

Closed source scripted title objects



TS1 – paid library of the closed
source scripted title objects

Revision as of April 07, 2017

User's Guide



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Table of Contents

Introduction.....	6
Important information.....	7
TS1_MuzClip – titling for musical video.....	8
1. Purpose	8
2. Data sources for the scripted object.....	9
2.1. Task file.....	9
2.2. FDO nAir schedule comments.....	11
3. Title elements of the object	12
3.1. List of the elements.....	12
3.2. Size and location.....	12
4. General procedure of object usage.....	13
5. Preview	18
TS1_Header – displaying of titled groups of announcements	19
1. Purpose	19
2. Data source for the scripted object.....	19
3. Title elements of the object.....	21
3.1. List of the elements.....	21
3.2. Size and location.....	21
4. General procedure of object usage.....	22
5. Preview	28
TS1_TVGuide - displaying upcoming TV programs.....	29
1. Purpose	29
2. Data sources for the scripted object.....	30
2.1. Program schedule file	30
Channel name	30
2.2. Channel logotype file.....	31
2.3. Data organization	31
3. Title elements of the object.....	32
3.1. List of elements	32
3.2. Size and placement.....	32
3.3. Things to note when configuring	33
5. General procedure of object usage.....	33
6. Preview	36
TS1_Horo - displaying a horoscope	37
1. Purpose	37
2. Data sources for the scripted object.....	37
2.1. Task file.....	37
Identificator	38
2.2. Files with zodiac sign images.....	39
3. Title elements of the object.....	39



3.1. Element list	39
3.2. Size and placement	39
3.3. Things to note when configuring	40
5. General procedure of object usage	40
5. Preview	43
TS1_DB2Text – ads from a database	44
1. Purpose	44
2. Data source for the scripted object	45
2.1. Database	45
2.2. Task file	45
3. Title elements of the object	46
3.1. List of elements	46
3.2. Size and placement	46
4. Log file	46
5. General procedure of object usage	47
6. Preview	50
TS1_SMSCrawl – displaying SMS messages via crawl line	51
1. Purpose	51
2. SMS message files	52
3. Substitution file	52
4. Title elements of the object	52
4.1. List of elements	52
4.2. Size and placement	53
5. General procedure of object usage	53
6. Preview	56
TS1_SubTitles – automatic display of subtitles	57
1. Purpose	57
2. Data source for the scripted object	58
Phrase_number	58
3. Title elements of the object	59
3.1. Set of elements	59
3.2. Size and placement	59
4. General procedure of object usage	59
5. Preview	63
TS1_AdvBoard – displaying multiple line messages	64
1. Purpose	64
2. Data source for the scripted object	65
3. Title elements of the object	66
3.1. List of elements	66
3.2. Size and placement	66
4. General procedure of object usage	66
5. Preview	70
TS1_AdvBoard2 – displaying multiple line messages with a sound accompaniment	71



1. Purpose	71
2. Data source for the scripted object	72
3. Title elements of the object.....	74
3.1. List of elements	74
3.2. Size and placement.....	74
4. General procedure of object usage.....	74
5. Preview	78
TS1_FastMovieTitles – fast scrolling of final titles in movie.....	79
1. Purpose and Feature	79
2. How it works	80
3. Generating the Custom.MovieTitlesStart property	80
4. Description of script	83
5. How to work with the script.....	86
6. Preview	90



Introduction

This user's guide contains information on TS1 library title script objects.

The TS1 library is included in SoftLab-NSK products. It can be obtained as an addition to the main product for broadcasting with overlaid titles. The library contains closed source title script objects.

A full list of script objects contained in the TSF, TS1, and TS2 libraries, as well as general information on working with title script objects, can be found in the «[Title Script Objects. General Information](#)» user's guide.

For additional information see the user's guides:

- «[Open source scripted objects. TSF – free library of the open source scripted objects](#)»;
- «[Closed source scripted title objects. TS2 – paid library of the closed source scripted title objects](#)».



Important information

The descriptions of and instructions for the title script objects included in this guide assume that the user is already familiar with working with titles using SoftLab-NSK products.

As such some general information which does not differ for the script objects described will be listed without additional explanation.

Below are links to user's guides with more information:

1. On creating title projects, types of title elements, setting up title element settings: «[FDTitle Designer. Title Project Editor](#)».
2. On preparing a style file for text formatting (*.efc): «[RollCrawl Title element. Creating a region and style collection](#)».
3. On working with substitutions files and formatting tags: «[FDTitle Designer. Title Project Editor](#)» section «Additional Sections».
4. On working with SLIni files: «[FDOnAir. Additional Sections](#)», section «SLIni files. Audio and video file settings».
5. On working with TrimEditor: «[Trim Editor. Information on Audio/Video Files, Selecting Fragments, Editing SLIni Files](#)».
6. On instructions on setting up and using SLTitlePreview to preview FDOOnAir audio video output using the «no board» mode (no script licenses are needed for this mode): «[FDOnAir. Additional Sections](#)», section «Previewing data on a computer without using a board. SLTitlePreview Program».
7. On instructions on setting up and using FDPReview to preview board input/output: «[FDPReview. Program for Previewing of Audio and Video on Boards Inputs/Outputs](#)».
8. On working with FDOOnAir schedule commands: «[FDOnAir Commands. Broadcast Automation](#)».

TS1_MuzClip – titling for musical video

1. Purpose

The TS1_MuzClip scripted title object is intended for automation of titling for musical video: to show information on musical video during its playing back. Titles are shown twice during the musical video playing back: at the beginning and at the end.



Information on musical video can be presented as:

- text;
- image;
- video file.

In the TS1_MuzClip scripted object you can specify a background image. It is possible to use an image or video file as background. The background appears and disappears at the same time as the titles.

When working, the TS1_MuzClip scripted title object uses information received from FDO nAir: name of the video file being played back and its duration. Based on the information it received the script controls the loading of data to title elements of the object and time of displaying the titles.

As a data source the TS1_MuzClip scripted object can use:

- task file;
- FDO nAir schedule comments, made up according to special rules.

✓ **Important:** When working, the scripted object can use only one data source: either schedule comments or task file. It is impossible to use at the same time schedule comments and task file.



In one title project you can use several TS1_MuzClip scripted title objects.

The TS1_MuzClip closed source scripted object works in the same way as the TSF_MClip open source scripted object. The difference is that, using one instance of TSF_MClip, it is impossible to display the background image and the information on musical video at the same time: you will have to use two TSF_MClip scripted objects (one for displaying the background image, another one for the information on musical video). For more information on the TSF_MClip scripted object see the «TSF_MClip: titling for musical video» section of the [«Open source scripted objects. TSF – Free library of scripted title objects»](#) user's guide.

2. Data sources for the scripted object

2.1. Task file

A task file for the TS1_MuzClip scripted title object is a text file with txt extension.

The task file contains a list of videos with tasks to be loaded to the scripted title object when playing back these videos.

Each record has the following structure:

`Video_file_name` `Separator` `Task_to_be_shown_in_titles`

where:

- `Video_file_name` denotes the absolute or relative path to the video file for which the task in the current line is intended. Relative path is to be specified relatively to location of the task file for the scripted object;
- `Separator` is a character specified when configuring the scripted object in FDTitleDesigner as Separator (the | character is set by default);



- **Task_to_be_shown_in_titles** denotes the task to be shown in the titles. How to compose the task depends on what you need to show in the titles:
 - for image specify the absolute or relative path to the image file. Relative path is to be specified relatively to location of the task file for the scripted object.

Example:

D:\Clips\M_Jackson_-_Triller.avi | D:\Titles\MJackson_Triller.bmp
 Absolute path to the video file, for which the task in the current line is intended Separator Absolute path to the image file

(see the picture below (1));

- for video specify the absolute or relative path to the video file. Relative path is to be specified relatively to location of the task file for the scripted object.

Example:

D:\Clips\M_Jackson_-_Bad.avi | D:\Titles\MJackson_Bad.avi
 Absolute path to the video file, for which the task in the current line is intended Separator Absolute path to the video file

(see the picture below (2));

- for text specify the text you want to be shown in the titles. If you need to display a text that contains several lines, put the separator in the place you need to feed the line. If you put a space character between the separator and the text line, when displaying, the text will be started from the space character.

Example:

D:\Clips\M_Jackson_-_Black Or White.avi | Michael Jackson | Black Or White
 Absolute path to the video file, for which the task in the current line is intended Separators Text string #1 Text string #2

(see the picture below (3));

- Text lines can contain formatting tags. For more information on using tags see the «Tags of Formatting» subsection in the «Types of Title Elements» section in the «[FDTitleDesigner. Title Project Editor](#)» user's guide.

Example of a line containing formatting tags:

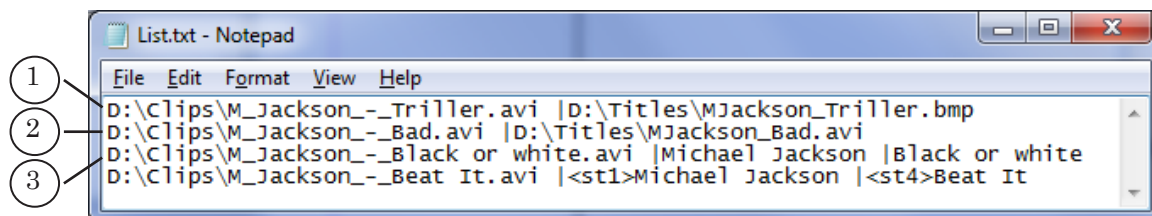
D:\Clips\M_Jackson_-_Black Or White.avi|<St 1>Michael Jackson |<St 4>Black Or White

In this example, using the <St 1> and <St 4> tags, we specified text design styles (as a source of styles collection the file specified in the scripted object settings is used).



The order of lines in the file is arbitrary. One task file can contain information on titling of several videos, regardless of their presence in FDO nAir schedule.

The picture below presents an example of a task file opened in Notepad.



2.2. FDO nAir schedule comments

As a data source the TS1_MuzClip scripted object can use FDO nAir schedule comments. The picture below presents an example of a schedule:

READY	12:52:56.92			T	[Image]	{TS1_MuzClip_0} On
	12:52:56.92			T	//	# Michael Jackson Remember The Time
READY	12:52:56.92	0:00:19.96	0:10	T	[Image]	M_Jackson_-_Remember_The_Time.avi
	12:53:16.88			T	//	# Shakira Waka Waka
	12:53:16.88	0:00:19.96	0:10	T	[Image]	Shakira_-_Waka_Waka.avi
READY	12:53:36.84	0:00:01.00		T	[Image]	{TS1_MuzClip_0} Off

In the schedule the comment line is to be placed immediately before or after the command to playback the video, the data of which the comment includes. The location of comment lines is to be specified in the settings of the scripted object.

The text of comment should have the following structure:

`Comment_tag` `Space` `Task_to_be_shown_in_titles`

where:

- `Comment_tag` denotes a word or a character specified by user when setting the scripted object in FDTitleDesigner in the Comment tag parameter (in the examples below as a comment tag the # character is used).
- `Space` denotes space character;
- `Task_to_be_shown_in_titles` denotes the task to be shown in the titles. How to compose the task depends on what you need to show in the titles:
 - for image specify the absolute or relative path to the image file.

Example:

D:\Titles\MJackson_Triller.bmp
 Comment tag Space Absolute path to the image file



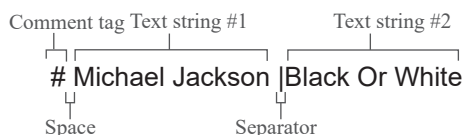
- for video specify the absolute or relative path to the video file.

Example:



- for text specify the text you want to be shown in the titles. If you need to display a text that contains several lines put the Separator in the place you need to feed the line

Example:



Text lines can contain formatting tags. For more information on using tags see the «Tags of Formatting» subsection in the «Types of Title Elements» section in the [«FDTitleDesigner. Title Project Editor»](#) user’s guide.

3. Title elements of the object

3.1. List of the elements

In the table below the title elements contained in the TS1_MuzClip scripted title object are listed, specifying their type and purpose.

Имя	Тип	Назначение
Main	Caption	Auxiliary element used by the script object during its work. Change of its size or location does not affect the work of the script object and displaying of the information in titles. It is recommended not to change the default values of this element, except Location and Size.
Backgr	AnimLogo	Used to playback a background video file. Specify the size and location of this title element if you need to display a background video file.
Descr	Caption	Used to display text or graphic information. Specify the size and location of this title element if your task file contains records to display text or graphic files.
Movie	AnimLogo	Used to playback video files. Specify the size and location of this title element if your task file contains records to display video files.

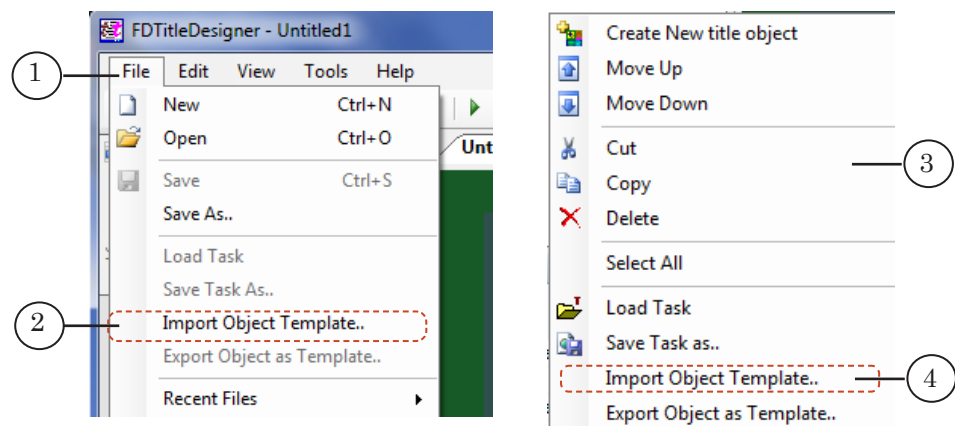
3.2. Size and location

User can change size and location of any title element of TS1_MuzClip scripted title object.

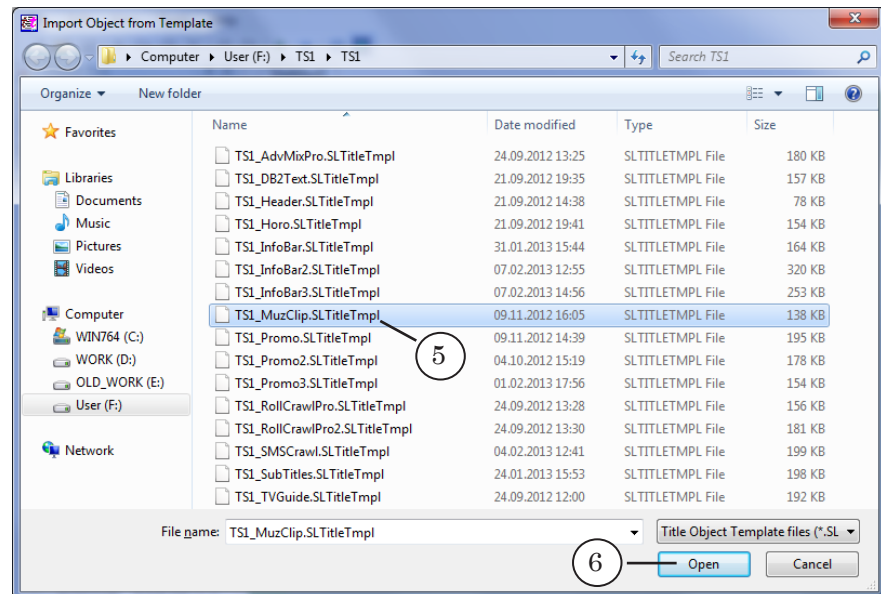


4. General procedure of object usage

1. Preparation for work:
 - if necessary, prepare your task file for the scripted object (see the item 2.1 «Task file»);
 - if necessary, prepare a background file;
 - if your task file contains records to display a text, prepare a style collection file for text design (*.efc). For more information on how to create a style collection file see «[ForwardTitling. Graphic Editor](#)» user's guide.
2. In FDTitleDesigner create a title project or load one created before where you need to add a TS1_MuzClip scripted title object.
3. To load the scripted title object to your project select the Import Object Template command (2) in the File menu (1) or open the context menu (3) right-clicking on the FDTitleDesigner Object Tree panel and select the Import Object Template command (4).



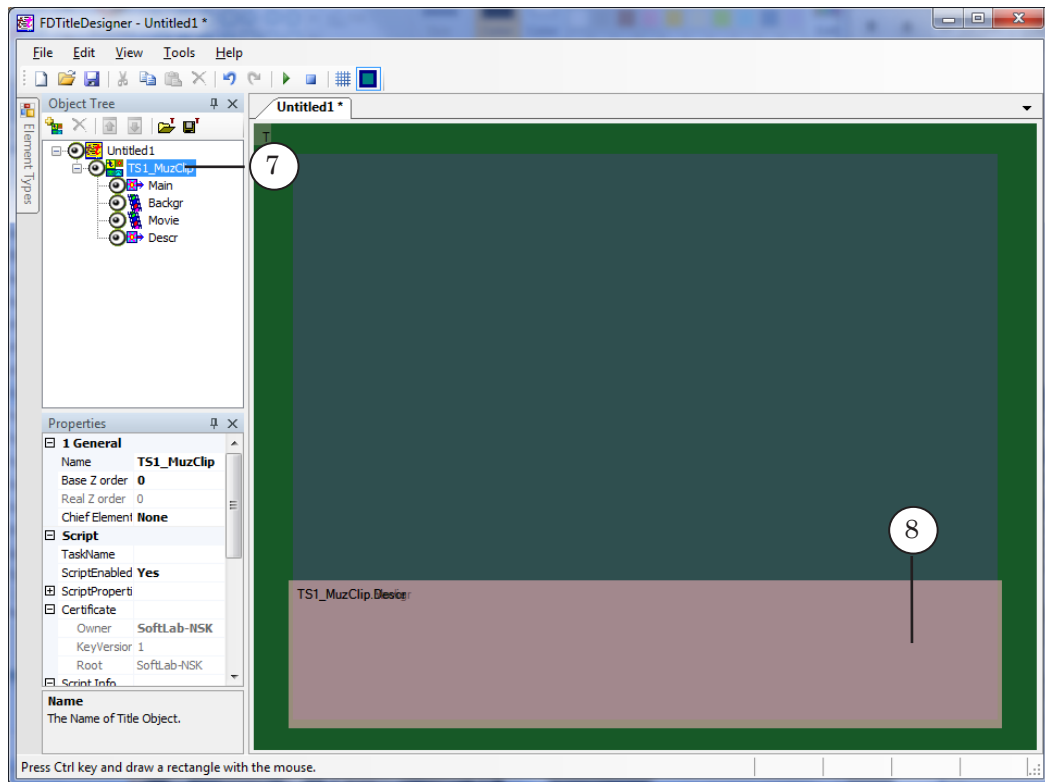
4. In the Import Object from Template... window that opens select the TS1_MuzClip.SLTitleTmpl file (5) and click Open (6).



5. The TS1_MuzClip scripted title object will be loaded to your title project:
 - a window with the license warning notice will open. Close it by clicking OK;

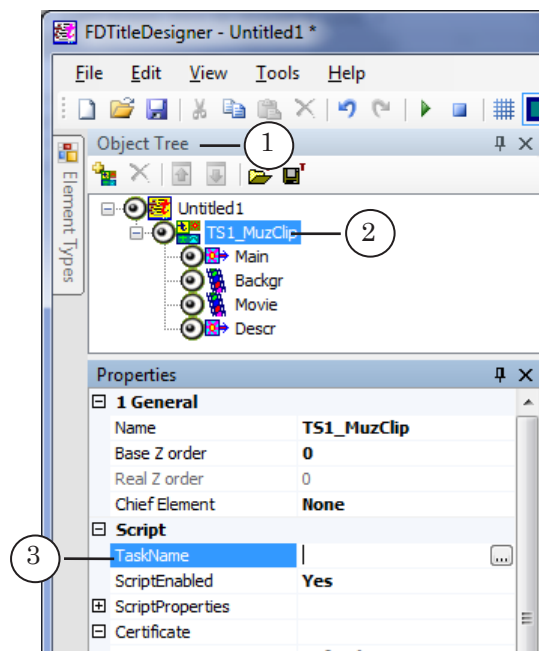
✓ **Important:** After the loading of the scripted object to project, the warning window appears regardless of whether there is a license for using the library of scripted objects on this computer or not (see the «Closed source scripted objects» subsection of the «General information» section).

- in the Object Tree window the added TS1_MuzClip object (7) and its elements are displayed;
- in the working area of the project title elements of the scripted object are displayed. After the loading all title elements have the size and location (8) specified in the template.



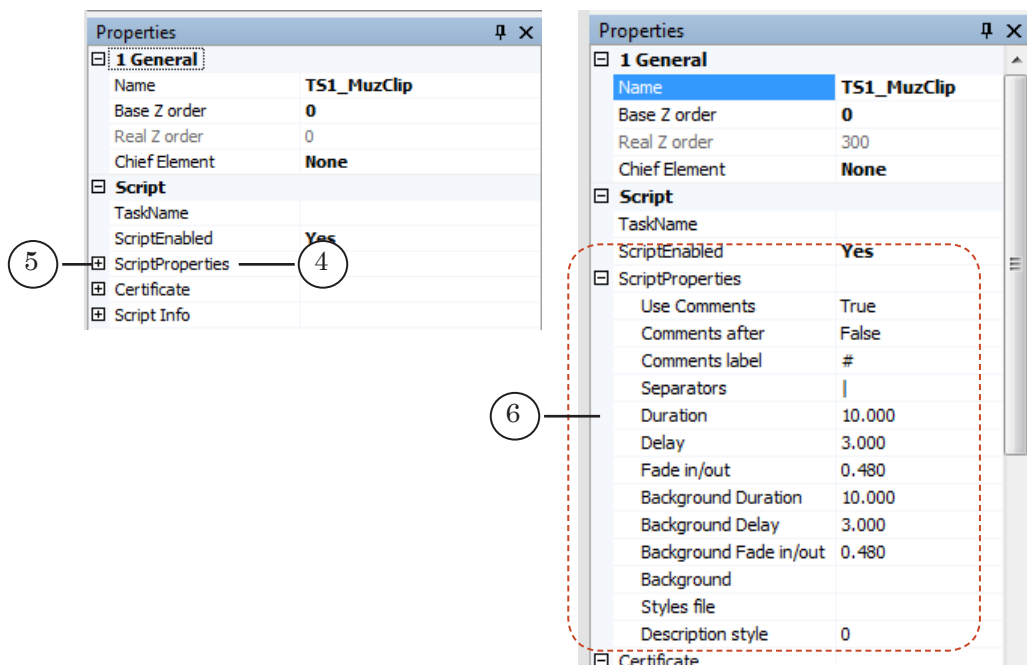
✓ **Important:** Do not change the composition, type and name of title elements of the scripted object.
But you can change the name of the scripted object.

6. To start setting parameters of the scripted object, in the Object Tree window (1) click on the name of the TS1_MuzClip scripted object (2).





7. If you use a task file as a data source for your scripted object, specify the name of your task file in the TaskName line (3).
8. If the ScriptProperties list (3) is folded, press the + symbol (4) to unfold it (5).



9. Specify values of the script parameters:
 - Use comments denotes the data source for the scripted object:
 - False, if you want to use task file as a data source for the scripted object; schedule comments are not used;
 - True, if you want to use schedule comments as a data source for the scripted object; task file is not used;
 - Comments after denotes the location of the FDO nAir schedule comments used as a data source for your scripted object:
 - False: comments are placed before the video playback command string;
 - True: comments are placed after the video playback command string;
 - Comments label – a word or a character from which schedule comments should be started, intended for the scripted object being set as a data source. Specify the comment tag if you use schedule comments as a data source for your scripted object;
 - Separators – the separator character used in your data source (task file or schedule comments);
 - Duration – duration of displaying of the titles (seconds);



- Delay – time period (seconds):
 - first showing of the titles: time from the start of the video in FDO nAir, during playing back of which the titles are to be displayed, until the start of the title displaying;
 - second showing: time from the end of the title displaying until the end of the video in FDO nAir, during playing back of which the titles are to be displayed;
- Fade in/out – time of appearing/disappearing of titles (fade in/out; seconds);
- Background Duration – full duration of background displaying (seconds);
- Background Delay – time shift of background displaying from start/stop of clip (seconds);
- Background Fade in/out – time of appearing/disappearing of background (seconds);
- Background – a full path to the background file;
- Styles file – a full path to the style collection file (*.efc). Specify this parameter value if your task file contains records for displaying text data;
- Description style – index of the style in the style collection file used for design of the text of the titles (enumeration of styles starts from 0).

