the safetitle margins are adjusted, press the "Done" button. This will remove the dialog box from screen. The safetitle settings are saved as one of the project settings.

Lower Third Mode

Quite often with titling an image, you want to keep the titles in the Lower Third position of the screen. To do this, without needing to re-position every page, set the system to Lower Third mode. This moves the top margin (as well as the page text) to the Lower Third position. Any pages composed in this mode will appear in the Lower Third portion of the screen. Centering a page in this mode will center it in the Lower Third area.

To change the Lower Third mode select the "Lower Third Mode" command from the "Settings" menu. If the system is already in Lower Third mode, the Lower Third mode will be turned off. You can also toggle the Lower Third mode by holding down the <Ctrl> key while pressing the <T> key.

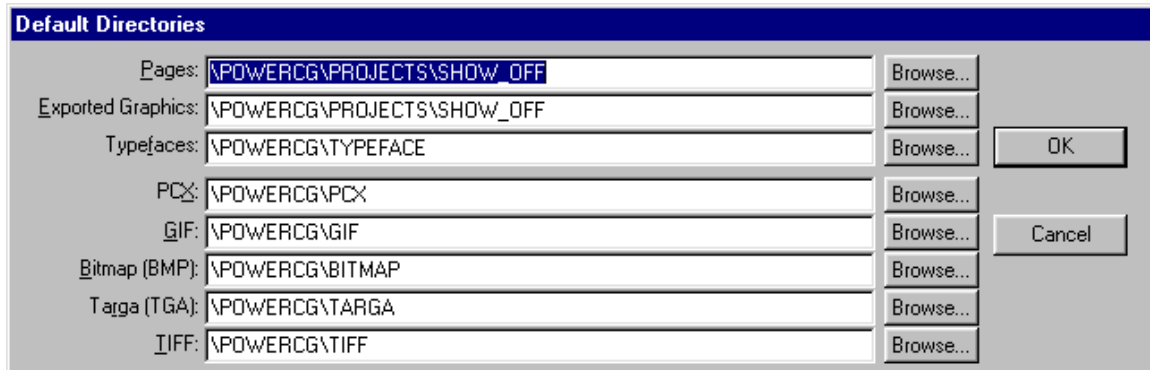
The current lower third mode can be saved as one of the default project settings.

Default Directories

The program allows you to put any file in any directory on any disk. This often results in files that you can never find again. It is best to keep files of the same type (or the same project) in the same directory. Default directories are a big help here. The system allows you to set default directories for the different file types. The default directories, and the type of files that default to these directories, are shown below.

1. Page Directory
 - Pages
 - Page Lists
2. Exported Graphics
 - Graphic images that are exported when you press the "Export Page" button.
3. Typeface Directory
 - Typefaces
 - Logos
 - Textures
4. PCX Image Directory
 - PCX format background images.
5. GIF Image Directory
 - GIF format background images.
6. Bitmap (BMP) Image Directory
 - Windows bitmap (BMP) format background images.
7. Targa (TGA) Image Directory
 - Targa (TGA) format background images.
8. TIFF Image Directory
 - TIFF format background images.

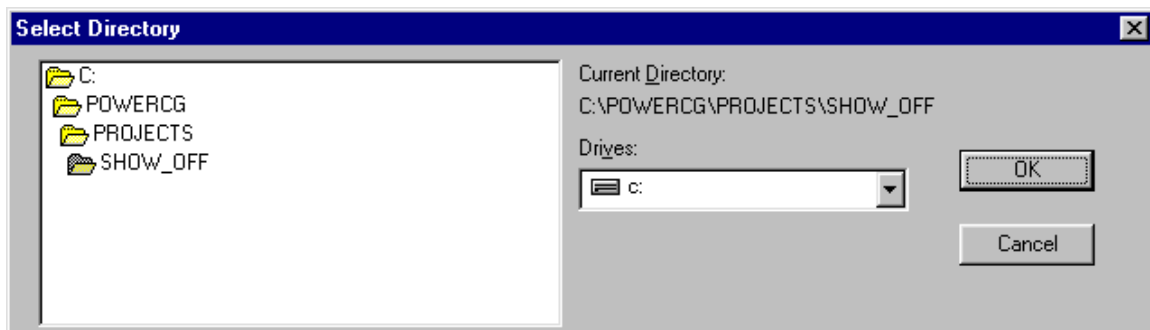
To change the default directories, select the "Default Directories" command from the "Settings" menu. When this is done the "Default Directories" Dialog box (shown below) will appear.



This dialog box displays the default directories and their current settings. The path can be entered directly, or you can browse for the desired directory.

To enter a path directly, select the default directory entry that you want to change, and type in the full drive and path. This should be in a form such as C:\PATH. When you directly enter a default directory, you must make sure that the path exists on the specified drive.

To browse for the desired directory, press the "Browse" button next to the directory that you want to change. When this is done the "Select Directory" dialog box (shown below) will appear.



Use this dialog box to select the new default directory. The controls in this dialog box do the following:

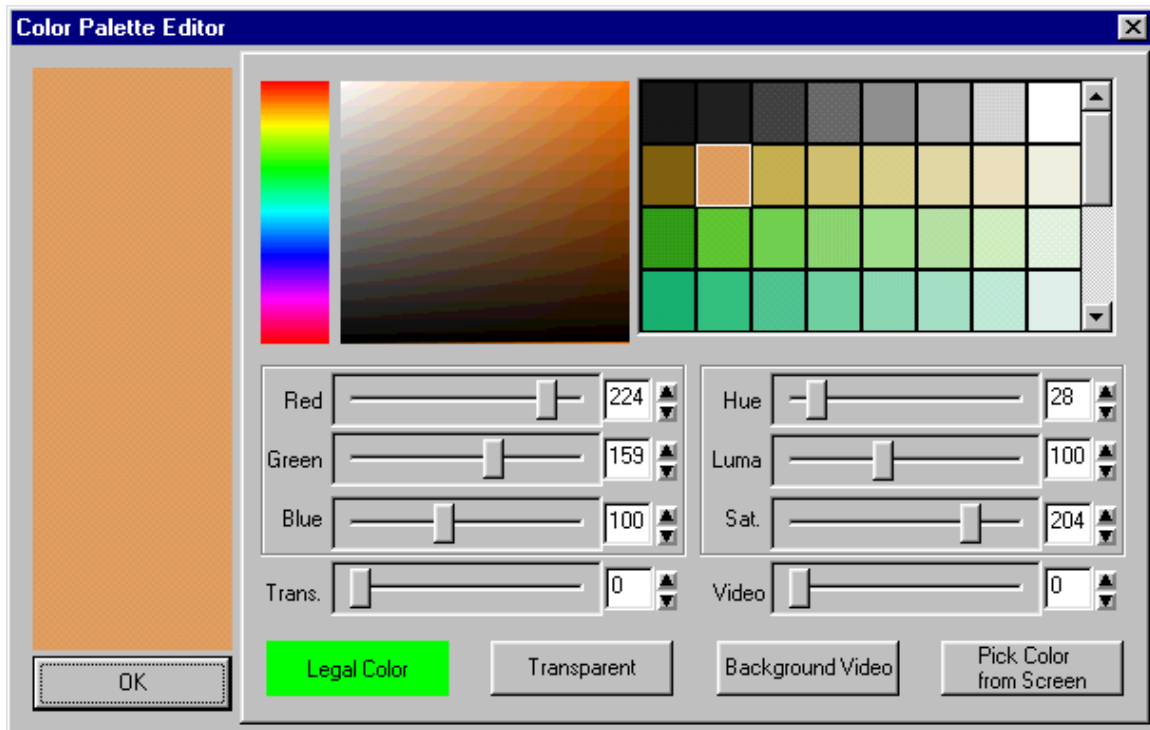
- **Directories List**
Use this control to select the default directory.
- **Drives**
Selects the drive that contains the desired default directory.
- **OK button**
Press this button when the directory is selected.
- **Cancel button**
Press this button to cancel the directory selection.

When you are done selecting the default directories, press the "OK" button in the default directories dialog box. If you want to cancel the changes you have made, press the "Cancel" button.

Once the new default directories are selected they must be saved as the project settings. Otherwise, they will revert to the old settings when the project is opened again.

Modifying the Color Palette

To modify the color palette, the color palette must be displayed. You can display the color palette by selecting the "Colors" tab in the Control Tabs Window and then pressing the "Palette" button. Position the mouse over the color palette entry that you want to change and double-click the left mouse button. When this is done the "Color Palette Editor" window (shown below) will be displayed.



The color palette editor has two methods of selecting a color. You can use either the Color Picker or the Color Sliders. The left side of this window shows a large sample of the current color selection. To the right of the color sample, at the bottom of the window, is an Illegal Color Indicator. If the selected color exceeds NTSC or PAL limitations, this indicator will appear red to indicate that you have selected an illegal color. Otherwise this indicator will appear green.

At the top of the screen, between the Color Sample and the Color Palette, are the Color Picker controls. These controls include a "Hue Picker" and a "Color Picker Area". The hue picker lets you select the hue (Red, Green, Blue, etc.) of the color. Place the mouse over this control, and press the left mouse button to select the desired hue. When the new hue is selected, the Color Sample, Color Picker Area, and the Color Sliders will be updated to reflect the new hue.

Once the hue is selected you can now pick the color. Place the mouse over the **Color Picker Area** and press the left mouse button. This will select the color under the mouse. If you hold down the left mouse button while the mouse is moved, the **Color Sample** and the **Color Sliders** will be updated to reflect the newly selected color.

Below the Color Picker Controls and the Color Palette Display are the Color Sliders. There are two numerical systems for defining colors. These are RGB (Red, Green, Blue), and HLS (Hue, Luminance, Saturation). Both of these systems are used to define the same thing (like yards and meters). Adjusting one will automatically change the other. You can use either set of sliders to adjust the color. When you use one set of sliders to change the color, the other set is automatically updated to reflect the change.

There are four ways to adjust the RGB, HLS, Transparency, and Background Video levels. They can be adjusted by dragging the sliders. They can also be adjusted by double-clicking the number box and entering the new value with the keyboard. To "fine tune" the levels, use the increment and decrement buttons. The value will be increased or decreased by one each time you press one of these buttons. These buttons will auto-repeat if you hold them down. The values may also be changed by clicking in the number box and dragging the mouse.

To the right of the Illegal Color Indicator is a "Transparent" button. Pressing this button will set the transparency level to full (255). This makes the color fully transparent. Anything that you assign this color to will not be visible.

To the right of the "Transparent" button is a "Background Video" button. Pressing this button will set the background video level to full (255). Anything that you assign this color to will be displayed using background video.

To the right of the "Background Video" button is a "Pick Color From Screen" button. Pressing this button will change the mouse cursor to look like an eye dropper. Move the mouse to the position of the screen that you want to copy the color of, and press the left mouse button. The color under the mouse will be selected.

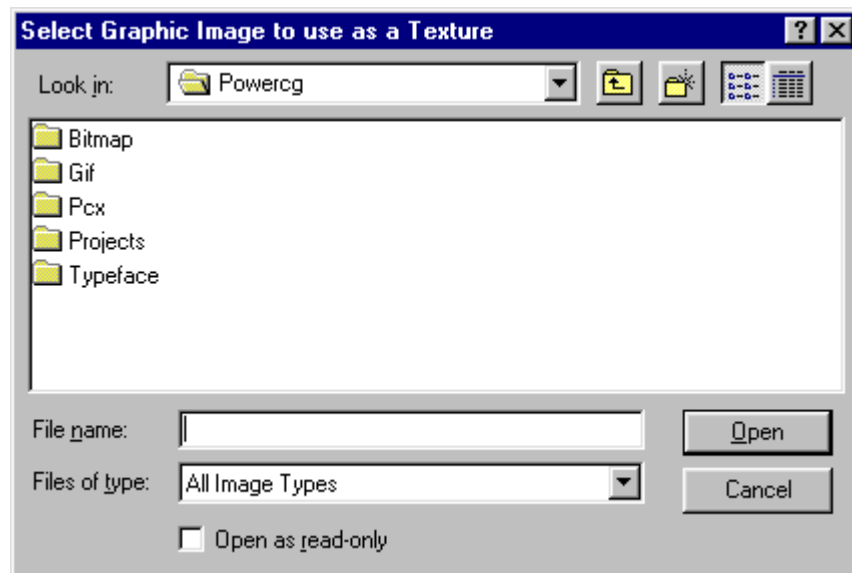
When you have selected the desired color for the color palette entry, you can select another color to modify from the color palette. When you are done modifying the color palette, press the "OK" button and the Color Palette Editor window will close.

