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Section 1 Introduction to WinMasterCG

Welcome to WinMasterCG. WinMasterCG interfaces directly to the TFT or Sage Endec EAS Encoder/Decoder. In addition to providing EAS messaging WinMasterCG may be used for day to day operations at master control. WinMasterCG provides Automated Acquisition of urgent Emergency Alert System messages and output to a Chyron Black Box Codi, a Chyron PC-Codi, or any of the Infinit family of Chyron character generators. When using one of the Codi character generators, you may set it up for internal keying over program video, or for keying with the downstream keyer of a master control switcher. When using an Infinit, you may elect to run the Infinit in dual user mode and control either one of the two channels with WinMasterCG.

WinMasterCG will always suspend normal operations when an EAS message is to be processed. The current character generator display will be cleared, any WinMasterCG functions will be terminated, and EAS processing will begin.

In addition to providing support for EAS messaging, WinMasterCG also supplies many of the most wanted features at master control. Many of the advanced features in WinMasterCG for the Codi are only available in character generators costing thousands of dollars more. WinMasterCG for the Infinit family greatly simplifies character generator operation by automating the most common master control character generator tasks. A few of the many features are listed below.

- Support for automatic temperature probe
- Time and temperature placement and update
- School Closing Database
- PCX Graphic Transparency (Codi only)
- Page sequencing, automatic or manual
- Background Window
- Control for keying over program video (Codi only)
- Tab fields are easily defined and updated
- Easy to use operator interface
- Most operations can be done with the mouse
- Pages can be named with a 30 character description
- All operator settings are saved when WinMasterCG is suspended
- Download of fonts to the character generator
- Download of PCX graphics to the Codi
- Easily created graduated backgrounds
- Interactive palette selection (16.7 million colors)
- Character movement and placement can be done with the mouse
- Extensive on line help for all selections
- Graphic elements may be pre-loaded with a batch file

Section 2 EAS Overview

Beginning in 1997 it was mandatory for all U.S. Television stations to have EAS (Emergency Alert System) equipment installed. The EAS system replaced the older Emergency Broadcast System (EBS).

WinMasterCG interfaces to the two leading manufacturers of EAS hardware, TFT and SAGE. This interface is carried out by a serial connection from the EAS equipment to the computer running WinMasterCG. WinMasterCG allows television stations to use one Chyron character generator both as an integral part of their EAS system and for general purpose character generator operations. When an EAS message is received the character generator operations are suspended and the EAS message is processed. In the event WinMasterCG is minimized to the task bar, the Stay-On-Top property of the EAS Crawl dialog box will cause the dialog box to open, enabling an incoming EAS message to receive the priority attention it demands. Also, a red blinking *EAS Message* notice will appear in the lower status bar, and remain as long as an active EAS message is held in the TFT Encoder/Decoder.

The EAS hardware includes an EAS Encoder and a EAS decoder. The encoder allows your station to originate EAS messages while the EAS decoder allows you to receive messages from other stations. WinMasterCG interfaces to the decoder section of the EAS hardware.

For national level participation there are three messages which must be aired when received, National activation, National level cancellation and a required monthly test. States may also participate as well in the EAS system. States are required to file a plan of EAS implementation. Television stations are required to provide a visual display of the message as well as the EAS data transmission. WinMasterCG follows these recommendations by starting a crawl in the upper third portion of the viewing area as recommended by the FCC. This position can be changed, however remember the FCC has recommended EAS crawls be in the upper third portion of the screen. This was done to prevent closed captioning data from covering the EAS message. While it is possible to address closed caption data to the upper third portion of the screen this is fairly rare as compared to the lower third portion of the screen.

To install EAS for your station you will need a copy of the "state plan" for your state. This can be obtained from the state emergency system coordinator. Another good source of information concerning your state plan is through the SBE (Society of Broadcast Engineers). The SBE and the FCC maintain web sites on the internet.

The EAS rules require monitoring two stations in your area. These stations are listed in the operational Area/State Plan and in the FCC map book. In most but not all cases, the FCC assigned stations will be AM or FM broadcast stations. To obtain a copy of the plan, contact your State's Emergency Coordinator or the broadcast representative for your operational area. Names of State and local contacts are available from the FCC EAS office in Washington, D.C. In addition to the FCC assigned stations, it may be desirable to monitor other sources and originators of emergency information who may transmit EAS protocol messages, such as NOAA Weather Radio and local government authorities.

WinMasterCG interfaces to the two leading manufacturers of EAS hardware, TFT and SAGE. These units operate quite differently. The TFT is controlled directly by WinMasterCG. The SAGE is not controlled at all. WinMasterCG will hold messages and control when the TFT will activate. This is not the case with the SAGE unit, the SAGE simply provides WinMasterCG with text to crawl. The SAGE itself is responsible for controlling EAS activation. For these reasons there are more set-up items associated with the TFT EAS 911T. WinMasterCG can control when and what messages air from the TFT. The SAGE Endec will provide WinMasterCG with text which will be sent to the character generator and a crawl will take place.

When an EAS message arrives WinMasterCG will respond according to the set-up parameters entered. If an EAS event of a type with the Method defined as "air with confirm" is received, WinMasterCG will pop up the dialog box containing the message and prompt the operator for a response. The currently received message will be available in the TFT decoder until the hold time has elapsed. The operator may return to the dialog box and activate the current message during this time. The TFT will indicate the holding of a message by illuminating the "send Header" LED. Once this light is extinguished the TFT EAS 911 will provide the last message in memory.

Section 3 School Closings Features

Schools can be associated with a county. The user can easily set up the County database. In addition to counties, the county database can also contain references for "Business and Government agencies".

The conditions are entered one at a time and then accessed via a combo box.

The size of the School database is limited to the available disk space. This should accommodate thousands of entries.

The crawl feature is limited to 4,500 characters (the maximum we can send to the Codi). This will allow 60 to 75 schools to be included in a crawl. The software checks the count of the characters in the crawl buffer and will not let it exceed roughly 4,400 characters. There is also a crawl abort feature. This will end a crawl in progress.

The sequence display is limited only by disk space.

The user can easily define tab positions for the display of school closing data. If two tab fields are defined WinMasterCG will update School Name and Closed Condition. If three tab fields are defined WinMasterCG will update School Name, Closed Condition, and County.

A stored page containing a logo may be used as a background page. The page number is a permanent user defined setting. The School Name, Closed Condition, and County data may be displayed with separate font and color selections.

The sequence display may be paused.

The School database may be edited while a crawl or sequence is airing.

A selection can be made to air all schools, or a County selection can be made. In either case only schools with an active closed condition will be aired.

Schools are displayed in Alpha order for all selections.

Intro and Tag text are available for the crawl format. There is also an optional background selection available for crawls.

School names are limited to 50 characters. Closed conditions are limited to 40 characters.

When a sequence is running the user will see the total count of closed schools and the number of the school currently being aired.

Section 4 System Requirements

WinMasterCG for the Codi

To use WinMasterCG for the Codi family of character generators, you must have the following equipment:

An IBM-PC or Compatible Computer with the following minimum requirements:

- Intel Pentium based Processor or higher
- SVGA Monitor in 800 x 600 mode
- 20MB RAM (Windows 95)
- 32MB RAM (Windows NT)
- Bus Mouse
- 2 Serial Ports configured as COM1 and COM2 (16550 UARTS Required)
- COM3 will be required if you are using the Automatic Temperature Probe
- 1 Parallel Port
- 3½" Floppy Drive
- Hard Disk with at least 10MB free disk space
- Microsoft Windows95 or Windows NT

The following is optional but recommended

- 24 MB RAM (Windows 95)

A Chyron Black Box Codi or PC-Codi with version 4.0 or higher firmware. If you will be using the Black Box Codi a 9 pin cable wired straight through (supplied with the Codi) will be needed.

If you are using a PC-Codi under Windows NT 4.0, contact Broadcast Software Solutions for a PC-Codi driver for Windows NT 4.0. All features of WinMasterCG are available using the PC-Codi except the hardware triggerable GPI's.

An EAS Encoder/Decoder. The TFT EAS 911T and the SAGE Endec are supported by WinMasterCG. You will also need associated receivers and accessories to complete the system. A null 9 pin Female to 9 pin Female will be required to connect the Encoder/Decoder to the PC.

You will also need a copy of your local plan for EAS implementation.

WinMasterCG for the Infnit Family

To use WinMasterCG for the Infnit family of character generators, you must have the following equipment:

An IBM-PC or Compatible Computer with the following minimum requirements:

- Intel Pentium based Processor or higher
- SVGA Monitor in 800 x 600 mode
- 20MB RAM (Windows 95)
- 32MB RAM (Windows NT)
- Bus Mouse
- 2 Serial Ports configured as COM1 and COM2 (16550 UARTS Required)
- COM3 will be required if you are using the Automatic Temperature Probe
- 1 Parallel Port
- 3½" Floppy Drive
- Hard Disk with at least 10MB free disk space
- Microsoft Windows95 or Windows NT

The following is optional but recommended

- 24 MB RAM (Windows 95)

A Chyron Infnit, Max, or Maxine with version 10.2 or higher software. In addition to **Message Compose**, **Networking** and **Intelligent Interface** options are required for the Chyron character generator.

An EAS Encoder/Decoder. The TFT EAS 911T and the SAGE Endec are supported by WinMasterCG. You will also need associated receivers and accessories to complete the system. A null 9 pin Female to 9 pin Female will be required to connect the Encoder/Decoder to the PC.

You will also need a copy of your local plan for EAS implementation.

Section 5 Software Installation

Before using WinMasterCG, you need to install the software to the WinMasterCG computer's hard drive. The following assumes you are installing WinMasterCG from your 3½" floppy drive A. If you are installing from another drive, make the appropriate substitution.

1. Close all open applications.
2. Insert the MasterCG Program Disk labeled Disk 1 into your floppy disk drive.
3. Select Start | Run. Type a:\setup.exe and press Enter or click OK. The Setup program will begin preparing the InstallShield Wizard which will guide you through the rest of the installation.
4. After the initial setup is complete, you will see the Welcome window. Click the Next button.
5. On the User Information screen fill in your Name and Company Name. Click the Next button.
6. The Destination Location window gives you the chance to change the directory where WinMasterCG will be installed. If you wish to leave the default directory as C:\Program Files\Broadcast Software Solutions\WinMasterCG, click the Next button. Otherwise, click the Browse button and choose another directory from the directory window, select OK, and then click the Next button..
7. The Select Program Folder screen defaults to a folder named WinMasterCG. You can click the Next button to accept this folder name or choose another folder for the program.
8. The Copying Program Files screen displays that program files are being installed.
9. When the files from Disk 1 have been installed, a dialog box displays prompting you to insert the next diskette. Remove Disk 1 and insert Disk 2 in your floppy drive and click OK. Once again the Copying Program Files screen displays indicating the progress of installation.
10. Insert each disk as prompted. When all files have been installed, the install program will update the Windows system registry.
11. When this process is complete, the InstallShield Wizard will prompt you to restart Windows so the HASP Device Driver will take effect. If you choose not to restart Windows at this time WinMasterCG will run but will not operate the character generator until you reboot.
12. If you choose not to reboot at this time, you will be given the choice of starting WinMasterCG after the installation is through. The program will run in demo mode until the system is restarted.
13. If desired, select the check box before you click the Finish button.
14. You have now completed the software installation.

Please see the Software Key installation instructions on the following page.

Software Key Installation

You must install the security key on the WinMasterCG computer's LPT-1 port before WinMasterCG will send any commands to the character generator. This can be done before or after installing the software, but the software will not control a character generator without first installing the security key. WinMasterCG will operate in Demo mode if it does not find a security key. To install the security key, follow these steps:

1. Shutdown Windows by clicking START, then SHUTDOWN, then YES.
2. Turn off the computer.
3. If there is a printer cable attached to the LPT-1 port, remove it.
4. Insert the male DB-25 connector of the security key into the LPT-1 port's female DB-25 connector.
5. If a printer cable was attached to the LPT-1 port, connect it to the female DB-25 port on the security key.
6. Turn the computer on.

This completes the security key installation.

WinMasterCG on the Desktop

If you would like to place the WinMasterCG icon on your desktop follow these steps:

1. Click Start, then Programs, then Windows Explorer.
2. The Windows Explorer program will start. If the program is maximized (covers the entire screen) you must select the two windows icon in the upper right corner between the _ and the X icons so that part of the desktop is visible.
3. On the left Window pane of the Windows Explorer program, scroll down to the Program Files folder by clicking the down arrow or by clicking and holding the slider bar and pulling it down.
4. Click the + symbol to the left of the Program Files folder.
5. Click the + symbol to the left of the Broadcast Software Solutions folder.
6. Click on the WinMasterCG folder to highlight it. The contents of this folder will be displayed in the right Window pane of Windows Explorer.
7. Right-click on the WinMasterCG program icon in the right Window pane and hold while dragging the icon to the desktop.
8. Release the right mouse button. A menu will appear.
9. Select Create Shortcut Here from the menu.
10. The WinMasterCG icon will appear on the desktop.
11. Close the Windows Explorer program.
12. Click and hold the WinMasterCG icon with the left mouse button and drag to the desired location on the desktop before releasing the button.

WinMasterCG in the Start Up folder

If you would like to place the WinMasterCG program in your Start Up folder so the program will be started automatically every time the computer is turned on follow these steps:

1. Click Start, then Programs, then Windows Explorer.
2. The Windows Explorer program will start.
3. On the left Window pane of the Windows Explorer program, scroll down to the Program Files folder by clicking the down arrow or by clicking and holding the slider bar and pulling it down.
4. Click the + symbol to the left of the Program Files folder.
5. Click the + symbol to the left of the Broadcast Software Solutions folder.
6. Click on the WinMasterCG folder to highlight it. The contents of this folder will be displayed in the right Window pane of Windows Explorer.
7. On the left Window pane of the Windows Explorer program, scroll down to the Windows folder by clicking the down arrow or by clicking and holding the slider bar and pulling it down.
8. Click the + symbol to the left of the Windows folder.
9. Click the + symbol to the left of the Programs folder.
10. Scroll down until the Start Up folder is visible in the left Window pane.
11. Right-click on the WinMasterCG program icon in the right window pane and hold while dragging the icon over the Start Up folder in the left window pane.
12. Release the right mouse button. A menu will appear.
13. Select Copy Here from the menu.
14. Close the Windows Explorer program. WinMasterCG will now run every time the computer is started.

Directories (Codi)

A standard install creates a program directory in:

C:\Program Files\Broadcast Software Solutions\WinMasterCG

The following sub-directories are also created:

C:\Program Files\Broadcast Software Solutions\WinMasterCG\Crawls
C:\Program Files\Broadcast Software Solutions\WinMasterCG\EAS
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Fonts
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Graphics
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Pages
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Ratings

Filenames

The following file types and filename extensions are listed below:

Crawl file	.CRL
EAS file	.EAS
Font file	.FNT
Logo Font file	.LGO
Ratings file	.PCX
Graphics file	.PCX
Roll file	.ROL

The .FNT Codi font format is not compatible with the Windows .FNT font format. Many graphics formats are supported by WinMasterCG. The files are converted to.PCX format for the Codi by WinMasterCG.

Directories (Infinit family)

WinMasterCG Computer Directories

A standard install creates a program directory in:

C:\Program Files\Broadcast Software Solutions\WinMasterCG

The following sub-directories are also created:

```
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Black
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Crawls
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Eas
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Fonts
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Graphics
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Graphicswf
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Messages
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Pages
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Ratings
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Ratingswf
C:\Program Files\Broadcast Software Solutions\WinMasterCG\Roll
C:\Program Files\Broadcast Software Solutions\WinMasterCG\White
```

Filenames

The following file types and filename extensions are listed below:

Crawl file	.CRL
EAS file	.EAS
Roll file	.ROL

Infinit Family Character Generator Directories and Files

With WinMasterCG, BSS supplies three machine fonts for your Infinit family character generator, as well as template data pages, rating icons and a message directory default message. These will help you get on-the-air with WinMasterCG, but you are certainly not limited to the fonts and pages that are provided. WinMasterCG is set-up to use your Chyron's default directory (C/Maxine, C/Max or C/Infinit). It is suggested that WinMasterCG remain in this configuration. Should your character generator ever have a failure that would require re-booting or powering-up, the CG automatically loads the default directory when the Message Compose program is started, requiring no further intervention from the operator.

WinMasterCG reserves addresses 9000-9999 in the default directory for messages, and 9000-9002 in the default/Machine directory for Machine fonts. Any previously recorded material in these areas could be over-written by WinMasterCG. Such material should be moved to addresses below 9000 before anything is uploaded from WinMasterCG to your character generator. Of course, it is possible for the user to change this so that WinMasterCG uses a different set of addresses.

Here is what WinMasterCG will upload to your Chyron:

Note that * = your Chyron's default directory (C/Maxine, C/Max or C/Infinet)

C/*/Message: Defaults
Pages for templates, banners, ratings icons, etc.

C/*/Machine: 9000 Swiss 721, 20 scanlines
9001 Swiss 721, 30 scanlines
9002 Swiss 721, 40 scanlines

Fonts

The supplied fonts are rendered from Master Font 5003 Swiss 721, which is a standard font supplied by Chyron with all Infinet family character generators.

All three Machine Fonts have a degree symbol at ASCII Key ID 91, which translates to the upper left "blank key" (immediately right of the "P" key, lower-case) on the Chyron keyboard.

In addition, Machine Font 9001 (loaded to position 15) has the transparent box that is used for time/temperature displays. It is at ASCII Key ID 93, which translates to the upper right "blank key" (second key to the right of the "P" key, lower-case) on the Chyron keyboard.

Ratings Icons

You have the choice of uploading white over black or black over white rating icons to your character generator. Or if you prefer, you can upload both sets. (This is done from WinMasterCG. Click on "Configure". Connect to the CG through the network then click the "Rating Icons" tab).

After you load one set of rating icons, select the other set, pick a new starting number, then upload these to the character generator. There are 44 rating icons. It may take three to four minutes for WinMasterCG to upload each set to your Infinet character generator. To recall, click on the "Ratings" quick pick (F5) on the right of the WinMasterCG menu. Click the "Setup" tab and enter the starting page # for the version of rating icons you wish to use.

Messages

9050 = EAS Crawl Background. This is an upper-third red background that is used to crawl EAS messages over. The cursor is positioned so the text will crawl in the correct location on this banner.

9051 = Lower-third Crawl Background. This is a lower-third blue background that is used to crawl user-generated messages over. The cursor is positioned so the text will crawl in the correct location on this banner.

9052 = Time & Temp, upper left. This is a template page for Time/Temperature with two tab fields. The tab fields are used by WinMasterCG to select the correct font, color and position for time and temperature.

9053 = Time & Temp, upper right. Same as 9052, but upper right.

9054 = Time & Temp, lower left. Same as 9052, but lower left.

9055 = Time & Temp, lower right. Same as 9052, but lower right.

9056 = School Closing, 2 tab template page.

Tab 0=School name. Tab 1=Condition (Closed, Open, Delayed, etc)

9057 = School closing, 3 tab template page.

Tab 0=School name. Tab 1=Condition (Closed, Open, Delayed, etc)

Tab 2=County/City, etc.

9058 = School Closing Crawl Background. This is a lower-third blue background that is used to crawl school closing crawls over. The cursor is positioned so the text will crawl in the correct location over this banner.

Modifying Default Template Pages

It is possible to change the fonts, the crawl banners and the template pages, as well as add logos, icons, transparencies etc. to better reflect your station's graphic look. These changes should be made by someone who is trained in the operation of the Inifit family of character generators and also understands how template pages are used by the computer.

If new Machine Fonts are rendered, the degree symbol will also need to be rendered and stored at ASCII Key ID 91 or the upper left "blank key" (to the immediate right of the "P" key, lower case) on the Chyron keyboard. This symbol can be recorded at another location if desired, but you will need to go into WinMasterCG to the Time/Temp set-up menu and enter the correct location for the degree symbol.

If the transparency box provided by Broadcast Software Solutions is still to be used for Time/Temperature after rendering new fonts, it will need to be copied to the new Machine font. Currently this box is in Machine Font 9001, the font normally loaded into position 15. It is stored under ASCII Key ID 93 which translates to the upper right "blank key" (second key to the right of the "P" key on the Chyron keyboard. A different transparency box can be made and used if desired. Once it is made and stored as a character, the template page will need to re-made with this transparency and the tab fields may need to be adjusted or re-made to work properly with the new transparency.

Other icons, transparencies, station logos, etc can be added to other "blank key" positions within the three fonts used by WinMasterCG. This way, it is not necessary to have a complete new font loaded with only a few icons/logos in it.

If the banners used for crawl backgrounds are to be changed, take care to position the cursor so the text crawls in the proper location on the banner.

Section 6 Hardware Installation

Chyron Codi Installation

You must connect the Codi to the WinMasterCG computer and set the communications rate on the Codi to match the WinMasterCG baud rate setting. You must also connect a video input or reference black burst input to the Codi and one or two of three possible video output connectors must be installed. The input and output connectors are located on the rear panel of the Codi, as are the configuration switches.

The pinout on the Codi serial port is a standard DCE (Data Communications Equipment) DB-9 serial port. A 1:1 serial cable is shipped with the Codi to interface to the WinMasterCG Personal Computer. This cable can be replaced or extended by the customer, up to 100 ft., as long as the pin-for-pin wiring is maintained. To extend beyond this length will require a pair of customer supplied short-haul modems.

To set the mode switches on the rear panel, press the switch up to turn it on, and down to turn it off. Initially, you must select a communications rate, or baud rate. WinMasterCG supports 9,600 baud or 19,200 baud. The recommended speed is 19,200. You may experience Codi communications errors at 19,200 baud due to the speed of the computers serial port, the length of the serial cable, or external electrical interference. If this occurs, switch to 9600 baud.

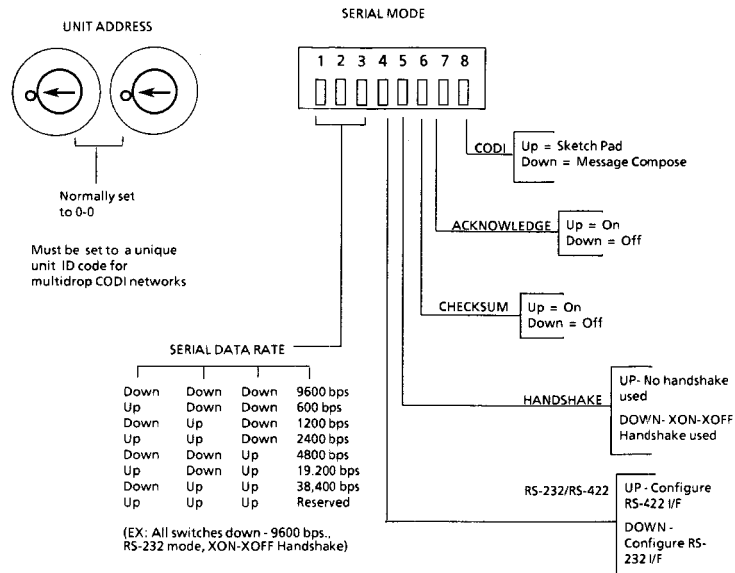
If you are installing a Black Box Codi, and would like to use one or both of the Codi's two General Purpose Interface (GPI) inputs, consult the Codi Operation Manual (Page 2-22) for information on constructing a Codi GPI interface cable. You will also have to configure the GPI's for the desired operation using the GPI Configuration dialog box. To open the GPI Configuration dialog box, select the GPI sub-menu item from the Configure menu. Hardware GPI's are not available on the PC-Codi.

Setting Codi DIP Switches

The DIP switch should be set as follows:

For 19,200 Baud	
1	UP
2	DOWN
3	UP

For 9,600 Baud	
1	DOWN
2	DOWN
3	DOWN



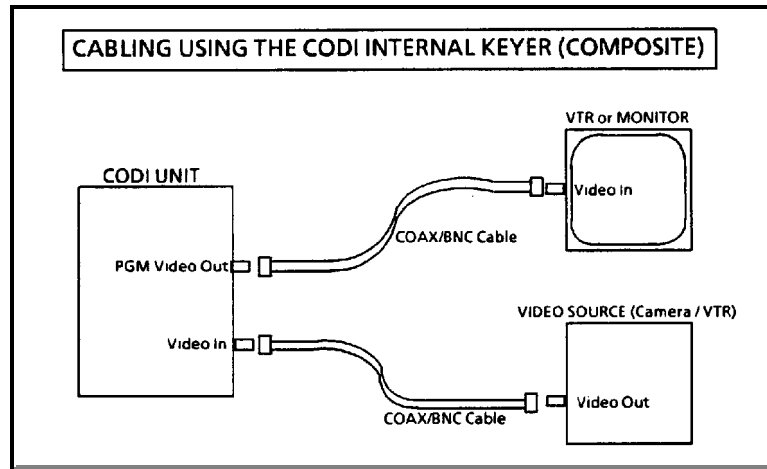
Switches 4-8 should always remain DOWN.

The two rotary dial switches should be set to 0-0.

There are two methods of installing a Codi into an existing video system. The first uses the Codi's internal keyer. The second uses an external switcher or downstream keyer (DSK).

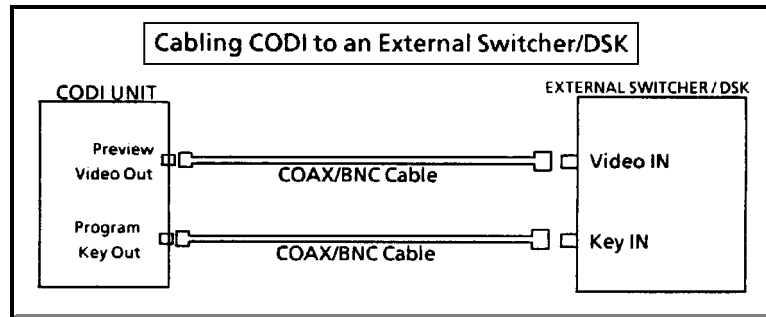
Using the Codi's Internal Keyer

The Codi will key or overlay its titles and graphics over incoming video using it's own internal keyer. Keying to external video is anti-aliased just as the characters are anti-aliased to thier own internal background. To use the internal Codi keyer, connect a cable from a video source such as a video router output or video switcher output to the VIDEO IN BNC connector on the Codi rear panel. Next, connect a cable from the PGM VIDEO OUT on the Codi rear panel to the input of a video router, video switcher, VTR, monitor, transmitter or some other suitable video input.



Using an External Switcher or DSK

When using the Codi with an external switcher or downstream keyer, the internal keyer is bypassed, and the Codi Preview Video and Program Key output signals are routed straight to the switcher or DSK for program mixing. The Program Key output is routed along with the Preview Video to provide the required transparency or Key signal, to the switcher or DSK. Keying and fading is now the responsibility of the external keyer. To use the Codi with an external keyer, connect a cable from a black burst reference source such as a sync generator or black burst DA to the REF BLK BURST IN connector on the Codi rear panel. Next, connect a cable from the PVW VIDEO OUT on the Codi rear panel to the video input of the external keyer or switcher. Finally, connect a cable from the PGM KEY OUT connector on the Codi rear panel to the key input of the external keyer or switcher.



The Chyron Codi detects video sync at the REF BLK BURST IN and automatically genlocks to this input. If no video sync is detected, the Codi will genlock to the video at the VIDEO IN connector. If you are using a reference black burst and a composite input for keying, both reference and video inputs must be timed (H-Phased and S-Phased) the same.

Chyron Infit, Max, Maxine Installation

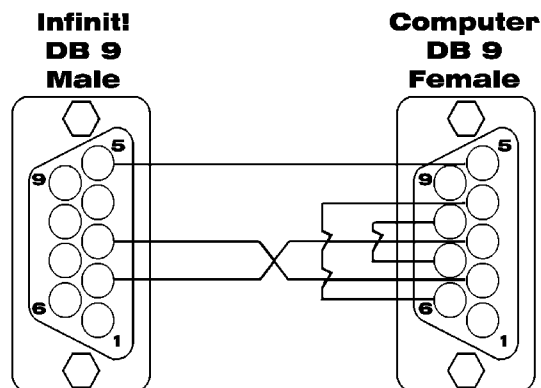
You must connect the Infit family character generator to the WinMasterCG computer using both a network connection and a serial connection. The network connection is used for file transfers between the WinMasterCG computer and the character generator. The serial connection uses the Intelligent Interface option for Infit family of character generators, and is used to control the character generator.

Intelligent Interface

If you will be connecting an EAS Encoder/Decoder to the WinMasterCG system, the Intelligent Interface cable is connected to the COM-2 port of the WinMasterCG computer. If you will not be using an EAS Encoder/Decoder, the Intelligent Interface cable can be connected to the COM-1 or the COM-2 port of the WinMasterCG computer.

The other end of the serial cable connects to the Infit family character generator's Intelligent Interface port. If you are connecting to an Infit, connect the cable to Serial Port 4 (the bottom of the four ports) on the CPU Transition board. If you are connecting to a Max, connect the cable to the J2 port (the right port) on the rear of the Max. If you are connecting to a Maxine, connect the cable to the 9-pin D-connector labeled INTEL.INTF.

The pinout on the Intelligent Interface port is identical for all Infit family character generators.



The length of this cable can be up to 50 ft. To extend beyond this length will require a pair of customer supplied short-haul modems, or an RS232 to RS422 adapter. If the computer connection is converted to RS422, the Infit family character generator's intelligent interface port will also have to be configured for RS422. Consult the Infit Family Character Generator Options Manual for more details.

Baud Rate

Initially, you must select a communications rate, or baud rate. WinMasterCG supports 9,600 baud or 19,200 baud. The default baud rate for the Infnit family of character generators is 9600.

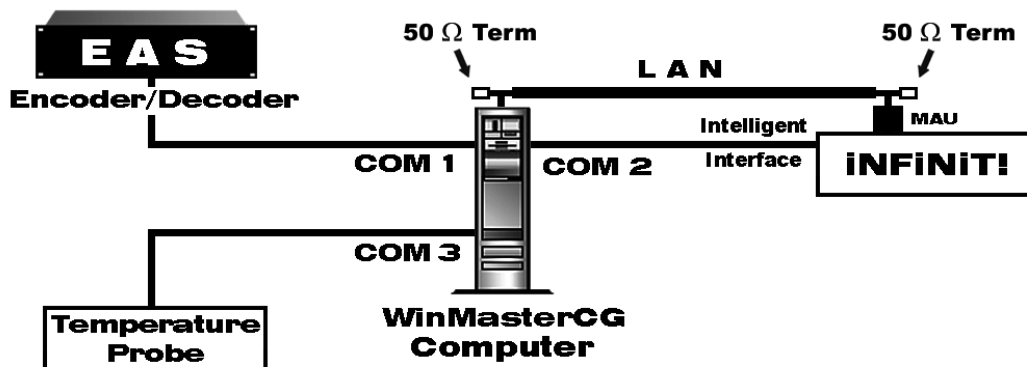
To change the settings on the Infnit family character generator, press the SET-UP key from the Loader menu and select the SET COM icon or press the C key on the Chyron keyboard.

To change the setting in WinMasterCG, select WinMasterCG from the Configure menu and click the desired button in the Communications Rate area. The baud rate settings for WinMasterCG and your character generator must match.

Network Connection

The network connection is a standard 10Base2 (ThinNet) or 10Base5 (ThickNet) Ethernet connection, depending on the MAU (Media Attachment Unit) connected to your Infit family character generator. One end of the MAU should be attached to the 15-pin D-connector labeled ETHERNET on the rear of the character generator. A BNC-T connector should be attached to the other end of the MAU. The other two ends of the BNC-T allow for connection to other nodes on the network via 50 ohm RG58 A/U or equivalent coaxial cable.

A network node may be another Infit family character generator, a computer, or a special network device such as repeaters, hubs, or bridges. The network topology must be one contiguous line with no loops. Each connection to the network should be made with standard 50 ohm BNC-T connectors, and both ends of this series of cable segments must be terminated with a 50 ohm BNC terminator. A basic WinMasterCG installation is shown below.



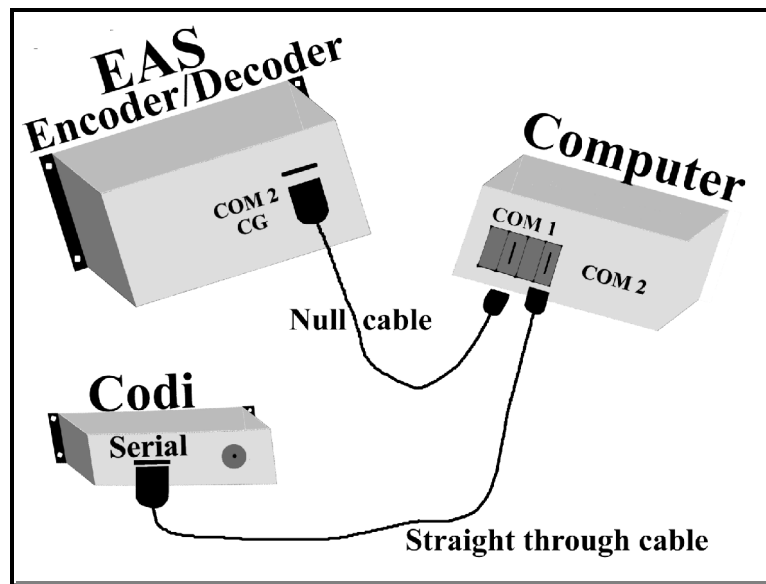
TCP-IP networking must also be installed on the WinMasterCG computer. This involves installing a NIC (Network Interface Card) in the computer, connecting this computer to the Ethernet network, and installing and configuring the Windows networking and the TCP-IP protocol. Windows network installation and configuration is beyond the scope of this manual and should be performed by someone familiar with Windows networking issues.

The first three sets of numbers in the IP (Internet) address of the Infit family character generator and the WinMasterCG computer should be the same. The last number must be unique for each node on the network. If this installation will be a part of an existing network, consult with your IS department or other person responsible for your Ethernet network about IP addressing and other network related issues. See the Infit Family Options Manual for more details on character generator networking issues.

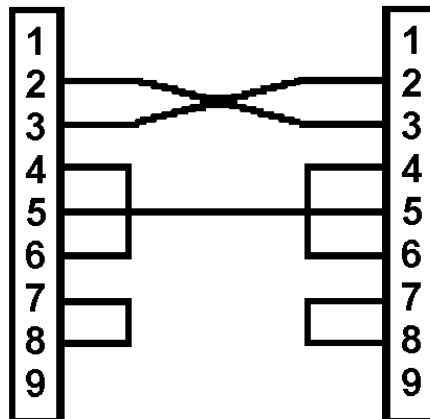
EAS Encoder/Decoder

TFT EAS-911 Installation

If you are using the TFT EAS-911, connect a null cable to the Character Generator port, COM-2, of the TFT EAS-911. Connect the other end of this cable to the COM-1 port of the PC. Configure the TFT EAS 911 for **Character Generator** control, **NOT!** for **CODI** control. This is accomplished at menu item 18 of the TFT EAS-911. It is designated as "TFT STANDARD I/F". You must also set up the EAS events in the EAS 911 and WinMasterCG in accordance with your local EAS plan. See the TFT manual for EAS-911 configuration information. See the EAS Hardware section and EAS Events sections for WinMasterCG configuration. You may enable the Tally PWA if your system has this option installed. See the Tally PWA installation section and the EAS Hardware section for more information on setting up the Tally PWA..

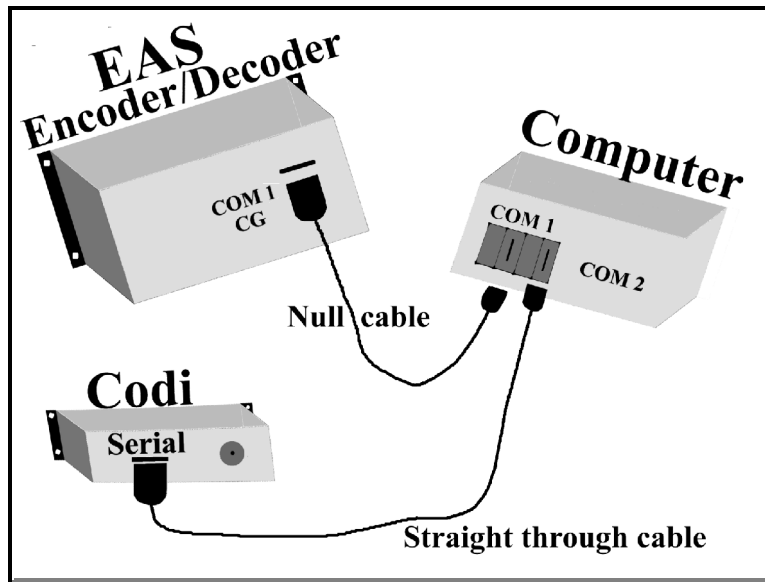


RS-232 9-PIN NULL CABLE

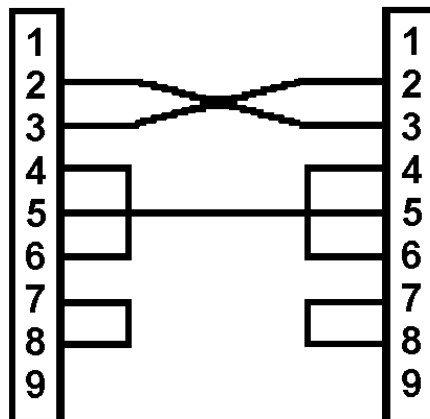


Sage Endec Installation

If you are using the Sage Endec, Voice Recorder and Tally PWA selections will not be available. Also, EAS events are not available for the Sage Endec. These functions are carried out by the Sage unit. Connect a null modem cable to COM-1 of the Sage Endec connect the other end to COM-1 of the PC. The Endec COM-1 should be set for **GENERIC CG** and **NOT!** for **CODI**. See the Sage manual for configuration information.



RS-232 9-PIN NULL CABLE



Temperature Probe Installation

WinMasterCG supports the DGH Thermocouple automatic temperature probe. The DGH Thermocouple may be purchased from Broadcast Software Solutions. The "Temp. Kit" comes complete with temperature probe, thermocouple, and power supply. When the DGH thermocouple is installed it is no longer necessary to manually type the temperature.