Note: For design of different parts of the text with different styles you can use formatting tags. See an example in the «2. Data sources for the scripted object» paragraph.

For more information on using tags see the «Tags of Formatting» subsection in the «Types of Title Elements» section in the [«FDTitleDesigner. Title Project Editor»](#) user's guide.

10. If your task file contains records for displaying video files, select the Movie title element in the Object Tree window and set it.
11. If your task file contains records for displaying image files or text, select the Descr title element in the Object Tree window and set it.
12. If you need to display a background, select the Backgr title element in the Object Tree window and set it.
 - BgAnimation: to playback a background video file;
 - BgPicture: to playback a background image.
13. Save your project.



5. Preview

Previewing of working of the TS1_MuzClip titling scripted object is impossible in FDTitleDesigner as for working of the scripted object data from FDO nAir are needed.

For more information on how to preview in FDO nAir, see the «3. Preview in FDPreview window (using the board)» paragraph and «4. Preview in window of SLTitlePreview (without board)» paragraph of the «Preview» subsection of the «General Information» section.



TS1_Header – displaying of titled groups of announcements

1. Purpose

The TS1_Header scripted title object is intended for displaying of titled groups of scrolling text: the header of the group of scrolling text ads is displayed during playing back this group.

Scrolling text of each group is played back consecutively. The group header is displayed during playing back of all announcements of the group.

The picture below presents an example of an announcement of a group with the Real estate heading (1).



The location of the header and scrolling text on the screen are to be specified by user.

For your scrolling text you can specify a background image.

Grouping of announcements and heading of groups are to be made by user and are specified in the task file of the scripted object.

2. Data source for the scripted object

The TS1_Header scripted title object uses a task file as a data source.

A task file for the TS1_Header scripted title object is a text file with txt extension.

The task file contains two types of lines:

- with group headers;
- with scrolling text.

Contents of the file looks as follows:

```
#Group_1_header  
Announcement_line1_of_the_group_1  
Announcement_line2_of_the_group_1  
...  
Announcement_lineN_of_the_group_1  
#Group_2_header  
Announcement_lines_of_the_group_2  
...
```



All announcements which follow the header line form a group.

Example of a header line:

Header

where:

- # denotes a separator indicated in settings of the scripted object as the HeaderTag parameter. In the picture below the # character is used;
- Header denotes the text of the header.



Tip: If you put a space character between the separator and the text line, when displaying, the text will be started from the space character.

The text of separate announcements is recorded in separate lines.

The picture below presents an example of a task file opened in Notepad.

```
AdsText.txt — Блокнот
Файл  Правка  Формат  Вид  Справка
#Real estate
Studio Serviced Apartments for short left in London. Dial 0845 073 6632
<st1>4 Bedroom House for Rent (Glasgow). Dial 0141 404 6789
#Jobs
Full Time English Teaching Position in China. Dial 86-22-58769306
Earn money browsing the web!!! Dial 86-22-54837621
#Education
Linfuist for Afganistan. Dial 703 517 9005
SAP SD online training. Dial +1973-619-0104
```

The task file can contain formatting tags and substitution files.

For more information on substitution files, see the «Substitution file» section of the «Title Script Objects.General Information» user's guide.

For more information on using formatting tags see the «Tags of Formatting» subsection in the «Types of Title Elements» section in the [«FDTitleDesigner. Title Project Editor»](#) user's guide.



Example: For designing of headers of different groups with different styles, use the <ST n> tag, where n denotes a number of name of a style from collection specified in title element settings.

The picture below presents an example of a task file, containing formatting tags, opened in Notepad.

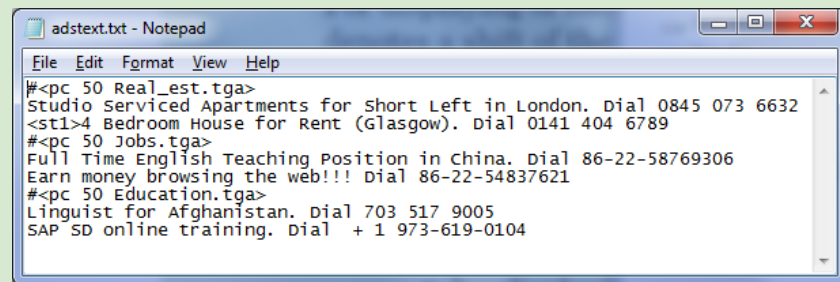
```
adstext.txt - Notepad
File  Edit  Format  View  Help
#<st1> Real estate
Studio Serviced Apartments for Short Left in London. Dial 0845 073 6632
4 Bedroom House for Rent (Glasgow). Dial 0141 404 6789
#<st2> Jobs
Full Time English Teaching Position in China. Dial 86-22-58769306
Earn money browsing the web!!! Dial 86-22-54837621
#<st3> Education
Linguist for Afghanistan. Dial 703 517 9005
SAP SD online training. Dial + 1 973-619-0104
```

For displaying of images, use the <PC n path> tag, where n denotes a shift of the base line relative to the top edge of the image (%);

path denotes a full or relative path to the image file.

The pictures below present:

- a – contents of a task file, containing group header lines with tags for displaying pictures;
- b – displaying of header image in the preview window of FDTITLEDesigner.



a



b

3. Title elements of the object

3.1. List of the elements

In the table below the title elements contained in the TS1_Header scripted title object are listed, specifying their type and purpose.

Name	Type	Purpose
Background	Caption	Displaying of background of the scrolling text
Crawl	RollCrawl	Displaying of scrolling text
Headline	Caption	Displaying of the header of the group of announcements

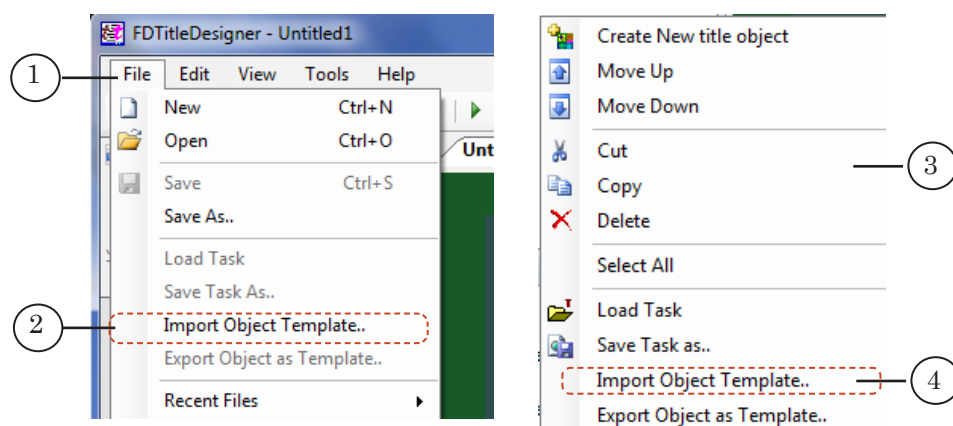
3.2. Size and location

User can change size and location of any title element of TS1_Header scripted title object.

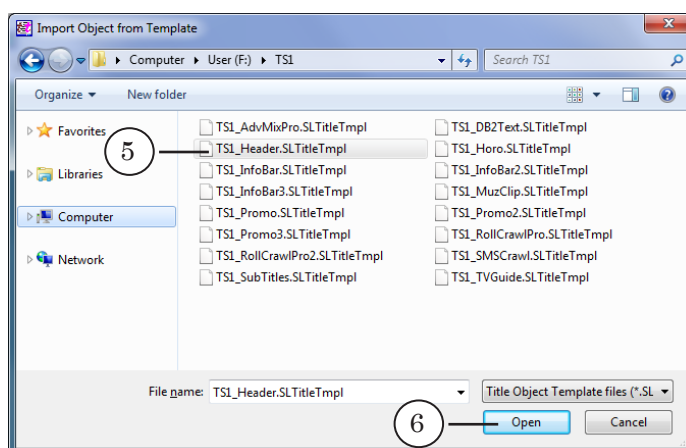


4. General procedure of object usage

1. Preparation for work:
 - prepare your task file for the scripted object;
 - prepare a style collection file for text design (*.efc). For more information on how to create a style collection file see «[ForwardTitling. Graphic Editor](#)» user's guide.
2. In FDTitleDesigner create a title project or load one created before where you need to add a TS1_Header scripted title object.
3. To load the scripted title object to your project select the Import Object Template command (2) in the File menu (1) or open the context menu (3) clicking on the FDTitleDesigner Object Tree panel and select the Import Object Template command (4).



4. In the Import Object from Template window that opens select the TS1_Header.SLTitleTmpl file (5) and click Open (6).

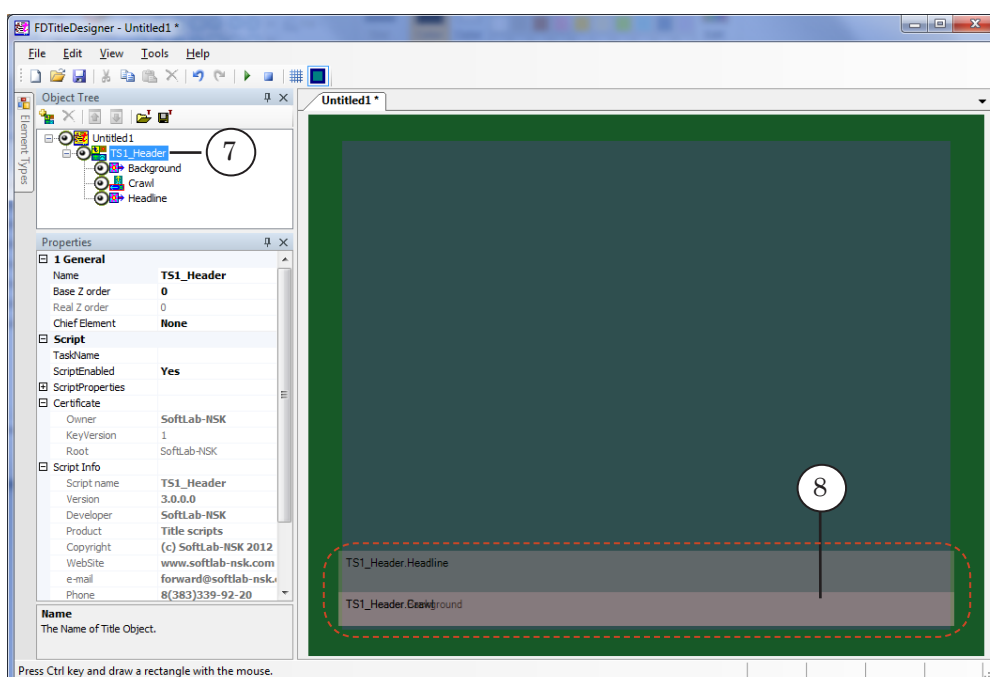


5. The TS1_Header scripted title object will be loaded to your title project:
 - a window with the license warning notice will open. Close it by clicking OK;



✓ **Important:** After the loading of the scripted object to project, the warning window appears regardless of whether there is a license for using the library of scripted objects on this computer or not (see the «Closed source scripted objects» subsection of the «General information» section).

- in the Object Tree window the added TS1_Header object (7) and its elements are displayed;
- in the working area of the project title elements of the scripted object are displayed. After the loading all title elements have the size and location (8) specified in the template.

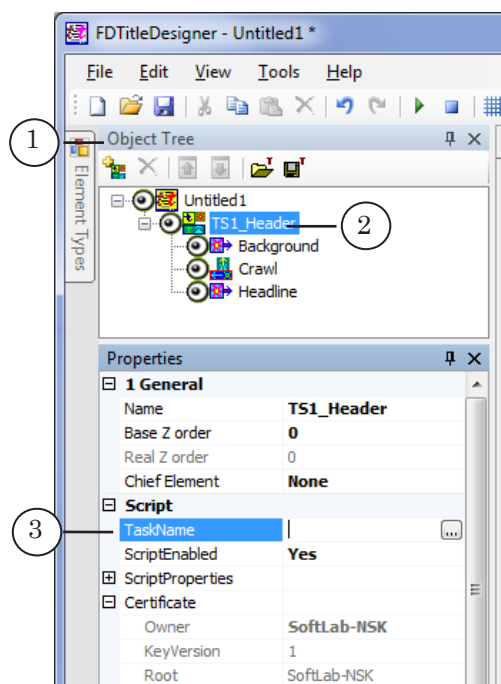


✓ **Important:** Do not change the composition, type and name of title elements of the scripted object. But you can change the name of the scripted object.

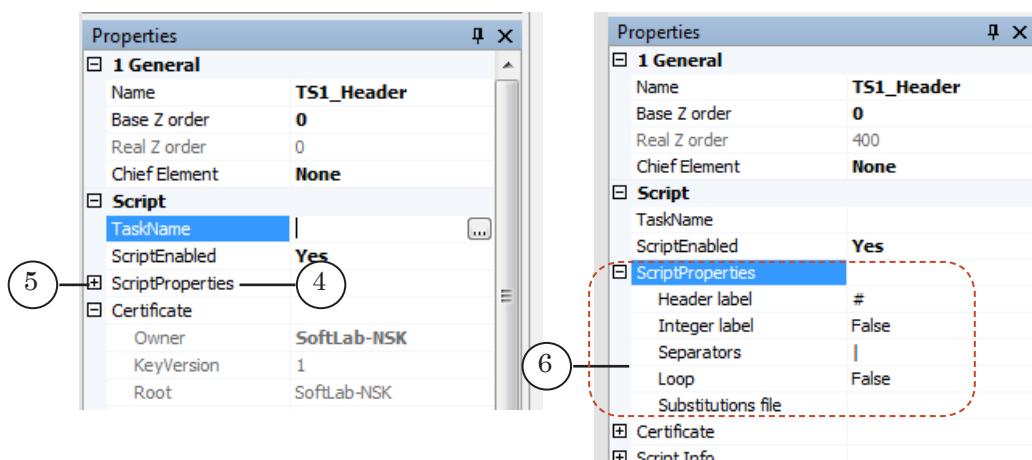
6. To start setting parameters of the scripted object, in the Object Tree window (1) click on the name of the TS1_Header scripted object (2).



Tip: Start the setting of the scripted title object from the setting of parameters of the scripted object.



7. In the TaskName line (3) specify the name of your task file.
8. If the ScriptProperties list (4) is folded, press the + symbol (5) to unfold it (6):



9. Specify values of the script parameters:
 - Header label is a character used in the task file to indicate the group header;
 - Integer label – using an integer in the beginning of a line to indicate a new header:
 - True –to allow;
 - False – to refuse;
 - Separators –| is a separator used in the substitution file;
 - Loop – to loop the execution of the task file:
 - True – to allow.
 - False – to refuse;



- Substitution file (see the «Substitution file» section of the «Title Script Objects.General Information» user's guide).

10. Configure the Background title element (1).

When configuring the Background title element, user can change all properties except Name (2).

The screenshot displays two panels from a software application. The top panel, titled 'Object Tree', shows a hierarchical structure of objects. Under 'Demo_TS1_Header', there is a 'TS1_Header' object, which contains a 'Background' object (highlighted with a blue selection box and a circled '1'), 'Crawl', and 'Headline'. The bottom panel, titled 'Properties', shows the configuration for the selected 'Background' object. It is organized into sections: '1 General', '2 Task', '3 Alignment and Stretch', '4 Specific', '5 Text Formatting', and 'Substitutes'. The 'Name' property in the 'General' section is highlighted with a blue selection box and a circled '2'. The 'Caption' property is empty. The 'Task' section shows the file path 'F:\TS1_Header\backgr_white.tga'. The 'Specific' section shows various animation parameters like 'In Direction', 'Out Direction', 'Speed', 'FadeIn', 'FadeOut', 'Rest Time', 'Pause', 'Horizontal filter', and 'Vertical filter'. The 'Text Formatting' section shows 'Styles File', 'Style Index', 'Left Margin', 'Right Margin', and 'Paragraph'. The 'Substitutes' section shows 'Substitutions file' and 'Separators'.

1 General	
Type	Caption
Name	Background
Location	30, 496
Size	656, 52
Z Order	0
Assigned Z Order	1
Alpha	170
Enable Logging	No

2 Task	
Task	F:\TS1_Header\backgr_white.tga
Duration	0:00:00.000
Loop	Pseudo Yes

3 Alignment and Stretch	
Horizontal	Center
Vertical	Center

4 Specific	
In Direction	None
Out Direction	None
Speed	5
FadeIn	1
FadeOut	1
Rest Time	-1
Pause	1
Horizontal filter	Yes
Vertical filter	Yes

5 Text Formatting	
Styles File	
Style Index	0
Left Margin	0
Right Margin	0
Paragraph	Do not format

Substitutes	
Substitutions file	
Separators	



11. Configure the Crawl title element (3).

When configuring the Crawl title element, user can change all properties except Name (4).

The screenshot displays the 'Object Tree' and 'Properties' panels. In the Object Tree, the 'Crawl' element under 'TS1_Header' is selected and circled with a '3'. The Properties panel is divided into several sections:

- 1 General**: Type: RollCrawl; Name: Crawl (circled with '4'); Location: 32, 502; Size: 656, 42; Z Order: 0; Assigned Z Order: 2; Alpha: 255; Enable Logging: Yes.
- 2 Task**: Task: <bp F:\TS1_Header;F:\TS1_Header (circled with '5'); Duration: 0:00:24.800; Loop: No.
- 3 Alignment and Stretch**: Horizontal: Center; Vertical: Center; AutoSize: No.
- 4 Specific**: Speed: 5; Direction: Left; Spacing: 100; Horizontal filter: Yes; Vertical filter: Yes.
- 5 Text Formatting**: Styles File: F:\TS1_Header\crawl_line.efc; Style Type: First Style; First Line: 0; Interval: 100; Paragraph: Default.
- Substitutes**: Substitutions file: ; Separators: |

The value of the Task group of properties (5) is set automatically after configuring parameters of the scripted object.



12. Configure the Headline title element (1).

1 General	
Type	Caption
Name	Headline
Location	30, 458
Size	646, 44
Z Order	0
Assigned Z Order	3
Alpha	255
Enable Logging	No
2 Task	
Task	<bp F:\TS1_Header;F:\TS1_Header;
Duration	0:00:00.000
Loop	Pseudo Yes
3 Alignment and Stretch	
Horizontal	Left
Vertical	Bottom
4 Specific	
In Direction	None
Out Direction	None
Speed	5
FadeIn	1
FadeOut	1
Rest Time	-1
Pause	1
Horizontal filter	Yes
Vertical filter	Yes
5 Text Formatting	
Styles File	F:\TS1_Header\crawl_line.etc
Style Index	0
Left Margin	0
Right Margin	0
Paragraph	Do not format
Substitutes	
Substitutions file	
Separators	

When configuring the Headline title element, user can change all properties except Name (2).

The value of the Task group of properties (3) is set automatically after configuring parameters of the scripted object.

13. Save your project.

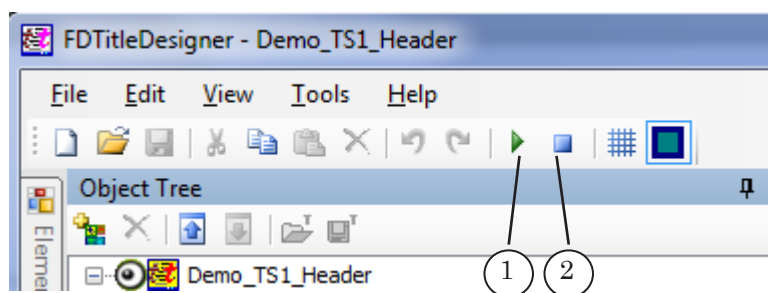


5. Preview

You can preview your project containing the TS1_Header scripted object in the preview window of FDTTitleDesigner.

Procedure:

1. Configure the scripted object (see the «4. General procedure of object usage» subsection).
2. To start the preview, click Start Preview (1).



3. To stop the preview, click Stop Preview (2).



TS1_TVGuide - displaying upcoming TV programs

1. Purpose

A title object with the TS1_TVGuide script is designed to display a list of upcoming programs for different channels.

The list for each channel displays:

- a logotype image (1);
- several upcoming programs (2).



For then script to work the following needs to be prepared:

- a text file with a schedule of programs for the upcoming 24 hours. The file name should contain the date of the schedule list (for more information see paragraph «2. Data sources for the scripted object»);
- a graphical file with the channel logotype (for more information see paragraph «2. Data sources for the scripted object»). All files with channel logotypes need to be saved into a single folder. The list of channels for which the lists of programs will be displayed is built according to the logotype image files. If the folder contains several files with the same name but different extensions, then either of them will be used as the logotype for the corresponding channel.

The script sequentially reads the data from the schedules for each channel and creates a list of programs that will be displayed.

The amount of programs included in the list is set by the user.

Depending on the script settings, the upcoming program list can contain the current program i.e. the program that is currently being aired according to the schedule. You can set the format of the current program separately to the other programs (3).

✓ **Important:** If the current program has 5 minutes or less left it will not be included in the upcoming programs list.

The upcoming program list display time is set by the user when configuring the script and is identical for all channels. If there isn't enough time left before the end of the schedule in FDOAir



to display a list for a channel, the display of that channel's list will be delayed until the next time the script starts.

The script has the option to include a background – a graphical file. The size and placement of the background is set by the user.

2. Data sources for the scripted object

For each channel the following needs to be prepared:

- a file with the program schedule;
- a graphical file with the channel logotype.

2.1. Program schedule file

A program schedule file is a text file with the .txt extension. The file contains the program schedule of a single channel for 12 hours.

The name of the file needs to follow the format:

YYYY.MM.DD Space Channel name

where:

- YYYY.MM.DD is the schedule date. It is important to strictly follow the format YYYY.MM.DD where YYYY is the year, a four-digit number; MM is the month and DD is the date, both two-digit numbers

✓ **Important:** The script reads the schedule from files the names of which contain the current date the script is being executed. In special cases the script can read files the names of which contain the date before or after its current date.

- Space – a space;
- Channel name – the name of the graphical file with the channel logotype (without an extension).



Example: The MTV channel logotype is saved with the name MTV.png. Then a schedule for, for example, February 22, 2018 should have the following name:
2018.02.22 MTV.txt.

The lines in the program schedule file should have the following format:

HH.MM Space Program_Description

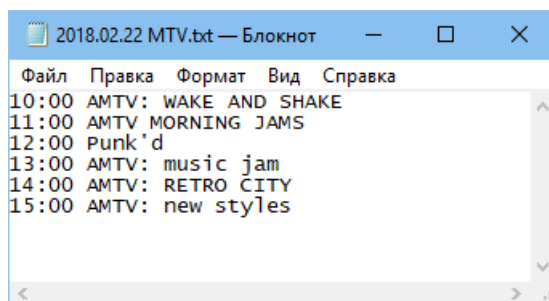
where:

- HH.MM – is the starting time of the program in hours:minutes. The «.» or «:» symbols can be used to separate hours and minutes;



- `Space` – a space;
- `Program_Description` – the text that will be displayed when showing the program list.

The image below shows an example schedule file for February 22, 2018 for the MTV channel, opened in Notepad.



All schedule files, both for the current and future dates should be saved in a single folder.

2.2. Channel logotype file

Channel logotypes can have the following formats: TGA, BMP, DIB, PNG, JPG.

The use of spaces is allowed in channel file names.

The channel logotype file names are used in the names of the program schedule text files (see above «2.1. Program schedule file» paragraph).

All logotype files should be saved in a single folder with the name Logo (symbol case does not matter).

2.3. Data organization

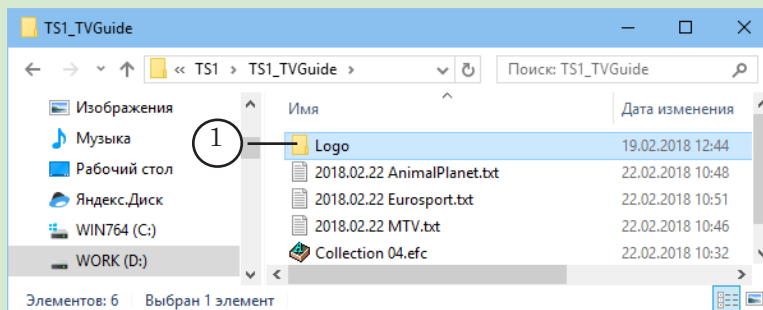
All files with program schedules need to be saved in a single folder. The full path to the folder is set in the script parameters.

