

# Personal TitleMaker

PTM-1

## User Guide

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 **VIDEONICS®**

MANL-0715-01

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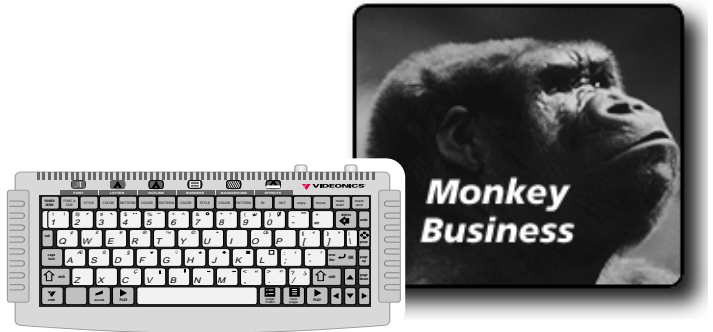
**Glossary**

**Index**

# Notes



# Introduction



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**W**elcome to Videonics Personal TitleMaker (PTM-1), and thank you for buying Videonics products.

Personal TitleMaker helps you quickly and easily create titles you can place in your video productions.

This chapter contains important information about Personal TitleMaker, including:

- A brief description of major features.
- How to contact Videonics.
- An inventory of package contents.
- Description of the contents of this User Guide.

Please take a few moments to read the material so that you can enjoy all Personal TitleMaker benefits.

## MAJOR FEATURES

**Logical Work Organization** — Organize your work by pages within projects. Pages can contain multiple titles (or, lines of text). Assign names to your projects for easy identification. Personal TitleMaker automatically numbers pages sequentially within each project.

**Classical Fonts** — Personal TitleMaker comes with seven different built-in fonts. Easily apply a font to any line of text. Also adjust such factors as letter spacing, doubling the height and/or width of characters, applying different colors and patterns to text, displaying outlines around characters, and much more.

**Extensive Set of Transitions** — Choose from a wide assortment of slides, wipes, fades, scrolls, and crawls to have your pages enter and leave the screen with that extra bit of “flair” that gives projects a professional touch.

**Easy Set Up and Use** — No complicated configurations needed. Just plug Personal TitleMaker into a wall outlet, then into your input and output devices, and you’re ready to get creative. Run the demo to see what you can do, work through the brief tutorial, then start creating your own productions.

**Menu-Driven Interface** — Apply any number of special, creative effects just by pressing a key and selecting what you want from a menu. If you change your mind or don’t like the results, repeat the process and try any of the other numerous options.

**Composite and S-Video Support** — Personal TitleMaker provides jacks for connecting Composite (RCA-type) or S-Video (Y/C) devices.

**NTSC and PAL Versions** — Personal TitleMaker is available in NTSC format for U.S. and Japanese standards, and in PAL format for European and other applications.

**International Language Character Sets** — In addition to the standard set of characters, you can access several others, including Polish, Greek, and others. See Appendix B, *International Character Sets*, for complete information.

**Built-In Demo** — The built-in demonstration project shows what you can do with Personal TitleMaker and how to do it. You can even use the demo as a starting point for producing your own projects.

**Memory Capacity** — Personal TitleMaker stores more than 4,000 characters. Character storage is supported by a replaceable lithium battery. All characters remain in memory even when you turn off or unplug Personal TitleMaker. So, all titles you create can be retained until you are ready to remove them. (See “About the Lithium Battery” on page 32 for more information about the battery and replacement procedures.)

**GPI (General Purpose Interface) Support** — Use a GPI device to control Personal TitleMaker from a remote location. If you don’t have a GPI device, this manual contains instructions for building your own special version.

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## PERSONAL TITLEMAKER PACKAGE CONTENTS

Your Personal TitleMaker package contains the following items:

- Personal TitleMaker (PTM-1) unit
- Power Supply
- This User Guide
- Product Registration Card

If anything is missing, contact the dealer where you purchased Personal TitleMaker for the necessary replacements

## CONTACTING VIDEONICS

Videonics provides technical and general support for all its products. The following table provides information for contacting us with your suggestions, questions, and problems.

**Table 1: Videonics Contacts**

<b>Department</b>	<b>Contact Information</b>
Corporate Headquarters	1370 Dell Avenue Campbell, CA 95008
Main Phone Number	(408) 866-8300
Main Fax Number	(408) 866-4859
Product Information	(800) 338-3348
Information via E-Mail	Info@Videonics.com
Technical Support	(408) 370-9963
Support via E-Mail	Helpline@Videonics.com
Compuserve	GO VIDEONICS Compuserve ID 72662,3115
Internet World Wide Web	<a href="http://www.videonics.com">http://www.videonics.com</a>
International Offices	Contact Videonics for your local distributor

## ABOUT THIS USER GUIDE

This User Guide contains the chapters, appendixes, and other sections shown in the following table.

Table 2: User Guide Contents

Section or Chapter	Description
Chapter 1 <i>Introduction</i>	Basic overview of Personal TitleMaker features, description of package contents, description of manual, and so forth.
Chapter 2 <i>Installation Procedures</i>	Instructions for setting up Personal TitleMaker to work with your video equipment.
Chapter 3 <i>Getting Started</i>	Instructions for starting and stopping Personal TitleMaker, an orientation to the keyboard, and basic concepts.
Chapter 4 <i>Personal TitleMaker Tutorial</i>	A brief, step-by-step series of lessons designed to acquaint you with basic operations.
Chapter 5 <i>Working with Projects</i>	Describes Personal TitleMaker projects and how to manage them.
Chapter 6 <i>Working with Pages</i>	How to create and manage Personal TitleMaker pages.
Chapter 7 <i>Working with Titles and Lines</i>	Describes how to work with the basic production elements – titles and lines.
Chapter 8 <i>Working with Menus</i>	Menus give you quick access to special features. This chapter explains basics of working with menus.
Chapter 9, <i>Working with Fonts</i>	How to apply font attributes to titles and lines.

Table 2: User Guide Contents (Continued)

Section or Chapter	Description
Chapter 10 <i>Working with Borders</i>	How to apply borders around pages, titles, and lines.
Chapter 11 <i>Working with Backgrounds</i>	How to create backgrounds for Personal TitleMaker pages.
Chapter 12 <i>Playing and Recording Projects</i>	Putting it all together. How to play and record your Personal TitleMaker projects to your output device.
Appendix A <i>Personal TitleMaker Demo</i>	Detailed instructions for using the built-in Personal TitleMaker demonstration program.
Appendix B <i>International Character Sets</i>	Explains which sets of international language characters are available and how to use them.
Appendix C <i>Building and Using a GPI Device</i>	Instructions for building and using a General Purpose Interface device for remotely controlling Personal TitleMaker.
Glossary	Definitions of terms frequently used in conjunction with Personal TitleMaker and video editing procedures.
Index	Standard index to topics in this manual.

## Conventions

The User Guide employs the conventions described in this section.

Tips, Notes, Cautions, and Warnings use the following formats.



*Tip*

*A tip provides information you might find useful for doing various tasks and procedures.*

**Note**

Notes contain information to supplement the other information contained throughout the guide.

---

**CAUTION**

Cautions warn that if you continue with what you are doing there is a danger of losing information.

---

**WARNING!**

Warnings mean stop what you are doing because there is danger of losing information or possibly damaging your equipment.

---

## ***Personal TitleMaker Keys***

When referencing the various keys and other controls on the Personal TitleMaker keyboard, they appear in boldface, small caps letters. For example, the **PLAY** key can be found on the keyboard.

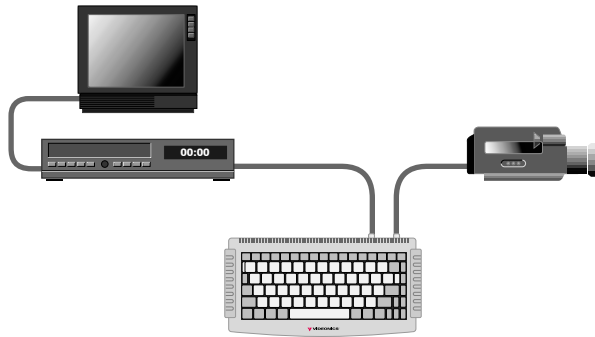
In some cases you use two keys together to perform a function, such as using the **CMD** (command) key in combination with some other key. A plus (+) symbol indicates this. For example, you might be asked to enter **CMD+NEW PAGE**. This means press and hold down the **CMD** key, press the **NEW PAGE** key, then release both of them.



# Notes



# Installation Procedures



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**This** chapter explains how to set up Personal TitleMaker in conjunction with your video equipment.

The basic, typical configuration includes:

- An input device
- The Personal TitleMaker
- An output device

In addition to these devices, you also need the proper cables for connecting the equipment. The Personal TitleMaker package does *not* contain such cables. If you do not have what you need, visit your local electronics store and purchase the necessary cables.

If you have difficulties using your equipment after setting it up, see “Troubleshooting” at the end of this chapter.



**CAUTION**



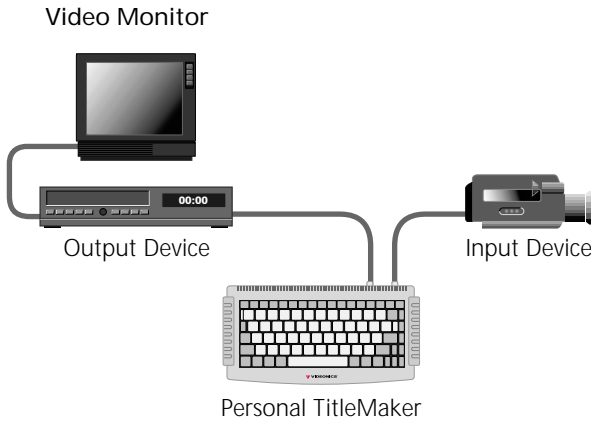
**IMPORTANT** — Do not mix device types when connecting equipment. That is, if an input device is Composite, the output device must also be Composite. Do not connect both a Composite and S-Video device at the same time. If you mix device types, the warning message shown here appears.

When connecting Personal TitleMaker to a power source for extended periods, the unit might feel warm to the touch. This is normal.

When you turn off power to the unit, video routes from the video input device to the video output device, but no titles are added. This eliminates the need to disconnect Personal TitleMaker when you do not need titles. Simply turn the unit off and video passes straight through.

## BASIC CONFIGURATION

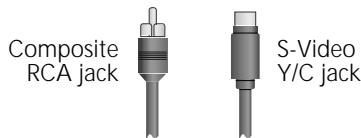
The following illustration shows the basic configuration for the Personal TitleMaker and video equipment.



### Device Types

Use either Composite or S-Video devices as input and output. The two types of devices have different connectors and, therefore, require the proper cables. Make sure you have the cables you need before proceeding with the setup, and make sure you have the right types of cables for each device.

Composite devices use an RCA-type jack. S-Video devices use a Y/C jack.



Know which types of devices you are using so that you can make the proper connections to Personal TitleMaker.

### Input Devices



The input device provides the video signal to which you add titles. Use any device that can play a video tape, such as a camcorder or VCR. The input device does not need to have recording capabilities.

### Output Devices



The output device displays and, optionally, records the video program to which you add titles. To permanently record titles with the video, the output device must be able to record. You might use a VCR or camcorder for this purpose.

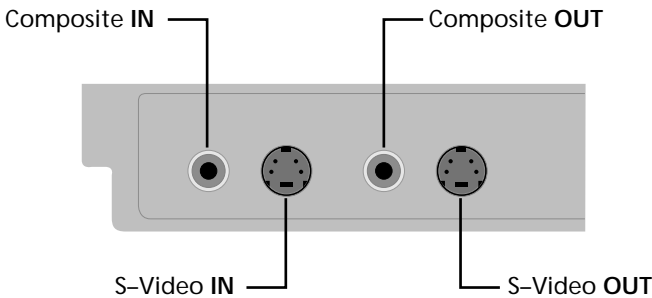
You can use a video monitor (that is, a television set) as the output device. In this case, you can display the titles with the input video on the monitor, but you cannot record the program.



A useful configuration is to attach a video monitor to the output device. This allows you to view the titles and video as they are recorded. The video monitor is optional, but recommended.

### Personal TitleMaker Connectors

Examine the rear of the Personal TitleMaker and locate the four jacks shown here.



Also locate the power jack located at the opposite end of the rear panel.

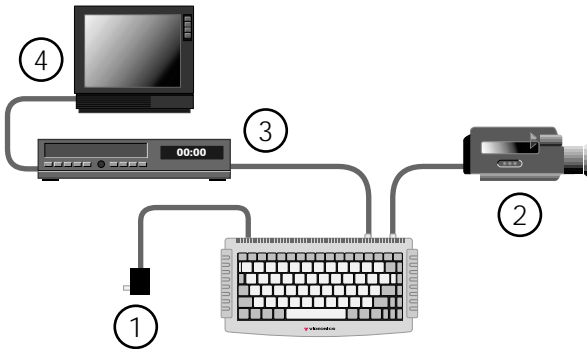
## BASIC CONFIGURATIONS

This section describes two common configurations.

### Configuration 1

Use the following configuration to record video and titles to a video tape and view the output program on a video monitor.

To make the connections for this configuration:

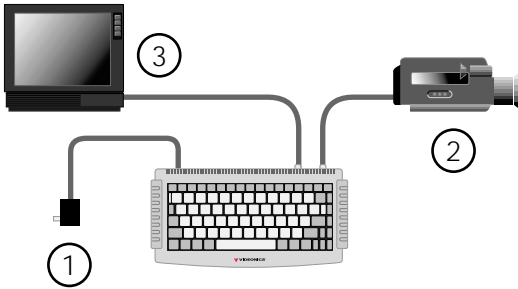


- 1 Locate the power supply unit in the Personal TitleMaker package. Connect one end of the power supply unit to the power jack on the Personal TitleMaker rear panel. Connect the other end to a suitable wall outlet or power strip.
- 2 Connect one end of a suitable cable to the **OUT** jack on the input device. Connect the other end of the cable to either the **COMPOSITE IN** or **S-VIDEO IN** jack on the Personal TitleMaker rear panel.
- 3 Connect one end of a suitable cable to the **IN** jack on the output device. Connect the other end of the cable to either the **COMPOSITE OUT** or **S-VIDEO OUT** jack on the Personal TitleMaker rear panel.
- 4 Connect the video monitor to the output device according to the device's instructions.

## Configuration 2

Use this configuration to display titles atop an incoming video signal, but you cannot record the finished program to tape.

To make the connections for this configuration:



- 1 Locate the power supply unit in the Personal TitleMaker package. Connect one end of the power supply unit to the power jack on the Personal TitleMaker rear panel. Connect the other end to a suitable wall outlet or power strip.
- 2 Connect one end of a suitable cable to the **OUT** jack on the input device. Connect the other end of the cable to either the **COMPOSITE IN** or **S-VIDEO IN** jack on the Personal TitleMaker rear panel.
- 3 Connect one end of a suitable cable to the **IN** jack on the video monitor. Connect the other end of the cable to either the **COMPOSITE OUT** or **S-VIDEO OUT** jack on the Personal TitleMaker rear panel.

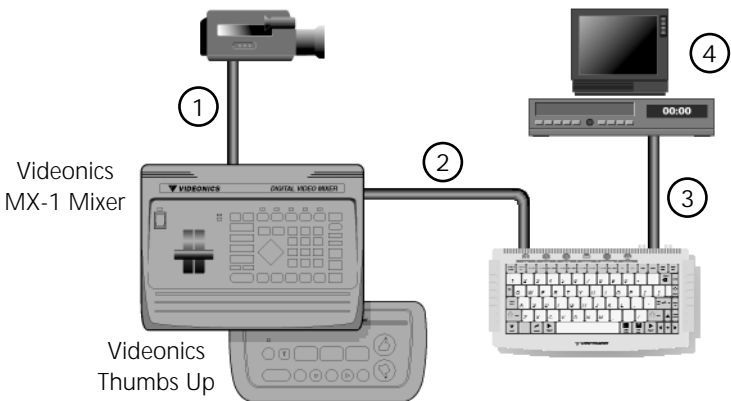
## OTHER CONFIGURATIONS

You can include other video equipment (such as a Videonics video mixer) in a configuration for extended functionality. You can also use a GPI (**G**eneral **P**urpose **I**nterface) device to control productions externally. This section explains these other configurations.

### *Using Other Videonics Equipment*

If you own a Videonics Thumbs Up or Video Mixer, you can include it in your configuration. Thumbs Up provides remote control of other equipment. A video mixer lets you apply special effects and combine footage from multiple sources.

To create a configuration such as this:



- 1 Connect the **OUTPUT** from a camcorder (input device) to the **INPUT** on Thumbs Up or Video Mixer.
- 2 Connect the **OUTPUT** from Thumbs Up or Video Mixer to the **INPUT** on the Personal TitleMaker.
- 3 Connect the **OUTPUT** from Personal TitleMaker to the **INPUT** on a recording VCR. With this connection, you can record finished Personal TitleMaker projects.
- 4 Connect the **OUTPUT** from the VCR to the **INPUT** on a video monitor. With this connection, you can see exactly what gets recorded on the VCR, including your titles.

## Using GPI with Personal TitleMaker

You can control Personal TitleMaker from a GPI device. Some edit controllers, such as the Videonics Thumbs Up, have a GPI output that can trigger events on Personal TitleMaker.



*Note*

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If you don't currently have a GPI device but might like to build a simple version, see Appendix C, *Building and Using a GPI Device* for a set of plans.

---

On the rear panel of the Personal TitleMaker is a connector labeled "GPI." Connect a suitable GPI device at this jack and Personal TitleMaker senses its presence. Then use the GPI device to control when and how pages change while running a Personal TitleMaker project.



## TROUBLESHOOTING

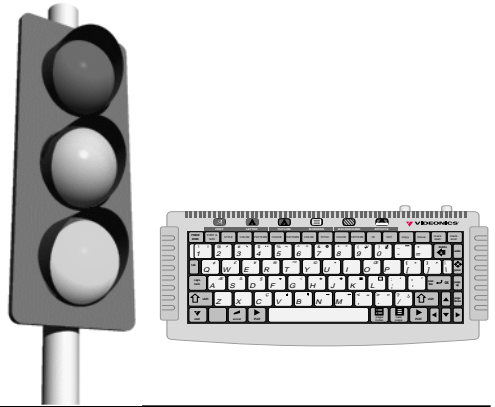
If you encounter problems after setting up your equipment, check the following items.

- Double-check all connections against the diagrams provided in this chapter. Many problems result from cabling mistakes.
- If you are using a video monitor, make sure it is set properly to monitor the video and that the output device (such as a VCR) is also set correctly. For example, make sure the monitor is set to the correct channel if that is necessary. Also make sure the VCR is set properly to TV or VIDEO, as required. Some VCR's might also require you to set the input selection to LINE 1, LINE 2, or some other selection.
- Carefully check the owner manual for the input and output devices to make sure you understand and observe all necessary settings.
- Check the obvious. Are all devices turned on and switches set correctly? Are all connections cabled properly with OUT jacks connected to IN jacks?
- Use good cables for all connections. One faulty cable can prevent everything from working as it should. If you suspect a bad cable, replace it with a new one.
- If you are using the S-Video (Y/C) connectors, try using the Composite connectors instead.

If you check all of the above and confirm everything is set up as it should be, contact Videonics Technical Support for assistance. See Table 1, *Videonics Contacts*, on page 4 for directions.