Once the color palette has been modified, the changes must be saved with the project settings. Otherwise, they will revert to the old settings when the project is opened again.

Loading Textures

The system has 16 slots that textures can be loaded into. When you use a texture on a page, the page keeps track of which textures are needed to display the page. If the textures that are loaded do not match the textures needed by the page, the correct textures are automatically loaded.

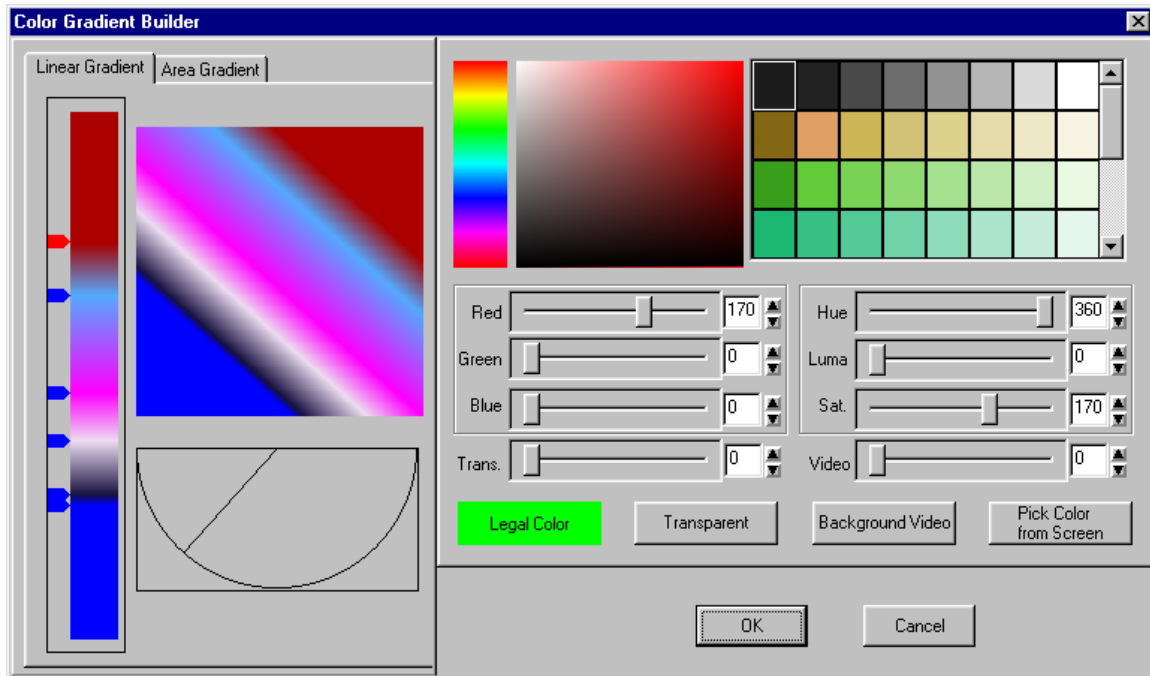
To load a new texture, the texture selection window must be displayed. You can display the textures selection window by selecting the "Colors" tabs from the Control Tabs Window and then pressing the "Textures" button. Position the mouse over the texture entry that you want to load the new texture into and double-click the left mouse button. When this is done the "Select Graphic Image to use as a Texture" window (shown below) will be displayed.



Select the graphic image that you want to load as a texture and press the "Open" button. The selected image will then be loaded as a texture.

Building Color Gradients

64 color gradients can be defined for each project. To modify a color gradient, the color gradient selection window must be displayed. You can display the color gradient selection window by selecting the "Colors" tab from the Control Tabs Window and then pressing the "Gradient" button. Position the mouse over the gradient that you want to modify and double-click the left mouse button. When this is done the color gradient builder (shown below) will be displayed.



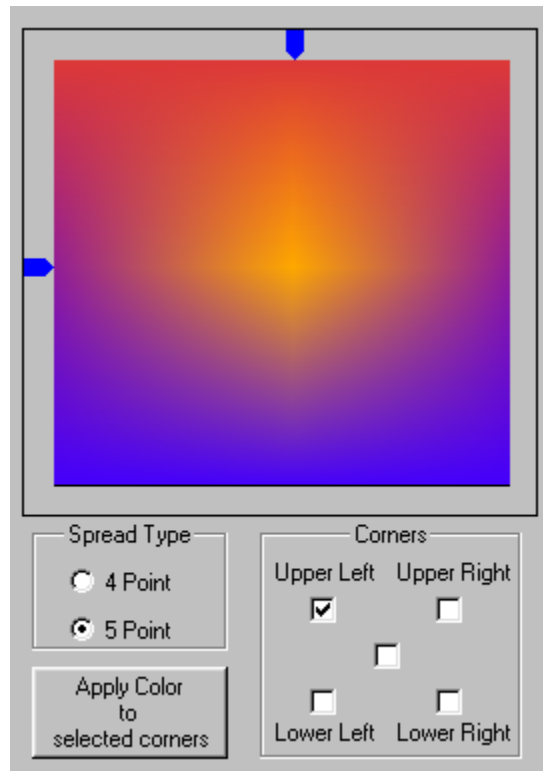
The color gradient builder has two major sections, the Color Selection section (on the right) and the Color Point Placement and Selection section (on the left). The Color Selection section is used to select the color of each point in the color gradient. The Color Point Placement and Selection section is used to select which point that you want to change the color of, and to change the position of the color points that make up the Gradient.

The program can create two types of color gradients, Linear Gradients and Area Gradients. A Linear Gradient can have as many as 16 color points and can be rotated up to 90 degrees in either direction. An Area Gradient can have either four (4) or five (5) color points. A four point color gradient lets you define a different color in each corner of the rectangle. A five point color gradient also lets you add a 5th color point inside the Area Gradient. The 5th color point can be moved to any position inside the gradient.

The color point placement and selection section has two tabs. One to edit Area Gradients and the other to edit Linear Gradients. When the color gradient builder is first opened, the tab that corresponds to the type of gradient that you are editing is selected. To change the color gradient to the other type just select the other tab.

Area Gradients

The “Area Gradient” tab (shown below) is used to edit area color gradients.



The top portion of this window displays the current color gradient. If it is a five point color gradient, two markers will appear. One above the gradient and one to the left of the gradient. These indicate the position of the fifth point inside the gradient. You can move the inside color point by dragging these markers. You can also moved the inside color point by clicking at the desired position in the color gradient in this window.

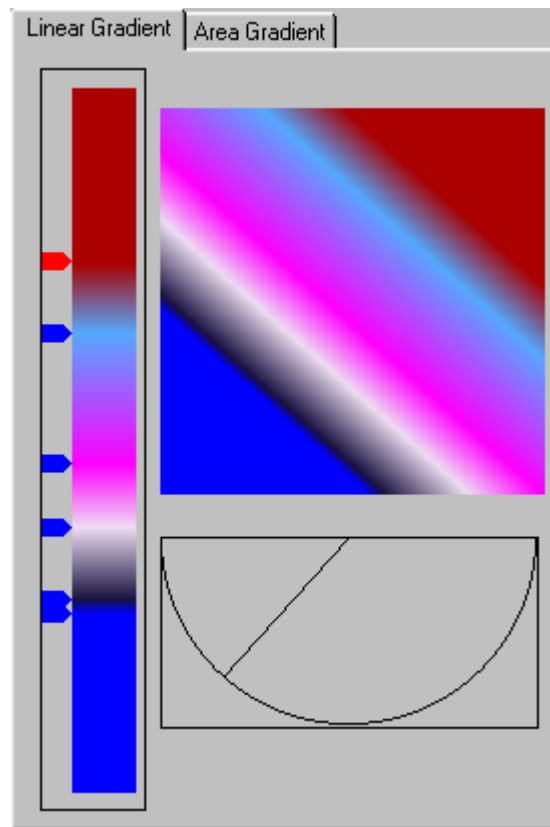
The **Corners** group is used to select the color point(s) of the Area Gradient that you want to change the colors of. If the color gradient is a 4 Point Area Gradient, four check boxes will be displayed representing each corner of the gradient. If the color gradient is a five point Area Gradient, an extra check box will appear which represents the inside color point. When a color point is selected, the box is marked. You can select more than one color point to be changed. When you select a different color (in the color selection section) all of the selected points will be set to the new color.

There are two buttons in the Spread Type Group that let you select whether this will be a 4 Point or a 5 Point color gradient. If you select " 5 point", the positioning markers will appear. A center check box in the corners group will also appear.

The "Apply Color to Selected Corners" button will set all of the selected color points to the current color.

Linear Gradients

The Linear Gradient tab (shown below) is used to edit Linear Color Gradients.



The Linear Gradient tab has three main controls. The control on the left (let's call it the Placement Control) displays the current position and color of each point on the Linear Gradient. The top control displays the current Linear Color Gradient. The bottom control (let's call it the Angle Control) is used to set the angle of the Linear Color Gradient.

The Placement Control shows positions and colors of the color points that are currently set. Each color point is represented by a marker on the left side of the Placement Control. You can use this control to add a new color point, move an existing color point, delete a color point, or to select a color point to change the color of.

Set a New Color Point

To set a new color point, position the mouse over the Placement Control where you want the new color point to be and press the left mouse button. A new marker will appear at the mouse position to indicate the new color point.

Move a Color Point

To move (reposition) an existing color point, position the mouse over the marker that you want to move and drag it to the desired position.

Delete a Color Point

To delete an existing color point, select the marker that you want to delete by moving the mouse over it and pressing the left mouse button. The marker will turn red to indicate that it is selected, all other non-selected markers will be blue. Press the key on the keyboard, and the selected marker (and color point) will be deleted.

Change the Color of a Color Point

To change the color of a color point, select the color point that you want to change the color of, by moving the mouse over its' marker and pressing the left mouse button. The marker will turn red to indicate that it is selected. Use the controls in the Color Selection section (on the right hand side) of the Color Gradient Builder.

Rotating a Linear Gradient

Use the angle control to rotate the Linear Gradient. The angle control indicates the current rotation angle of the gradient with the line that is in the half circle. If the gradient is vertical, the indicator line in the half circle will be vertical. If the gradient is angled to the right, the indicator line will go off to the right, and so on. You can rotate the Linear Gradient by clicking the mouse within the half circle. You can also drag the rotation angle by dragging the indicator line back and forth. As the rotation is changed the color Gradient Indicator (above the angle control) is redrawn to display the new angle of rotation.

Selecting a Color for the Color Point

Once you have selected which point(s) that you want to change the color of, use the Color Selection controls (on the right hand side of the Color Gradient Builder) to select the new color. The Color Gradient Builder has three methods of selecting a color. You can use either the Color Picker, the Color Sliders, or the Color Palette.

At the top of the screen, on the left-hand side of the color selection section, are the Color Picker controls. These controls include a "Hue Picker" and a "Color Picker Area". The hue picker lets you select the hue (Red, Green, Blue, etc.) of the color. Place the mouse over this control, and press the left mouse button to select the desired hue. When the new hue is selected, the Color Gradient, Color Picker Area, and Color Sliders will be updated to reflect the new hue.

Once the hue is selected, you can now pick the color. Place the mouse over the Color Picker Area and press the left mouse button. This will select the color under the mouse. The Color Gradient and the Color Sliders will be updated to reflect the newly selected color. If you hold down the left mouse button while the mouse is moved, the color under the mouse will be selected as the mouse is moved.

To the right of the Color Picker controls is the Color Palette. The Color Palette has 64 preset colors. Not all of the preset colors can be displayed at one time, so there is a scroll bar on the right hand side of the Color Palette. Use the scroll bar to scroll through all of the preset colors. To select a color from the Preset Color Palette, position the mouse over the desired color and click the left mouse button. When a color is selected from the color palette, the Color Gradient, Color Picker Area, and the Color Sliders will be updated to reflect the new color.