Logotype files also need to be saved in a single, separate folder with the name Logo. The Logo folder needs to be contained within the folder containing the program schedules.

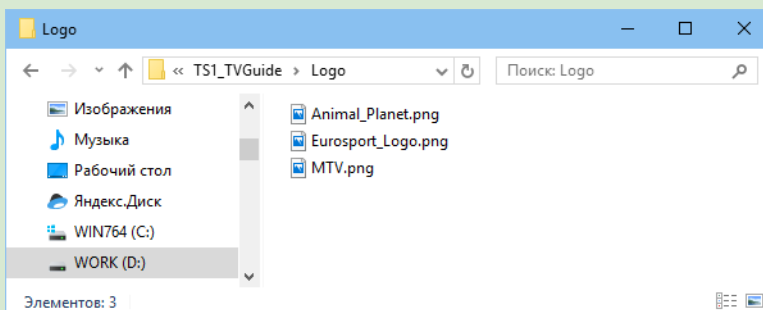
- ✓ **Important:** The name of the folder for storing logotypes – Logo – is set in the script code. No other name will work with the script.



Example: The image below displays a folder with program schedules for the 22th of February, 2018 for the Animal Planet, Eurosport and MTV channels.



The logotype files are stored in the Logo folder (1). Its contents are shown below.



3. Title elements of the object

3.1. List of elements

The table lists the title elements contained in the title objects with the TS1_TVGuide script as well as their type and their purpose.

Name:	Type:	Role:
Main	Caption	Service element
Text0, Text1	Caption	Displaying program list text
Pict0, Pict1	Image	Displaying channel logotype
Backgr	Image	Displaying the background

3.2. Size and placement

The size and placement of the Text0 and Pict0 title elements determines the size and placement of the rest of the Text1 and Pict1 title elements.

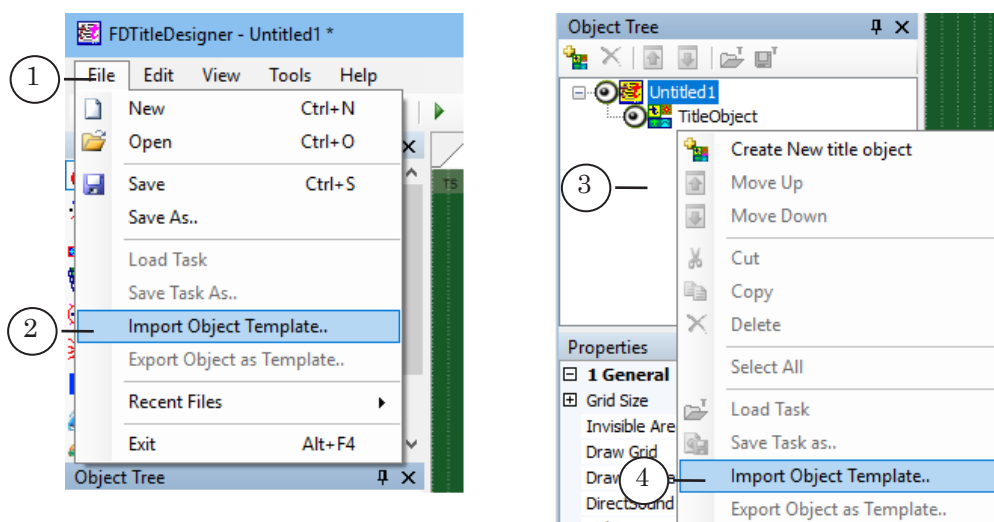


3.3. Things to note when configuring

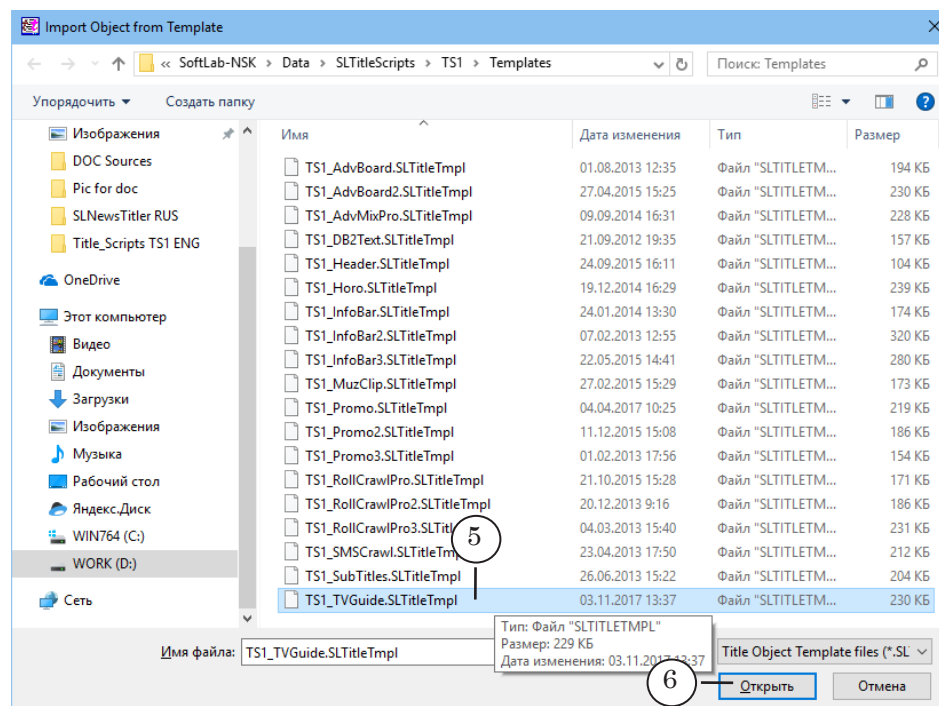
When starting the script the size and placement of the Text1 and Pict1 title elements is automatically set as identical to the Text0 and Pict0 title elements, accordingly.

5. General procedure of object usage

1. Preliminary preparation:
 - prepare the program schedule and channel logotype files;
 - prepare a style collection file (*.efc). For instructions on creating a style collection, see the «[ForwardTitling. Graphic Editor](#)» user's guide.
2. In the FDTitleDesigner program create a new or open an existing title project to which the title object with the TS1_TVGuide script needs to be added.
3. To load a title object with the script into a project: select Import Object Template...(2) in the File (1) menu or open the context menu of the Object tree panel (3) by right-clicking it, and select Import Object Template...(4).



4. In the opened window select the TS1_TVGuide.SLTitleTmpl file (5) and press Open (6).

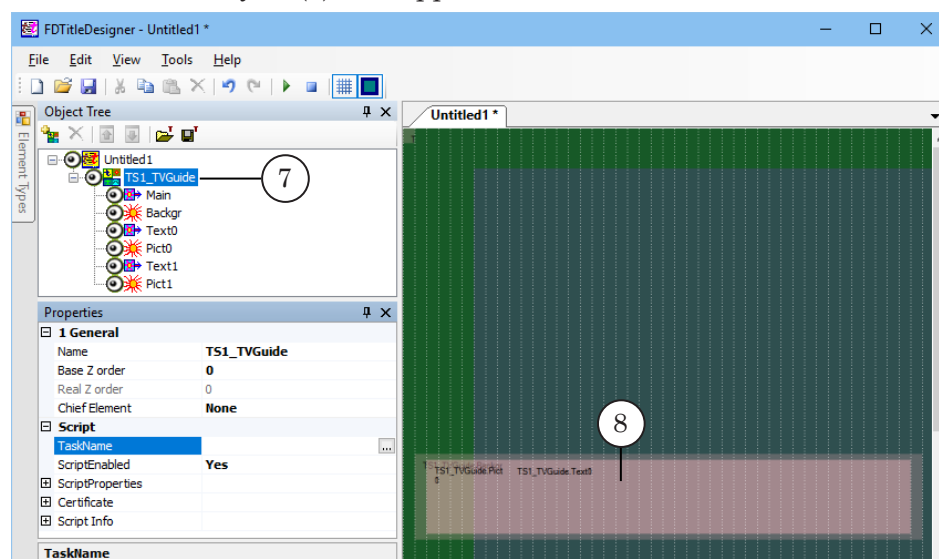


5. The title object with the TS1_TVGuide script will be added to the title project:

- a license warning will automatically appear, which can be close by pressing OK;

✓ **Important:** After loading the script-object into the project the warning will appear regardless of whether the computer has a license to use the script-object library (see the «General information» section, «Script object without a source code» paragraph).

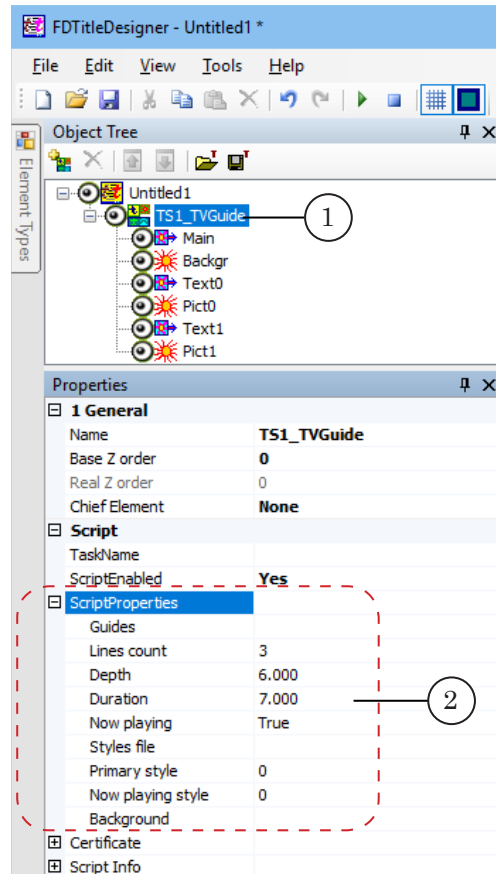
- the added TS1_TVGuide object (7) and its elements will appear in the Object tree;
- all of the title elements of the TS1_TVGuide script object (8) will appear on the work field.





✓ **Important:** It is impossible to change the contents, types, and names of the title elements contained within the script-object. It is possible to name of the title object with the script.

6. To start configuring the script parameters left-click the title element with the TS1_TVGuide script (1) in the Object tree.



7. Set the script parameters (2):
 - Guides – set the path to the folder containing the program schedule files;
 - Lines count – the amount of programs from the schedule displayed in the titles;
 - Depth – the time period (in hours) for which the program list is created;
 - Duration – the time the program list is displayed in the titles;
 - Now playing – should a message with the current program be displayed:
 - True – yes;
 - False – no;
 - Styles file– full path to file with style collection (*.efc);
 - Primary style – style index for the text of the program list;



- Now playing style – style index for the text of the current program;
 - Background – full path to the file containing the background image.
8. If necessary, configure the title elements designed to display the program list text by selecting the Text0 title element in the Object tree.
Set the necessary position and size and configure any other settings of the Text0 title element.



Tip: You do not need to configure the Text1 title elements as when starting the script its settings are automatically set to the values of the Text0 title element.

9. If necessary, configure the title elements designed to display the channel logotypes by selecting the Pict0 title element in the Object tree.
Set the necessary position and size and configure any other settings of the Pict0 title element.



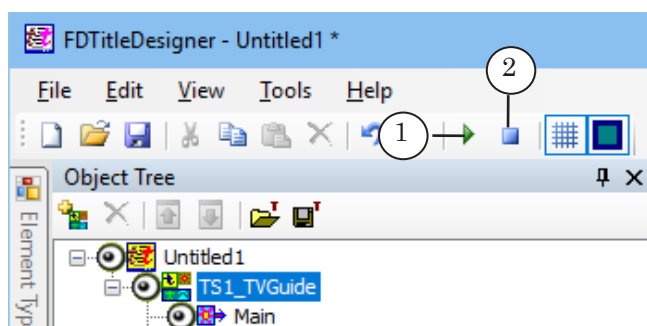
Tip: You do not need to configure the Pict1 title elements as when starting the script its settings are automatically set to the values of the Pict0 title element.

10. If it is necessary for the program list to have a background, select the Backgr title element in the Object tree and configure it.
11. Save the project.

6. Preview

You can preview the work of the title object with the TS1_TVGuide script in the FDTTitleDesigner program using the preview mode.

1. Set up the script object (see the «5. General procedure of object usage» paragraph).
2. To start the preview, press Start preview (1).
3. To stop the preview, press Stop preview (2).





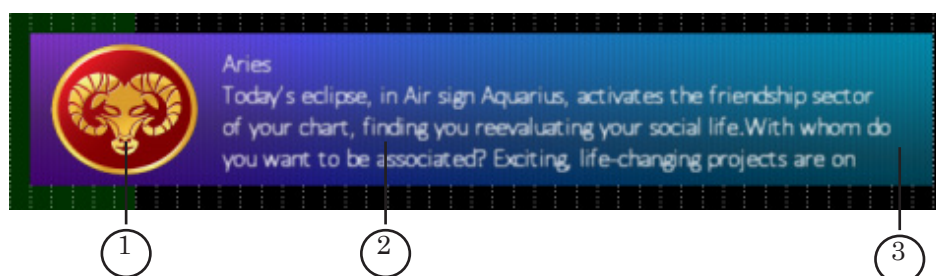
TS1_Horo - displaying a horoscope

1. Purpose

The TS1_Horo script is designed to display a horoscope for all of the zodiac signs in the titles.

For each zodiac sign the following are displayed:

- an image (1);
- the horoscope text (2)
- the background image (3).



For the script to work the following needs to be prepared beforehand:

- a text file, containing the horoscopes for all of the zodiac signs (for a full description see «2.1. Task file» paragraph);
- a graphical file with the image of each zodiac sign (for a full description see «2.2. Files with zodiac sign images» paragraph).

The display order of the zodiac signs is set by their order in the text file.

The display time of the horoscopes is set by the user and is the same for all the zodiac signs. If there isn't enough time left before the end of the schedule in FDO nAir to display a horoscope for a zodiac, the display of that zodiac's horoscope will be delayed until the next time the script starts.

The script has the option to include a background.

2. Data sources for the scripted object

2.1. Task file

The TS1_Horo script uses a task file as the source of data - a text file that contains the texts of all the horoscopes for all of the zodiac signs.

The task file contains lines of two kinds:

- identifiers;
- lines with horoscope text.



The identifier lines are not meant to be displayed, and are used by the script to determine the name of the graphical file which needs to be displayed along with the text under the identifier.

An identifier line should have the following format:

Space Identifier

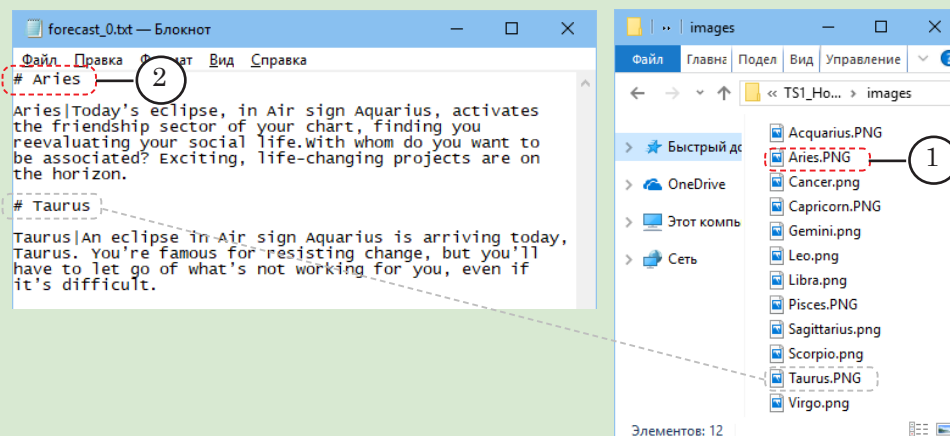
where:

- # – required symbol #;
- Space – a space;
- Identifier – the name of the graphical file (without its extension) that contains the image with the corresponding zodiac sign.



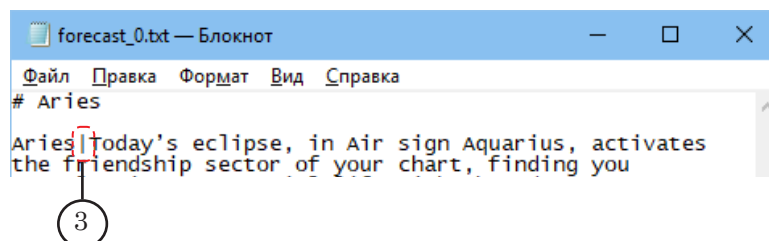
Example: Let's say that the image for the Aries zodiac sign is saved in the Aries.png file (1). Then the identifier in the task file should have the following format: # Aries (2).

The image below displays a fragment of the task file, opened in Notepad, and the folder with the graphical files.



The horoscope text for one zodiac sign needs to be contained within one line (paragraph).

In the lines with the horoscope text, the places where the text needs to transfer to a new line need to be marked with «» (3).



The use of formatting tags and substitution files is allowed in the task file.



For more information on substitution files, see the «Substitution file» section of the «Title Script Objects.General Information» user’s guide.

For more information on using tags see the «Tags of Formatting» subsection in the «Additional sections» section in the «[FDTitleDesigner. Title Project Editor](#)» user’s guide.

2.2. Files with zodiac sign images

Files with the images of the zodiac signs are prepared by the user and can be the following formats: TGA, BMP, DIB, PNG, JPG.

When naming the files it is important to keep in mind that they’ll be used in the text of the task file of the script in the indicator lines (see the «2.1. Task file» paragraph).

All files with the zodiac sign images used by a single script object need to be saved into a single folder with the name images (letter case isn’t important).

- ✓ **Important:** The name of the folder for storing logotypes – images – is set in the script code. No other name will work with the script.
- ✓ **Important:** The images folder and the script task file need to be saved in the same folder.

3. Title elements of the object

3.1. Element list

The table lists the title elements contained in the title objects with the TS1_Horo script as well as their type and their purpose.

Name:	Type:	Role:
Main	Caption	Service element
Text0, Text1	Caption	Displaying horoscope text
Pict0, Pict1	Image	Displaying zodiac sign images
Backgr	Image	Displaying the background

3.2. Size and placement

The size and placement of the Text0 and Pict0 title elements determines the size and placement of the rest of the Text1 and Pict1 title elements.

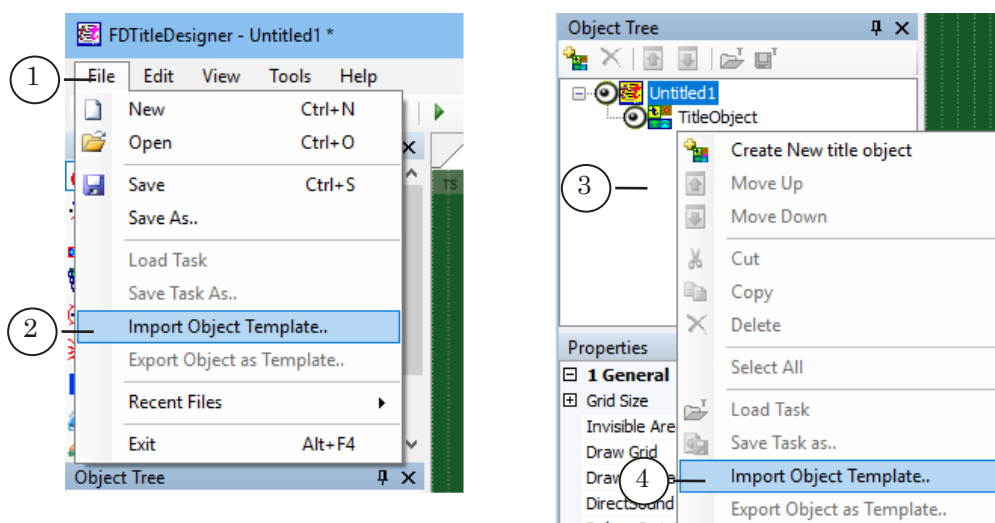


3.3. Things to note when configuring

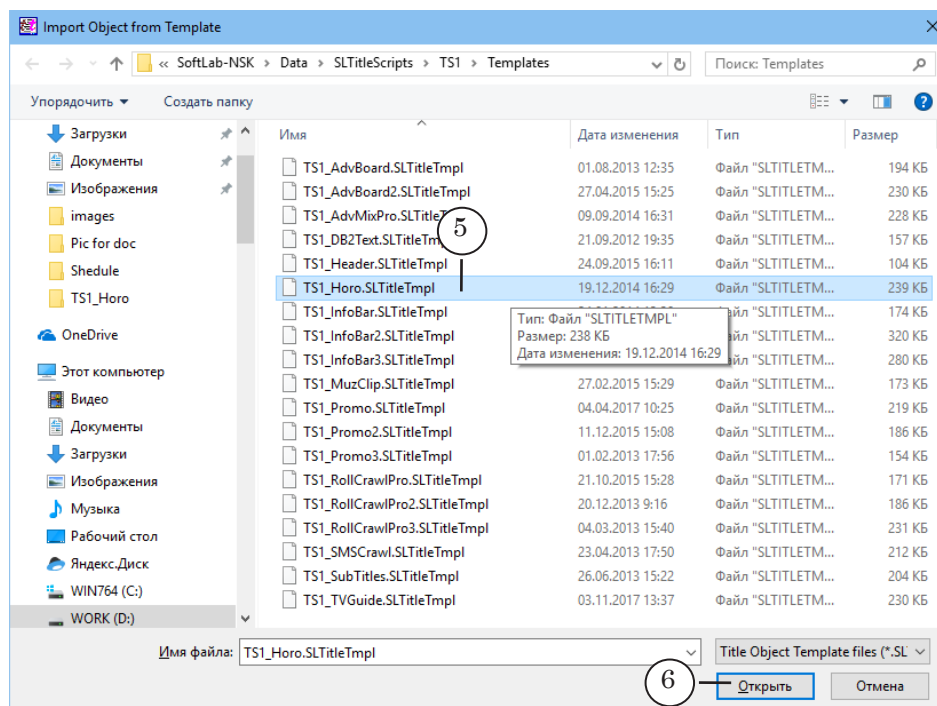
When starting the script the size and placement of the Text1 and Pict1 title elements is automatically set as identical to the Text0 and Pict0 title elements, accordingly.

5. General procedure of object usage

1. Preliminary preparation:
 - prepare the task file with the horoscope texts and the files with the zodiac sign images;
 - prepare a text formatting style file (*.efc). For instructions on creating a style collection see the «[ForwardTitling. Graphic Editor](#)» user's guide;
 - if necessary, prepare a substitution file.
2. In the FDTitleDesigner program create a new or open an existing title project to which the title object with the TS1_Horo script needs to be added.
3. To load a title object with the script into a project: select Import Object Template...(2) in the File (1) menu or open the context menu of the Object tree panel (3) by right-clicking it, and select Import Object Template...(4).



4. In the opened window select the TS1_Horo.SLTitleTpl file (5) and press Open (6).

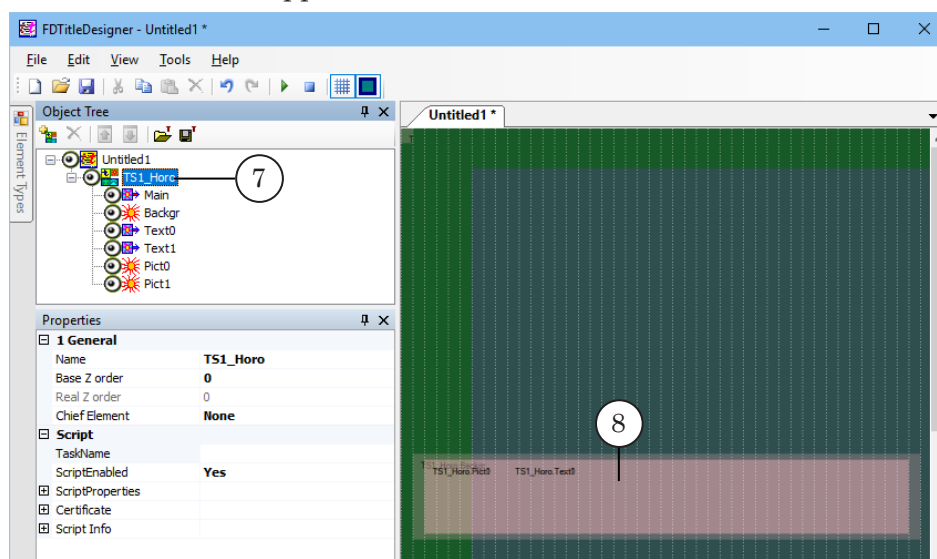


5. The title object with the TS1_Horo script will be added to the title project:

- a license warning will automatically appear, which can be close by pressing OK;

✓ **Important:** After loading the script-object into the project the warning will appear regardless of whether the computer has a license to use the script-object library (see the «General information» section, «Script object without a source code» paragraph).