The temperature probe should be placed outside in an appropriate place to read the current air temperature. The Weather Service standard for temperature measurement is 5 feet above ground, in the shade, no direct sunlight, and on the north side of the building. The temperature probe should not be influenced by the building temperature.

The Thermocouple interfaces to an analog temperature probe providing an RS-232 output of the current temperature. Do not extend the cable between the thermocouple and the DGH unit. The thermocouple works on the principle of junctions currents between dissimilar metals. Do not use copper wire to extend the probe element. To do so will introduce additional junctions, and result in temperature errors. A long RS-232 cable may be used to extend the thermocouple. The length of the RS-232 cable is not critical and will not influence the temperature reading.

Connect the RS-232 output of the thermocouple to the COM-3 port. The temperature probe uses COM3 with a nonstandard interrupt. You must have a serial port card which will allow interrupts to be assigned. See the COM-3 Configuration section for more details on installing the port and configuring Windows to match the hardware setting you have chosen.

The WinMasterCG Configuration dialog box will also need the Use Automatic Temperature Probe option set. See the WinMasterCG Configuration section for more details.

After configuration, WinMasterCG will issue commands to the DGH Thermocouple as follows: 300 Baud, No Parity, One Stop Bit

In addition WinMasterCG will set the Thermocouple up as using unit 1 operating in Fahrenheit and 16 second time constant.

The commands issued are:

```
$1WE  
$1SU31070880
```

WinMasterCG will control the thermocouple sending it commands every ten seconds to update the current temperature.

It is not necessary to set the temperature probe values in Windows. WinMasterCG will set

up all temperature probe parameters once an IRQ is established.

Tally PWA Installation

Address Selection

The Tally board occupies a total of two consecutive I/O locations. An 8-position dip switch is used to set the base address for these locations. You have a choice of 300-301 hex or 320-321 hex. Start with 300h unless you know this setting will conflict with existing PC ports. If this does not work, set the base address to 320h. The switch position settings are as follows:

SWITCH	300 HEX	320 HEX
1	OFF	OFF
2	OFF	OFF
3	ON	ON
4	ON	ON
5	ON	OFF
6	ON	ON
7	ON	ON
8	ON	ON

Note: WinMasterCG software must also be set to match this hardware setting. See the EAS Hardware Configuration section for further details.

Installation

After setting the Base I/O of the Tally PWA, the board can be installed in any of the PC ISA expansion slots. Remove the PC case, remove the blank metal slot cover, and insert the board. Replace the screw, replace the cover, and your Tally PWA is installed.

External Connections

There are two opto-isolated inputs available for connection to an external switch or a tally output of the master control switcher. As an example, you could use the master control switcher's tally relay associated with the commercial cart machine as an input to the tally board to insure that EAS events with the Control field set to Air with Tally would not air over commercial breaks. If you need more than two inputs, other inputs can be "wire or'ed" together.

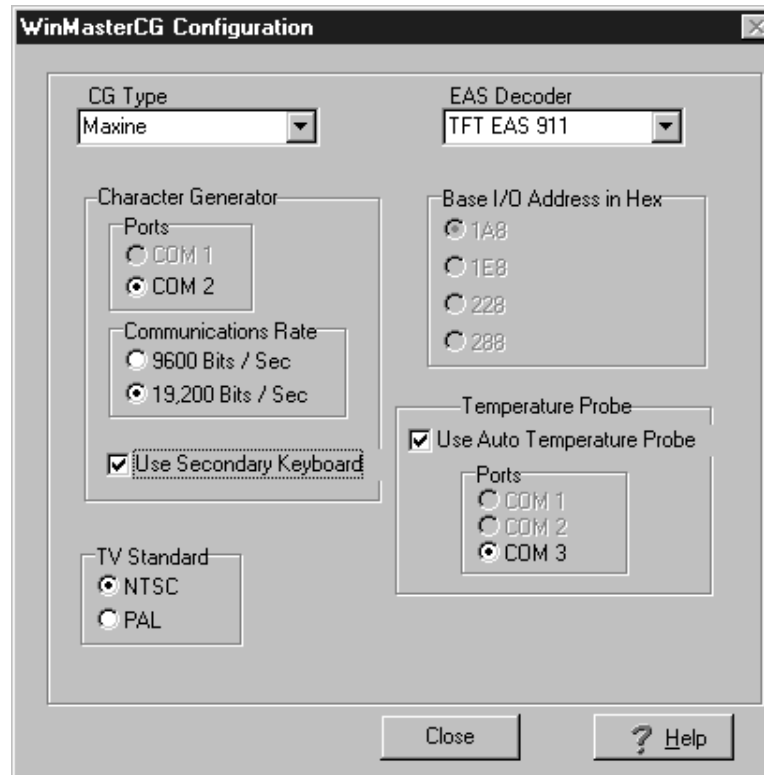
Both Tally PWA inputs will accept an external 12 volt input or a contact closure. The Tally PWA's optically isolated inputs have two "back-to-back" diodes internally. This allows ac or dc signals to be sensed, regardless of polarity. If you use the contact closure method, you must wire the closure in series with +12vdc and ground connections provided by the Tally PWA. The DB-37 pin numbers are as follows:

SIGNAL	PIN NUMBER
OPTO-1A	10
OPTO-1B	29
OPTO-2A	9
OPTO-2B	28
+12VDC	19
GROUND	20

Section 7 Configuring WinMasterCG

WinMasterCG Configuration

The first time the WinMasterCG program is executed, the WinMasterCG Configuration dialog box opens. Use the WinMasterCG Configuration screen to customize WinMasterCG for the hardware in use and the computer ports connected to this hardware. The type of character generator, COM port and baud rate or I/O address, television standard, and EAS Decoder type are selected here. If a temperature probe is used, it is also configured on this screen. After the initial setup is complete, you will be given the choice of opening the Configuration screen every time WinMasterCG is started. If you choose no, you can always open the WinMasterCG Configuration dialog box by selecting the WinMasterCG sub-menu item from the Configure menu. Also, if a configured port is unavailable to WinMasterCG causing program termination or demo mode activation, the dialog box will open the next time the program is started.



Character Generator Type

Select the type of character generator connected to the system using the drop-down list in the Character Generator Type edit window. Click the down arrow to the right of the edit box and select PC Codi if you are using an internal Codi or Black Box (Serial) Codi if you are using an external rack mount Codi in a "black box". Select Max, Maxine, or Inifit if you are using one of the Inifit family character generators.

Ports

The Ports radio buttons in the Character Generator group are enabled or disabled as a result of selections made in the Character Generator Type edit window and the EAS Decoder edit window. If a radio button is disabled, it will appear as "grayed out" and will not function. If an EAS decoder is configured, it must be connected to COM-1, therefore the COM-1 selection for the Character Generator will be disabled. If a PC Codi is selected, both COM-1 and COM-2 will be disabled, as they do not apply. If neither of these conditions are true, both COM ports will be enabled. To select, click the radio button next to the desired COM port.

Communications Rate

If you select Black Box Cod, Max, Maxine, or Infnit in the CG Type group, you must set the baud rate in WinMasterCG by clicking the 9600 bps or the 19,200 bps Communications Rate radio button in the Character Generator group. If Black Box Codi was selected in the CG Type area, this setting must match the dip switch setting on the Black Box Codi. See the Hardware Installation - Chyron Codi section for details on setting the Codi baud rate dip switches. If an Infnit family character generator was selected, this setting must match the baud rate selected for the character generator's intelligent interface connector. See the Hardware Installation - Chyron Infnit, Max, Maxine section for details on setting the intelligent interface baud rate.

TV Standard

In the TV Standard group click the button next to the television standard, NTSC or PAL, that corresponds to the type of character generator in use. WinMasterCG will determine legal values for various video parameters based on this setting.

EAS Decoder

Click the down arrow to the right of the EAS Decoder edit window to select the type of EAS Encoder/Decoder connected to your system. If you select TFT or Sage decoders, they must be connected to COM-1 of the computer. See the Hardware Installation - EAS Encoder/Decoder section for more information. If you do not have an EAS decoder connected to the system, select NONE. This will make the COM-1 port available for use by the Character Generator or the Automatic Temperature Probe.

Base I/O Address in Hex

If you select PC Codi in the Codi Type edit window, you must select a base I/O address. This address must match the configuration of the PC Codi dip switches and Codi system software settings. See the PC Codi manual for more details.

Temperature Probe

If you have an automatic temperature probe installed, click on the check box labeled Use Automatic Temperature Probe. The probe can be connected to COM-1, COM-2, or COM-3, but only if the desired port is not used by another device. Any ports that are unavailable will be "grayed out" and disabled. Click the radio button next to the desired port. If both an Infnit family character generator or a Black Box Codi and an EAS Encoder/Decoder are in use, the temperature probe must be connected to COM-3. If this is the case, you must select an unused interrupt for COM-3 in the System Group of the Windows95 Control Panel. Please note the default interrupt for COM-3 is IRQ-4. This interrupt is shared with COM-1, which is designated as the EAS hardware port. See the COM-3 Configuration instructions in the How Do I? section for more information. Incorrect configuration of the COM-3 port can cause a failure in WinMasterCG initialization and abnormal program termination. If this occurs, the WinMasterCG Configuration dialog box will open upon startup to allow for correction of the problem.

Character Generator Configuration (Infit Family Only)

For WinMasterCG to control your Infit family character generator, the CG must be running Message Compose and be operating from it's default directory. **The character generator should be in this mode prior to starting WinMasterCG on your computer.**

Defaults

This dialog box is in the C/*/Message directory, where * = Infit, Max, or Maxine. It is accessed in Message Compose by pressing the "Set Up" key followed by the "D" key.

The screenshot shows a dialog box titled "C/MAXINE Directory Defaults" within the "Message Compose" window. The window title bar includes "Maxine! Message Compose ver 10.10 7:37 6/23/99". The dialog box contains several configuration options:

Super Shift Value: 0	Safe Title Box: N
Palette: N	Fonts: Y
Tabs: N	Function Keys: N
Verify Of File Delete: N	Inter-Row Space %: 100
Write Protect Directory: N	Load Fonts During READ: N
Save Palette/CNTL REC E: N	Display XY Position: Y
Move Tabs By Position: Y	Auto Change Font Dir: Y

On the right side of the dialog box, there is a vertical column of controls labeled "CNTL" at the top. It includes several empty rectangular boxes, a "Quit" button with a "Q" key indicator, and another empty box at the bottom. At the bottom left of the dialog box, there is a small box containing the number "10300".

Most of what you see on this menu is not important to WinMasterCG, however the following should be set as shown:

- "Fonts: Y"
- "Display XY Position: Y"
- "Auto Change Font Directory: Y"

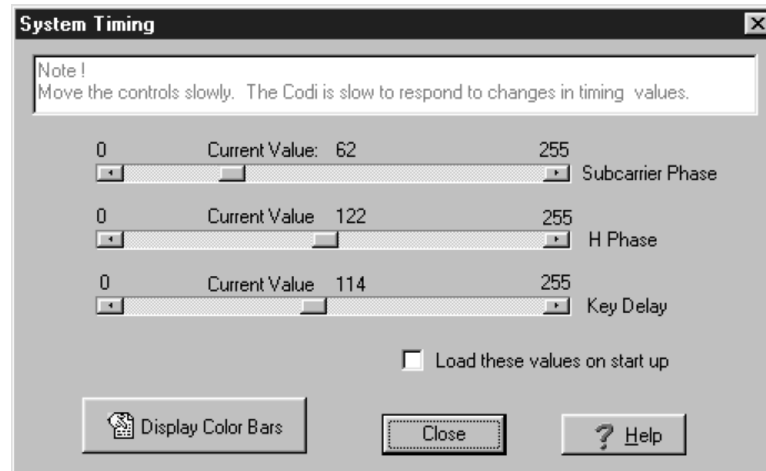
By having "Fonts: Y", this tells the character generator to load the fonts used by WinMasterCG (9000, 9001, 9002) into the correct font positions (14, 15, 16) when this directory is loaded. You can add other fonts to the positions below 14 if you wish, and have these also automatically load when this directory is loaded. Just load the desired fonts into the desired positions below 14. (For automatic font load, the fonts used **MUST** all be in the same directory.) Go to the defaults menu ("Set Up" then "D" from message compose). Now, simply quit out of this menu by pressing "Cntl" then "Q". When you quit from the defaults menu, all parameters are automatically recorded on the character generator's hard drive. Note that if you should upload the Defaults message from WinMasterCG to your character generator after making a change, the change will be lost.

"Display XY: Y" is a useful display should you wish to edit any of the template pages or make new pages. It gives you the exact X-Y coordinates of the cursor. These coordinates are displayed on the Chyron's menu display in the lower half/center area of the screen.

"Auto Change Font Directory: Y" This tells the character generator that the Machine fonts it needs to load are located in the same directory (in the Machine subdirectory) as the directory you are loading, in this case, your character generator's default directory. Otherwise it would be possible for the character generator to load Machine Fonts from other directories. This could cause the wrong fonts or no fonts at all to load and results would be unpredictable and undesirable.

System Timing (Codi Only)

Adjusting the Horizontal (H-Phase) and Subcarrier phase is essential to obtaining a proper video signal when using the reference black burst input to genlock the Codi. This is true with internal keying as well as external keying. The System Timing window provides the controls to make these adjustments, as well as selection to send timing information to a Codi on program startup. Also on this window is a Color Bar button to assist in the adjustments. To open the System Timing screen select the Video sub-menu item from the



Configure menu or click the Video Setup smarticon.

Subcarrier Phase

Subcarrier Phase adjustment is required to match the color phase of the video input source with the color phase of the Codi graphics. Adjusting Subcarrier Phase rotates the Codi color vectors about a 360 degree circle as viewed on a vectorscope. Click on the arrows to the left and right of the Subcarrier Phase slider bar to adjust phase. The bar indicator will move to indicate relative setting. In addition, the Current Value will track this adjustment. For more information on adjusting subcarrier phase, see the How Do I? section.

H Phase

Adjusting Horizontal Phase aligns the Codi video sync to match that of a video input source such that Codi graphics are centered properly within the horizontal line and not active during the horizontal blanking interval. This insures the Codi video and input video arrive at the keyer (internal or external) at the same time. Click on the arrows to the left and right of the H Phase slider bar to adjust the horizontal phase. The bar indicator will move to indicate relative setting. In addition, the Current Value will track this adjustment. For more information on adjusting horizontal phase, see the How Do I? section.

Key Delay

The Codi Key video should be timed or phased accurately with the Codi Preview video such that the Codi Preview video and Codi Key video arrive at the keyer (internal or external) at the same time. This adjustment must be made observing Codi characters keyed over video with the Codi installed and phased correctly. Click the arrows on the right or left of the Key Delay slider bar while observing the Codi characters and the "hole" cut by the keyer. When the two are aligned, the Key Delay is set correctly.

Load Values on Startup

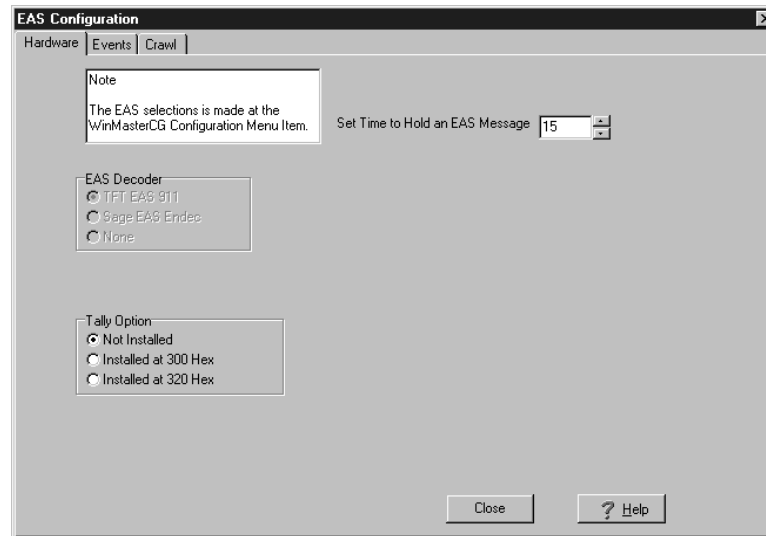
System timing values are stored in the Black Box Codi in EEPROM. This is important for two reasons. First, the values will be retained even if the Codi is powered down. Second, writing to EEPROM is relatively slow. For these reasons, it is not necessary and also undesirable to select Load Values on Startup if you are using a Black Box Codi. The PC Codi does not retain system timing information in EEPROM so it will be necessary to load values on startup. Click the check box to make this selection.

Display Color Bars

The Codi contains a simulated SMPTE video color bar pattern. The internally generated color bars signal may be useful in adjusting Codi Horizontal or Subcarrier phase. Click the Display Color Bars button to activate the color bar signal. Clicking on the right or left arrow of any control sends a change timing command to the Codi and clears the color bars. Click the Display Color Bars button after each adjustment to monitor the progress of the phasing operation.

EAS Hardware

The EAS Hardware tab contains a display area for type of EAS decoder, and selection areas for decoder message hold time and tally board configuration. To open the EAS Configuration screen's Hardware tab select the EAS Hardware sub-menu item from the Configure menu or click the EAS Hardware smarticon.



EAS Decoder

The EAS Decoder group contains three radio buttons that display the EAS Encoder option selected. To change the EAS Decoder type, Select the WinMasterCG submenu under the Configuration menu item. See the WinMasterCG Configuration section for more information.

Tally Option

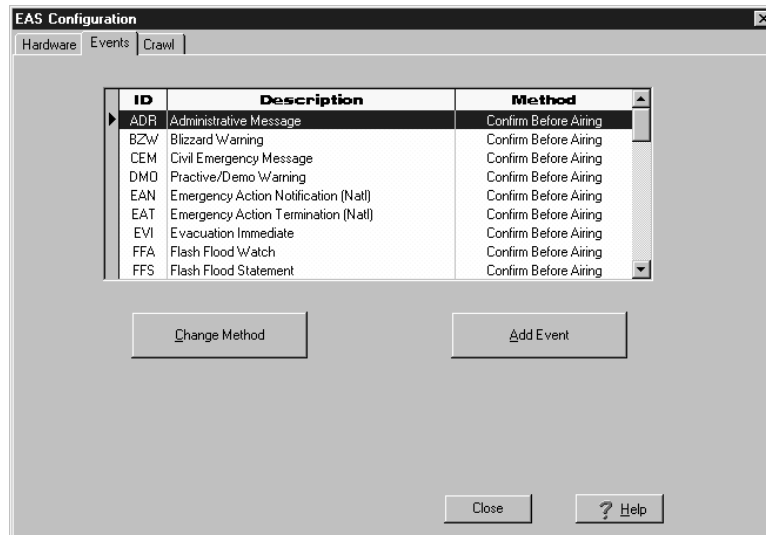
If you have installed the tally option, click on the radio button in the Tally Option group that matches the hardware setting of the tally board. If you have not installed the tally option, click the Not Installed button.

EAS Message Hold Time

If you have installed a TFT EAS-911 decoder in your system, the decoder will hold an incoming EAS message for the length of time specified in the scroll box labeled Set Time to Hold on EAS Message. Click on the up or down arrows to increment this setting from 2 to 15 minutes. Be aware that while you will have more time to get this crawl on air, no other EAS messages can be received while a message is being held. This could lead to missing important updates to the message held or other valuable information. This function does not apply to the Sage decoder.

EAS Events

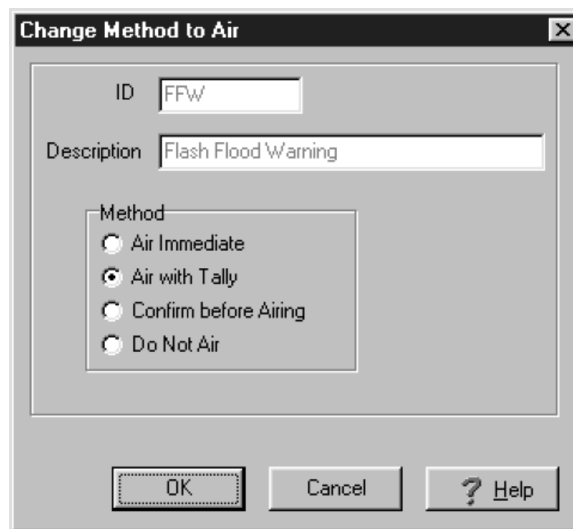
The EAS Events tab is where you configure which EAS events you will respond to, and how you will respond. To open the EAS Events tab, select the EAS Events sub-menu item from the Configure menu. This tab contains a scroll box that lists all known EAS events. Each line in this scroll box lists an event ID, a description of the event, and the method of responding to the event that has been selected.



WinMasterCG sets all events to Confirm Before Airing when the software is installed. Use the up or down arrows on the right of the EAS Events scroll box to view all events. Click on an event to highlight it. Click the Change Method button to modify the EAS event selected or the Add Event button to add to the EAS events database. Click the Close button to exit the EAS Configuration screen.

Change Method

Click on the Change Method button to change the method of responding to the highlighted event. This will bring up the Change Method to Air dialog box.



The ID and Description of the selected event will be displayed. Click on the radio button next to the desired method of responding to the event.

Air Immediate will instruct WinMasterCG to send the EAS message to the character generator, activate the EAS audio, and start the EAS crawl without delay.

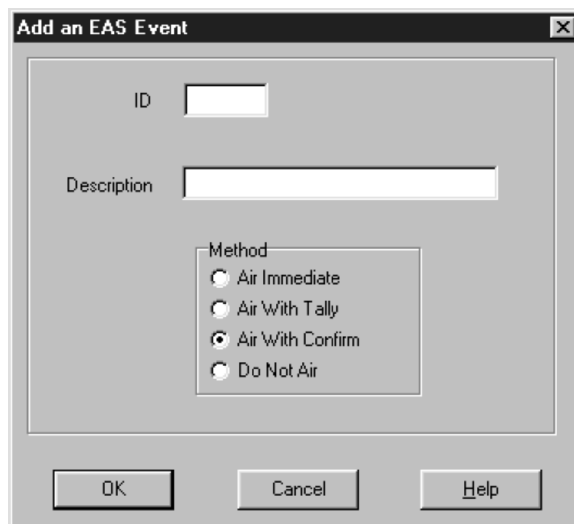
Air with Tally will prevent the EAS crawl from starting as long as the tally input is asserted if the Tally Option was installed and configured. This could be useful to prevent EAS crawls from starting during a station break. It is important to note that if the tally closure occurs after the crawl has started, the crawl will continue to air over the station break. Also, if the tally is not lifted in the time allowed in the Set Time to Hold on EAS Message scroll box on the EAS Hardware tab, the message will not be available to air.

Confirm Before Airing will cause a dialog box to appear prompting you to start the EAS crawl and EAS audio manually. Click the OK button to activate the EAS message.

Do Not Air will cause WinMasterCG to ignore any EAS message of this type. When you have configured the selected EAS event, click the OK button to exit the Change Method to Air dialog box.

Add Event

If the FCC or the National Weather Service add a new EAS event, you will need to add it to the WinMasterCG EAS Events database. To do this, click on the Add Event button. This will bring up the Add an EAS Event dialog box.



Click on the edit window to the right of the ID label. This will cause a cursor to blink in the ID window. Type the ID of the event exactly as specified by the agency that has added the event. The Identifier must be entered in UPPER case. Next, click on the edit window labeled Description, and type the designated description. Finally, click one of the radio buttons in the Method group to determine how WinMasterCG will respond to this new event.

Air Immediate will instruct WinMasterCG to send the EAS message to the character generator, activate the EAS audio, and start the EAS crawl without delay.

Air with Tally will prevent the EAS crawl from starting as long as the tally input is asserted if the Tally Option was installed and configured. This could be useful to prevent EAS crawls from starting during a station break. It is important to note that if the tally closure occurs after the crawl has started, the crawl will continue to air over the station break. Also, if the tally is not lifted in the time allowed in the Set Time to Hold on EAS Message scroll box on the EAS Hardware tab, the message will not be available to air.

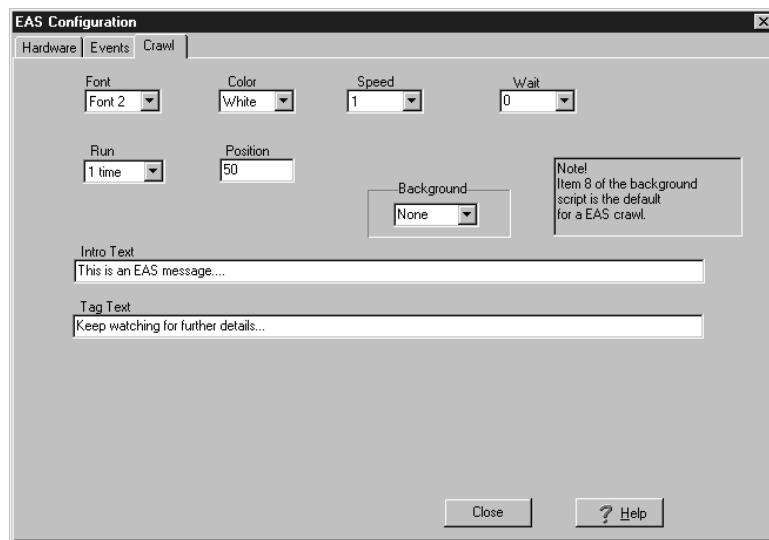
Confirm Before Airing will cause a dialog box to appear prompting you to start the EAS crawl and EAS audio manually. Click the OK button to activate the EAS message.

Do Not Air will cause WinMasterCG to ignore any EAS message of this type.

When you have configured the new EAS event, click the OK button to exit the Add an EAS Event dialog box.

EAS Crawl (Codi)

The EAS Crawl Setup tab contains list boxes to control the font, color, speed and position of an EAS crawl, a list box to determine how many times the crawl will run, and a list box to select a Background Bar if desired. Also on this tab are edit windows for entering text to be displayed before and after the EAS crawl. To open the EAS Crawl Setup screen, select the EAS Crawl sub-menu item from the Configure menu or click the EAS Crawl Setup smarticon.



Font

Click the down arrow on the right side of the Font list box to display a list of font choices. Highlight the desired font for the EAS crawl and click with the mouse or scroll with the keyboard up or down arrow key and then press the Enter key.

Color

You can choose one of the eight colors in the color palette for the EAS crawl. Click the down arrow on the right side of the Color list box to display a list of available colors. Highlight the desired color for the EAS crawl with the mouse and click or scroll with the keyboard up or down arrow key and then press the Enter key. Be careful not to choose a color in use by a logo. Poor video quality may result.

Speed

To select one of the eight crawl speeds, click the down arrow on the right side of the Speed list box. The numbers 1 thru 8 will be displayed in the drop-down list box. Highlight the desired speed for the crawl and click with the mouse or scroll to the speed number with the keyboard up or down arrow key and then press the Enter key. Speed 1 or 2 will usually produce the desired results.

Wait

Wait is available if you are using the TFT Decoder. Wait will hold off the start of an EAS crawl by the number of seconds selected. This is provided to synchronize the crawl start with the completion of the attention signal from the TFT Decoder. The default for this control is zero (no wait). By using this feature, the time for the EAS message will be extended by the amount of wait time selected.

Run

The Run list box displays the number of times a crawl will be run. You can select one to nine times, or continuous. Highlight the desired number of runs and click with the mouse or scroll to the number with the keyboard up or down arrow key and then press the Enter key.

Position

The Position list box contains a number that defines the starting scan line for the selected font. This will determine the vertical placement of the crawl on the Codi video output. For NTSC systems, the number can range from 1 to 256.

Background

The Background list box displays the Background Script that will be executed before running an EAS crawl to display a background bar or other background graphics behind the EAS crawl text. The Background Script replaces the EAS.BKG file used in previous versions of WinMasterCG. If you are upgrading from a previous version of WinMasterCG, selecting the default script, script number 8, will display the red bar with a crawl that was the default in earlier versions. To edit this background, or to set up a customized background script, use the Background Script editor. Open the Background Script editor by selecting the Configure menu item on the main menu and then clicking on the Background Scripts sub-menu item. If no background script is desired, select None from the drop down list box.

Intro Text

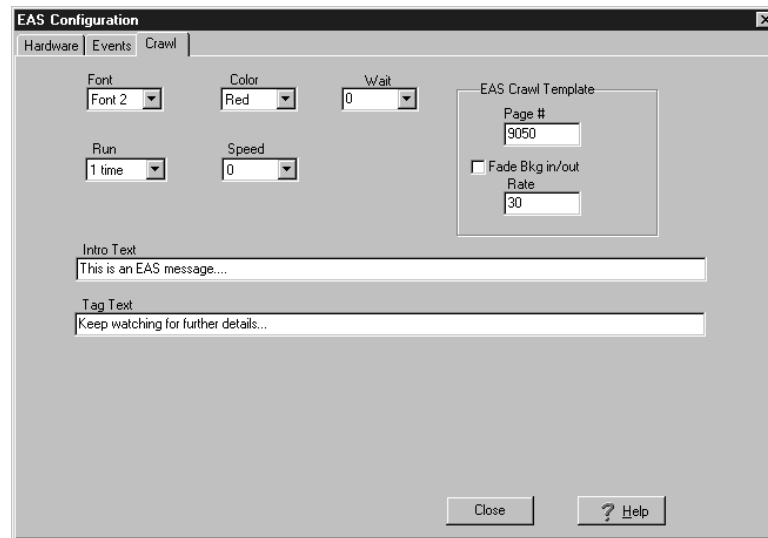
If there is introductory text that will precede all EAS crawls, the text can be entered once into the Intro Text edit window. When an EAS crawl is started, this text will precede the EAS text. Use EAS Intro Text with caution! Most EAS messages should not be altered.

Tag Text

The Tag Text edit window is used to enter text that will be used to end all EAS crawls. Text in this window will follow the EAS text message. Use EAS Tag Text with caution! Most EAS messages should not be altered.

EAS Crawl (Infinit Family)

The EAS Crawl Setup tab contains list boxes to control the font, color, and of an EAS crawl, a list box to determine how many times the crawl will run, a list box to select the EAS crawl template page, and controls to fade the background in and out. Also on this tab are edit windows for entering text to be displayed before and after the EAS crawl. To open the EAS Crawl Setup screen, select the EAS Crawl sub-menu item from the Configure menu or click the EAS Crawl Setup smarticon.



Font

Click the down arrow on the right side of the Font list box to display a list of font choices. Highlight the desired font for the EAS crawl and click with the mouse or scroll with the keyboard up or down arrow key and then press the Enter key.

Color

You can choose one of the eight colors in the color palette for the EAS crawl. Click the down arrow on the right side of the Color list box to display a list of available colors. Highlight the desired color for the EAS crawl with the mouse and click or scroll with the keyboard up or down arrow key and then press the Enter key.

Wait

Wait is available if you are using the TFT Decoder. Wait will hold off the start of an EAS crawl by the number of seconds selected. This is provided to synchronize the crawl start with the completion of the attention signal from the TFT Decoder. The default for this control is zero (no wait). By using this feature, the time for the EAS message will be extended by the amount of wait time selected.

Run

The Run list box displays the number of times a crawl will be run. You can select one to nine times, or continuous. Highlight the desired number of runs and click with the mouse or scroll to the number with the keyboard up or down arrow key and then press the Enter key.

Speed

To select one of the ten crawl speeds, click the down arrow on the right side of the Speed list box. The numbers 0 thru 9 will be displayed in the drop-down list box. Highlight the desired speed for the crawl and click with the mouse or scroll to the speed number with the keyboard up or down arrow key and then press the Enter key. Speed 0 is STOP, so the crawl will not run. Speed increases from a slow 2 up to a fast 9. Speed 3 or 4 will usually produce the desired results.

Position

The Position list box is not present in the Infinit family version of WinMasterCG. The vertical placement of the crawl on the character generator video output is determined by the location of the cursor on the EAS Crawl Template page.

EAS Crawl Template

The EAS Crawl Template area contains two edit boxes and a check box.

Page Number Edit Box

Place the page number of the designated EAS Crawl Template page in the Page Number edit box.

Fade Bkg In/Out

Place a check in the Fade Background In/Out check box if you would like the background to be faded in and out at the rate specified in the Rate edit box. If you want the background to appear with a cut transition, leave this check box blank.

Rate

If the Fade Bkg In/Out check box is checked, the number in the Rate edit box determines the duration of the background fade in frames.

Intro Text

If there is introductory text that will precede all EAS crawls, the text can be entered once into the Intro Text edit window. When an EAS crawl is started, this text will precede the EAS text. Use EAS Intro Text with caution! Most EAS messages should not be altered.

Tag Text

The Tag Text edit window is used to enter text that will be used to end all EAS crawls. Text in this window will follow the EAS text message. Use EAS Tag Text with caution! Most EAS messages should not be altered.

GPI's (Codi Only)

The Black Box Codi offers two hardware triggerable General Purpose Interface (GPI) connectors. Any valid Codi command, or series of commands, can be associated with one of these GPI's. To open the GPI Configuration dialog box, select the GPI sub-menu item from the Configure menu.



GPI 1 Command

The GPI 1 Command area features an edit window that contains the Codi commands to be executed when a contact closure is detected on the Black Box Codi's GPI-1 connector. Codi commands can be entered manually or with the assistance of the Command List. In addition to the Command List button, the GPI 1 Command area contains a test button and a Load on Startup checkbox. Any valid Codi command can be used in the GPI edit window. For more information on the available Codi commands, consult the Codi Operations manual or the Codi Display Effects II manual.



Command List Button

The Command List button opens the Command List selection box. Highlight the desired command and click or press ENTER. Some commands, like the Erase Foreground command, simply place the necessary Codi slash command syntax in the edit window. Other commands, such as the Display a Page command, invoke a dialog box to allow entry of the desired page to display. Also included are selections to clear the last item or all text in the GPI 1 Command edit window.

Test

Once you have completed editing the GPI Command list, click the test button to execute the commands. This will simulate the closure of the Black Box Codi's GPI-1 connector and allow confirmation that the command list performs as expected.

Load on Startup

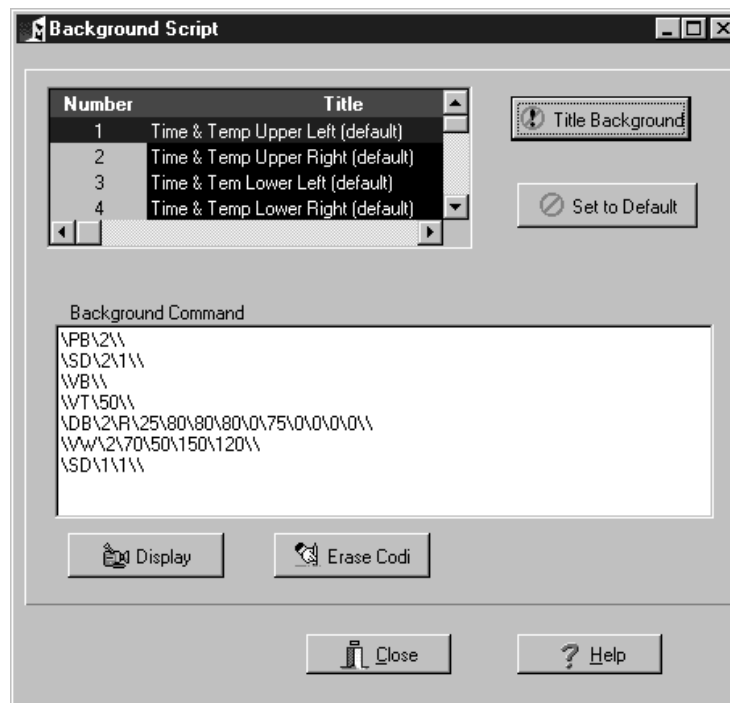
Once the GPI commands have been entered and tested, the Load on Startup checkbox should be checked to ensure the commands are loaded to the Codi and available for a hardware trigger.

GPI 2 Command

The GPI 2 Command area is identical to the GPI 1 Command area except the commands in this window are executed when a contact closure is detected on the Black Box Codi's GPI-2 connector.

Background Scripts (Codi Only)

A background may be displayed behind the text of a crawl or behind the Time and Temperature display. There are nine background scripts supplied with WinMasterCG. In addition, there are six user positions for a total of 15 background scripts. Any of the 15 scripts can be edited and/or renamed. These background scripts are used to define the style, color, transparency, and position of the background bar for Codi crawls or time and temperature displays. You can now define transparent and masked backgrounds, as well as place logo's on the background. To open the Background Scripts dialog box, select the Background Scripts sub-menu item from the Configure menu.



Select Script

The window in the upper left section of the Background Script dialog box is used to select the script to edit. The first nine scripts, numbered 1 - 9, are configured by Broadcast Software Solutions. The last 6, numbered 10 - 15, are labeled User, and do not come configured. Any of the 15 scripts can be edited or re-titled, but only the first 9 can be restored to factory defaults. Scroll to the desired background script using the scroll bar to the right of the selection window and click to select. The title of current script will be highlighted in the selection window and the contents of the script will be displayed in the Background Command edit window.

Title Background

Select the script you wish to name in the Select Script window and click the Title Background button to open the Title Background dialog box. Type the new background script title in the edit box and click OK to change the title or click Cancel to abort the Title Background operation and retain the old title.

Set to Default

If the content or title of Background Scripts 1 - 9 have been modified, and you wish to return to the factory defaults, select the desired script in the Select Script window and click the Set to Default button. The original Background Commands and Background Title for the selected script will be restored. Background Scripts 10 - 15 have no default commands, so the Set to Default command will not work with these scripts.

Background Command

The Background Command edit window contains the Codi commands used to create the background to be displayed under WinMasterCG crawls or Time and Temperature displays. Look at Background Script number 7, which is the default background for both normal crawls and School Closing crawls, along with a line by line description:

PB\\	Page Blank (Erase Foreground)
\\VB\\	Video Background
DB\\2\\R\\1\\0\\0\\0\\1\\256\\0\\0\\0\\1\\	Start of Textured Display
DB\\2\\R\\194\\150\\150\\150\\0\\201\\0\\0\\220\\0\\	End of Texture and Begin Blue
DB\\2\\R\\201\\0\\0\\220\\0\\210\\0\\0\\220\\0\\	End of Blue and Begin Bottom Texture
DB\\2\\R\\210\\0\\0\\220\\0\\216\\0\\0\\0\\	Texture to Bottom of Display

The **\\PB** command erases the foreground page. The **\\VB** command places the Codi in background mode. The RGB Download Background command **\\DB** is used to create backgrounds. Using this command it is possible to ramp from one color to another. In the RGB format, you must specify the start and end position as well as red, green, and blue values and key.