Below the Color Picker controls and the Color Palette display are the Color Sliders. There are two numerical systems for defining colors. They are RGB (Red, Green, Blue) and HLS (Hue, Luminance, Saturation). Both of the systems are used to define the same thing (like yards and meters). Adjusting one will automatically change the other. You can use either set of sliders to adjust the color. When you use one set of sliders to change the color the other set is automatically updated to reflect the change.

There are four ways to adjust the RGB, HLS, Transparency, and Background Video levels. They can be adjusted by dragging sliders. They can also be adjusted by double-clicking the number box and entering the new value with the keyboard. To "fine-tune" the levels, use the increment and decrement buttons. The value will be increased or decreased by one each time you press one of these buttons. These buttons will auto-repeat if you hold them down. The values may also be changed by clicking on the number box and dragging the mouse.

This section includes an **Illegal Color Indicator** to warn you if the selected color exceeds NTSC or PAL limitations. The **Illegal Color Indicator** will appear red if you have selected an illegal color, otherwise it will appear green.

To the right of the Illegal Color Indicator is a "Transparent" button. Pressing this button will set the transparency level to full (255). This makes the color fully transparent. This portion of the color gradient will not be visible. You will see what is behind it on screen.

To the right of the "Transparent" button is a "Background Video" button. Pressing this button will set the Background Video level to full (255). This portion of the color gradient will be displayed using Background Video.

To the right of the "Background Video" button is a "Pick Color From Screen" button. Pressing this button will change the mouse cursor to look like an eye dropper. Move the mouse to the position of the screen that you want to copy the color of, and press the left mouse button. The color under the mouse will be selected.

Once you have finished changing the color of the selected color point(s), you can select another color point to change the color of.

Final steps

When you are finished creating the new Color Gradient (or modifying an existing gradient) press the "OK" button and the Color Gradient Builder window will close. Any changes to the color gradients must be saved with the project settings. Otherwise they will revert to the old Color Gradients when the project is opened again.

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Chapter 13

Using Power CG pages in Speed Razor

This chapter only applies to your software if you have the model of Power CG that is designed to work with the in:sync, Speed Razor. It describes how to use Power CG pages in Speed Razor. It assumes that you are familiar with creating pages in Power CG. It also assumes that you are familiar with the operation of Speed Razor.

If you are not familiar with the process of creating pages in Power CG, I recommend that you refer to the Power CG manual. If you are not familiar with the operation of Speed Razor, I recommend that you refer to the Speed Razor Users Guide.

There are two main steps in using the Power CG for Speed Razor. The first step is title creation. This involves editing your title pages and saving them to disk. Page creation is the same for all models of Power CG and is covered in the Power CG manual.

The second step is using the Power CG pages once they have been created. There are two ways to use Power CG pages in Speed Razor. The most straightforward method is to create a TGA image and add it to the Speed Razor Timeline. The most powerful method is to use the Power CG plugin.

You can use either of these methods to display the Power CG titles. You can even intermix them in the same project. We will discuss how to use both methods in this Tutorial.

Using TGA images

To use the TGA Images created by Power CG you first need to create the TGA images. This is done by using the "Export Page" button in the "Shortcuts" Window of the Power CG.

Start Power CG and open the "Show_off" project by selecting the "Open Project" command from the "File" menu. You will notice that the pages that were created in the SHOW_OFF project appear in the Project Manager on the left-hand side of the screen. Scroll down the project manager list until you find the EDIT8 page and select it. The EDIT8 page is loaded and it appears in the title window. This page has a background graphic. Remove the background graphic by pressing the "No Graphic (Background Video)" button on the "Background - Image" control tab. Notice that the background of the page turns black. When this page is used in Speed Razor you will see the background video in the background. Export this page as a TGA image by pressing the "Export Page" button in the "Shortcuts" window. This will create a file called EDIT8.TGA on your hard drive. This image file is a 32-bit TGA file with an alpha channel.

Exit Power CG and start Speed Razor. Open an existing project or create one with a video clip on the time line. Import the TGA image into the Speed Razor Library window. This is done by selecting the “Import Media” or “Add Media” command from the “File” menu.

Power CG saves the TGA images in a folder that has the same name as the Power CG project in the "POWERCG\PROJECTS" directory/folder. So, to load the TGA file that we just created, we need to find the "POWERCG" folder. This is the folder that Power CG is installed in. Open the PROJECTS folder in the POWERCG folder, then open the SHOW_OFF folder. Notice that there is a file in this folder called EDIT8.TGA. This is the file that we exported from the Power CG. Double-click this file to import it into the Speed Razor Library window.

Drag the image from the Library window to the time line and position it so that it will title the portion of the video that you want to have titled.

Preview this clip. Notice that it has the EDIT8 title page superimposed over the video. This is how you use a TGA image created by Power CG to title your video.

Using the Power CG plugin

By far the most powerful way to use Power CG pages in Speed Razor is to use the Power CG plugin. This will allow you to select which Power CG page you want to title the clip with. The plugin also allows you select a “Fade In” and “Fade Out” time for the title. If the page was composed as a ROLL page, the page will roll. If the page was composed as a crawl page, the page will crawl. Power CG can also be launched from within the plug in. When Power CG is launched from the Speed Razor plugin, the first frame of the clip that is selected as the source for the title will appear as a background in the Power CG titling window.

The Power CG Plugins in Speed Razor appear as Video Effects. There are two different Speed Razor plugins supplied with Power CG. POWER_CG.VFX is a sourced plugin. This is the one you will use in most cases. POWER_CGU.VFX is the Unsourced plugin. This is the one you use when to want to do an effect on the title (such as a DVE move), but not on the video behind it. See the Speed Razor Users Guide for more information about selecting sources for video effects.

Start Speed Razor and open an existing project, or create one with a video clip on the timeline. Load the Power CG plugin into the Library by selecting the “Add Effect(s)” command from the “File” menu. Select the POWER_CG.VFX by double clicking on it. The Power CG Icon will now appear in the Library window.

Drag the Power CG Icon from the library window to the timeline and position it so that it will apply the title to the video clip that you want to title. The “Select Power CG Page” window will be displayed. The “Select Power CG Page” window appears below.



Select Power CG Page Window

This window displays the pages that are in the current Power CG project. The pages are shown in the list on the left-hand side. The pages in this list can be represented with just the page name or as a Picon (a Picon is a miniature picture of the page). You can select whether this list displays the names or the Picon's by making the appropriate selection in the show page section of this window.

Notice that the current page entry is blank. This means that no Power CG page has been selected yet. Select the page that you want to title this clip with and it will appear in this box. The “Project” section of this window displays the current project that the listed pages are from. You can select a new project by pressing the “Select New Project” button in this section.

The fade section of this window allows you to independently set the “**Fade In**” and “**Fade Out**” duration of the page. The Page Transition section of the window shows the type of page that you have selected. If a roll page is selected, the word “**ROLL**” will appear. If a crawl page is selected, the word “**CRAWL**” will appear. If neither a roll nor crawl is selected, the word “**NORMAL**” will appear.

Scroll the list of available pages down until you see the “**EDIT8**” page. Select the **EDIT8** page and it will appear as the current page.

Pressing the “**Compose/Edit Pages**” button will display the Power CG Page Composition Window. The first frame of the video clip that the title uses as a source will appear in the background of the Page Composition Window (of course, if the page has a background graphic or color gradient box you may not be able to see the background video). When you’ve finished editing the page, exit Power CG and the system will return you to Speed Razor.

When you have selected the page and set the “**Fade In**” and “**Fade Out**” durations, press the “**OK**” button and the “**Select Power CG Page**” window will disappear. You should now set the video source for the title effect. Preview this clip, notice that the “**EDIT8**” title page is superimposed over the video clip.

You can go back at any time and change the selected page and the Fade In and Fade Out durations of the title by moving the mouse over the title effect and double clicking the left mouse button. The “**Select Power CG Page**” window will re-appear. Make any desired changes and press the “**OK**” button. This is how you use the Power CG Plugin to title your video.

Rolling pages

A Roll page in the Power CG is composed as a single page. A Roll page can be up to 1000 rows of text in length. To create a Roll page, start Power CG and select the "New Page" command from the "File" menu. When you are asked to "select the type of page that you want to create", select "Roll". This creates a new Roll page. This page is just like a normal page except that when you are composing the page, and reach the bottom of the screen, the page is scrolled up to make room for the new text.

What you have finished composing the roll page, save it. The page can then be used in a Speed Razor project. A Roll page can be used in the timeline just like any other page with the following differences:

The page transition type in the "Select Power CG Page" window will be displayed as "ROLL". When the page is rendered, it will roll from bottom of the screen to the top of the screen. The speed of the roll is determined by two factors, the number of lines in the roll, and the length of time that the page is given on the time line. The speed will automatically adjust so that the amount of data on the roll page will be displayed in the allotted time.

When a Roll begins, the first screen of the Roll page appears. If you want the page to start below the bottom of the screen and roll up onto the screen, you need to compose the page with blank lines on the first few rows (the rows that are visible at the top of the page).

The roll finishes when the last row of text appears at the bottom margin. If you want the text to continue and scroll all of the text off of the top of the screen, move the cursor down until all of the text is scrolled off of the top of the screen and enter a small dot (.). Remove the edge from the dot and set the height to zero (0) scan lines. This will make the dot invisible.

Crawling pages.

A Crawl page in Power CG is composed as one long row of text. A Crawl page can be up to 8000 characters in length. To create a Crawl page, start Power CG and select the “New Page” command from the “File” menu. When you are asked to “select the type of page you want to create”, select “Crawl”. This creates a new Crawl page. This Crawl page only has one row of text. When you are composing a Crawl page, and reach the right margin, the page is scrolled to the left to make room for the new text.

The Crawl row can be positioned vertically on the page using any of the commands that will move a row vertically. The most common position for a crawl is along the bottom of the screen. The easiest way to position the crawl there is to “Bottom Justify” the page after the text has been composed.

When you have finished composing the crawl, save it. The page can then be used in a Speed Razor project. A Crawl page can be used in the timeline just like any other page with the following differences:

The “Page Transition” type in the “Select Power CG Page” window will be displayed as “CRAWL”. When the page is rendered, it will crawl from the right side of the screen to the left.

The speed of the crawl is determined by two factors, the length of the crawl text, and the length of time that the page is given on the timeline. The speed will automatically be adjusted so the crawl text will be displayed in the allotted time.

When a Crawl begins, the first screen of the Crawl page appears. If you want the crawl to start at the right side of the screen and crawl onto the screen, you need to leave spaces at the beginning of the Crawl message (the text that is visible on the first screen of the crawl).

The crawl finishes when the last character of the crawl appears at the right margin. If you want the text to continue to crawl off the left side of the screen, move the cursor to the right (beyond the last character), until all of the text scrolls off of the screen, and enter a small dot (.). Remove the edge from the dot and set the height of it to zero (0) scanlines. This will make the dot invisible.

Chapter 14

Using Power CG pages in Premiere

This chapter only applies to your software if you have the model of Power CG that is designed to work with Adobe Premiere. It describes how to use Power CG pages in Adobe Premiere. It assumes that you are familiar with creating pages in Power CG. It also assumes that you are familiar with the operation of Adobe Premiere.

If you are not familiar with the process of creating pages in Power CG, I recommend that you refer to the Power CG manual. If you are not familiar with the operation of Adobe Premiere, I recommend that you refer to the Adobe Premiere manual.

There are two main steps in using the Power CG for Premiere. The first step is title creation. This involves editing your title pages and saving them to disk. Page creation is the same for all models of Power CG and is covered in the Power CG manual.

The second step is using the Power CG pages once they have been created. There are two ways to use Power CG pages in Premiere. The most straightforward method is to create a TGA image and add it to the Premiere Timeline. The most powerful method is to use the Power CG plugin.

You can use either of these methods to display the Power CG titles. You can even intermix them in the same project. We will discuss how to use both methods in this Tutorial.

Using TGA images

To use the TGA Images created by Power CG you first need to create the TGA images. This is done by using the "Export Page" button in the "Shortcuts" Window of the Power CG.