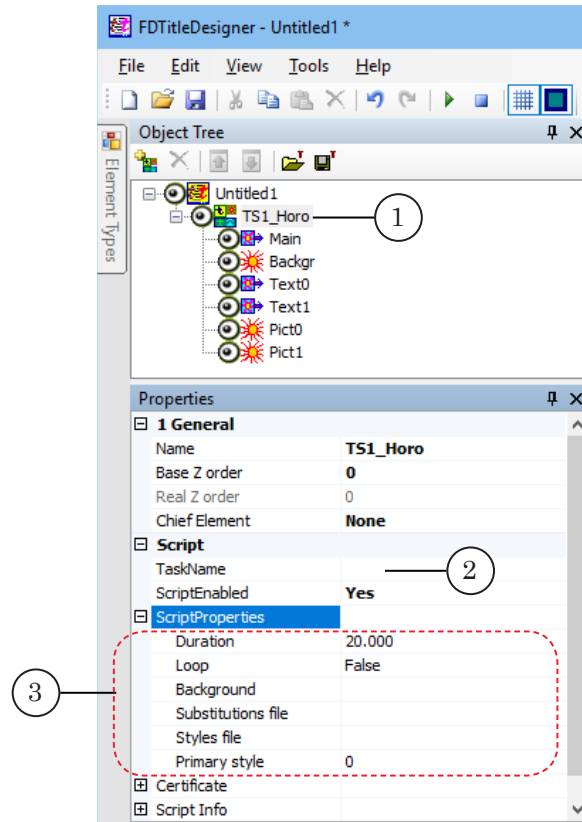
- the added TS1_Horo object (7) and its elements will appear in the Object tree;
- all of the title elements of the TS1_Horo script object (8) will appear on the work field.





✓ **Important:** It is impossible to change the contents, types, and names of the title elements contained within the script-object. It is possible to name of the title object with the script.

6. To start configuring the script parameters left-click the title element with the TS1_Horo script (1) in the Object tree.



7. In the Task Name line (2) set the full path to the task file.

8. Configure the script parameters (3):

- Duration – the display duration of a single zodiac sign's horoscope (seconds);
- Loop – cycling the task file:
 - True – allow cycling;
 - False – no cycling;
- Background – full path to the file containing the background image;
- Substitution file – full path to the substitution file;
- Styles file – full path to file with style collection (*.efc);
- Primary style – style index for the horoscope text.

9. If necessary, configure the title elements designed to display the horoscope text by selecting the Text0 title element in the Object tree.



Set the necessary position and size and configure any other settings of the Text0 title element.



Tip: You do not need to configure the Text1 title elements as when starting the script its settings are automatically set to the values of the Text0 title element.

10. If necessary, configure the title elements designed to display zodiac sign images by selecting the Pict0 title element in the Object tree.

Set the necessary position and size and configure any other settings of the Pict0 title element.



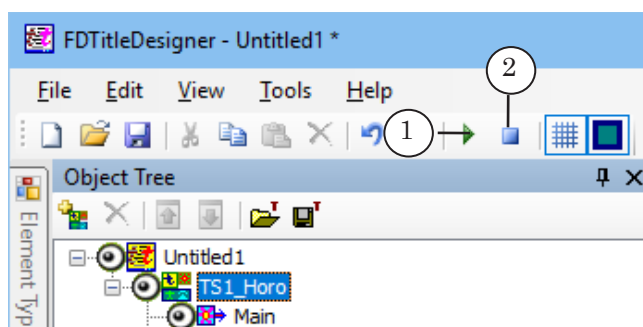
Tip: You do not need to configure the Pict1 title elements as when starting the script its settings are automatically set to the values of the Pict0 title element.

11. If it is necessary for horoscope text to have a background, select the Backgr title element in the Object tree and configure it.
12. Save the project.

5. Preview

You can preview the work of the title object with the TS1_Horo script in the FDTTitleDesigner program using the preview mode.

1. Set up the script object (see the «5. General procedure of object usage» paragraph).
2. To start the preview, press Start preview (1).
3. To stop the preview, press Stop preview (2).





TS1_DB2Text – ads from a database

1. Purpose

A title object with the TS1_DB2Text script is used to display text in the crawl line automatically, from a database.

The object can interact with databases working under different DBMS.

Connecting to a database is done through the ODBC driver, using the SQL language. The query string for connecting to the database is formed by the user (for more information see «2. Data source for the scripted object» paragraph below).

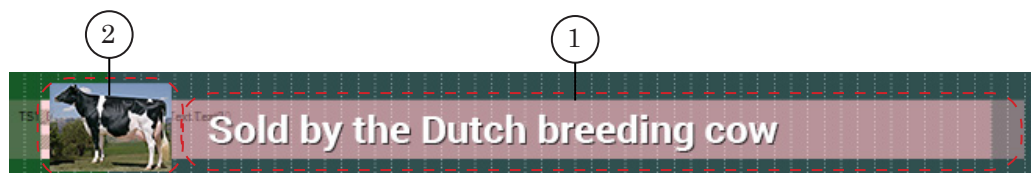
The script is designed to display ads that consist of the following elements:

- main text (required element);
- additional text (nonrequired element);
- banner (image, nonrequired element).

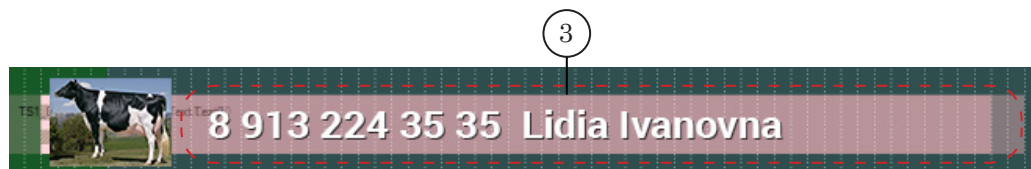
In the database, each ad element must be contained in a separate field.

The basis of displaying an ad is as follows:

- displaying the main and additional text is done successively – first the main text, then the additional one;
- the main text is displayed as a crawl line;
- the banner (2) starts displaying simultaneously with the main text (1);



- the additional text (3) is displayed after the main text is gone from the screen. The direction of the additional text's crawl is set by the user;

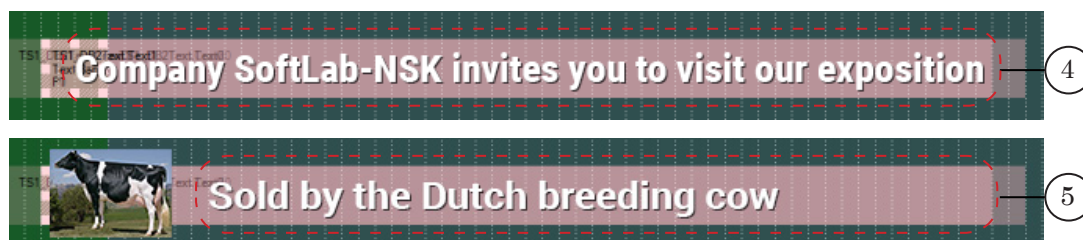


- after crawling onto the screen the additional text stays immobile on screen for a specified time before crawling offscreen;
- the banner stops displaying simultaneously with the additional text.

For displaying ads with and without banners, the script uses different sets of title elements, whose size and placement can



be set. As such, the location of the main text display with a banner (5) can be different than one without a banner (4).



2. Data source for the scripted object

2.1. Database

In the database the main and additional text must be contained within different fields.

For banners the database needs to contain the full paths to the picture files.

2.2. Task file

The source of data for the script is a table generated via requests to a database.

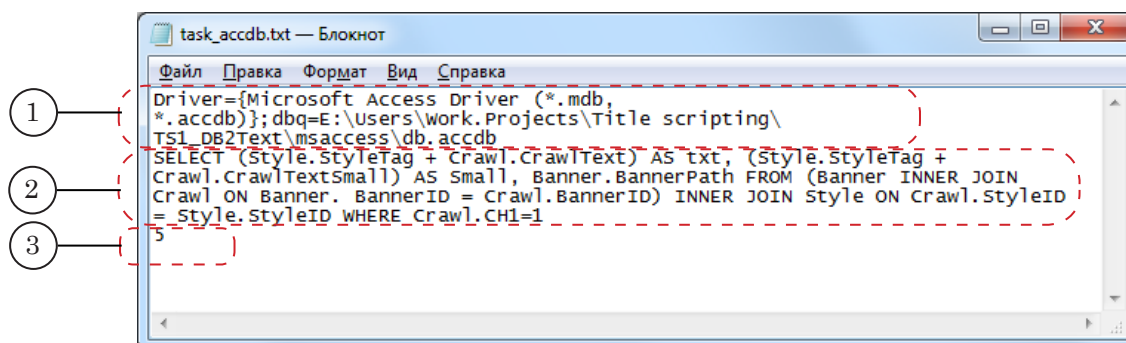
The requests are contained within the script task file.

The task file for script TS1_DB2Text is a text file (*.txt) with an arbitrary name.

The text file must consist of three lines (the sequential order is important!):

- first line – string with a command to connect to the database using the ODBC driver;
- second line – string with request to the database in SQL (see below);
- third line – depth buffering, number (amount of lines).

The picture below shows an example of a task file, opened in Notepad. The numbers mark: (1) – first line, connecting to the database; (2) – second line, request to database; (3) – third line, depth buffering.





The first line of connecting to the database using the ODBC driver we recommend acquiring from the administrator of the database in question. The line can be created using resources on the Internet, for example the site: <http://www.connectionstrings.com>.

We also recommend getting the second line from the administrator of the database in question. The result of the request should be a generated table, containing the following columns (the order is important!):

- first column – main text of the ad – text of the crawl line. This column must contain data!
- second column – additional text of the ad. This column can be empty;
- third column – full path to the image file of the banner. This column can be empty.

The depth buffering is the minimal amount of lines in the generated table. The recommended value is 5–10.

3. Title elements of the object

3.1. List of elements

The table lists all the title elements contained within the TS1_DB2Text script, as well as their type and role.

Name:	Type:	Role:
Main	Caption	Service element
Crawl0	Caption	Displaying the main text with a banner
Text0	Caption	Displaying the additional text with a banner
BanP0	Image	Displaying the banner
Crawl1	Caption	Displaying the main text without a banner
Text1	Caption	Displaying the additional text without a banner
BanP1	Image	Service element

3.2. Size and placement

All of the title elements of the TS1_DB2Text can have their size and placement set, as well as other settings.

4. Log file

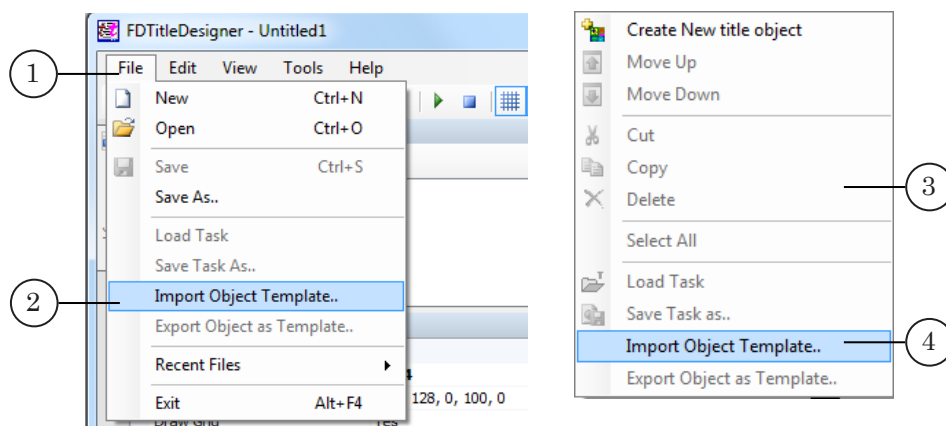
The TS1_DB2Text script can record various information about the ads it displayed in a log file.

For a description of the log file, see section «TS1_RollCrawlPro – displaying separate parts of a text ad in different text fields», paragraph «4. Log file».

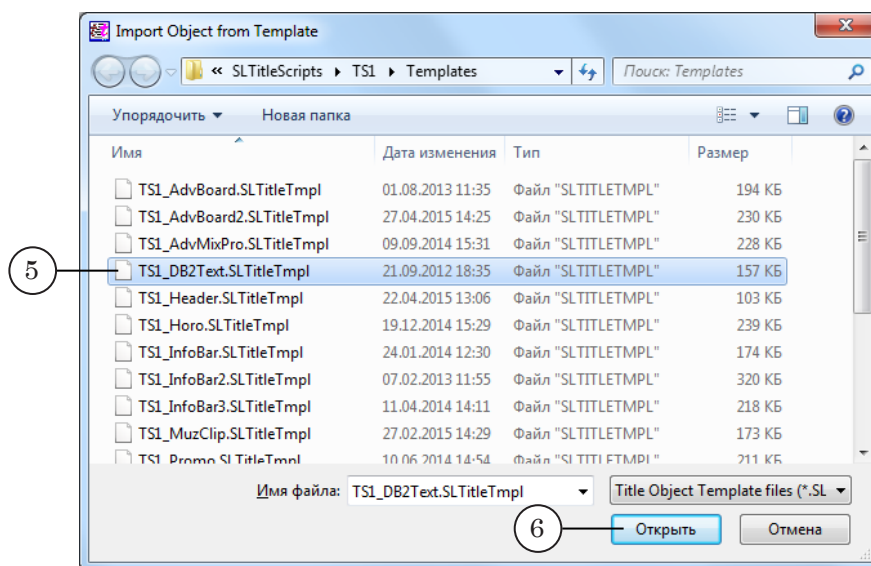


5. General procedure of object usage

1. Preliminary preparation:
 - prepare the style file for the main and additional text (*.efc). For instructions on creating a file with a style collection, see the «[ForwardTitling. Graphic Editor](#)» user's guide;
 - create a task file.
2. In the FDTitleDesigner program create a new title project or open a previously created one that needs a title script to be added.
3. To import a title object with a script into the project, in the File menu (1) select Import Object Template command (2) or open the context menu (3) right-clicking on the FDTitleDesigner Object Tree panel and select the Import Object Template command (4).



4. In the opened window select the TS1_DB2Text.SLTitleTmpl file (5) and press Open (6).



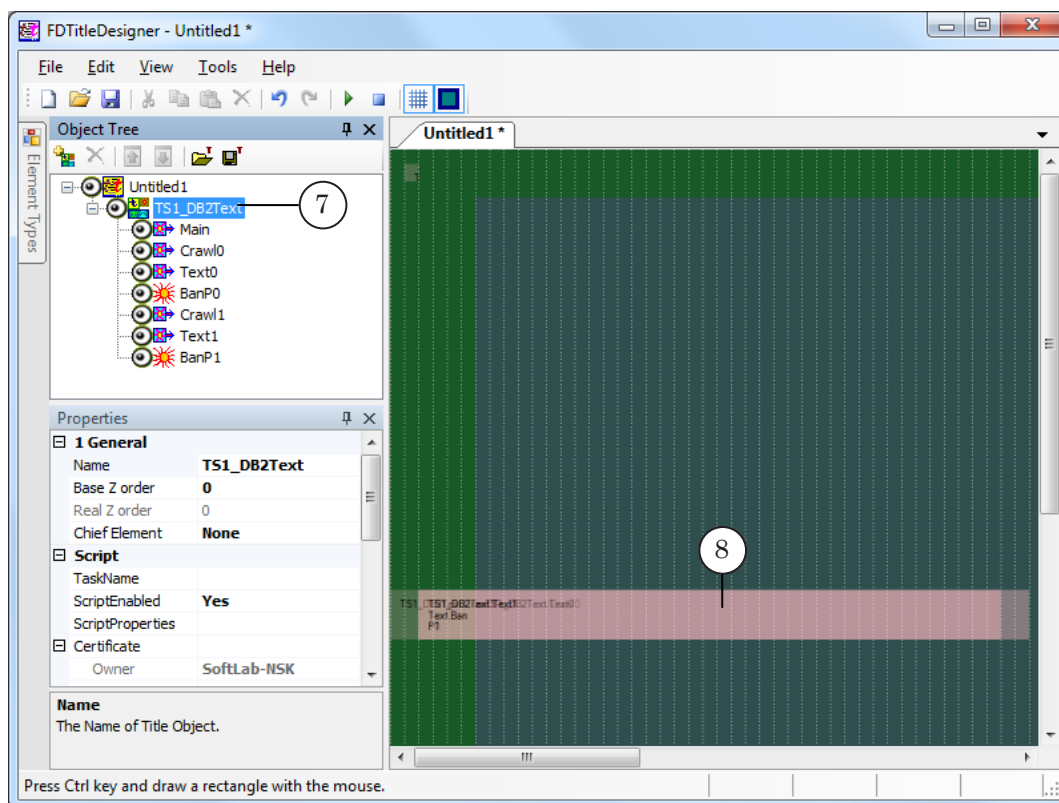


5. The title object with the TS1_DB2Text script will be imported into your project:

- a notification about licenses will automatically open, close it by pressing OK;

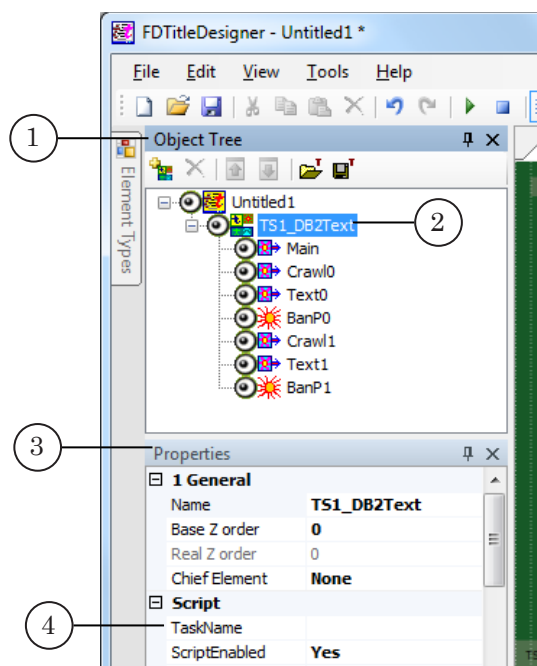
✓ **Important:** After importing the title object the notification will open regardless of whether or not your computer contains the licenses to use the title library (see the «General information» section, «Script object without a source code» paragraph, «Licenses for using script object libraries» subparagraph).

- in the Object Tree window the imported TS1_DB2Text object (7) with all its elements will be displayed;
- the title elements contained within the TS1_DB2Text script object will be displayed on the working area. Immediately after the import all of the title elements will have their size and placement (8) set according to the template.

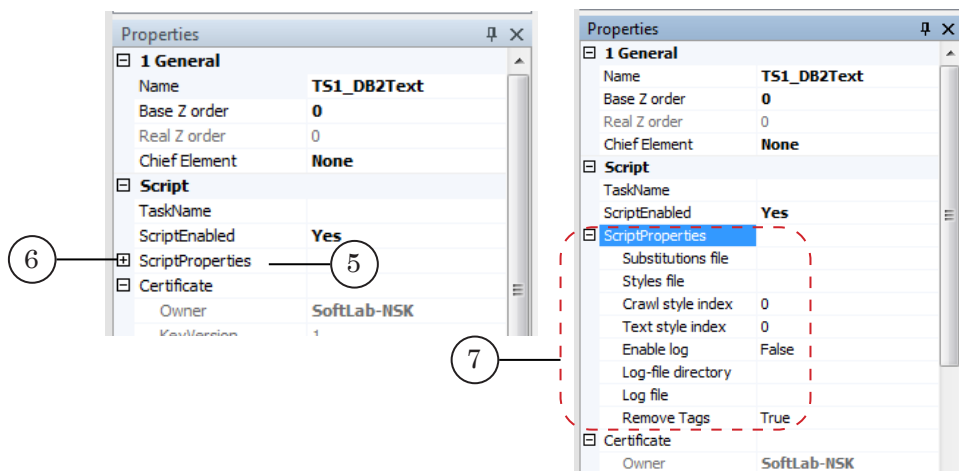


✓ **Important:** You cannot change the content, type or names of the title elements contained within the script. You can change the name of the title object containing the script.

6. To start setting up the script parameters, in the Object Tree window (1) click on the name of the TS1_DB2Text object (2).



7. In the Properties window (3), TaskName line (4) fill in the full path to the task file of the script.
8. If the ScriptProperties list (5) is folded, press the + symbol (6) to unfold it (7).



9. Set up the script parameters:
 - Substitution file – full path to the substitution file (see the «Substitution file» section of the «Title Script Objects.General Information» user’s guide);
 - Styles file – full path to the style collection file (*.efc);
 - Crawl style index – style index for the main text;
 - Text style index – style index for the additional text;
 - Enable log – whether or not to allow the recording of the ads to a log file:
 - True – allow;
 - False – deny;

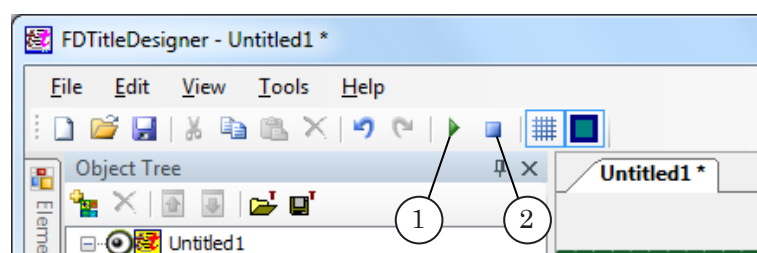


- Log-file directory – full path to the folder, in which the log files will be recorded;
 - Log file – file name prefix – set of characters that will be automatically added to the log file name;
 - Remove Tags – whether or not to allow tags in the log files if they are present in the task file:
 - True – the tags are ignored;
 - False – the tags are processed.
10. Set up the title elements, designed for displaying the main text of the ad:
 - Crawl0 – for ads with a banner;
 - Crawl1 – for ads without a banner.
 11. Set up the title elements, designed for displaying the additional text of the ad:
 - Text0 – for ads with a banner;
 - Text1 – for ads without a banner.
 12. Set up the title element, designed for displaying banners – BanP0.
 13. Save the project.

6. Preview

You can preview the work of the title object with the TS1_DB2Text script in the FDTTitleDesigner window using the preview mode.

1. Set up the script object (see the «5. General procedure of object usage» paragraph).
2. To start the preview, press Start preview (1).
3. To stop the preview, press Stop preview (2).





TS1_SMSCrawl – displaying SMS messages via crawl line

1. Purpose

The TS1_SMSCrawl script is designed to display a crawl line for SMS messages.



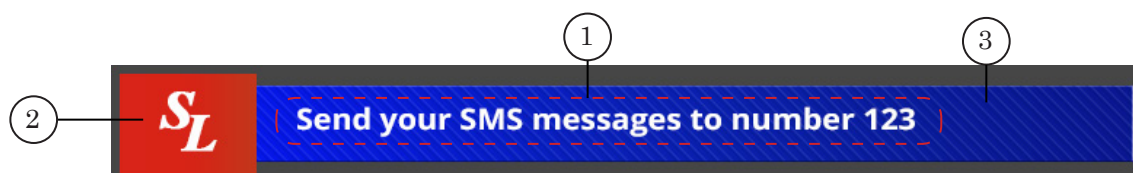
Using the TS1_SMSCrawl script you can display the following kinds of messages:

- regular SMS messages;
- VIP SMS messages;
- service messages.

A specific text decoration style can be set for each kind of message. The style is saved in the style collection file.

Using the TS1_SMSCrawl script you can display the following elements simultaneously:

- message text;
- logotype (image or video);
- background image.



The placement of the elements is determined by the user.

The basis of the work of the script:

- the script checks the folder containing VIP SMS messages for any new messages. If the script detect any new messages it does the following:
 - copies the messages into the buffer;
 - deletes the original message files;
 - displays the messages;
- if the folder containing VIP SMS messages does not have any new messages, the script proceeds to the folder with regular SMS messages;
- if the folder with regular SMS messages contains any new messages then the script does the following:
 - copies the messages into the buffer;
 - deletes the original message files;
 - displays the messages;
- if the folder with regular SMS messages does not contain any new messages, the script displays one



service message and then starts checking the VIP messages folder again.