# Notes

# Getting Started



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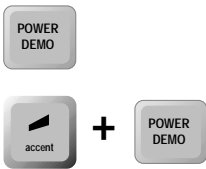
**This** chapter discusses basic concepts necessary to understand and use Personal TitleMaker to its maximum benefit and potential. Topics include:

- Understanding the Personal TitleMaker keyboard
- Understanding Personal TitleMaker components (projects, pages, titles, lines, and characters)
- Main Personal TitleMaker Screens
- Running the Personal TitleMaker Demo
- About the Lithium Battery

# UNDERSTANDING THE KEYBOARD

The Personal TitleMaker keyboard resembles a standard computer keyboard, but includes many special keys to help use the features built into the unit.

The illustration on the following page shows the keyboard and identifies the various keys and key groups. Brief descriptions of most keys follow. For more detailed information, refer to the appropriate chapters and sections in the remainder of this guide. In most cases, the descriptions include a reference to the page where more information can be found.



**POWER DEMO** — This key serves two separate functions. Press to power the keyboard on and off. To run the built-in demonstration of Personal TitleMaker features, press **ACCENT+POWER DEMO**. See Appendix A, *Personal TitleMaker Demo*.

**Menu Keys** — The menu keys exist in six subgroups, as shown here.

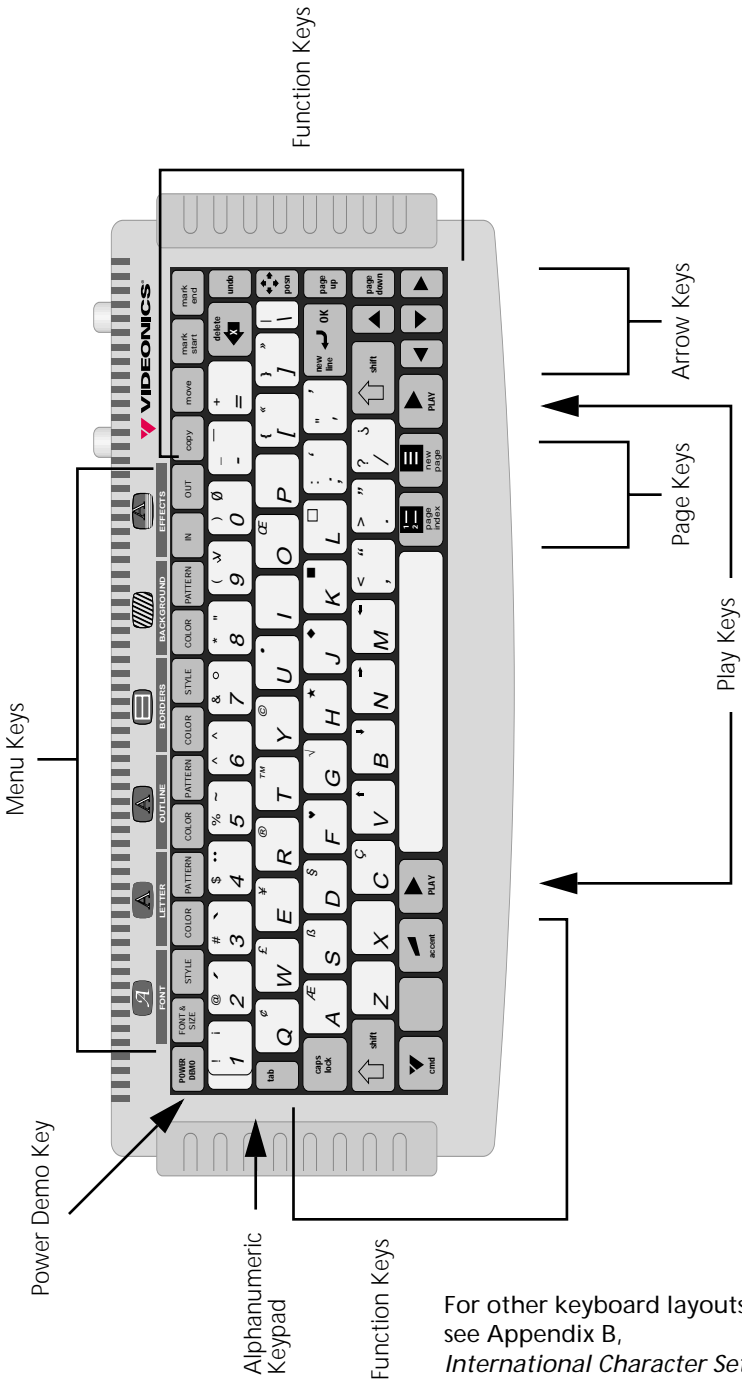


Each menu key has associated with it two keyboard keys. For example, the **FONT & SIZE** and **STYLE** keys appear under the **FONT** menu key; the **COLOR** and **PATTERN** keys appear under the **LETTER** menu key; and so forth.

When you press a menu key a menu appears on the output device screen. Most menus contain sub-menus. Use the items in the menus and sub-menus to select fonts, font styles, borders, backgrounds, and effects. See Chapter 8, *Working with Menus*.

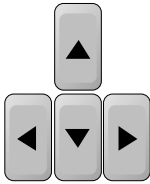
**Function Keys** — Function keys serve many different purposes, such as positioning titles on the screen, marking title text for copying or moving, starting a new line in a title, moving the cursor on the editing screen, and so forth.

Function keys exist in two groups; one on the left side of the keyboard and another on the right. The two groups contain some of the same keys, although each group also contains unique keys.

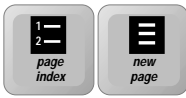


For other keyboard layouts, see Appendix B, *International Character Sets*

Detailed information about each of the function keys appears in various sections of this guide. Refer to the index for specific references.



**Arrow Keys** — Use the four arrow keys to position the cursor on the editing screen, select items from menus, and, when playing pages, go forward and backward to the previous and next pages. Pressing **SHIFT** in combination with any arrow key instructs Personal TitleMaker to work with only one page at a time. Pressing **CMD** in conjunction with the up or down arrow key moves to the top or bottom of all text. Pressing **CMD+SHIFT+UP** or **DOWN** arrow key moves between projects.



**Page Keys** — **PAGE INDEX** displays an index in which each page occupies one line. The index is useful for looking through all pages and projects. **NEW PAGE** creates a new page for a project. You add title text to the individual pages. Pressing **CMD+NEW PAGE** creates a new project when the page index is on screen. See Chapter 5, *Working with Projects* and Chapter 6, *Working with Pages*.



**Play Keys** — Two **PLAY** keys exist; one directly to the left of the space bar and another directly to the right of the **NEW PAGE** key. Both keys perform the same function.

After creating titles, press either **PLAY** key to play the titles for display or recording. Press **CMD+PLAY** to begin playing from the first page in the current project. During playback, press **PLAY** again to go to the next page; press **SHIFT+PLAY** to play backwards; press the arrow keys to manually step forward or backward. See Chapter 12, *Playing and Recording Projects*.

**Alphanumeric Keypad** — Contains the standard alpha and numeric keys for entering title text. Many of the keys have one or two special symbols at the top of the key. When used in conjunction with **SHIFT** and **ACCENT**, you can enter many different special characters.

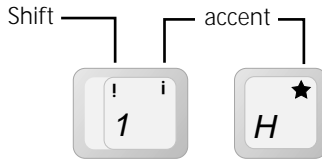
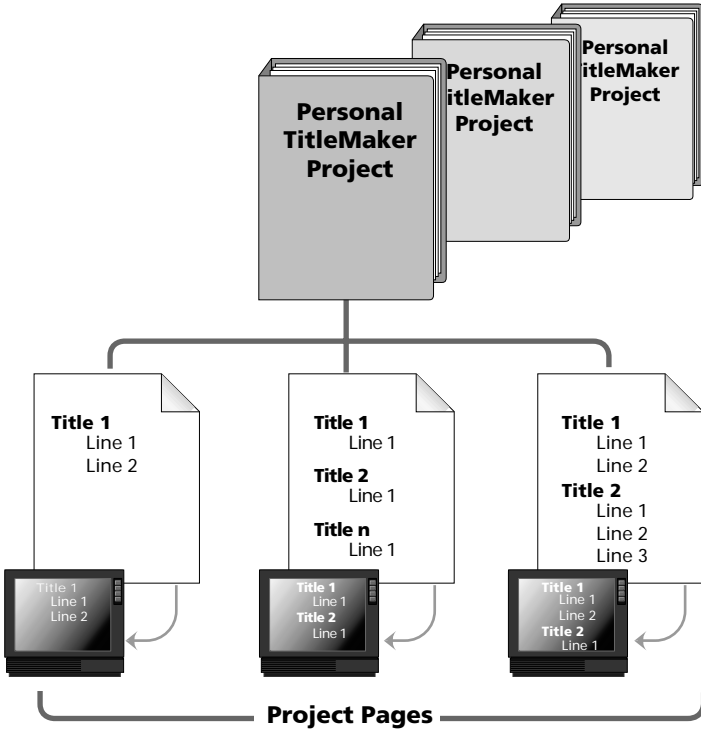


Table 3: Examples of Special Characters

Key Strokes and Combinations	Produces...
	h
+	H
+	★

# UNDERSTANDING COMPONENTS

To easily manage Personal TitleMaker work, organize it into different components — projects, pages, titles, and lines.



## Projects

You can store several different *projects* on Personal TitleMaker at the same time.

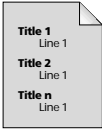


A project represents one logical component of work. For example, you might create titles over the video of your family reunion. Personal TitleMaker lets you name each project, so you might name this one “*Family Reunion 1997*”.



## Pages

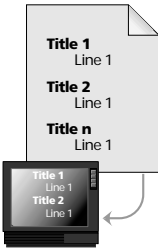
Personal TitleMaker projects normally contain one or more *pages*. Each page can contain information that displays and/or records on an output device, one at a time.



The first page in a family reunion project might show the date and place where the event occurred. Subsequent pages might superimpose the names of various family members over the video as each person appears on screen. Finally, a page might indicate the end of the project.

You can control when pages display as well as the sequence in which they appear.

## Titles and Lines



Each page consists of any number of text strings, called *titles*. A title can contain any number of *lines*. The text itself can contain any character you can enter on the Personal TitleMaker keyboard.

Continuing with the family reunion example, the first page in the project might contain three titles: “*Jones Family Reunion*”, “*July 15-19, 1997*”, and “*Gettysburgh, PA.*”

# PERSONAL TITLEMAKER SCREENS

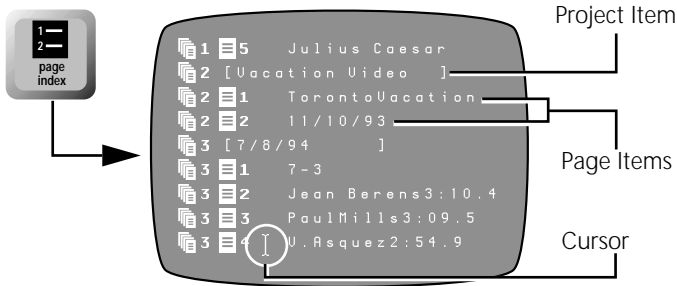
Personal TitleMaker has two screens where you do most all work — the *Page Index Screen* and the *Editing Screen*. This guide references these two screens numerous times, so you must be able to identify them.

There is also the *Play Screen*, where Personal TitleMaker plays a project complete with titles and all effects.

## Page Index Screen

The Page Index Screen lists all pages by project number. Personal TitleMaker automatically assigns a sequential number (starting at one) to each page in each project.

To display the Page Index Screen at any time, press **PAGE INDEX**.



The first entry for any project is a *Project Header*. The header includes a project icon followed by the number of the project. The project name, once assigned, appears within square brackets.



If the project has any pages, a *Page Header* for each one appears, in sequence, below the project header.



The *Project Icon and Number* indicate the project to which the page belongs. In the above example, the page belongs to project 2.

The *Page Icon and Number* indicate the sequential position of the page within the project. The above example indicates page 1.

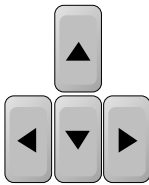
*Page Title Text* shows the text used on the page. Personal TitleMaker truncates the text if it extends beyond the edge of the screen. The text still exists, but is not displayed on screen.

To learn more about projects, see Chapter 5, *Working with Projects*. For more information about pages, see Chapter 6, *Working with Pages*.

## Navigating the Page Index Screen

To find a specific project or page with which to work, you must locate the item on the Page Index Screen. You can do this in several ways.

The *Cursor* always appears in the current item. When you want to work with a different item, move the cursor to the one you want.



Use the **ARROW** keys to move the cursor. Use the arrow keys in combination with other keys to “jump” the cursor. The following table shows the keys and combinations to use for navigating the Page Index Screen.

Table 4: Page Index Navigation Keys

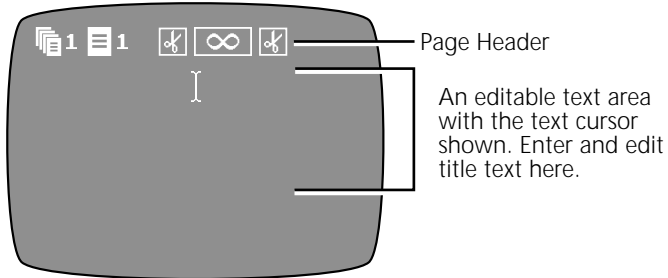
Movement	Key or Key Combination
Up to Next Line	<b>UP ARROW</b>
Down to Next Line	<b>DOWN ARROW</b>
Left on Current Line	<b>LEFT ARROW</b>
Right on Current Line	<b>RIGHT ARROW</b>
Up One Full Page	<b>SHIFT+UP ARROW</b> or <b>SHIFT+LEFT ARROW</b>
Down One Full Page	<b>SHIFT+DOWN ARROW</b> or <b>SHIFT+RIGHT ARROW</b>

Table 4: Page Index Navigation Keys (Continued)

Movement	Key or Key Combination
Up to First Line in Preceding Project	<b>CMD+UP ARROW</b> or <b>CMD+LEFT ARROW</b>
Down to First Line in Next Project	<b>CMD+DOWN ARROW</b> or <b>CMD+RIGHT ARROW</b>
Down to Next Full Screen of Items	<b>PAGE INDEX</b>
Exit to Editing Screen	<b>NEW LINE OK</b>

## Editing Screen

Use the Editing Screen to create titles. You can type title text on the screen, set font attributes, create borders and backgrounds for pages, and much more.



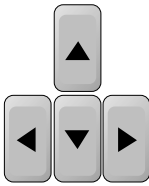
To access the Editing Screen:

- 1 Press **PAGE INDEX** to display the Page Index screen, if it is not currently displayd. (See the preceding section.)
- 2 Use the **ARROW** keys to move the cursor up or down in the Page Index Screen until it is positioned in the page with which you want to work. (You cannot move the cursor into the page header, only into the text area.)
- 3 Press **NEW LINE OK**. The Editing Screen appears with the cursor located at the page you specified.
- 4 To leave the Editing Screen and return to the Page Index Screen, press **PAGE INDEX**.

## Navigating the Editing Screen

To find a specific page, locate the page header on the Editing Screen. You can do this in many ways.

The *Cursor* always marks the current position on a page and within a title or line. To work with a different page, title, or line, move the cursor to that item.



Use the **ARROW** keys to move the cursor. Use the arrow keys in combination with other keys to “jump” the cursor. Note that the page must contain text in order to move the cursor. The following table shows the keys and combinations to use for navigating the Editing Screen.

Table 5: Editing Screen Navigation Keys

Movement	Key or Key Combination
Up to Next Item	<b>UP ARROW</b>
Down to Next Item	<b>DOWN ARROW</b>
Right One Character on Line	<b>RIGHT ARROW</b>
Left One Character on Line	<b>LEFT ARROW</b>
To Next Page	<b>SHIFT+DOWN ARROW</b>
To Previous Page	<b>SHIFT+UP ARROW</b>
To End of Current Line	<b>SHIFT+RIGHT ARROW</b> or <b>CMD+RIGHT ARROW</b>
To Start of Current Line	<b>SHIFT+LEFT ARROW</b> or <b>CMD+LEFT ARROW</b>
Top of First Line of Text	<b>CMD+UP ARROW</b>
End of Last Page	<b>CMD+DOWN ARROW</b>
Exit Editing Screen to Page Index Screen	<b>PAGE INDEX</b>

## Play Screen

The Play Screen appears when you play back Personal TitleMaker productions. To access the Play Screen, locate the project you want to play, then press the **PLAY** key.



With the Play Screen visible and active, you can use many different keys to control playback. See Chapter 12, *Playing and Recording Projects*, to learn about the available options.

## RUNNING THE PERSONAL TITLEMAKER DEMO

Personal TitleMaker contains a demonstration project created by Videonics. The demo has two primary purposes:

- Shows many of the effects you can create in your own productions; and,
- Provides boilerplates you can use as a starting point to create pages and titles.

The following section explains how to start the demo, view it, then stop it. You can control the demo in many different ways. To learn more, see Appendix A, *Personal TitleMaker Demo*.

Your equipment must be functioning correctly to run the demo. If you have *not* yet installed your equipment and Personal TitleMaker, see Chapter 2, *Installation Procedures*.

To run the demo:

- 1 Press the **POWER DEMO** key to apply the power if not already applied.
- 2 Press **ACCENT+POWER DEMO**.



The demo begins playing immediately. If it doesn't, check all cable connections as well as the power supply connection. If necessary, retrace the installation steps as described in Chapter 2, *Installation Procedures*.

- 3 When you finish viewing the demo, press any key to stop it and return to normal processing.

## ABOUT THE LITHIUM BATTERY

Personal TitleMaker contains a lithium battery which permits storage of slightly more than 4,000 characters. The battery supports the unit's *memory*, so when you turn off or unplug the unit your work remains in the memory banks. When you turn Personal TitleMaker on, all information stored in memory is immediately available.



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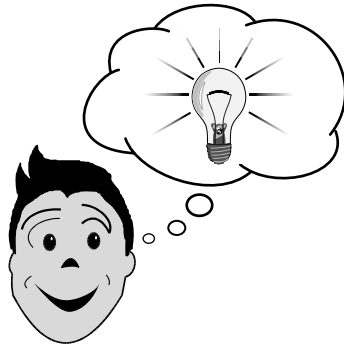
**WARNING!**

**The lithium battery is not a user-serviceable part. If the battery should ever need replacing, return Personal TitleMaker to Videonics. Do not attempt to replace the battery yourself. See "Contacting Videonics" on page 4 if you need to contact us.**

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# Personal TitleMaker Tutorial



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**Using Personal TitleMaker is a creative process, which means there is no “right” or “wrong” way of doing things. What you do and how you do it is completely up to your imagination.**

This tutorial teaches you basic procedures. Once you understand the basics, you can branch out and introduce your own imaginative concepts.

Before undertaking the tutorial, read the preceding chapters. Also, set up your equipment in accordance with the instructions in Chapter 2, *Installation Procedures*, and confirm that everything is working properly.

You can complete the tutorial in about 30 to 45 minutes. Once you’ve done so, you’ll find the information in the remaining chapters quite easy to understand and apply.

As you work through the lessons, the steps become less detailed in their explanations. You should be able to draw on your experiences from the previous lessons to complete subsequent steps. For example, in early lessons you’ll receive detailed instructions for creating new pages: in

later lessons, you'll only be instructed to create a new page without further details. This helps you exercise what you learn along the way so that the procedures remain with you.

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## WHAT YOU NEED

First, as stated above, make sure your equipment is set up and working correctly.

You need some **raw footage** (that is, a video tape with something recorded on it) to serve as input. It really doesn't matter what the tape contains, but it should have about 5 minutes or more of material on it.