The format for the **\\DB** command is **\\DB\\mode\\R\\start\\r\\g\\b\\k\\end\\r\\g\\b\\k**

The parameters for the **\\DB** command are:

- mode = 2 (Background Create)
- start = starting scan line (1-256)
- end = ending scan line (1-256)
- r = red value (0-255)
- g = green value (0-255)
- b = blue value (0-255)
- k = key (0,1) 0=display background 1=display external video

Any valid Codi command can be used in a background script. For more information on these or any other available Codi commands, consult the Codi manual. Also, page 32 of the Codi Display Effects II manual lists the two key commands for making transparent backgrounds, Video Transparency and Video Window.

Note

If the EAS, Crawl, or School background bar positions are changed by modifying the related background script, the corresponding Scanline Position entry should be changed to match this setting. Also, if a time and temperature background bar position is modified, the Time H Position and V Position and the Temp H Offset and V Offset parameters should be changed to track the background changes. For EAS Crawls, click the Configure menu item, then the EAS Crawl sub-menu item, and adjust the setting in the Position edit box. On the Crawl (F4) screen, this is accomplished by selecting the Setup tab and adjusting the setting of the Position edit box. On the School Closings (F7) page, select the Set-Up Crawl tab and change the value of the Position edit box to match the background bar position. For the Time and Temperature (F8) page, the various position controls are located on the Setup tab.

Display

Once you have edited a background script, you can click the Display button to send the commands directly to the Codi. This allows you to modify the scripts and check your work without having to exit the Background Scripts dialog box to run a crawl or display the time and temperature just to look at the background changes.

Erase Codi

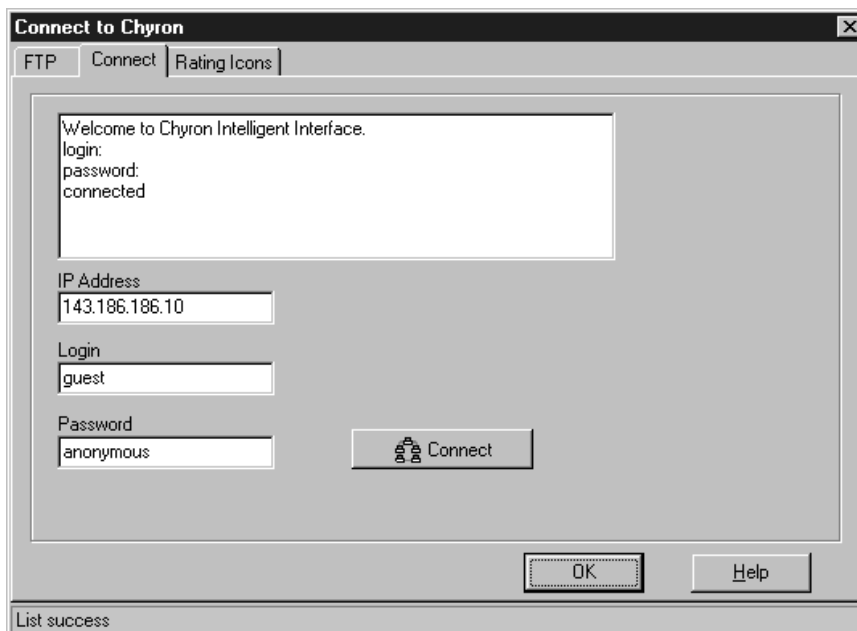
The Erase Codi button will erase the Codi foreground and background. This will not delete background scripts, but simply clear the Codi video display.

Net Connect (Infinet Family Only)

Select the Net Connect sub-menu item from the Configure menu to open the Connect to Chyron dialog box. The three tabs of the Connect to Chyron dialog box enable the WinMasterCG user to connect the PC and the character generator via Ethernet networking, transfer files between the PC and the character generator, and upload Rating Icons, School Closing Templates, and other formatted message pages used by WinMasterCG.

Connect

The Connect tab is where you set up the network connection to the Chyron Infinet family character generator. You must supply the IP address of your character generator, along with a login name and password. The default Chyron FTP session does not require a specific user name or password, so most installations will leave the user name and password edit boxes with the default entries. For more information on networking Chyron Infinet family character generators consult the Chyron Operations manual.



IP Address

Enter the IP Address of the Chyron Infinet family character generator you will be connecting to in the IP Address list box. This IP address must match the IP address set at the character generator. Use the SET-UP key from the loader menu and select the NETWORK icon to set the IP address of the character generator. For more information on this or other Chyron networking issues, consult the Network Utilities section of the Infinet Family Options Manual.

Login

The default login name of guest is the normal login ID for a Chyron Infnit family character generator. Do not change this unless you have a specific reason to change the login name.

Password

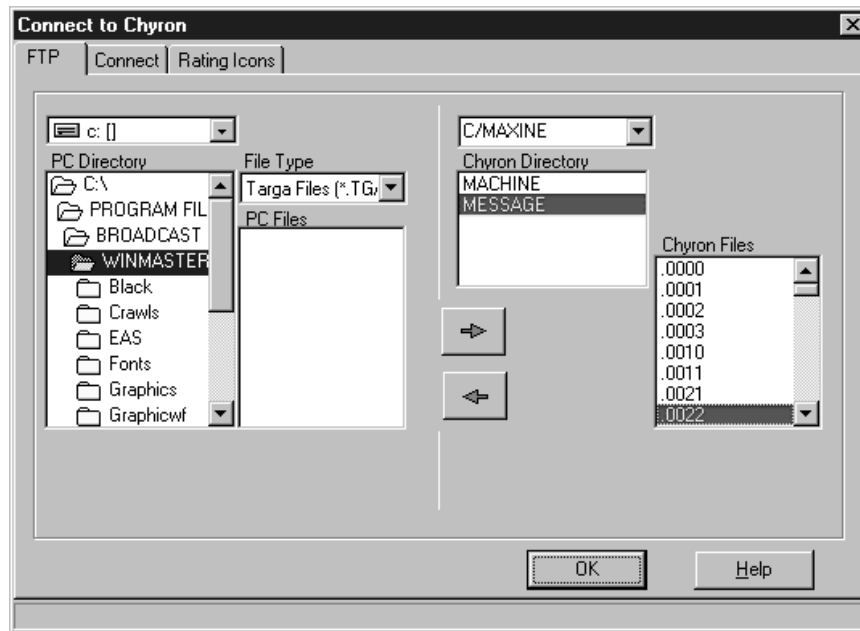
The default password of anonymous is the normal password for a Chyron Infnit family character generator. Do not change this unless you have a specific reason to change the password.

Connect

Click the Connect button to log in to the Chyron Infnit family character generator whose IP address is listed in the IP Address list box. The FTP connect message "Welcome to Chyron Intelligent Interface" will appear in the Message Display window, followed by "login" and "password" messages. The final message should be "connected".

FTP

The FTP tab allows you to transfer any files to the network connected Chyron Infnit family character generator



PC Drive

Use the PC Drive list box to select the desired drive on the PC to transfer files to or from. Click on the down arrow to the right of the PC Drive list box to select from the list of available drives.

PC Directory

The PC Directory list box lists all directories or subdirectories immediately below the current selected directory on the currently selected drive. This is the directory where files from the character generator will be copied to or files to the character generator will be copied from.

File Type

The File Type list box contains the name of the file type currently displayed in the PC Files list box. Choices are Targa, Tiff, Chyron, or All Files.

PC Files

The PC Files list box contains all of the files of the current type (See the File Type list box description) in the current directory on the current drive on the WinMasterCG PC.

Chyron Drive

The Chyron Drive/Directory list box contains the current Drive and Default Directory of the Chyron Infit family character generator on which you are logged in. To change directories, click the down arrow to the right of the list box to select from the list of available drives and default directories.

Chyron Directory

The Chyron Directory list box lists all directories or subdirectories immediately below the current selected default directory on the currently selected drive. This is the directory where files from the PC will be copied to or files to the PC will be copied from.

Chyron Files

The Chyron Files list box contains a list of all files in the current directory on the current drive on the Infit family character generator.

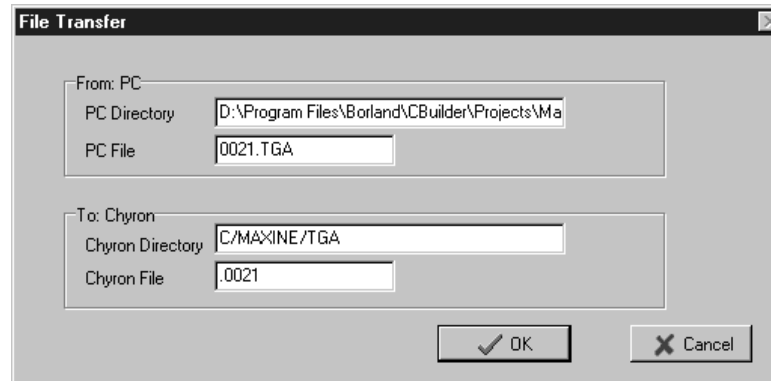
File Transfer Arrows

Below the Chyron Directory list box are two File Transfer Arrows, one pointing to the right (toward the Chyron side) and one pointing to the left (toward the PC side). Click one of the File Transfer Arrows to open its corresponding File Transfer dialog box. See the following sections for a detailed description of each dialog box.

From PC to Chyron

To transfer a file from the WinMasterCG PC to the character generator, first locate the file by navigating the PC Drive, Directory, and File Type edit windows to view the PC file and then click to highlight the file. Next, select the Chyron Drive/Default Directory that corresponds to the character generator type to which you are connected, and select the desired destination directory on the character generator. If the file to be transferred is a font file, the choose the MACHINE directory. All other files should normally be transferred to the Chyron's MESSAGE directory. If you have specific reason to change to another directory the software will allow you to do so, but this is not recommended for normal WinMasterCG operation.

Once the source PC file and the destination Chyron directory have been selected, click the upper arrow (the one pointing to the right) to open the From PC To Chyron File Transfer dialog box.



The file and directory information previously selected is used to fill out the four list boxes with the WinMasterCG programs “best guess” of the operation you wish to perform. All of the list boxes are fully editable. After making any desired changes, click OK to initiate the file transfer. **If the transfer involves a graphics format translation, the Chyron character generator can take several minutes to perform the conversion.**

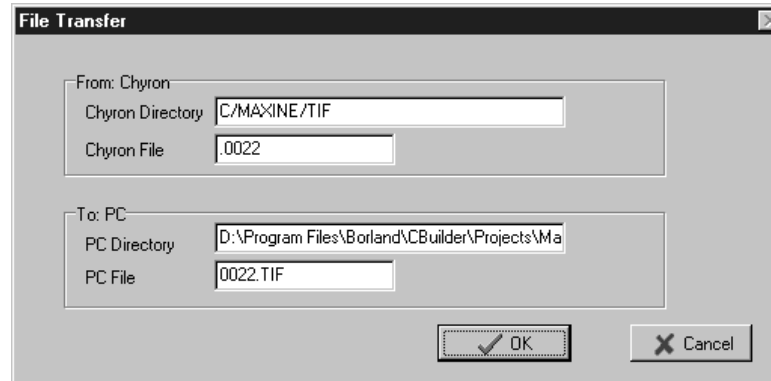
Note: If the source file is a Tiff or Targa file, the Chyron Directory must be listed as *Drive/Default Directory/TIF* or *Drive/Default Directory/TGA*, respectively. This instructs the character generator to preform a graphics format translation. The file will actually be placed in the *Drive/Default Directory/MESSAGE* directory after conversion to Chyron RGB format. **This conversion process can take several minutes to execute.**

From Chyron to PC

To transfer a file from the character generator to the WinMasterCG PC, first locate the file by navigating the Chyron Drive/Default Directory and the Chyron Directory edit windows to view the Chyron file and then click to highlight the file. Next, select the PC Drive and PC Directory that corresponds to the desired destination directory on the PC.

Once the source PC file and the destination Chyron directory have been selected, click the lower arrow (the one pointing to the left).

This will open the From Chyron To PC File Transfer dialog box.
The file and directory information previously selected is used to fill out the four list boxes

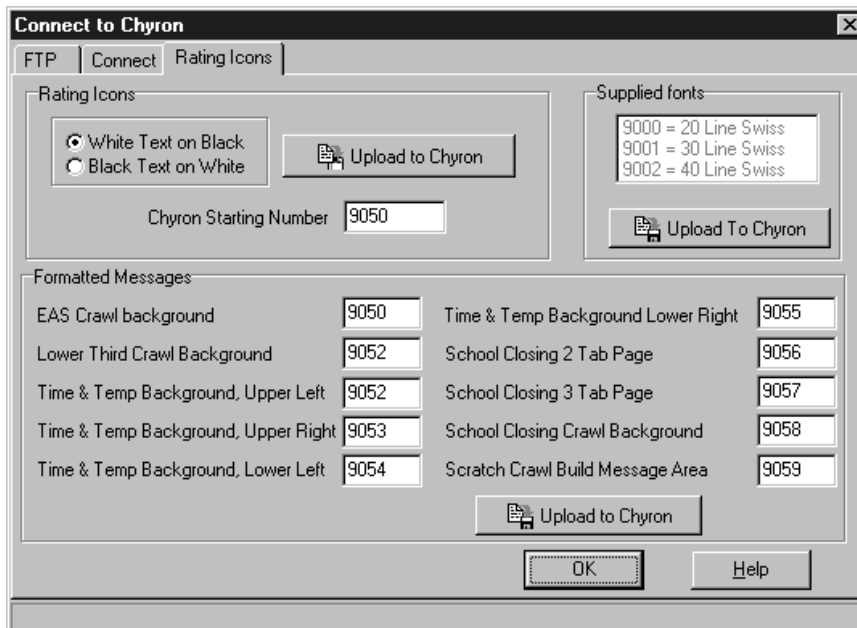


with the WinMasterCG programs “best guess” of the operation you wish to perform. All of the list boxes are fully editable. After making any desired changes, click OK to initiate the file transfer. **If the transfer involves a graphics format translation, the Chyron character generator can take several minutes to perform the conversion.**

Note: If the destination file will be a Tiff or Targa file, the Chyron Directory must be listed as *Drive/Default Directory/TIF* or *Drive/Default Directory/TGA*, respectively. This instructs the character generator to preform a graphics format translation. The Chyron file must be located in the *Drive/Default Directory/MESSAGE* directory for conversion from Chyron format to Tiff or Targa format. **This conversion process can take several minutes to execute.**

Rating Icons

The Rating Icons tab contains controls to select a set of Ratings icons, as well as other formatted message pages used by WinMasterCG. Also, buttons for uploading these pages and the supplied fonts are on this page.



Ratings Icons

Click the radio button that corresponds to the set of ratings icons you wish to use. If White Text on Black is selected, this will designate the source directory on the PC to be C:\Program Files\Broadcast Software Solutions\WinMasterCG\White. If Black Text on White is selected, C:\Program Files\Broadcast Software Solutions\WinMasterCG\Black will be designated as the source directory for the upload.

Chyron Starting Number

The Ratings Icon pages are individual Chyron pages numbered consecutively in the order listed in the Using WinMasterCG/Ratings section. Enter the number of the starting page for this group of message pages in the Chyron Starting Number edit box. For the default Black on White ratings pages the starting number is 7000. For the default White on Black pages the starting number is 8000. Changing this number will also modify the Rating Group Starting # edit box on the Setup tab of the F5-Ratings screen

Upload to Chyron

Click the Upload to Chyron button in the Ratings Icon area to send the selected group of ratings pages to the character generator. Please note that any existing pages in the selected range of page numbers will be overwritten.

Supplied Fonts

The Supplied Fonts list box contains all of the fonts supplied with WinMasterCG. The supplied fonts are rendered from Master Font 5003 Swiss 721, which is a standard font supplied by Chyron with all Infinit family character generators.

Upload to Chyron

Click on the Upload to Chyron button in the Supplied Fonts group to upload the supplied fonts to the MACHINE directory in the Default Directory on the Default Drive of the connected character generator. For example, if the character generator in use is a Maxine, the default directory for the upload will be C/MAXINE/MACHINE. Other user supplied fonts can be uploaded to the Chyron using the Connect to Chyron / FTP tab.

Formatted Messages

The Formatted Messages area contains ten edit boxes which list the number of the Chyron page associated with various WinMasterCG functions. Editing these page numbers will also change the page number edit box on the setup page related to the particular WinMasterCG function. For example, if the page number in the Lower Third Crawl Background edit box is changed, this page number will now appear in the Crawl Template Page # edit box when you select the F4 Crawl / Setup tab. If you create new template pages and edit these page numbers, you should copy the new pages to the C:\Program Files\Broadcast Software Solutions\WinMasterCG\Messages directory on the WinMasterCG PC using the FTP transfer dialog box on the Connect to Chyron / FTP page. The default pages shipped with WinMasterCG are pages 9050 - 9059.

Upload to Chyron

Click the Upload to Chyron button in the Formatted Messages area to transfer the message pages listed in the ten Formatted Messages edit boxes to the character generator. WinMasterCG will copy these pages to the Default Directory on the Default Drive of the connected character generator. For example, if the character generator in use is an Infinit, the default directory for the upload will be C/INFINIT/MESSAGE. If you have customized any of the default pages, or created your own template pages and modified the Formatted Messages edit boxes, the new pages should be copied to the C:\Program Files\Broadcast Software Solutions\WinMasterCG\Messages directory on the WinMasterCG PC using the FTP transfer dialog box on the Connect to Chyron / FTP tab before using the Upload to Chyron button.

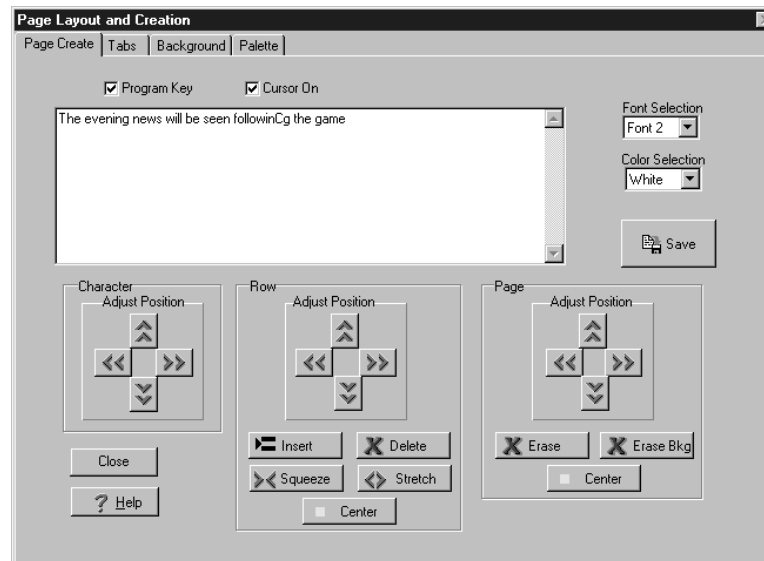
Section 8 Using WinMasterCG

Page Layout and Creation (Codi Only)

The Page Layout & Creation Screen is used to design Codi Pages. Infinit family character generators utilize the Chyron Message Compose program to design character generator pages. The Page Layout & Creation Screen gives you full control over all aspects of the Codi page appearance including foreground and background contents, tab locations, and color palette configuration. This page is activated by clicking on the Create Quick Pick button, by selecting Create from the CG drop-down menu, or by pressing the F2 key on the keyboard.

Page Create

The Page Create tab contains an edit window for entering text directly to the Codi Screen, with scroll boxes for selecting fonts and colors. You will find an assortment of controls for adjusting the position of characters, as well as buttons to clear the foreground or background. Also on this page are Codi video keyer control and Codi cursor control, and a button for saving pages to Codi Memory.



Program Key

The Program Key checkbox turns on the video keyer that allows Codi characters to be superimposed over Program Video. The Codi Video Keyer is hardware inside the Codi that places Codi generated text and graphics over video fed to the PROGRAM IN video connector. The video keyer then sends this combined signal to the PROGRAM OUT video connector .

Cursor On

Placing a check in the Cursor On checkbox turns on the cursor at the PROGRAM OUT video output of the Codi. This cursor indicates where on the video page the next character or graphic sent to the Codi will be located, or what character or row will be adjusted when using the positioning controls. Use the keyboard arrow keys to control cursor location. Clicking on text in the edit window with the mouse cursor will not affect Codi cursor position.

Edit Window

The large edit window is where you type the text to be displayed on the Codi program output or the key associated with a logo that is assigned to a particular font. As this area is filled the top lines will scroll off the top of the box. Use the slider control on the right side of the box if you wish to return to a line that has scrolled out of view. This window is used only as a reference for characters sent to the Codi. It is not a Codi preview screen. For example, the L key in Font 8 may be assigned to a Logo, but the edit window will only show that the character L has been sent to the Codi. Also, clicking on a previous word in the edit window with your mouse will not move the Codi cursor to that point on the video display. You must use the keyboard arrow keys to control the Codi cursor location.

Font Selection

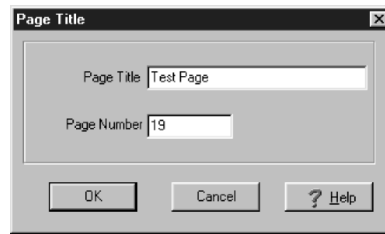
The Font Selection list box enables selection of one of eight fonts loaded in your Codi. To change fonts, click on the down arrow to the right of the list box, move the mouse pointer over the desired font, and click. To load a new font to a Codi font location, select the Font Download menu item from the CG menu.

Color Selection

The Color Selection list box enables selection of one of the eight colors loaded into the current Codi pallet. To change colors, click on the down arrow to the right of the list box, move the mouse pointer over the desired color, and click. To edit a color, click on the Palette tab.

Save Button

To save the current Codi page click the Save button. The Save Button brings up the Page Title dialog box.



You can name the page by entering text in the Page Title edit box. This is not required, but it will help locate the page in the future. The Page Number edit box will default to the next available page in your Codi's memory, but you can override this selection by typing a number directly into the box if you wish. Then click the OK button to save the current Codi page. You also have the option of clicking the Cancel button if you do not wish to save a page at this time.

Character Control

For precise character placement, the character directly under the Codi cursor can be shifted slightly by clicking on the up, right, down, or left buttons in the Character group. This is not necessarily the same screen position as the VGA cursor in the edit window, as this cursor can get out of sync with the Codi cursor while designing a page.

Row Control

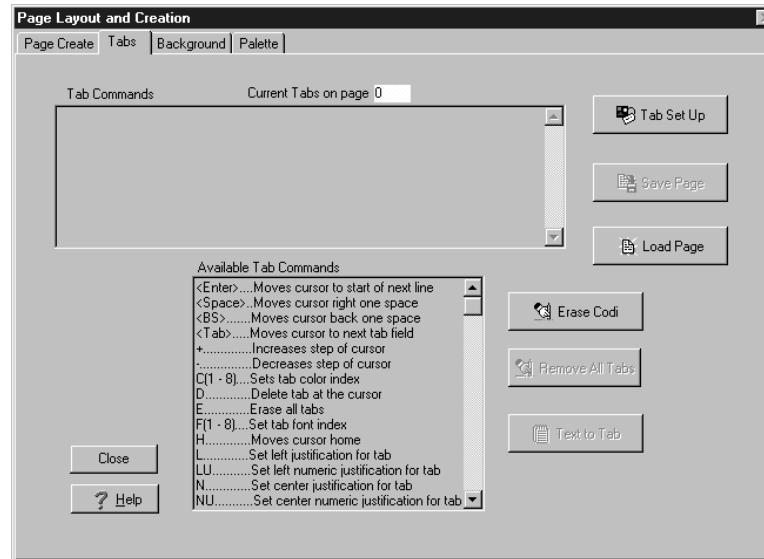
The row on which the Codi cursor is located can be precisely positioned by clicking on the up, right, down, or left buttons in the Row group. Also, the row can be centered, squeezed, stretched, or deleted by clicking the appropriate button in the Row group. Also, a new row can be inserted by clicking on the Insert button.

Page Control

The entire page position can be shifted by clicking on the up, right, down, or left buttons in the page group. The page can be centered by clicking on the Center button. Also, the page foreground can be erased by clicking on the Erase button. To erase the page background, click the Erase Bkg. button.

Tabs

The Tabs tab contains controls for placing tabs on the Codi page, and for saving and recalling Codi pages.



Current Tabs on Page

The Current Tabs on Page window lists the number of tabs on the current Codi page.

Tab Commands Window

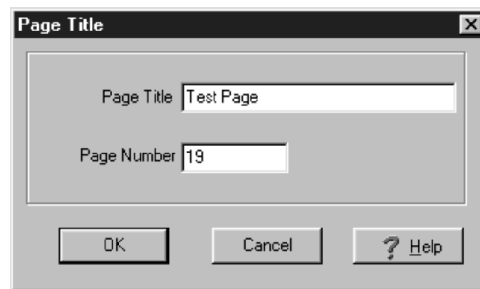
Click on the Tab Commands window to send tab commands to the Codi. Commands are displayed in the window as they are sent to the Codi. You must be in Tab Set Up mode before sending tab commands to the Codi. See the Available Tab Commands window for a list of commands.

Tab Set Up

You must be in Tab Set Up mode before sending tab commands to the Codi in the Tab Commands window. Click on the Tab Set Up button to enter Tab Set Up mode. The tab cursor will appear in the top left corner. The size of the cursor depends on the current font selected. To change the current font, use the F key followed by a font number (1-8) in the tab commands window. The tab cursor will change size to reflect the new font size.

Save Page

To save the current Codi page click the Save Page button. The Save Button brings up the Page Title dialog box.



You can name the page by entering text in the Page Title edit box. This is not required, but it will help locate the page in the future. The Page Number edit box will default to the next available page in your Codi's memory, but you can override this selection by typing a number directly into the box if you wish. Then click the OK button to save the current Codi page. You also have the option of clicking the Cancel button if you do not wish to save a page at this time.

Load Page

Click the Load Page button to recall a saved Codi page. This brings up the Open Pages (F3) / Page Display tab. Highlight the page you would like to load by clicking it with the mouse and then click the Display button. Click the Create quick pick or press F2 and then click the Tabs tab to return after loading the desired page.

Erase Codi

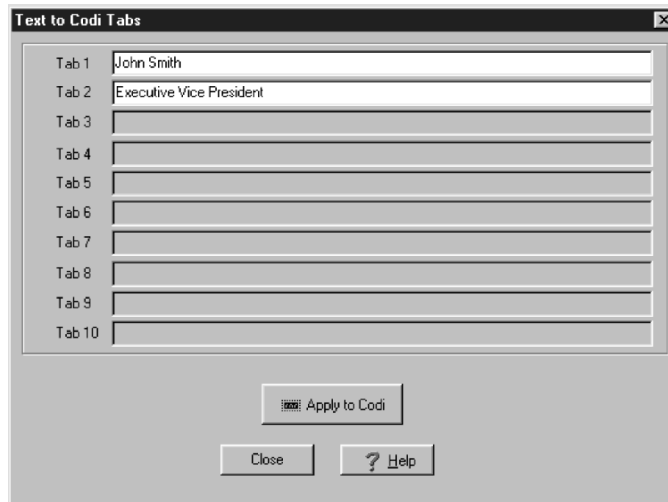
Clicking on the Erase Codi button clears the Codi foreground. This will erase all text and graphics displayed on the Codi program output. This will not clear the tabs or the Codi background. To erase the tabs, click the Remove All Tabs button. To erase the background, go to the Page Create tab and click the Erase Bkg. button.

Remove All Tabs

To erase all tabs on the current page without erasing the text on the page click the Remove All Tabs button.

Text To Tab

Click the Text To Tab button to bring up the Text to Codi Tabs dialog box.



This dialog box displays 10 edit windows. The number of edit windows highlighted reflects the number of tabs defined for the current page. Click on a white edit window to enter text to be displayed at that tab. After all desired tab edit windows are filled, Click the Apply to Codi button. The text will appear at the defined tab locations. The text will be formatted according to the current tab setup parameters (font, color, justification, etc.) in effect when the tab was set. Click the Close button to close the Text to Codi Tabs dialog box and return to the Page Layout and Creation / Tabs tab.

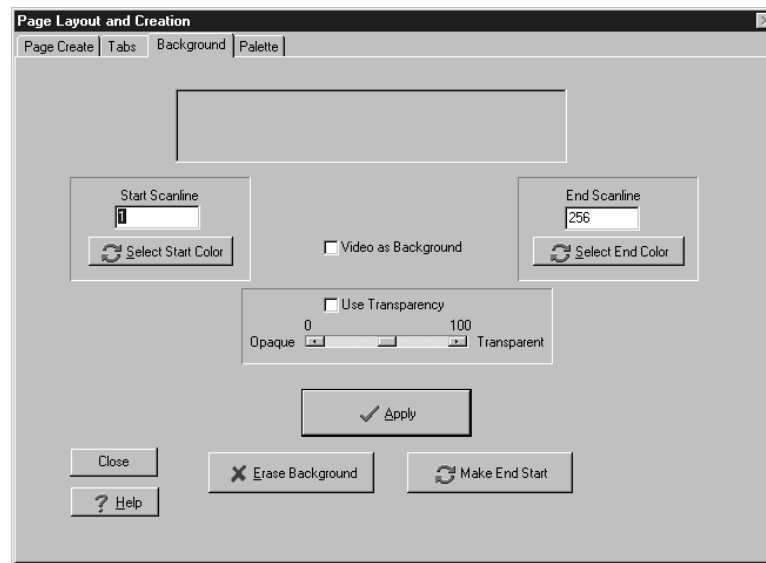
Available Tab Commands Window

This window list all of the tab setup interactive commands. Available Tab Commands are:

<Enter>	Moves cursor to start of next line
<Space>	Moves cursor right one space
<BS>	Moves cursor back one space
<Tab>	Moves cursor to next tab field
+	Increases step of cursor
-	Decreases step of cursor
C(1 - 8)	Sets tab color index
D	Delete tab at the cursor
E	Erase all tabs
F(1 - 8)	Set tab font index
H	Moves cursor home
L	Set left justification for tab
LU	Set left numeric justification for tab
N	Set center justification for tab
NU	Set center numeric justification for tab
R	Set right justification for tab
RU	Set right numeric justification for tab
S	Set tab position at the cursor
T'name'	Set tab name max 11 chars
X	Exit tab set up Mode

Background

The Background tab contains the controls to create a color background on the Codi. In addition to creating a graduated background, program video may be inserted into the background as well. The Codi background is arranged in scanline pairs. Each scanline pair may be keyed for either Codi generated background or program video. An NTSC Codi has 243 scanline pairs. A PAL Codi has 288 scanline pairs. However, there are only 271 palette entries available for the Codi background. Therefore, palette entry 1 addresses the first 9 scanline pairs while palette entry 271 addresses the last 9 scanline pairs on a PAL Codi. Using these controls, it is possible to ramp from one color to another. It is also possible to use multiple starts and ends to define complex backgrounds consisting of many combinations of color backgrounds and live input video.

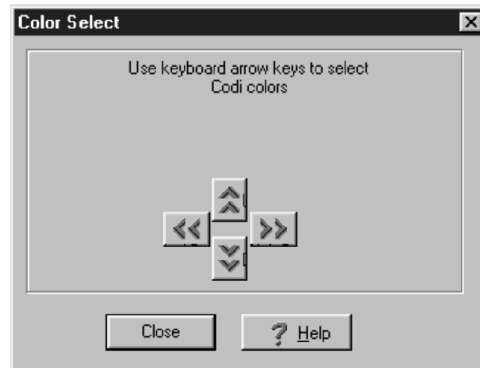


Start Scanline

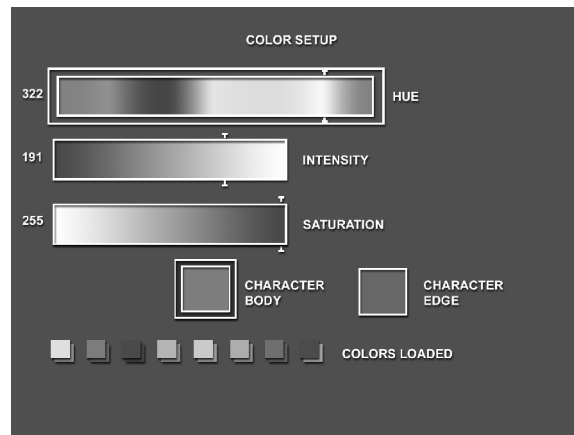
This numeric value sets the starting scanline for the current background bar. You may define multiple background bars in one Codi background page.

Select Start Color

The Select Start Color button brings up the Color Select dialog box on the WinMasterCG



display.



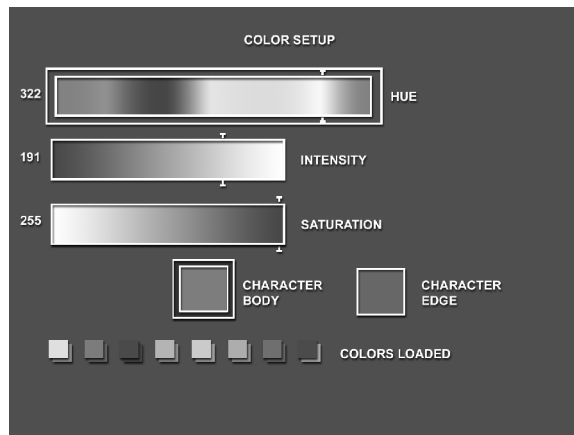
The Interactive Palette Setup mode will be displayed on the Codi display. This allows you to select from the complete palette of 16.7 million colors for the background start color. Observe the Codi's HSI display, which contains three horizontal color bars. The top bar represents the hue, the second bar represents the intensity, and the third represents saturation. Click the Up or Down buttons, or use the keyboard Up or Down arrow keys to highlight the parameter to be changed. Click the Right or Left buttons, or use the keyboard Right or Left arrow keys to move the white arrow showing the highlighted parameter's current setting. Once you are satisfied with the color settings for the background start color, click the Close button in the Color Select dialog box.

End Scanline

This numeric value sets the ending scanline for the current background bar. You may define multiple background bars in one Codi background.

Select End Color

The Select End Color button brings up the Color Select dialog box on the WinMasterCG display.



The Interactive Palette Setup mode will be displayed on the Codi display. This allows you to select from the complete palette of 16.7 million colors for the background bar's end color.

Observe the Codi's HSI display, which contains three horizontal color bars. The top bar represents the hue, the second bar represents the intensity, and the third represents saturation. Click the Up or Down buttons, or use the keyboard Up or Down arrow keys to highlight the parameter to be changed. Click the Right or Left buttons, or use the keyboard Right or Left arrow keys to move the white arrow showing the highlighted parameter's current setting. Once you are satisfied with the color settings for the background bar's end color, click the Close button in the Color Select dialog box. The Codi will automatically ramp from the Start color to the End color using a resolution defined by the number of scanline pairs between the start and end scanlines.

Video as Background

To have Program Video show through part of a background, click the Video as Background checkbox while constructing that particular segment of the background page. This is effectively 100% transparency for the background signal.

Use Transparency

To mix the Program Video and the background, click the Use Transparency checkbox. The amount of transparency or opacity will then be controlled by the setting of the slider control below the Use Transparency checkbox. Click the right or left arrows on this slider to set the desired mix of background and program video. The setting actually goes from about 5% to 95% transparency. To achieve 100% transparency, select the Video as Background checkbox instead. For 0% transparency, do not check the Video as Background or the Use Transparency checkboxes.

Apply

Once the start and end scanline position and color values have been set, and the background transparency has been adjusted, click the Apply button to send this information to the Codi. A Codi background can be modified continuously by changing the above parameters and clicking the Apply button again to add to or overwrite part or all of the current background.

Erase Background

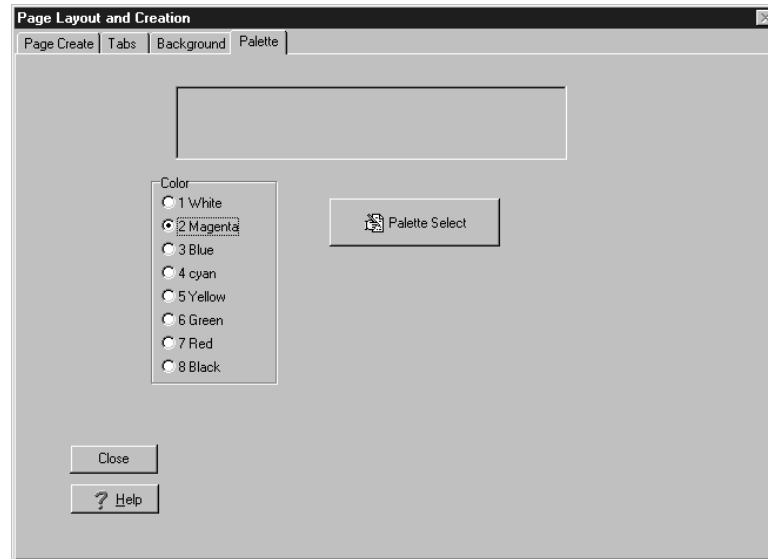
Click on the Erase Background button to clear the current background. If the current background has not been saved to a page, all work on it will be lost. To save the current background, click the Page Create tab and then the Save button.

Make End Start

When building a background consisting of several layers of color graduations, it is helpful to have the start scanline of a section set to the same scanline and color settings of the previous section's end scanline. To do this click the Make End Start button. The End Scanline settings will be copied to the Start Scanline. Change the End Scanline settings to the new sections values and click Apply to create a continuous color background. After clicking the Make End Start button, do not click the Select Start Color button. This will reset the Start Color and it will no longer match the previous sections End Color.

Palette

The Palette tab contains the controls to modify the eight standard colors in the current Codi palette.