Start Power CG and open the "SHOW_OFF" project by selecting the "Open Project" command from the "File" menu. You will notice that the pages that were created in the SHOW_OFF project appear in the Project Manager on the left-hand side of the screen. Scroll down the project manager list until you find the EDIT8 page and select it. The EDIT8 page is loaded and it appears in the title window. This page has a background graphic. Remove the background graphic by pressing the "No Graphic (Background Video)" button on the "Background - Image" control tab. Notice that the background of the page turns black. When this page is used in Adobe Premiere you will see the background video in the background. Export this page as a TGA image by pressing the "Export Page" button in the "Shortcuts" window. This will create a file called EDIT8.TGA on your hard drive. This image file is a 32-bit TGA file with an alpha channel.

Exit Power CG and start Adobe Premiere. Open an existing Premier project or create one with a video clip on the time line. Import the target image into the project by pressing the right mouse button over the "Project" window and then select the import file command.

Power CG saves the TGA images in a folder that has the same name as the Power CG project in the "POWERCG\PROJECTS" directory/folder. So, to load the TGA file that we just created, we need to find the "POWERCG" folder. This is the folder that Power CG is installed in. Open the PROJECTS folder from with the POWERCG folder, then open the SHOW_OFF folder. Notice that there is a file in this folder called EDIT8.TGA. This is the file that we exported from the Power CG. Double-click this file to import it into the Premiere project.

Drag the image to the time line and drop it on the S1 layer. Position it so that it will title the portion of the video that you want to have titled.

Position the mouse over this TGA image and press the right mouse button. Select the "Transparency" command from the pop-up menu. The "Transparency Settings" dialog box will appear. Select the "Black Alpha Matte" setting from the "Key Type" selection box. Close this dialog box by pressing the "OK" button.

Preview this clip. Notice that it has the EDIT8 title page superimposed over the video. This is how you use a TGA image created by Power CG to title your video.

Using the Power CG plugin

By far the most powerful way to use Power CG pages in Adobe Premiere is to use the Power CG plugin. This will allow you to select which Power CG page you want to title the clip with. The plugin also allows you select a "Fade In" and "Fade Out" time for the title. If the page was composed as a ROLL page, the page will roll. If the page was composed as a crawl page, the page will crawl. Power CG can also be launched from the Premiere plug in.

When Power CG is launched from the Premiere plugin, the first frame of the clip that you are titling will appear as a background in the Power CG titling window.

Start Adobe Premiere and open an existing project or create one with a video clip on time line. Place the mouse over the video clip that you want to title and press the right mouse button. Select the “Filters” entry from the pop-up menu. This displays the “Filters” dialog box. This dialog box displays two lists. The list on the left displays the filters that are available in your system. The list on the right displays the filters that are currently applied to the selected video clip. Scroll down the left list until you find the Power CG entry and double-click it. The “Select Power CG Page” dialog box will be displayed. The “Select Power CG Page” dialog box appears below.



Select Power CG Page window

This dialog box displays the pages that are in the last project that the Power CG was working on. The pages are shown in the list on the left-hand side. The pages in this list can be represented with just the page name or as a Picon (a Picon is a miniature picture of the page). You can select whether this list displays the names or the Picon's by making the appropriate selection in the show page section of this dialog box.

Notice that the current page entry is blank. This means that no Power CG page has been selected yet. Select the page that you want to title this clip with and it will appear in this box. The “Project” section of the dialog box displays the current project that the listed pages are from. You can select a new project by pressing the “Select New Project” button in this section.

The fade section of this dialog box allows you to independently set the “Fade In” and “Fade Out” duration of the page. The Page Transition section of the dialog box shows the type of page that you have selected. If a roll page is selected, the word “ROLL” will appear. If a crawl page is selected, the word “CRAWL” will appear. If neither a roll nor crawl is selected, the word “NORMAL” will appear.

Scroll the list of available pages down until you see the “EDIT8” page. Select this page and it will appear as the current page.

Pressing the “Compose/Edit Pages” button will display the Power CG Page Composition Window. The first frame of the video clip that the title is applied to will appear in the background of the Page Composition Window (of course, if the page has a background graphic or color gradient box you may not be able to see the background video). When you're done editing the page, exit Power CG and the system will return you to Premiere.

When you're done selecting the page and setting the “Fade In” and “Fade Out” durations, press the “OK” button and the “Select Power CG Page” dialog box will disappear. Power CG now appears as one of the current filters for this clip. Press the “OK” button to close the “Filters” dialog box. Preview this clip, notice that has the “EDIT8” title page is superimposed over the video clip.

You can go back at any time and change the selected page and the Fade In and Fade Out durations of the title by moving the mouse over the titled clip and pressing the right mouse button. Select the “Filters” entry from the pop-up menu and the “Filters” dialog box appears. Double-click on Power CG in the current list and the “Select Power CG Page” dialog box will re-appear. Make any desired changes and press the “OK” button. Press the “OK” button in the “Filters” dialog box to close it. This is how you use the Power CG for Premier Plugin Filter to title your video.

Making titles shorter than the clip

Normally, when Premiere applies a filter to a clip, it is applied to the entire clip. If you want to apply the title to only a portion of the clip, you must split the clip using the razor tool. Select the razor tool from the bottom of the construction window, this is the icon that looks like a razor blade (right next to the little flags). Once the razor tool is selected, select where you want to split the clip and press the left mouse button. This divides the clip into two pieces. Once you have divided the clip, you can apply the filter (title) to the portion of the clip that you want to title.

For more information on splitting clips see splitting clips in a Premier help system, or the Adobe Premiere users guide.

Making titles longer than the clip

There are two ways to apply a title (filters) to multiple video clips. The first method is done using the “Range Select Tool” to select the multiple clips. The second method involves creating a blank TGA graphic, placing that in a superimpose track over the clips that you want to title and applying the title (filter) to the blank TGA graphic.

To title multiple clips using the “Range select tool”, select the range select tool from the bottom of the construction window. This is the icon that looks like a rectangle (to the left of the magnifying glass icon).

Drag this tool across the clips in the construction window that you want to select. When multiple clips are selected, adding a title will apply it to all selected clips.

Adding in a title to multiple clips works just like adding the title to each individual clip. This means, that if you set a Fade In or Fade Out time, the title will fade in and fade out between each clip. To solve this problem you should set the Fade In and Fade Out settings to 0.

Once the title has been added to the multiple clips, modify the title (filter) on the first clip to set the Fade In time. Modify the title on the last clip to set the Fade Out time.

This method will not work with ROLL and CRAWL pages because the entire roll and crawl page will be displayed once for each clip. To add roll and crawl titles to multiple clips, the blank TGA image method it is recommended.

The first step in using the blank TGA image method is to create the blank TGA image. To do this start the Power CG. Select the “**New Page**” command from the file menu to create a new blank page (the page type should be normal). Select the “**Save Page As...**” command from the “**File**” menu. This will display the “**Save Page As**” dialog box. Find the main **POWERCG** folder (this is the folder that Power CG is installed in). Change the “**Save As Type**” selection box to select “**Targa Format (*.TGA)**”. Enter the name “**BLANK**” as the filename and press the “**Save**” button. You now have a blank TGA image named “**BLANK.TGA**” in the Power CG folder. Exit Power CG by selecting the “**Exit**” command from the “**File**” menu.

Position the mouse over a blank portion of the Adobe Premiere Project Window and press right mouse button. Select the import file command from the pop-up menu and import and the **BLANK.TGA** graphic image that you created in the **POWERCG** folder. Drag this image to the S1 superimpose track and position it over the clips that you want to title. Position the mouse over the **BLANK.TGA** image and press the right mouse button. Select the transparency command from the pop-up menu and the “**Transparency Settings**” dialog box will appear. Select the “**Black Alpha Matte**” setting from the “**Key Type**” selection box. Close this dialog box by pressing the “**OK**” button.

Position the mouse over the **BLANK.TGA** image and press the right mouse button. Select the “**Filters**” command from the pop-up menu and apply the desired Power CG title to this graphic (as described earlier). Preview this project and notice that the selected Power CG page is superimposed over the underlying clips. If you selected a page that has a background (Background Graphic or a Background Color Gradient), the underlying video clips will not appear behind the page.

Rolling pages

A Roll page in the Power CG is composed as a single page. A Roll page can be up to 1000 rows of text in length. To create a Roll page, start Power CG and select the "New Page" command from the "File" menu. When you are asked to "select the type of page the want to create", select "Roll". This creates a new Roll page. This page is just like a normal page except that when you are composing the page, and reach the bottom of the screen, the page is scrolled up to make room for the new text.

What you have finished composing the roll page save it. The page can then be used in an Adobe Premiere project. A Roll page can be used in Premiere just like any other page with the following differences:

The page transition type in the "Select Power CG Page" dialog box will be displayed as "ROLL".

When the page is rendered in Premiere, it will roll from bottom of the screen to the top of the screen.

The speed of the roll is determined by two factors, the number of lines in the roll, and the length of time that the page is given on the time line. The speed will automatically adjust so that the amount of data on the roll page will be displayed in the allotted time.

When a Roll begins, the first screen of the Roll page appears. If you want the page to start below the bottom of the screen and roll up onto the screen, you need to compose the page with blank lines on the first few rows (the rows that are visible at the top of the page).

The roll finishes when the last row of text appears at the bottom margin. If you want the text to continue and scroll all of the text off of the top of the screen, move the cursor down until all of the text is scrolled off of the top of the screen and enter a small dot (.). Remove the edge from the dot and set the height to zero (0) scan lines. This will make the dot invisible.

Crawling pages.

A Crawl page in Power CG is composed as one long row of text. A Crawl page can be up to 8000 characters in length. To create a crawl page, start Power CG and select the “New Page” command from the “File” menu. When you are asked to “select the type of page you want to create”, select “Crawl”. This creates a new “Crawl” page. This Crawl page only has one row of text. When you are composing a Crawl page, and reach the right margin, the page is scrolled to the left to make room for the new text.

The Crawl row can be positioned vertically on the page using any of the commands that will move a row vertically. The most common position for a crawl is along the bottom of the screen. The easiest way to position the crawl there is to “Bottom Justify” the page after the text has been composed.

When you have finished composing the crawl, save it. The page can then be used in an Adobe Premiere project. A Crawl page can be used in Premiere just like any other page with the following differences:

The “Page Transition” type in the “Select Power CG Page” dialog box will be displayed as “CRAWL”.

When the page is rendered in Premiere, it will crawl from the right side of the screen to the left.

The speed of the crawl is determined by two factors, the length of the crawl text, and the length of time that the page is given on the timeline. The speed will automatically be adjusted so the crawl text will be displayed in the allotted time.

When a Crawl begins, the first screen of the Crawl page appears. If you want the crawl to start at the right side of the screen and crawl onto the screen, you need to leave spaces at the beginning of the Crawl message (the text that is visible on the first screen of the crawl).

The crawl finishes when the last character of the crawl appears at the right margin. If you want the text to continue to crawl off the left side of the screen, move the cursor to the right (beyond the last character), until all of the text scrolls off of the screen, and enter a small dot (.). Remove the edge from the dot and set the height of it to zero (0) scanlines. This will make the dot invisible.

Chapter 15

Using Power CG pages in MediaStudio

This chapter only applies to your software if you have the model of Power CG that is designed to work with Ulead Systems, MediaStudio. It describes how to use Power CG pages in MediaStudio. It assumes that you are familiar with creating pages in Power CG. It also assumes that you are familiar with the operation of MediaStudio.

If you are not familiar with the process of creating pages in Power CG, I recommend that you refer to the Power CG manual. If you are not familiar with the operation of MediaStudio, I recommend that you refer to the MediaStudio manual.

There are two main steps in using the Power CG for MediaStudio. The first step is title creation. This involves editing your title pages and saving them to disk. Page creation is the same for all models of Power CG and is covered in the Power CG manual.

The second step is using the Power CG pages once they have been created. There are two ways to use Power CG pages in MediaStudio. The most straightforward method is to create a TGA image and add it to the MediaStudio Timeline. The most powerful method is to use the Power CG plugin.

You can use either of these methods to display the Power CG titles. You can even intermix them in the same project. We will discuss how to use both methods in this Tutorial.

Using TGA images

To use the TGA Images created by Power CG you first need to create the TGA images. This is done by using the "Export Page" button in the "Shortcuts" Window of the Power CG.