*Note*

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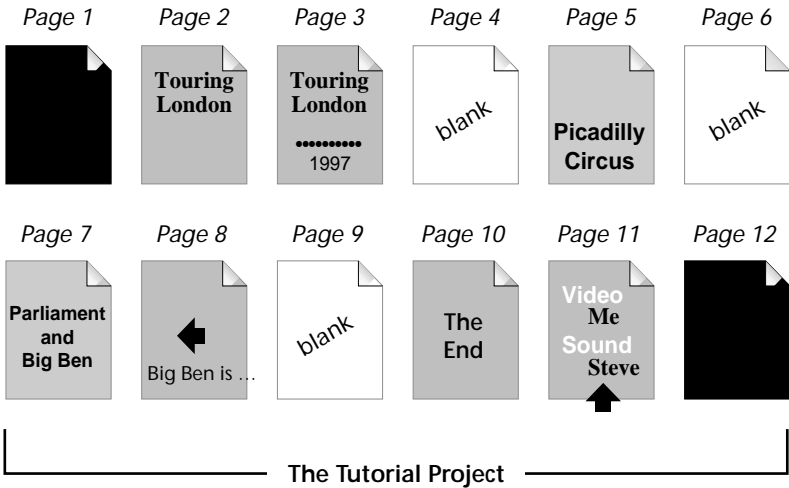
The tutorial explains how to create a project and display it on a video monitor using video from an input device. The tutorial does *not* explain how to record the finished program to an output device. To learn how to do the latter procedure, see Chapter 12, *Playing and Recording Projects*.

---

## OBJECTIVE

The objective of the tutorial is to create a series of titles for a video tour of London, England. The tutorial consists of 12 pages, with separate titles on each page. All of the pages together form a Personal TitleMaker project, which you'll give an appropriate name.

The finished pages in the project will look similar to this.



Pages 1 and 12 ensure a completely black screen at the beginning and ending of the recorded program.

Pages 2 and 3 create the project title for the production. Page 3 includes some additional information (the year) on the title page.

Pages 4, 6, and 9 (blank pages) provide a way to manually control their entrance and exit (or, transition) from the screen. While these pages play, the video footage appears on screen.

Pages 5 and 7 are standard title pages that play atop the video signal when those particular subjects (*Picadilly Circus* and *Parliament and Big Ben*) appear on screen.

Page 8 is an information title that scrolls across the screen from right to left. Page 11 is similar except that it crawls across the screen from bottom to top.

Page 10 is a simple ending title played atop a solid background.

# LESSON 1

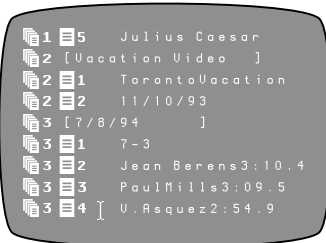
## GETTING STARTED

This lesson explains how to power up the equipment and create a new project.

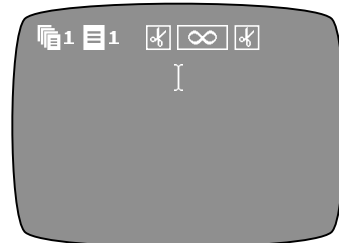
- 1 Press **POWER DEMO** on the Personal TitleMaker keyboard to provide power to the unit.
- 2 Turn on your output device (VCR) and video monitor.

*You don't need to turn on the input device at this point, although you can do so if you wish. You don't need the input device to create projects, pages, and titles.*

*Once everything receives power, you'll see either the Page Index or Editing Screen on your video monitor. Personal TitleMaker remembers where you were when you last turned off the unit and returns you to that point the next time you turn it on.*



Page Index Screen



Editing Screen

Your next step is to create a new project for the tutorial.

- 3 If the Page Index Screen is currently on your monitor, skip ahead to the next step — otherwise, press **PAGE INDEX** to display that screen.

*To create a new project you must be on the Page Index Screen; you cannot create new projects from the Editing Screen.*

- 4 Press **CMD+NEW PAGE** to create a new project.

*Personal TitleMaker creates a new project header line and the first page for the new project immediately below the header.*

- 5 Press **UP ARROW** to move the cursor up to the project header line so you can enter a name for the new project.

*The blinking cursor appears just to the right of the left square bracket ( [ ). At the far right end of the line is a square right bracket ( ] ).*

- 6 Type **TUTORIAL** — the name for the project.

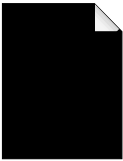


*Note*

When typing title text (such as “Tutorial” above), use any format you want, such as initial caps, all caps, or all lower case. The choice is yours.

## LESSON 2

### CREATE PAGE ONE



Actually page one is already created for you. Personal TitleMaker created it automatically when you created the project. So, what you'll do in this lesson is define the attributes (or, characteristics) for the page. Recall from the diagram on page 35 that the first page is solid black.

- 1 Press **DOWN ARROW** to move the cursor to the line for page one, then press **NEW LINE OK** to go to the Editing Screen.

*You cannot assign page attributes from the Page Index, you must go to the Editing Screen.*

*When you arrive at the Editing Screen, the blinking cursor appears just beneath the page header line, ready for you to begin typing the title. However, this particular page does not contain a title, so all you'll do is set page attributes.*

- 2 Press **BACKGROUND/COLOR** to display the Color menu.
- 3 Press **SHIFT+DOWN ARROW** until you see the black color bar appear in the lower sub-menu.

- 4 Press **UP** or **DOWN ARROW** to move the triangular markers so that they are on either side of the black color bar.



- 5 Press **NEW LINE OK** to select black as the background color.

*When you return to the Editing Screen, note that the background is black. Personal TitleMaker displays the chosen background for the page that contains the cursor. Also note that just above the blinking cursor is an infinity symbol ( $\infty$ ) inside a box. This page is set for infinite duration, which is the proper setting for this page.*

---

## LESSON 3

### CREATE PAGE TWO

Touring  
London

Now you'll create the first title page and add the necessary text and page attributes.

- 1 Press **NEW PAGE** to create page two.

*A new page header appears below page one. The new page inherits its attributes from the preceding page — that is, page one.*

- 2 Type **TOURING** and press **NEW LINE/ OK**. Then type **LONDON**. You've created two lines of text for the title.

- 3 Press the following key combinations to mark the text so that you can set the text attributes — **MARK END, SHIFT+UP ARROW, SHIFT+LEFT ARROW, MARK START**.

*Square brackets enclose the two lines of text and a "fat" cursor blinks next to the left bracket. The fat cursor lets you know text is marked. This is particularly useful when marked text spans multiple screens.*

- 4 Press **FONT/FONT & SIZE** to display the Font menu.

- 5 Press the **UP** or **DOWN ARROW** key as required to move the highlight bars to font number 6, then press **NEW LINE OK**.  
*When you return to the Editing Screen, the text of the two lines appears in the font you just selected.*
- 6 Press **UNDO** to remove the marker symbols and unmark the text.
- 7 Press and release **POSN**, then press the **UP ARROW** key.



Press and release **POSN**, then press **UP ARROW**



*This positions the title lines at the top of the page. The page icon in the page header lines changes to show the positioning.*

- 8 Press **BACKGROUND/PATTERN** to display the Patterns menu.
- 9 Press **RIGHT ARROW** to select the second pattern option in the top sub-menu. This is a pixel pattern.



Pixel Pattern Icon

- 10 Press **TAB** to move to the second sub-menu, then use the **ARROW** keys to highlight pattern number 10. Note that the swatch at the bottom of the screen shows a sample of each pattern as you highlight them in turn.
- 11 Press **NEW LINE OK** to return to the Editing Screen. Once again, Personal TitleMaker displays the pattern you've selected for this page.
- 12 Press **EFFECTS/IN** to display the Effects In menu, then press **DOWN ARROW** to select the first option in the second line. This is a fade transition.



Fade Transition Icon

- 13 Press **TAB** to move to the second sub-menu, then use the **LEFT** and **RIGHT ARROW** keys to highlight the number 3. This sets the speed of the transition to fairly slow.

- 14 Press **TAB** once more to move to the bottom sub-menu, use the **ARROW** keys to highlight the first option (the one with the clock), then type **15**.

 **0:01.5** ← Timed Duration

*This step sets the page's duration to 1.5 seconds (the amount of time the page remains on the screen). You do not need to type the decimal point between the 1 and 5, Personal TitleMaker understands what you want to enter.*

- 15 Press **NEW LINE OK** to return to the Editing Screen.

*Notice that the page header shows the icon for the fade transition you selected and the duration you specified.*

---

## LESSON 4

### CREATE PAGE THREE



Page three is a duplicate of page two with some additional lines added. The first new line is blank and serves as a separator. The second line contains a series of bullet symbols (•) and serves as another type of separator. The third new line contains the year of the tour, 1997.

You can create the page in two ways: re-type the text from the preceding page (Touring London) then add the new text, or copy the preceding page then add the new text. For this lesson you'll use the copy method to help you understand how to use it.

You'll also learn a useful trick in this lesson — how to introduce other lines of text to existing titles. That is, when page two finishes playing, page three appears and the titles from page two (Touring London) look as though they remained on screen, when in fact they have gone away.

- 1 Press **SHIFT+DOWN ARROW** then **SHIFT+RIGHT ARROW** to move the cursor to the end of page two.
- 2 Press **NEW PAGE** to create page three. Note that the page inherits its attributes from page two, as shown in the page header. This is true whenever you create new pages.



- 3 Press **LEFT ARROW** to move the cursor to the end of the text on page two (just after *London*), then press **MARK END**.

Move the cursor to the beginning of the page (just in front of *Touring*), then press **MARK START**.

*You are marking the text you need to copy to page three.*

- 4 Move the cursor back down to page three, press **COPY**, then press **UNDO**.

*The text from page two is now part of page three. Be sure to press **UNDO** to remove the markers from the text.*

- 5 Press **NEW LINE OK** twice to create two blank lines. The first line remains empty, so you don't need to type anything on that line.
- 6 Press and hold the **ACCENT** key, then type the letter **U** fifteen times. This creates the line of bullet symbols.
- 7 Press **NEW LINE OK** to create the final line, then type **1997**.
- 8 Press **FONT/FONT & SIZE** to display the font menu, select a different font to use for the text (1997) you just entered, then press **NEW LINE OK**.

*You might recall from an earlier lesson that you marked the text (*Touring London*) before specifying a different font, but did not do so in this case. When you specify fonts and styles, they always apply to the entire line upon which the cursor is located — which is what you've done in this step. When you want to set the font for more than one line at a time, you must first mark the text so that Personal TitleMaker knows you want to treat multiple lines.*

- 9 Press **UP ARROW** a couple of times so that you can see the page header information for page three.
- 10 Press **EFFECTS/IN**, select the cut transition, move to the bottom sub-menu and select the infinite duration option, then press **NEW LINE OK**.



Cut Transition Icon...

...Infinite Duration Icon



*In order for the trick we discussed earlier to work, you must use a cut transition. If you use any other type of transition it affects the entire page, causing the title "Touring London" to transition away*

*and then return as part of the next page. A cut transition makes the title appear to remain on screen even though a different page is displayed.*

*Setting this page for infinite duration lets you control the exact moment at which you want to remove it from the screen and go on to the next page. We use it here so that you can roll the input video tape then remove the page so that only the video shows. You could do this with a timed duration, but you would not have manual control of the process. Normally, video tapes have several seconds of blank footage at the beginning. By determining exactly how far into the tape your footage begins, you can time the exit of this page to that point on the tape. You used the same basic method when setting up page one of this project.*

- 11 Press **EFFECTS/OUT** to display the Effects Out menu, then highlight the square out transition icon.



Square Out Transition Icon

- 12 Set the transition speed to 1 (slowest), then press **NEW LINE OK**.

---

## LESSON 5

### CREATE PAGE FOUR



Page four is blank with a video (or, transparent) background. The incoming video footage plays on the screen with no other effects — that is, it plays just as though you were viewing it on a video monitor.

- 1 Position the cursor after the very last character (the digit 7) on page three, then press **NEW PAGE**.  
*Once again, note that the new page receives its attributes from the preceding page (page three in this case).*

For the following steps, if you want to be able to see your input video on the screen when setting the background pattern, turn on your input device and start the tape rolling. You might have to go into the tape several seconds before scenes begin to appear. You can probably monitor this through the camcorder's viewfinder.

- 2 Press **BACKGROUND/PATTERN** to display the Patterns menu.
- 3 In the top sub-menu, use the **LEFT** or **RIGHT ARROW** key to highlight the Video option.



Video Background Icon

*If your input device (camcorder) is running, the swatch at the bottom of the menu shows a portion of the video. If the device is not running, the swatch is solid black.*

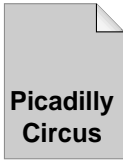
- 4 Press **NEW LINE OK** to return to the Editing Screen.

*Once again, if your input device is running, the video appears as the background for the Editing Screen — otherwise, the screen is solid black.*

It's up to you as to how to set the duration for this page. If you want to be able to control when the page leaves the screen, set the page for infinite duration. If you know exactly how long you want the blank page to remain on screen, set a timed duration for that amount of time. In the latter case, you need to know the exact point in the input tape where you want the next page to come on screen, and set the page for that duration.

## LESSON 6

### CREATE PAGE FIVE



Page five contains a two-line title (Picadilly Circus) that plays superimposed over the incoming video with a semi-transparent background.

- 1 Create a new page following page four.
- 2 Type **PICADILLY**, press **NEW LINE OK**, then type **CIRCUS**.  
*You can leave the font exactly as entered, or change it if you wish. If you mark the text and change the font, however, be sure to press **UNDO** afterward to remove the markers.*
- 3 Press and release **POSN**, then press **DOWN ARROW** — then enter the same key combination one more time.  
*The title lines are originally aligned at the top of the page, but we want them at the bottom. The first time you enter the key combination, the lines move to the middle of the page. The second time moves them to the bottom.*
- 4 Press **EFFECTS/IN**, choose the fade transition, set its speed to medium (5), and set the page's duration to 2.0 seconds.
- 5 Press **EFFECTS/OUT**, choose the fade transition, then set its speed to medium/slow (3).  
*Notice in the two preceding steps you did something a little different — you moved directly from the Effects In menu to the Effects Out menu without going back to the Editing Screen. You can move between menus this way at any time. However, always make sure you are editing the correct page and text.*
- 6 Press **BACKGROUND/COLOR** to display the Colors menu, choose a color other than black for the background (try a pink or orange shade), then press **NEW LINE OK**.
- 7 Press **BACKGROUND/PATTERN** to display the Patterns menu, then highlight the solid color option in the top sub-menu.



Solid Color Icon

- 8 Press **TAB** to move to the lower sub-menu, then press and hold the **RIGHT** or **LEFT ARROW** key to move the diamond marker to about one-third of the way between the solid box icon on the left and the video icon on the right.



Set marker about one-third of the way along the slider

*What you have just done creates a 33%-transparent background for the page using the background color you selected. When the marker is at the extreme left, the background is completely opaque; when at the extreme right, the background is completely transparent (allowing the video footage to appear, unobstructed). Placing the marker at other locations varies the amount of transparency/opacity.*

- 9 Press **NEW LINE OK**, mark both lines of text (**MARK START** and **MARK END**), then press **OUTLINE/COLOR** to display the Color menu.
- 10 Choose black or some other highly contrasting color from the menu, then press **NEW LINE OK**.
- 11 With both lines of text still marked, press **OUTLINE/PATTERN** to display the Patterns menu.
- 12 In the top sub-menu, select the solid color option, then press **NEW LINE OK**.

*The preceding four steps create a solid pattern outline around the characters in the title. The outline improves the readability of the characters when they are superimposed atop video footage.*

- 13 Press **UNDO** to remove the text markers.

## LESSON 7

### CREATE PAGE SIX



Page six is another blank page, just like page four. See if you can use what you've learned up to this point to create the new page and copy its attributes from page four. Some brief instructions follow.

- 1 Create the new page following page five.
- 2 Set the page's in transition to a medium speed cut and set its duration to infinite.
- 3 Set the page's out transition to a medium speed cut.

---

## LESSON 8

### CHECK YOUR PROGRESS

You've now created half of the required pages for the tutorial. It's a good time to play back the pages in the project to see how you've done. We recommend you read through all of the following steps before you begin.

- 1 If your input device (camcorder) is not yet turned on, do so now. If it is already running, rewind the tape to the beginning, then roll it forward to the point where the first image appears. Finally, put the device in Pause mode.
- 2 Press **CMD+PLAY**. This instructs Personal TitleMaker to play your project from the beginning — that is, from page one.



*Your screen should be completely black at this point because page one is completely black. Because page one's duration is set to infinite, this page remains on the screen until you manually invoke the next page.*

- 3 Press **PLAY** to manually invoke page two.

*Page two fades into view, remains on screen for 1.5 seconds, then page three plays automatically. You should see the line of bullet symbols and the year (1997) cut onto the screen.*

*This page is also set for infinite duration, so it remains on screen until you manually remove it.*

- 4 Press the Pause button on your input device (camcorder), then immediately press **PLAY**.**

*A square out transition occurs and you see your video footage playing on the screen. Page four is actually also playing at this time, but the page is blank and has a video background, so it appears as though nothing is actually playing except the video.*

*If you previously set page four's duration for a specific amount of time, just let everything continue to roll. The titles from page five (Picadilly Circus) will subsequently appear on screen at the appropriate moment.*

*If you set page four's duration to infinite, press **PLAY** at the moment you want page five's titles to come on screen.*

- 5 Page five remains on screen for 2.0 seconds, then fades away to page six. Because page six is another blank page with a video background, your video footage plays unobstructed on the screen.**
- 6 When you're ready to stop the project and return to the tutorial, press **NEW LINE OK**.**

## LESSON 9

### CREATE PAGE SEVEN



Page seven is almost identical to page five, except that the titles read differently and the text is aligned at the top rather than the bottom of the page.

Once more, see if you can create this page on your own using what you've already learned and the following, brief instructions.

- 1 Create the new page immediately following page six.
- 2 Enter the text for the titles: **PARLIAMENT AND BIG BEN**.
- 3 Align the text at the top of the page. *Hint:* **POSN**, then **UP ARROW**, twice.
- 4 Set the page's in transition and duration to whatever you want it to be. Try using settings different from those you've already learned about.

*Remember, if you use infinite duration, you'll need to manually remove the page from the screen at the appropriate time. You might also want to try using one of the other pixel patterns or the rainbow gradient patterns for the page.*

- 5 Set the page's out transition to whatever you want it to be.

This is probably a good time to experiment and learn some things on your own. Try using different fonts and styles, different colored letters and backgrounds, and different outlines.

---

## LESSON 10

### CREATE PAGE EIGHT



Page eight introduces a feature you have not seen as yet. It *crawls* a line of text across the bottom of the screen, from right to left.

- 1 Create page eight immediately following page seven.



- 2 Enter the following text, all on one line. Note that as you type past the right edge of the screen, it automatically scrolls to the left so that you can see what you are typing. Although the characters aren't visible toward the beginning of the line, they are still there.

Type, "**BIG BEN IS THE TALLEST, NON-ELECTRIC TIME DEVICE OPERATING IN GREAT BRITAIN**".

- 3 Use the **POSN** and **UP/DOWN ARROW** keys to align the text at the bottom of the page.
- 4 Press **EFFECTS/IN** to display the menu, move the cursor into the second sub-menu, and set the crawl speed to 3 (any faster than this and the text might move so quickly you won't be able to read it).
- 5 Move down to the last sub-menu and highlight the Crawl option, then press **NEW LINE OK**.