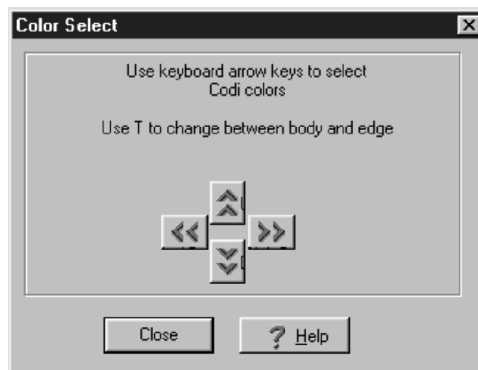


Color

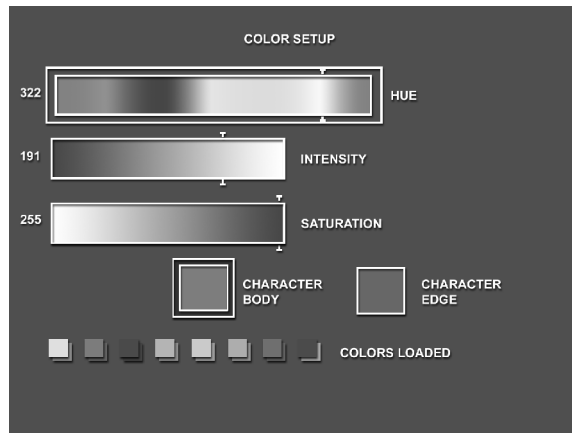
Click on one of the eight radio buttons in the Color group on the Palette tab to select the color to be modified with the Interactive Color Setup.

Select

Click the Select button to bring up the Color Select dialog box on the WinMasterCG screen.



The Interactive Color Setup screen will display on the Codi output monitor.



The horizontal Hue, Intensity, and Saturation color bars reflect the state of the selected color's Character Body. The Character Body and Character Edge boxes show the settings for the selected color. The color boxes at the bottom of the screen numbered 1-8 reflect the current state of all 8 colors in the current Codi color palette

WARNING

If your Codi is in the program path you must patch around it before opening the Color Setup screen or the setup screen will appear keyed over the program video. This screen will appear at the Codi PGM OUT and PVW OUT even if the Program Key is not ON.

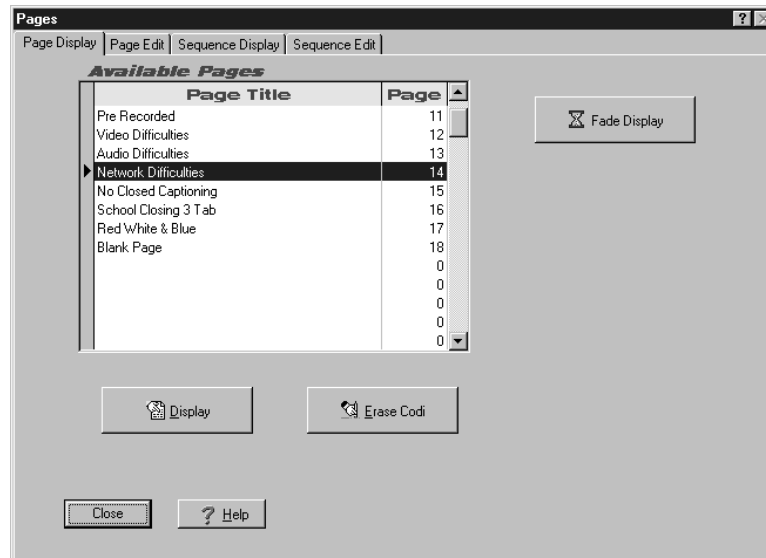
Notice the Hue bar is highlighted with an outline. Also, the Character Body color block is highlighted with an outline. Click the right or left color select arrows or use the keyboard right or left arrow keys to move the Hue indicator to the left or right. This will change the hue of the selected color's Character Body. Observe the Character Body color block while changing the hue. Also observe the number to the left of the Hue bar. This can be used as a reference when you need to set the hue to an absolute value. The hue of the current color will also change at the bottom of the Color Setup screen. Click on the down color select arrow or press the down keyboard key to change the highlight to the Intensity bar. Adjust to the desired setting using the mouse or keyboard method described above. Cursor to the Saturation bar and adjust it to the desired setting. Press the keyboard T key to toggle the highlight from Character Body to Character Edge. Using the methods described above, set the Character Edge to the desired color with the Hue, Intensity, and Saturation controls. When the new Character Body and Character Edge colors are set correctly, click on the Close button in the Color Select dialog box to use the new color settings. Any characters existing on the page that use the adjusted color will change to reflect the modification. To save the new color palette, you must save a page using this palette. Current palette information is always saved with a page.

Open Pages (Codi)

The Pages Screen is used to recall one or more saved Codi pages to the Codi Program Video Output. This can be done one at a time, or as a sequence of pages. If desired, Codi effects may be assigned to transition from one page to the next. Also, these sequences may be set to transition manually or use timed intervals to determine when the next Codi page will appear. If Codi effects are used, you have complete control over all parameters that apply to the effect you choose.

Page Display

The Page Display tab displays a database of all saved Codi pages along with buttons for displaying a page or erasing the current displayed page.



Available Pages

The Available Pages window list all pages stored in the Codi. The page title, if one has been assigned to the page, is on the left. The page number is listed on the right. Any page stored in the Codi must have a page number. A page number of 0 indicates the page is unused. If you have more than 13 pages loaded, you can use the scroll box on the right to quickly locate a page. To do this, click and hold the scroll box while moving up and down with your mouse or click the up and down arrows to move through the list one step at a time. The up and down keyboard keys can also be used to scroll through the list.

Display

Clicking on the Display button causes the Codi to call up the highlighted page from Codi memory. Pressing ENTER will also display the highlighted page. In addition, a page can be displayed by double-clicking on a page entry.

Fade Display

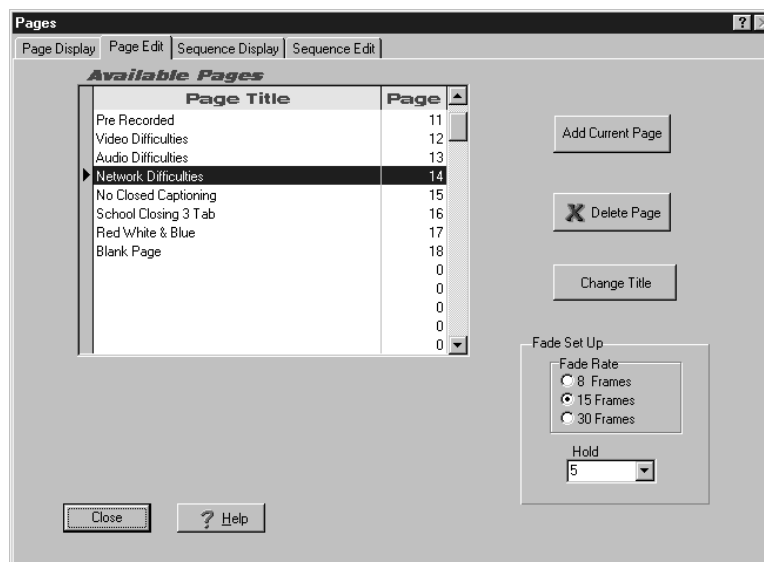
Clicking the Fade Display button will call up the highlighted page using a fade transition. The page will remain up for the hold time specified and then fade out. The fade duration and hold time are set using the controls on the Page Edit tab.

Erase Codi

The Erase Codi button will erase the Codi foreground and background. This will not delete the page from Codi memory, but simply clear the Codi video display.

Page Edit

The Page Edit tab displays a database of all saved Codi pages along with buttons for adding a page to the database or deleting a page from the database.



Available Pages

The Available Pages window lists all pages stored in the Codi. The page title, if one has been assigned to the page, is on the left. The page number is listed on the right. Any page stored in the Codi must have a page number. A page number of 0 indicates the page is unused. If you have more than 13 pages loaded, you can use the scroll box on the right to quickly locate a page. To do this, click and hold the scroll box while moving up and down with your mouse or click the up and down arrows to move through the list one step at a time. The up and down keyboard keys can also be used to scroll through the list.

Add Current Page

The Add Current Page button saves the current page displayed on the Codi Program output to the Pages database and to Codi memory. Clicking the Add Current Page button brings up the Page Title dialog box. You can name the page by entering text in the Page Title edit box. This is not required, but it will help locate the page in the future. The Page Number edit box will default to the next available page in your Codi's memory, but you can override this selection by typing a number directly into the box if you wish. Then click the OK button to save the current Codi page. You also have the option of clicking the Cancel button if you do not wish to save a page at this time. You will normally want to turn off the Codi cursor before saving pages, as the cursor state is recorded along with all other page layout information.

Delete Page

Clicking the Delete Page button deletes the current highlighted page from the Pages database and from Codi memory. Use the Delete button with caution! No second chance or request for confirmation will be given, and there is no way to undelete a page once it had been deleted. If a page that is deleted is listed in the sequence list you must delete that page from the sequence, or the sequence will not run properly.

Change Title

Click the Change Title button to edit the Page Title of the highlighted page in the Available Pages window. This will bring up the Page Title dialog box. Type the new name in the Page Title edit window and click the OK button.

Fade Setup

The fade setup group contains the controls for setting fade parameters used when the Fade Display button on the Page Display tab is pressed.

Fade Rate

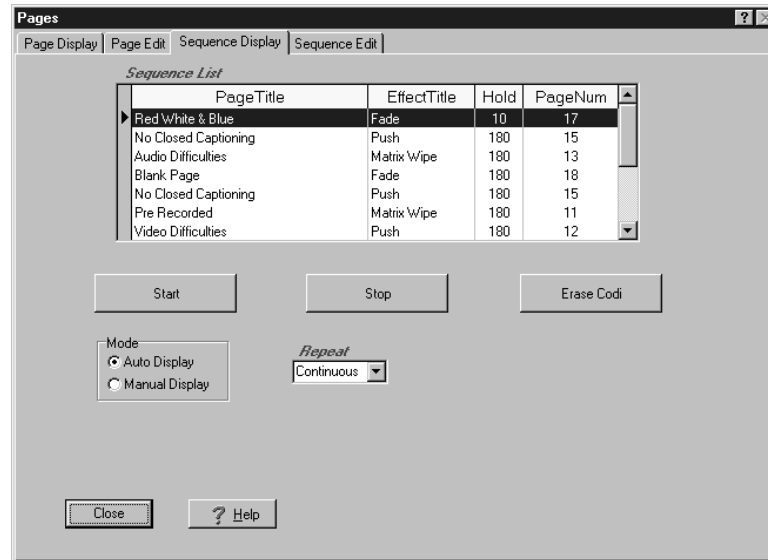
Select the radio button corresponding to the desired fade rate. You can choose from 8 frames (1/4 sec.), 15 frames (1/2 sec.), or 30 frames (1 sec.).

Hold

Click the down arrow to the right of the Hold window to set the time for a page to display before fading out when displayed using the Fade Display button on the Page Display tab. Hold time can be set from 1 to 60 seconds.

Sequence Display

The Sequence Display Tab contains a Sequence List window and controls for displaying the pages in the Sequence List. Buttons are provided for starting and stopping the sequence, erasing the Codi Program output, setting the Display Mode, and setting the number of times the sequence will play.



Sequence List Window

The Sequence Window displays all of the pages currently assigned to the sequence. The page name (if one was entered), the effect that will be used to transition to the page, the hold time before the next page in the sequence will be displayed, and the Codi page number are listed for each page. If Manual Display Mode is selected for playing a sequence, the Hold Time entry will not influence sequence playback.

Start

Click the Start Button to display the first page in a sequence. The listed effect, with selected options, will be used to transition to the first page. If Auto Display Mode is selected, the page will remain for the duration listed under the Hold column, and then the Codi will change to the next page in the sequence, using the effect listed for that page. If Manual Display Mode is checked, you must press the Space Bar or the Enter Key to advance the sequence to the next page. In either mode, the highlight bar in the Sequence List window is advanced as the sequence is played to reflect the current page displayed on the Codi.

Stop

Once a sequence has been started, it can be terminated by clicking the Stop button.

Erase Codi

The Erase Codi button will erase the Codi foreground and background. This may be used to clear the Codi video display before running a sequence.

Mode

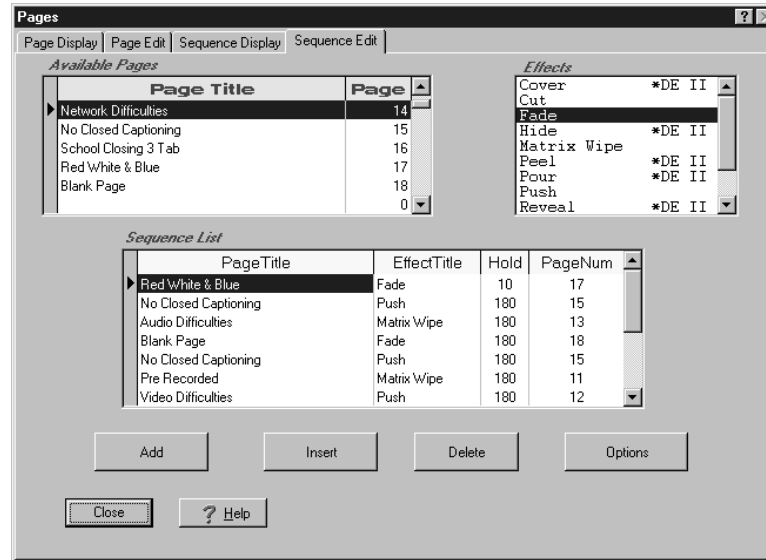
A sequence can be run in Auto Display Mode or Manual Display Mode. The Mode area of the Sequence Display tab contains two radio buttons. If Auto Display Mode is selected the sequence will change pages automatically based on the Hold time, in fields, listed in the Sequence List for each page. If Manual Display Mode is selected the Hold time is ignored and you must press the Space Bar or the Enter Key to change to the next page in the sequence. To change modes, click the radio button to the left of the desired mode.

Repeat

A sequence may be run once, repeated from 2 to 10 times, or set for continuous playback. Click the down arrow on the right side of the Repeat window to see the drop-down list box. It contains the numbers 1 thru 10 and the word continuous. Click on the desired selection that represents the number of times you want the sequence to run. The drop-down list box will disappear and the selected number or name will appear in the Repeat window.

Sequence Edit

The Sequence Edit tab contains the windows and controls necessary for building a playlist of pages to be displayed by the Codi. One window lists all Codi pages available for the sequence, while another window lists all available effects. The bottom window displays the sequence list. Buttons are provided for editing this sequence.



Available Pages Window

This window lists all pages stored in the Codi. The name, if one has been assigned to the page, is on the left. The page number is listed on the right. Any page stored in the Codi must have a page number. A page number of 0 indicates the page is unused. If you have more than 6 pages loaded, you can use the scroll box on the right to quickly locate a page. To do this, click and hold the scroll box while moving up and down with your mouse or click the up and down arrows to move through the list one step at a time. The up and down keyboard keys can also be used to scroll through the list.

Effects Window

The Effects window list all available Codi effects. Effects marked with an asterisk (*DE II) are Display Effects II effects. Current Chyron Codi firmware does not support these effects.

Sequence List Window

The Sequence Window displays all of the pages currently assigned to the sequence, the effect that will be used to transition to the page, and the hold time before the next page in the sequence will be displayed. When playing back a sequence, you will have the option of running the sequence manually by pressing the space bar to advance pages. If this option is selected the Hold Time entry will not influence sequence playback.

Add

The Add Button adds the page highlighted in the Available Pages Window to the end of the sequence list. The highlighted effect in the Effects Window will be used to transition to this page. If you have chosen an effect with options, a dialog box containing the available options will open. For more information see Options. The Hold time will default to 180 fields, or 3 seconds. This can be edited by clicking on the Hold field and typing a new duration.

Insert

The Insert Button adds the page highlighted in the Available Pages Window to the entry above the highlighted page in the sequence list. The highlighted effect in the Effects Window will be used to transition to this page. If you have chosen an effect with options, a dialog box containing the available options will open. For more information see Options. The Hold time will default to 180 fields, or 3 seconds. This can be edited by clicking on the Hold field and typing a new duration.

Delete

Click the Delete button to delete the current page from the sequence list. This does not delete the page from Codi memory or from the Codi Pages Database. Only the sequence list is changed. There is no warning or second chance when you click the Delete button. The entry is gone. If you delete a page by mistake, you must use the Add button or the Insert Button to place the page back into the sequence.

Options

After adding or inserting a page into the sequence you can change the effect options previously selected by highlighting the desired page and clicking the Options button. This will bring up the Options dialog box that is associated with the effect listed for the current page. Make the desired changes to the various controls and click OK or click the Cancel button to leave the effect unchanged. Click the Help button in the Options dialog box for instant access to help with specific options. The following effects are available.

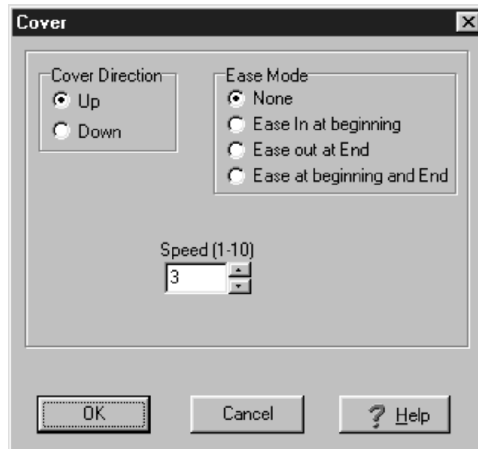
Cover	*DE II	Pour	*DE II
Cut		Push	
Fade		Reveal	*DE II
Hide	*DE II	Split	*DE II
Matrix Wipe		Weave	*DE II
Peel	*DE II	Zoom	*DE II

Display Effects II Effects

Effects marked as *DE II are Display Effects 2 effects. For more information on DE II effects, refer to the Chyron Codi Display Effects II Programmer's Manual included with your Codi hardware.

Cover

The Cover Effect covers the current page foreground with the new page foreground from the top or the bottom of the screen. The Cover effect uses the background of the current page while performing the effect.



Options include the Cover Direction, Ease Mode, and Speed of the Cover. The direction of the Cover (Up or Down) is selected by clicking the associated radio button in the Cover Direction group of the Cover Options dialog box. The Ease mode (None, Ease in at the beginning of the Cover, Ease out at the end of the Cover, or Ease both at the beginning and the end of the Cover) is selected by clicking one of the radio buttons in the Ease Mode group, and the Speed of the Cover (1-10) is selected by either typing the number directly into the Speed list box or scrolling with the up and down arrows to the right of the Speed list box until the desired number appears. When all options are set correctly, click OK to exit the Cover Options dialog box. To exit the Cover Options dialog box without changing any parameters click Cancel.

If the clock and/or timer are displayed, the Codi will automatically turn them off for the duration of the effect.

Cut

The Cut effect simply switches from the current page to the new page. There are no options for the Cut effect.

Fade

The Fade effect fades from the current page foreground and background to the new page foreground and background.



The only option is the Speed of the Fade (1-7), which allows a duration of 7 - 480 fields, or from .25 to 16 seconds. To select a speed, click the down arrow to the right of the Speed list box, highlight the desired speed, and click. The time in seconds is displayed next to the speed number for each of the seven available speeds to aid in your selection. When you have selected the desired speed click OK. To exit the Fade Options dialog box without changing the speed click Cancel. The default speed is 4 (2 seconds).

NOTE. This is the only effect which will transition the background as well as the foreground.

Hide

The Hide effect slides the new page foreground over the current page foreground. The Hide effect uses the background of the current page while performing the effect.



Options include the Hide Direction, Ease Mode, and Speed of the Hide. The direction of the Hide (Up or Down) is selected by clicking the associated radio button in the Hide Direction group of the Hide Options dialog box. The Ease mode (None, Ease in at the beginning of the Hide, Ease out at the end of the Hide, or Ease both at the beginning and the end of the Hide) is selected by clicking one of the radio buttons in the Ease Mode group, and the Speed of the Hide (1-20) is selected by clicking the up or down arrows to the right of the Speed list box until the desired speed is displayed. When all options are set correctly, click OK to exit the Hide Options dialog box. To exit the Hide Options dialog box without changing any parameters click Cancel.

If the clock and/or timer are displayed, the Codi will automatically turn them off for the duration of the effect.

Matrix

The Matrix Wipe effect causes the new page foreground to replace the current page foreground with a Matrix Wipe of the type defined in the Wipe Type group of the Matrix Wipe Options dialog box.

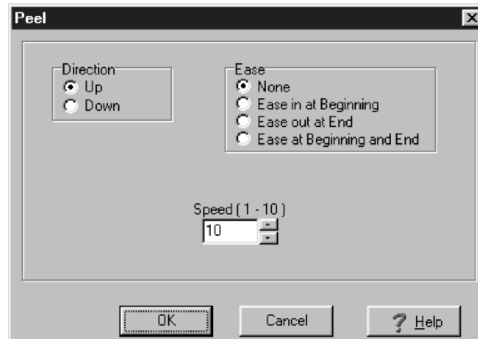


There are 10 types from which to choose. To select, simply click on the radio button associated with the desired wipe type. Other options are the Horizontal Block Size (1-666 pixels), Vertical Block Size (0-485 pixels), and the Speed of the Matrix Wipe (1-10). Also, if the Matrix Wipe Type is 'Left to Right with a Line' or 'Top to Bottom with a Line', you can select the color of the line with the Color option (1-8). The H Size, V Size, Speed, and Color Options are all selected using list boxes. You may enter a number directly into the list box, or scroll with the up or down arrows to the right of the list box until the desired number appears.

If the clock and/or timer are displayed, the Codi will automatically turn them off for the duration of the effect.

Peel

The Peel Effect peels from the current page foreground to the new page foreground from the top or the bottom of the screen. The Peel effect uses the background of the current page while performing the effect.

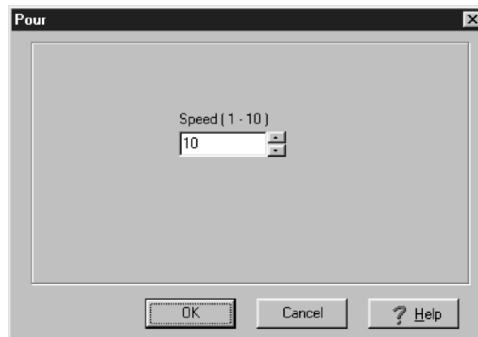


Options include the Peel Direction, Ease Mode, and Speed of the Peel. The direction of the Peel (Up or Down) is selected by clicking the associated radio button in the Direction group of the Peel Options dialog box. The Ease mode (None, Ease in at the beginning of the Peel, Ease out at the end of the Peel, or Ease both at the beginning and the end of the Peel) is selected by clicking one of the radio buttons in the Ease Mode group, and the Speed of the Peel (1-10) is selected by either typing the number directly into the Speed list box or scrolling with the up and down arrows to the right of the Speed list box until the desired number appears. When all options are set correctly, click OK to exit the Peel Options dialog box. To exit the Peel Options dialog box without changing any parameters click Cancel.

If the clock and/or timer are displayed, the Codi will automatically turn them off for the duration of the effect.

Pour

The Pour Effect pours the new page foreground over the current page foreground from the top or the bottom of the screen. The Pour effect uses the background of the current page while performing the effect.



Options include the Pour Direction, Ease Mode, and Speed of the Pour. The direction of the Pour (Up or Down) is selected by clicking the associated radio button in the Direction group of the Pour Options dialog box. The Ease mode (None, Ease in at the beginning of the Pour, Ease out at the end of the Pour, or Ease both at the beginning and the end of the Pour) is selected by clicking one of the radio buttons in the Ease Mode group, and the Speed of the Pour (1-10) is selected by either typing the number directly into the Speed list box or scrolling with the up and down arrows to the right of the Speed list box until the desired number appears. When all options are set correctly, click OK to exit the Pour Options dialog box. To exit the Pour Options dialog box without changing any parameters click Cancel.

If the clock and/or timer are displayed, the Codi will automatically turn them off for the duration of the effect.

Push

The Push Effect pushes the new page foreground over the current page foreground from the top, bottom, left, or right of the screen. The Push effect uses the background of the current page while performing the effect.



Options include the Push Direction, Ease Mode, and Speed of the Push. The direction of the Push (Up, Down, Left, or Right) is selected by clicking the associated radio button in the Direction group of the Push Options dialog box. The Ease mode (None, Ease in at the beginning of the Push, Ease out at the end of the Push, or Ease both at the beginning and the end of the Push) is selected by clicking one of the radio buttons in the Ease Mode group, and the Speed of the Push (1-10) is selected by either typing the number directly into the Speed list box or scrolling with the up and down arrows to the right of the Speed list box until the desired number appears. When all options are set correctly, click OK to exit the Push Options dialog box. To exit the Push Options dialog box without changing any parameters click Cancel.

If the clock and/or timer are displayed, the Codi will automatically turn them off for the duration of the effect.

Reveal

The Reveal Effect slides the current page foreground off to reveal the new page foreground from the top or the bottom of the screen. The Reveal effect uses the background of the current page while performing the effect.

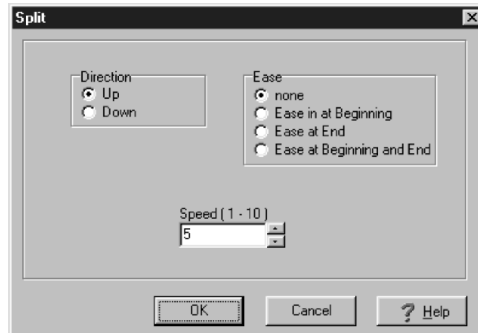


Options include the Reveal Direction, Ease Mode, and Speed of the Reveal. The direction of the Reveal (Up or Down) is selected by clicking the associated radio button in the Reveal Direction group of the Reveal Options dialog box. The Ease mode (None, Ease in at the beginning of the Reveal, Ease out at the end of the Reveal, or Ease both at the beginning and the end of the Reveal) is selected by clicking one of the radio buttons in the Ease Mode group, and the Speed of the Reveal (1-10) is selected by either typing the number directly into the Speed list box or scrolling with the up and down arrows to the right of the Speed list box until the desired number appears. When all options are set correctly, click OK to exit the Reveal Options dialog box. To exit the Reveal Options dialog box without changing any parameters click Cancel.

If the clock and/or timer are displayed, the Codi will automatically turn them off for the duration of the effect.

Split

The Split Effect splits the current page foreground to show the new page foreground from the top or the bottom of the screen. The Split effect uses the background of the current page while performing the effect.



Options include the Split Direction, Ease Mode, and Speed of the Split. The direction of the Split (Up or Down) is selected by clicking the associated radio button in the Split Direction group of the Split Options dialog box. The Ease mode (None, Ease in at the beginning of the Split, Ease out at the end of the Split, or Ease both at the beginning and the end of the Split) is selected by clicking one of the radio buttons in the Ease Mode group, and the Speed of the Split (1-10) is selected by either typing the number directly into the Speed list box or scrolling with the up and down arrows to the right of the Speed list box until the desired number appears. When all options are set correctly, click OK to exit the Split Options dialog box. To exit the Split Options dialog box without changing any parameters click Cancel.

If the clock and/or timer are displayed, the Codi will automatically turn them off for the duration of the effect.

Weave

The Weave Effect slides alternating rows of the new page foreground from the left and right sides of the display and pushes the current page foreground out. The Weave effect uses the background of the current page while performing the effect.

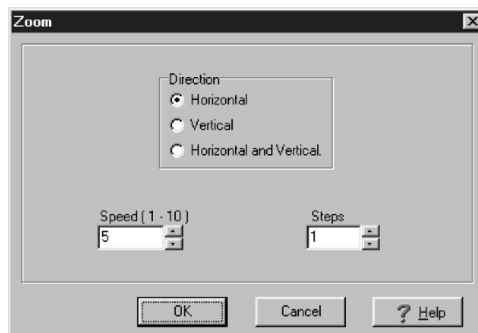


Options include the Speed of the Weave (1-20), the Size of the Row to Weave (8-242), and the Ease mode (None, Ease in at the beginning of the Weave, Ease out at the end of the Weave, or Ease at both at the beginning and end of the Weave).

If the clock and/or timer are displayed, the Codi will automatically turn them off for the duration of the effect.

Zoom

The Zoom effect zooms in on the foreground of the current page and then zooms out on the foreground of the new page. The Zoom effect uses the background of the current page



while performing the effect.

Options are the Speed of the Zoom (1-20), the Direction of the Zoom (Horizontal only, Vertical only, or Horizontal and Vertical), and the Number of Zoom Steps.

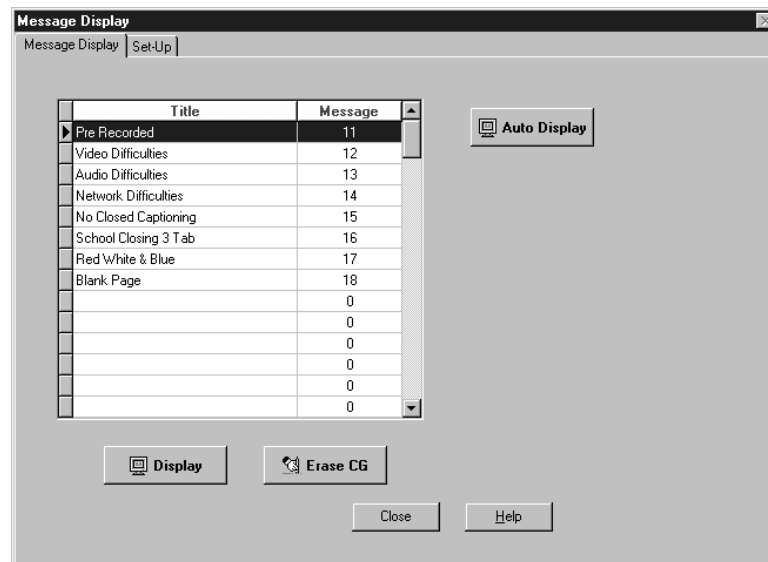
If the clock and/or timer are displayed, the Codi will automatically turn them off for the duration of the effect.

Open Pages (Infinit Family)

The Pages Screen is used to recall saved character generator pages to the Program Video Output. Utilizing the Auto Display feature, a page may be faded up, displayed for a user selected time interval, and then faded out with the click of the mouse.

Message Display

The Message Display tab displays a database of all configured character generator pages along with buttons for displaying a page or erasing the current displayed page.



Available Pages

The Available Pages window list all configured character generator pages. The page title, if one has been assigned to the page, is on the left. The page number is listed on the right. Any page stored in the character generator and configured for use with WinMasterCG must have a page number. A page number of 0 indicates the page is unused. If you have more than 13 pages loaded, you can use the scroll box on the right to quickly locate a page. To do this, click and hold the scroll box while moving up and down with your mouse or click the up and down arrows to move through the list one step at a time. The up and down keyboard keys can also be used to scroll through the list.

Display

Clicking on the Display button causes the character generator to call up the highlighted page stored on the character generator's hard drive. Pressing ENTER will also display the highlighted page. In addition, a page can be displayed by double-clicking on a page entry.

Erase CG

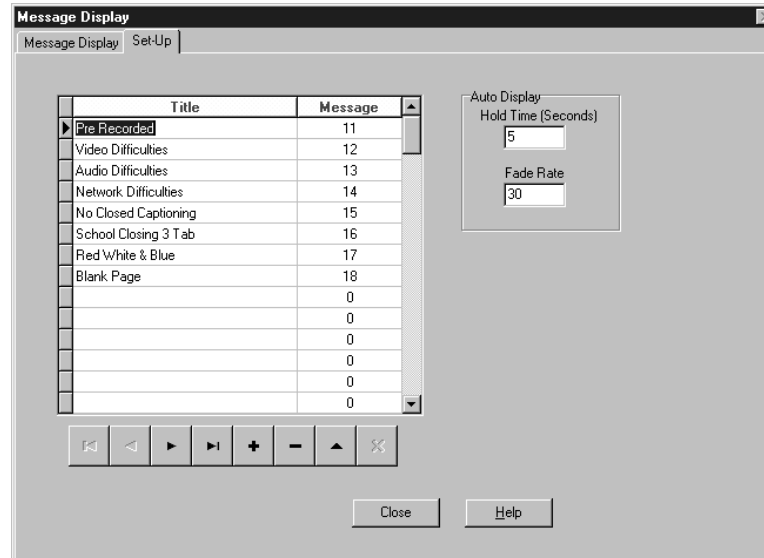
The Erase CG button will erase the character generator foreground and background. This will not delete the page from the character generator, but simply clear the character generator video display.

Auto Display

Clicking the Auto Display button will call up the highlighted page using a fade transition. The page will remain up for the hold time specified and then fade out. The fade transition will be applied to the Key Video, not to the Program Video. The hold time and fade rate are set using the controls on the Message Display Set Up tab.

Message Display Setup

The Setup tab displays a database of all configured character generator pages along with buttons for adding a page to the database or deleting a page from the database.



Available Pages

The Available Pages window lists all pages stored in the character generator that are configured to be displayed by WinMasterCG. The page title and page number are entered on this screen. Any page stored in the character generator that will be displayed by WinMasterCG's F3-Open Pages must have its page number entered in the Available Pages database. Use the database controls below the Available pages window to navigate and edit the database. To enter a new character generator page, simply type the name in the Title field of any blank record (pages database entry) and then type the page number in the Message field of the record. To insert a new blank record between two existing records, click the + navigation button. To delete a record from the database use the - button. Note this will only delete the page from the Pages database, not from the character generator's hard drive.

Auto Display

The Auto Display group contains the controls for setting fade parameters used when the Auto Display button on the Message Display tab is pressed.

Hold Time

Click on the Hold Time edit box and enter the number of seconds for a page to display before fading out when displayed using the Auto Display button on the Message Display tab. Hold time can be set from 1 to 60 seconds.

Fade Rate

Click on the Fade Rate edit box and enter the number that corresponds to the desired fade rate, in frames. This fade transition will be applied to the key channel

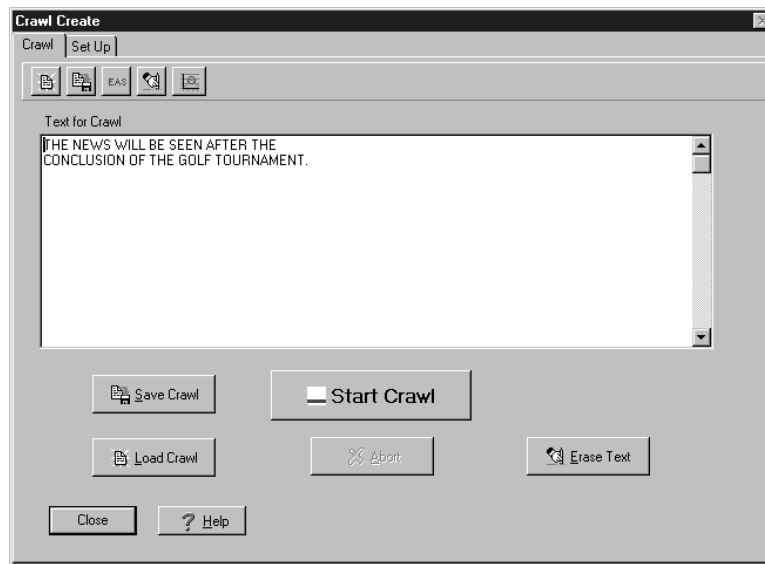
of the character generator.

Crawl Create

The Crawl Screen is used to design and run crawls on the character generator. You have complete control over all aspects of the crawl, including text, fonts, colors, crawl position and speed, background contents, and the number of times a crawl repeats.

Crawl Display

The Crawl tab contains an edit window for entering the text of a crawl and a button to start the crawl. Controls are included to save a crawl to disk or retrieve a crawl previously saved to disk, to preview a crawl, and to erase the Text for Crawl. A Tool Bar is located near the top of the screen to access frequently used crawl functions.



Text for Crawl

The large edit window is where you type the text to be displayed on the character generator program output when you start the crawl or where you type the key associated with a logo that is assigned to a particular font. As this area is filled, the top lines will scroll off the top of the box. Use the slider control on the right side of the box if you wish to return to a line that has scrolled out of view. This window is used only as a reference for characters sent to the character generator. It is not a character generator preview screen. For example, the L key in Font 8 may be assigned to a Logo, but the edit window will only show the character L. The assigned logo will be seen on the character generator program output when the crawl starts.

Start Crawl

Click the Start Crawl button to send a prepared crawl to the character generator. After downloading the information for a crawl to the character generator, the crawl will start.

The Tool Bar

The Tool Bar is located at the top left of the screen. These buttons enable fast one button access to the functions most frequently used.



The Open Crawl File tool bar button is used to open a crawl that has been saved to disk. For more information see the Load Crawl description on the following page.



The Save Crawl File tool bar button is used to save a crawl to disk for later recall. For more information see the Save Crawl description below.



The Open EAS Crawl File tool bar button is used to open an EAS crawl that has been saved to disk. The operation is identical to the Load Crawl function except the Files of Type listbox defaults to EAS File (.EAS) and the Look In listbox defaults to the EAS sub-directory. For more information see the Load Crawl description on the following page.



The Erase Crawl Text tool bar button is used to clear the contents of the Text for Crawl edit window. For more information see the Erase Text description on the following page.



The Crawl Preview tool bar button (Codi only) allows the text of the crawl to be viewed on the Preview output of the Codi. The font and crawl speed can be viewed during a crawl preview. Backgrounds will not be visible during preview.

Save Crawl

To save a crawl to disk, click the Save Crawl Button or select the Save Crawl tool bar button. This will open the Save As dialog box. The File Name listbox will be highlighted. Type the file name you want to use to identify the crawl. The Save As Type listbox will default to Crawl File (*.CRL), so you should not type an extension as a part of the filename. The .CRL extension will automatically be appended to the file name you enter. The Save In listbox entry defaults to the CRAWLS sub-directory located under the WinMasterCG directory. You may change this directory by clicking the down arrow on the right side of the directory list box and navigating your directory structure. Directly to the right of the directory list box are three smart icons. These are, from left to right, the icon for moving up one level in the directory structure, the icon for creating a new directory (folder), and the icon for changing the file list display format. For more information on these types of file navigation and display controls, consult the Windows95 online help system. When you have entered the filename and made any necessary adjustments to the other list boxes, click the Save button to save the crawl to disk. To abort the Save operation, click the Cancel button.