Displaying service messages is done sequentially – the script remembers what service message has been displayed last, and if it is necessary to display a service message again, displays the next one. Files containing service messages are not deleted.


2. SMS message files

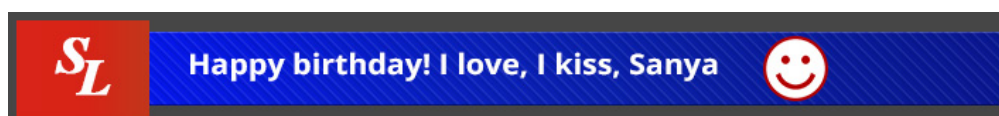
Each SMS message (regular, VIP, or service) must be saved in a separate text file with the sms or txt extension, using the Unicode or ANSI coding.

The different kinds of messages must be saved in separate folders. In other words, all files containing regular SMS messages must be contained in one folder, all files containing VIP SMS messages in another, and all service SMS messages in a third one.

3. Substitution file

The TS1_SMSCrawl script can work with a substitution file.

The substitution file is used to automatically replace certain symbol sequences with images, for example replacing the symbols «:))» with an image .



For more information on using and creating a substitution file, see the «[FDTitleDesigner. Title Project Editor](#)» user’s guide.

4. Title elements of the object

4.1. List of elements

The table lists all the title elements contained within the TS1_SMSCrawl script, as well as their type and role.

Name:	Type:	Role:
Main	Caption	Service element
Backgr	AnimLogo	Displaying background image
Logo	AnimLogo	Displaying logotype (video or image)
Text0, Text1, Text2	Caption	Displaying SMS messages



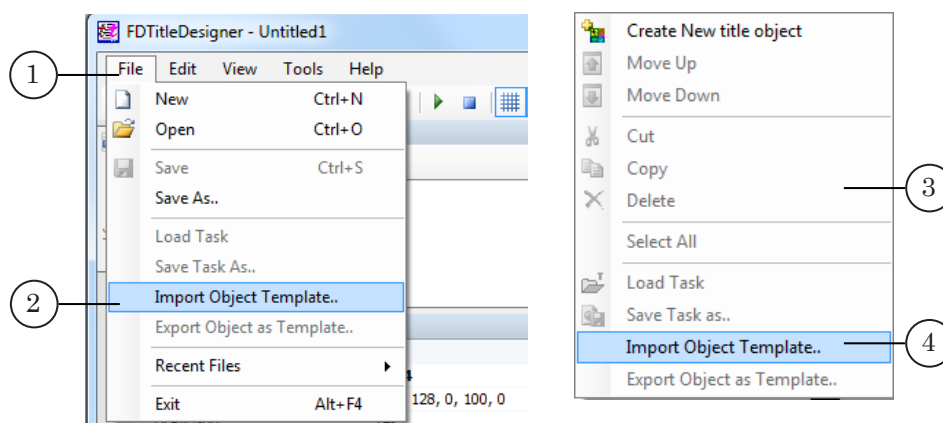
4.2. Size and placement

When the script starts, the Text0, Text1, and Text2 elements will be assigned the parameters of the Main element.

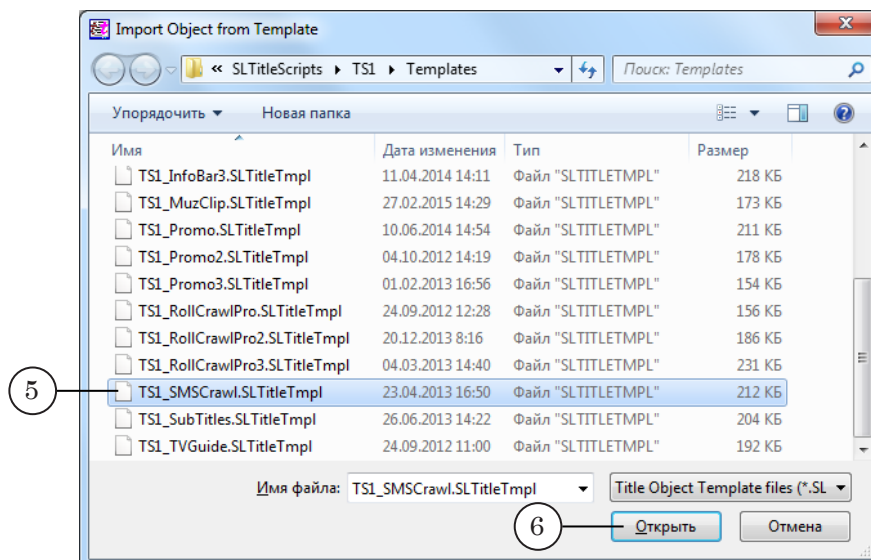
The rest of the TS1_SMSCrawl script elements can have their parameters assigned individually.

5. General procedure of object usage

1. Preliminary preparation:
 - prepare the recording of VIP and regular SMS messages into separate folders;
 - in a separate folder prepare the files containing service SMS messages;
 - prepare a style file for the SMS messages (*.efc). For instructions on creating a file with a style collection, see the «[ForwardTitling. Graphic Editor](#)» user's guide;
 - if necessary, prepare an image file with the background image and the logotype file;
 - if necessary, prepare substitution file and images for replacement of symbols.
2. In the FDTitleDesigner program create a new title project or open a previously created one that needs the TS1_SMSCrawl script to be added.
3. To import a title object with a script into the project, in the File menu (1) select Import Object Template command (2) or open the context menu (3) right-clicking on the FDTitleDesigner Object Tree panel and select the Import Object Template command (4).



4. In the opened window select the TS1_SMSCrawl.SLTitleTmp1 file (5) and press Open (6).

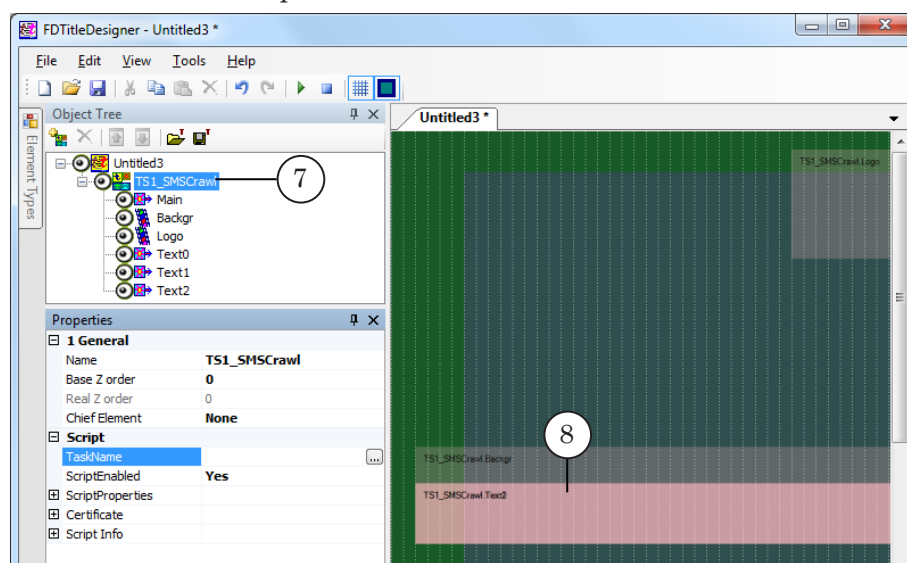


5. The title object with the TS1_SMSCrawl script will be imported into your project:

- a notification about licenses will automatically open, close it by pressing OK;

✓ **Important:** After importing the title object the notification will open regardless of whether or not your computer contains the licenses to use the title library (see the «General information» section, «Script object without a source code» paragraph, «Licenses for using script object libraries» subparagraph).

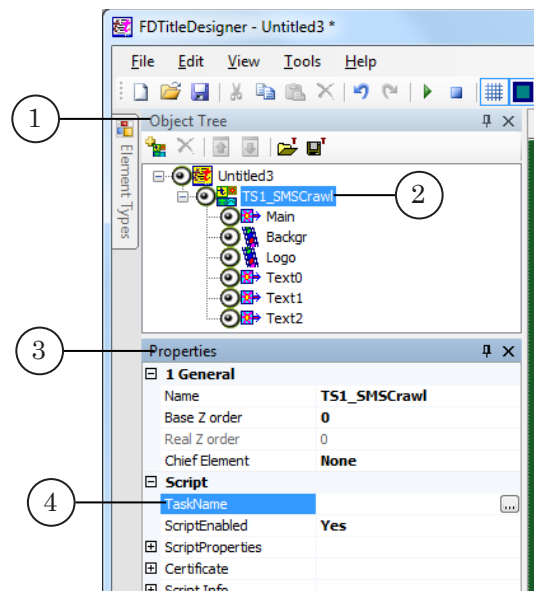
- in the Object Tree window the imported TS1_SMSCrawl object with all its elements will be displayed;
- the title elements contained within the TS1_SMSCrawl script object will be displayed on the working area. Immediately after the import all of the title elements will have their size and placement (8) set according to the template.





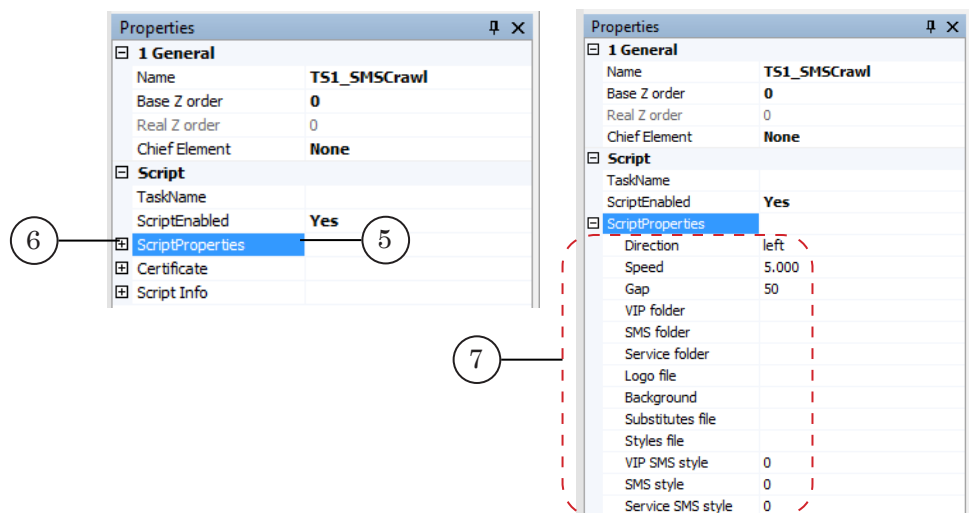
✓ **Important:** You cannot change the content, type or names of the title elements contained within the script.
You can change the name of the title object containing the script.

6. To start setting up the script parameters, in the Object Tree window (1) click on the name of the TS1_SMSCrawl object (2).



7. In the Properties window (3), TaskName line (4) fill in the full path to the task file.

8. If the ScriptProperties list (5) is folded, press the + symbol (6) to unfold it (7).



9. Set up the script parameters:

- Direction – the direction of the crawl line text;
- Speed – the speed of the text in pixels per frame;
- Gap – the distance in pixels between messages in the crawl line;



- VIP folder – full path to the folder containing VIP SMS messages;
- SMS folder – full path to the folder containing regular SMS messages;
- Service folder – full path to the folder containing service SMS messages;
- Logo file – full path to the file containing the logotype;
- Background – full path to the file containing the background image;
- Substitutes file – full path to the substitution file (see paragraph 3 above);
- Styles file – full path to the style collection file (*.efc);
- VIP SMS style – style index of the style used to format VIP messages;
- SMS style – style index of the style used to format regular messages;
- Service SMS style – style index of the style used to format service messages.

10. Set the size and placement of the title elements:

- the Text0, Text1, and Text2 elements will be assigned the parameters of the Main element, so only the Main parameters need to be set up. In order for all of the object elements to take on the Main element's size and placement, press Start preview, and then Stop preview;
- the size and placement of the Backgr and Logo elements do not depend on any other element and can be set arbitrarily.

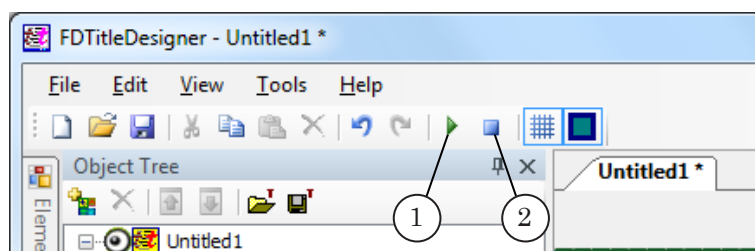
11. If necessary, adjust the additional settings of the title elements.

12. Save the project.

6. Preview

You can preview the work of the title object with the TS1_SMSCrawl script in the FDTTitleDesigner window using the preview mode.

1. Set up the script object (see the «5. General procedure of object usage» paragraph).
2. To start the preview, press Start preview (1).
3. To stop the preview, press Stop preview (2).





TS1_SubTitles – automatic display of subtitles

1. Purpose

The TS1_SubTitles script is designed to automatically display subtitles for videos being played in the FDO nAir program.



The subtitles can be displayed on a simple one-color background.

In order for subtitles to be displayed using the TS_SubTitles script, the following conditions must be met:

- the files containing the subtitles must have been formatted according to the «2. Data source for the scripted object» paragraph;
- the files containing the video and subtitles must be contained in the same folder and have identical file names, for example illusionist.avi and illusionist.srt;
- the FDO nAir program must be running a title project containing the TS_SubTitles script;
- the TS_SubTitles script must be active.

The basis of the work of the script:

- a few seconds before the FDO nAir program receives the Play video command, the script receives the name of the video which needs to be played;
- the script searches for the subtitle file in the folder containing the video;
- if the subtitle file is present, then the script will display subtitles when the video is played.



The display of subtitles is carried out by following these rules:

- if in the srt file the phrase text is divided into lines (paragraphs), then displaying the text this division is preserved;
- the text is rendered using the style set in the script parameters;
- if the text of a phrase does not fit in the subtitle display section, then only the visible part of the text will be displayed.

2. Data source for the scripted object

The TS_SubTitles uses a task file as the source of data.

A TS_SubTitles task file is a text file with an srt extension that contains the subtitles.

The file text has to have the following format:

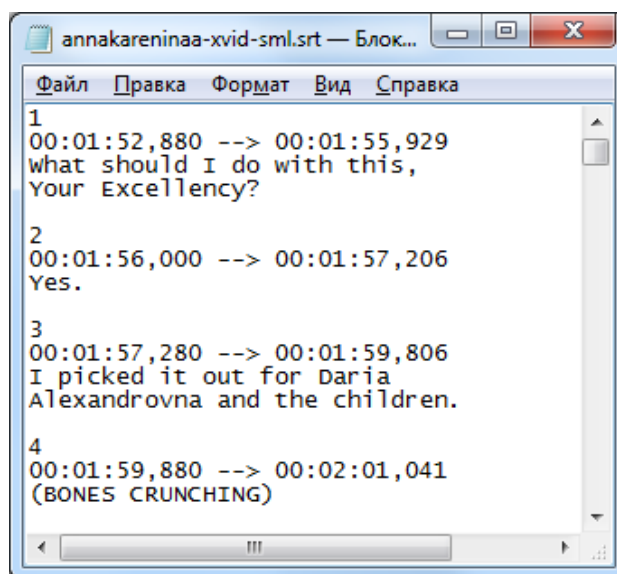
```
Phrase_number  
Start_time -> Stop_time  
Phrase text (one or several lines)  
Empty line
```

Where:

- **Phrase_number** – ordinal number of the phrase, starts from 1;
- **Start_time** – time that the phrase starts displaying (counting from the start of the video);
Format – hours:minutes:seconds,milliseconds
(hh:mm:ss,ms);
- **->** – required set of symbols;
- **Stop_time** – time that the phrase stops displaying;
Format – hours:minutes:seconds,milliseconds
(hh:mm:ss,ms);
- **Phrase text (one or several lines)** – the text that will be displayed. If the phrase consists of several lines (it is divided via line feed), the division is preserved;
- **Empty line** – an empty line.



The following image shows an example task file with subtitles opened in Notepad.



3. Title elements of the object

3.1. Set of elements

The table lists all the title elements contained within the TS_SubTitles script, as well as their type and role.

Name:	Type:	Role:
Main, Srvc	Caption	Service Elements
Text0, Text1	Caption	Displaying text

3.2. Size and placement

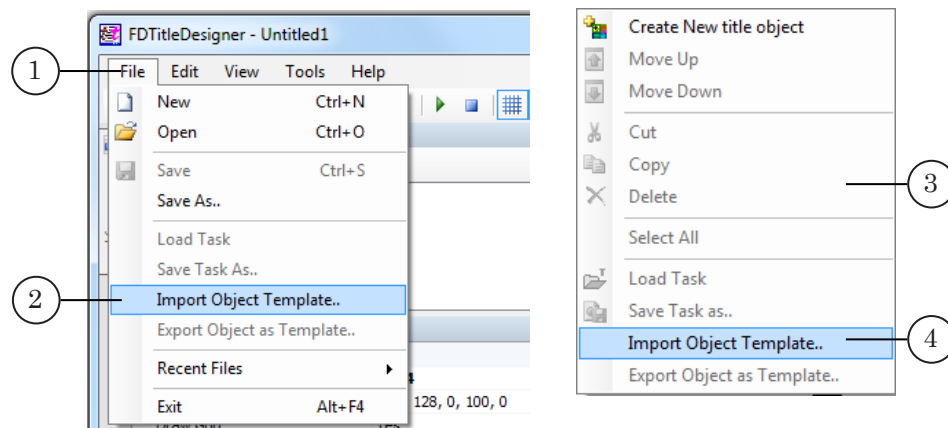
When the script starts, all of the title elements are automatically assigned the size and placement of the Main element.

4. General procedure of object usage

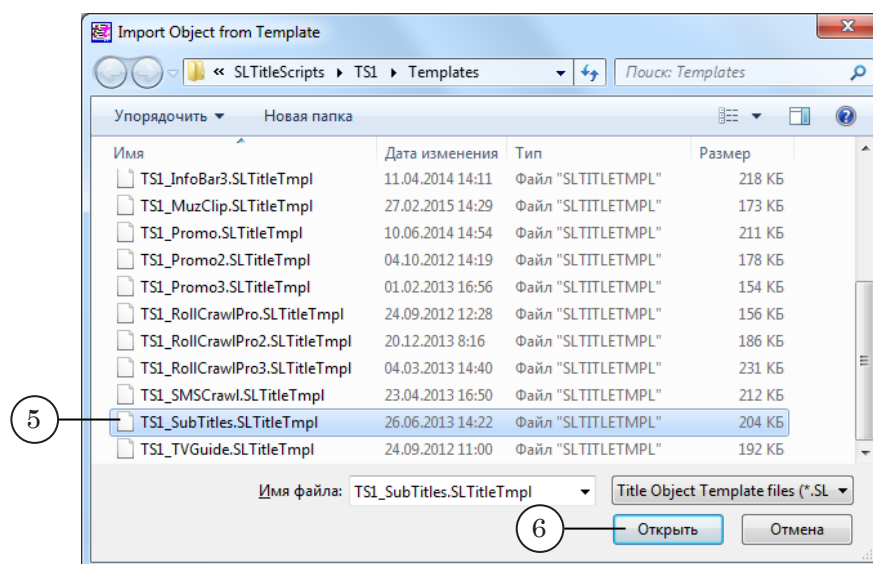
1. Preliminary preparation:
 - prepare a task file for the script – the file containing the subtitles (see the «2. Data source for the scripted object» paragraph),
 - prepare a style file for the subtitles (*.efc). For instructions on creating a file with a style collection, see the «[ForwardTitling. Graphic Editor](#)» user's guide.
2. In the FDTitleDesigner program, create a new title project, or open a previously created one that needs the TS_SubTitles title script to be added.



3. To import a title object with a script into the project, in the File menu (1) select Import Object Template command (2) or open the context menu (3) right-clicking on the FDTTitleDesigner Object Tree panel and select the Import Object Template command (4).



4. In the opened window, select the TS1_SubTitles.SLTitleTmpl (5) file and press Open (6).



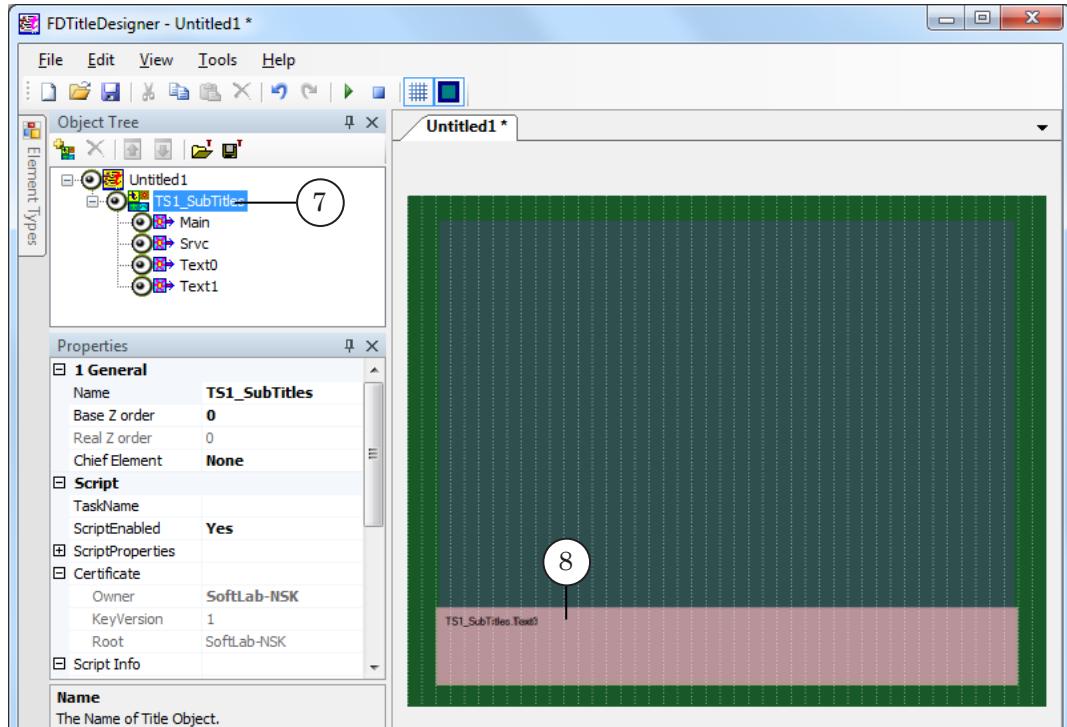
5. The title object with the TS_SubTitles script will be imported into your project.
 - a notification about licenses will automatically open, close it by pressing OK;

✓ **Important:** After importing the title object the notification will open regardless of whether or not your computer contains the licenses to use the title library (see the «General information» section, «Script object without a source code» paragraph, «Licenses for using script object libraries» subparagraph).

- in the Object Tree window the imported TS_SubTitles object (7) with all its elements will be displayed;

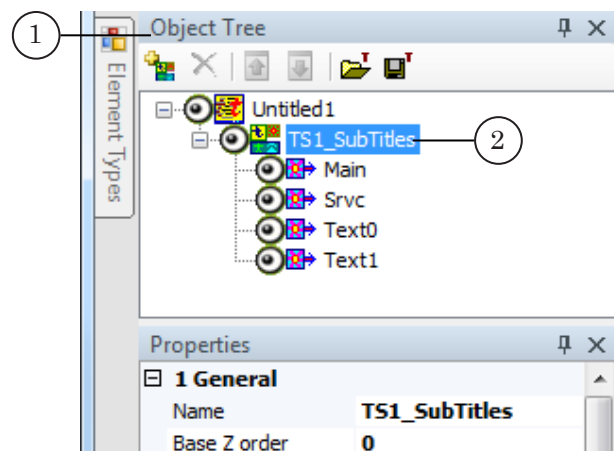


- the title elements contained within the TS_SubTitles script object will be displayed on the working area. Immediately after the import all of the title elements will have their size and placement (8) set according to the template.