Crawl Option Icon

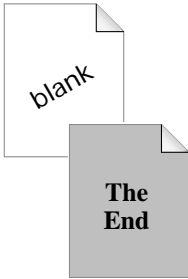
*You need not set a transition for this page because when you choose the Crawl or Scroll option, Personal TitleMaker ignores any transitions that might be set.*

- 6 Press **BACKGROUND/PATTERN** and set the page background to Video.
- 7 As you learned earlier, superimposing text over video requires some special considerations for the text characters. So, press **LETTER/COLOR** and choose a light color (such as white) for the text. Then press **OUTLINE/COLOR** and choose a contrasting color (such as black) for the outline around the characters to give them good definition.

*If you choose any font other than number 3, the outline appears as narrow borders around the outside edge of each letter. However, if you choose font number 3, Personal TitleMaker displays each character inside an individual box. This occurs because the letters are too small to outline effectively in the same way as the other fonts.*

# LESSON 11

## CREATE PAGES NINE AND TEN



Page nine is a blank page exactly like pages four and six. You should be able to create the page without any further instructions.

Page ten is The End (but not the final page). The title transitions down from the top of the screen, pauses for two seconds, then transitions in the reverse direction, up to and off the top of the screen. The page plays against a pixel pattern background.

- 1 Create page ten immediately following page nine.
- 2 Type **THE**, press **NEW LINE OK**, then type **END**.
- 3 Press **BACKGROUND/PATTERN** and select the pixel pattern option in the top sub-menu.



Pixel Pattern Icon

- 4 Press **TAB** to go to the second sub-menu, then select pattern option number 01.
- 5 Press **BACKGROUND/COLOR**, select a dark gray background, then **PRESS NEW LINE OK**.
- 6 Use **MARK START** and **MARK END** to mark all text on the screen, then press **FONT/FONT & SIZE** to display that menu.
- 7 Choose font number six (bottom sub-menu), then move to the top sub-menu.
- 8 Highlight the right-most option in the sub-menu. This option increases both the width and height of the characters by a factor of two.



Double Font Width and Height Icon

- 9 Press **EFFECTS/IN**, choose the slide down transition effect, set the transition speed to 5, and set the page duration to 2.0 seconds.



Slide Down Transition Effect

- 10 Press **EFFECTS/OUT**, choose the slide up transition effect, and set the speed to 5.



Slide Up Transition Effect

- 11 Press **UNDO** to remove the markers from the text.

## LESSON 12

### CREATE PAGE ELEVEN



Page eleven scrolls the production credits from off-screen bottom to off-screen top. It uses the same background pattern and color as page ten, for continuity.

- 1 Create page eleven immediately following page ten. Note again that the new page inherits its page attributes from the preceding page.
- 2 Type six lines of production credits as follows, pressing **NEW LINE OK** at the end of each line:
 

**VIDEOGRAPHY...**  
**BUBBA GUMP**  
**SOUND RECORDER...**  
**LIEUTENANT DAN**  
**EDITOR...**  
**FORREST GUMP**
- 3 Move the cursor back up to the first line, press **FONT/FONT & SIZE**, and select font number two. Do the same for the third and fifth lines.

- 4 Use the same technique to select font number one for lines two, four, and six.
- 5 Press **EFFECTS/IN**, set the speed to 4, then select the Scroll option in the bottom sub-menu.



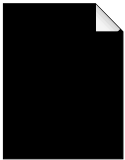
Scroll Option

*Remember, when you use the scroll or crawl option Personal Title-Maker ignores any transitions set for the page.*

---

## LESSON 13

### CREATE PAGE TWELVE



Page twelve, like page one, creates a solid black background to record at the end of the program. This helps ensure you don't have "garbage" footage if using a tape that was previously recorded.

Hopefully, by this time you can create this page without any further instructions. All you really have to decide is whether or not you want to use any transitions for the page and how long you want to set its duration. So, have at it!

When you finish the page, refer back to "Lesson 8 Check Your Progress" on page 46 to play the entire program.

This tutorial does not contain lessons for recording your finished program to video tape. Those procedures are covered in Chapter 12, *Playing and Recording Projects*.

# Working with Projects



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**A** Personal TitleMaker Project represents one logical unit of work. Perhaps you just returned from a Caribbean cruise and want to add titles to the video footage to show the places you visited. The footage and associated titles represent one Personal TitleMaker project.

A project consists of a collection of pages. Each project is completely independent, so you can make changes to one project without disturbing the pages and titles in others.

Each project can have any number of pages or titles, and there is no limit on the number of projects you can store at any given time. You can have many small projects, one large one, or anything in between. You can assign unique names to projects for easy identification.



*Note* \_\_\_\_\_

Although there is no limit on the number of projects you can store, all projects combined cannot store over 4,000 individual characters.

---

## PROJECT USES

Here are some ways you might find Personal TitleMaker projects useful.

- Projects are convenient for storing titles for multiple jobs. For example, you might shoot three separate, unrelated events in a single week. Making each event a separate project helps you control the material and prevent accidental changes to a project.
- Create a project that contains pages you use quite often, such as a standard title page for productions. When needed, copy the page or pages to a new project and, if necessary, modify them as needed.
- Use projects to share the Personal TitleMaker unit with other people by keeping each person's work in separate projects.

---

## CREATING NEW PROJECTS

To create a new project:

- 1 Press the **PAGE INDEX** key to display the Page Index Screen — the only location from which you can create new projects.



- 2 Use the **ARROW** keys to place the cursor in any existing project, then press **CMD+NEW PAGE**. A new project appears on screen immediately following the one that contains the cursor.



Once you create a new project, press **NEW LINE OK** to enter the Editing Screen. From here you can create pages and titles for the new project.

**CAUTION**

After creating a new project, you should add at least one title to it, or give it a name (as described in the next section). If you don't do one of these steps, Personal TitleMaker automatically deletes the project the next time you display, then exit, the Page Index Screen. The way around this is to press **NEW LINE OK** to exit into the empty project.

---

---

## NAMING PROJECTS

We recommend you name all projects. This helps identify each project to ensure you don't mistakenly change or delete important ones. Use project names that remind you of the project's purpose and content. Project names are especially useful when projects contain similar content.

Project names can be up to 20 characters long. Names can contain any character you can type on the keyboard.

Project names appear only on the Page Index Screen, in the project header areas.

### To name a project:

- 1 Press **PAGE INDEX** to display the Page Index Screen.



- 2 Use the **ARROW** keys to locate the project you want to name. The first item in the project header contains an icon, the project number, and enclosing square brackets between which you can enter the project name.

- 3 Use the **ARROW** keys to position the cursor to the right of the first square bracket, then type the project name. In the following example, the project number is 2 and the assigned project name is Vacation Video.



## Renaming Projects

To rename an existing project:

- 1 Proceed as explained in the previous section to display the Page Index Screen.
- 2 Use the **ARROW** keys to locate the project name you want to change.
- 3 Use standard editing functions (such as the **DELETE** key) to edit the project name.

---

## DELETING AND EMPTYING PROJECTS

When you **delete** a project, you remove everything associated with it (pages and titles) from Personal TitleMaker's memory. You cannot thereafter use or recall that project — it's gone for good.

When you **empty** a project, you remove all of its pages and titles, but the project itself remains. You might do this when you want to toss everything and get a fresh start with a project.

To delete a project:

- 1 If necessary, press **PAGE INDEX** and locate the project name on the Page Index Screen.
- 2 Use the **ARROW** keys to move the cursor to a line in the project you want to delete.



- 3 Press **CMD+SHIFT+DELETE**. This instructs Personal TitleMaker to delete the current project. Personal TitleMaker displays a graphic of a trash can and other symbols.



- 4 To delete the project, press **NEW LINE OK**. If you don't want to delete the project, type the letter **x**.

To empty a project:

- 1 If necessary, press **PAGE INDEX** and locate the project you want to empty on the Page Index Screen.
- 2 Use the **ARROW** keys to move the cursor to any line in the project you want to empty.
- 3 Press **CMD+MARK START**, then press **CMD+MARK END**. This combination of keys automatically marks all pages and titles in the current project. Whatever action you do next affects only the marked items.
- 4 Press **DELETE**. This removes all marked items from the project. Personal TitleMaker does *not* ask you to confirm this action.

You now have an empty project.



**CAUTION**—

If you leave the Page Index Screen at this point, and the project you just emptied does not have a name assigned, Personal TitleMaker automatically deletes that project.

If you make sure the project you just emptied has a name assigned before leaving the Page Index Screen, the project remains in Personal TitleMaker's memory. You can go back later and add new pages and titles to the project.

## About Empty Projects

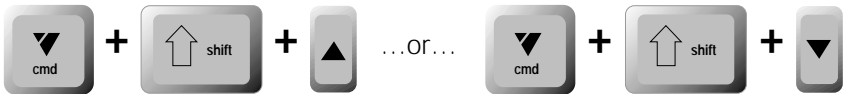
Keep in mind these general rules about projects:

- When you leave the Page Index Screen (such as when going to the Editing Screen), Personal TitleMaker checks to see if there are any empty projects. If a project is empty but the cursor *is positioned within the project*, Personal TitleMaker does *not* delete the project. However, if a project is empty, the cursor is *not positioned within the project*, and the project does not have a name, Personal TitleMaker automatically deletes that project or projects.
- Personal TitleMaker never automatically deletes a project that contains titles or has a name assigned to it.

---

## NAVIGATING BETWEEN PROJECTS

While working at either the Page Index or Editing Screen, press **CMD+SHIFT+UP ARROW** or **CMD+SHIFT+DOWN ARROW** to jump from one project to another.



While playing projects, you must switch to the Page Index or Editing Screen before you can jump to other projects.

## COPYING AND MOVING PROJECT TEXT

You can copy and move text from one project to another. For example, you might have a standard set of opening credits stored in a permanent project named *Credits*. When you begin a new production, copy the standard credits from the *Credits* project to the new project.

Use either the Page Index or Editing Screen to copy or move pages of text from one project to another.

- Use the Page Index Screen when transferring many pages at once because this screen displays the pages in a more compact format. However, you can copy or move only entire pages.
- Use the Editing Screen to copy or move only a portion of a page.
- Use the Page Index Screen to first copy or move an entire page to another project, then use the Editing Screen to remove any pages or titles you don't need.

### To copy or move pages and titles:

- 1 Go to the Page Index or Editing Screen.
- 2 Use the **ARROW** keys to move the cursor to the beginning of the item or items you want to copy or move.
- 3 Press **MARK START**. Remember, if you are at the Page Index, you can mark only entire pages.
- 4 If you are working at the Editing Screen, move the cursor to the end of the item or items you want to copy or move, then press **MARK END**.

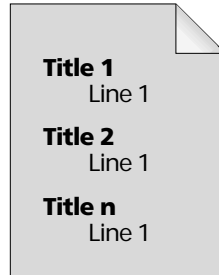
If you are working at the Page Index, press **MARK END** without moving the cursor. Personal TitleMaker automatically marks everything on the current page.

- 5 Press **CMD+SHIFT+UP ARROW** or **CMD+SHIFT+DOWN ARROW** to move the cursor to the project and location where you want to copy or move the marked titles.
- 6 To copy the marked pages to the current location, press **COPY**. Personal TitleMaker copies the marked pages to the current project — the originals remain where they are.

To move the marked pages to the current location, press **MOVE**. Personal TitleMaker moves the marked pages to the current project — the originals no longer exist in their original location.

# Notes

# Working with Pages



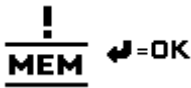
---

The Personal TitleMaker can hold more than 4,000 characters. You normally divide the characters into logical groupings called *Pages*.

Personal TitleMaker projects normally consists of one or more pages. (A project can exist without any pages, but this is not a normal situation.)

Pages normally contain one or more titles. You can also create blank pages for various purposes, such as when you want to manually control page changes during playback. You'll learn more about titles in Chapter 7, *Working with Titles and Lines*.

When you play back a project, Personal TitleMaker displays the pages in that project in succession, one after another. You can allow playback to run automatically, control playback from the Personal TitleMaker keyboard, or control playback using a GPI device. This chapter describes the first two methods (also see Chapter 12, *Playing and Recording Projects*, for additional information). For information about using a GPI device, see Appendix C, *Building and Using a GPI Device*.



Personal TitleMaker pages can be short and simple, or long and complex, depending on your needs.

The only restriction is that the total number of characters in all pages (for all projects) cannot exceed the maximum character limit of 4,000+ characters or 40 lines per page. If you exceed the limit, Personal TitleMaker displays a memory warning message and refuses to accept any more characters. You must delete some existing projects, pages, titles, and/or lines in order to continue. To check how much memory is available, enter **CMD+M**. Press **NEW LINE OK** to clear the memory screen.

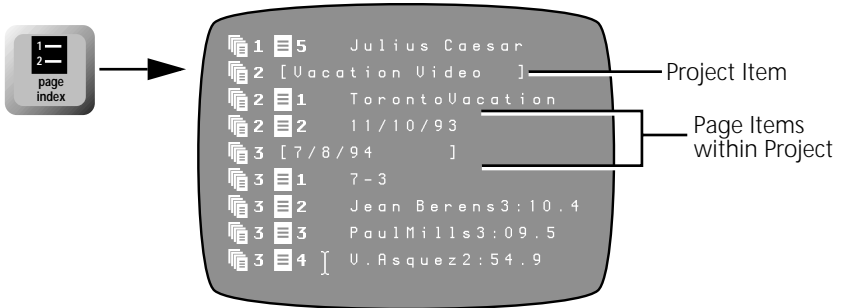
You can apply special effects (*transitions*) to pages and also specify the amount of time (*duration*) that a page remains on the screen.

## IDENTIFYING PAGES

When you display either the Page Index or Editing Screen, you see information about each page. The information varies slightly depending on which screen you display.

### Page Index Screen

The Page Index Screen contains a list of all projects along with separate entries for each page within the project. To display the Page Index Screen, press **PAGE INDEX**.



Each page item shows the following (refer to the first page item in the preceding illustration for an example):

- An icon and number indicate the project to which the page belongs. This example shows a page that is part of project number 2 (which is named *Vacation Video*).
- An icon and number indicate the page within the project. The example refers to page 1, which is titled *Toronto Vacation*.
- The text of the title for the specified page. The title text in the example is “Toronto Vacation.” Personal TitleMaker displays the title text on a single line. If the text is too long to fit the screen, Personal TitleMaker truncates the display. However, this does not change the original title text — it is still there.

The Page Index Screen lists all projects and pages stored on Personal TitleMaker. The items appear in order by project number and page number. See “Navigating the Page Index Screen” on page 27 to learn how to move about this screen.

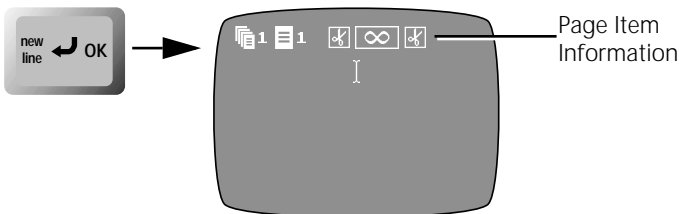
Remember, you can work with pages in the Page Index Screen, but you cannot edit page titles. To edit titles, you must use the Editing Screen.

## Editing Screen

When using the Editing Screen, you work with only one project at a time.

To display the Editing Screen:

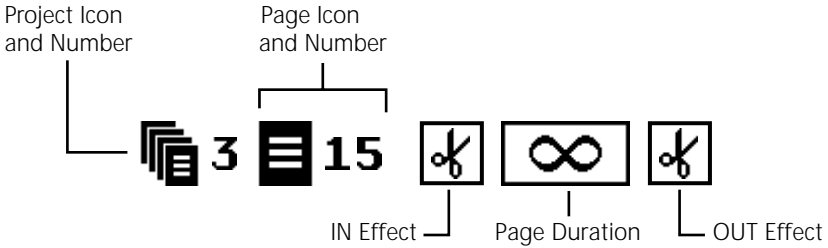
- 1 Press **PAGE INDEX** to display the Page Index Screen.
- 2 Use the **ARROW** keys to move the cursor to any title in the project you want to access.
- 3 Press **NEW LINE OK** to display the Editing Screen.



When the Editing Screen appears, the cursor appears in the page you specified on the Page Index Screen. Use the **ARROW** keys to move the cursor to any other page. See “Navigating the Editing Screen” on page 29 for instructions.

### Page Item Information

Each page item on the Editing Screen contains a *page header* section that shows information about the page.



Immediately below the page header section is the title area. Enter and edit information in this area as needed for the page. See Chapter 7, *Working with Titles and Lines*, for more information about this area.

You cannot *directly* change any of the information in the page header section, you must use either the Page Index Screen (described above) or one of the menus.

The *Project Icon and Number* show the project to which the page belongs. The only way you can change this information is to move the page to some other project.

The *Page Icon and Number* show the page’s position within the project and the position of the text on the page. In the example shown above, the page is number 15. If you move the page to some other location in the project, Personal TitleMaker automatically adjusts the page number. The icon indicates vertical positioning of the text on the page — top, bottom, or center. See “Positioning Titles on a Page” on page 86 for further details.



The *IN Effect* icon shows the transition assigned to this page. Personal TitleMaker uses this transition when it begins to display the page on the Play Screen. To change the transition for the page, press **EFFECTS/IN**. See “Setting In Effects and Page Duration” on page 69 for instructions.



The *Page Duration* area shows how long the page remains on the screen. In the example above, an infinity symbol appears, indicating that this particular page remains on the screen until you remove it by some specific action (such as pressing the **PLAY** key again). When you set the page for infinite duration, scroll, or crawl, a corresponding symbol appears here. If you set the page for a timed duration, numbers replace the symbols. See “Setting Page Duration” on page 72 for more information.



The *OUT Effect* icon is similar to the *IN Effect* icon except that it shows the transition used when the page leaves the Play Screen. To change the transition, press **EFFECTS/OUT**. See “Setting Out Effects” and “Transitions” on page 70 for more information.

---

## CREATING PAGES

You can create new, blank pages whenever and wherever needed. You can also create new pages by splitting the text on an existing page so that the page becomes two or more separate pages. The position of the cursor on a page (or within a title line) determines what occurs in each case.

Any time you create a new page (whether blank or otherwise) the new page *inherits* all attributes assigned to the preceding page. If there is no preceding page, Personal TitleMaker creates the new page with *default* attributes.

To create a new, blank page:

- 1 On the Editing Screen, position the cursor (1) at the *end of the page immediately preceding* where you want to create the new page, or (2) at the *beginning of the page in front of which* you want to create the blank page.
- 2 Press **NEW PAGE**.

Suppose you have a page that contains a two-line title. The first line contains the name of the program, the second contains the date on which it was created. When you play this page, both lines of the title

appear at the same time. If you want the program name to appear on one page and the date to appear on a different page, you can easily split the two.

To create a new page from an existing page:

- 1 On the Editing Screen, position the cursor at the exact location where you want the split to occur.

For the example stated above, place the cursor at the end of the line containing the program name.

- 2 Press **NEW PAGE**.

Personal TitleMaker creates a new page following the current one. The original page now contains only the program name. The new page contains the date information from the original page. The new page inherits its attributes from the preceding, original page.

---

## MOVING AND COPYING PAGES

You can move any Personal TitleMaker page to any other location, which is useful for rearranging page sequences. You can copy any page to any other location, which also has many uses.



*Tip*

*If you use a page or pages in most or all productions, consider creating a separate project to hold all of the pages you need. Then copy a page or pages into each project.*

Moving and copying pages involves the same basic procedure.