Load Crawl

The most recent crawl will always be displayed in the Text for Crawl edit window. To retrieve a crawl that has been saved to disk, click the Load Crawl button or select the Open Crawl tool bar button. This brings up the Open dialog box. The cursor will be located at the File Name list box. Type the desired filename, or double-click the name in the file list window. The Files of Type listbox defaults to Crawl File (.cwl) and the Look In listbox defaults to the Crawls sub-directory, so unless you had a specific reason to change the Save Crawl defaults, all saved crawls should be displayed in the file list window. If you have saved crawls to another location, you may change this directory by clicking the down arrow on the right side of the directory list box and navigating your directory structure. Directly to the right of the directory list box are three smart icons. These are, from left to right, the icon for moving up one level in the directory structure, the icon for creating a new directory (folder), and the icon for changing the file list display format. For more information on these types of file navigation and display controls, consult the Windows95 online help system. When you have selected the desired filename, click the Open button to load the crawl from disk. To abort the Load operation, click the Cancel button. If you wish to load an EAS crawl, click the Open EAS Crawl File tool bar button. The operation is identical to the Load Crawl function except the Files of Type listbox defaults to EAS File (.EAS) and the Look In listbox defaults to the EAS sub-directory.

Abort

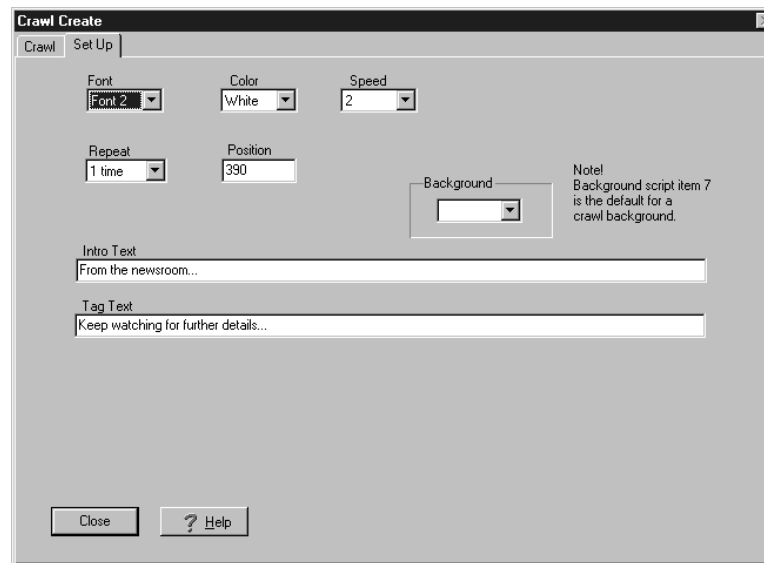
The Abort button sends an abort crawl message to the character generator when clicked. Some data is buffered when sending output to a serial device like a character generator. The crawl will continue until the buffer is cleared. This may result in a crawl ending in the middle of a sentence or a word.

Erase Text

Click the Erase Text button or select the Erase Crawl tool bar button to clear the contents of the Text for Crawl edit window. No warning or second chance is given before clearing the Edit window, so you should be sure you have saved the crawl to disk if it will be needed again. If you do not click the erase text button, the most recent crawl text will continue to be displayed and ready to crawl.

Crawl Setup (Codi)

The Crawl Setup tab contains list boxes to control the font, color, speed and position of a crawl, a list box to determine how many times the crawl will repeat, and a list box to select a Background Script if desired. Also on this tab are edit windows for entering text to be displayed before and after the crawl text, which is entered in the large edit window on the Crawl tab.



Font

Click the down arrow on the right side of the Font list box to display a list of font choices. Highlight the desired font for the crawl and click with the mouse or scroll with the keyboard up or down arrow key and then press the Enter key.

Color

You can choose one of the eight colors in the color palette for your crawl. Click the down arrow on the right side of the Color list box to display a list of available colors. Highlight the desired color for the crawl text with the mouse and click or scroll with the keyboard up or down arrow key and then press the Enter key.

Speed

To select one of the eight crawl speeds, click the down arrow on the right side of the Speed list box. The numbers 1 thru 8 will be displayed in the drop-down list box. Highlight the desired speed for the crawl and click with the mouse or scroll to the speed number with the keyboard up or down arrow key and then press the Enter key.

Repeat

The Repeat list box displays the number of times a crawl will be run. You can select no repeat (1), repeat two to nine times, or continuous. Highlight the desired number of repeats and click with the mouse or scroll to the number with the keyboard up or down arrow key and then press the Enter key. If continuous is selected, there are two ways to stop the crawl. One way is to change the Repeat number to one and click Start Crawl button on the Crawl tab. The crawl will run one more time and stop. The other way is to click the Abort button on the Crawl tab. No more crawl text will be sent to the Codi. Please note that due to buffering of serial port data, the crawl may stop in the middle of a sentence or even a word if the Abort button is pressed.

Position

The Position list box contains a number that defines the starting scan line for the selected font. This will determine the vertical placement of the crawl on the Codi video output. For NTSC systems, the number can range from 1 to 256. For PAL systems, the range is 1 - 271.

Background

The Background list box displays the Background Script that will be executed before running a crawl to display a background bar or other background graphics behind the crawl text. The Background Script replaces the CRAWL.BKG file used in previous versions of WinMasterCG. If you are upgrading from a previous version of WinMasterCG, selecting the default script, script number 7, will display the blue bar with a crawl that was the default in earlier versions. To edit this background, or to set up a customized background script, use the Background Script editor. Open the Background Script editor by selecting the Configure menu item on the main menu and then clicking on the Background Scripts sub-menu item. If no background script is desired, select None from the drop down list box.

Intro Text

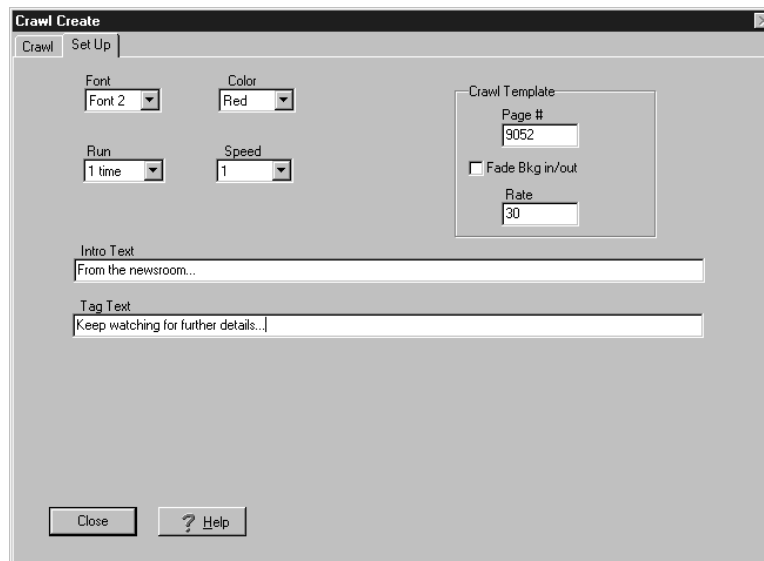
If there is introductory text that will precede all crawls, the text can be entered once into the Intro Text edit window. When a crawl is started, this text will precede the crawl text placed in the Crawl tab edit window. Text entered in this window will remain active for all crawls until changed or deleted.

Tag Text

The Tag Text edit window is used to enter text that will be used to end all crawls. Text in this window will follow all other text assigned to a crawl. Text entered in this window will remain active for all crawls until changed or deleted.

Crawl Setup (Infinit Family)

The Crawl Setup tab contains list boxes to control the font, color, speed and position of a crawl, a list box to determine how many times the crawl will repeat, and a list box to select a Background Script if desired. Also on this tab are edit windows for entering text to be displayed before and after the crawl text, which is entered in the large edit window on the Crawl tab.



Font

Click the down arrow on the right side of the Font list box to display a list of font choices. Highlight the desired font for the crawl and click with the mouse or scroll with the keyboard up or down arrow key and then press the Enter key.

Color

You can choose one of the eight colors in the color palette for your crawl. Click the down arrow on the right side of the Color list box to display a list of available colors. Highlight the desired color for the crawl text with the mouse and click or scroll with the keyboard up or down arrow key and then press the Enter key.

Speed

To select one of the ten crawl speeds, click the down arrow on the right side of the Speed list box. The numbers 0 thru 9 will be displayed in the drop-down list box. Highlight the desired speed for the crawl and click with the mouse or scroll to the speed number with the keyboard up or down arrow key and then press the Enter key. A crawl speed of 0 is stopped, so the crawl will never start if speed 0 is selected.

Run

The Run list box displays the number of times a crawl will be run. You can select one to nine times, or continuous. Highlight the desired number of repeats and click with the mouse or scroll to the number with the keyboard up or down arrow key and then press the Enter key. If continuous is selected, there are two ways to stop the crawl. One way is to change the Repeat number to one and click Start Crawl button on the Crawl tab. The crawl will run one more time and stop. The other way is to click the Abort button on the Crawl tab. No more crawl text will be sent to the character generator. Please note that due to buffering of serial port data, the crawl may stop in the middle of a sentence or even a word if the Abort button is pressed.

Position

The Position list box is not present in the Infinit family version of WinMasterCG. The vertical placement of the crawl on the character generator video output is determined by the location of the cursor on the Crawl Template page.

Crawl Template

The Crawl Template area contains two edit boxes and a check box.

Page Number Edit Box

Place the page number of the designated Lower Third Crawl Background page in the Page Number edit box.

Fade Bkg In/Out

Place a check in the Fade Background In/Out check box if you would like the background to be faded in and out at the rate specified in the Rate edit box. If you want the background to appear with a cut transition, leave this check box blank.

Rate

If the Fade Bkg In/Out check box is checked, the number in the Rate edit box determines the duration of the background fade in frames. The fade transition will be applied to the key channel of the character generator, not to the program video.

Intro Text

If there is introductory text that will precede all crawls, the text can be entered once into the Intro Text edit window. When a crawl is started, this text will precede the crawl text placed in the Crawl tab edit window. Text entered in this window will remain active for all crawls until changed or deleted.

Tag Text

The Tag Text edit window is used to enter text that will be used to end all crawls. Text in this window will follow all other text assigned to a crawl. Text entered in this window will remain active for all crawls until changed or deleted.

Ratings

The Ratings Screen is used to display the Parental Guidelines Ratings, and to set up the Ratings display properties. The TV Guidelines Organization has set forth their recommendations for display, upper left corner of the screen and a display time of fifteen seconds. The default values for WinMasterCG match these recommendations. The user can modify these values if desired. The TV Guidelines Organization maintains a web site on the Internet at www.tvguidelines.org.

All rating symbol files are supplied with WinMasterCG. During installation, the ratings symbols are copied to the C:\Program Files\Broadcast Software Solutions\WinMasterCG\Ratings directory and associated with the panels on the Ratings screens. Also included on this screen are the Closed Caption and Educational / Instructional symbols. The Ratings Display tab is used to display the ratings symbols on the character generator. The Ratings Setup tab is used to configure the display properties of the ratings symbols such as fonts, palette configuration, and transparency. In addition, ratings symbol screen placement, fade rate, and hold time can be selected on this screen.

If the Load on Startup checkbox on the Ratings Setup tab is checked, the ratings symbol files will be downloaded into the Codi when WinMasterCG is started. If this option is not selected, the ratings symbols must be manually sent to the Codi using the Ratings Symbols to Codi sub-menu item located in the Files menu. If the Ratings Symbols have not been sent to the Codi, a *"Ratings have not been loaded"* message will be displayed at the top of the Ratings screen.

The following ratings symbols are supplied with WinMasterCG:

TVY All Children. This program is designed to be appropriate for all children. Whether animated or live-action, the themes and elements in this program are specifically designed for a very young audience, including children from ages 2 - 6. This program is not expected to frighten younger children.

TVY7 Directed to Older Children. This program is designed for children age 7 and above. It may be more appropriate for children who have acquired the developmental skills needed to distinguish between make-believe and reality. Themes and elements in the program may include mild fantasy violence or comedic violence, or may frighten children under the age of 7. Therefore, parents may wish to consider the suitability of this program for their very young children. Note: For those programs where fantasy violence may be more intense or more combative than other programs in this category, such programs will be designated TV-Y7-FV. This symbol is accessed by clicking the Expand Y7 button.

TVG General Audience. Most parents would find this program suitable for all ages. Although this rating does not signify a program designed specifically for children, most parents may let younger children watch this program unattended. It contains little or no violence, no strong language, and little or no sexual dialogue or situations.

TVPG Parental Guidance Suggested. This program contains material that parents may find unsuitable for younger children. Many parents may want to watch it with their younger children. The theme itself may call for parental guidance and/or the program contains one or more of the following: moderate violence (V), some sexual situations (S), infrequent coarse language (L), or some suggestive dialogue (D). The expanded page for TVPG contains all possible combinations of these guidelines.

TV14 Parents Strongly Cautioned. This program contains some material that many parents would find unsuitable for children under 14 years of age. Parents are strongly urged to exercise greater care in monitoring this program and are cautioned against letting children under the age of 14 watch unattended. This program contains one or more of the following: intense violence (V), intense sexual situations (S), strong coarse language (L), or intensely suggestive dialogue (D). The expanded page for TV14 contains all possible combinations of these guidelines.

TVMA Mature Audience Only. This program is specifically designed to be viewed by adults and therefore may be unsuitable for children under 17. This program contains one or more of the following: graphic violence (V), explicit sexual activity (S), or crude indecent language (L). The expanded page for TVMA contains all possible combinations of these guidelines.

For the Codi, ratings symbols are installed in Font 8 under the following keys:

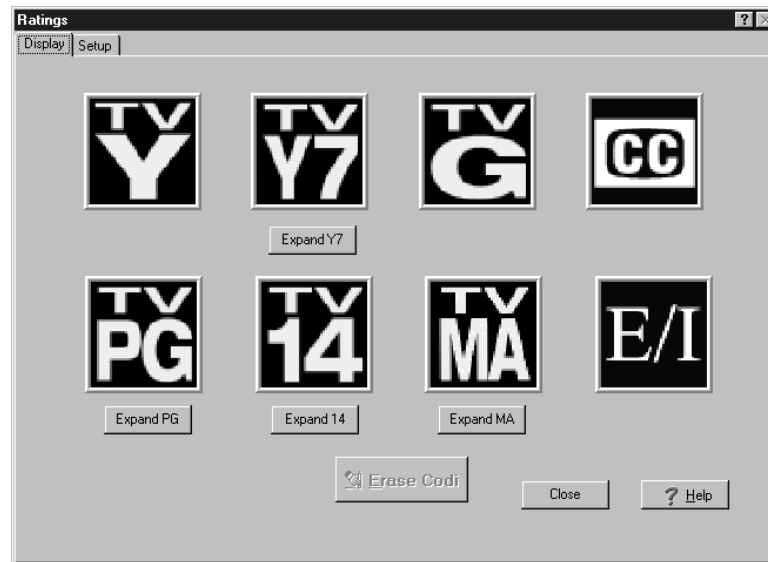
1	TV-Y	Q	TV-PG-V
2	TV-Y7	R	TV-14-D
3	TV-G	S	TV-14-DL
4	TV-PG	T	TV-14-DLS
5	TV-14	U	TV-14-DLSV
6	TV-MA	V	TV-14-DLV
7	CC	W	TV-14-DS
8	E/I	X	TV-14-DSV
A	TV-Y7-FV	Y	TV-14-DV
C	TV-PG-L	a	TV-14-L
D	TV-PG-D	b	TV-14-LS
E	TV-PG-DL	c	TV-14-LSV
F	TV-PG-DLS	d	TV-14-LV
G	TV-PG-DLSV	e	TV-14-S
H	TV-PG-DLV	f	TV-14-SV
I	TV-PG-DS	g	TV-14-V
J	TV-PG-DSV	h	TV-MA-L
K	TV-PG-DV	l	TV-MA-LS
L	TV-PG-LS	j	TV-MA-LSV
M	TV-PG-LSV	k	TV-MA-LV
N	TV-PG-LV	l	TV-MA-S
O	TV-PG-S	m	TV-MA-SV
P	TV-PG-SV	n	TV-MA-V

The ratings symbols are mapped to palette entries 240 - 253.

For the Infinit Family of character generators, the ratings symbols are individual Chyron pages numbered consecutively in the order listed above. Default Black on White pages start at page 7000. Default White on Black pages start at page 8000.

Ratings Display

To access any of the Ratings symbols simply click on the Icon for the symbol. To access the expanded version of certain ratings symbols, click on the expand button below the desired symbol. This will open the Expanded Ratings Symbol screen for the selected ratings symbol. Click on the Icon for the desired expanded ratings symbol. The ratings symbol will appear on the character generator output.

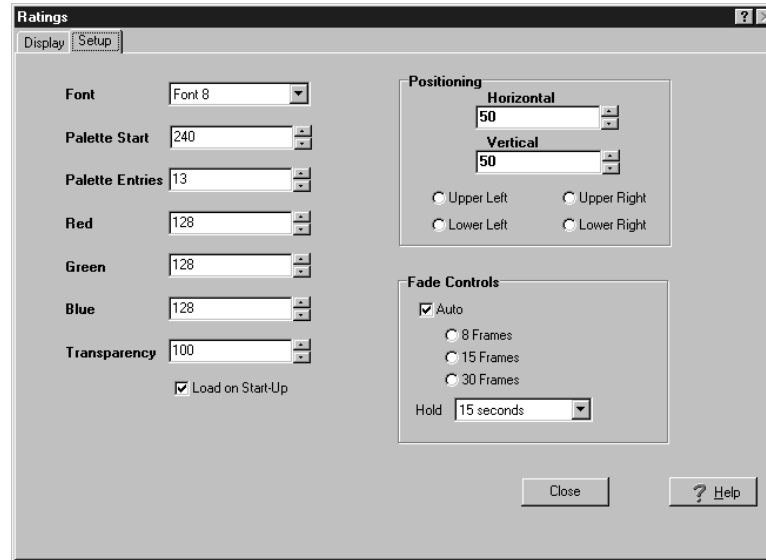


Erase CG

To remove a ratings symbol, or to clear the screen before displaying a ratings symbol, simply click on the Erase CG button. You may also use the keyboard to erase the character generator by pressing the <ALT-E> combination.

Ratings Setup (Codi)

The Ratings Setup tab contains the controls for selecting a ratings symbol's display characteristics, and to load ratings symbols on startup. The symbols position on the screen is set in the Positioning group. The Fade Controls group allows you to set a fade duration and a display duration to semi-automate the ratings display process.



Font

The Font window displays the storage location for the ratings symbols. Click the down arrow to the right of the Font window and select the desired font from the drop down menu. The ratings symbols initially installed with WinMasterCG are loaded into Font 8. This should only be changed if you have replaced the entire ratings symbol library with new symbols and loaded these symbols to the specified font.

Palette Start

The value listed in the Palette Start edit window is the Codi starting palette entry used to load all ratings symbols. To load a ratings symbol file, color palettes must be assigned for use by the logo. The default ratings symbols use palette entries starting at 240 and extending to 153. See the explanation under the Graphics Logos Palette Start topic for more information on the Codi palette scheme.

Palette Entries

The Palette Entries edit window displays the number of palette entries (colors) associated with ratings symbols. The WinMasterCG default ratings symbols use 13 palette entries. This value may be changed to reflect the actual number of colors in your ratings symbol. Click on the edit box and type the desired number of palette entries or click on the up or down arrows to the right of the Palette Entries edit window to set the value. See Palette Entries under the Graphics Logos topic for more information on Codi palette Entries.

Red, Green and Blue

To key the ratings symbols over video, a "key out" value must be established. We recommend assigning the RGB values of 0,0,0 (super black) to key out when creating the ratings symbol. The Codi will use these as the "Chroma key" values to be replaced by video. WinMasterCG defaults to these values when setting up a ratings symbol. To change the values, click on the Red, Green, or Blue edit box and type the desired key value, or click the up or down arrows to the right of the edit window to set the key value.

Red	Value to key out on for Red.
Green	Value to key out on for Green.
Blue	Value to key out on for Blue

Transparency

WinMasterCG uses the transparency value listed in the Transparency window to make the ratings symbol more or less transparent. The higher the value the more opaque the ratings symbol will appear. The lower the value, the more transparent the ratings symbol will appear. Click on the edit box and type the desired transparency value or click the up or down arrows to the right of the Transparency edit window to set the value.

Load on Startup

The Load on Startup checkbox should be checked if you want all Ratings Symbols to be sent to the Codi when WinMasterCG is started. If you do not need ratings symbols, or if you would rather load them manually using the Ratings Symbols to Codi command in the File menu, click the Load on Startup checkbox to remove the check.

Positioning

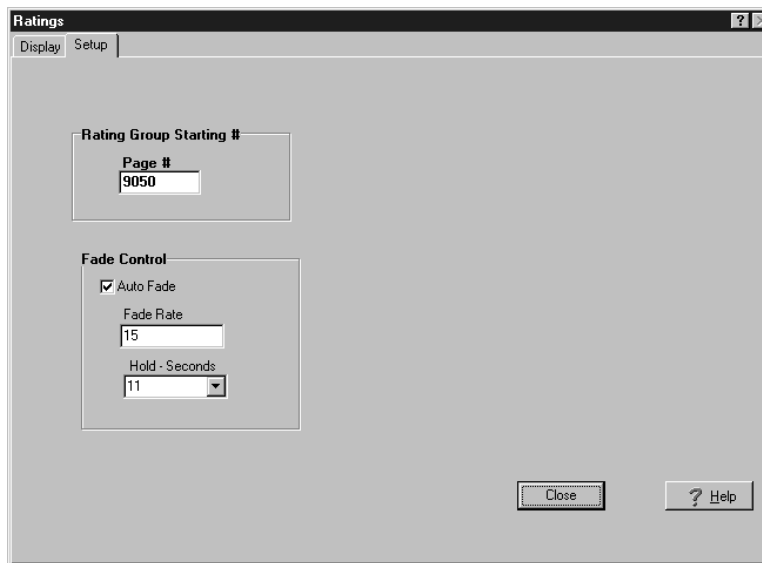
Preset or custom values may be used to locate the ratings symbol to a screen position. Click the radio button next to the location that reflects the chosen position. You can modify the Horizontal and Vertical position of preset or custom positions by adjusting the values in the Horizontal and Vertical edit boxes. You can click on an edit box and enter a number with the keyboard, or click on the up or down arrows to the right of the box to increase or decrease the Horizontal and Vertical position values. If you adjust the position values of a preset position, the ratings symbol files will use the new values. WinMasterCG defaults to the upper left position recommended by the TV Parental Guidelines Organization.

Fade Controls

If you want the ratings symbol to fade in, display for a preset duration, and fade out automatically when a Ratings Symbol Icon is selected, click on the Auto checkbox to select this option. You will then be able to select the Fade Rate and Hold Time. To select the fade rate, click the radio button that corresponds to the desired fade rate. To select the hold time, click the down arrow to the right of the Hold edit box to display the drop-down list box. Click on the desired time or highlight the duration and press Enter. WinMasterCG defaults to a display duration of 15 seconds, as recommended by the TV Parental Guidelines Organization.

Ratings Setup (Infinit Family)

The Ratings Setup tab contains the controls for selecting a ratings symbol's display characteristics, and to load ratings symbols on startup. The symbols position on the screen is set in the Positioning group. The Fade Controls group allows you to set a fade duration and a display duration to semi-automate the ratings display process.



Ratings Group Starting Number

The Ratings Group Starting Number edit box contains the starting page number for the ratings symbols pages. The ratings symbols initially installed with WinMasterCG are loaded in the order listed in the Ratings section. This should only be changed if you have replaced the entire ratings pages library with new pages or copied all ratings pages to another location.

Auto Fade

Check the Auto Fade checkbox if you want the ratings symbol to appear with a fade transition, display for a preset duration, and fade back out. This fade effect is applied to the key signal and not to the program video. If this box is not checked, clicking on a rating icon will display that page with a cut transition, and the page will remain until the display is cleared or another page is displayed.

Fade Rate

The Fade Rate edit box contains a number that represents the duration, in frames, of the fade transition applied to a ratings page if the Auto Fade checkbox is checked. This duration is applied to both the fade in and fade out transitions.

Hold - Seconds

If Auto Display has been selected for a Ratings display, enter the duration of the ratings

display, in seconds, in the Hold - Seconds edit box.

Graphics Logos

Codi Logos

The Logo screen is used to translate graphics files to a PCX graphics format compatible with the Codi, associate the file with a graphics display button, and send the file to the Codi. This screen is opened by pressing the F6 key or clicking on the Logo quick pick. The Codi uses a 256 color PCX file format with an effective resolution of 300 x 300. WinMasterCG will convert the following file formats to the Codi compatible PCX graphic format:

AFX	Macintosh Pict (PCT)
ASCII Text (TXT)	Microsoft Paint (MSP)
ATT	Multipage PCX
Brooktrout (301)	NCR
CALS Raster (CAL)	Photo CD (PCD)
DICOM (DCM)	PC Paintbrush (PCX)
Dr. Halo CUT	Photoshop (PSD)
EPS	PNG
FlashPix	Silicon Graphics (SGI)
GEM Image (IMG)	Sun Raster (RAS)
IBM MO:DCA	Targa (TGA)
IBM IOCA	Windows Bitmap (BMP)
IFF/Ilbm	Windows Clipboard (CLP)
Imnet (IMT)	Windows ICON (ICO)
JPEG-JFIF	Wordperfect (WPG)
Kofax (KFX)	X Bitmap (XBM)
Laser Data (LV)	X Pixmap (XPM)
Macpaint (MAC)	X Window Dump (XWD)

To use this feature simply copy your original file to the graphics directory of WinMasterCG. Windows Explorer may be used to copy the graphics file. After copying your Logo use Logo set-up to render to the Codi format.

WinMasterCG also supports the new Chyron Codi file format, the 8 bit Targa format generated by the Chyron Photoshop plug-in. The use of this file format is transparent to the user. Simply select the 8 bit Targa file just as you would any other format file.

Codi logo format logos can not be set-up as computer graphics logos. They must be rendered with the Logo Wizard.

Infinit Family Logos

The Logo screen is used to translate graphics files to a bitmap for display on a Logo button, associate a graphics display button with a Chyron file, and configure the page for a fade transition if desired.

WinMasterCG will convert the following file formats to the Logo button bitmap format:

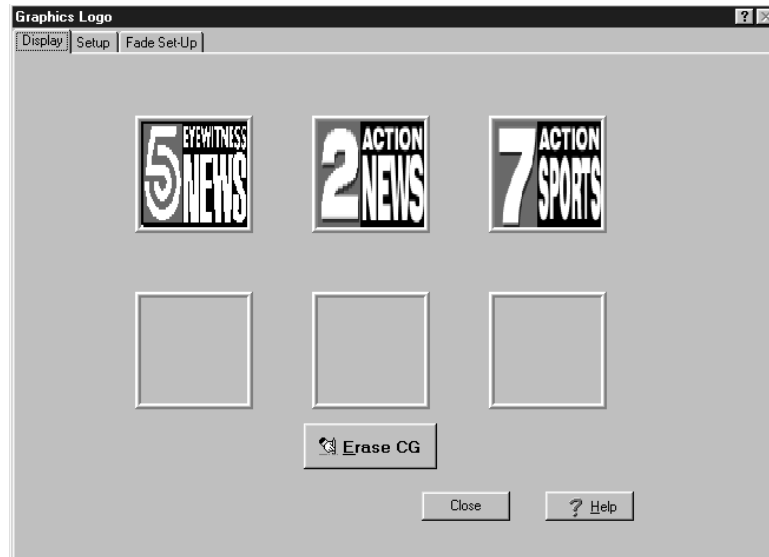
AFX	Macintosh Pict (PCT)
ASCII Text (TXT)	Microsoft Paint (MSP)
ATT	Multipage PCX
Brooktrout (301)	NCR
CALS Raster (CAL)	Photo CD (PCD)
DICOM (DCM)	PC Paintbrush (PCX)
Dr. Halo CUT	Photoshop (PSD)
EPS	PNG
FlashPix	Silicon Graphics (SGI)
GEM Image (IMG)	Sun Raster (RAS)
IBM MO:DCA	Targa (TGA)
IBM IOCA	Windows Bitmap (BMP)
IFF/Illbm	Windows Clipboard (CLP)
Imnet (IMT)	Windows ICON (ICO)
JPEG-JFIF	Wordperfect (WPG)
Kofax (KFX)	X Bitmap (XBM)
Laser Data (LV)	X Pixmap (XPM)
Macpaint (MAC)	X Window Dump (XWD)

To use this feature simply copy your original file to the graphics directory of WinMasterCG. Windows Explorer may be used to copy the graphics file. After copying your Logo use Logo set-up to render to the bitmap format and associate with a Chyron message number.

Note: The associated message file must be in a Chyron RGB format compatible with the Infinit family of character generators. If you are starting with a PC format file, WinMasterCG enables you to convert this file to Chyron format. If you are starting with an existing Chyron format message page, WinMasterCG can convert this page to a PC format file for use on the bitmap button. It is also possible to use one file for the button, and another file for the page. This may be desirable when dealing with a logo since a logo will normally take up only a small portion of the Chyron page, while a full screen version is desirable for the bitmap button. Accomplishing this format conversion is a separate procedure described in the Configuring WinMasterCG / Net Connect / FTP section.

Logo Display

To display any of the graphics shown as Icons simply click on the desired graphic. The graphic will appear on the character generator output.



If you are using WinMasterCG for the Codi, when a Logo is rendered to character generator format, a screen file is made. This file is opened when the desired graphic button is clicked.

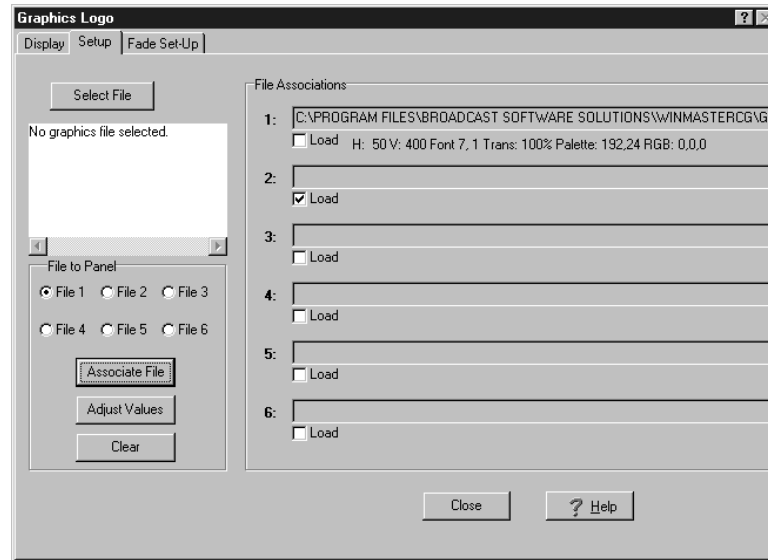
If you are using WinMasterCG for the Infinit family of character generators, the Setup tab allows you to create a bitmap for the logo button and associate the button with a Chyron message file located on the character generator's hard drive. The message file is displayed when the graphic button is clicked.

Erase Character Generator

To remove a graphic, or to clear the screen to display a graphic, simply click on the Erase CG button. You may also use the keyboard to erase the CG by pressing the <ALT-E> combination.

Logo Setup (Codi)

The Logo Setup tab contains the controls for selecting a graphics file, converting it to Codi PCX format, and associating the file with a graphics button on the Logo Display tab. You also have the option of sending the graphic to the Codi at WinMasterCG startup.



Select File

File selection is the first step in installing a logo. To set-up your logo you will need to transfer the file to the graphics directory of WinMasterCG before selecting the file. For a default installation this will be the C:\Program Files\Broadcast Software Solutions\WinMasterCG\Graphics directory. Use Windows Explorer to accomplish this. See the Logo Display section to view a list of available graphic formats supported by WinMasterCG. Once the file is in the correct directory, click the Select File button to bring up the Open dialog box. Double Click on the desired graphics file or click once to select and then click the Open button to select the file and close the Open dialog box.

Selected File Window

Once a graphics file has been selected, the Selected File window displays the filename and the directory path. In addition, parameters for the selected file are displayed.. These parameters include graphics type, compression used, page, tile, image size, and bits per pixel

File To Panel

Click one of the six radio buttons labeled File 1 to File 6 in the File to Panel group to select the panel location on the Logo Display tab that will be used with the selected graphics file. The six panel/file locations correspond to the six positions available for graphic display.

Associate File

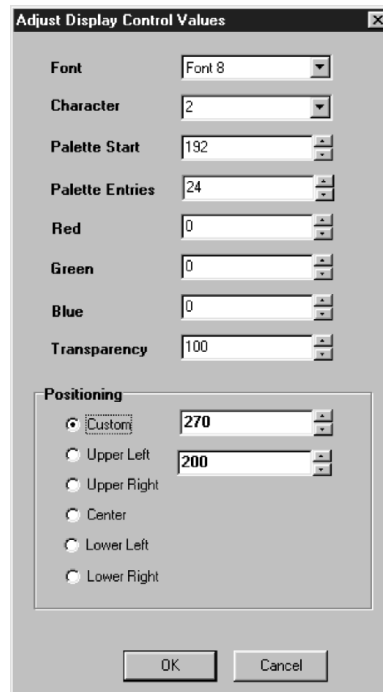
Clicking the Associate File calls up the Bit Reduction Method dialog box if you selected a 24 bit graphics file. If you selected an 8 bit graphics file, this dialog box is bypassed and the Adjust Display Control Values dialog box opens.



You can choose Median Cut, Octree, or Popularity. Popularity reduces a 24 bit image to an 8 bit image, while maintaining its most popular or prevalent colors. Median Cut reduces a 24 bit image to an 8 bit image using the median cut algorithm. Octree reduces a 24 bit image to an 8 bit image using an efficient algorithm that gives a result as near as possible to the original. Click the associated radio button to select the compression scheme and click the OK button.

Adjust Display Control Values

After selecting the Associate File button on an 8 bit graphics file or selecting the Bit Reduction Method for a 24 bit graphic, the Adjust Display Control Values dialog box opens.



The Adjust Display Control Values dialog box lists parameters to be used for rendering a file to the Codi. If this is your first logo you should be able to use the default values supplied.

Font

The Font window displays the storage location for the graphic. Click the down arrow to the right of the Font window and select the desired font from the drop down menu. The ratings symbols supplied with WinMasterCG are installed in Font 8. Logos are loaded to a font and key position. Loading a logo to a font location occupied by a Codi font will replace that key character's font with the logo. For example, if a logo was loaded to Font 8 - Key 1, when Font 8 is selected and Key 1 is pressed, the logo would appear on the Codi output instead of the TV-Y ratings symbol being displayed. If you do choose Font 8, consult the Ratings section of the manual for a listing of the keys occupied by ratings symbols. Font 7 is a good choice, as it is rarely used.

Character

The Character window lists the character to receive the graphic. Click the down arrow to the right of the Character window and select the character that corresponds to the key that will be used to display the graphic from the drop down menu. See the explanation under the Font topic above for more information.

Palette Start

The value listed in the Palette Start edit window is the Codi starting palette entry used to load the selected graphics file. To load a logo graphics file, color palettes must be assigned for use by the logo. The complexity of the logo determines how many color entries must be assigned to the logo. Click on the edit box and type the desired starting palette entry or click the up or down arrows to the right of the Palette Start edit window to set the value.

The Codi is set up for a maximum of 254 colors. The colors are arranged 0-253. In most cases you will want to preserve the first palette for typing white text. The standard Codi palette starts at 0 and runs through 191. This allows the Codi to display normal colors and anti-alias to Codi background or external video. For each of the 8 standard colors, the Character Body occupies 8 palette entries, the Character Edge occupies 8 palette entries, and the mix between Body and Edge (for anti-aliasing) occupies another 8 palette entries. Therefore the total number of palette entries per standard color is 8+8+8 or 24 palette entries. The total number of palette entries required for all 8 standard colors is 24x8 or 192 palette entries. Thus, we have 192 total palette entries in the CODI color palette for normal operation, numbered 0-191.

There also is a range of palette entries that extends beyond the normal color palette display. Colors 192 - 253 may be used without disturbing the normal Codi palette. Of these remaining palette entries, WinMasterCG uses palette entries 240 - 253 for ratings symbols. Palette entries 192 - 239 are a good choice for the loading of logos. The lower color palettes may also be used, however this will affect the normal palette range used by the Codi for color display. If the lower palette entries are used they should be used exclusively for logo display and not for normal color font display. To use colors mapped to logo entries for character generation will result in a poor quality character display. Palette entries 240 - 253 should be used only if you do not need to display the supplied ratings symbols. WinMasterCG will warn if the color palette values are encroaching on other palettes in use. WinMasterCG will default to a beginning palette entry of 192. This value may be changed to prevent palettes from overlapping.

Palette Entries

The Palette Entries edit window displays the number of palette entries (colors) associated with the selected logo. WinMasterCG will default to 24 palette entries. This value may be changed to reflect the actual number of colors in the selected graphic. Click on the edit box and type the desired number of palette entries or click on the up or down arrows to the right of the Palette Entries edit window to set the value. See the explanation under the Palette Start topic above for more information on the Codi palette scheme.

Red, Green and Blue

To key the logo over video, a "key out" value must be established. We recommend assigning the RGB values of 0,0,0 (super black) to key out when creating the logo. The Codi will use these as the "Chroma key" values to be replaced by video. WinMasterCG defaults to these values when setting up a logo. To change the values, click on the Red, Green, or Blue edit box and type the desired key value, or click the up or down arrows to the right of the edit window to set the key value.

Red	Value to key out on for Red.
Green	Value to key out on for Green.
Blue	Value to key out on for Blue

Transparency

WinMasterCG uses the transparency value listed in the Transparency window to make the graphic more or less transparent. The higher the value the more opaque the logo will appear. The lower the value, the more transparent the logo will appear. Click on the edit box and type the desired transparency value or click the up or down arrows to the right of the Transparency edit window to set the value.