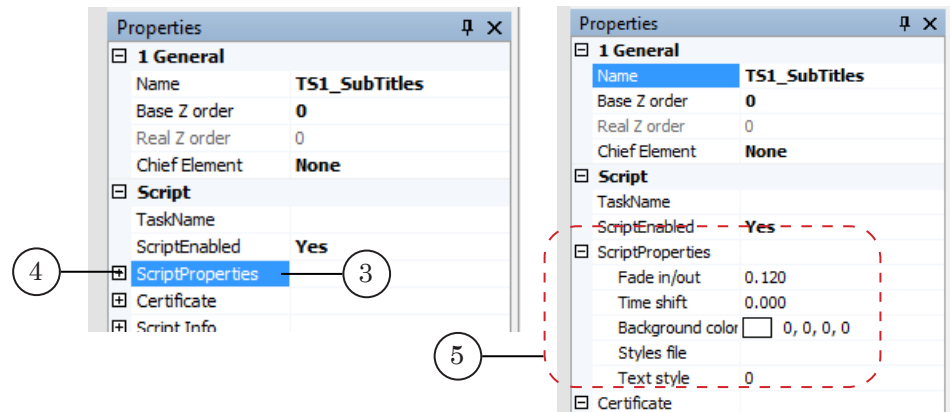


✓ **Important:** You cannot change the content, type or names of the title elements contained within the script. You can change the name of the title object containing the script.

6. To start setting up the script parameters, in the Object Tree window (1) click on the name of the TS1_SubTitles object (2).



7. If the ScriptProperties list (3) is folded, press the + symbol (4) to unfold it (5).

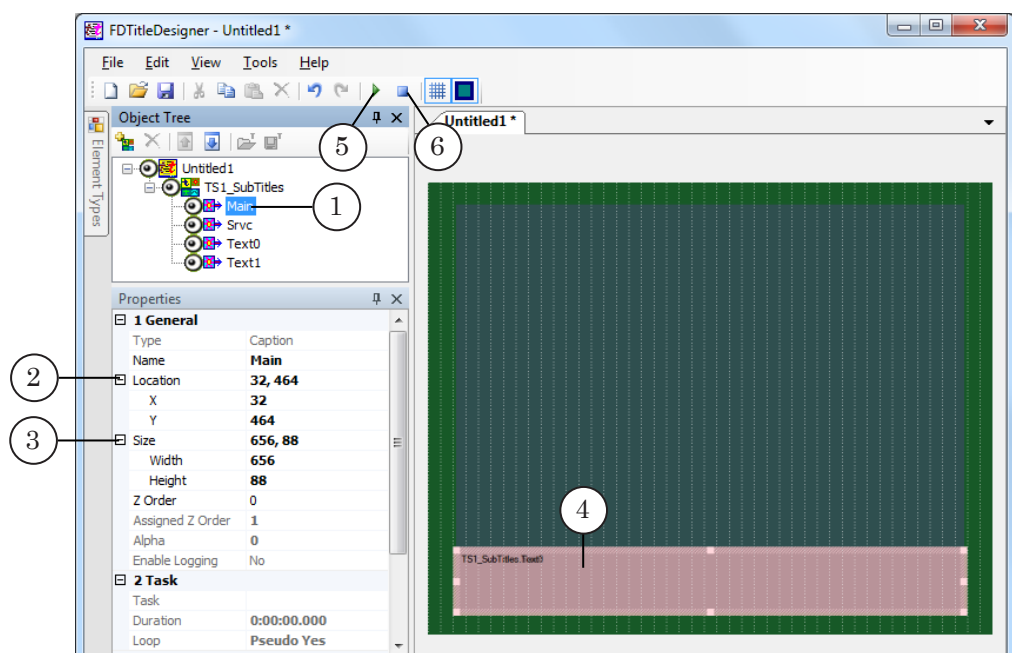


8. Set up the script parameters:

- Fade in/out – how long it takes for the subtitles to appear/disappear (seconds);
- Time shift – time shift of the subtitles displaying (seconds);
- Background color;
- Styles file – full path to the style collection file (*.efc);
- Text style – style index for the subtitles. Default value is set to 0.

9. After importing the script from the template, all elements will have the same size and placement.

If it is necessary to change the placement and/or size of the elements, the placement and/or size of the Main element must be changed, because when the script starts, all of the title elements are automatically assigned the size and placement of the Main element.



Procedure:

- click on the Main (1) element in the object tree;



- set the necessary values for the placement and size of the Main element using one of the following:
 - changing the Location (2) and Size (3) parameters in the Properties window;
 - changing the size and placement of the title element in the working area (4) using the mouse.
10. In order for all the script elements to take on the Main element's size and placement, press Start preview (5), and then Stop preview (6).
 11. Save the project.

5. Preview

The FDOOnAir program needs to be opened in order to preview the work of the TS1_SubTitles script. The preview can be done in the FDPReview or SLTitlePreview windows (for more information, see the «General information» section, «Preview» paragraph).

Procedure in the FDOOnAir program:

1. Make sure that the video and subtitle files are in the same folder and have the same names.
2. Load the title project containing the TS1_SubTitles script into FDOOnAir.
3. Turn on the TS1_SubTitles object using the button, or by adding a command into the schedule.
4. Add the commands to play the video you want the subtitles to be added to into the schedule.
5. Execute the schedule.



TS1_AdvBoard – displaying multiple line messages

1. Purpose

The TS1_AdvBoard script is designed to display multiple line messages successively.



The basis of the work of the script:

- all messages must be recorded in one file – a task file;
- the duration of each message is set by the user in the script settings (the duration is identical for all messages);
- after starting the script reads all the messages from the task file and starts successively displaying them;
- the user can edit the task file while the script is displaying the message. The edits will be displayed after the script reads the task file once again;
- it is possible to cycle the display of the messages from the task file. If the display is cycled, the script rereads the task file before displaying each message.

The TS1_AdvBoard script controls the following elements:

- message text:
 - the style in which the text is displayed is chosen from a style collection file, set in the script settings;
 - the message text appears/disappears using a smooth transition effect;
 - the duration of each message on screen is identical for all messages and is set by the user in the script settings;
- background for the text – can be a static image or video, the size and placement of which is set by the user. The background is identical for all messages and is displayed constantly while the script is running. Optional element;
- logotype – a static image or video. The size and placement is set by the user, and the logotype is



displayed constantly while the script is running.
Optional element.

2. Data source for the scripted object

The TS1_AdvBoard script uses a task file as the source of data. A TS1_AdvBoard task file is a text file (*.txt) that contains the message text.

The general appearance of the task file is as such:

```
###  
Message_Text_1  
###  
Message_Text_2  
###  
...
```

where:

- ### – marker that has to be placed in a line before each message. The marker can be set in the script Marker setting (default is ###);
- Message_Text_1, Message_Text_2... – text of a single message. If the message has line breaks set via the Enter key, they will be ignored when displaying the message. In order to break the message into paragraphs, use the <NL> tag.

The use of tags and substitution files is permissible in the task file.

For information on using substitution files see the «Substitution file» section of the «Title Script Objects.General Information» user's guide.

For more information on using tags, see the [«FDTitleDesigner. Title Project Editor»](#) user's guide.

The following image shows an example task file opened in Notepad.

```
AdsText.txt — Блокнот  
Файл Правка Формат Вид Справка  
#Real estate  
Studio Serviced Apartments for short left in London. Dial 0845 073 6632  
<st1>4 Bedroom house for Rent (Glasgow). Dial 0141 404 6789  
#Jobs  
Full Time English Teaching Position in China. Dial 86-22-58769306  
Earn money browsing the web!!! Dial 86-22-54837621  
#Education  
Linfuist for Afganistan. Dial 703 517 9005  
SAP SD online training. Dial +1973-619-0104
```



3. Title elements of the object

3.1. List of elements

The table lists all the title elements contained within the TS1_AdvBoard script, as well as their type and role.

Name:	Type:	Role:
Main	Caption	Service element
Backgr	AnimLogo	Displaying background image
Text0, Text1	Caption	Displaying message text

3.2. Size and placement

The Main title element is a service element, and its size and placement do not impact anything. We recommend not changing the default size and placement.

The size and placement of all title elements can be set arbitrarily.

When starting the script, all settings of the Text1 element will be set equal to the settings of the Text0 element.

4. General procedure of object usage

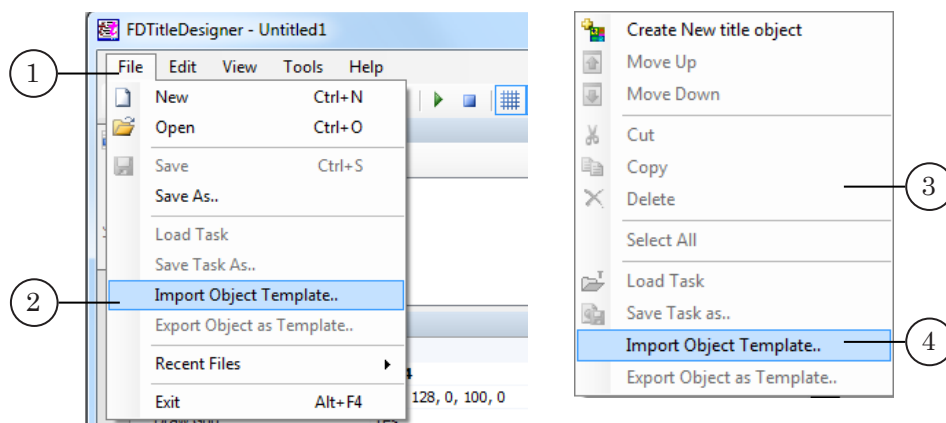
1. Preliminary preparation:

Before setting up the TS1_AdvBoard script object it is necessary to prepare the following files:

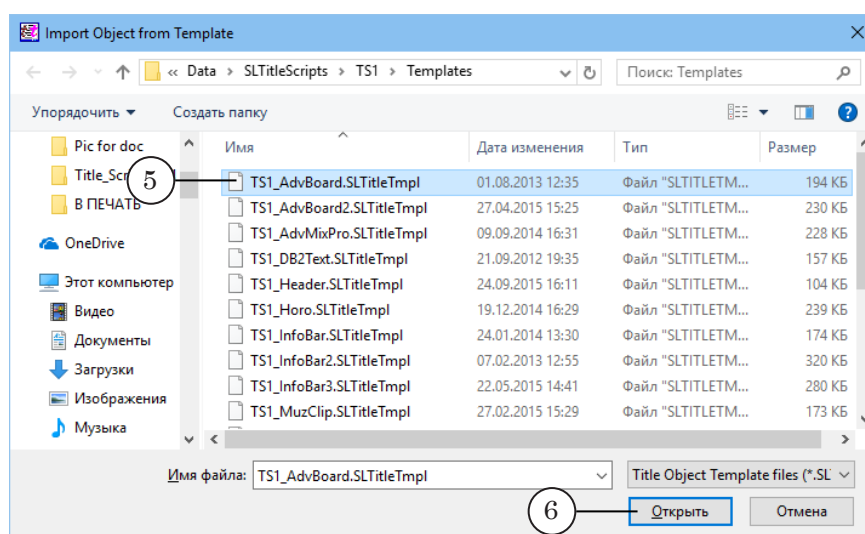
- a task file for the script (see paragraph «2. Data source for the scripted object»);
- a style file for the message text (*.efc). For instructions on creating a file with a style collection, see the «[Forward Titling. Graphic Editor](#)» user's guide;
- graphical (TGA, BMP, DIB, PNG, JPG) or video (AVI, MPEG, WMF, ASF, etc.) file for the background, if necessary;
- graphical (TGA, BMP, DIB, PNG, JPG) or video (AVI, MPEG, WMF, ASF, etc.) file for the logotype, if necessary;
- substitution file, if necessary (see the «Substitution file» section of the «Title Script Objects.General Information» user's guide).

2. In the FDTITLEDesigner program, create a new title project, or open a previously created one that needs the TS1_AdvBoard title script to be added.

3. To import a title object with a script into the project, in the File menu (1) select Import Object Template command (2) or open the context menu (3) right-clicking on the FDTITLEDesigner Object Tree panel and select the Import Object Template command (4).



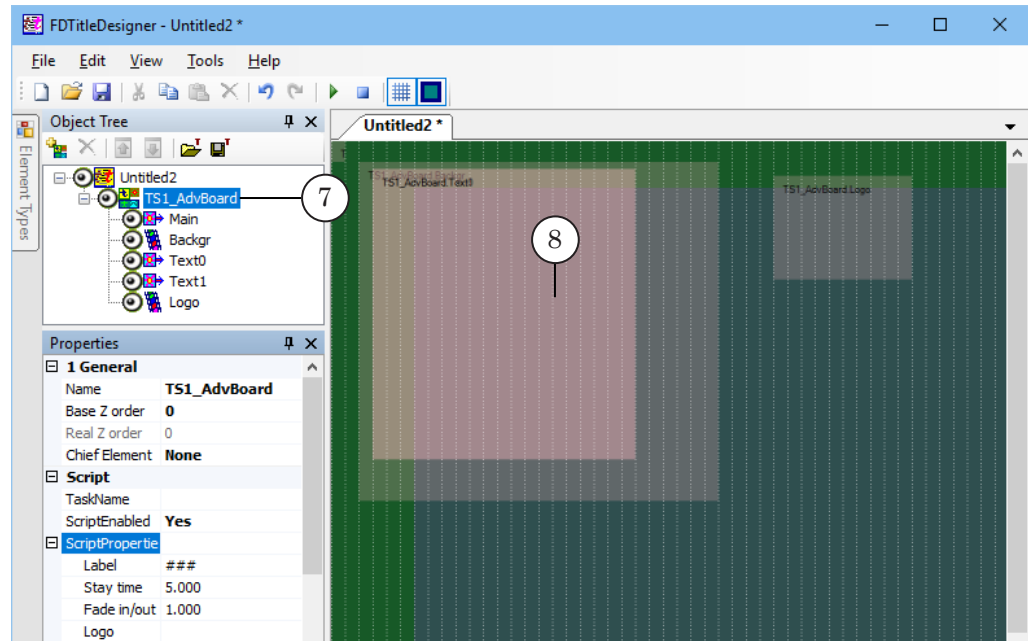
4. In the opened window, select the TS1_AdvBoard.SLTitleTpl file (5) and press Open (6).



5. The title object with the TS1_AdvBoard script will be imported into your project:
 - a notification about licenses will automatically open, close it by pressing OK;

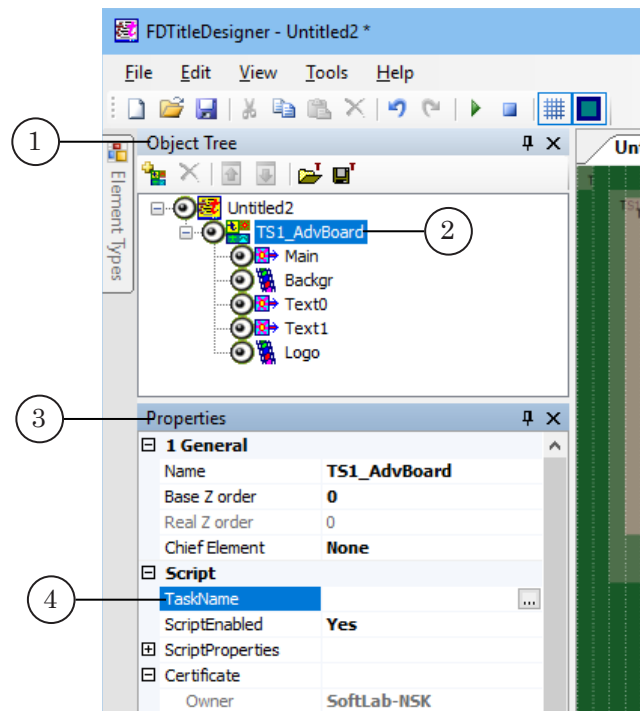
✓ **Important:** After importing the title object the notification will open regardless of whether or not your computer contains the licenses to use the title library (see the «General information» section, «Script object without a source code» paragraph, «Licenses for using script object libraries» subparagraph).

- in the object tree the imported TS1_AdvBoard object (7) with all its elements will be displayed;
- the title elements contained within the TS1_AdvBoard script object will be displayed on the working area. Immediately after the import all of the title elements will have their size and placement (8) set according to the template.



✓ **Important:** You cannot change the content, type or names of the title elements contained within the script.
You can change the name of the title object containing the script.

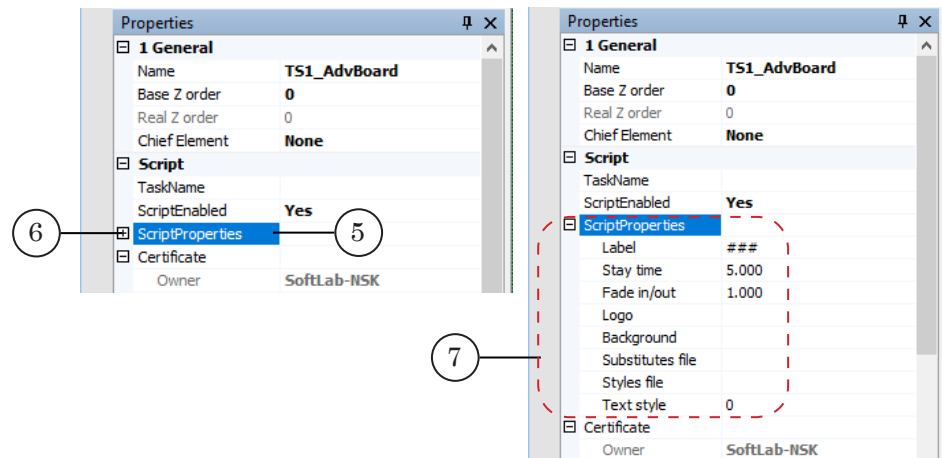
6. To start setting up the script parameters, left-click on the TS1_AdvBoard object (2) in the Object Tree window (1).



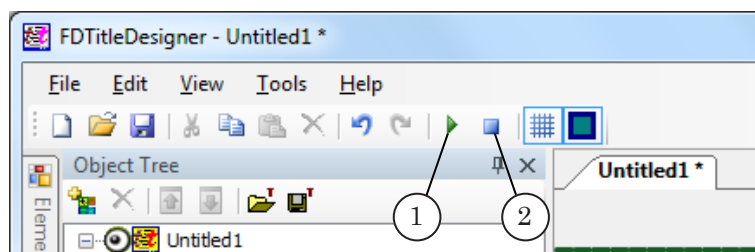
7. In the Properties window (3), TaskName line (4) fill in the full path to the task file of the script.



8. If the ScriptProperties list (5) is folded, press the + symbol (6) to unfold it (7).



9. Set up the script parameters:
- Label – set of symbols, used in the task file to indicate the start of a message. Default setting – ###;
 - Stay time – duration of the display of one message (seconds). Default setting – 5 sec;
 - Fade in/out – how long it takes for the subtitles to appear/disappear (seconds). Default setting – 1 sec;
 - Logo – full or relative path to the logotype file. The relative path is based on the the task file's location. Optional. If no path is given, the logotype will not be displayed;
 - Background – full or relative path to the background file. The relative path is based on the the task file's location. Optional;
 - Substitutes file – full or relative path to the substitution file. The relative path is based on the the task file's location. Optional;
 - Styles file – full or relative path to the file with the style collection (*.efc). The relative path is based on the the task file's location. If no file is set, the text will be displayed using the default settings of the program;
 - Text style – style index for the display of the message text.
10. Set the size and placement of the Logo, Backgr, Text0 elements, as well as any other settings if necessary.
11. In order for the object element Text1 to take on the Text0 element's size and placement, press Start preview (1), and then Stop preview (2).



12. Save the project.

5. Preview

You can preview the work of the title object with the TS1_AdvBoard in the FDTTitleDesigner window using the preview mode.

1. Set up the script object (see the «4. General procedure of object usage» paragraph).
2. To start the preview, press Start preview (1).
3. To stop the preview, press Stop preview (2)



TS1_AdvBoard2 – displaying multiple line messages with a sound accompaniment

1. Purpose

The TS1_AdvBoard2 script is designed to display multiple line messages successively with a sound accompaniment. Each message is accompanied by a sound from a separate file. The sound accompaniment is not necessary for all messages.



The basis of the work of the script:

- all messages must be recorded in one file – a task file. For the messages that have a sound accompaniment a WAV file needs to be specified (see «2. Data source for the scripted object» paragraph). The sound accompaniment for each message is set separately;
- after starting the script reads all the messages from the task file and starts successively displaying them;
- the duration of each message:
 - with sound – the duration of the message display corresponds to the duration of the audio;
 - without sound – set by the user in the script settings;
- the user can edit the task file while the script is displaying the message. The edits will be displayed after the script reads the task file once again;
- it is possible to cycle the display of the messages from the task file. If the display is cycled, the script rereads the task file before displaying each message.

The TS1_AdvBoard2 script controls the following elements:

- message text (1):
 - the style in which the text is displayed is chosen from a style collection file, set in the script settings;
 - the message text appears/disappears using a smooth transition effect;



- the duration of each message on screen is identical for all messages and is set by the user in the script settings;
- background for the text (2) – can be a static image or video, the size and placement of which is set by the user. The background is identical for all messages and is displayed constantly while the script is running. Optional element;
- logotype (3) – a static image or video. The size and placement is set by the user, and the logotype is displayed constantly while the script is running. Optional element.



2. Data source for the scripted object

The TS1_AdvBoard2 script uses a task file as the source of data. A TS1_AdvBoard2 task file is a text file (*.txt) that contains the message text.

The general appearance of the task file is as such:

```
### audiofile_1  
Message_Text_1  
### audiofile_2  
Message_Text_2  
### audiofile_3
```

...



where:

- ### – marker that has to be placed in a line before each message. The marker can be set in the script Marker setting (default is ###);
- audiofile – full or relative path to the WAV file that needs to be played when displaying the message. The relative path is based on the task file's location. Optional element;
- Message_Text_1, Message_Text_2... – text of a single message. If the message has line breaks set via the Enter key, they will be ignored when displaying the message. In order to break the message into paragraphs, use the <NL> tag.

The use of tags and substitution files is permissible in the task file.

For information on using substitution files see the «Substitution file» section of the «Title Script Objects.General Information» user's guide.

For more information on using tags, see the [«FDTitleDesigner. Title Project Editor»](#) user's guide.

The following image shows an example task file opened in Notepad.

```
ads.txt — Блокнот
Файл Правка Формат Вид Справка
### start.wav
<st 1> SALE 2008 Mercedes-Benz C-Class <st 0>c300 Sport PKG, Sirius Radio.
Condition: Used MileAge: 78,516 miles
Specs: 3,0L V6, Automatic 7-Speed, Gasoline, RWD
Highlights: Sunroof, Audio Controls, Bluetooth, Aluminium wheels
Description:
CLEAN CARFAX, SPORT PKG, SIRIUS RADIO,
17 7 Twin Spoke wheels, stability control (ESP),
steering wheel controls, trip computer, leather-wrapped
steering wheel, in-dash CD player, and Auxilary Audio
Input Jack, rain sensor windshield, side air...
<st 1>$11,500 Phone 1 +7(555)666-44-77
### start2.wav
<st 1> SALE 2011 Honda Odissey <st 0>EX-L 4dr Mini Van
Condition: Used MileAge: 116,295 miles
Specs: 3,5L V6, Automatic 5-Speed, Gasoline, FWD
Highlights: Moonroof, Sunroof, Audio Controls on Steering wheel
Automatic Climate Control
<st 1>$13,500 Phone +7(969)557-44-77
### villa.wav
<st 1> 1893 Branson Creek Fieldstone Villa <st 0> Beautiful Tuscany unit
City: Branson Beds: 3 Square ft: 1893 Baths: 3
Description:
It has three full bedrooms, two master suites, granite, real hard wood
floors, private deck, luxurious air soaking tub, tile showers, and much,
much more!
<st 1> $168,000 Phone 417-333-9999
```



3. Title elements of the object

3.1. List of elements

The table lists all the title elements contained within the TS1_AdvBoard2 script, as well as their type and role.

Name:	Type:	Role:
Main	Caption	Service element
Backgr	AnimLogo	Displaying background image
Text0, Text1	Caption	Displaying message text
Sound0, Sound1	AnimLogo	Sound playback

3.2. Size and placement

The Main title element is a service element, and its size and placement do not impact anything. We recommend not changing the default size and placement.

The size and placement of all title elements can be set arbitrarily.

When starting the script, all settings of the Text1 element will be set equal to the settings of the Text0 element.