- 1 Locate the page or pages you want to move or copy on the Editing Screen.
- 2 Position the cursor at the end of the page preceding the one you want to move or copy, then press **MARK START**.
- 3 Move the cursor to the end of the text you want to move or copy, then press **MARK END**.



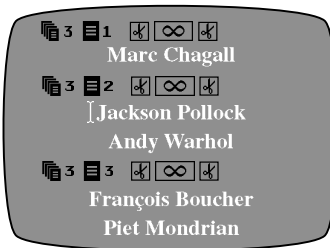
Note

A shortcut method for marking everything on a page is to position the cursor anywhere within the page, press **SHIFT+MARK START**, then press **SHIFT+MARK END**.

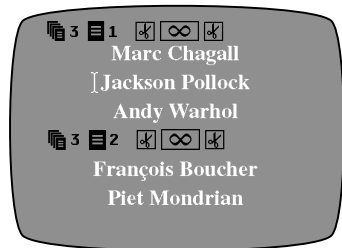
- 4 Move the cursor to the exact position *to which* you want to move or copy the marked text.
- 5 To *move* the marked text, press **MOVE**.  
To *copy* the marked text, press **COPY**.

## MERGING PAGES

There might be times when you want to merge the text from two or more pages into a single page. To do this, remove the page header information from the second and any subsequent pages.



In this example, page 2 is being merged with the previous page.



Here's the result of the merge operation.

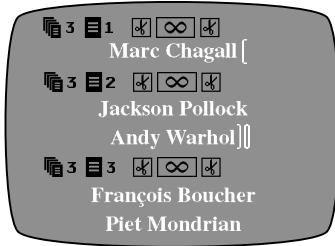
To merge pages:

- 1 Locate the pages you want to merge on the Editing Screen.
- 2 Position the cursor immediately preceding the first character on the second page, then press **DELETE**.

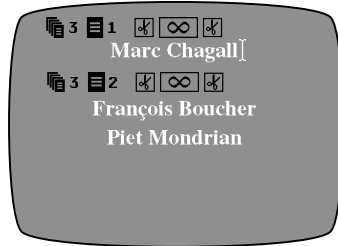
To merge subsequent pages, repeat this step for each page you want to merge.

## DELETING PAGES

You can easily delete pages from any project.



Mark the start and end positions of the page or pages you want to delete. The [ symbol indicates the start position: the ] symbol indicates the ending position.



When you press **DELETE**, Personal TitleMaker deletes everything between the start and end markers.

To delete one or more pages:

- 1 Locate the page or pages you want to delete on the Editing Screen.
- 2 Position the cursor at the very end of the page *preceding* the page or pages you want to delete, then press **MARK START**.
- 3 Move the cursor to the *end* of the page or pages you want to delete, then press **MARK END**. This marks everything between the start and end markers.



*Note*

To delete the marked text, the cursor must be positioned *immediately after* the mark start symbol (I) or the mark end symbol (I).

- 4 Press **DELETE**.

If you delete a page or pages by accident, press the **UNDO** key (**before doing anything else**) to reverse the operation and restore the page or pages.

## PAGE ATTRIBUTES

Every page has attributes that control the way the page displays during playback. You learned a little about three of these attributes (in effect, page duration, and out effect) under “Page Item Information” on page 64.

Another attribute you can specify for a page is its background.

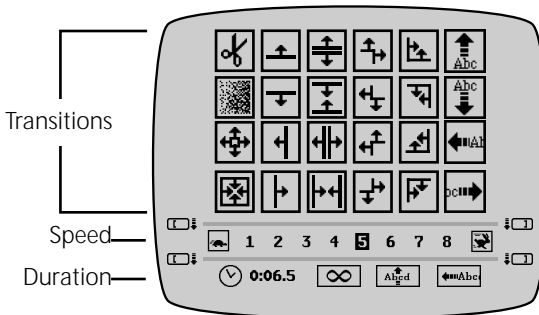
This section explains how to set page attributes. Use the Personal Title-Maker menus to select the attributes you want.

### Setting In Effects and Page Duration

You can set both the in transition and page duration attributes from the same menu. (The following instructions give a brief description of how to use the appropriate menus. For additional information, see Chapter 8, *Working with Menus* and the subsequent chapters that discuss each menu.)

To set In Effects and Page Duration:

- 1 Display the Editing Screen and move the cursor to the page with which you want to work.
- 2 Press the **EFFECTS/IN** button to display the menu.



- 3 Use **ARROW** keys to highlight the transition you want to use in the *Transitions* sub-menu. See “Transitions” later in this chapter for descriptions of the transitions.
- 4 Press **TAB** to move to the *Speed* sub-menu.

- 5 Use **ARROW** keys to highlight the speed factor. This factor determines how fast the transition runs. Speed 1 is slowest, 8 fastest. Experiment with different speeds to find the one that works best with a page.
- 6 Press **TAB** to move to the *Duration* sub-menu.
- 7 Use **ARROW** keys to highlight the duration option you want. See “Setting Page Duration” later in this chapter for more information about the options and how to use them.
- 8 Press **NEW LINE OK** to exit the menu and return to the Editing Screen.

## Setting Out Effects

Out Effects are exactly the same as In Effects, with these two differences:

- Out Effects control what happens when a page exits the screen, as opposed to when it enters.
- When applying Out Effects, you cannot set the page’s duration, you can only control the speed of the transition.

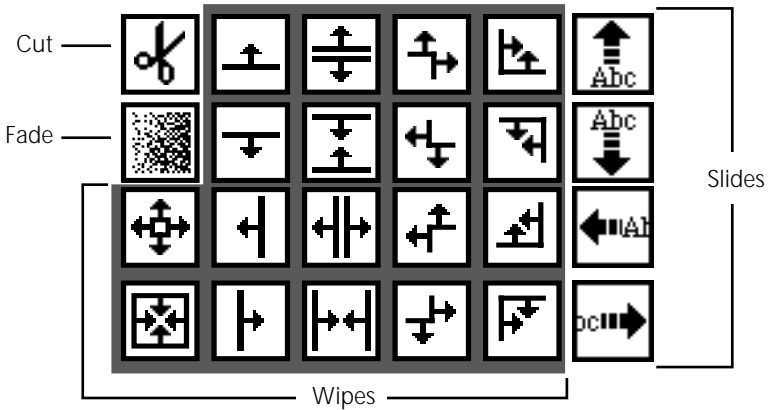
The Out Effects menu looks exactly like the In Effects menu except that it does not contain the Duration sub-menu.

To set the Out Effects for a page, do as explained in the preceding section but press **EFFECTS/OUT** rather than **EFFECTS/IN**.

## Transitions

Personal TitleMaker provides an assortment of transitions for controlling the way a page enters and exits the screen. The transitions are special effects, such as wipes and slides.

The same set of transitions is available for pages entering and exiting the screen. To choose a transition, press either **EFFECTS/IN** (for a page entering) or **EFFECTS/OUT** (for a page exiting) while the cursor is positioned in the page on the Editing Screen. The transition sub-menu appears at the top of the screen in each case.



### Cut Transition

There is only one cut transition. The cut causes the page to abruptly appear or disappear, without any effect.



Note

Setting the speed of a cut transition does not have any effect.

### Fade Transition

There is only one fade transition. The fade (sometimes called a *dissolve*) causes the page to slowly fade into view (for an In Effect), or slowly fade out of view (for an Out Effect). Use the *Speed* sub-menu to control the speed of the fade.

### Wipe Transitions

There are 18 wipe transitions. In a wipe, a line or corner sweeps across the screen. If the wipe is an In Effect, the moving boundary reveals the new page of titles in its wake. If it's an Out Effect, the wipe removes the titles. Any wipe can be used as an In or Out Effect.

## Slide Transitions

There are four slide transitions from which to choose. A slide transition moves the page title(s) up, down, left, or right on the screen until they either appear or disappear completely. Slide transitions can be used with either In or Out Effects.

Horizontal (right/left) slides might appear “jittery” or vibrate if the page contains too much text or the speed of the slide is too fast. To remedy this situation, try any or all of the following:

- Reduce the amount of text on the page
- Split the text into multiple, sequential pages
- Reduce the speed of the transition
- Use a vertical slide

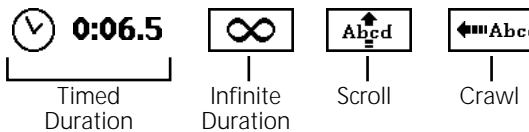
Normally, vertical slides (down/up) appear smooth at any speed.

If the text of a title does not fit on one page, the text might be truncated (or, cut off), depending on slide direction and position of the text on the page. For example, if a line is wider than the screen, a horizontal slide stops when the text reaches the edge. Characters past the trailing edge are not displayed. You can display the missing characters by editing the page so all characters fit, such as breaking the line into two lines, or use a smaller font, size, or style.

## Setting Page Duration

Remember, you set the page duration only on the In Effects menu, you cannot set it for the Out Effects.

The Duration sub-menu appears at the bottom of the In Effects menu.





## Timed Duration

Use Timed Duration to control the exact length of time the page remains on-screen. The value is in the format **m:ss.n** — where **m**=minutes, **ss**=seconds, and **n**=tenths of a second. You can set the value from 0:00.0 to 9:59.9 (just under 10 minutes).

To set timed duration:

- 1 Insert the cursor in the page you want to set on the Editing Screen, then press **EFFECTS/IN**.
- 2 Press **TAB** as necessary to activate the *Duration* sub-menu.
- 3 Press the **ARROW** keys as necessary to select and highlight the *Timed Duration* item in the sub-menu.
- 4 Type the value you want to set.

The field fills in from the right, with each successive character moving the preceding one to the left. So, to set a duration of 1 minute, 6.2 seconds, type **1062**; to set a duration of 1 and a half seconds, type **15**; and so forth.

## Infinite Duration

Selecting the infinite duration option causes the page to appear on the screen and remain there until you take some action to remove it. Normally you use this option when you want to control page playback using the **PLAY** key. That is, you can press **PLAY** to start the project and display the first page (set to infinite duration). The page remains on the screen until you again press **PLAY**.

## Scroll and Crawl

**Scroll** causes the page to roll *vertically* on the screen, starting off-screen bottom and finishing off-screen top. You often see this done with movie credits.

A Scroll is similar to a slide-up transition, except that it scrolls straight through without ever stopping in the middle.

If a page has more than about 40 lines (depending on the amount of text in each line), it might not scroll smoothly. If the memory warning appears when you attempt to play the page, break it into multiple pages or remove some lines.

**Crawl** causes the page to roll *horizontally* on the screen, beginning off-screen right and finishing off-screen left. If the page contains more than one title line, Personal TitleMaker inserts a space between them. If two lines have different attributes (such as font, color, style, and so forth), the first line must exit the screen before the second line can begin to crawl.

You can make a crawl occur at the top, middle, or bottom of the page. This depends on how you align the titles. See “Positioning Titles on a Page” on page 86.

You cannot combine Scroll and Crawl with other transition effects. That is, when you choose Scroll or Crawl, Personal TitleMaker automatically disables all other transitions.

Use the *Speed* sub-menu to set the speed at which the Scroll or Crawl runs.

### Tips for Using Effects

Generally, keep effects simple. Avoid using too many fancy effects — they tend to distract from the message and can become very tedious to watch.

Use complementary effects for in and out. For example, if you slide a page in from the right, have it slide out to the left.

When pages have different background or border colors and patterns, most effects happen in two steps. For example, suppose you use fades to change from titles on a red background to titles on a green background. The titles on the first page fade first, leaving the background red. Subsequently the background cuts from red to green, and the in effect for the second page occurs. For clean and simple effects, use the same background color and patterns for both pages.

## USING BACKGROUNDS

Every Personal TitleMaker page has a background. You can select from four different types of backgrounds:

- Solid color
- Pixel pattern
- Rainbow gradient
- Video

To specify a background color and/or pattern:

- 1 On the Editing Screen, insert the cursor in the page you want to set.
- 2 Press **BACKGROUND/COLOR** to display the Color menu and select the color you want.
- 3 Press **BACKGROUND/PATTERN** to display the Pattern menu and select the pattern you want.



*Note*

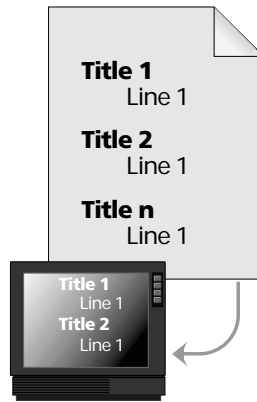
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To learn how to work with the Color and Pattern menus, see Chapter 8, *Working with Menus*. Also see Chapter 11, *Working with Backgrounds*, for additional information.

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# Notes

# Working with Titles and Lines



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**T**itles normally consist of one or more **L**ines of text (or, character strings). The titles and lines contained within any given page appear on the screen when you play a project. Pages appear one at a time, so the titles and lines for the page appear only when the page is displayed.



*Note*

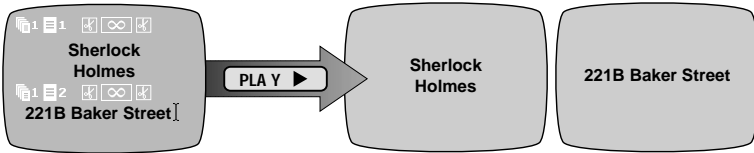
In general, titles and lines are the same thing. Throughout this chapter we use the term *title* to mean either single or multiple lines of text.

---

Before you begin creating and editing titles, you need to know how to navigate the Editing Screen. If you aren't sure how to do this, see “Navigating the Editing Screen” on page 29.

# TYPING TITLES

To create new titles, position the cursor where you want to type, then type the characters on the Personal TitleMaker keyboard. Suppose, for example, you want to create two pages with separate titles. The first page contains the title “Sherlock Holmes” (stacked vertically) and the second page “221B Baker Street.”



The two pages on the Editing Screen. For the first page, type “Sherlock,” press **NEW LINE OK**, then type “Holmes.” For the second page, just type the address information as shown.

When you play the project, the two pages appear on-screen as shown here.



Keep in mind that pressing **NEW LINE OK** always starts a new line on the same page. When you want to create a new page for entering another title, press **NEW PAGE**.



If you make a mistake while typing, press **DELETE** to erase the character that precedes the cursor. Keep pressing **DELETE** to delete as many characters as necessary.



For typing upper case letters and some special symbols (such as “!” and “%”), hold down **SHIFT** while typing.



Pressing **CAPS LOCK** locks the keyboard so that it types upper case letters. **CAPS LOCK** does not affect the number or punctuation keys – you must use **SHIFT** to type those characters even with **CAPS LOCK** engaged.

When you type characters, they get inserted at the cursor’s position; they never replace existing characters.

If you type a long line of text that extends beyond the edge of the screen, you might not be able to see some of the characters. The characters, however, still exist. Move the cursor past the edge of the screen and the invisible text scrolls into view.

If you play a page that has text past the edge of the screen, the extra text will not be displayed. You can remedy this in several different ways:

- Break the long line into two or more individual lines.
- Use a smaller font and/or size.
- Use a crawl effect to move the line across the screen.

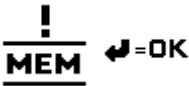
All of these procedures are covered elsewhere in this guide. See the Index for page references.



Note

When you type, characters appear, by default, in English. You can type characters in any of the international character sets provided by Personal TitleMaker. See Appendix B, *International Character Sets*, for details.

## Memory Warning



If this warning symbol appears while typing, it means that Personal TitleMaker's memory is full, or that the current title cannot accept any more characters. To add more characters to any title, you must first erase some of the existing titles or pages. You can check the amount of memory available at any time by entering **CMD+M**. Press **NEW LINE OK** to remove the memory display.

## Creating Tabular Columns

Use **TAB** to create columns of information on a page. The tab function works by aligning text with the *next blank space in the previous line*. For example, you can create a table of parts showing part number, description, and unit cost.

Part No.	Description	Price
12475	Widget	22.49
12660	Bracket	6.95

To create tabular columns:

- 1 To create column headers (such as shown above), type a line of text with the required headings. Insert spaces between each column header.
- 2 Press **NEW LINE OK** to start a new line.
- 3 Type the first part number (12475), press **TAB** to move to the Description column, then type the description (Widget).
- 4 Press **TAB** again to move to the Price column, type the price (22.49), then press **NEW LINE OK** to start the next line.
- 5 Repeat the two preceding steps as necessary to add more lines to the table.

You might need to make small adjustments to obtain proper alignment. For example, if a word aligns itself to the wrong blank space, you might need to add more tabs (by pressing **TAB**). You can also add and remove spaces and blank lines to change the table appearance.

When you add a tab to a line, Personal TitleMaker automatically left-aligns the text.

Tabs do not adjust automatically when you edit a line of text. You might need to add tabs or spaces to properly align the material.

The line preceding the one containing the cursor always controls tab spacing.



## Typing Special and Accented Characters

Personal TitleMaker contains many special characters, such as ® and ★, and many accented characters for use with other languages. Most keys show the characters that result from typing the key in combination with a modifier key, such as the **ACCENT** key. For example, type **ACCENT+E** to enter the Yen symbol (¥).

See Table 3, *Examples of Special Characters*, on page 23 for specific examples.

---

## EDITING EXISTING TITLES

Before editing (or, changing) the text in existing titles, you need to know how to correctly position the cursor on the Editing Screen. If you haven't already read "Navigating the Editing Screen" beginning on page 29, please do so before continuing.

### Making Simple Text Changes

A "simple" text change is one where you change some or all text characters in a title. For example, suppose when typing the name Mozart you enter one too many a's.



To delete the extra letter:

- 1 While working on the Editing Screen, position the cursor immediately *after* the letter you want to delete.
- 2 Press **DELETE**.

Every time you press **DELETE**, Personal TitleMaker deletes the character that immediately precedes the cursor. If you subsequently press other keys, the new letters appear at the current cursor location.

## Reversing Text Changes



**UNDO**, in most cases, reverses the last action you performed. For example, if you press **DELETE** twice to remove two characters from a title, then change your mind, immediately press **UNDO** to restore the last character you deleted.

**UNDO** works only on the last action you performed. In the preceding example, the first time you press **UNDO** you restore the letter you last deleted. Press **UNDO** again to reverse that action and, consequently, again delete the letter you just restored.

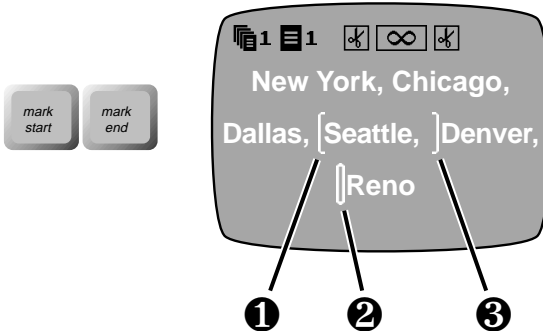
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## MARKING TEXT

When working with blocks of text (that is, anything from two characters to all pages), begin by marking the text. Once marked, any action you do (such as changing color, style, and so forth) affects everything within the marked block.

To mark a block of text:

- 1 On the Editing Screen, position the cursor at the beginning of the block and press **MARK START**.
- 2 Move the cursor to the end of the block and press **MARK END**.



Personal TitleMaker places a start mark symbol (1) at the beginning and an end mark symbol (1) at the end of the block. In the example above, the start mark symbol (1) and the end mark symbol (3) bracket the text "Seattle." When you mark text, the cursor changes to a *fat* cursor (2) to let you know something is marked.

To change the location of the markers:

- 1 Move the cursor to the position where you want to set the marker.
- 2 Press **MARK START** to change the start marker, or press **MARK END** to change the end marker.