Positioning

Preset or custom values may be used to locate the Logo to a screen position. Click the radio button next to the location that reflects the chosen position. You can modify the Horizontal and Vertical position of preset or custom positions by adjusting the values in the H and V edit boxes. You can click on an edit box and enter a number with the keyboard, or click on the up or down arrows to the right of the box to increase or decrease the Horizontal and Vertical position values. If you adjust the position values of a preset position, graphics files associated after the adjustment will use the new values, but files associated before the change will still use the value in effect at the time of the file association.

OK

When all Display Control Values have been set, click the OK button to close the Adjust Display Control Values dialog box and download the graphic to the Codi. A progress indicator bar will appear indicating the graphic file download status.

Adjust Values

Click one of the six radio buttons labeled File 1 to File 6 in the File to Panel group and then click the Adjust Values button to change the selected display control values. See the Associate File section for more information on adjusting display control values.

File Associations Panel

Once downloaded to the Codi, the File Associations panel will list the file name of the loaded graphic. Below each file name box the display control values are listed for each loaded file.

Load

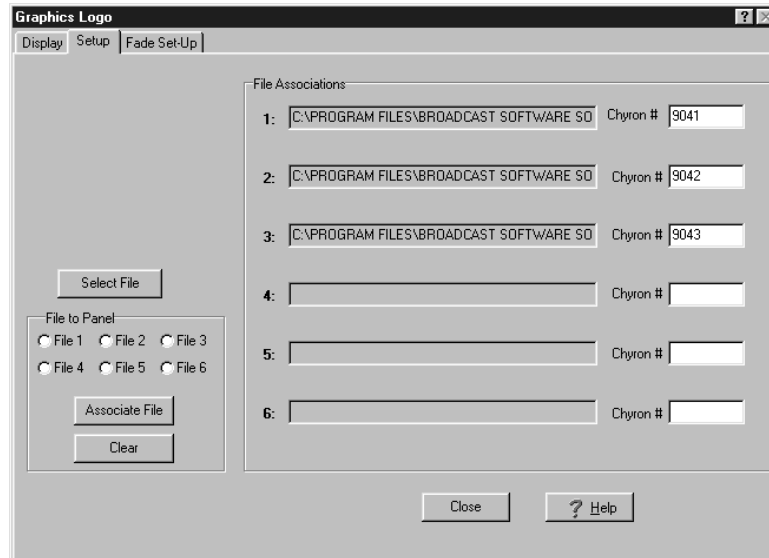
Below each file name box in the File Associations panel is a checkbox labeled Load. Click the box to display a check mark if you would like the file downloaded to the Codi on program startup. This will make the graphic available to other WinMasterCG functions such as Create or Crawl by pressing the assigned key in the font selected for the logo. If this box is not checked, the graphic file will still download to the Codi when called by the Logo Display screen. Also, files with the Load checkbox marked can be downloaded to the Codi with the Graphics to Codi menu item found in the File menu.

Clear

Click one of the six radio buttons labeled File 1 to File 6 in the File to Panel group and then click the Clear button to remove a file association and blank the file association display panel. If the Load checkbox is checked, it will be cleared. Also, the display control values listed for the file will clear.

Logo Setup (Infinit Family)

The Logo Setup tab contains the controls for selecting a PC format graphics file, converting it to a button bitmap format, and associating the file with a graphics button on the Logo Display tab. You must also select the Chyron page number that corresponds to the bitmap button on the Logo Display tab.



Select File

You may select a graphics file for the bitmap buttons on the Graphics Logo Display tab in any of the PC graphics formats listed in the Graphics Logos / Infinit Family Logos section. To set up your bitmap button, you should first transfer the PC format graphics file to the graphics directory of WinMasterCG. For a default installation this will be the C:\Program Files\Broadcast Software Solutions\WinMasterCG\Graphics directory. If the original graphic is in Chyron format, it must be converted to PC format and transferred to the WinMasterCG PC as described in the Configure / Net Connect / FTP section. Click the Select File button to display the Open File dialog box. Double Click on the desired graphics file or click once to select and then click the Open button to select the file and close the Open dialog box.

File To Panel

Click one of the six radio buttons labeled File 1 to File 6 in the File to Panel group to select the panel location on the Logo Display tab that will be used with the selected graphics file when the Associate File button is clicked. The six panel/file locations correspond to the six positions available for a logo display.

Associate File

Clicking the Associate File button assigns the selected file as the bitmap for the button selected by the File 1 thru File 6 radio buttons. If no file has been selected, the error message "No Graphics File Loaded" will be displayed. If this occurs, refer to the Select File description earlier in this section.

File Associations Panel

The File Associations panel contains six list boxes, numbered 1 - 6, that correspond to the six buttons on the Display tab. The path and filename of the bitmap file (graphic) that will be displayed on each button is listed on the list boxes in the File Associations panel.

Chyron #

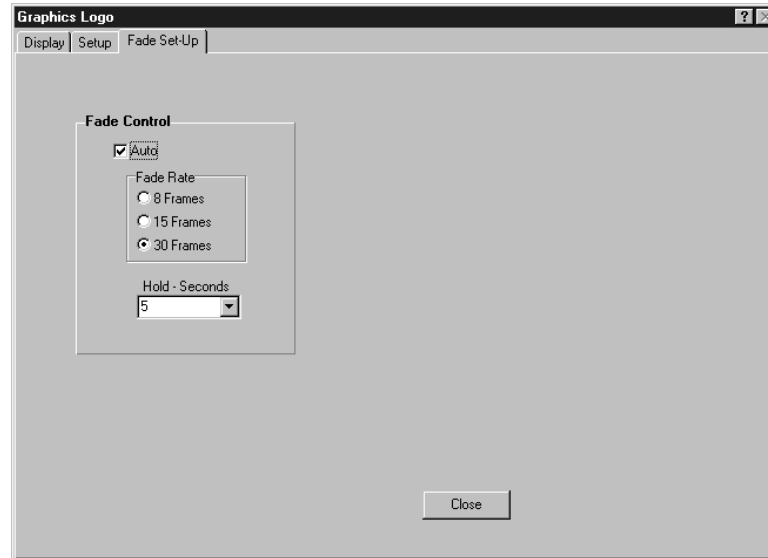
The Chyron Number edit box contains the Chyron message number that will be displayed when the corresponding bitmap button is clicked on the Display tab. Click on the edit box and enter the number of the page located on the Inifit Family character generator that will be displayed when the associated button is clicked. If the original graphic is in PC format, it must be converted to Chyron RGB format and transferred to the Chyron character generator as described in the Configure / Net Connect / FTP section.

Clear

Click one of the six radio buttons labeled File 1 to File 6 in the File to Panel group and then click the Clear button to remove a file association and blank the file association display panel. The Chyron # edit box will not be cleared for the selected File. To clear the Chyron # edit box, click on the desired edit box and press the delete key or the backspace key.

Logo Fade Setup (Codi)

The Logo Fade Setup tab contains the controls for determining if a Logo will be displayed automatically, and if so, the display parameters.



Auto

The Auto checkbox determines how a Logo is displayed when clicking on a Logo Icon on the Logo Display tab. If the Auto checkbox is not checked, the Logo is simply displayed on the Codi output and remains until an Erase Codi command is issued. If the Auto checkbox is checked, the Logo will fade in, remain on the screen for the designated hold time, and then fade out. Click on the checkbox to alternately place and remove the check.

Fade Rate

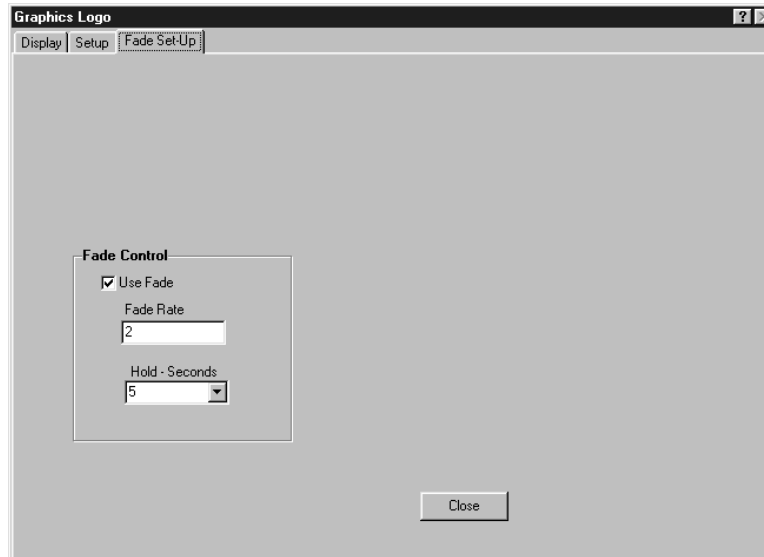
To select the fade rate, click the radio button that corresponds to the desired fade rate. You can choose from 8 frames (1/4 sec.), 15 frames (1/2 sec.), or 30 frames (1 sec.).

Hold - Seconds

Click the down arrow to the right of the Hold window to set the time for a logo to display before fading out when displayed with the Auto checkbox checked. Hold time can be set from 1 to 60 seconds.

Logo Fade Setup (Infinit Family)

The Logo Fade Setup tab contains the controls for determining if a Logo will be displayed using a fade, and the display parameters for the fade.



Use Fade

Check the Use Fade checkbox if you want the logo to appear with a fade transition, display for a preset duration, and fade back out. If this box is not checked, clicking on a logo icon will display that page with a cut transition, and the page will remain until the display is cleared or another page is displayed.

Fade Rate

The Fade Rate edit box contains a number that represents the duration, in frames, of the fade transition applied to a ratings page if the Use Fade checkbox is checked. This duration is applied to both the fade in and fade out transitions.

Hold - Seconds

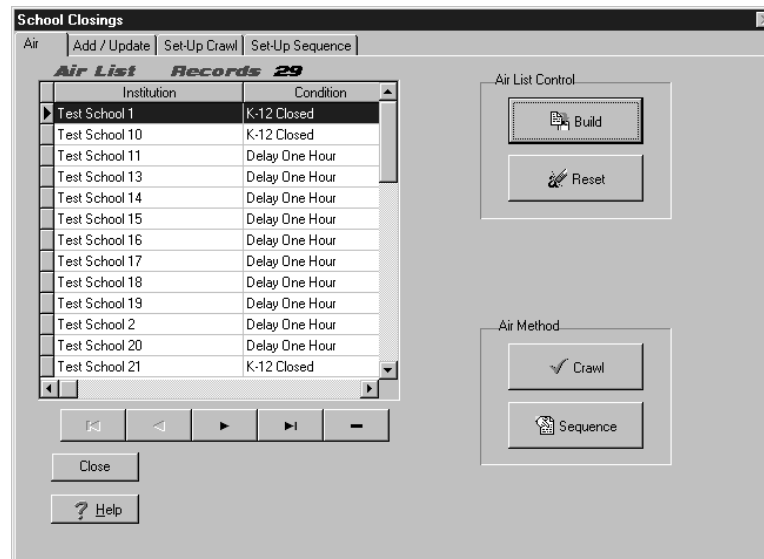
If Use Fade has been selected for a Logo display, enter the duration of the ratings display, in seconds, in the Hold - Seconds edit box or click the down arrow to the right of the Hold edit box to set the time. Hold time can be set from 1 to 60 seconds.

School Closings

The School Closings screen is used to manage a database of schools in your area and track closing conditions during periods of inclement weather or natural disaster. You can air this information as a crawl or as a sequence of pages, organized by county if desired. You have full control over all aspects of the School Closings crawl or sequence, including text, fonts, colors, crawl position and speed, background contents, the number of times a crawl repeats, the base tabs page used for a sequence, and the hold time for sequencing pages. This page is activated by clicking on the School Closing Quick Pick button, by selecting School Closings from the CG drop-down menu, or by pressing the F7 key on the keyboard.

Air

This tab contains the controls for building and managing the School Closings Air List, and for airing the information in the form of a crawl or a sequence.



Air List

The Air List display box contains the name and closing condition of all schools in the current Air List. When a School Closings Crawl or a School Closings Sequence is started, only the schools listed in this display box will be aired, starting with the current highlighted school, and moving down the list. Controls along the bottom of the box control the current school selection. The left arrow with a line moves the current school to the top of the list. The left arrow moves the current school cursor up one record. The right arrow moves the current school cursor down one record. The right arrow with a line moves the current school selection to the end of the list. You can also click on a record with the mouse to make it the current highlighted school. The current school in the Air List can be deleted by pressing the <CTRL-DEL> key combination.

Records

The number to the right of the Records label on top of the Air List display box reflects the number of schools in the current Air List database.

Build

Clicking the Build button brings up the Air List Selection dialog box.



Click the All Closed radio button in the Select group to include all schools in the Schools database that do not have a cleared Condition field in the Air List. To create an Air list that contains only the schools in a specific county, click on the Grouped by County radio button and select the desired county by clicking the down arrow to the right of the Counties edit box and selecting a county from the drop down list. Click the OK button to build the Air List. After building an Air List containing the schools in a specific county, other counties may be added to the present Air List by clicking the Build button again and repeating the Grouped by County procedure above without clicking the Reset button first.

Reset

Click the Reset button to clear the Air List display box prior to building a new Air List. This can also be helpful to prevent old information from being aired.

Crawl

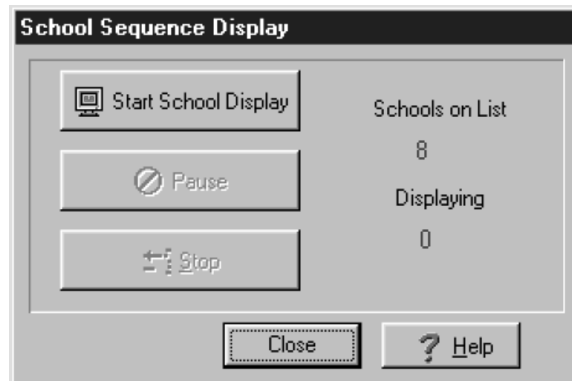
Click the Crawl button to start a School Closings crawl. The crawl will be built based on the information in the current Air List and the settings on the School Closings Set Up Crawl tab.

Abort Crawl

Once a School Closings crawl is started, the Crawl button changes to an Abort Crawl button. Click the Abort Crawl button to stop sending crawl data to the character generator. The information already sent to the character generator will continue to display, and the crawl will most likely end in mid-sentence. There is no way to predict where the character generator is in reading the crawl data stream and cleanly stop a crawl.

Sequence

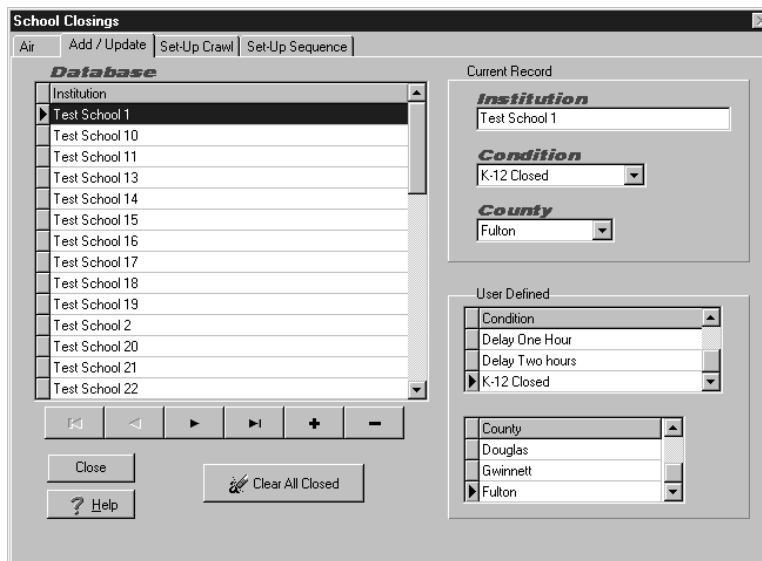
Clicking on the Sequence button opens the School Sequence Display dialog box.



Click the Start School Display button to start sequencing through the schools listed in the Air List window. The display sequence will start on the school currently highlighted in the Air List and proceed to the bottom of the Air List using the character generator Tab Page defined on the School Closings Set-Up Sequence tab. The hold time for each page is determined by the Time to Display in Frames edit box on the School Closings Set-Up Sequence tab. Once the sequence is started, the highlight bar in the Air List will change to track the current on-air record in the list. The sequence can be paused or stopped by clicking the appropriate button on the School Sequence Display dialog box. If Pause is pressed, the display fades out after the hold time of the current record and the Pause button turns into the Resume button. Click the Resume button to continue the sequence. The sequence will start where it left off if the current record has not been changed. The Stop button stops the sequence and resets the current Air List record to the first school on the list.

Add / Update

The Add / Update tab contains the controls used to manage the School Closings database. Controls are provided to add or delete schools, update school closing conditions, and add, delete, or modify defined Conditions and Counties.



Database

The Database window lists all institutions in the schools database. The current school record is highlighted. Controls along the bottom of the window control the current school selection. The left arrow with a line moves the current school to the top of the list. The left arrow moves the current school cursor up one record. The right arrow moves the current school cursor down one record. The right arrow with a line moves the current school selection to the end of the list. You can also click on a record with the mouse to make it the current highlighted school. Clicking the plus button adds a blank school record to the database. You must enter the name of the new school into the Institution edit box of the Current Record group before changing the current record to another school or the blank inserted record will be automatically removed. Clicking the minus button deletes the current school from the database. A confirm dialog box requires you to click OK or press enter to delete the school to prevent accidental school deletion.

Institution

The Institution edit box in the Current Record group contains the name of the school for the current highlighted record in the schools database. This is where the name is entered for new database entries created with the Plus button below the schools database window. Also, the name of existing records can be edited.

Condition

The Condition edit box in the Current Record group contains the present closed condition for the school currently highlighted in the schools database. Click the down arrow to the right of the Condition list box to display the drop-down list box and select the desired condition. Selecting the blank condition clears the school's closed condition, and the school will not be included in any air messages.

County

The County edit box in the Current Record group contains the name of the county where the current highlighted school in the schools database is located. For new database entries click the down arrow to the right of the County list box to display the drop-down list box and select the correct County.

User Defined Condition

The Condition list box in the User Defined group contains all valid closed conditions, and one blank condition to indicate no closed condition exist. Scroll the list by clicking the up or down arrows to the right of the list box. New conditions can be added by pressing the keyboard Insert key. The new condition will be inserted directly above the currently highlighted condition. Some examples of closed conditions you may need to add are "Morning Classes Canceled", "Opens at Noon", and "Closed But Teachers Should Report". Defined conditions can be deleted by highlighting the desired condition and pressing the <CTRL-DEL> keyboard combination. A confirm dialog box requires you to click OK or press enter to delete the condition to prevent accidental condition deletion.

User Defined County

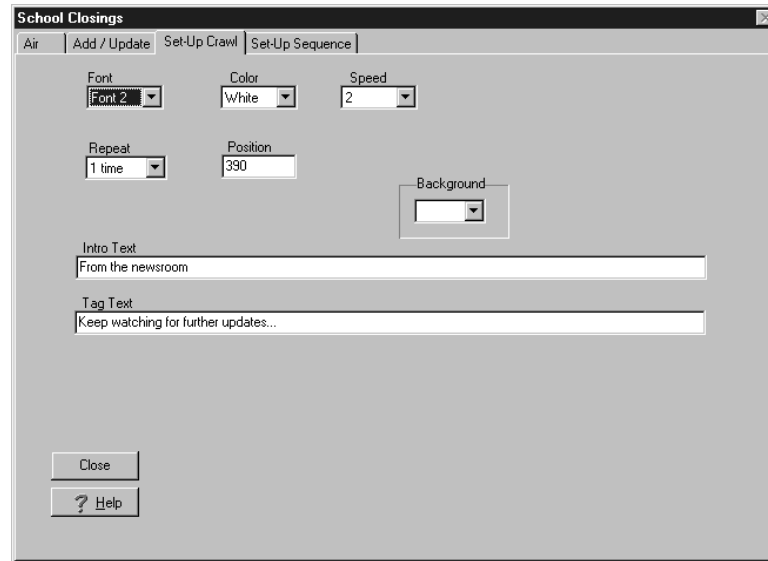
The County list box in the User Defined group should contain all Counties in your market area. Scroll the list by clicking the up or down arrows to the right of the list box, or click on the box and use the keyboard up or down arrow keys. New Counties are added by pressing the keyboard Insert key. The new County will be inserted directly above the currently highlighted County. Counties can be deleted by highlighting the desired county and pressing the <CTRL-DEL> keyboard combination. A confirm dialog box requires you to click OK or press enter to delete the county to prevent accidental county deletion.

Clear All Closed

Clicking the Clear All Closed button sets all schools in the Schools Database to blank condition, which indicates that no closed condition exists. You will be prompted to confirm that you want to delete all closed conditions for all schools.

Set-Up Crawl (Codi)

The Set-Up Crawl tab contains list boxes to control the font, color, speed and position of a School Closings crawl, a list box to determine how many times the crawl will repeat, and a list box to select a Background Bar if desired. Also on this tab are edit windows for entering text to be displayed before and after the School Closings crawl text.



Font

Click the down arrow on the right side of the Font list box to display a list of font choices. Highlight the desired font for the crawl and click with the mouse or scroll with the keyboard up or down arrow key and then press the Enter key.

Color

You can choose one of the eight colors in the color palette for your crawl. Click the down arrow on the right side of the Color list box to display a list of available colors. Highlight the desired color for the crawl text with the mouse and click or scroll with the keyboard up or down arrow key and then press the Enter key.

Speed

To select one of the eight crawl speeds, click the down arrow on the right side of the Speed list box. The numbers 1 thru 8 will be displayed in the drop-down list box. Highlight the desired speed for the crawl and click with the mouse or scroll to the speed number with the keyboard up or down arrow key and then press the Enter key.

Repeat

The Repeat list box displays the number of times a crawl will be run. You can select no repeat (1), repeat two to nine times, or continuous. Highlight the desired number of repeats and click with the mouse or scroll to the number with the keyboard up or down arrow key and then press the Enter key. If continuous is selected, change the Repeat number to one and click Start Crawl button on the Air tab again to stop the crawl. The crawl will run one more time and stop.

Position

The Position list box contains a number that defines the starting scan line for the selected font. This will determine the vertical placement of the crawl on the Codi video output. For NTSC systems, the number can range from 1 to 256. For PAL systems, the range is 1 - 271.

Background

The Background list box displays the Background Script that will be executed before running a School Closing crawl to display a background bar or other background graphics behind the crawl text. The Background Script replaces the SCHOOL.BKG file used in previous versions of WinMasterCG. If you are upgrading from a previous version of WinMasterCG, selecting the default script, script number 7, will display the blue bar with a crawl that was the default in earlier versions. To edit this background, or to set up a customized background script, use the Background Script editor. Open the Background Script editor by selecting the Configure menu item on the main menu and then clicking on the Background Scripts sub-menu item. If no background script is desired, select None from the drop down list box.

Intro Text

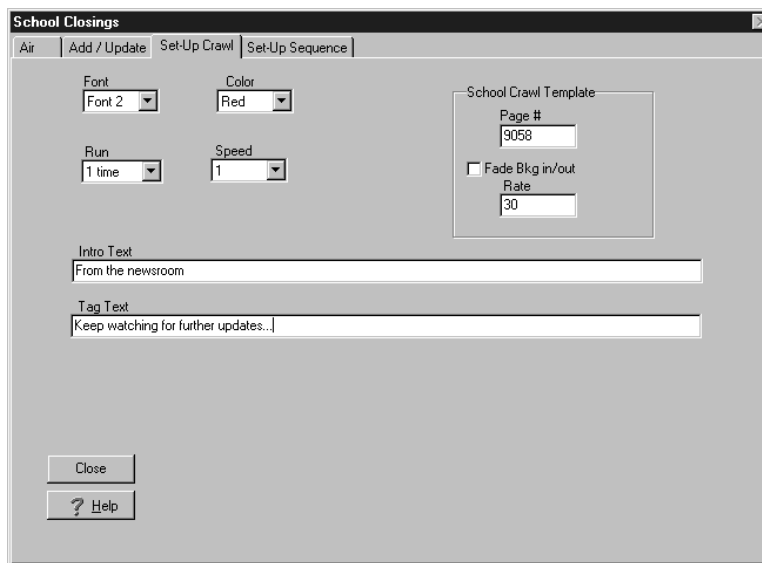
If there is introductory text that will precede all School Closings crawls, the text should be entered into the Intro Text edit window. When a School Closings crawl is started, this text will precede the list of schools.

Tag Text

The Tag Text edit window is used to enter text that will be used to end all School Closings crawls. Text in this window will follow the schools information assigned to a crawl.

Set-Up Crawl (Infinit Family)

The Set-Up Crawl tab contains list boxes to control the font, color, speed and position of a School Closings crawl, a list box to determine how many times the crawl will repeat, and a list box to select a Background Bar if desired. Also on this tab are edit windows for entering text to be displayed before and after the School Closings crawl text.



Font

Click the down arrow on the right side of the Font list box to display a list of font choices. Highlight the desired font for the crawl and click with the mouse or scroll with the keyboard up or down arrow key and then press the Enter key.

Color

You can choose one of the eight colors in the color palette for your crawl. Click the down arrow on the right side of the Color list box to display a list of available colors. Highlight the desired color for the crawl text with the mouse and click or scroll with the keyboard up or down arrow key and then press the Enter key.

Run

The Run list box displays the number of times a crawl will be run. You can select one to nine times, or continuous. Highlight the desired number of repeats and click with the mouse or scroll to the number with the keyboard up or down arrow key and then press the Enter key. If continuous is selected, there are two ways to stop the crawl. One way is to change the Repeat number to one and click Start Crawl button on the Crawl tab. The crawl will run one more time and stop. The other way is to click the Abort button on the Crawl tab. No more crawl text will be sent to the character generator. Please note that due to buffering of serial port data, the crawl may stop in the middle of a sentence or even a word if the Abort button is pressed.

Speed

To select one of the ten crawl speeds, click the down arrow on the right side of the Speed list box. The numbers 0 thru 9 will be displayed in the drop-down list box. Highlight the desired speed for the crawl and click with the mouse or scroll to the speed number with the keyboard up or down arrow key and then press the Enter key. Please note that crawl speed 0 is stopped, so the crawl will never run with a crawl speed of 0 selected.

Position

The Position list box is not present in the Infnit family version of WinMasterCG. The vertical placement of the crawl on the character generator video output is determined by the location of the cursor on the School Closing Crawl Template page.

School Crawl Template

The School Crawl Template area contains two edit boxes and a check box.

Page Number Edit Box

Place the page number of the designated School Closing Crawl Background page in the Page Number edit box .

Fade Bkg In/Out

Place a check in the Fade Background In/Out check box if you would like the background to be faded in and out at the rate specified in the Rate edit box. The fade transition will be applied to the key channel of the character generator, not the program video output. If you want the background to appear with a cut transition, leave this check box blank.

Rate

If the Fade Bkg In/Out check box is checked, the number in the Rate edit box determines the duration of the background fade in frames. The fade transition will be applied to the key channel of the character generator, not to the program video.

Intro Text

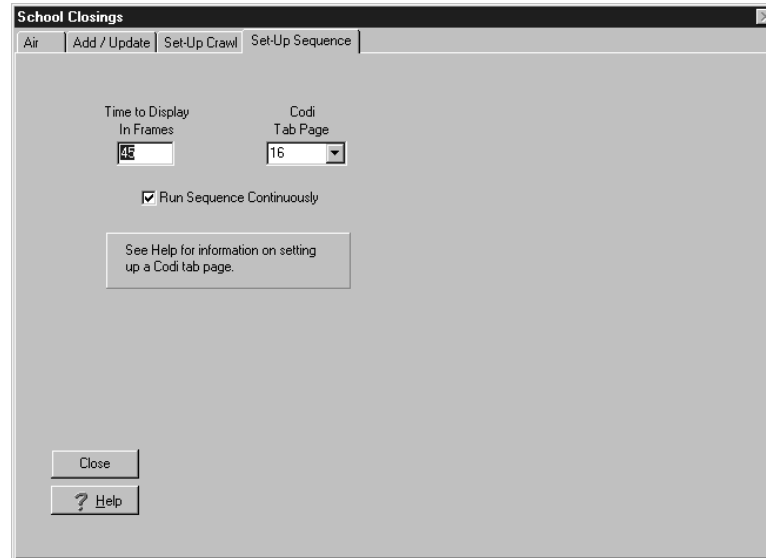
If there is introductory text that will precede all School Closings crawls, the text should be entered into the Intro Text edit window. When a School Closings crawl is started, this text will precede the list of schools.

Tag Text

The Tag Text edit window is used to enter text that will be used to end all School Closings crawls. Text in this window will follow the schools information assigned to a crawl.

Set-Up Sequence (Codi)

The Set Up Sequence tab contains a control to set the duration on air for each school in a school closing sequence and a control to select the tabs page that is opened to display school closing sequences.



Time to Display

The duration that each school in the school closing sequence is displayed is determined by the value in the Time to Display in Frames edit box. Click on the edit box and use the keyboard numeric keys to enter the desired hold time, in frames, for each school in the sequence.

Codi Tab Page

The Codi Tab Page list box contains the page number of the page that is used to control all character display attributes of the school closing sequence. Click the down arrow to the right of the list box to display the drop down list and select the page number of the School Closings Sequence Tab page. The page must contain at least two tabs. If two tabs are defined, the Name and the Condition of the school will be displayed. If three tabs are defined on the tab page, the County will also display. If more than three tabs are defined, the rest will be ignored. You may also want to add a Station Logo to the tab page or create a background for the page. See the next page for more information about creating a tab page.

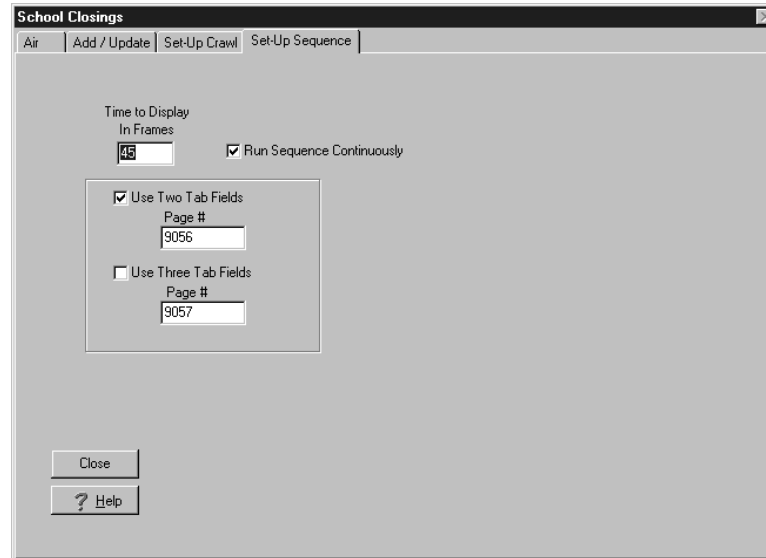
Run Sequence Continuously

If you would like the School Closing Sequence to loop to the beginning of the list and restart continuously after airing the last record in the list, check the Run Sequence Continuously checkbox. The sequence will run until the Stop button or the Pause button

on the School Sequence Display dialog box is clicked.

Set-Up Sequence (Infinit Family)

The Set Up Sequence tab contains a control to set the duration on air for each school in a school closing sequence and a control to select the tabs page that is opened to display school closing sequences.



Time to Display

The duration that each school in the school closing sequence is displayed is determined by the value in the Time to Display in Frames edit box. Click on the edit box and use the keyboard numeric keys to enter the desired hold time, in frames, for each school in the sequence.

Run Sequence Continuously

If you would like the School Closing Sequence to loop to the beginning of the list and restart continuously after airing the last record in the list, check the Run Sequence Continuously checkbox. The sequence will run until the Stop button or the Pause button on the School Sequence Display dialog box is clicked. If the Run Sequence Continuously checkbox is not checked, the character generator presentation of the Air List will end after all records in the Air List database have aired.

Character Generator Tab Page

The Character Generator Tab Page group contains two checkboxes and two edit boxes that control the presentation of the Air List when the Sequence Air Method is selected.

Use Two Tab Fields

If the Use Two Tab Fields checkbox is selected, the character generator page number in the Page # edit box directly below the Use Two Tab Fields checkbox will be used as the template for presenting the Air List database to the program output as a series of character generator pages. The character generator page listed here must contain two tabs, which will display the Name and the Condition of the records in the Air List database.

Page #

The Page # edit box contains the page number of the template page that will be used to display the School Closings database if the Use Two Tab Fields checkbox is checked. This page must contain two tab fields, one for the school Name and one for the school Condition. Changing this page number will also change the page number listed in the School Closing Two Tab Page edit box in the Formatted Messages area on the Ratings Icon tab of the Connect to Chyron dialog box.

Use Three Tab Fields

If the Use Three Tab Fields checkbox is selected, the character generator page number in the Page # edit box directly below the Use Three Tab Fields checkbox will be used as the template for presenting the Air List database to the program output as a series of character generator pages. The character generator page listed here must contain three tabs, which will display the Name, Condition, and County of the records in the Air List database.

Page #

The Page # edit box contains the page number of the template page that will be used to display the School Closings database if the Use Three Tab Fields checkbox is checked. This page must contain three tab fields, one for the school Name, one for the school Condition, and one for the school County. Changing this page number will also change the page number listed in the School Closing Three Tab Page edit box in the Formatted Messages area on the Ratings Icon tab of the Connect to Chyron dialog box.

Time and Temperature

The Time and Temperature screen contains the controls needed to display time and/or temperature on the character generator, and configure the time and temperature display. Complete control over font, color, position, and time display format is available. Tabs are provided for updating the temperature manually and in the WinMasterCG for Codi version only, setting the Codi clock.

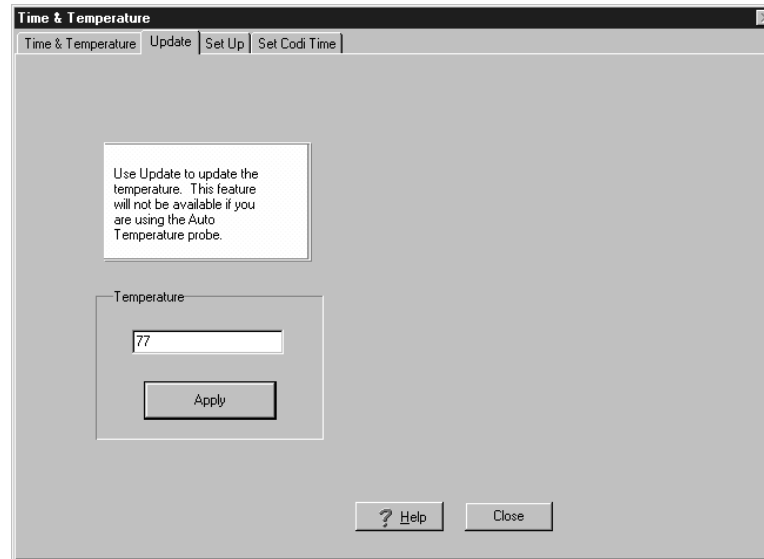
Time & Temperature Display

The Time & Temperature tab contains one button, the Display Time & Temperature button. Clicking this button will display the time, the temperature, or both, determined by the Display Mode setting in the Set Up tab. The button will then change to Remove T&T. While Time and Temperature are displayed, no changes may be made to the T&T / Setup tab or the T&T / Set Codi Time tab. The Update (Temp) tab, however, is still active while displaying T&T. Click this button again to remove the time and temperature from the character generator display. All foreground text on the current page will also be erased. The button will once again read "Display T&T".



Update Temperature

The Update tab contains an edit window for entering a temperature manually, and an Apply button to send the new temperature to the character generator. This entry will not be available if the Use Automatic Temperature Probe option has been selected in the WinMasterCG Configuration menu, but the edit window will reflect the current reading of the temperature probe..



Temperature

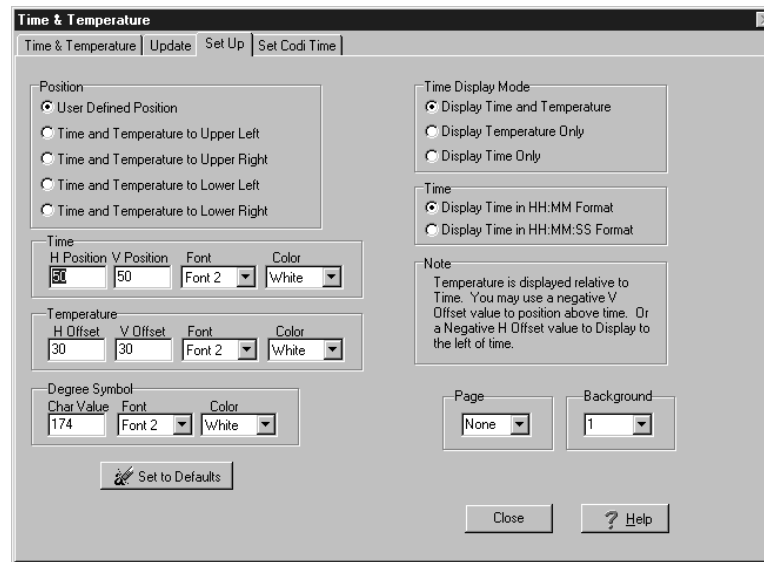
This edit box is used to enter the temperature to be displayed on the character generator when the Display Time & Temperature button is activated, and Display Time & Temperature or Display Temperature Only mode in the Set Up tab is selected. If Use Auto Temperature Probe is selected in the WinMasterCG Configuration dialog box, this edit box will display the current temperature reading from the probe, and manual editing of the temperature will not be allowed.

Apply

Click the Apply button to send a new temperature to the character generator for display using Time & Temperature functions.

Set Up Time & Temperature (Codi)

The Set Up tab is used to configure the Display Mode for Codi Time & Temperature functions, as well as all display parameters. Controls are available for selecting time and temperature positions, fonts, colors, time display format, and temperature degree symbol parameters. No controls on this tab can be adjusted while a T&T display is active. To change settings, you must first click the Remove T&T button on the Time & Temperature tab.