4. General procedure of object usage

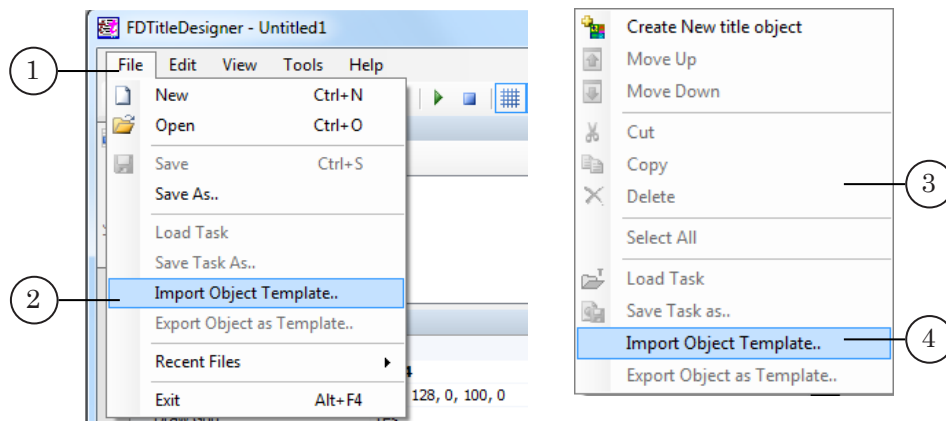
1. Preliminary preparation:

Before setting up the TS1_AdvBoard2 script object it is necessary to prepare the following files:

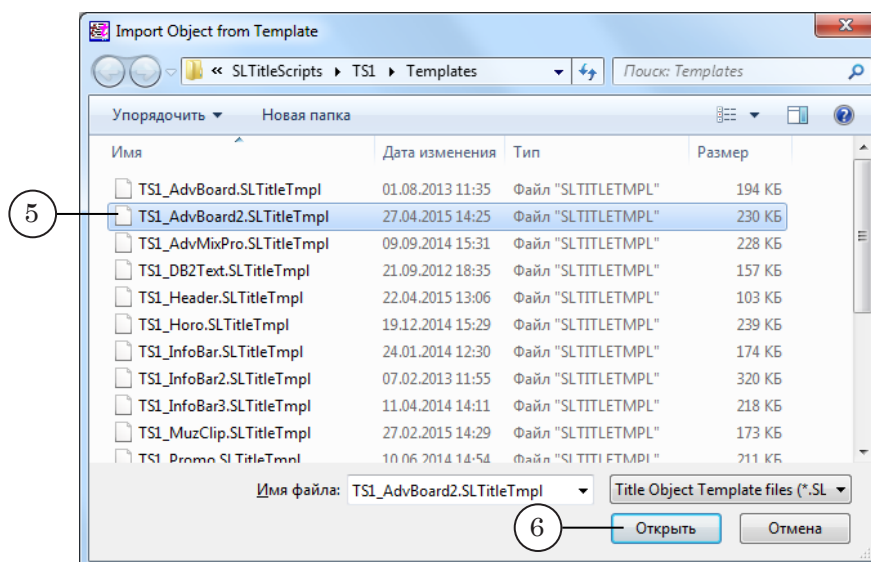
- a task file for the script (see paragraph «2. Data source for the scripted object»);
 - a style file for the message text (*.efc). For instructions on creating a file with a style collection, see the «[ForwardTitling. Graphic Editor](#)» user's guide;
 - graphical (TGA, BMP, DIB, PNG, JPG) or video (AVI, MPEG, WMF, ASF, etc.) file for the background, if necessary;
 - graphical (TGA, BMP, DIB, PNG, JPG) or video (AVI, MPEG, WMF, ASF, etc.) file for the logotype, if necessary;
 - substitution file, if necessary (see the «Substitution file» section of the «Title Script Objects.General Information» user's guide);
 - WAV files with sound accompaniment, if necessary.
2. In the FDTitleDesigner program, create a new title project, or open a previously created one that needs the TS1_AdvBoard2 title script to be added.



3. To import a title object with a script into the project, in the File menu (1) select Import Object Template command (2) or open the context menu (3) right-clicking on the FDTitleDesigner Object Tree panel and select the Import Object Template command (4).



4. In the opened window, select the TS1_AdvBoard2.SLTitleTmpl file (5) and press Open (6).



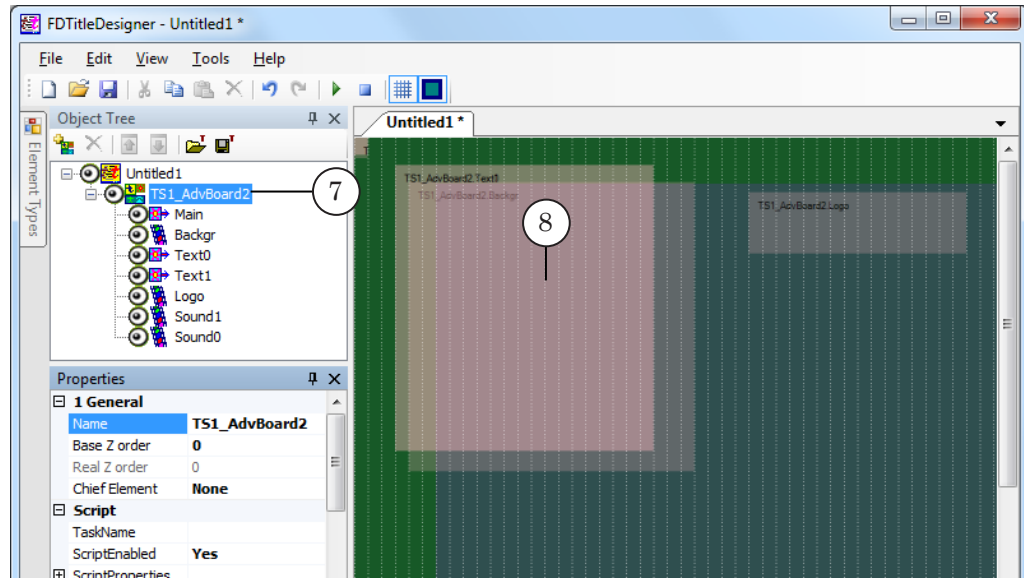
5. The title object with the TS1_AdvBoard2 script will be imported into your project:
 - a notification about licenses will automatically open, close it by pressing OK;

✓ **Important:** After importing the title object the notification will open regardless of whether or not your computer contains the licenses to use the title library (see the «General information» section, «Script object without a source code» paragraph, «Licenses for using script object libraries» subparagraph).

- in the object tree the imported TS1_AdvBoard2 object (7) with all its elements will be displayed;

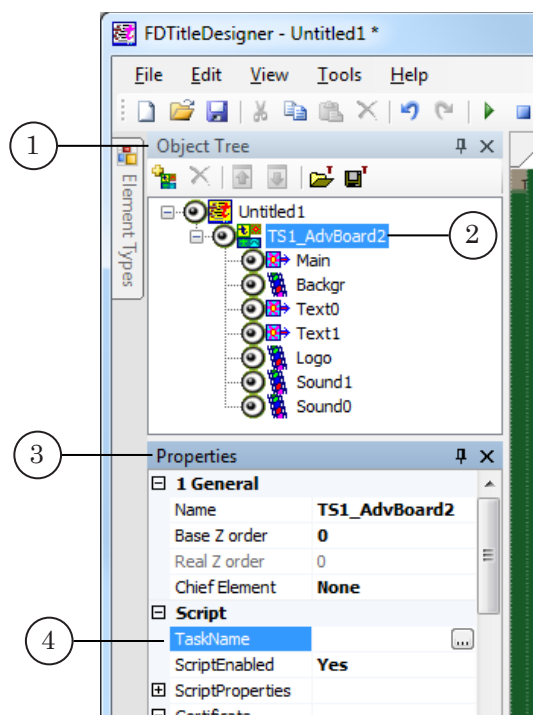


- the title elements contained within the TS1_AdvBoard2 script object will be displayed on the working area. Immediately after the import all of the title elements will have their size and placement (8) set according to the template.



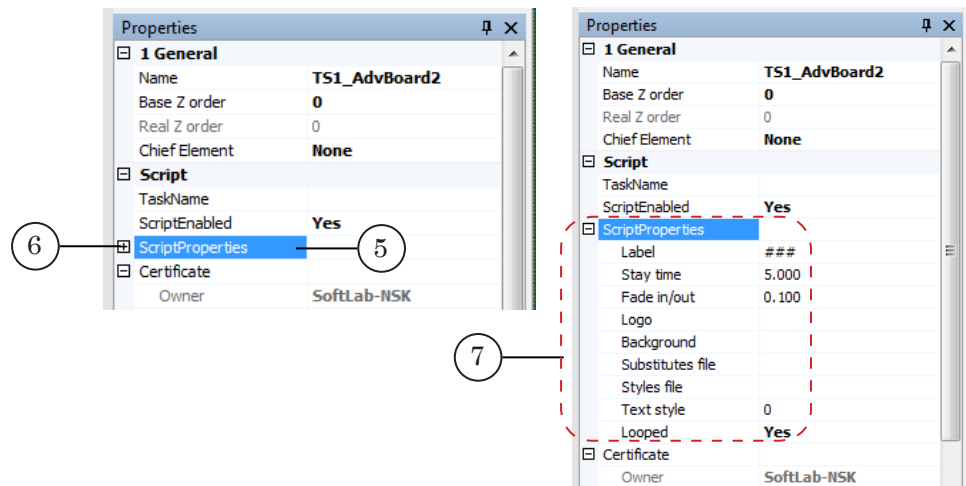
✓ **Important:** You cannot change the content, type or names of the title elements contained within the script. You can change the name of the title object containing the script.

6. To start setting up the script parameters, in the Object Tree window (1) click on the name of the TS1_AdvBoard2 object (2).





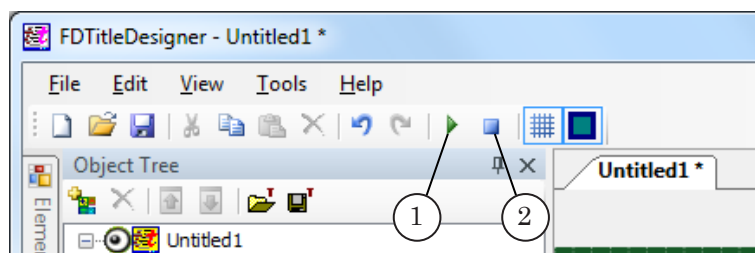
7. In the Properties window (3), TaskName line (4) fill in the full path to the task file of the script.
8. If the ScriptProperties list (5) is folded, press the + symbol (6) to unfold it (7).



9. Set up the script parameters:
 - Label – set of symbols, used in the task file to indicate the start of a message. Default setting – ###;
 - Stay time – duration of the display of one message (seconds). Default setting – 5 sec;
 - Fade in/out – how long it takes for the subtitles to appear/disappear (seconds). Default setting – 1 sec;
 - Logo – full or relative path to the logotype file. The relative path is based on the the task file's location. Optional. If no path is given, the logotype will not be displayed;
 - Background – full or relative path to the background file. The relative path is based on the the task file's location. Optional;
 - Substitutes file – full or relative path to the substitution file. The relative path is based on the the task file's location. Optional;
 - Styles file – full or relative path to the file with the style collection (*.efc). The relative path is based on the the task file's location. If no file is set, the text will be displayed using the default settings of the program;
 - Text style – style index for the display of the message text;
 - Looped – cycling the execution of the task file:
 - Yes – allow;
 - No – forbid.
10. Set the size and placement of the Logo, Backgr, Text0 elements, as well as any other settings if necessary.



11. In order for the object element Text1 to take on the Text0 element's size and placement, press Start preview (1), and then Stop preview (2).



12. Save the project.

5. Preview

You can preview the work of the title object with the TS1_AdvBoard2 in the FDTTitleDesigner window using the preview mode.

1. Set up the script object (see the «4. General procedure of object usage» paragraph).
2. To start the preview, press Start preview (1).
3. To stop the preview, press Stop preview (2).



TS1_FastMovieTitles – fast scrolling of final titles in movie

1. Purpose and Feature

The script TS1_FastMovieTitles is designed to scroll final titles in movie quickly to save time.

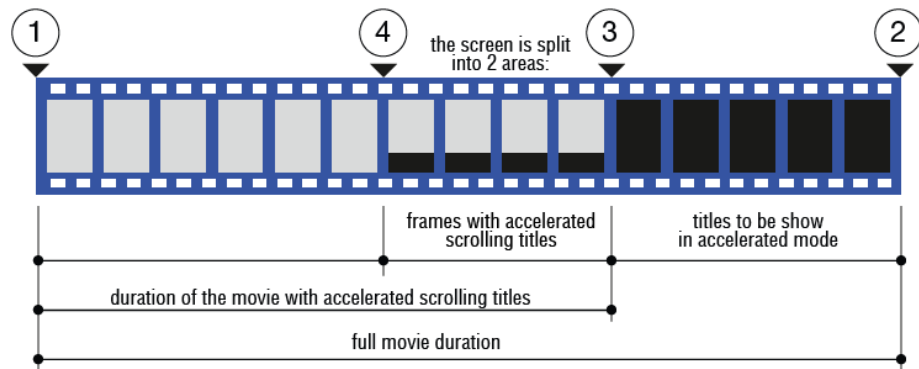
Some time before the end of the movie the screen is split into 2 areas: the first one (1) continues displaying the last minutes of the film, the second area (2) scrolls part of the movie with final titles at a higher speed.



- ✓ **Important:** If necessary you can be provided with a temporary registration for up to 3 months in order to test paid TS1 library. Please provide your FD300 board index, FDExt series board or HASP key number to the Technical Support department. You will be sent a temporary registration. How to specify board index or HASP key is described here.



2. How it works



Numbers in the figure show:

- 1 – start of the movie;
- 2 – end of the movie;
- 3 – mark when display of final titles starts;
- 4 – mark when accelerated display of titles must be started.

Movie on the screen is being displayed to point 3 actually (i.e. it must be «trimmed» in TrimEditor). Starting from mark 4 the screen is split into 2 areas. Movie in the first area continues to be played at a normal speed, in the second area there is an accelerated playback of movie final titles.

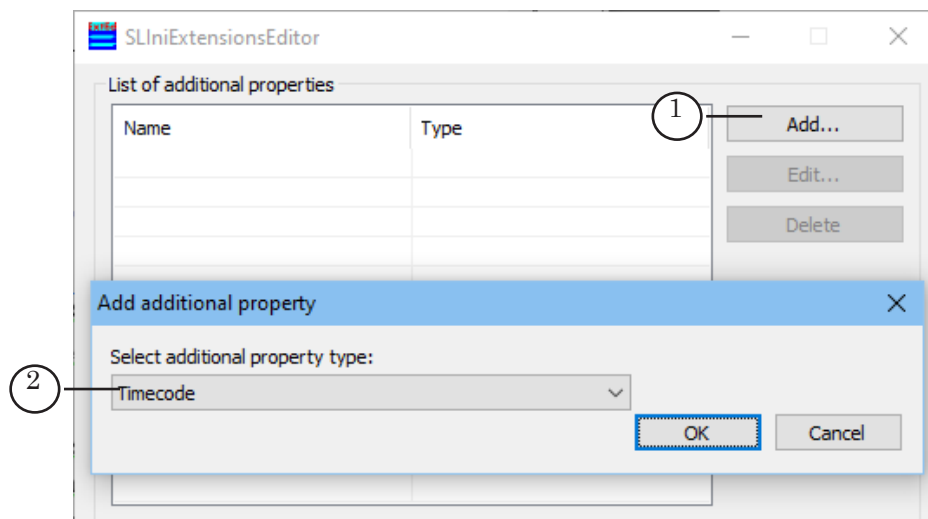
Time of start when movie final titles are displayed is saved in the SLIni file. The property (default) is named Custom.MovieTitlesStart, type is Timecode.

Position of mark 4 is calculated by the script based on specified scroll speed (script property) of final titles.

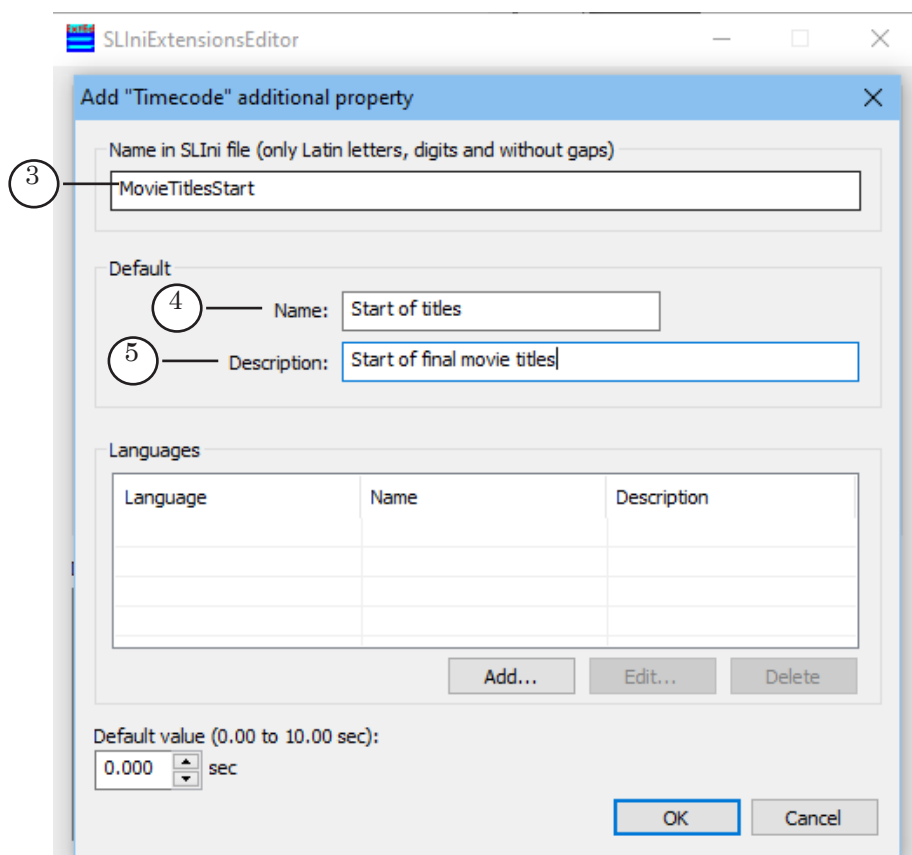
3. Generating the Custom.MovieTitlesStart property

Run the SLIniExtensionsEditor program to generate new Custom.MovieTitlesStart property (C:\Program Files\ForwardT Software\Tools\SLIniExtensionsEditor).

1. Click Add (1) and add new property with the Timecode (2) property type.



2. Fill the Name in SLIni file field (3) without spaces – MovieTitlesStart.
Specify Default in English or in Latin (transliteration):
 - Name (4) – short name of property that is displayed in Trim Editor – Start of titles;
 - Description (5) – extended property name that is displayed in Trim Editor – Start of final movie titles.The Trim Editor program adds the Custom prefix itself automatically.





Add not default language values

Английский (США), English

Name: Start of titles

Description: Start of final movie titles

OK Cancel

Press OK to add new property.

SLIniExtensionsEditor

List of additional properties

Name	Type
MovieTitlesStart	Timecode

Add... Edit... Delete

Description of selected property:

Type: Timecode
Property Name for SLIni file: MovieTitlesStart
Default language
Name: Start of titles
Description: Start of final movie titles
Default value: 0.000 sec

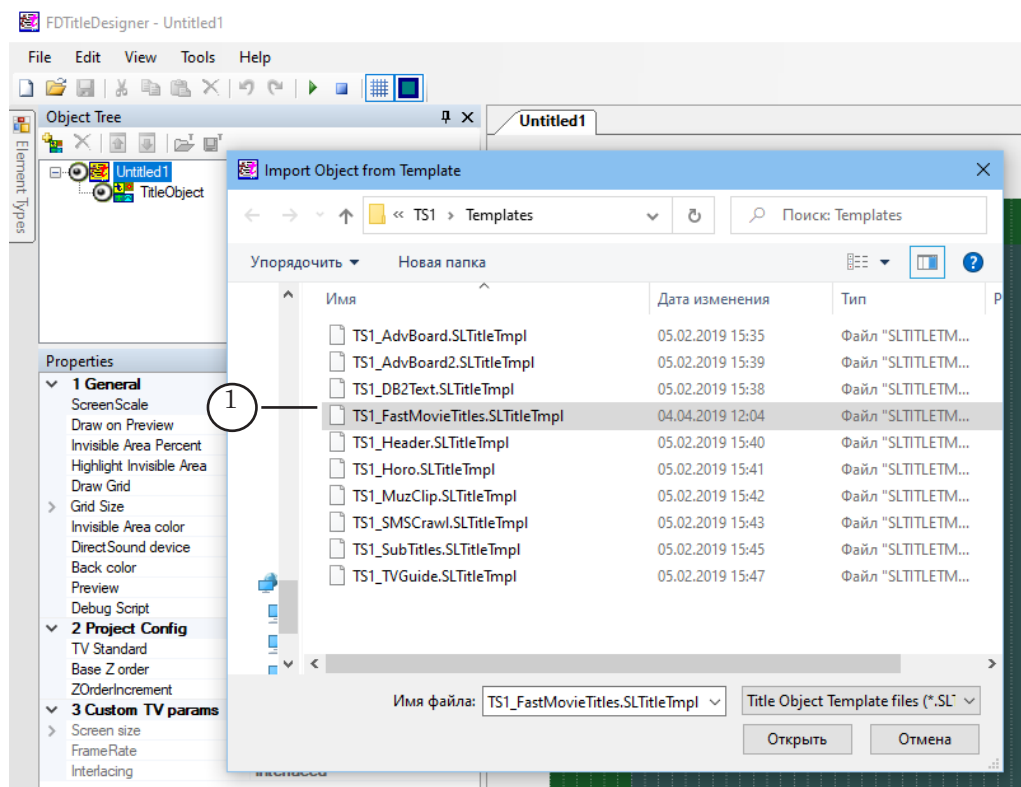
Import... Export...

Exit

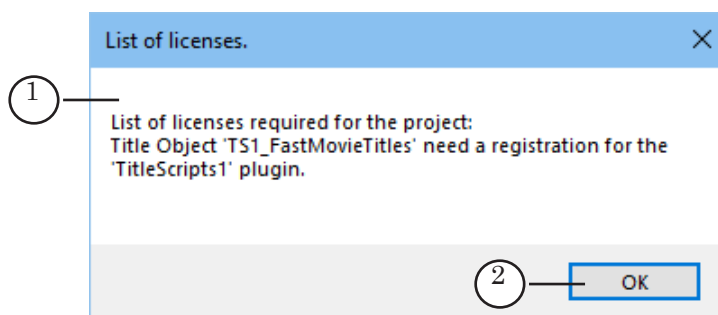


4. Description of script

1. Run the FDTitleDesigner program. Select the Import Object Template option and add the TS1_FastMovieTitles script (1). The script can be added to both a new and an existing title project.



2. Message stating that you need a corresponding license appears (1). Press OK (2) to close window.



✓ **Important:** This informational message appears in the FDTitleDesigner program always regardless of presence/absence of script license.