To remove a set of markers:

- ◆ Press **UNDO**.

## ***Marking Pages and Lines***

To copy, move, or otherwise change an entire page, position the cursor at the *end of the preceding line*, rather than at the beginning of the line you want to mark. Placing the start marker at this location marks the page header information for the page. When you subsequently copy or move the marked text, the page header information accompanies the page to its new location, thus preserving all page attributes (alignment, transitions, duration, and so forth).

Likewise, to copy, move, or otherwise change an entire line or lines, position the cursor at the *end of the preceding line*, rather than at the beginning of the line you want to mark. This ensures that the line preserves whatever text attributes (font, size, color, and so forth) have been assigned. Otherwise, the line inherits the attributes assigned to the line immediately above where it is moved or copied.

### ***Shortcuts for Marking Items***

To mark all text on the current page, press **SHIFT+MARK START**, then **SHIFT+MARK END**.

To mark all text on all pages in a project, press **CMD+MARK START**, then **CMD+MARK END**.

## ***Working with Marked Text***

Once you mark a block of text, you can perform any action on the block. You can delete the text, change its attributes, move it to a different location, and so forth.

## Deleting Marked Text

To delete marked text:

- 1 Mark the text as described above.
- 2 If necessary, position the *fat* cursor immediately after the end marker. The cursor **must be in this position**.
- 3 Press **DELETE**.

If after deleting the text you change your mind, immediately press **UNDO**. You must do this **immediately after pressing DELETE**, otherwise you cannot recover the deleted text.

## Replacing Marked Text

To replace marked text:

- 1 Mark the text as described above, and press **DELETE**.
- 2 Type the new text.

## Moving and Copying Marked Text

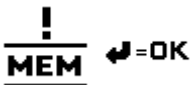
To move or copy marked text:

- 1 Make sure the text is properly marked, as explained in the preceding sections.
- 2 Move the cursor to the location **to which** you want to move or copy the marked text.
- 3 To move the marked text, press **MOVE**. The marked text disappears from its original location and reappears at the new location.

To copy the marked text, press **COPY**. The marked text remains at its original location and a duplicate appears at the new location.



Note



When copying text from one location to another, you might run out of memory. If this occurs, this message appears. You need to remove some text before you can complete the copy.

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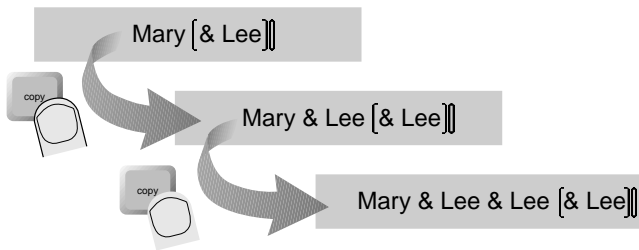
## Attributes of Moved and Copied Text

When you want to preserve all attributes (font, color, style, and so forth) of a text block you are moving or copying, set the start marker at the **end of the line preceding** the one you want to move or copy.

When you want the text block you are moving or copying to inherit the attributes of the line immediately preceding it, set the start marker at the **beginning of the line** you are moving or copying.

## Making Multiple Copies

Once you complete a copy operation, the duplicate text remains marked. Therefore, if you continue pressing **COPY**, you can create multiple copies of the marked text at the same destination.



First, the text "& Lee" is marked. The cursor is positioned at the end of the line. Next, **COPY** is pressed, thus producing a copy of the text at the cursor position. Finally, **COPY** is pressed again, producing another copy of the text at the end of the line.

## POSITIONING TITLES ON A PAGE

You can center each title on a page, or align it against the left or right edge. You can also set vertical positioning at the top, middle, or bottom of the page.



When you type text, it appears (by default) at the center of the screen. You can adjust the position using the **POSN** (position) key and one of the **ARROW** keys.

### *Horizontal Positioning*

Use horizontal positioning to align a title at the left, center, or right of the page.



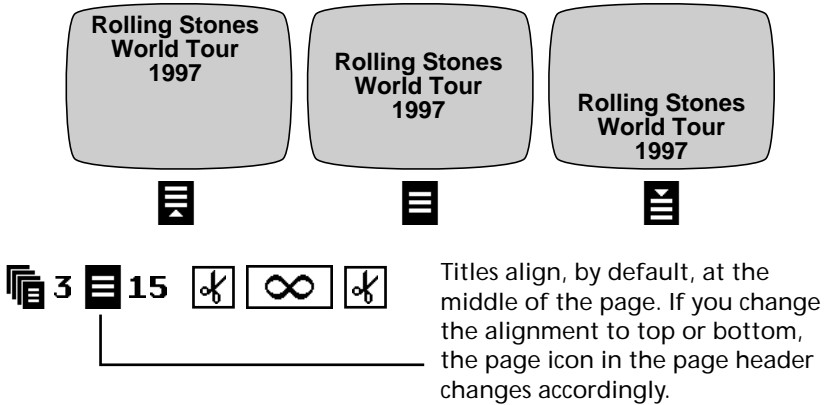
To position a title horizontally:

- 1 Insert the cursor in the title you want to adjust, or mark the text in a block of titles.
- 2 Press and release **POSN**. Do not hold the key down. This places cursor in *position mode* for only 5 seconds. The cursor does not flash while in position mode.
- 3 Press the **RIGHT ARROW** or **LEFT ARROW** key.

Each time you press **POSN** then **LEFT** or **RIGHT ARROW**, the title moves left and right. So, if the title is aligned left and you press **POSN**, then the **RIGHT ARROW** key, the title moves back to the center. Continue pressing the key combinations until the title is aligned as you want it.

## Vertical Positioning

Use vertical positioning to align titles at the top, middle, or bottom of the page.



To position a title vertically:

- 1 Insert the cursor in the title you want to adjust, or mark the text in a block of titles.
- 2 Press and release **POSN**. Do not hold the key down.
- 3 Press **UP ARROW** or **DOWN ARROW**.

Each time you press **POSN** then **UP** or **DOWN ARROW**, the title moves up and down. So, if the title is aligned at the top and you press **POSN** then **DOWN ARROW**, the title moves back to the middle. Continue pressing the key combinations until the title is aligned as you want it.

## Other Positioning Methods

You can fine-tune horizontal positioning by adding spaces to the front of each line, or using tabs. You can fine-tune vertical positioning by adding blank lines to the page above or below the title. Because line height is determined by font and size, you can further fine-tune vertical positioning by changing the font and size of the blank lines.

## TEXT ATTRIBUTES

All Personal TitleMaker text has attributes, which define everything about the text, including font, size, letter spacing, color, and so forth.

The first title you create receives a set of *default* attributes. Thereafter, all subsequent titles inherit their attributes from the character that precedes the cursor.

### *Specifying Text Attributes*

You can specify text attributes as follows:

- Position the cursor where you intend to begin typing, choose the attributes you want to use from the various menus, then type the text. Personal TitleMaker applies the attributes as you type.
- Position the cursor in the line you want to change, or mark the text, then choose attributes from the various menus.

### *Copying Text Attributes*

You can copy text attributes from one area of text to another.

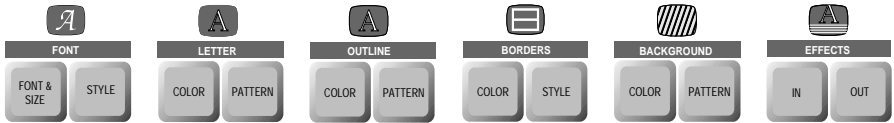
- 1 On the Editing Screen, mark the text **to which** you want to copy attributes.
- 2 Position the cursor immediately following the letter whose attributes you want to copy.
- 3 Press the menu key that is appropriate for the attribute you want to copy. For example, to copy font attributes, press **FONT & SIZE**; to copy letter colors, press **LETTER/COLOR**.
- 4 When the designated menu appears, press **NEW LINE OK**.  
You return to the Editing Screen and the appropriate attributes are assigned to the marked text.

To copy other attributes, repeat steps 3 and 4.



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# Working with Menus



**Menus** provide quick and easy access to many of Personal TitleMaker's most frequently used features. This chapter explains how to access the various menus and how to work with them.

The menu keys appear along the top of the Personal TitleMaker keyboard. Each menu has two keys associated with it. For example, the **FONT & SIZE** and **STYLE** keys appear beneath the Font menu; the **COLOR** key appears beneath the Letter, Outline, Border, and Background menus; the **PATTERN** key appears beneath the Letter, Outline, and Background menus.



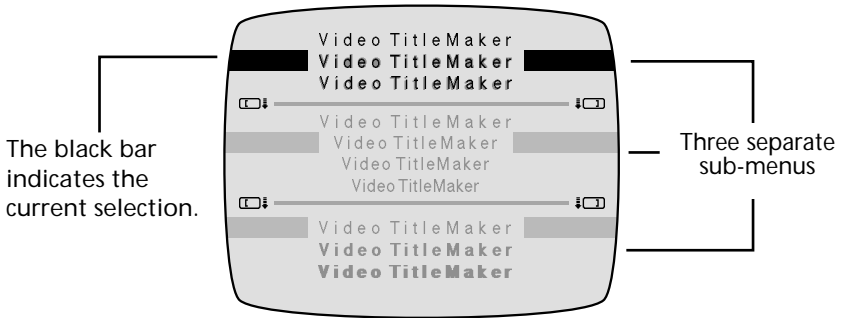
*Note* —————

Pressing the **COLOR** or **PATTERN** keys always displays the same basic menus. This chapter describes these menus in detail. Additional information can be found in later chapters.

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# MENU STRUCTURES

Most Personal TitleMaker menus contain sub-menus. The sub-menus represent categories within the main menu. For example the **STYLE** menu contains sub-menus for selecting various font styles.



This sample menu contains three sub-menus. The first sub-menu contains choices for adding outlines or shadows to a title; the second contains choices for spacing between characters in a title; the third contains choices for making titles appear in boldface.

Only one sub-menu can be active at any given time. In the sample menu above, the first sub-menu is active. The other two sub-menus are inactive.

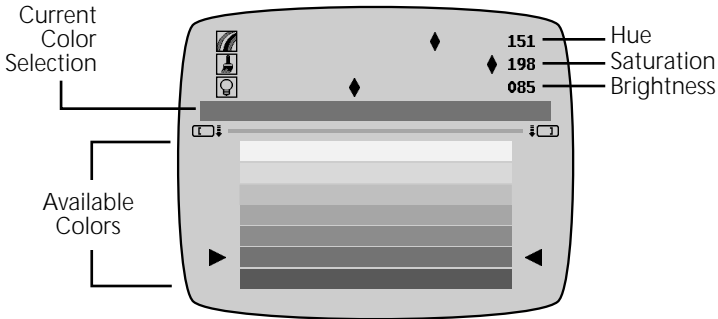


To move from one sub-menu to another, press **TAB**, **MARK START**, or **MARK END**. The active menu always appears in solid black characters; inactive menus appear in gray characters. Repeatedly pressing **TAB**, **MARK START**, or **MARK END** cycles through all of the available sub-menus.

The black bar in the sub-menu (which appears on both sides of the screen) indicates the currently selected item. Use the **ARROW** keys to move the highlight to a different item in the sub-menu. To apply the selection, press **NEW LINE OK**. This returns you to the Editing Screen and Personal TitleMaker applies the selection to the page, title, or marked text.

## THE COLOR MENU

The Color menus are available for all but the Font and Effects menus.



The *Available Colors* sub-menu contains an assortment of standard colors. Press **UP ARROW** or **DOWN ARROW** to move the highlight to the color you want. *Current Color Selection* shows which color you've selected. Note that the Color menu uses arrowheads, rather than a black bar, to indicate current selection.

### Custom Colors

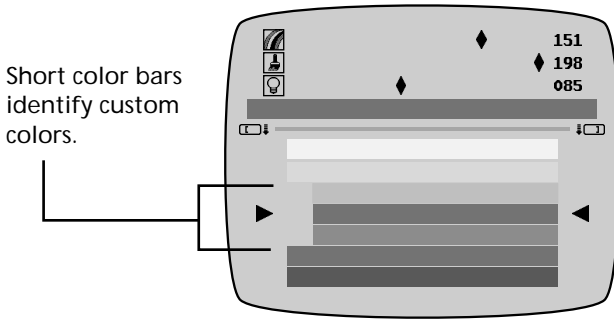
Use the top sub-menu to specify custom colors based on Hue, Saturation, and Brightness values. The diamond marker (◆) on each line indicates the component's current value. In the preceding example the Hue value is 151, the Saturation value is 198, and the Brightness value is 85. This set of values (like all such sets) produces a unique color.

To create a custom color:

- 1 If necessary, press **TAB** to activate the custom color sub-menu.
- 2 Use **UP ARROW** or **DOWN ARROW** to select the color attribute you want to change — that is, *hue*, *saturation*, or *brightness*.
- 3 Use **LEFT ARROW** and **RIGHT ARROW** to decrease or increase (respectively) the attribute's value.

When the *Current Color Selection* displays the color you want, press **NEW LINE OK** to select that color and exit from the menu.

When you create custom colors, they subsequently appear in the *Available Colors* sub-menu. You can easily identify custom colors because they have a short color bar.



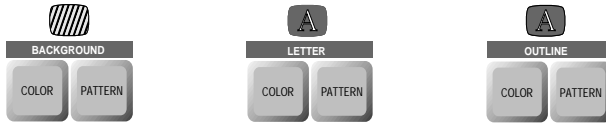
*Tip*

*To quickly locate custom colors in the menu, press **CMD+DOWN ARROW** to highlight the first custom color. Press **CMD+UP ARROW** to highlight the first standard color.*

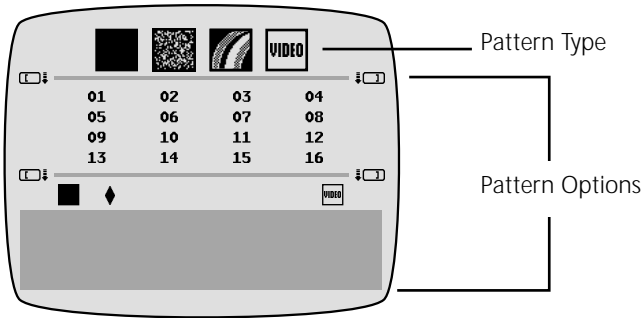
The Color menu can hold up to 64 custom colors. If you add a 65th color, it replaces the custom color that is closest to it. Replacing the custom color does not, however, affect any titles that use that color. That is, the titles continue to use the custom color, but it is no longer displayed in the menu. You cannot manually remove a custom color without resetting the Personal TitleMaker unit. Colors get removed only after defining the 64th custom color.

# THE PATTERN MENUS

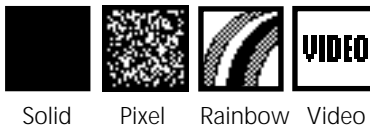
A Pattern menu is available for backgrounds, letters, and outlines. A **PATTERN** key appears below each of these menu items at the top of the keyboard.



Press any **PATTERN** key and the Pattern menu appears.



At the top of the Pattern menu is the *Pattern Type* sub-menu. The four options shown here represent the following:



The *Pattern Options* area of the Patterns menu changes depending on which of the Pattern Types you choose.

## Solid Pattern Option

The Solid option displays a solid color background using whatever color you pick in the Color menu. With this option you can mix a video signal with the background. See “Mixing Video with a Background Pattern” later in this chapter.

## Pixel Pattern Option

The Pixel option creates a pattern using dots and lines of various styles. When you select this option you can also specify the pattern you want to use from numerous types. See “Selecting Rainbow and Pixel Patterns” later in this chapter for more information.

Pixel patterns consist of two colors — the Color menu determines one of the colors, the other color depends on your selection in the associated sub-menu.

## Rainbow Pattern Option

The Rainbow option uses brightly colored gradients. The Color menu has no effect on the rainbow colors. You can specify which gradient you want to use. See “Selecting Rainbow and Pixel Patterns” later in this chapter for more information.

## Video Option

The Video option allows the page titles to play directly on top of an incoming video signal — such as the tape in your input device. If used as letter pattern, use a solid background color to prevent video from showing through letters.

## Mixing Video with a Background Pattern

You can blend an incoming video signal with page titles to create a transparent effect. The title(s) appear directly on top of the video on the screen. To use this effect, adjust the *Video Slider* in the Pattern sub-menu.

Video Slider

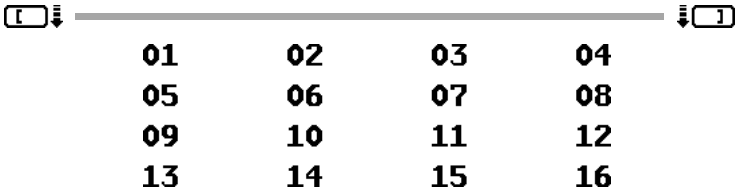


The position of the diamond marker (◆) determines how video and patterns mix in the background. Use the **LEFT** and **RIGHT ARROW** keys to move the marker.

When the marker is at the far left, the pattern is opaque (video does not show through). As you move the marker toward the right, more and more of the video shows through until, when you reach the far right end, the background becomes completely transparent and the video shows through completely.

## Selecting Rainbow and Pixel Patterns

When selecting the Pixel or Rainbow pattern, you can choose from a wide variety of styles. The available styles appear in a sub-menu.



Use the **ARROW** keys to move through the available styles. As you highlight the individual styles, a swatch at the bottom of the menu previews that item. Some of the styles are *animated*, which means they move on the screen.



*Note*

You can use only one Rainbow, one Pixel, and one Video Pattern per page. That is, if you use a Rainbow pattern for outlines and borders on a page, both objects have the same color, style, and so forth.

When you work on the Editing Screen, the patterns displayed are those used for the page in which the cursor is located. Move the cursor to a different page with different patterns and the screen changes accordingly.

### Tips on Using Patterns and Rainbows

Because rainbow patterns are so bright, use them sparingly. If you see fringing or overly bright colors on the screen, try mixing the rainbow pattern with video, or choose a less vibrant pattern.

When using complex patterns, pay special attention to the choice of title style and size to avoid making titles hard to read. Complex patterns might not be apparent when used as outlines or shadows.

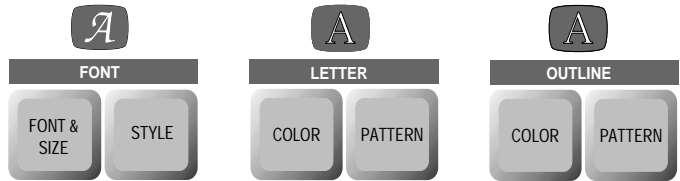
If you add a rainbow to a border with a scrolling effect, the rainbow appears to move inside the border. You can also do this with pixel patterns. Another nice effect is to use video letters on a video background. The result is an interesting video-on-video effect.

# Notes



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# Working with Fonts



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The Personal TitleMaker has several fonts built into the unit. Using the **FONT & SIZE**, **STYLE**, **COLOR**, and **PATTERN** menus, you can create a wide assortment of fonts.

**Font** determines the style used by a set of characters. For example, the Helvetica font looks much different from the Times font, which looks quite different from the Monaco font.

- This is Helvetica
- This is Times
- This is Monaco

Personal TitleMaker contains seven basic fonts. These are defined in the table on page 98. Samples of the available fonts can be found at the end of this chapter.

**Size** determines the vertical dimension of a font. Size is normally expressed in *points* (where 72 points equals one inch, relative). The seven built-in fonts come in fixed point sizes. The following table indicates the available size or sizes for each built-in font.