Position

The Position area of the Set Up tab contains five radio buttons. The first button allows you to manually adjust the position of the time and temperature display by entering values into the horizontal and vertical edit boxes in the Time and Temperature areas. The other four buttons preset these edit boxes to values calculated to locate the display to one of the four corners of the screen indicated by the label next to each button. All of the five areas can be edited, and the four presets can be returned to factory defaults by clicking the Set to Defaults button. Click one of the five buttons to make your selection.

Time

The Time area contains two edit boxes and two list boxes. The first edit box contains the Horizontal Position of the time display. This number represents the number of pixels from the start of a scan line to the beginning of the time display. The second edit box is the Vertical Position of the time display, in scan lines. Click on an edit box, type a number, and press Enter to change its contents. The first list box defines the font used to display the time. The second list box determines the color to be used. To change either list box click on the down arrow to the right of the box to display the list. Highlight the desired choice with the mouse and click or cursor with the up or down arrow keys and press Enter.

Temperature

The Temperature area contains two edit boxes to control temperature display location relative to the time location, and two list boxes, one for font and one for color. The first edit box is the Horizontal Offset, in pixels, from the time display H. Position. A positive or unsigned number will displace the temperature to the right of the time. A negative number will displace the temperature to the left. The next edit box determines the Vertical Offset, in scan lines, of the temperature display with respect to the time display. A positive number will locate the temperature below the time, and a negative number will place the temperature above the time. After setting the relative position of temperature to time, you can then move both around the screen by adjusting only the time H and V Positions. The first list box defines the font used to display the temperature. The second list box determines the color used to display the temperature. To change a list box, click on the down arrow to the right of the box to display the list. Highlight the desired choice with the mouse and click or cursor with the up or down arrow keys and press Enter.

Degree Symbol

All Codi fonts do not include a degree symbol. WinMasterCG allows the use of a degree symbol from another font by entering a Character Value in the edit box and selecting the desired font in the Font list box. The character value can be found in the documentation that came with the font. A Color list box is also available to select a color for the degree symbol.

Set to Defaults

Click the Set to Defaults button to return the four presets Upper Left, Upper Right, Lower Left, and Lower Right to the factory default values.

Display Mode

The Display Mode area offers three display modes for the Time and Temperature function, time and temperature, only the time, or only the temperature. Click on the radio button next to the desired mode.

Time Format

The Time Format area contains two radio buttons. Time can be displayed as HH:MM, as in 12:34, or it can be displayed as HH:MM:SS, as in 12:34:56. Click on the radio button next to the format you wish to select.

Page

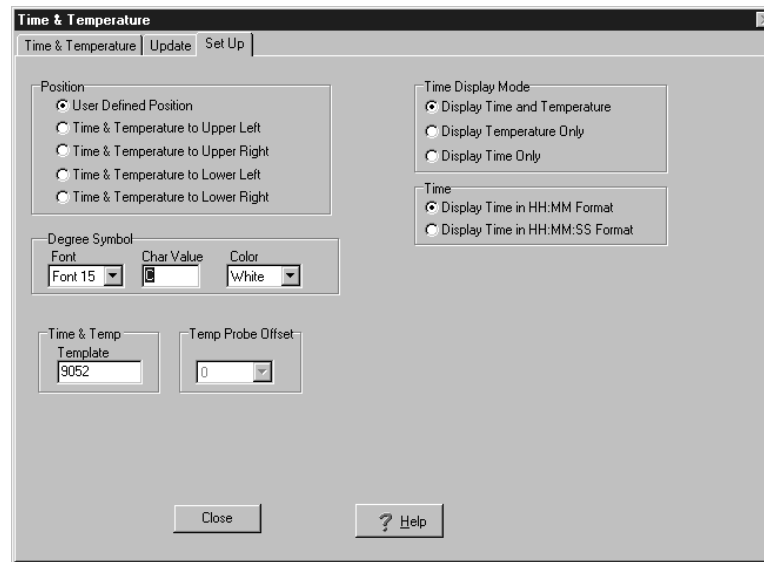
The Page scroll box allows you to define a saved page that will always be opened when the Display T&T button on the Time and Temperature tab is pressed. Click the down arrow to the right of the scroll box to display the drop down list box. Select the page to be displayed with the time and temperature. Select None to have the time and temperature display over the current page.

Background

The Background scroll box displays the Background Script that will be executed before displaying Time and/or Temperature to display a background bar or other background graphics behind the time and temperature text. Default transparent background scripts 1, 2, 3, and 4 are designed to be used with the Upper Left, Upper Right, Lower Left, and Lower Right positions, respectively. The correct background will be automatically assigned when one of these positions are selected. To edit these backgrounds, or to set up a customized background script, use the Background Script editor. Open the Background Script editor by selecting the Configure menu item on the main menu and then clicking on the Background Scripts sub-menu item. If no background script is desired, select None from the drop down list box.

Set Up Time & Temperature (Infinit Family)

The Set Up tab is used to configure the Display Mode for Time & Temperature functions, as well as all display parameters. Controls are available for selecting time and temperature positions by designating the template page. Also provided are controls for time display format, Temperature probe offset, and temperature degree symbol parameters. No controls on this tab can be adjusted while a T&T display is active. To change settings, you must first click the Remove T&T button on the Time & Temperature tab.



Position

The Position area of the Set Up tab contains five radio buttons. The first button allows you to select the template page you have created for a custom time/temp page. After selecting this radio button, enter the page number in the Time and Temp Template edit box located in the lower left corner of this dialog box. The other four buttons select a template page designed to locate the display to one of the four corners of the screen indicated by the label next to each button. These template pages are defined in the Formatted Messages area of the Ratings Icon tab on the Connect to Chyron dialog box. This dialog box is displayed by selecting Connect to Chyron from the Configure menu. As one of these four radio buttons is selected, the corresponding page number is automatically entered in the Time and Temp Template edit box. As with all template pages, the Time and Temp pages are fully editable, or new pages can be created and used instead of the supplied pages.

Degree Symbol

All character generator fonts do not include a degree symbol. WinMasterCG allows the use of a degree symbol from another font by entering a Character Value in the edit box and selecting the desired font in the Font list box. The character value can be found in the documentation that came with the font. A Color list box is also available to select a color for the degree symbol.

Time and Temp Template

The Time and Temp Template edit box contains the page number of the template page currently in use for displaying time and/or temperature. If the User Defined radio button is selected in the Position area, type the number of the desired template page in this edit box. If one of the four preset radio buttons are selected in the Position area, the page number assigned to the selected position will automatically be entered in the Time and Template edit box. The page numbers for the four presets are defined in the Formatted Messages area of the Ratings Icon tab on the Connect to Chyron dialog box.

Temp Probe Offset

The Temp Probe Offset edit box allows you to select an offset from -15 to +15 degrees. This offset is provided to enable calibration of the temperature probe to compensate for factors such as the location of the probe or other reasons that might be generating inaccurate temperature readings from the probe. Click the down arrow to the right of the edit box and select an offset from the drop down list box. If no offset is required, select 0.

Display Mode

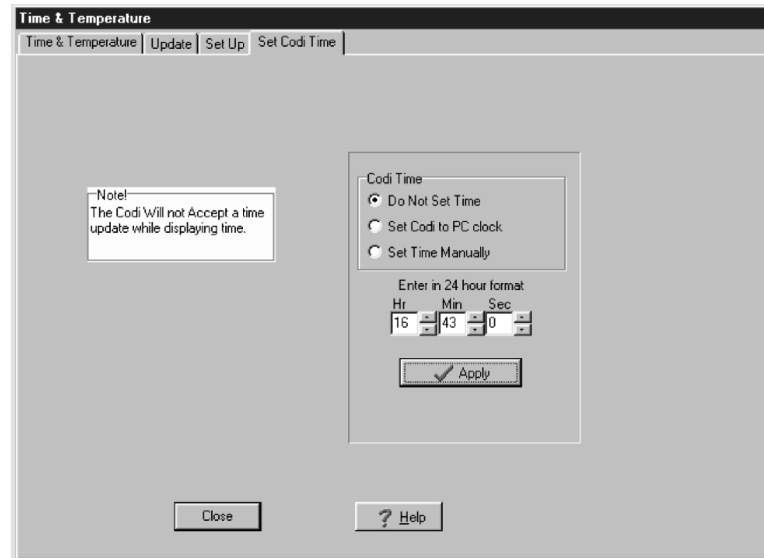
The Display Mode area offers three display modes for the Time and Temperature function, time and temperature, only the temperature, or only the time. Click the radio button next to the desired mode.

Time Format

The Time Format area contains two radio buttons. Time can be displayed as HH:MM, as in 12:34, or it can be displayed as HH:MM:SS, as in 12:34:56. Click on the radio button next to the desired format.

Set Codi Time (Codi Only)

The Codi contains a free running clock. The Set Codi Time tab gives you the option of setting the internal Codi clock manually or setting it to the computers clock. The clock is only set when the Apply button is pressed. It then continues to free run with the updated information. The Codi clock can not be updated while it is being displayed. Click the Remove T&T button on the Time & Temperature tab before attempting to set the Codi clock.



Codi Time

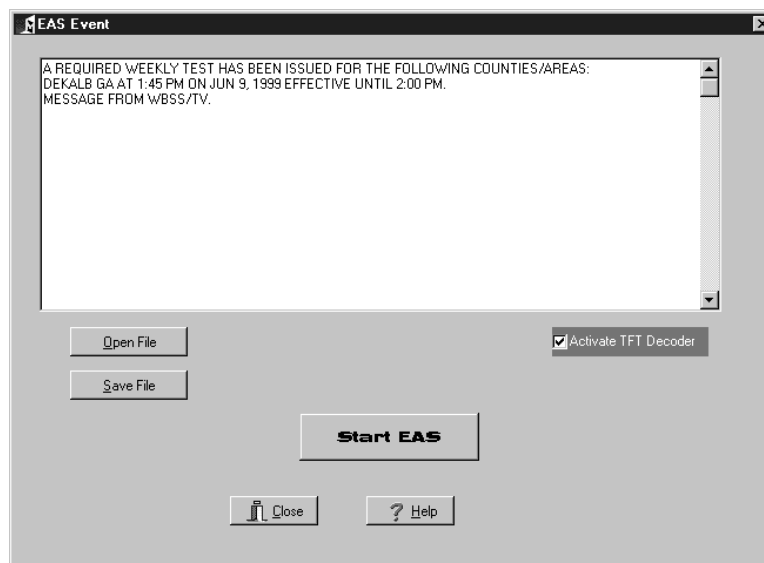
This area contains three radio buttons that determine how the Codi's internal clock will be set. The first button will leave the Codi clock at its current setting. The second button will synchronize the Codi clock with the clock in the WinMasterCG computer when the Apply button is pressed. The third button allows manual entry of a time to be sent to the Codi. If Set Time Manually is selected enter the desired time in the scroll boxes below the Codi Time radio buttons. Using the 24 hour format, click the up or down arrows to the right of the Hour, Minute, and Second scroll boxes to set the correct time. When setting the time manually, it is a good idea to enter the current time plus five seconds to allow time to pass the Apply button.

Apply

The Apply button is used to update the internal Codi clock based on the Codi Time selection made directly above the Apply button.

EAS Events

The EAS Event screen is where you send EAS text to the character generator and start an EAS Crawl. When an EAS Event is received by your EAS Encoder/Decoder, you can edit the EAS event text or save the EAS event text to disk. You also have the option of recalling other saved EAS events from disk. Open the EAS Event screen by selecting the EAS Crawl sub-menu item from the CG menu or by pressing the F9 key on the keyboard.



Event Text Window

The Event Text window displays the crawl text for the current EAS event. This text may be edited by clicking on the Event Text window and typing with the keyboard. Please note that modifying EAS messages may violate FCC rules. Most EAS messages should not be altered.

Start EAS

Click the Start EAS button to start the EAS crawl using the parameters set on the EAS Crawl tab of the EAS Configuration page. If you have installed a TFT-911 Encoder/Decoder in your system and the Activate TFT Decoder checkbox displays a checkmark, the TFT-911 will also transmit the last message it received.

Open File

Click on the Open File button to display the Open dialog box. The dialog box is opened to the C:\Program Files\Broadcast Software Solutions\WinMasterCG\EAS directory and all saved EAS text files (.EAS) are displayed. Click the desired filename and click the Open button to load the EAS text in the Event Text window.

Save File

Click on the Save File button to save the current contents of the Event Text window to an EAS file. This will open the Save As dialog box. The dialog box is opened to the C:\Program Files\Broadcast Software Solutions\WinMasterCG\EAS directory and all saved EAS text files (.EAS) are displayed. Type the name for the new EAS file and click the Save button to save the EAS text in the Event Text window to a file. You do not have to type the .EAS extension. WinMasterCG will add it for you.

Activate TFT Decoder

Click on the Activate TFT Decoder checkbox to display a checkmark if you have installed a TFT-911 Encoder/Decoder in your system and would like it activated when the Start EAS button is clicked. The last message received by the TFT-911 will be transmitted. If you have recalled a different message from disk or typed a new message, you should click the Activate TFT Decoder checkbox to remove the checkmark, or the two messages will not match.

Logo Wizard (Codi Only)

Installing Codi Logo Format Logos

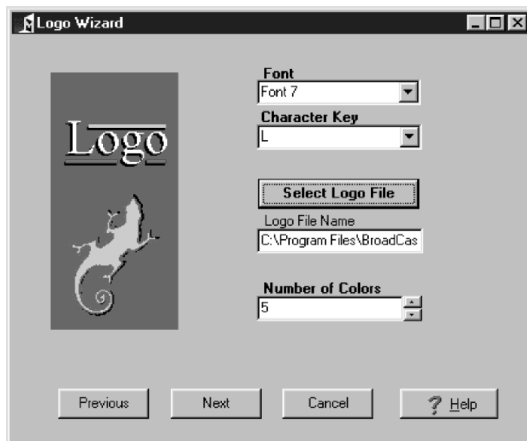
Use the Logo Wizard to install and configure Codi Logo Format logos. The Logo Wizard will only work with .LGO files such as those created by Chyron for your Codi. Files with a .MAS extension are in Master Logo or Master Font format and are not compatible with WinMasterCG. See the How Do I? section for more information on Chyron Infinit! format logos. Other computer graphic formats must be converted to Codi PCX format by pressing the F6 key or clicking on the Logo quick pick and using the Graphic Logo screen's Setup tab. To use the Logo Wizard you will need a floppy disk with the logo rendered to Codi format. A copy of the color outline drawing supplied by Chyron, and a color picture of the Logo to be rendered. You will also need to know which key the Logo is stored under as well as the total number of color outlines in the logo.

1. Launch this wizard by selecting the CG menu item and then the Logo Wizard sub-menu item, by clicking the Logo Wizard smarticon, or by pressing CTRL-F6 on the keyboard.



2. The Introductory screen list the information you will need to complete the wizard.
3. After you have obtained the necessary file and documentation click the Next button.

- This will bring up a dialog box to enter the Font, Character Key, File Name, and the Number of Colors in the logo.



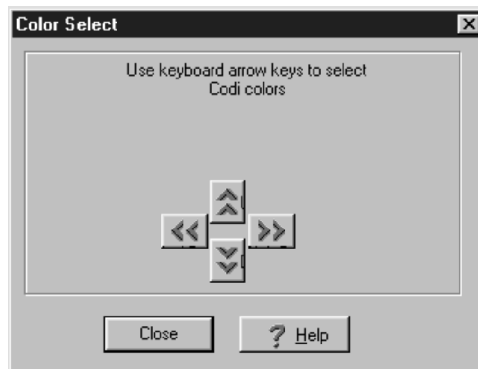
- Click the Down Arrow button to the right of the Font window to see the drop-down list box. Click to select the Font to contain the new logo.
- Click the Down Arrow button to the right of the Character Key window to see the drop-down list box. Click to select the keyboard Key that will be used to display the new logo. Use the information supplied by Chyron with the .LGO file for Character Mapping details.
- Click the Select File button. This will bring up the File Open dialog box. Select the desired .LGO file by highlighting it and clicking the Open button.
- Set the number of colors used by the logo with the Up or Down arrow buttons to the right of the scroll box labeled Number of Colors. Use the information supplied by Chyron with the .LGO file to determine how many colors are used by the logo.
- Click the Next button.
- This will bring up the Logo Display dialog box.



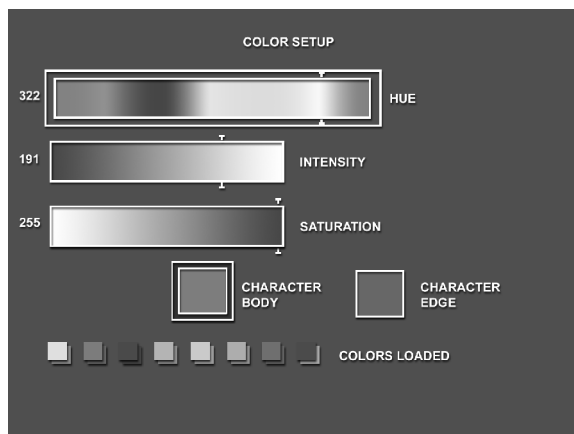
11. Click the Display button to display the logo on the Codi. The colors have not yet been mapped, but the logo should be otherwise correct. If not, click the Previous button to change logo selection or parameters.
12. Click the Next button.
13. Now the Color Mapping dialog box is displayed.



14. Select the color to be mapped by clicking the radio button to the left of Color 1, Color 2, Color 3, etc.
15. Click the Select button.
16. The Color Select dialog box will be displayed on the WinMasterCG display.



The Codi display will change to Interactive Palette Setup mode.



- This allows you to select from the complete palette of 16.7 million colors.
17. Observe the Codi's HSI display, which contains three horizontal color bars. The top bar represents the hue, the second bar represents the intensity, and the third represents saturation. Underneath the three bars, the HSI display contains two color Boxes. The left box contains the body color of the selected color, and the right box contains the edge color. The bottom eight boxes display the eight colors currently loaded.
 18. Click the Up or Down buttons, or use the keyboard Up or Down arrow keys to highlight the parameter to be changed.
 19. Click the Right or Left buttons, or use the keyboard Right or Left arrow keys to move the white arrow showing the highlighted parameter's current setting. To the left of the HSI bars, numeric displays reflect the current values. Use the Color Mapping information supplied by Chyron with your .LGO file to set the parameters to the correct value.
 20. Repeat Steps 18 and 19 for each parameter of the current color while observing the body and edge boxes for the desired colors.
 21. Once you are satisfied with the color settings for the selected color, click the Close button in the Color Select dialog box.
 22. This will return the Color Mapping dialog box. Select the next color to be mapped by clicking the radio button to the left of Color 1, Color 2, Color 3, etc., as in Step 14.
 23. Proceed through Steps 15 - 21 for each color in the current logo.
 24. When all colors are correct, click the Next button in the Color Mapping dialog box.

25. This opens the dialog box that applies the color map.



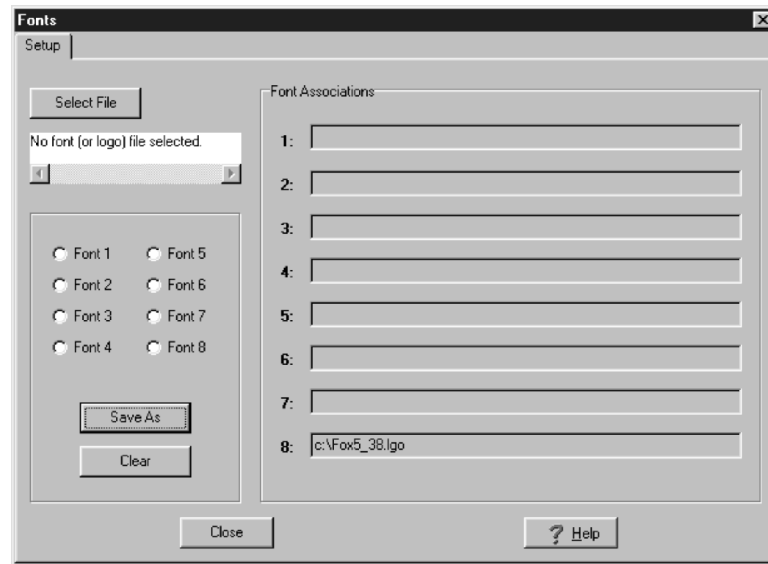
26. Select the desired transparency to be used for keying the logo by clicking the Up or Down arrow buttons to the right of the Transparency window. 100 is completely opaque, 0 completely transparent.
27. Click the Color Map button to apply the palette changes and transparency setting. The logo should now appear correctly on the Codi. If not, click the Previous button and return to Step 14 to correct the problem.
28. When the logo appears correctly on the Codi display, click the Next button.
29. This brings up the Page Layout and Creation Screen. Use the normal page design tools on these tabs to compose a page containing the newly created logo. For help using these controls, see the How do I? Create a Page section or the Page Layout and Creation section.
30. Click the Save button on the Page Layout and Creation Screen's Page Create tab to save the new logo page. All palette and transparency values will be saved with the page. If you do not save the logo to a page, the correct colors and transparency will not be retained.

Although the font will be sent to the Codi by Logo Wizard for configuration, if the Codi is powered down the font will be gone. The font must also be set up to load to the Codi using the Font Download screen so it will be available each time WinMasterCG is started. See the How Do I? section on Downloading Fonts for more information.

Font Download (Codi Only)

Setup

The Font Download screen has one tab, the Setup tab. It contains the controls for selecting a font file or Codi Logo format file to download to the Codi and for assigning the file to a Codi font location. Select the Font Download sub-menu item from the CG menu or click the Font smarticon to open the Fonts window.



Select File

File selection is the first step in installing a font. To install the font you will need to transfer the font file to the font directory of WinMasterCG before selecting the file. For a default installation this will be the C:\Program Files\Broadcast Software Solutions\WinMasterCG\Fonts directory. Use Windows Explorer to accomplish this. Once the file is in the correct directory, click the Select File button to bring up the Open dialog box. Double Click on the desired font file or click once to select and then click the Open button to select the file and close the Open dialog box.

File Select Window

The File Select window displays the path name and the file name of the current font file or logo file selected.

Font 1 - Font 8

The radio buttons labeled Font 1 thru Font 8 are used to select the Codi font location for sending the selected font file. Click the desired radio button to select a font location.

Save As

Click the Save As button to send the selected font file to the selected Codi font location. This will overwrite any existing font at that location. The file path name and file name will display in the appropriate window in the Font Associations group.

Clear

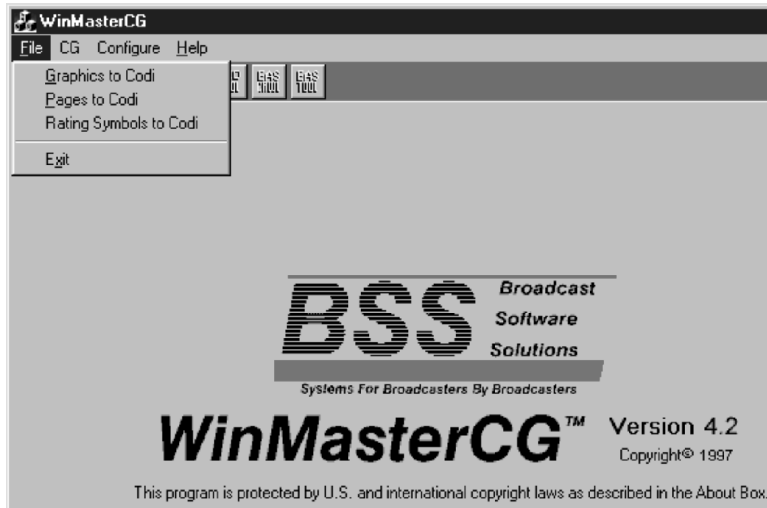
Clicking the Clear button will delete the Font Association for the font selected with the radio buttons Font 1 thru Font 8. The font will be deleted from the appropriate Font Associations window 1 thru 8, and will not download to the Codi on future startups. The font will still remain in the Codi until the Codi is re-booted and WinMasterCG is restarted..

Font Associations

The Font Associations windows labeled 1 thru 8 display the path name and file name of the font files that have been assigned to the corresponding Codi font location.

File Commands (Codi Only)

Three File Commands are available to allow manual loading of files to the Codi.



Graphics to Codi

The Graphics to Codi menu item is used to send Graphics files to the Codi. The files that will be sent to the Codi are those listed on the Graphics Logo Setup tab in the File Associations area that have the Load checkbox checked. This command may be used if the Codi has been reset and you do not wish to restart WinMasterCG.

Pages to Codi

The Pages to Codi command sends all pages listed in the Available Pages database to the Codi. These pages are automatically loaded on program startup. This command allows the Codi pages memory to be updated without exiting and restarting WinMasterCG after a Codi reset.

Ratings Symbols to Codi

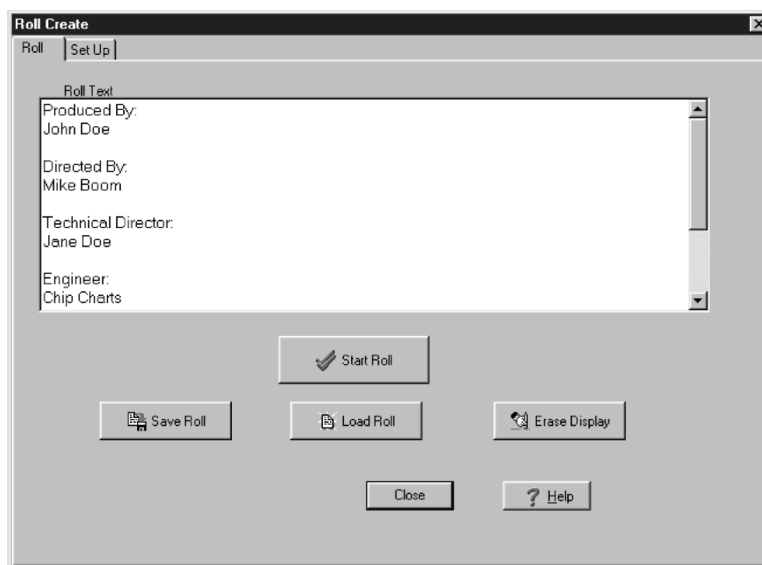
The Ratings Symbols to Codi menu item will load all Parental Guidelines Ratings Symbols supplied with WinMasterCG. These can be automatically load upon WinMasterCG startup by selecting the Load on Startup checkbox on the Ratings Setup tab.

Roll Create (Codi Only)

The Roll Create screen is used to design and run rolls on the Codi. You have complete control over all aspects of the roll, including text, font, color, roll position and speed, roll text justification, and the number of times a roll repeats. To access the Roll Create screen, select the Roll sub-menu item from the CG menu or click the Roll smarticon.

Roll Display

The Roll tab contains a large edit window for entering the text for the roll and controls to erase the Codi, to start the roll, and to save roll text to a file or recall a saved roll to the edit window.



Roll Text Window

The Roll Text window displays the text for the current roll. Text can be typed into this window, and edited with standard Windows text editing procedures. The text for the last roll is always displayed unless you clear the text with the Erase Display button.

Start Roll

Click the Start Roll button to send the contents of the Roll Text window to the Codi. The Codi roll text will be formatted with the parameters set on the Roll Setup tab. To stop a Continuous Roll, you must change to 1 repeat on the Setup tab, click the Start Roll button on the Roll tab, and wait for one last roll of the text.

Save Roll

Click on the Save File button to save the current contents of the Roll Text window to a .ROL file. This will open the Save As dialog box. The dialog box is opened to the C:\Program Files\Broadcast Software Solutions\WinMasterCG\Roll directory and all saved Roll text files (.ROL) are displayed. Type the name for the new roll file and click the Save button to save the roll text in the Roll Text window to a file. You do not have to type the .ROL extension. WinMasterCG will add it for you. From the file list you can also highlight a roll file and press the keyboard delete key to delete a saved roll file. You will be prompted to confirm before the file is deleted.

Load Roll

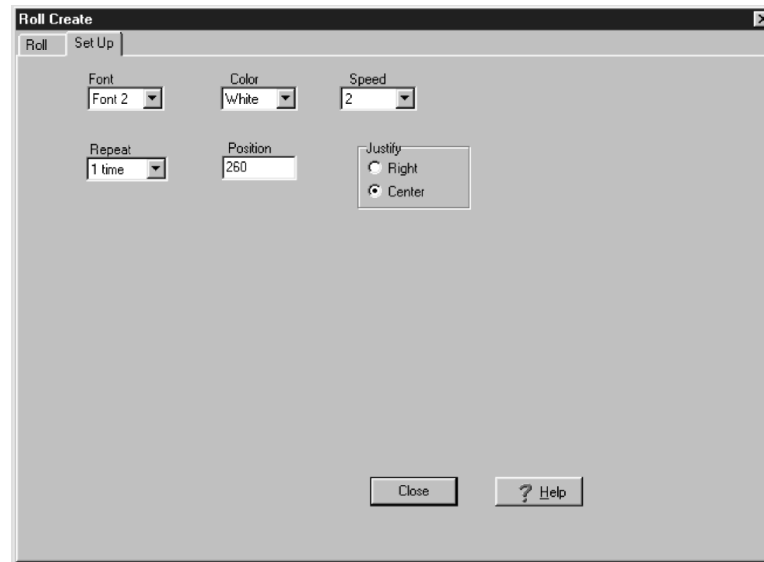
Clicking the Load Roll button displays the Open dialog box. The dialog box is opened to the C:\Program Files\Broadcast Software Solutions\WinMasterCG\Rolls directory and all saved roll text files (.ROL) are displayed. Click the desired filename and click the Open button to load the roll text in the Roll Text edit window.

Erase Display

The Erase Display button clears the Roll Text edit window. You will be given no warning or second chance before deletion. Be sure to save the text to a file before clicking the Erase Display button if you intend to use the roll text again.

Roll Setup (Codi Only)

The Roll Setup tab contains list boxes to control the font, color, and speed of a roll, a list box to determine how many times the roll will repeat, and radio buttons to Right Justify or Center Justify the roll. The roll starts from the bottom of the screen. A position control is available to set the top cutoff point for the roll.



Font

Click the down arrow on the right side of the Font list box to display a list of font choices. Highlight the desired font for the roll and click with the mouse or scroll with the keyboard up or down arrow key and then press the Enter key.

Color

You can choose one of the eight colors in the color palette for your roll. Click the down arrow on the right side of the Color list box to display a list of available colors. Highlight the desired color for the roll text with the mouse and click or scroll with the keyboard up or down arrow key and then press the Enter key.

Speed

To select one of the five roll speeds, click the down arrow on the right side of the Speed list box. The numbers 1 thru 5 will be displayed in the drop-down list box. Highlight the desired speed for the roll and click with the mouse or scroll to the speed number with the keyboard up or down arrow key and then press the Enter key.

Repeat

The Repeat list box displays the number of times a roll will be run. You can select no repeat (1), repeat two to nine times, or continuous. If continuous is selected, you must stop the roll by setting the repeat value to 1 and starting that roll with the Start button on the Roll tab. After one more roll it will stop. Highlight the desired number of repeats and click with the mouse or scroll to the number with the keyboard up or down arrow key and then press the Enter key.

Position

All rolls start at the bottom of the Codi screen and move up. The Position list box contains the scanline that will define the cutoff point for the roll key. If the position is scanline 1, the roll will start at the bottom of the screen and continue to the top of the screen. If the scanline position is set to 300, the roll will start at the bottom and disappear about a third of the way up the screen. Click on the Position box and enter the desired scanline position with the keyboard numeric keys.

Justify

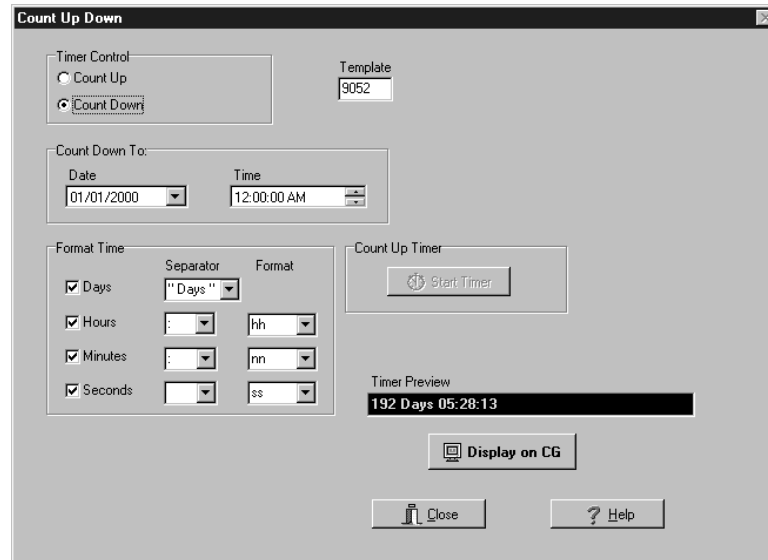
The Justify group contains two radio buttons, Right and Center. Click the Right button if you want the roll text to align to the left edge as it rolls up the screen. Click the Center button if you want the roll text centered as it rolls up the screen.

Count Up Down Timer

Click the Timer sub menu item from the CG menu, click the Timer smarticon, or press Ctrl+T to open the Count Up Down dialog box. This screen contains controls for setting and displaying an event timer. This timer can be set to count up or down. You have complete control over Font, Color, Position, and time display formatting. You can load a preset time and date for the count down timer to calculate against and count down to.

Count Up Down Timer Display

The Display tab contains the Timer Control buttons, the target date and time to count down to, the start button for count up, and the timer formatting controls. The Infinit family version also contains an edit box to designate a template page. This template page determines the Font, Color, and Position of the timer display, as well as other page elements. The Codi version includes a separate Setup tab page to configure Font, Color, Position, and other foreground and background elements.



Timer Control

Click the desired radio button to select a count up timer or a count down timer. If a count up timer is selected, the Start Timer button in the Count Up Timer area is enabled. If a count down timer is selected, the Date and Time controls in the Count Down To area will be enabled.

Template (Infinit Family Only)

Enter the page number of the desired timer template page in the Template edit box. This page must contain one tab, which will determine the font, color, and position of the timer display. For the Codi version, this information is entered on the Setup tab.

Count Down To

The Count Down To area contains two edit boxes, one for the Date and one for the Time. This area is enabled when Count Down is selected in the Timer Control area. The date and time in these edit boxes is compared to the WinMasterCG computer's current date and time. The difference between the two is then calculated and used as the timer display.

Date

You may enter a date directly into the Date edit box by clicking on the Month, Day, or year and typing any valid number. Alternately, you can click the down arrow to the right of the Date edit box to display an interactive calendar, and select a date from the calendar.

Time

You may enter a time directly into the Time edit box by clicking on the Hour, Minute, or Second and typing any valid number, or you can click to highlight one of the time elements and then increment or decrement the current displayed number by one each time the up or down arrow to the right of the Time edit box is clicked.

Count Up Timer

The Count Up Timer area contains one button, the Start Timer button. This area is enabled when Count Up is selected in the Timer Control area. Clicking the Start Timer button opens the "OK to Reset Timer?" dialog box. Click OK to reset the timer to zero and start the timer.

Format Time

The count up timer contains information on the Days, Hours, Minutes, and Seconds since the timer was started. The count down timer contains information on the Days, Hours, Minutes, and Seconds until the target listed in the Count Down To area is reached. The Format Time area contains check boxes to select which elements of the timer you wish to display. Click a check box to alternately select or deselect the box. If a box is checked, the corresponding element will be included in the timer display. List boxes are also provided to allow selection of the Separator character and the time format.

Timer Preview

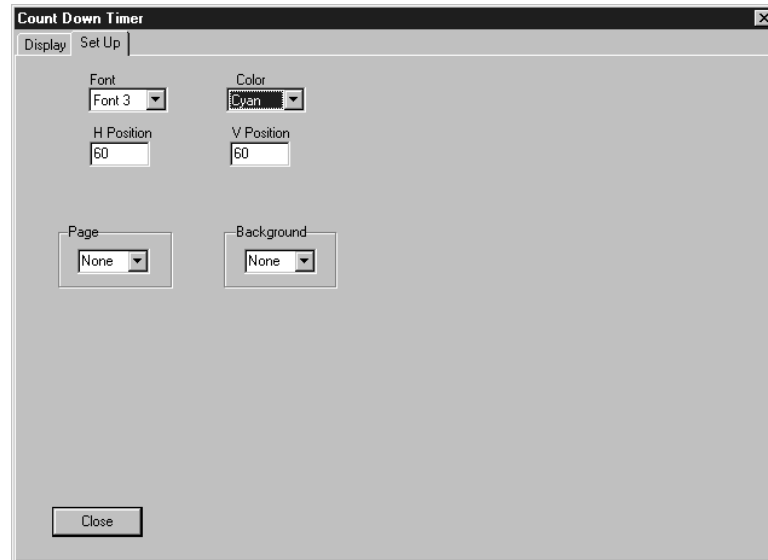
The Timer Preview window displays the current state of the Count Up Down Timer. This interactive window immediately updates the timer as selections are made in the Timer Control, Count Down To, Count Up Timer, and Format Time areas of the screen. This will enable you to obtain the desired timer settings before displaying the timer on the character generator.

Display on CG

Click on the Display on CG button to display the timer in the location defined on the Template Page (Infinit Family) or the Setup tab (Codi). The Display on CG button changes to the Remove Display button while the timer is running. Click on the Remove Display button to remove the timer display from the character generator output, and return the button to the Display on CG state.

Count Down Timer Setup (Codi Only)

The Count Down Timer Set Up tab contains controls to configure the font, color, and position of the count up down timer on the Codi character generator. Also on this tab are Page and Background edit windows to select the Page to be used for count up down timer displays or the Background Script to be executed before displaying the count up down timer.



Font

Click the down arrow on the right side of the Font list box to display a list of font choices. Highlight the desired font for the event timer and click with the mouse or scroll with the keyboard up or down arrow key and then press the Enter key.

Color

You can choose one of the eight colors in the color palette for your timer display. Click the down arrow on the right side of the Color list box to display a list of available colors. Highlight the desired color for the event timer with the mouse and click or scroll with the keyboard up or down arrow key and then press the Enter key.

H Position

The number in the H Position edit box represents the horizontal position of the displayed timer. Click the edit box and enter the desired position into the H Position edit box.

V Position

The number in the V Position edit box represents the vertical position of the displayed timer. Click the edit box and enter the desired position into the V Position edit box.