Start Power CG and open the "SHOW_OFF" project by selecting the "Open Project" command from the "File" menu. You will notice that the pages that were created in the SHOW_OFF project appear in the Project Manager on the left-hand side of the screen. Scroll down the project manager list until you find the EDIT8 page and select it. The EDIT8 page is loaded and it appears in the title window. This page has a background graphic. Remove the background graphic by pressing the "No Graphic (Background Video)" button on the "Background - Image" control tab. Notice that the background of the page turns black. When this page is used in MediaStudio you will see the background video in the background. Export this page as a TGA image by pressing the "Export Page" button in the "Shortcuts" window. This will create a file called EDIT8.TGA on your hard drive. This image file is a 32-bit TGA file with an alpha channel.

Exit Power CG and start MediaStudio. Open an existing project or create one with a video clip on the time line. Import the TGA image into the project by pressing the right mouse button over the "Timeline" window and then select the "Image file" command.

Power CG saves the TGA images in a folder that has the same name as the Power CG project in the "POWERCG\PROJECTS" directory/folder. So, to load the TGA file that we just created, we need to find the "POWERCG" folder. This is the folder that Power CG is installed in. Open the PROJECTS folder in the POWERCG folder, then open the SHOW_OFF folder. Notice that there is a file in this folder called EDIT8.TGA. This is the file that we exported from the Power CG. Double-click this file to import it into the MediaStudio project.

Drag the image to the time line and drop it on the V1 layer. Position it so that it will title the portion of the video that you want to have titled.

Position the mouse over this TGA image and press the right mouse button. Select the "Overlay Options..." command from the pop-up menu. The "Overlay Options" window will appear. Select the "Alpha Channel" setting from the "Type" selection box. Close this window by pressing the "OK" button.

Preview this clip. Notice that it has the EDIT8 title page superimposed over the video. This is how you use a TGA image created by Power CG to title your video.

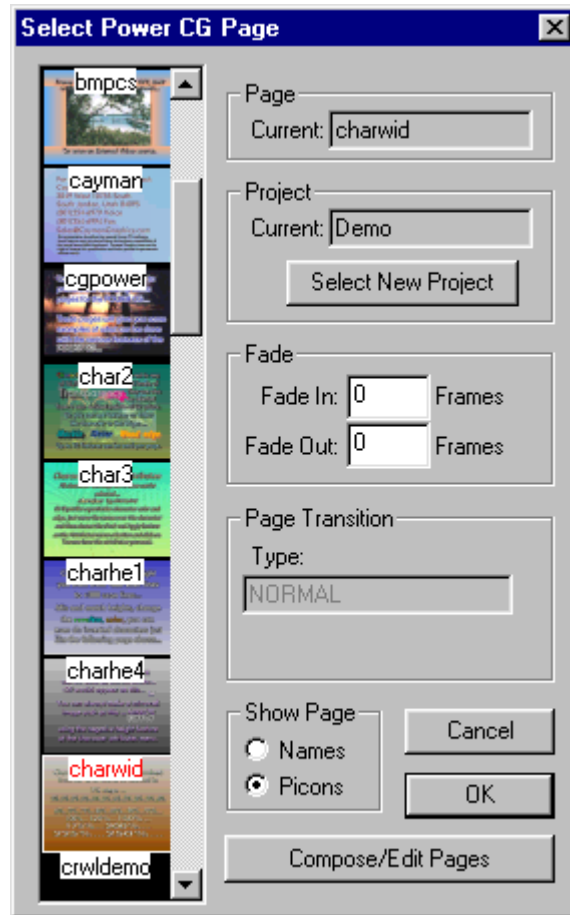
Using the Power CG plugin

By far the most powerful way to use Power CG pages in MediaStudio is to use the Power CG plugin. This will allow you to select which Power CG page you want to title the clip with. The plugin also allows you select a "Fade In" and "Fade Out" time for the title. If the page was composed as a ROLL page, the page will roll. If the page was composed as a crawl page, the page will crawl. Power CG can also be launched from within the plug in.

When Power CG is launched from the MediaStudio plugin, the first frame of the clip that you are titling will appear as a background in the Power CG titling window.

Start MediaStudio and open an existing project or create one with a video clip on the timeline. The Power CG plugin appears in MediaStudio as a Video Filter. There are two ways of applying a Video Filter to a Video Clip. The first method is to select "Video Filters" in the "Production Library", and select the "Power CG" video filter. Drag the Power CG Icon up to the video clip in the timeline that you want to add a title to. The "Select Power CG Page" window (shown below) will appear. Use this window to select which Power CG page you want to use to title the video clip.

The second method is to place the mouse over the video clip that you want to title and press the right mouse button. Select the “Video Filters” entry from the pop-up menu. This displays the “Video Filters” window. This window displays two lists. The list on the left displays the filters that are available in your system. The list on the right displays the filters that are currently applied to the selected video clip. Scroll down the left list until you find the Power CG entry and double-click it. The “Select Power CG Page” window will be displayed. The “Select Power CG Page” window appears below.



Select Power CG Page window

This window displays the pages that are in the current Power CG project. The pages are shown in the list on the left-hand side. The pages in this list can be represented with just the page name or as a Picon (a Picon is a miniature picture of the page). You can select whether this list displays the names or the Picon's by making the appropriate selection in the show page section of this window.

Notice that the current page entry is blank. This means that no Power CG page has been selected yet. Select the page that you want to title this clip with and it will appear in this box. The “Project” section of this window displays the current project that the listed pages are from. You can select a new project by pressing the “Select New Project” button in this section.

The fade section of this window allows you to independently set the “Fade In” and “Fade Out” duration of the page. The Page Transition section of the window shows the type of page that you have selected. If a roll page is selected, the word “ROLL” will appear. If a crawl page is selected, the word “CRAWL” will appear. If neither a roll nor crawl is selected, the word “NORMAL” will appear.

Scroll the list of available pages down until you see the “EDIT8” page. Select this page and it will appear as the current page.

Pressing the “Compose/Edit Pages” button will display the Power CG Page Composition Window. The first frame of the video clip that the title is applied to will appear in the background of the Page Composition Window (of course, if the page has a background graphic or color gradient box you may not be able to see the background video). When you’ve finished editing the page, exit Power CG and the system will return you to MediaStudio.

When you have selected the page and set the “Fade In” and “Fade Out” durations, press the “OK” button and the “Select Power CG Page” window will disappear. Power CG now appears as one of the current filters for this clip. Press the “OK” button to close the “Video Filters” window. Preview this clip, notice that the “EDIT8” title page is superimposed over the video clip.

You can go back at any time and change the selected page and the Fade In and Fade Out durations of the title by moving the mouse over the titled clip and pressing the right mouse button. Select the “Video Filters” entry from the pop-up menu and the “Video Filters” window will appear. Select the Power CG in the “Applied filters” list and press the “Options...” button. The “Select Power CG Page” window will re-appear. Make any desired changes and press the “OK” button. Press the “OK” button in the “Video Filters” window to close it. This is how you use the Power CG for MediaStudio Plugin Filter to title your video.

The Power CG Video filter can only be applied to video clips that are on the Va or Vb layers of the timeline.

Making titles shorter than the clip

Normally, when MediaStudio applies a filter to a clip, it is applied to the entire clip. If you want to apply the title to only a portion of the clip, you must split the clip using the scissors tool. Select the “**Scissors Tool**” from the toolbar (see the MediaStudio users guide for more information about the “Scissors Tool”). Once the Scissors Tool is selected, select where you want to split the clip and press the left mouse button. This divides the clip into two pieces. Once you have divided the clip, you can apply the filter (title) to the portion of the clip that you want to title.

Rolling pages

A Roll page in the Power CG is composed as a single page. A Roll page can be up to 1000 rows of text in length. To create a Roll page, start Power CG and select the “**New Page**” command from the “**File**” menu. When you are asked to “**select the type of page that you want to create**”, select “**Roll**”. This creates a new Roll page. This page is just like a normal page except that when you are composing the page, and reach the bottom of the screen, the page is scrolled up to make room for the new text.

What you have finished composing the roll page, save it. The page can then be used in a MediaStudio project. A Roll page can be used in the timeline just like any other page with the following differences:

The page transition type in the “**Select Power CG Page**” window will be displayed as “**ROLL**”. When the page is rendered, it will roll from bottom of the screen to the top of the screen. The speed of the roll is determined by two factors, the number of lines in the roll, and the length of time that the page is given on the time line. The speed will automatically adjust so that the amount of data on the roll page will be displayed in the allotted time.

When a Roll begins, the first screen of the Roll page appears. If you want the page to start below the bottom of the screen and roll up onto the screen, you need to compose the page with blank lines on the first few rows (the rows that are visible at the top of the page).

The roll finishes when the last row of text appears at the bottom margin. If you want the text to continue and scroll all of the text off of the top of the screen, move the cursor down until all of the text is scrolled off of the top of the screen and enter a small dot (.). Remove the edge from the dot and set the height to zero (0) scan lines. This will make the dot invisible.

Crawling pages.

A Crawl page in Power CG is composed as one long row of text. A Crawl page can be up to 8000 characters in length. To create a Crawl page, start Power CG and select the “New Page” command from the “File” menu. When you are asked to “select the type of page you want to create”, select “Crawl”. This creates a new Crawl page. This Crawl page only has one row of text. When you are composing a Crawl page, and reach the right margin, the page is scrolled to the left to make room for the new text.

The Crawl row can be positioned vertically on the page using any of the commands that will move a row vertically. The most common position for a crawl is along the bottom of the screen. The easiest way to position the crawl there is to “Bottom Justify” the page after the text has been composed.

When you have finished composing the crawl, save it. The page can then be used in a MediaStudio project. A Crawl page can be used in the timeline just like any other page with the following differences:

The “Page Transition” type in the “Select Power CG Page” window will be displayed as “CRAWL”. When the page is rendered, it will crawl from the right side of the screen to the left.

The speed of the crawl is determined by two factors, the length of the crawl text, and the length of time that the page is given on the timeline. The speed will automatically be adjusted so the crawl text will be displayed in the allotted time.

When a Crawl begins, the first screen of the Crawl page appears. If you want the crawl to start at the right side of the screen and crawl onto the screen, you need to leave spaces at the beginning of the Crawl message (the text that is visible on the first screen of the crawl).

The crawl finishes when the last character of the crawl appears at the right margin. If you want the text to continue to crawl off the left side of the screen, move the cursor to the right (beyond the last character), until all of the text scrolls off of the screen, and enter a small dot (.). Remove the edge from the dot and set the height of it to zero (0) scanlines. This will make the dot invisible.

Chapter 16

On Air Operation

This section of the manual only applies to your software if you have a model of Power CG that has Standalone ON AIR capability. This capability is NOT included in the Plugin versions of Power CG.

Once you have created the pages that you want to show, and created a page list (if you want to use one), you are ready to go ON AIR. When a page is displayed ON AIR, it appears using the page transition type defined with the page (roll, crawl, wipe, etc.). The speed of the transition is controlled by the Transition Duration. When automatically sequencing a list of pages (as defined in the Page List), each page will appear on the screen for the length of time specified by Dwell Duration.

A page list is used to define which pages to display (and which order to display them in) when automatically sequencing pages. They can also be used to simplify ON AIR operations and to reduce ON AIR errors.

A page list is a file that contains a list of page names that you want shown as a group. A page list can have as many as 250 pages listed in it. The page list is given its own name with the extension “*.PGL” added to it. For example, the page list “MYLIST” would be stored in the file named “MYLIST.PGL”. The page list must be stored in the same directory as the pages that it lists.

More information about creating and edit page lists is included later in this chapter.

Each page can be set to a different Transition Type, Transition Duration, and Dwell Duration. This allows you to mix different Transition types and speeds in a sequence. For example: one page could roll onto the screen fast, and the next page could wipe onto the screen slowly. For more information about setting the Transition Type, Duration, and Dwell Duration see Chapter 17 -- Page Transitions.

There are 2 ways to control the ON AIR operation of the system. These are:

1. Manual Control

The operator manually selects the next page to display and when to display it.

2. Automatic Sequencing

The system automatically displays the pages listed in the Pagelist with the Page Transition Type, Transition Duration, and the Dwell Duration, which were saved with the page.

Manual Control

The manual On Air operation of the Power CG is designed to minimize the risk of On Air errors. This is done by composing all of the pages and putting them into a page list before you go ON AIR. The Pagelist determines which pages will be displayed and the order they will be displayed in.