**Table 6: Built-In Fonts and Sizes**

Font Name	Size
Helvetica	36 points 56 points
Times	36 points
Monaco	24 points
Bodoni Italic	24 points
Rodchenko	36 points
Lithos	56 points

**Style** determines other attributes that can be applied to fonts, such as outlines, character spacing, and boldface.

Use Personal TitleMaker's Font, Letter, and Outline menus, to create many variations of the built-in fonts.



*Note*

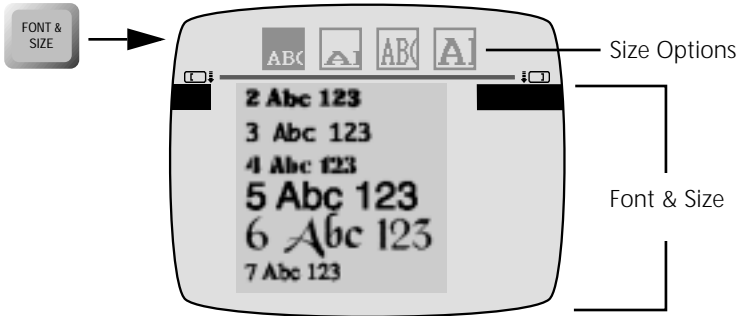
You can assign font attributes to lines and pages. You cannot, however, assign attributes to individual characters on a line.

Before assigning font, size, style, color, and pattern attributes, specify exactly what you want to change.

- To assign attributes to all characters on a given line, begin by inserting the cursor anywhere on the line.
- To assign attributes to an entire page of titles, begin by marking the page (see "Marking Pages and Lines" on page 83).
- To assign attributes to all titles in a given project, begin by marking the project (see "Shortcuts for Marking Items" on page 83).

## FONT & SIZE MENU

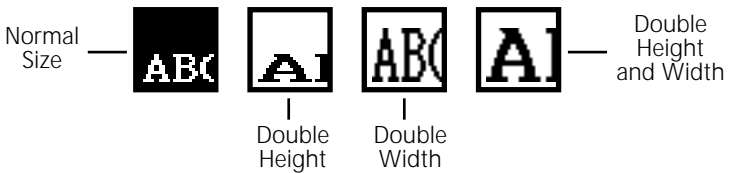
After specifying (or, marking) a title or titles, press **FONT & SIZE** to display this menu.



The menu contains two sub-menus — *Size Options* and *Font & Size*.

The *Font & Size* sub-menu lists the seven built-in fonts in their specified sizes. (See Table 6 on page 98.) Use **UP** and **DOWN ARROW** to choose a font, then press **NEW LINE OK**. Personal TitleMaker returns to the Editing Screen and applies the font and size to your selection.

The *Size Options* sub-menu contains options for doubling the standard height and/or width of the characters in the specified font.



*Normal Size* sets the font to its original height, as specified in Table 6 on page 98.

*Double Height* increases the height of the font by a factor of two.

*Double Width* increases the width of the font by a factor of two.

*Double Height and Width* increases both the height and width of the font by a factor of two.



Note

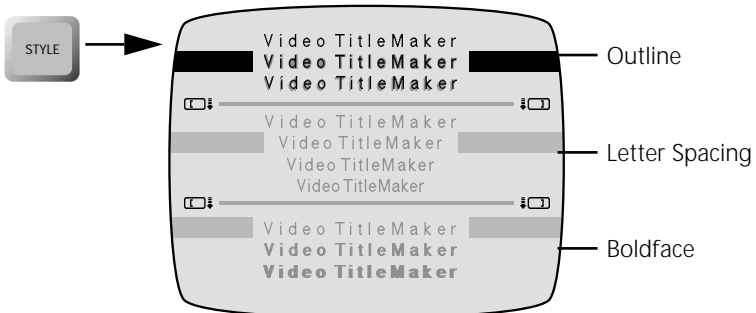
Doubling the height and/or width of a font reduces the resolution of the characters, thus producing jagged edges. This might be more noticeable with some fonts than others. The *Normal Size* option always produces smooth fonts.

When you highlight a doubling option, Personal TitleMaker previews the effect in the *Font & Size* sub-menu. You can determine from this preview whether or not the change is acceptable before applying it.

## STYLE MENU

The Style menu provides a variety of font styling options. Use the Style menu to create outlined and boldface characters, and adjust letter spacing.

As before, specify or mark a title or titles, then press **STYLE** to display this menu.



The Style menu contains three sub-menus — *Outline*, *Letter Spacing*, and *Boldface*.

The first option in the *Outline* sub-menu produces a normal font; that is, no outline. The other two options produce varying degrees of outlines.

*Letter Spacing* options increase/decrease the amount of space between individual characters. Combining large-sized letters with compact letter spacing can result in clipping — where parts of some letters might be cut-off — and words that run together.

The top line in this example uses normal letter spacing.

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## EXAMPLE OF CLIPPED LETTERS

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### EXAMPLE OF CLIPPED LETTERS

In the bottom line, letter spacing has been decreased to the point where the words run together, and some of the letters have been clipped.

The first option in the *Boldface* sub-menu displays the title in normal (non-boldface) characters. The other option applies boldface to the title.



*Tip*

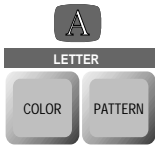
*For extra bold characters, apply the boldface option then apply an outline of the same color as the letters. However, keep in mind that this might “close” the loops in some letters, such as A, B, P, and so forth.*



*Tip*

*Avoid mixing too many fonts, sizes, and styles on the same page. While this might sound creative, the titles become very difficult to read and the page looks haphazard and disorganized. Watch most any television program and you’ll see that the pros seldom use more than two or three title styles on any given page.*

## LETTER MENUS



Use the Letter menus to apply colors and patterns to the characters in titles. Press **COLOR** to display and choose colors from that menu. Press **PATTERN** to display and choose patterns from that menu.

To learn how to work with these menus, see “The Color Menu” on page 91 and “The Pattern Menu” on page 93.

---

## OUTLINE MENUS



Use the Outline menus to apply color and patterns to the outlines of characters in titles. Press **COLOR** to display and choose colors from that menu. Press **PATTERN** to display and choose patterns from that menu.

To learn how to work with these menus, see “The Color Menu” on page 91 and “The Pattern Menu” on page 93.

---

## FONT SAMPLES

Helvetica 36

Helvetica 56

Times 36

Monaco 24

*Bodoni Italic 24*

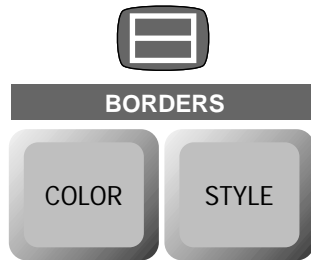
**Rodchenko 36**

Lithos 56

# Notes



# Working with Borders



---

**Borders** are useful for highlighting titles and organizing them on the screen. You can assign colors and patterns to borders to make them stand out even more.

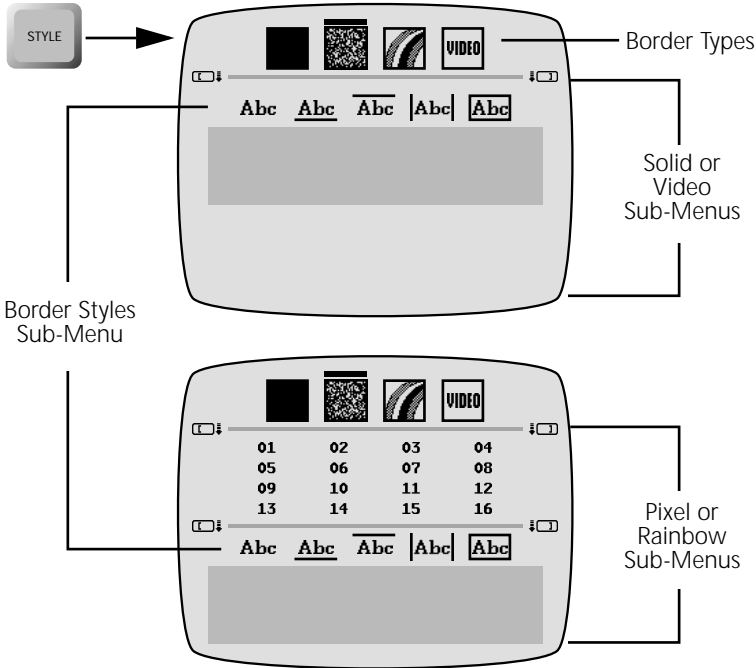
A border can be a simple horizontal line above and/or below a title, or a border can be like a box that completely encloses a title. Using special tricks and techniques, you can even create borders within borders.

Each page in a project can use a different style of border, but only one style can be used on any given page.

# BORDER MENUS

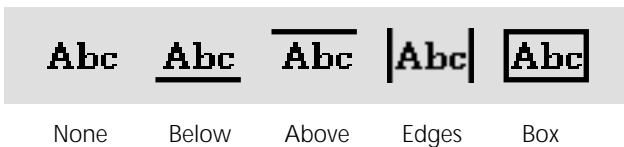
Specify the color of border you want using the Color menu. Press **BORDER/COLOR** to display the menu. See “The Color Menu” on page 91 to learn how to select colors.

To specify the style of border, press **BORDER/STYLE** to display the appropriate menu.



The Border menu always shows the *Border Types* sub-menu. A different set of sub-menus appears below that depending on which Border Type you select.

The *Border Styles* sub-menu appears in all cases. The options available here indicate no border, border below, border above, borders at edges, and box.



When you select *Pixel* or *Rainbow* borders you are, in effect, specifying a pattern for the border itself. Border Patterns are similar to any other type of pattern. These options work the same as those on the Pattern menu described on page 93.

Borders work on complete lines only — that is, you cannot place a border around a part of a line.

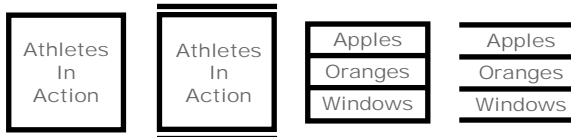
You can place borders around multiple lines. To do so:

- 1 Position the cursor anywhere in the first line, then press **MARK START**.
- 2 Move the cursor anywhere in the last line you want to include in the border, then press **MARK END**.
- 3 Make border selections.

---

## CREATING COMPLEX BORDERS

Creating complex borders is an easy task once you know the procedures. Consider the following examples.



The first example is a simple box around multiple titles. To create this style of border:

- 1 Position the cursor anywhere in the first line, then press **MARK START**.
- 2 Move the cursor anywhere in the last line you want to include in the border, then press **MARK END**.
- 3 Display the border menu and choose the box border style.

The second example is a simple box with additional lines above and below the box. To create this style of border:

- 1 Create the box border around the titles as explained above.
- 2 Add a blank line above the first title in the sequence, then add another below the last title. Set these two lines to use the smallest possible font and size. See “Font & Size Menu” on page 99 to learn how to set these attributes.
- 3 Position the cursor in the blank line above the box, then apply a border below it.
- 4 Position the cursor in the blank line below the box, then apply a border above it.

The third example is a box with lines separating the individual titles within. To create this style of border:

- 1 Create the box border around the titles as explained in the first example above.
- 2 When you return to the Editing Screen, press **UNDO** to remove the start and end marks.
- 3 Position the cursor in the second line, inside the box.
- 4 Display the Border Styles menu and apply the box border style to this line.
- 5 Repeat steps 3 and 4 as necessary to create border lines for each line in the title.

The fourth and final example places lines between each line in a title. To create this style of border:

- 1 Position the cursor in the first line you want to include in the border arrangement, then press **MARK START**.
- 2 Insert a blank line following the last line you want to include in the border.
- 3 Move the cursor to the blank line you just created, then press **MARK END**.
- 4 Display the Border Styles menu and apply the border above style.



*Tip*

*Special symbols, such as bullets and diamonds, can also be used to create attractive borders. Simply create a blank line where you want the border to appear and fill it with whatever symbol or symbols you want to use.*

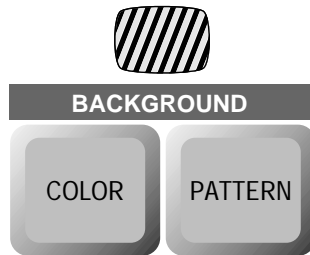
## REMOVING BORDERS

To remove existing borders:

- 1 Use the **MARK START** and **MARK END** keys to mark the titles from which you want to remove the border.
- 2 Display the Border Styles menu and choose the None border style.

# Notes

# Working with Backgrounds



---

**Every Personal TitleMaker page has a background.** You can assign solid colors, pixel patterns, rainbow gradients, and video to the background.

Solid colored backgrounds can be made semi-transparent. This permits the incoming video signal to be seen, though subdued, through the specified color.

Pixel patterns can be animated in the background. Animated patterns display moving images as part of the background.

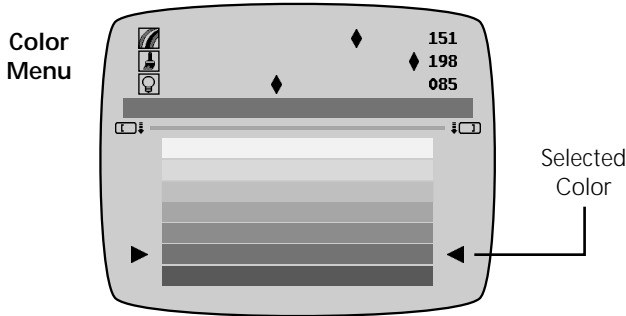
Rainbow gradients consist of multiple colors that appear as bands behind the page.

Video backgrounds make the page completely transparent, with the exception of the text in the titles. The video footage from the incoming video tape appears behind the titles.

# CHOOSING PAGE BACKGROUNDS

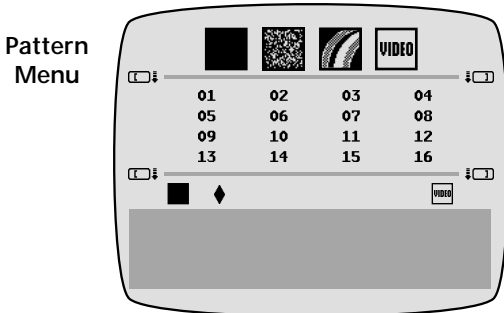
To specify a background color and/or pattern:

- 1 On the Editing Screen, insert the cursor in the page you want to set.
- 2 Press **BACKGROUND/COLOR** to display the Color menu and select the color you want.



This is the same Color menu that appears when you press any of the other **COLOR** keys, such as **LETTER/COLOR**, **BORDERS/COLOR**, and so forth. See “The Color Menus” on page 91 for instructions on using the menu.

- 3 Press **BACKGROUND/PATTERN** to display the Pattern menu and select the pattern you want.

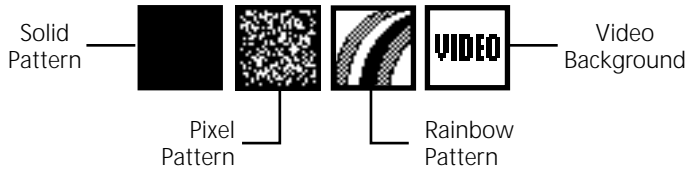


- 4 This is the same Pattern menu that appears when you press any of the other **PATTERN** keys; that is **LETTER/PATTERN** and **OUTLINE/PATTERN**. See “The Pattern Menus” on page 93 for instructions on using the menu.



## BACKGROUND PATTERN TYPES

The top sub-menu in the Pattern menu shows icons for the types of patterns you can select.



### ***Solid Patterns***

When you select the Solid Pattern option, Personal TitleMaker applies whatever color you select in the Background/Color menu. You can make the pattern completely opaque, completely transparent, or anywhere between the two (that is, semi-transparent patterns).



When you specify an opaque pattern, the page background appears as a solid color.



When you specify a semi-transparent pattern, the incoming video signal appears behind the title, tinted with the selected color. If you make the background pattern completely transparent, the incoming video signal appears behind the title. This is the same as selecting the Video Background described later in this section.

## ***Pixel Patterns***

Pixel patterns use randomly placed pixels to form interesting patterns. When you select this type of pattern, you can select from an assortment of pre-defined patterns in one of the Pattern sub-menus.



When you specify a pixel pattern, titles can appear on top of the pattern. Some patterns are rather “busy,” and should be used carefully.

Some pixel patterns are animated; that is, parts of the pattern move on the screen. These are interesting patterns, but when not used properly they can make titles extremely difficult to read.

## ***Rainbow Gradient Patterns***

Rainbow gradient patterns consist of multiple bars of color that appear to blend smoothly into one another. Like some pixel patterns, they can make titles difficult to read when not used properly.



When using rainbow gradient patterns, it helps readability to use outlines for the characters in the text. Otherwise they can be extremely difficult to read.

## **Video Background Patterns**

Watch enough television or movies and you're sure to see this type of effect used quite often. Titles appear superimposed over the video footage while the video continues to play.



Although a printed page cannot do justice to the video background patterns, you've probably seen the effect used frequently in movies and televised programs. The title is superimposed over the video while the latter continues to play. When using this type of background, it is recommended that you outline characters to help separate them from the background.

# Notes

# Playing and Recording Projects



---

**This** chapter explains how to play back and, optionally, record finished projects.

Playing a project displays the titles, complete with backgrounds, transitions, and all other effects you specify.

While playing projects you have many different options for controlling exactly how they play. You can play automatically or manually, in forward or reverse, and so forth. You can play some or all pages. You can play a series of pages repeatedly to create a “video billboard.”

## PLAYBACK PROCEDURES

There are two playback procedures. You can:

- Play the pages on a video monitor without recording them.
- Play the pages and simultaneously record/display them on an output device, such as a VCR with monitor attached.

Both procedures are the same except that when recording you must manually control the output device, such as starting, pausing, and stopping the VCR. Step-by-step instructions for the procedures are provided later in this chapter in the section “Playing and Recording a Project”.

---

## PLAYBACK CONCEPTS

Take special note of the following concepts regarding playback.

- You can begin playback of a project from either the Page Index or Editing Screen.

### *About Marked Pages*

- If you mark any pages (using the **MARK START** and **MARK END** keys) prior to playing a project, the marked pages loop continuously — that is, they play over and over repeatedly until you manually stop playback.
- If you do *not* mark any pages prior to playing a project, playback starts with the page containing the cursor and continues until the last page in the projects has been played.

### *About Page Attributes*

- Pages play using the attributes (duration, transitions, and so forth) specified for each page.
- If a page is set for infinite duration, playback pauses indefinitely when the page appears on the screen. To resume playback, you must do so manually (by pressing the **PLAY** key).

## PLAYBACK OPTIONS

As indicated at the beginning of this chapter, you can control Personal TitleMaker in many different ways while playing projects. This section summarizes the options. They are explained in detail in the step-by-step instructions.

### *Playing All Pages*

To play all pages in a project, regardless of the current cursor position:

- ◆ Enter **CMD+PLAY**.



Playback begins with page one and continues through and including the last page in the project, using all specified page attributes. The project stops playing after the final page.

### *Playing Selected Pages*

To begin playback from a specific page in a project:

- 1 Make sure that none of the pages are marked. If any are marked, press **UNDO** to clear the marks.
- 2 Working on either the Page Index or Editing Screen, position the cursor in the page with which you want to begin playback.
- 3 Press the **PLAY** key.



Playback begins with the page containing the cursor and continues through and including the last page in the project, using all specified page attributes.

To play back a specific range of pages:



- 1 On the Editing Screen, position the cursor anywhere in the first page of the range you want to play, then press **MARK START**.
- 2 Move the cursor anywhere in the last page of the range you want to play, then press **MARK END**.
- 3 Press **PLAY**.
- 4 To stop playback, press **NEW LINE OK** or **PLAY**.