3. Customize the script.
The table below lists the title elements contained in the



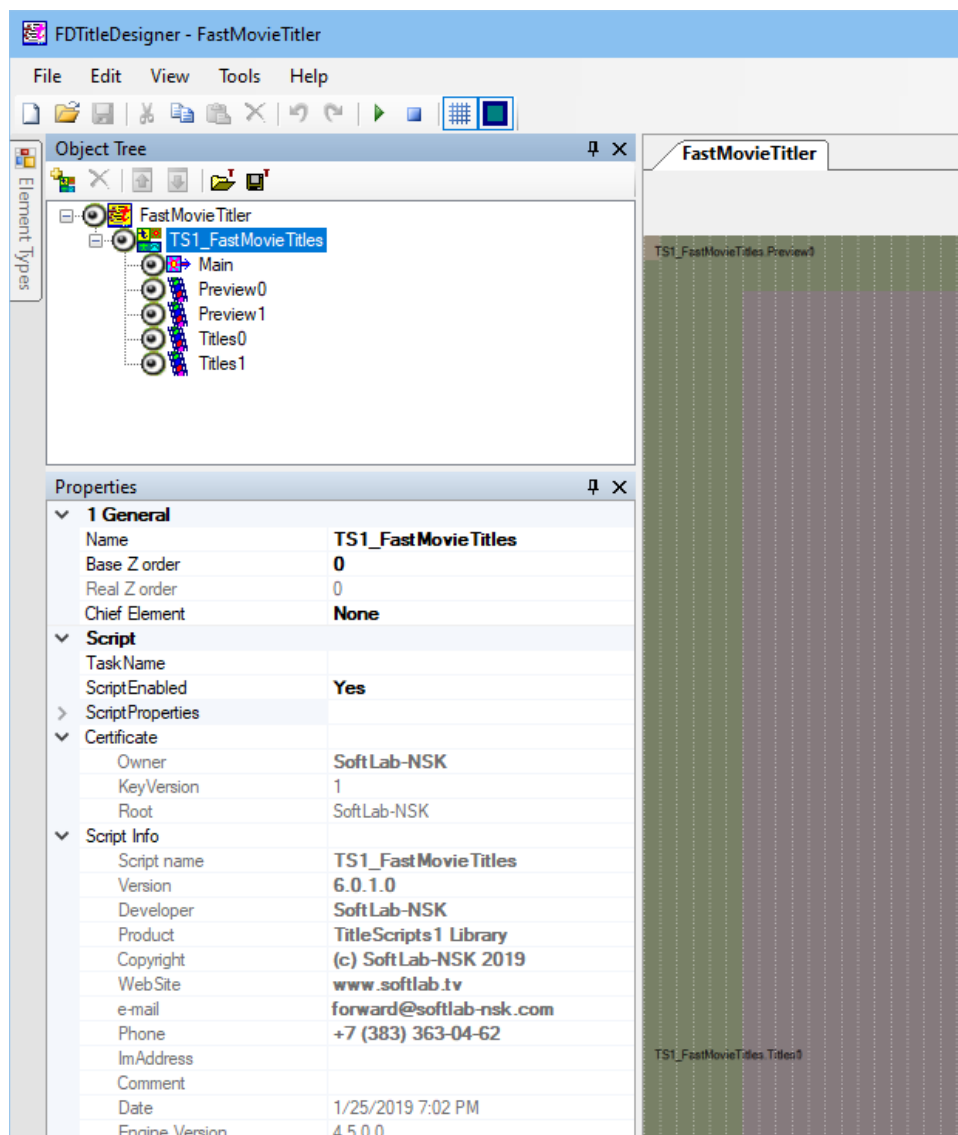
TS1_FastMovieTitrer scripted title object, indicating their type and purpose.

Table: TS1_FastMovieTitles script title elements

Name	Type	Purpose
Main	Caption	Official element, requires no adjustment.
Preview0, Preview1	AnimLogo	Displaying the last minutes of movie at a normal speed.
Titles0, Titles1	AnimLogo	Displaying a fragment with final titles of movie at a high speed.

Use the Titles0 element to adjust size and position on the screen. Specified parameters are transferred to Titles1 automatically.

Use the Preview0 element to adjust size and position on the screen. Specified parameters are transferred to Preview1 automatically.





✓ **Important:** It is impossible to change the contents, types, and names of the title elements contained within the script-object. It is possible to edit the script object name.

4. To start configuring the script object settings, select it in the Object tree by clicking on its name (1). The settings are configured using the Properties panel (2). If the Script Properties list (3) is minimized, unminimize it and configure the script object settings. For more information see table below.

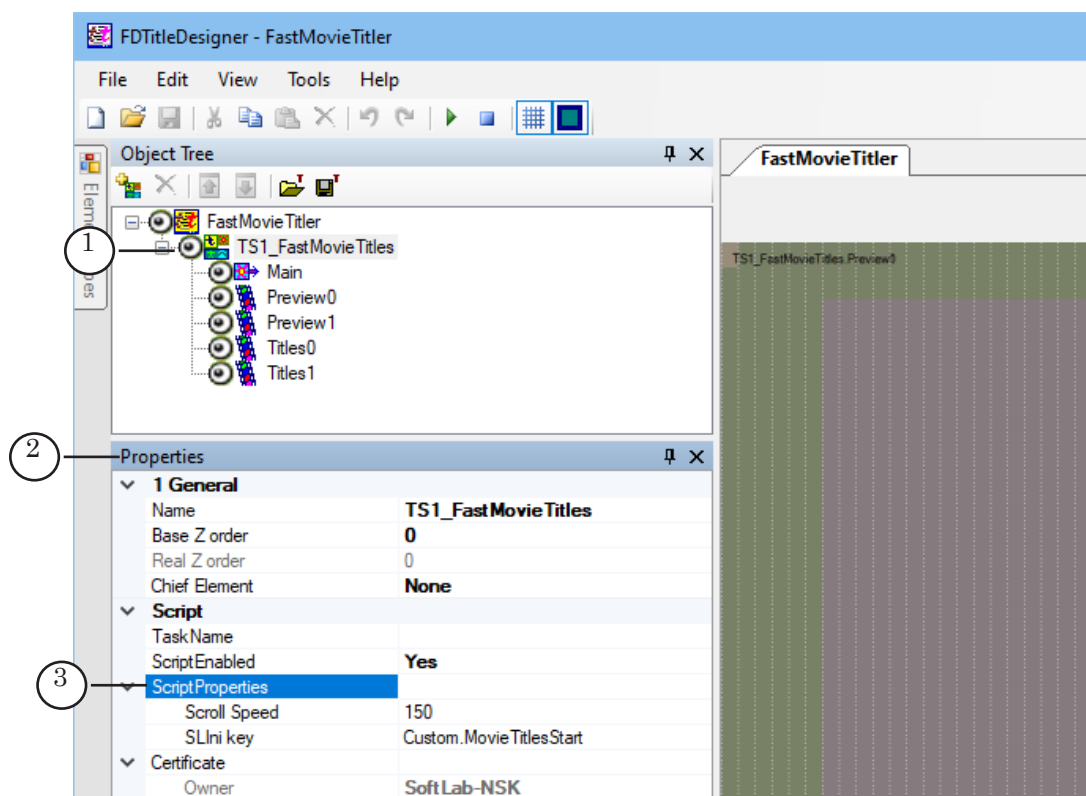


Table: TS1_FastMovieTitles script object properties

Name	Description	Default values
Scrol Speed	Speed of scrolling titles in percent. The script itself calculates position in video from which you want to start the accelerated display of movie final titles via this parameter.	/150/
SLIni key	Name of parameter used to indicate start time of final titles in the *.SLIni file.	/Custom.Movi-eTitlesStart/

Some settings other than the size and placement can be changed, for example, the Alignment and Stretch group.

5. Save the title project.

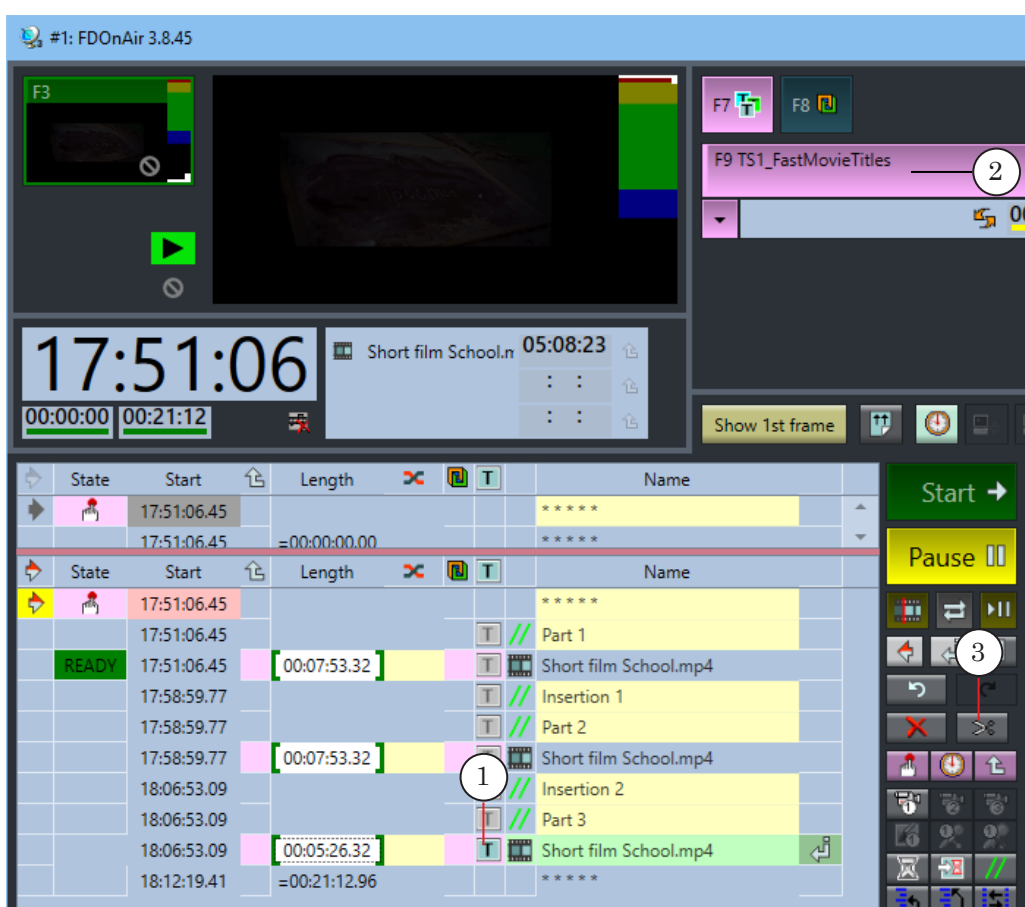


5. How to work with the script

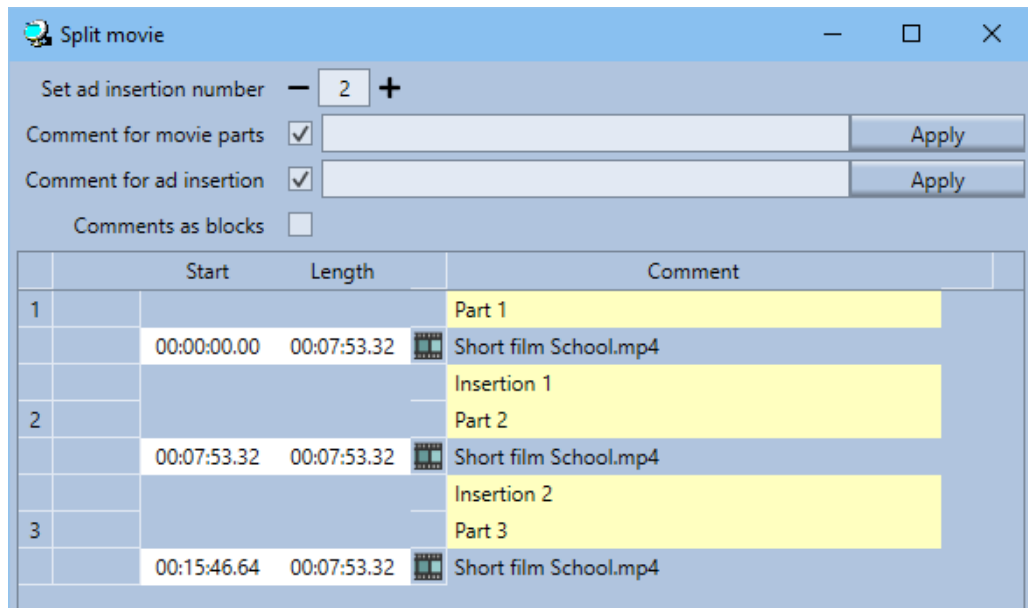
Script can be debugged in the OnAir program only. For this you can use a special mode of operation, i.e. «without board and license».

1. Load the prepared title project with the TS1_FastMovieTitles script.

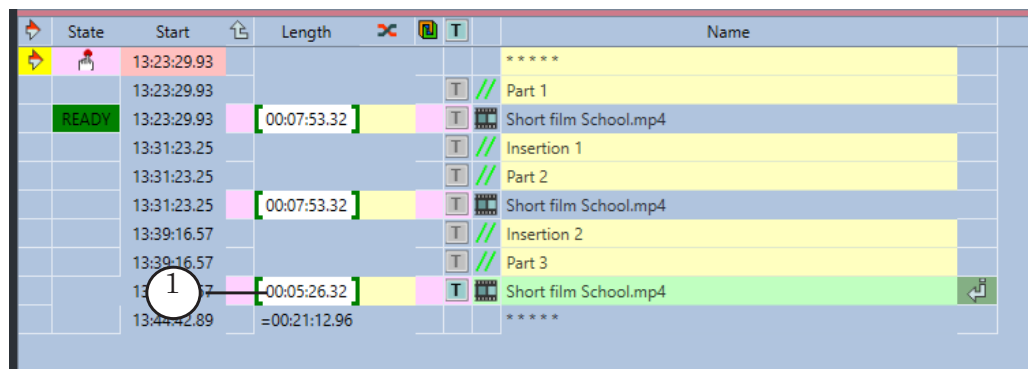
✓ **Important:** Title object with the TS1_FastMovieTitles script must be included for display either by a command from schedule (1) or by clicking on the corresponding “title” button (2).



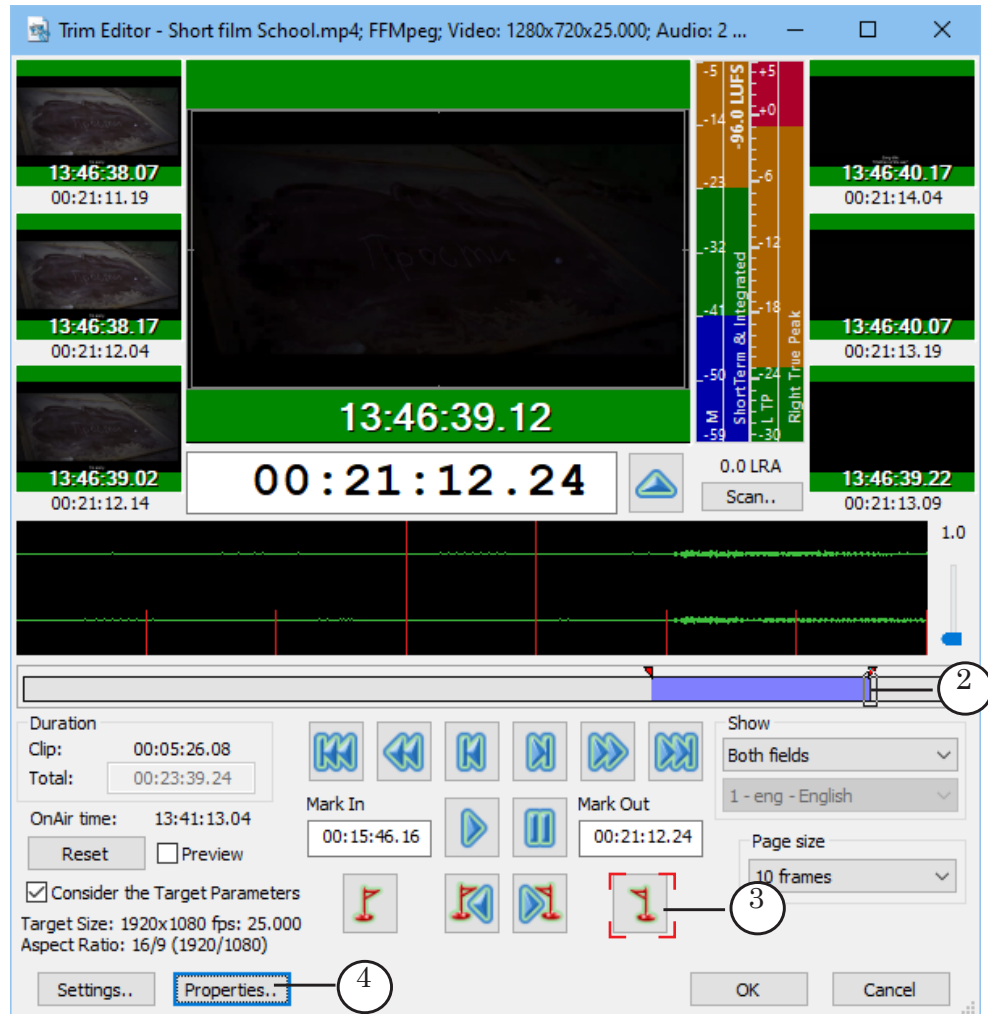
2. Create a broadcast schedule. Using the Split Movie (3) command one of the methods can be used to divide movie into fragments for inserting advertising between them if necessary.



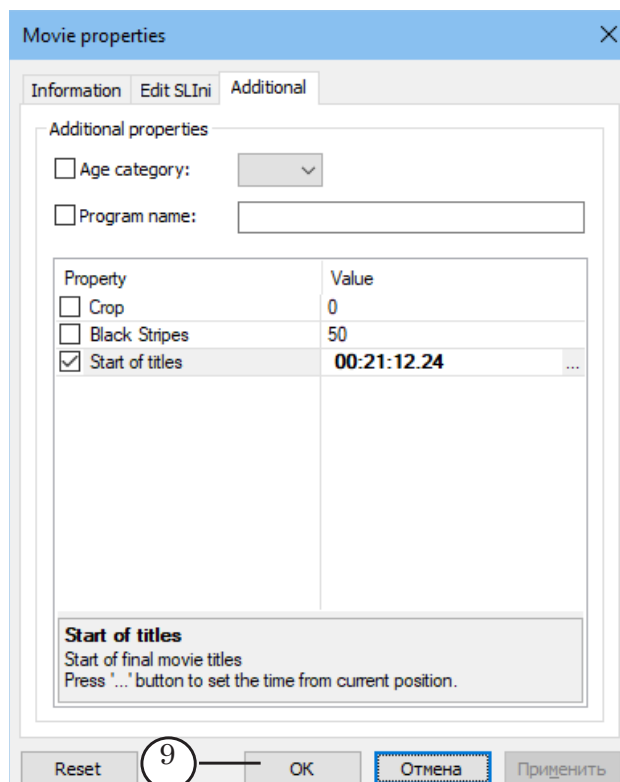
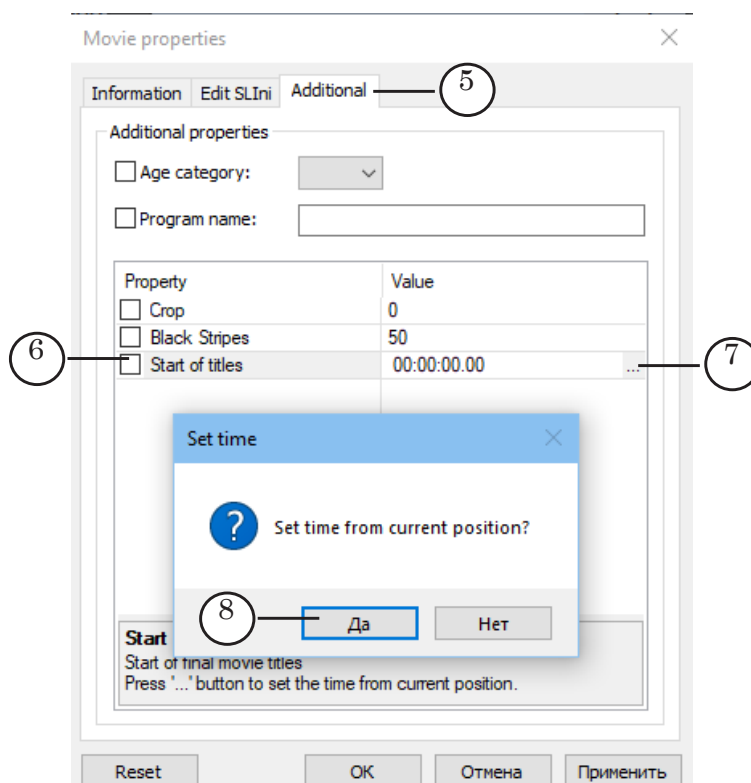
3. Run TrimEditor for the last part (1) of movie where final titles with acceleration are needed to be displayed.



4. Find a position (2) where final titles of movie starts. Set Mark Out (3) for this position. According to mechanism of the script work movie itself should be finished here.



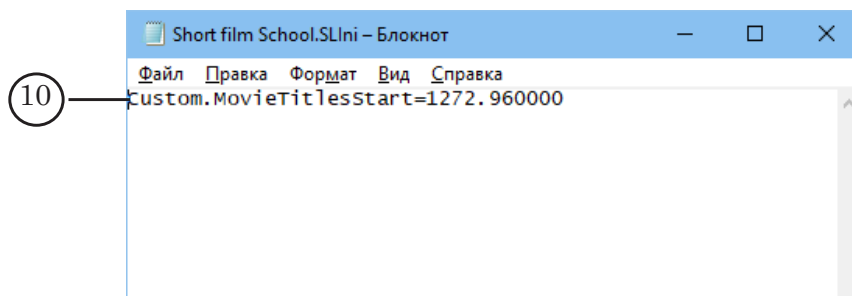
3. Press Properties button (4) with no change of position in movie. In the Movie properties window pass to the Additional tab (5). Enable use of the Start of titles property (6). Press «...» (7) button. Agree with setting time from the current position (8).



4. Press OK (9). Position when movie final titles start is specified. All necessary information for work of the TS1_FastMovieTitles script is prepared.

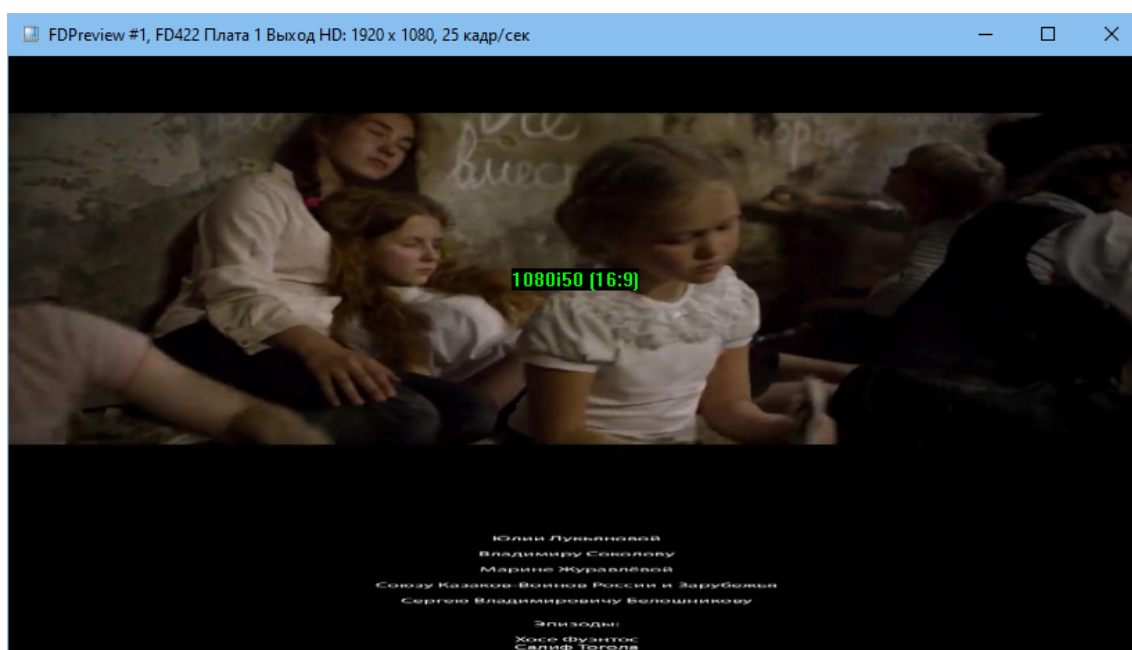


An auxiliary SLIni file with corresponding field (10) is generated next to video file. The value is recorded in the form of seconds with a fractional part.



6. Preview

To preview, use only one program: SLTitlePreview or FDPReview.





Useful Links

ForwardT Software set: description, download, documentation, solutions

<http://softlab.tv/forward/index.html>

Support

e-mail: forward@softlab.tv

forward@sl.iae.nsk.su

forward@softlab-nsk.com

Forum

<http://www.softlab-nsk.com/forum> (currently available in Russian only)

Documentation for more information:

1. [Open source scripted objects. TSF – free library of the open source scripted objects](#)
2. [Closed source scripted title objects. TS2 – paid library of the closed source scripted title objects](#)
4. [FDTitle Designer. Title Project Editor](#)
5. [FDPreview. Program for Previewing of Audio and Video on Boards Inputs/Outputs](#)
6. [FDOnAir. Additional Sections](#)
7. [FDOnAir Commands. Broadcast Automation](#)
8. [Trim Editor. Information on Audio/Video Files, Selecting Fragments, Editing SLIni Files](#)
9. [RollCrawl Title element. Creating a region and style collection](#)

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