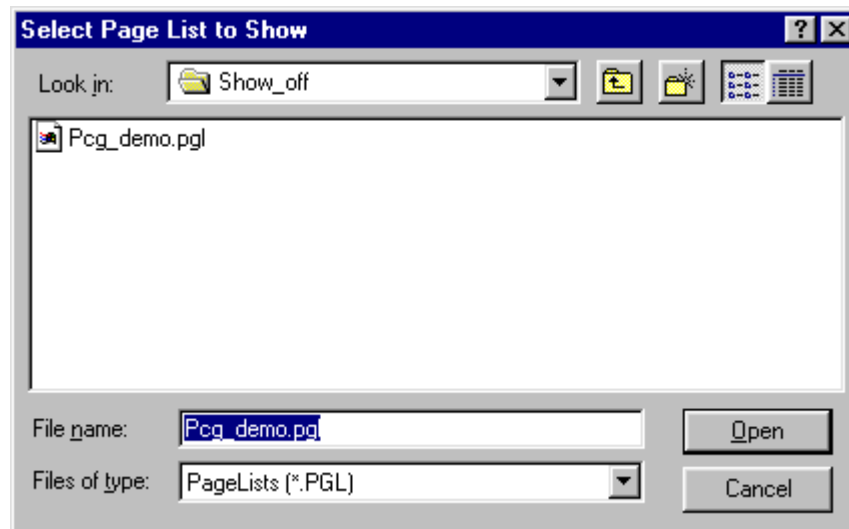
The On Air operation can be as simple as pressing the <Enter> key when you want to show the next page. If the VGA and Video Outputs are displayed on independent screens on your system (such as the Fast Video Machine), the system is capable of displaying the pages in a different order than is defined in the Pagelist. This enables you to handle last minute changes. This system is referred to as a Dual Output System.

If the information displayed on the VGA screen and Video outputs are the same (like a Genlock VGA card), the system cannot display any controls that would allow you to change the order of the pages. Because displaying these controls would also display them ON AIR. This system is referred to as a Single Output System.

The manual On Air operation is different depending on whether you have a Single Output System or a Dual Output System. Each method is explained separately.

Single Output System

To manually display pages On Air select the “Manual Control...” command from the “On Air” menu. When this is done the Select Pagelist to Show dialog box (shown below) will appear. Since you are showing the full screen On Air, you don’t want any menus to display along with the pages that you are showing. This can make manual control difficult without a page list.



Select Page List to Show dialog box

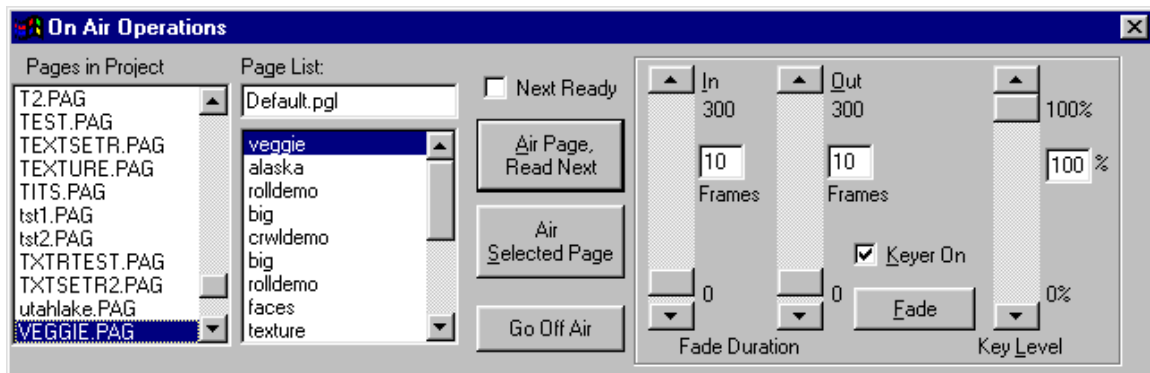
Select the Pagelist that you want to show. Once the Pagelist is selected, the first page in the Pagelist will appear. The page will be displayed full screen. No menus will appear while the system is showing pages On Air. Once a page is displayed, the next page in the Pagelist will be loaded. To show the next page, press the <Enter> key.

Each time the <Enter> key is pressed, the page that is loaded will be displayed with the Transition Type and Transition Duration that was selected when the page was created. After the page is displayed, the next page in the Pagelist will be loaded from the disk. If you press <Enter> before the next page is loaded, the page will not start to display immediately. The system will finish loading the page before it starts to display it.

When the last page in the Pagelist is displayed, the first page in the Pagelist will be loaded again. The Pagelist will continue to repeat as long as you keep displaying the pages. When you want to leave the On Air mode, press the <Esc> key. The system will return to editing mode.

Dual Output System

To manually display pages On Air select the “Manual Control...” command from the “On Air” menu. When this is done the On Air Operations dialog box (shown below) will appear.



On Air Operations dialog box

Showing pages On Air is simply a matter of selecting which page to show next, showing the page, and controlling the Keyer/Fader. If you have created a Pagelist, the On Air operation may be as simple as pressing the <Enter> key (or the “Air Page, Read Next” button). Each time this is done, the current page will display with the Transition Type, and Transition Duration that were selected when the page was created. Once the page is shown, the next page in the Pagelist will be loaded from the disk. If you press the <Enter> key (or the “Air Page, Read Next” button) before the next page is loaded (indicated by the “Next Ready” check box), the page will not start to display immediately. The system will finish loading the page before it starts to display it.

Selecting Which Page to Show Next

The On Air Operations dialog box has two (2) lists. The left list shows the pages available in the current project. The right list shows the contents of the current Pagelist. Selecting a page from either of these lists will select it as the next page.

Showing the Page

Once the next page to show has been selected, you can display it by pressing either the “Air Selected Page” or “Air Page, Read Next” button. When this is done the page will be loaded from the disk (if it isn’t already loaded) and display it on the screen with the Transition Type and Transition Duration that were selected when the page was created.

If the “Air Page, Read Next” button was pressed, the next page in the Pagelist will be loaded from the disk. Once it is loaded, it will appear on the VGA screen.

Pre-loading Pages

If the page to be shown has not been pre-loaded, it will need to be read from the disk before it can be displayed. This can take a few seconds. If you pre-load the page it will appear immediately when you press the button, (When I say, I want the page now, “I WANT IT NOW”). A page can be pre-loaded by either double clicking it in one of the lists, or by selecting it and pressing the “Next Ready” check box. While the page is being loaded from the disk the cursor will change to a wait icon (hourglass). When the page is loaded and ready to be displayed, the “Next Ready” check box will be marked with an “X” and the page will appear on the VGA (but not ON AIR).

Controlling the Keyer/Fader

The Keyer/Fader can be turned ON and OFF immediately, Faded IN and OUT, or manually set to a Fade Level.

To turn the Keyer/Fader On or Off, select the “Keyer On” check box in the Keyer group of controls. If the Keyer is ON, it will be turned OFF (the box becomes unchecked and the Key level is set to 0%). If the Keyer is OFF, it will be turned ON (the box becomes checked and the Key level is set to 100%).

To Fade the page In or Out, press the “Fade” button. If the Keyer is ON, the page will Fade Out (the Keyer On box becomes unchecked, and the Key Level goes to 0%). If the Keyer is OFF, the page will Fade In (the Keyer On box becomes checked, and the Key Level goes to 100%). The Fade In and Fade Out durations can both be set to different values. They can either be adjusted by positioning the Fade Duration sliders, or by entering the duration directly with the keyboard. These values control how long it takes for a page to Fade In and Fade Out.

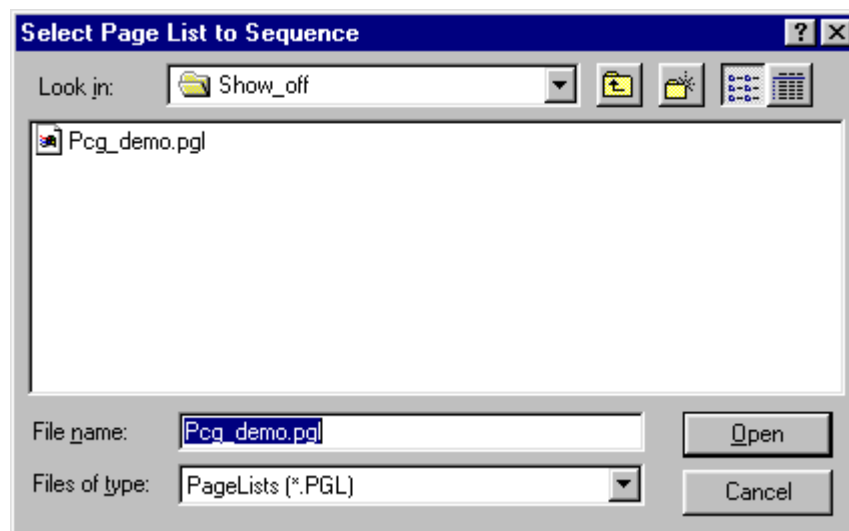
The Key Level can be manually set to any value from 0 to 100%. A value of 0% shows only the external video. No text will appear. A value of 100% shows the full page. Any value from 1% to 99% only partially shows the page. The Key Level can be adjusted by positioning the Key Level slider, or by entering the percentage directly with the keyboard.

Going Off Air

When you are finished showing pages, press the “Go Off Air” button. This will return the system to editing mode.

Automatic Sequencing

When the system auto sequences, it displays the pages that are listed in the selected Pagelist. The pages are shown with the Transition Type, Transition Duration, and Dwell Duration that were selected as the Page Attributes when the page was created. These Page Attributes are stored with the page. To automatically sequence a Pagelist, select the “Auto Sequence” command from the “On Air” menu. The Select Page List to Sequence dialog box (shown below) will appear on the screen.

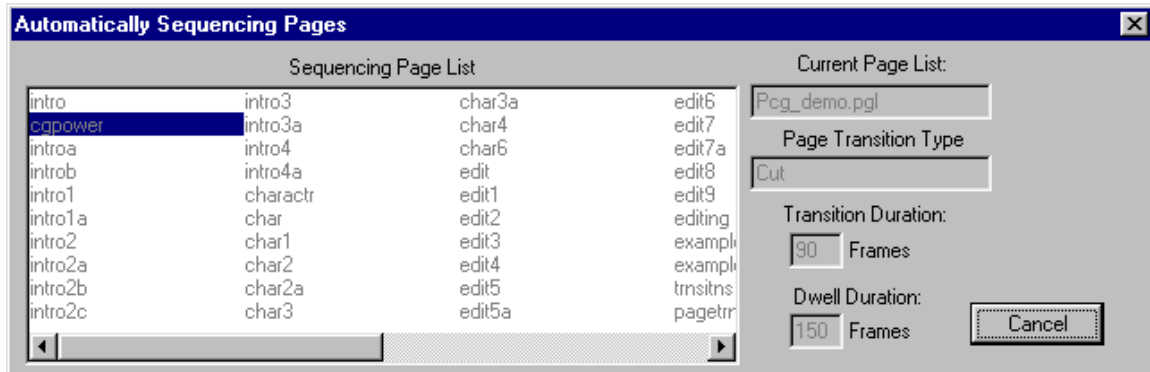


Select Page List to Sequence dialog box

Select the Pagelist that you want to sequence. The first page in the Pagelist will be displayed. When the page has completed its transition, the next page in the Pagelist is loaded. The page will stay on the screen for the length of time specified by Dwell Duration. If the next page has not been completely loaded when it's time to show it, the dwell time will automatically be extended. The system will finish loading the page before it starts to display it.

When the last page of the Pagelist is displayed, the first page will show again, and the entire Pagelist will repeat. To stop the page sequencing press the <Esc> key (or the Cancel button). The system will return to editing mode.