Page

Select the Codi page you want to be displayed with the count Up Down Timer in the Page edit box. This page can be any of the Available Pages listed on the F3-Page Display tab. If no base page is desired, select None from the drop down list box.

Background

The Background list box contains the Background Script that will be executed before displaying the Count Up Down Timer. Background scripts are used to display a background bar or other background graphics behind the timer. To edit this background, or to set up a customized background script, use the Background Script editor. Open the Background Script editor by selecting the Configure menu item on the main menu and then clicking on the Background Scripts sub-menu item. If no background script is desired, select None from the drop down list box..

WinMasterCG Help

WinMasterCG contains valuable information about setting up and running your system. By pressing the F1 Key or clicking the Help button on any screen, you will call up the WinMasterCG context sensitive help. Context sensitive help allows you to get help with the particular area of the program in which you are working. Click the Help button on the current screen to open the help file to the section that explains that screen. In many cases, you will see a picture of the current screen. Click on any of the controls on this picture to call up an explanation of that control. Navigation controls are provided within the Windows help facility to allow moving backward or forward through the help file, to print a help topic, or to open the Help Topics Contents, Index, or Find Search Engine. Hot spots, or terms highlighted in green, are also provided. Click on a hot spot to jump directly to related topics.

Help Contents

Clicking the Help Contents button brings up the Contents page of the Online Manual. This is identical to the printed manual, but future updates may change this. Always refer to the online manual for the most current information about WinMasterCG.

How to use Help

Click on the How to Use Help menu item to open the Help Topics dialog box to the Windows Help on Help files. If you are new to the Windows95 operating system, use these books to better understand Windows95 help file system. Topics such as Using the Find Tab and Customizing the Help Engine are also provided.

Search for Help on Help

The Search for Help on Help menu item opens the Help Topics dialog box to the Index tab. Type the first few letters of the topic in which you interested in the top edit window, or scroll through the lower window containing a list of all topics to select the desired topic. Click the display button to open the help file at the highlighted topic.

About

Click the About menu item to open the WinMasterCG About Box. WinMasterCG version information is displayed along with the version of Codi firmware and the Codi Site ID of the connected Chyron Codi.

Exiting WinMasterCG

To exit WinMasterCG, click on the Exit smarticon or select Exit from the File menu. You will receive a Warning message that states "In order to process and air EAS messages WinMasterCG must be running. If you choose to close WinMasterCG, no EAS messaging will be available for your station. This can result in an FCC rules violation.". To stop EAS messaging operations and exit the program, click OK. If you do not wish to exit the program and terminate EAS operations, click the Cancel button.

Section 9 How Do I?

How to Adjust Horizontal Phase (Codi Only)

To adjust the horizontal phase on the Codi:

1. Make sure the Codi Video In, S-Video In, and/or Reference Black Burst In connectors are cabled correctly as described in the Hardware Installation - Chyron Codi section. If the Codi is connected to an external keyer, proceed to step 2. If the Codi internal keyer will be used, the H-Phase adjustment will affect picture position only. Adjust so that the color bars signal horizontal position aligns with and overlaps the video input signal.
2. Connect the Codi Pw. Video Out to the video input of a waveform monitor and terminate in 75 ohms.
3. Connect a reference sync source to the External Sync input of the waveform monitor and terminate in 75 ohms.
4. Start the WinMasterCG program.
5. Place the waveform monitor into the Internal Sync mode.
6. Click the Configure menu item.
7. Click the Video sub-menu item.
8. Click the Display Color Bars button.
9. Using the scope horizontal position control, position the leading edge of Horizontal sync on a timing mark for reference.
10. Place the waveform monitor into the External Sync mode and observe the timing phase shift of the leading edge of Horizontal sync.
11. Click the right or left arrow of the H Phase slider bar to adjust the horizontal position and eliminate this shift.
12. After adjustment, click the Display Color Bars button again to view the color bars and check progress.
13. Continue alternating between steps 8 and 9 until the shift is eliminated.
14. Click to Close button to exit the System Timing dialog box.

How to Adjust Subcarrier Phase (Codi Only)

To set the subcarrier phase on the Codi:

1. Make sure the Codi Video In, S-Video In, and/or Reference Black Burst In connectors are cabled correctly as described in the Hardware Installation - Chyron Codi section. If the Codi is connected to an external keyer, proceed to step 2. If the Codi internal keyer will be used, the Subcarrier Phase adjustment will affect Codi hue only. Adjust so that the color bars signal hue is correct when keyed over the video input signal.
2. Connect the Codi Program Video Out to the input of a vectorscope and terminate in 75 ohms.
3. Start the WinMasterCG program.
4. Click the Configure menu item.
5. Click the Video sub-menu item.
6. Click the Display Color Bars button.
7. Observe the color bar vectors displayed on the vector scope and their relationship to the boxes on the scope graticule.
8. Click the right or left arrow of the Subcarrier Phase slider bar to adjust the color vectors.
9. After adjustment, click the Display Color Bars button again to view the color bars and check progress.
10. Continue alternating between steps 8 and 9 until the vectors are in their proper position.
11. Click to Close button to exit the System Timing dialog box.

How to Configure COM-3

To use an automatic temperature probe, a serial port board must be installed in the WinMasterCG computer with a port configured as COM-3. This board must be capable of alternate interrupt (IRQ) selection. The default IRQ for COM-3 is IRQ-4. This is the same interrupt used by COM-1, which is designated as the port for EAS hardware. You will need to configure your board for an IRQ that is not used by any other hardware in the system. IRQ-9 and IRQ-11 are usually good candidates. Consult the documentation that came with the port board for information on setting the COM port and IRQ jumpers or dip switches. In addition, Windows95 must be set to use the same IRQ for COM-3 as the serial port board. Jameco Electronics offers a 4-port board for about \$50 that contains 4 16550 UARTS and allows IRQ selection. The telephone number for Jameco is 1-800-831-4242. The part number is 132572.

To configure Windows95 and install the new board:

1. Click Start, Settings, Control Panel.
2. Double-click System to open the System Properties dialog box.
3. Click on the Device Manager tab.
4. Click on the + to the left of Ports (COM & LPT).
5. If you see Communications Port (COM 3) listed, proceed to Step 23.
6. If you do not see Communications Port (COM 3) listed, click Cancel.
7. Double-click Add New Hardware to open the Add New Hardware wizard.
8. Click Next.
9. Click No on Search for new Hardware and then click Next.
10. Click on the down arrow to the right of the Hardware Types window to scroll down to Ports (COM & LPT).
11. Click Ports (COM & LPT) to highlight.
12. Click Next.
13. Standard port Types will be highlighted under Manufacturers. Communications Port will be highlighted under Models.
14. Click Next.
15. Default settings will be assigned to the Communications Port. The Input / Output Range Setting should be 03E8-03EF.
16. Click Next.
17. Click Finish.
18. The System Settings Change dialog box will recommend shutting down the system to make changes active.
19. Click No.
20. Double-click System to open the System Properties dialog box.
21. Click on the Device Manager tab.
22. Click on the + to the left of Ports (COM & LPT).
23. Highlight Communications Port (COM 3) by clicking with mouse.

24. Click the Properties button.

25. In the Communications Port (COM 3) Properties dialog box select the Resources tab.
26. Click on the Use automatic settings checkbox to remove the check mark selection.
27. Click on the down arrow to the right of the Settings Based On edit window to display the list box.
28. Scroll down to Basic configuration 8 and click to select.
29. Click Interrupt Request Resource Type to highlight.
30. Click the Change Setting button.
31. Scroll with the up or down arrow keys to the right of the Edit Interrupt Request Value field to select an IRQ.
32. Observe the Conflict Information window while selecting an IRQ. Look for No Conflicts. DO NOT select 03 or 04.
33. Click OK to close the Edit Interrupt Request dialog box.
34. Click OK to close Communications Port (COM 3) Properties dialog box.
35. Click Yes in the System Settings Change dialog box to shut down Windows95. Turn computer off after shut-down.
36. Install the serial port board in the computer. Consult the board's documentation for assistance.
37. Turn on computer. After the computer boots, close the Control Panel window by clicking the X in the top right corner.

After installing the Temperature Probe as described in the Hardware Installation - Temperature Probe section, you must also enable the temperature probe in WinMasterCG. This is described in the Configuring WinMasterCG - WinMasterCG Configuration section.

If you encounter problems after enabling the temperature probe, you may have an interrupt conflict. To allow WinMasterCG to open under these conditions, you must temporarily remove the security key. For more information see the How Do I? Recover from Incorrect COM-3 Settings section.

How to Create a Page (Codi Only)

The Page Layout and Creation Screen is used to design Codi Pages. You have full control over all aspects of the Codi page appearance including foreground and background contents, tab locations, and color palette configuration. This tutorial takes you through the process of creating a sample Codi page, touching on some of the major controls. This procedure is designed to familiarize you with many of the options available. Most Codi pages are not so complex and use only a few of these steps. For detailed information on all of the controls on the Page Layout & Creation screen, see the Page Create, Tabs, Background, and Palette sections. To create the sample page, follow these steps:

1. Click on the Create quick pick or press the F2 key to open the Page Layout & Creation screen.
2. Click the Erase button in the Page group to clear the Codi foreground page.
3. Click the Erase Bkg. button in the Page group to clear the Codi background page.
4. Click the Program Key checkbox if it is not already checked. Program Key ON should appear in the panel at the lower left portion of the screen.
5. Click the Cursor On checkbox if it is not already checked. Codi Cursor ON should appear in the panel next to the Program Key ON panel and the Codi cursor should be visible on the Codi output monitor.
6. Change to Font 2 by clicking on the arrow to the right of the Font Selection window and picking Font 2 from the drop down list.
7. Change the current color to Yellow by clicking on the arrow to the right of the Color Selection window and picking Yellow from the drop down list.
8. Press the Down Arrow key on the keyboard 5 times to move the Codi cursor down the screen.
9. Type This is a Codi Test Screen on the keyboard. The text will appear in the edit window and on the Codi screen. The Codi cursor will be positioned after the last character.
10. Click the Center button in the Row group. The line of text will be centered horizontally on the Codi screen and the Codi cursor will move to the front of the current line..
11. Press Enter 2 times to move the Codi cursor further down the screen.
12. Change the Font Selection window to Font 4 (See Step-6 for help). The Codi cursor will be larger, reflecting the larger size of Font 4.
13. Change the Color Selection window to Green (See Step-7 for help).
14. Type This Text is GREEN on the keyboard. The text will appear in the edit window and on the Codi screen. The Codi cursor will be positioned after the last character.
15. Click the Center button in the Page group. Both lines of text will be centered on the Codi screen horizontally and vertically, and the Codi cursor will move to the front of the current line.

16. Move the Codi cursor with the right arrow key on the keyboard until it is over the h in the word This. Click the DOWN arrow in the Character group 4 or 5 times. Cursor right with the right arrow key on the keyboard to the next letter, the l. Again click the DOWN arrow in the Character group 4 or 5 times. Repeat this procedure with the s in the word This.
17. Click on the Stretch button in the Row group 6 or 7 times.
18. Click the Center button in the Row group.
19. Click the Cursor On checkbox to uncheck the box and turn off the Codi cursor. Codi Cursor OFF should appear in the status panel on the bottom of the screen.
20. Click on the Tab tab at the top of the Page Layout & Creation Screen.
21. Click the Tab Set Up button to enter tab setup mode. The tab cursor will appear at the top left of the Codi screen.
22. Cursor down once and right 5 times with the keyboard cursor keys to position the tab cursor.
23. Press the following keyboard keys to set up the tab: F 3 C 4 L S
 - F 3** sets Font to 3 (This is the F and 3 keys, not the F3 function key)
 - C 4** sets Color to 4 (Cyan)
 - L** sets Left Justification for the tab
 - S** Sets the tabRefer to the Available Tab Commands window for an explanation of all tab commands.
24. Move the tab cursor down one row with the keyboard down arrow key.
25. Press the S key to set another tab for the page.
26. Click the Text to Tab button to bring up the Text to Codi Tabs dialog box. Two tab text edit boxes will be highlighted, indicating you have two tabs set on the current page.
27. Type TAB ONE in the Tab 1 edit box.
28. Click on the Tab 2 edit box and type TAB TWO.
29. Click the Apply to Codi button. The tab text will appear on the screen at the tab locations.
30. Click on the Background tab at the top of the Page Layout & Creation Screen.
31. The starting scanline should read 1. Click the Select Start Color button. This brings up the Interactive Color Setup screen on the Codi output and the Color Select dialog box on the WinMasterCG screen.
32. Notice the HUE bar is highlighted with an outline. Click the Right color select arrow or use the keyboard right arrow key to move the HUE indicator to the right. Observe the number to the left of the HUE bar. Adjust the hue slider until the number is 240.
33. Cursor down to highlight the INTENSITY bar with the Down color select arrow or the keyboard down arrow key.
34. Use one of the methods described in Step 32 to adjust the INTENSITY value to 208.
35. Cursor down to highlight the SATURATION bar and set the SATURATION value to 216.
36. Click on the Close button in the Color Select dialog box.
37. Click on the End Scanline edit box and change the end scanline to 128.

38. Click on the Select End Color button to use the Interactive Color Setup again.
39. Using the procedures outlined above, set the HUE to 180, the INTENSITY to 140, and the SATURATION to 160.
40. Click on the Close button in the Color Select dialog box.
41. Click the Apply button. The top half of the screen will display the graduated color background just created.
42. Click the Make End Start button. This will set the Start Scanline to 128 and the Hue, Intensity, and Saturation values to those selected in step 39. **DO NOT CLICK THE SELECT START COLOR BUTTON.** This will reset the color selection set by the Make End Start button.
43. Click on the End Scanline edit box and change the end scanline to 256.
44. Click on the Select End Color button to use the Interactive Color Setup screen and set the HUE to 240, the INTENSITY to 208, and the SATURATION to 216.
45. Click on the Close button in the Color Select dialog box.
46. Click the Apply button. The rest of the screen will display the graduated color background just created.
47. Click on the Palette tab at the top of the Page Layout & Creation Screen.
48. Click the radio button next to 6 Green in the Color group.
49. Click the Palette Select button. This brings up the Interactive Color Setup screen on the Codi output and the Color Select dialog box on the WinMasterCG screen. The Color Setup screen now reflects the current state of all 8 colors in the current color palette. The Green Character Body color settings are H-120, I-191, and S-255 by default. The Character Edge settings default to H-120, I-127, and S-255 for the green color.
50. Leave the Hue set at 120. Adjust the Intensity to 227 and the Saturation to 115 for the character body.
51. Press the keyboard T key to toggle the highlight from Character Body to Character Edge. Again, leave the Hue set at 120. Adjust the Intensity to 15 and the Saturation to 0 for the character edge.
52. Click on the Close button in the Color Select dialog box.
53. Notice that the This Text is GREEN text now displays with the new palette information, light green character body with a black edge.
54. Click on the Page Create tab at the top of the Page Layout & Creation Screen.
55. Click the Save button. This opens the Page Title dialog box.
56. Type Codi Test Screen in the Page Title edit window. The Page Number edit window will default to the next available Codi page.
57. Click OK. The File to Codi dialog box appears informing you that WinMasterCG is Downloading to the Codi. The Title and Page Number of the current page are displayed during the download. The current foreground, background, tab, and palette information is saved.
58. You have now created and saved a Codi page using some of the available features of WinMasterCG and the Codi character generator. Experiment with these and other controls in the tabs of the Page Layout & Creation Screen. You will find that you have purchased a very powerful Master Control character generator.

How to Display the Count Up Down Timer

WinMasterCG allows you to display a timer. This timer can be set to count up or down. You have complete control over Font, Color, Position, and time display formatting. For this example, the parameters are specified to display a Y2K countdown. To display the Count Up Down timer, follow these steps:

1. Click on the CG menu item and then select the Count Up Down Timer sub-menu item or click on the Count Down Timer smarticon. This opens the Count Down Timer screen with the Display tab exposed.
2. Click Count Down in the Timer Control area.
3. Change the Count Down To: Date to 1/1/2000 and the Count Down To: Time to 12:00:00 AM.
4. Click to check the Days, Hours, Minutes, and Seconds checkboxes in the Format Time area.
5. Click the Display on CG button to display and run the timer. The timer will now display a countdown to the Year 2000 on the character generator and the Display on CG button will change to the Remove Display button.
6. To remove the Count Down Timer display, click on the Remove Display button.

The timer display will be removed and the button will change back to the Display on CG button.

How to Display Time & Temperature

The Time and Temperature screen contains the controls needed to display time and/or temperature on the character generator, and configure the time and temperature display. Complete control over font, color, position, and time display format is available. Tabs are provided for updating the temperature manually and , for the Codi only, setting the Codi clock. For detailed information on the Time and Temperature screen, see the Time and Temperature, Update, Set Up, and Set Codi Time sections. To display Time and Temperature, follow these steps:

1. Click on the Time quick pick or press F7 to open the Time and Temperature screen.
2. Click the Update tab at the top of the Time and Temperature screen.
3. Click on the Temperature edit box and enter the correct temperature. Please omit this step if an automatic temperature probe has been installed and configured.
4. Click the Set Codi Time tab at the top of the Time and Temperature screen (Codi version only)
5. Click on the Set Codi to PC Clock radio button and then click the Apply button or click on the Set Time Manually radio button, preset the correct time in the Hours, Minutes, and Seconds boxes, and then click the Apply button to set the Codi internal clock (Codi version only).
6. Click the Set Up tab at the top of the Time and Temperature screen.
7. Click one of the radio buttons in the Position group to define time and temperature display location. If you choose User Defined Position, see the section on Set Up for information on setting time H and V positions and temperature H and V offsets.
8. Click the down arrow to the right of the Font edit box in the Time group and select the desired time font from the drop down list box (Codi version only).
9. Click the down arrow to the right of the Color edit box in the Time group and select the desired color from the drop down list box (Codi version only).
10. Click the down arrow to the right of the Font edit box in the Temperature group and select the desired temperature font from the drop down list box (Codi version only).
11. Click the down arrow to the right of the Color edit box in the Temperature group and select the desired color from the drop down list box (Codi version only).
12. Select the Character Value, Font, and Color for the temperature display's degree symbol. See the section on Set Up for more information on these settings.
13. Select one of the display mode radio buttons in the Time Display Mode group.
14. Select one of the time display format radio buttons in the Time group.
15. If desired, a page or background script can be called up with the Time and Temperature display. Click the down arrow to the right of the Page edit box or the Background edit box and select a number from the drop down list box.
16. Click the Time and Temperature tab at the top of the Time and Temperature screen.
17. Click the Display T&T button to display the time and/or temperature, as configured on the Set Up tab. The Display T&T button will change to the Remove T&T button.
18. Click the Remove T&T button to remove the time and temperature display from the

character generator output.

How to Download Fonts (Codi Only)

The Font Download screen is used to assign Codi format font files (.FNT) or Codi format logo files (.LGO) to a Codi font location and download the file to the Codi.

1. Copy the desired font file to the C:\Program Files\Broadcast Software Solutions\WinMasterCG\Fonts directory or the logo file to the C:\Program Files\Broadcast Software Solutions\WinMasterCG\Graphics directory. Use Windows Explorer to accomplish this.
2. Click on the Font smarticon or select the Font Download sub-menu item from the CG menu to open the Fonts window.
3. Click the Select File button to bring up the Open dialog box.
4. Select the Font or Graphics directory used in step 1. Click the Open button.
5. Click on the desired .FNT or .LGO file and click the Open button.
6. The radio buttons labeled Font 1 thru Font 8 are used to select the Codi font location for sending the selected font file. Click the desired font radio button to select. If this is a .LGO logo file, you must use the same font selected in the Logo Wizard.
7. Click the Save As button to send the selected font file to the selected Codi font location. The file path name and file name will display in the appropriate Font Associations window.

How to Open a Page

The Page Display tab of the Pages Screen is used to recall one or more saved character generator pages to the Program Video Output one at a time. There are several methods available for selecting and opening a character generator page with WinMasterCG.

Method 1

1. Click on the Open Pages quick pick or press the F3 key to open the Pages screen to the Page Display tab.
2. Click on the up or down arrows to the right of the Available Pages list or click and hold the slider control and move it up or down to locate the desired Codi page.
3. Double-Click on the Page Title or Page Number associated with the desired page to open that page.

Method 2

1. Click on the Open Pages quick pick or press the F3 key to open the Pages screen to the Page Display tab.
2. Click on the up or down arrows to the right of the Available Pages list box or click and hold the slider control and move it up or down to locate the desired Codi page within the view of the Saved Pages list box.
3. Click on the Page Title or Page Number associated with the desired page to select and highlight that page.
4. Click the Display button to open the selected page.

Method 3

1. Click on the Open Pages quick pick or press the F3 key to open the Pages screen to the Page Display tab.
2. Press the up or down or the page up or page down keyboard keys to locate, select, and highlight the desired page in the Available Pages list box.
3. Press the Enter key to open the selected page.

Method 4

1. Click on the Open Pages quick pick or press the F3 key to open the Pages screen to the Page Display tab.
2. Press the up or down or the page up or page down keyboard keys to locate, select, and highlight the desired page in the Available Pages list box.
3. Press the keyboard Space Bar key to open the selected page.

Of course, you can mix and match any select page method with any other open page method to create the method that works for you.

How to Recover From Incorrect COM-3 Settings

If WinMasterCG locks up the computer after enabling the temperature probe, it is probably due to incorrect COM-3 settings. Make sure the COM port is installed and set up as described in the Hardware Installation - COM-3 section. If you need to operate WinMasterCG before solving this problem, it will be necessary to disable the temperature probe in the WinMasterCG configuration. Removing the security key causes WinMasterCG to no longer check for COM-3 status. This will enable WinMasterCG to operate until the configuration can be changed to disable the temperature probe. The security key can then be replaced, and operation can continue without a temperature probe until the COM-3 problem is corrected. Please Note: No character generator output will be possible while the security key is removed. Follow this procedure:

1. Click Start and Shut Down to bring up the Shut Down Windows dialog box.
2. Click Yes to Shut Down the Computer.
3. Turn off the computer.
4. Remove the security key from the computer's LPT-1 port.
5. Turn the computer on.
6. Start WinMasterCG.
7. Click the Configure menu item.
8. Click the WinMasterCG sub-menu item.
9. Deselect the Use Automatic Temperature Probe check box by clicking to remove the check mark.
10. Click OK to close the WinMasterCG Configuration dialog box.
11. Click File, Exit or click the X in the top right corner to close WinMasterCG.
12. Click OK in the Warning dialog box.
13. Click Start and Shut Down to bring up the Shut Down Windows dialog box.
14. Click Yes to Shut Down the Computer.
15. Turn off the computer.
16. Install the security key on the computer's LPT-1 port.
17. Turn the computer on.
18. Start WinMasterCG.
19. The program should operate normally, but with no temperature probe.

How to Run a Crawl

The Crawl Screen is used to design and run crawls on the character generator. You have complete control over all aspects of the crawl, including text, fonts, colors, crawl position and speed, background contents, and the number of times a crawl repeats. For detailed information on the crawl screen, see the Crawl Create and Crawl Setup sections. To create and run a crawl, follow these steps:

1. Click on the Crawl quick pick or press the F4 key to open the Crawl Create screen.
2. The text for the previous crawl will be displayed in the Text for Crawl edit window.
3. If this crawl will be needed later, click the Save button to save the text of this crawl to disk. If not, skip to Step 6.
4. Enter a filename for this crawl into the Filename edit box. You do not need to add a filename extension. WinMasterCG will add the .CRL extension to the filename you specify.
5. Click the Save button to save the current crawl to disk.
6. Click the Erase Text button to clear the current crawl in the Text for Crawl edit window.
7. Type the text for the crawl in the Text for Crawl edit window.
8. Click on the Set Up tab.
9. Set the desired values for Font, Color, Speed, and number of times to Repeat by clicking the associated down arrow and picking from the drop-down menu.
10. If you would like to modify the crawl position, click the Position edit box and enter the scanline number that will define the vertical placement of the crawl on the screen.
11. If desired, select a Background script to be executed prior to running the crawl.
12. Click the Intro Text edit window and enter or modify the intro text if desired.
13. Click the Tag Text edit window and enter or modify the tag text if desired.
14. Click on the Crawl tab.
15. Click the Start Crawl button to run the crawl.

How to Run a Roll (Codi Only)

The Roll Screen is used to design and run rolls on the Codi. You have complete control over all aspects of the roll, including text, fonts, colors, roll cutoff position and speed, background contents, and the number of times a roll repeats. For detailed information on the roll screen, see the Roll Display and Roll Setup sections. To create and run a roll, follow these steps:

1. Click on the Roll quick pick or select the Roll sub-menu item from the CG menu to open the Roll Create screen.
2. The text for the previous roll will be displayed in the Roll Text edit window.
3. If this roll will be needed later, click the Save button to save the text of this roll to disk. If not, skip to Step 6.
4. Enter a filename for this roll into the Filename edit box. You do not need to add a filename extension. WinMasterCG will add the .ROL extension to the filename you specify.
5. Click the Save button to save the current roll to disk.
6. Click the Erase Display button to clear the current roll in the Roll Text edit window.
7. Type the text for the roll in the Roll Text edit window.
8. Click on the Set Up tab.
9. Set the desired values for Font, Color, Speed, and number of times to Repeat by clicking the associated down arrow and picking from the drop-down menu.
10. If you would like to modify the roll position, click the Position edit box and enter the scanline number that will define the cutoff point for the top of the roll on the screen.
11. Select the Justification to be used for the roll.
12. Click on the Roll tab.
13. Click the Start Roll button to run the roll.

How to Run a School Closing Crawl

The School Closing screen is used to configure a crawl or sequence based on information in the schools database and the conditions database. You have complete control over all aspects of the crawl, including what schools are displayed, grouping schools into County specific crawls, or deleting individual schools from the crawl. The crawl text, fonts, colors, crawl position and speed, background contents, and the number of times a school closing crawl repeats can also be controlled. For detailed information on the screens that affect school closing crawl configuration, see the School Closing Air, School Closing Add/Update, and the School Closing Crawl Setup sections. To create and run a School Closing crawl, follow these steps:

1. Click on the School Closing quick pick or press the F7 key to open the School Closings screen's Air tab.
2. Click the Add/Update tab to display the Schools database.
3. Highlight individual school records in the Schools Database by clicking on the record with the mouse. Once a record is highlighted, you can also scroll with the keyboard arrow keys or navigate the list with the arrow key buttons directly below the database.
4. Observe the Condition field information in the Current Record area and modify if necessary by clicking the down arrow to the right of the Condition edit window and selecting a new condition from the drop down list box.
5. When the current closed condition information is correct, click on the Set Up Crawl tab.
6. Set the desired values for Font, Color, Speed, and number of times to Repeat by clicking the associated down arrow and picking from the drop-down menu.
7. If you would like to modify the school closings crawl position, click the Position edit box and enter the scanline number that will define the vertical placement of the crawl on the screen.
8. If desired, select a Background script to be executed prior to running the crawl.
9. Click the Intro Text edit window and enter or modify the intro text if desired.
10. Click the Tag Text edit window and enter or modify the tag text if desired.
11. Click on the Air tab.
12. Click the Build button in the Air List Control group to bring up the Air selection dialog box.
13. Select the All Closed radio button or the Grouped by County radio button. If Grouped by County is selected, click the down arrow to the right of the Counties list box to display a drop down box listing all counties and select the desired county from the list.
14. Click the OK button in the Air selection dialog box to build the Air List based on the current condition of all selected schools.
15. Click the Crawl button in the Air Method group to run the crawl.

How to Run a School Closing Sequence

The School Closing screen is used to configure a sequence or crawl based on information in the schools database and the conditions database. You have complete control over all aspects of the sequence including what schools are displayed, grouping schools into County specific sequences, or deleting individual schools from the sequence. The base page for the sequence can be designed in the Page Layout and Creation screens with almost unlimited flexibility. The hold time for displaying pages in the sequence can also be modified. For detailed information on the screens that affect school closing sequence configuration, see the School Closing Air , School Closing Add/Update, and the School Closing Sequence Setup sections. For more information on creating the base page for School Closings Sequences (the Tab Page defined on the Sequence Setup tab) see the Page Layout and Creation section. To create and run a School Closing sequence, follow these steps:

1. Click on the School Closing quick pick or press the F7 key to open the School Closings screen's Air tab.
2. Click the Add/Update tab to display the Schools database.
3. Highlight individual school records in the Schools Database by clicking on the record with the mouse. Once a record is highlighted, you can also scroll with the keyboard arrow keys or navigate the list with the arrow key buttons directly below the database.
4. Observe the Condition field information in the Current Record area and modify if necessary by clicking the down arrow to the right of the Condition edit window and selecting a new condition from the drop down list box.
5. When the current closed condition information is correct, click on the Set Up Sequence tab.
6. Set the desired hold time for displaying pages in the sequence by clicking the Time to Display in Frames edit window and entering the desired value.
7. Select the base page you would like to use for displaying the School Closings Sequence by clicking on the down arrow to the right of the Codi Tab Page edit window and picking a page from the drop down list box. The page must contain at least two tabs, or an error will occur when the sequence is started.
8. Click on the Air tab.
9. Click the Build button in the Air List Control group to bring up the Air selection dialog box.
10. Select the All Closed radio button or the Grouped by County radio button. If Grouped by County is selected, click the down arrow to the right of the Counties list box to display a drop down box listing all counties and select the desired county from the list.
11. Click the OK button in the Air selection dialog box to build the Air List based on the current condition of all selected schools.
12. Click the Sequence button in the Air Method group to open the School Sequence Display dialog box.
13. Click the Start School Display button to start the schools closing sequence.

How to Run a Sequence (Codi Only)

The Sequence Display Tab in the Pages screen contains a Sequence List window and controls for displaying the pages in the Sequence List. Controls are provided for starting and stopping the sequence, erasing the Codi Program output, setting the Display Mode, and setting the number of times the sequence will play. The Sequence Edit tab in the Pages screen contains the windows and controls necessary for building and editing the Sequence List. For detailed information on these tabs, see the Sequence Display and Sequence Edit sections. To create and run a sequence, follow these steps:

1. Click on the Pages quick pick or press the F3 key to open the Pages screen to the Page Display tab.
2. Click on the Sequence Edit tab.
3. The previous sequence will be displayed in the Sequence List window.
4. Click on a page in the Sequence List window and click the Delete button to remove the page from the sequence if desired.
5. To add or insert new pages in the Sequence list, first select the desired page by clicking on the page in the Available Pages window to highlight it.
6. Next, click the desired effect to be used to transition from the previous page to the new page in the Effects window.
7. Click on a page in the Sequence List window and click the Insert button to insert the selected page in the sequence list directly above the highlighted page, or click the Add button to add the new page to the end of the sequence list.
8. The Options dialog box for the selected effect will open. Modify effect options as desired and click the OK button.
9. The page will be inserted or added to the sequence list with a default hold time of 180. Click on the Hold Time and modify if desired.
10. Continue deletions and additions to the sequence list as required using the methods described above.
11. When the sequence list modifications are complete, click on the Sequence Display tab.
12. Click the first entry in the Sequence List to start the sequence from the top or click on another page to begin airing your sequence in the middle of the list.
13. Click the Automatic or Manual radio button to set the desired sequence playback Mode.
14. Set the desired number of times to play the sequence by clicking the down arrow to the right of the Repeat edit window and selecting the desired value from the drop down list box.
15. Click the Start button to start the sequence playback.
16. If Manual playback was selected. use the keyboard space bar to advance pages in the sequence.

How to Run an EAS Crawl

The EAS Event Screen is used to design and run EAS crawls on the Codi. You have complete control over all aspects of the crawl, including text, fonts, colors, crawl position and speed, background contents, and the number of times a crawl repeats. For detailed information on the EAS crawl setup parameters, see the EAS Crawl Display the EAS Crawl Configuration section. For information on configuring WinMasterCG's response to incoming EAS messages, see the EAS Events Configuration and EAS Hardware Configuration sections. When an EAS message arrives WinMasterCG will respond according to the set-up parameters entered. If an Air With Confirm EAS event is received, WinMasterCG will pop up the dialog box containing the message and prompt the operator for a response. To run an incoming EAS message as an EAS crawl, follow these steps:

1. Observe the Activate TFT Decoder checkbox. If this box is not checked, you will activate the TFT-EAS 911 when the crawl starts. Click on the checkbox to set the desired state.
2. Click on the Start EAS button to start the EAS Crawl.

If you would like to air a previously saved crawl follow the steps below:

1. Select the EAS Crawl sub-menu item from the CG menu or press the F9 key to open the EAS Events screen.
2. The text for the previous crawl will be displayed in the Event Text edit window.
3. If this crawl will be needed later, click the Save button to save the text of this crawl to disk. If not, skip to Step 6.
4. Enter a filename for this crawl into the Filename edit box. You do not need to add a filename extension. WinMasterCG will add the .EAS extension to the filename you specify.
5. Click the Save button to save the current crawl to disk.
6. Click the Open File button and select a previously saved EAS text message.
7. If desired, edit the text for the crawl in the Event Text edit window.
8. Observe the Activate TFT Decoder checkbox. If this box is not checked, you will activate the TFT-EAS 911 when the crawl starts. Click on the checkbox to set the desired state.
9. Click on the Start EAS button to start the EAS Crawl.

If you would like to modify the way the EAS Crawl runs, follow these steps:

1. Click on the EAS Crawl Setup smarticon or select the EAS Crawl sub-menu item from the Configure menu.
2. Set the desired values for Font, Color, Speed, Wait, and number of times to Run by clicking the associated down arrow and picking from the drop-down menu.
3. If you would like to modify the crawl position, click the Position edit box and enter the scanline number that will define the vertical placement of the crawl on the screen. If a background bar will be used, the position of the bar should match the EAS crawl position.
4. If desired, select a Background script to be executed prior to running the crawl.
5. Click the Intro Text edit window and enter or modify the intro text if desired.
6. Click the Tag Text edit window and enter or modify the tag text if desired.
7. Click on the Crawl tab.
8. Click on the Close button and open the EAS Events screen to run the crawl with the modified parameters.

How to Use Chyron Infinit Logos on a Codi

It is possible to create a logo on the Infinit! family of character generators and display the logo on the Codi. These logos are much cleaner than PCX images on the Codi. Logos created on the Infinit! must first be rendered to a font, converted to Codi Font format, and then configured using the Logo Wizard. There are several requirements to do this:

- Networking for the Infinit!
- Logo Compose for the Infinit!
- Networking for the PC on the Infinit! Network
- TCP/IP for the PC
- Codi Font Create for the PC (PCFC)

The logo should be composed with a tablet using the INFINIT Logo Compose. The logo palette must be no more than 7 colors to be used with the Codi. The color of outlines must be sequentially arranged before recording in Logo Compose, with exception of Color 2. If an edge is specified for a logo with PC Font Create the edge color will always be assigned to position 2 in the CODI color palette.

Example:

- Outline 1 Color 1
- Outline 3 Color 3
- Outline 4 Color 4
- Outline 5 Color 5

If no edge is specified, color position 2 can be used as an outline color just like any other color position in the palette. If these guidelines are not followed when recording a logo in Infinit! Logo Compose, the CODI will not be able to display it correctly.

Once the logo is composed, transfer the file over the network to the PC. The logo will be in a Codi Master Font at this point. The Codi font create program PCFC should be used to convert the logo to Codi format and render the size and edge of the logo. Copy the Codi format logo file to the C:\Program Files\Broadcast Software Solutions\WinMasterCG\Fonts directory and run the Logo Wizard to configure the logo for use with WinMasterCG. Although the font will be sent to the Codi by Logo Wizard for configuration, if the Codi is powered down the font will be gone. The font must also be set up to load to the Codi using the Font Download screen so it will be available each time WinMasterCG is started.

If you do not have the required elements to network the Infinit and the PC you may compose the logo and send a file to Chyron. Chyron can take the logo and provide a PC format disk with the .LOG logo file ready to be loaded with the WinMasterCG Logo Wizard.

How to Use International Characters (Codi Only)

The following is based on a standard Windows 95 environment with the windows standard font "MS Sans Sarif" loaded as the system font. It is also assumed the standard Codi "Black Box Codi" fonts are loaded. Not all fonts are created equal. If other fonts are loaded as windows system fonts or other than the default Codi Black Box fonts are in use, the results can be unpredictable.

The user must have the proper fonts loaded as well as having the numlock key activated. Press and hold down the Alt key while entering the values for character selection. The leading zero must be typed to access the ASCII extended character set. This must be done with the numeric keys located in the numlock group. The number keys above the alpha keys will not work. The following International characters are supported:

‘	Alt 0145	Left open single quote
“	Alt 0147	Left Hand Double Quote
¡	Alt 0161	Inverted exclamation
¢	Alt 0162	US Cents
£	Alt 0163	British Pound
¥	Alt 0165	Yen
§	Alt 0167	Section Sign
«	Alt 0171	Open French Quote
°	Alt 0176	Degree Symbol
»	Alt 0187	Close French Quote
¿	Alt 0191	Inverted Question Mark
Á	Alt 0193	Upper A with Acute Accent
Æ	Alt 0198	Upper AE Letter
Ç	Alt 0199	Upper C with Cedilla
É	Alt 0201	Upper E with Acute Accent
Í	Alt 0205	Upper I with Acute Accent
Ñ	Alt 0209	Upper N with Tilde
Ó	Alt 0211	Upper O with Acute Accent
Ú	Alt 0218	Upper U with Acute Accent
á	Alt 0225	Lower A with Acute Accent
æ	Alt 0230	Lower ae
ç	Alt 0231	Lower c with Cedilla
é	Alt 0233	Lower e with Acute Accent
í	Alt 0237	Lower I with Acute Accent
ñ	Alt 0241	Lower n with Tilde
ó	Alt 0243	Lower o with Acute Accent
ú	Alt 0250	Lower u with Acute Accent
ü	Alt 0252	Lower u with Diaeresis Accent

WinMasterCG does not support extended character sets for non Latin based languages. In addition, there are some Codi characters which do not require translation. They can be accessed by typing the values listed in the Codi manual:

Alt 0039 Open single quote
Alt 0096 Close single quote
Alt 0060 Open double quote
Alt 0062 Close double quote

Because these are native to the Codi there is no code translation required.