If your system has independent screens for the VGA and Video Outputs (like the Fast Video Machine), a status dialog box will appear on the VGA screen. The Auto Sequence status box (shown below) displays information about the pages that are sequencing



Auto Sequence status box

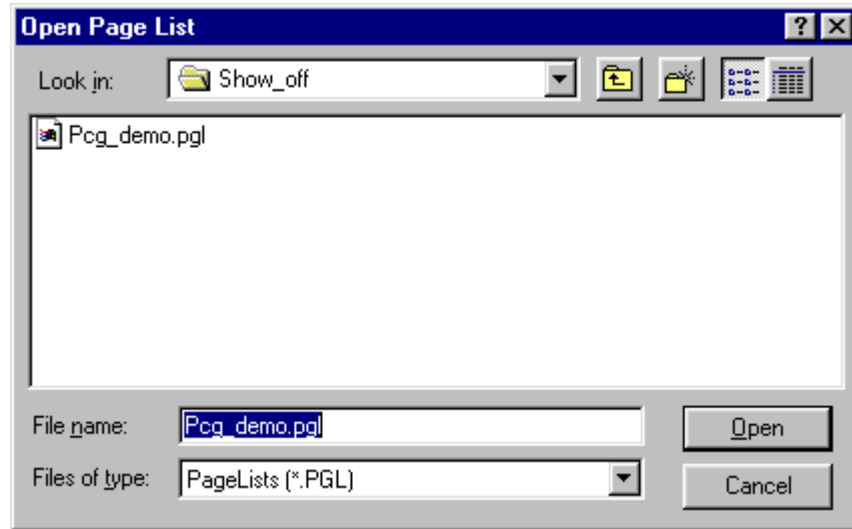
This box shows the Pagelist that is sequencing and the current page. It also displays the Transition Type, Transition Duration, and Dwell Duration of the page. When the next page in the Pagelist has been loaded, it will appear on the VGA screen. It will not appear on the Video Output until the last screen has displayed for the Dwell Duration.

Creating a Page List

To create a new Page list use the “New Page List” command in the “File” menu. When this is done the “Page List Editor” is displayed. The new page list is empty and untitled. See the section below (Editing a Page List) for more information about how to add pages to this new page list.

Editing a Page List

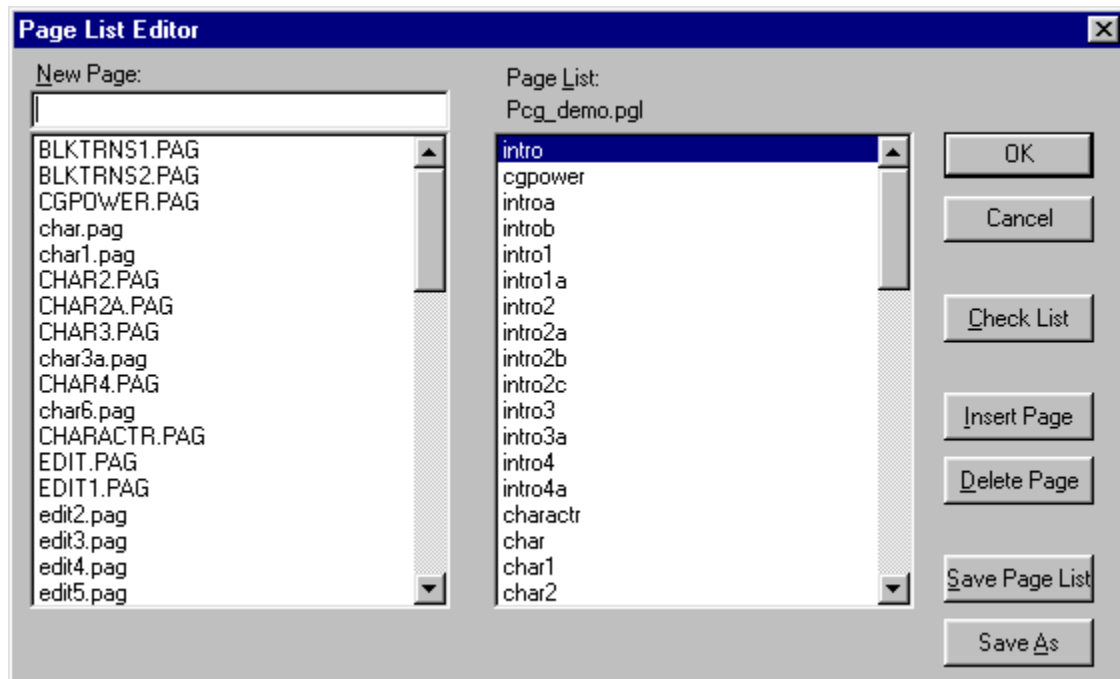
To edit a page list use the “Open Page List” command in the “File” menu. When this is done the Open Page List dialog box (shown below) will appear.



Open Page List dialog box

Use this dialog box to select the page list that you want to edit.

Once the new Page List is selected, the “**Page List Editor**” (shown below) is displayed.



Page List Editor

Use this Dialog box to edit the Page List. The list of pages on the left displays all of the pages that are available in the current project. The Right List displays the page names that are currently in the Page List. A Page List is edited by inserting pages into the list, or deleting pages from the list.

Insert a Page into the Page List

To add a page to the page list, select the position (in the right list) that you want to add it to. Select the page that you want to insert into the position. There are 3 ways to insert a page into the page list.

1. Select the page from the list of available pages. The name will appear in the New Page box. Press the “Insert Page” button.
2. Enter the name of the page to insert into the New Page box and press the “Insert Page” button.
3. Double click on the page name in the list of available pages.

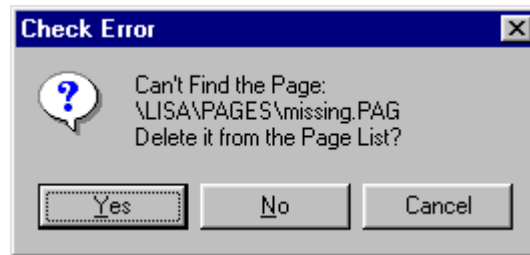
When a page is inserted into the Page List, it is inserted above the page that is selected in the Page List (right side). To insert a page at the end of the list, select the empty space below the last page.

Delete a page from the list

To delete a page from the page list, select the page name to remove and press the “Delete Page” button.

Checking a Page List

You can check a page list to make certain that all of the pages that are listed in it actually exist in the same directory as the page list. This helps prevent errors ON AIR when you try to display a page that doesn't exist. To do this press the "Check List" button. If a page can't be found, a warning similar to the one below will appear.



The second line in the warning shows the page and filename of the page that couldn't be found. The three buttons in this box do the following:

- Yes
Delete the page from the page list and continue checking the page list.
- No
Ignore the error and continue checking the page list.
- Cancel
Stop checking the page list.

When the system is finished checking the page list the following message is shown.



Cancel Changes to Page List

Pressing the "Cancel" button will discard any changes that you have made to the Page List. This will also close the Page List Editor box.

Save Page List

When you are finished making changes to a page list you need to save these changes to the disk. There are 3 methods you can use to do this:

1. Press the “Save Page List” button. This will overwrite the old Page List with any changes that you have made.
2. Press the “Save As” button. Use this when you want to save the changes under a new name. This will display the “Save Page List As” dialog box. Select the new name and press the “OK” button. The page will then be saved under the new name. Do not change the directory that the page list will be saved in.
3. Press the “OK” button. Use this when you are done making changes to the Page List. This will save the changes you have made and close the Page List Editor.

Chapter 17

Page Transitions

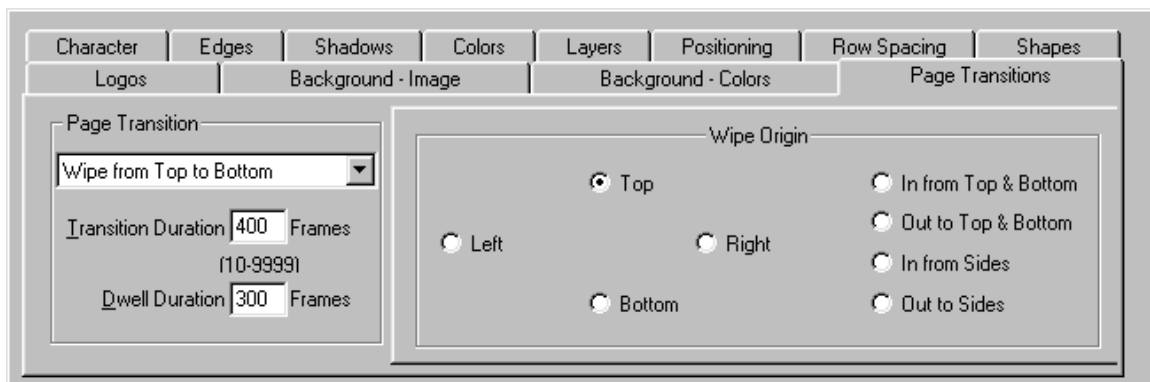
When pages are shown ON AIR, each page can be displayed with some sort of page transition. There are a number of different Page Transition Types to choose from. You can control how long the Page Transition takes by setting the Transition Duration. Each page can be set to different Transition Type, Transition Duration, and Dwell Duration. This lets you intermix different transition types and durations in a sequence of pages. One page can roll onto the screen fast, and the next page can wipe on slowly.

These three page attributes (Transition Type, Transition Duration, and Dwell Duration) are saved with the page. Be sure to set the page attributes before saving the page.

These page attributes only apply to the pages when they are displayed using the “Standalone ON AIR” modes of the Power CG. If Power CG pages are added to your editing systems timeline, your editing system will not support all of these page attributes.

Not all Transition Types are available in all versions of the Power CG. Some Transitions require capabilities that are not available in all display cards. The Page Transition Type drop down box will display the Page transitions that are available on your system.

To set the Page Attributes, select the “Page Transitions” tab in the Control Tabs Window. The controls for setting the Page Attributes will then be displayed as shown below.



Page Transition Type

There are different categories of page transitions for the Power CG. Some categories have only 1 transition type (such as Cut). While other categories have many transition types (such as block transition with 57 types).

The Page Transition Type drop down box displays the current transition type. It is used to select the new transition type. The drop down box lists every category of transition type available. If there is only one transition type in a category, the name of the transition is listed. Selecting this from the list will select this as the transition type. If there are multiple transition types in the category, the name is followed by 3 dots (...). Selecting this from the list will display another window so that you can be more specific about which transition type you want to select.

Once a Page Transition type is selected, it will appear in the Page Transition Type box. For a detailed description of each Page Transition type, see the section **Transition Types** later in this chapter.

Transition Duration

The Transition Duration specifies how much time it takes to perform the page transition. This controls how fast the page displays when the page is displayed ON AIR. The duration is specified in frames. In NTSC a frame is 1/30 of a second. In PAL a frame is 1/25 of a second.

To change the Transition duration, select the Transition Duration box (using either the keyboard or the mouse) and enter the new value.

Dwell Duration

The Dwell Duration specifies how long the page will remain on the screen when automatically sequencing pages. The duration is specified in frames. In NTSC a frame is 1/30 of a second. In PAL a frame is 1/25 of a second.

To change the Dwell duration, select the Dwell Duration box (using either the keyboard or the mouse) and enter the new value.

Transition Types

The categories and the number of transition types they contain are listed below:

Category	Number of Transition Types
1-Cut	1
2-Crawl	1
3-Roll	1
4-Wipe	8
5-Block	57
6-Iris	18
7-Sparkle	1

The following is a brief description of each transition type in each category.

1. Cut

When a page is shown with a Cut transition type it comes on immediately (all at once). With a Cut transition type the Transition Duration is meaningless.

2. Crawl

When a page is displayed with a Crawl transition type, it moves from right to left across the screen at a speed required to show all of the text in the time specified by the Transition Duration. For more information about Roll & Crawl speeds, see the section titled “Roll and Crawl Speeds” below.

Since a crawl is one long row, every row except the top one will disappear. You will not be able to move the cursor off of this row. The crawl row is always the top row of the page. If you want the crawl to appear in a different position on the screen, use one of the following commands to change the row position:

- Move the row by selecting the “Fine Position Text...” entry from the “Positioning” Control tab.
- Justify the page to the **bottom margin** by pressing the “Bottom Justify” entry from the “Positioning” control tab.
- Set the Lower Third Mode by selecting the “Lower Third Mode” entry from the “Settings” menu.

After the Page transition type has been set to Crawl, the system enters the crawl compose mode. In this mode, moving the cursor beyond the right margin will scroll the row to the left. Moving the cursor beyond the left margin will scroll the row to the right.

3. Credit Roll (variable length)

A credit roll page rolls onto the screen starting from the bottom. The page moves up the screen at the speed required to show all of the text in the time specified by the Transition Duration. The top of the page disappears off the top of the screen as the rest of the page appears on the bottom of the screen.

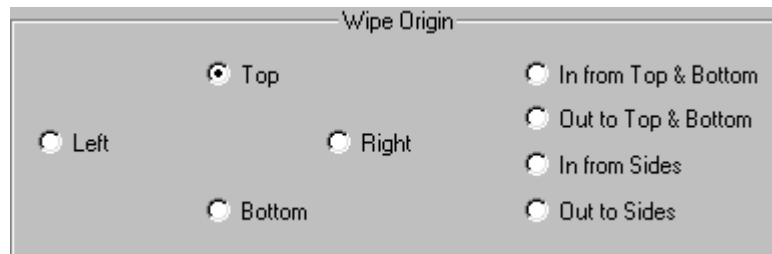
A Credit Roll can be up to 1000 rows long. Of course, that many rows can't appear on the screen at one time. When composing a credit roll, if you move the cursor below the bottom margin, the page will scroll up to expose more of the roll text. If you try to move the cursor above the top margin, the page will scroll down.

Roll and Crawl Speeds

Because of the interlaced nature of video, only certain roll and crawl speeds will appear smooth. For a Roll or Crawl to show in the time specified by the Transition Duration, the required speed could be jerky. To solve this problem, the roll and crawl will start at the next slower speed that is smooth. As it displays at the slower speed it will get behind. It will continue to run at the slower speed until it is far enough behind that running at the next faster speed (that is smooth) will make it end at the right time.

4. Wipes

When you select "Wipes..." from the Page Transition Type drop down box, the "Wipe Transitions" window (shown below) will appear.



This window shows the various wipe transitions. There are 8 different types of Wipe Transitions. These are:

- **Wipe from Top to Bottom**
The new page begins to appear at the top of the screen and wipes down toward the bottom of the screen. The new page covers the old page.
- **Wipe from Bottom to Top**
The new page begins to appear at the bottom of the screen and wipes up towards the top of the screen. The new page covers the old page.
- **Wipe from Left to Right**
The new page begins to appear at the left side of the screen and wipes towards the right side of the screen. The new page covers the old page.
- **Wipe from Right to Left**
The new page begins to appear at the right side of the screen and wipes towards the left side of the screen. The new page covers the old page.
- **Wipe In from Top & Bottom**
The new page begins to appear at both the top and bottom of the screen and wipes in towards the center of the screen. The new page covers the old page.
- **Wipe Out from Top & Bottom**
The new page begins to appear at the center of the screen and wipes up and down towards the top and bottom of the screen. The new page covers the old page.
- **Wipe In from the Sides**
The new page begins to appear at both the left and right sides of the screen and wipes in towards the center of the screen. The new page covers the old page.
- **Wipe Out to the Sides**
The new page begins to appear at the center of the screen and wipes both left and right towards both sides of the screen. The new page covers the old page.

Select the desired wipe transition and the type of wipe that is selected will appear in the Page Transition Type drop down box.

5. Block Transitions

When you select “Block...” from the Page Transition Type drop down box, the “Block Transitions” window (shown below) will appear:



Block Transitions window.

This window lets you select the various Block Transitions. There are a total of 19 different types of block transitions, and 3 different sizes of blocks, for a total of 57 different Block display types: The basic block transition types are:

- **Random**
The blocks that make up the new page come onto the screen randomly in small rectangles that cover the old page. Select this transition type by selecting the “Random” button in the “Reveal Type” group.
- **Spiral In**
The blocks that make up the new page, start to appear at the upper left corner. These blocks are added to the screen in a Spiral In pattern towards the center of the screen in a clockwise direction. Select this transition type by selecting the “Spiral In” button in the “Block Direction” group.
- **Spiral Out**
The blocks that make up the new page, start to appear in the center of the screen. These blocks are added to the screen in a Spiral Out pattern towards the edges of the screen in a clockwise direction. Select this transition type by selecting the “Spiral Out” button in the “Block Direction” group.

- Scan

The blocks that make up the new page, start to appear at the position specified by the Block Direction. The blocks scan across the screen. When the other end of the screen is reached, the next row of blocks are drawn in the same direction as the previous row of blocks. Select this transition type by selecting the “Scan” button in the “Reveal Type” group. Select the starting point and scan direction from the “Block Direction” group. The starting points to choose from are:

- Upper Left Corner

The blocks start to appear in the upper left corner of the screen. Each row of blocks scan left to right/ bottom to top. This continues until the blocks fill in to the Lower Right corner.

- Top

The first row of blocks appear at the top of the screen. Each row of blocks scan left to right. This continues until the blocks fill in to the bottom of the screen.

- Upper Right Corner

The blocks start to appear in the upper right corner of the screen. Each row of blocks scan left to right/top to bottom. This continues until the blocks fill in to the Lower Left corner.

- Left

The first row of blocks appear at the left side of the screen. Each row of blocks scan top to bottom. This continues until the blocks fill in to the right side of the screen.

- Right

The first row of blocks appear at the right side of the screen. Each row of blocks scan top to bottom. This continues until the blocks fill in to the left side of the screen.

- Lower Left

The blocks start to appear in the lower left corner of the screen. Each row of blocks scan left to right/top to bottom. This continues until the blocks fill in to the Upper Right corner.

- Bottom

The first row of blocks appear at the bottom of the screen. Each row of blocks scan left to right. This continues until the blocks fill in to the top of the screen.

- Lower Right

The blocks start to appear in the lower right corner of the screen. Each row of blocks scan left to right/top to bottom. This continues until the blocks fill in to the Upper Left corner.

- **ZigZag**

These transition types are similar to the Block Scan transition types. The main difference is, each row of blocks appears in a zigzag pattern. When a row of blocks are drawn, the next row of blocks are drawn in the opposite direction. Select this transition type by selecting the “Zig Zag” button in the “Reveal Type” group. Select the starting point and scan direction from the “Block Direction” group.

Transition Block Sizes

The user can choose between three sizes of the blocks that make up the new page. These are:

- **Small**

The screen is broken up into 4332 blocks. 76 blocks horizontally by 57 blocks vertically.

- **Medium**

The screen is broken up into 972 blocks, 36 blocks horizontally by 27 blocks vertically.

- **Large**

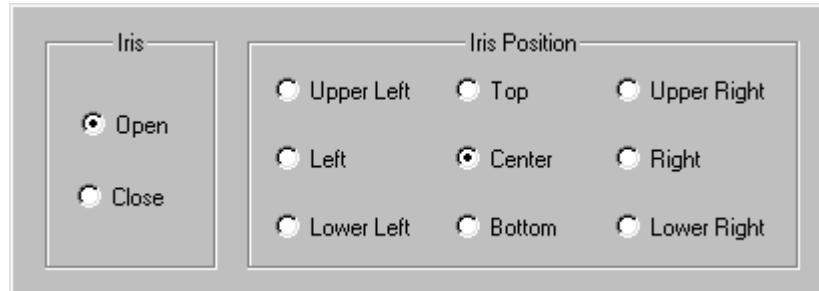
The screen is broken up into 300 blocks, 20 blocks horizontally by 15 blocks vertically.

The size of the block does not affect the Transition Duration (even though there are more of them). The smaller blocks are displayed faster than the larger blocks. Select the block size from the “**Block Size**” group of buttons.

Select the desired block transition and the selected Block Transition type will appear in the **Page Transition Type** box.

6. Iris Transitions

When you select “Iris...” from the Page Transition Type drop down box, the Iris Transitions window (shown below) will appear.



Iris Transitions window

This window lets you select the various iris transitions. To select an Iris Transition, select “Open” or “Close” from the “Iris” group, and select the position from the “Iris Position” Group. Once selected, the selected Iris Transition will appear in the Page Transition Type drop down box. There are a total of 18 Iris Transitions, 9 Iris Open and 9 Iris Close.

When a page is displayed with an “Iris Open” transition, a rectangular iris appears at the Iris Position. This iris opens to display the new page. With an “Iris Close” transition, a rectangular iris appears around the entire old page and closes towards the Iris Position. This makes the old page disappear and uncovers the new page.

Each Iris transition can happen at any of 9 positions on the screen. These positions are described here:

- Upper Left Corner

Open:

A rectangular iris appears in the Upper Left Corner of the screen and opens up to display the new page.

Close:

A rectangular iris appears around the old page and closes towards the Upper Left Corner of the screen. As the iris closes, the old page disappears and uncovers the new page.

- Top of Screen

Open:

A rectangular iris appears in the middle of the top of the screen and opens up to display the new page.

Close:

A rectangular iris appears around the old page and closes towards the middle of the top of the screen. As the iris closes, the old page disappears and uncovers the new page.

- Upper Right Corner

Open:

A rectangular iris appears in the Upper Right Corner of the screen and opens up to display the new page.

Close:

A rectangular iris appears around the old page and closes towards the Upper Right Corner of the screen. As the iris closes, the old page disappears and uncovers the new page.

- Left Side of Screen

Open:

A rectangular iris appears in the middle of the left side of the screen and opens up to display the new page.

Close:

A rectangular iris appears around the old page and closes towards the middle of the left side of the screen. As the iris closes, the old page disappears and uncovers the new page.

- Center of Screen

Open:

A rectangular iris appears in the center of the screen and opens up to display the new page.

Close:

A rectangular iris appears around the old page and closes towards the center of the screen. As the iris closes, the old page disappears and uncovers the new page.

-
- Right Side of Screen
 - Open:

A rectangular iris appears in the middle of the right side of the screen and opens up to display the new page.
 - Close:

A rectangular iris appears around the old page and closes towards the middle of the right side of the screen. As the iris closes, the old page disappears and uncovers the new page.
 - Lower Left Corner
 - Open:

A rectangular iris appears in the Lower Left Corner of the screen and opens up to display the new page.
 - Close:

A rectangular iris appears around the old page and closes towards the Lower Left Corner of the screen. As the iris closes, the old page disappears and uncovers the new page.
 - Bottom of Screen
 - Open:

A rectangular iris appears in the middle of the bottom of the screen and opens up to display the new page.
 - Close:

A rectangular iris appears around the old page and closes towards the middle of the bottom of the screen. As the iris closes, the old page disappears and uncovers the new page.
 - Lower Right Corner
 - Open:

A rectangular iris appears in the Lower Right Corner of the screen and opens up to display the new page.
 - Close:

A rectangular iris appears around the old page and closes towards the Lower Right Corner of the screen. As the iris closes, the old page disappears and uncovers the new page.

7. Sparkle

When a page is displayed with a sparkle, each scanline of the new page appears in a random order. Each scanline replaces a piece of the old page.

Chapter 18

Exiting the Power CG

Well, all good things must come to an end. This is also true of manuals and of programs. Manuals just sort of fade into the back cover. But programs need to be exited.

When it's time to exit the Power CG, select the "Exit" command from the "File" menu. The program will begin its shut down sequence. The program can also be exited by holding down the <Alt> key while pressing <X>.

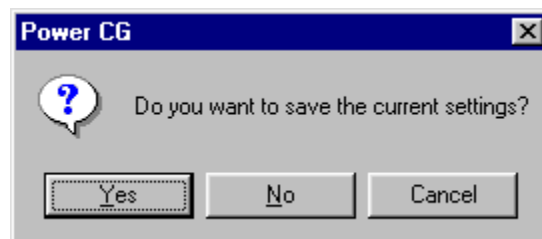
Any page changes or settings changes that are not saved, will be lost when you exit the program.

If the page has been modified, and the "Automatically Save Pages" setting in the "User Preferences" dialog box requires it, the following message will appear.



If you want to save the changes to the page, press the <Yes> button, otherwise press the <No> button and the changes will be discarded.

Just before the program exits, it will display the following message box.



This message box gives you the option of saving the current project settings before you exit.

The current project settings include the following:

- Character, Edge, and Shadow attributes.
- Style Gallery
- Color Palette Settings.
- Color Gradients
- Loaded Typefaces
- Loaded Textures
- Typing mode
- Lower Third mode
- Default Directories
- Any changes that you made to the Safetitle Margins, and Tab Settings.

Press <Yes> to save the project settings and exit the program. If you save the settings they will be restored the next time you open the project. Press <No> to exit the program without saving the settings. If you selected Exit accidentally, or you change your mind, press <Cancel> and the Exit command will be canceled.

We hope you have enjoyed using the Power CG.