Playback begins with the first marked page (**MARK START**), continues through the last marked page (**MARK END**), then begins looping — that is, after playing the last marked page, the first marked page plays again, and the sequence repeats continuously.

### Video Billboards

You can use the preceding method to play pages as a “video billboard.” This is useful for point-of-sale presentation, hotel lobby displays, event schedule displays, or any application that requires a continuously running program of video titles. Keep in mind that if any of the pages are set for infinite duration, they remain on the screen until someone presses **PLAY**. To ensure continuous, non-interrupted playback, set specific time durations for all pages in the project.

### Pausing Playback

Pause playback is analogous to the pause or still function on a VCR.

To pause playback of a project at any time:



Spacebar pauses playback...



Play resumes playback

- 1 Press the keyboard **SPACEBAR**.



The current page remains displayed on the screen, regardless of its specified duration.

- 2 Press **PLAY** or the **SPACEBAR** to resume normal playback.

## Controlling Playback Direction

You can manually control the direction (or, sequence) in which pages play.



To play pages in reverse sequence from the beginning, press **SHIFT+PLAY**. You can use this feature while playing all pages or only selected ones.



After beginning playback, reverse direction by pressing just the **SHIFT** key. Press **PLAY** to continue playing in the forward direction.

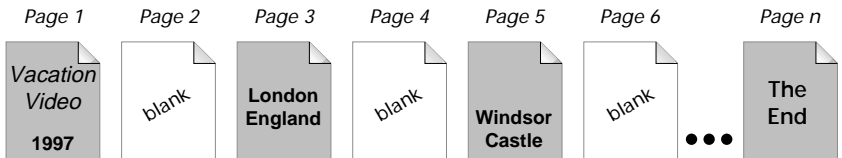


To play in reverse sequence one page at a time, press the **LEFT ARROW** key.

## Playing Pages Manually

Manually controlling when pages start and end can be particularly useful when you set all pages in a project for infinite duration. Press the **PLAY** key and the next page starts playing. Press **PLAY** again to end the current page and begin playing the next one.

If you insert blank pages between each page that contains titles, you can easily control page playback and duration. For example, suppose you are producing a video of your European vacation and you set up your Personal TitleMaker pages as follows.



By setting all pages for infinite duration, you can press **PLAY** when you want a page to begin playing, then press **PLAY** again to end the page. So, when the program begins, press **PLAY** to display/record page 1. The page enters, complete with its assigned transition, and remains on the screen indefinitely. Press **PLAY** again and the page exits the screen using its assigned transition, and the next page (a blank one) comes on screen. (The blank pages should all use the Video Background option to allow the video footage to appear on the screen. The other pages can have any background you want to use.) You can, of course, have two or more non-blank pages in sequence to run continuous titles.



*Tip*

*You can easily set all pages in a project to infinite duration. Simply insert the cursor in any page of the project, press **CMD+MARK START**, then press **CMD+MARK END**. Then press **EFFECTS/IN**, choose the infinite duration option on the menu, and press **NEW LINE OK**.*



*Note*

While playing any page, you can press **PLAY** to immediately go to the next page. However, if the page's duration times out before you press **PLAY** the page exits from the screen. Therefore, to ensure complete control over pages entering and exiting the screen, you need to set each page's duration to infinite.

---

## **Manually Controlling Non-Infinite Pages**

If you set up a project wherein the pages have durations other than infinite, you can manually control the duration of each page using the **ARROW** keys.

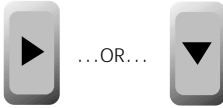


*Note*

When you use the **ARROW** keys (as explained in the following procedure), page transitions do not play.

- 
- 1 Press **PLAY** or **CMD+PLAY** to start the project playing. Remember, **CMD+PLAY** starts playing from the beginning; **PLAY** starts playing from the page that contains the cursor.

- 2 Press the **RIGHT ARROW** key when you want to engage manual control. (Note that **DOWN ARROW** can be used in place of **RIGHT ARROW**.)



Until you press **RIGHT ARROW**, the pages play at their assigned durations. Thereafter, they play under manual control.

- 3 To play the *next* page, press **RIGHT** or **DOWN ARROW** again.

To play the *previous* page under manual control, press **LEFT ARROW**. (Note that **UP ARROW** can be used in place of **LEFT ARROW**.)

To play the next page and resume automatic playback, press **PLAY**.

To play the previous page and resume automatic playback, press **SHIFT+PLAY**.

To disengage manual playback, press **PLAY** twice.

## Stopping Playback

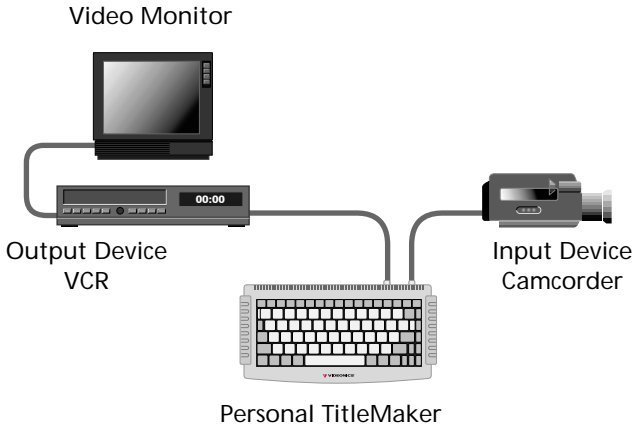
To stop playback of a project and return to the exact point of origin from which you started it, press **UNDO**. You return to either the Page Index or Editing Screen and the page that originally contained the cursor.

To stop playback and return to the page that is currently on the screen, press **NEW LINE OK**.

## PLAYING AND RECORDING A PROJECT

This section explains how to combine pages with an incoming video signal and record the results to an output tape. You use the same steps if you want to display the program without recording it, with the obvious exception that you do not need to control the output device.

The procedures assume your video equipment is set up as follows.



You can, of course, omit the VCR if you intend to display the finished program on a video monitor without recording it.



*Note*

Before committing a program to video tape, you should always run completely through the program with the VCR turned off. Watch the program play on the video monitor to make sure all pages and titles play exactly as you expect. This is because every subsequent time you record to a video tape the quality degrades, if only slightly. If you have to record the program several times to get it right, your final output quality might not be as satisfactory as you expect.

---

Before you begin recording, read all of the steps in the following procedure. In most cases, the structure of your Personal TitleMaker project and the nature of your video footage determines how you should do certain steps. Having a good understanding of what you need to do before actually doing it goes a long way toward ensuring you get the results you want.

**To play and record a program:**

- 1 Turn on the input device (camcorder), Personal TitleMaker, the output device (VCR), and the video monitor.
- 2 Prepare Personal TitleMaker as follows:
  - a Display the Page Index or Editing Screen.
  - b Position the cursor inside any page of the project you want to record.
- 3 Prepare the output device as follows:
  - a Insert a recordable tape in the output device (VCR).

*Tip*

*When you're ready to record your finished program, you should use a new, blank tape to ensure highest quality output. Up to that point, you might want to use a scratch tape (one you don't mind recording over).*

- b Cue (or, position) the tape to the point where you want to begin recording.
    - c Place the VCR in Pause/Record mode — so that it begins recording when you press the Pause button. Be aware that some VCR's might automatically disengage pause after a specified amount of time to prevent stretching the tape. See your VCR owner manual for specific instructions.
- 4 Prepare the input device (camcorder) as follows:
  - a Cue the tape at the point from which you want to begin recording.
  - b Place the input device in pause mode. Here again, be aware that some camcorders might automatically disengage pause after a specified amount of time to prevent stretching the tape. See your owner manual for specific instructions. (You can stop the camcorder if you prefer. However, pause normally works best because when released, the device does not have to cycle through the startup process — which means the footage becomes available more quickly.)

## 5 Now comes, perhaps, the tricky part.

Depending on how you set up the pages in your project, you might have to start the input and output tapes rolling at the same time, and also start the Personal TitleMaker project running. You might need an extra set of hands to pull this off.

If you set up your projects as explained in the tutorial (at the beginning of this guide), you can first start the project, then the recording device, then the input device without too much trouble.

What you do from here on depends on how you have set up the pages in the project. For example, if you set all pages for infinite duration, use the **PLAY** key to switch from one page to the next: if you set all pages for timed duration and everything is properly timed, just sit back and let everything run by itself. These procedures, and just about anything else you can do to control the project are described in the preceding sections of this chapter.

# Personal TitleMaker Demo

---

**Built into Personal TitleMaker is a demonstration (or, demo) project. This project shows some of the high-quality pages you can create with Personal TitleMaker. You can also use the demo project and/or the individual pages within it as a starting point for creating your own projects and pages.**

The demo makes use of most Personal TitleMaker features and includes several clever tricks for making interesting titles.

You can run the demo in the standard English mode, or run it in International mode. The latter mode makes minimum use of the English language set.

## To run the demo:

- 1 If Personal TitleMaker isn't already turned on, press the **POWER DEMO** key to start the unit.
- 2 To run the demo in English mode, enter **ACCENT+POWER DEMO**.



- 3 To run the demo in International mode, enter **SHIFT+POWER DEMO**.



- 4 When you want to stop the demo, press any key on the keyboard.

## RUNNING A LOCKED DEMO

There might be times when you want to start the demo running and have it run unattended. To prevent anyone from stopping the demo, you can run it in locked mode.

To run the demo in locked mode:

- 1 If Personal TitleMaker isn't already turned on, press the **POWER DEMO** key to start the unit.
- 2 To run the locked demo in English mode, enter **CMD+ACCENT+POWER DEMO**.



- 3 To run the locked demo in International mode, enter **CMD+SHIFT+POWER DEMO**.



- 4 To stop a locked demo from running, enter the same key combination you used to start it. That is, either **CMD+ACCENT+POWER DEMO** or **CMD+SHIFT+POWER DEMO**.

---

## USING THE DEMO AS A BOILERPLATE

Using the demo as a boilerplate lets you use the entire demo project as the starting point for creating your own projects. To do this, make a copy of the project then modify the pages it contains to meet your needs.



### CAUTION

Make a copy of the demo project and make changes only to the copy. If you change the original, you cannot later restore it.

---



You can also use any of the individual pages in the demo project as a boilerplate for creating your own pages. Here again, do this by making a copy of the page or pages you want to use, then modify the copies to your needs.



*CAUTION* \_\_\_\_\_

The same caution applies when using pages as when using the project. Make a copy of the page or pages you want to use, then alter the copies as needed. If you change the original pages, you cannot later restore them.

---

# Notes

# International Character Sets

***Built into the Personal TitleMaker are several sets of characters for different international languages, including:***

<b>STANDARD</b>			
English	German	French	Italian
Spanish	Catalan	Basque	Portuguese
Danish	Norwegian	Swedish	Finnish
Dutch	Afrikaans	Hungarian	Romanian
Swahili	Tagalog	Malay	Turkish
Bahasa- Indonesian			
<b>BALTIC</b>			
Estonian	Latvian	Lithuanian	
<b>CZECH/SLOVAK</b>			
Czech	Slovak		
<b>GREEK</b>			
Greek			
<b>POLISH</b>			
Polish			
<b>CYRILLIC</b>			
Russian	Ukrainian	Belorussian	
Macedonian	Serbian	Bulgarian	
<b>CROATIAN, SLOVENIAN, ALBANIAN</b>			
Croatian	Slovenian	Albanian	Icelandic

***When you power on Personal TitleMaker, it uses the English character set as the default (or, standard). This is indicated by the word “Standard” in the upper-left corner of the screen.***



To use one of the other character sets, press **SHIFT+TAB** to cycle through those that are available. Each time you press the key combination you select a different set of characters.

In each case, the name of the currently selected set appears in the upper-left corner of the screen.

Whatever you type on the keyboard gets entered on the page in the currently selected language.

In the following tables, an ellipses (...) means release the specified key combination, then type the next sequence. For example, **ACCENT+9 ... SHIFT+G** means enter the key combination **ACCENT+9**, release the keys, then enter the key combination **SHIFT+G**.

### Standard

Character	Enter ...
Ă	<b>ACCENT+9 ... SHIFT+A</b>
ă	<b>ACCENT+9 ... a</b>
İ	<b>ACCENT+SHIFT+I</b>
i	<b>ACCENT+i</b>
Ĝ	<b>ACCENT+9 ... SHIFT+G</b>
ĝ	<b>ACCENT+9 ... g</b>
Ş	<b>ACCENT+9 ... SHIFT+S</b>
ş	<b>ACCENT+9 ... s</b>
Ţ	<b>ACCENT+9 ... SHIFT+T</b>
ţ	<b>ACCENT+9 ... t</b>

## Cyrillic

Character	Enter ...
Ґ	ACCENT+2 ... SHIFT+Г
ѓ	ACCENT+2 ... Г
Ќ	ACCENT+2 ... SHIFT+К
ќ	ACCENT+2 ... К
Ў	ACCENT+2 ... SHIFT+У
ў	ACCENT+2 ... У
Љ	ACCENT+3 ... SHIFT+Л
љ	ACCENT+3 ... Л
Њ	ACCENT+3 ... SHIFT+Н
њ	ACCENT+3 ... Н
Ћ	ACCENT+3 ... SHIFT+Џ
ќ	ACCENT+3 ... Џ
Ђ	ACCENT+3 ... SHIFT+Д
ђ	ACCENT+3 ... Д
Ї	ACCENT+4 ... SHIFT+И
ї	ACCENT+4 ... И
Є	ACCENT+4 ... SHIFT+Е
ё	ACCENT+4 ... Е
Є	ACCENT+SHIFT+3
€	ACCENT+3
Џ	ACCENT+SHIFT+Џ
џ	ACCENT+Џ
І	?
і	/

See Cyrillic keyboard layout on page 141.

## Czech/Slovak

<b>Character</b>	<b>Enter ...</b>
Ä	ACCENT+4 ... SHIFT+A
ä	ACCENT+4 ... a
Ô	ACCENT+6 ... SHIFT+O
ô	ACCENT+6 ... o
Á	ACCENT+2 ... SHIFT+A
á	ACCENT+2 ... a
É	ACCENT+2 ... SHIFT+E
é	ACCENT+2 ... e
Í	ACCENT+2 ... SHIFT+I
í	ACCENT+2 ... i
Ó	ACCENT+2 ... SHIFT+O
ó	ACCENT+2 ... o
Ú	ACCENT+2 ... SHIFT+U
ú	ACCENT+2 ... u
Ý	ACCENT+2 ... SHIFT+Y
ý	ACCENT+2 ... y
Ĺ	ACCENT+2 ... SHIFT+L
ĺ	ACCENT+2 ... l
Ř	ACCENT+2 ... SHIFT+R
ř	ACCENT+2 ... r
Č	ACCENT+9 ... SHIFT+C
č	ACCENT+9 ... c
Ď	ACCENT+9 ... SHIFT+D
ď	ACCENT+9 ... d

## Czech/Slovak (continued)

<b>Character</b>	<b>Enter ...</b>
<b>Ě</b>	<b>ACCENT+9 ... SHIFT+E</b>
<b>ě</b>	<b>ACCENT+9 ... e</b>
<b>Ň</b>	<b>ACCENT+9 ... SHIFT+N</b>
<b>ň</b>	<b>ACCENT+9 ... n</b>
<b>Ř</b>	<b>ACCENT+9 ... SHIFT+R</b>
<b>ř</b>	<b>ACCENT+9 ... r</b>
<b>Š</b>	<b>ACCENT+9 ... SHIFT+S</b>
<b>š</b>	<b>ACCENT+9 ... s</b>
<b>Ť</b>	<b>ACCENT+9 ... SHIFT+T</b>
<b>ť</b>	<b>ACCENT+9 ... t</b>
<b>Ž</b>	<b>ACCENT+9 ... SHIFT+Z</b>
<b>ž</b>	<b>ACCENT+9 ... z</b>
<b>Ľ</b>	<b>ACCENT+9 ... SHIFT+L</b>
<b>ľ</b>	<b>ACCENT+9 ... l</b>
<b>Ů</b>	<b>ACCENT+7 ... SHIFT+U</b>
<b>ů</b>	<b>ACCENT+7 ... u</b>

## Baltic

<b>Character</b>	<b>Enter ...</b>
<b>Ā</b>	<b>ACCENT+9 ... SHIFT+A</b>
<b>ā</b>	<b>ACCENT+9 ... a</b>
<b>Ē</b>	<b>ACCENT+9 ... SHIFT+E</b>
<b>ē</b>	<b>ACCENT+9 ... e</b>
<b>Ī</b>	<b>ACCENT+9 ... SHIFT+I</b>
<b>ī</b>	<b>ACCENT+9 ... i</b>
<b>Ō</b>	<b>ACCENT+9 ... SHIFT+O</b>
<b>ō</b>	<b>ACCENT+9 ... o</b>
<b>Ū</b>	<b>ACCENT+9 ... SHIFT+U</b>
<b>ū</b>	<b>ACCENT+9 ... u</b>
<b>Č</b>	<b>ACCENT+8 ... SHIFT+C</b>
<b>č</b>	<b>ACCENT+8 ... c</b>
<b>Š</b>	<b>ACCENT+8 ... SHIFT+S</b>
<b>š</b>	<b>ACCENT+8 ... s</b>
<b>Ž</b>	<b>ACCENT+8 ... SHIFT+Z</b>
<b>ž</b>	<b>ACCENT+8 ... z</b>
<b>Ģ</b>	<b>ACCENT+9 ... SHIFT+G</b>
<b>ģ</b>	<b>ACCENT+9 ... g</b>
<b>Ķ</b>	<b>ACCENT+9 ... SHIFT+K</b>
<b>ķ</b>	<b>ACCENT+9 ... k</b>
<b>Ļ</b>	<b>ACCENT+9 ... SHIFT+L</b>
<b>ļ</b>	<b>ACCENT+9 ... l</b>
<b>Ņ</b>	<b>ACCENT+9 ... SHIFT+N</b>
<b>ņ</b>	<b>ACCENT+9 ... n</b>



**Baltic (continued)**

<b>Character</b>	<b>Enter ...</b>
<b>Ą</b>	<b>ACCENT+A ... SHIFT+A</b>
<b>ą</b>	<b>ACCENT+A ... a</b>
<b>Ę</b>	<b>ACCENT+E ... SHIFT+E</b>
<b>ę</b>	<b>ACCENT+E ... e</b>
<b>Į</b>	<b>ACCENT+I ... SHIFT+I</b>
<b>į</b>	<b>ACCENT+I ... i</b>
<b>Ų</b>	<b>ACCENT+U ... SHIFT+U</b>
<b>ų</b>	<b>ACCENT+U ... u</b>
<b>Ė</b>	<b>ACCENT+7 ... SHIFT+E</b>
<b>ė</b>	<b>ACCENT+7 ... e</b>

## Greek

<b>Character</b>	<b>Enter ...</b>
İ	<b>ACCENT+4 ... SHIFT+I</b>
ï	<b>ACCENT+4 ... i</b>
ÿ	<b>ACCENT+4 ... SHIFT+Y</b>
ü	<b>ACCENT+4 ... u</b>
À	<b>ACCENT+2 ... SHIFT+A</b>
á	<b>ACCENT+2 ... a</b>
Ĥ	<b>ACCENT+2 ... SHIFT+K</b>
ή	<b>ACCENT+2 ... n</b>
ı	<b>ACCENT+2 ... SHIFT+I</b>
í	<b>ACCENT+2 ... i</b>
Ŏ	<b>ACCENT+2 ... SHIFT+O</b>
ó	<b>ACCENT+2 ... o</b>
Ω	<b>ACCENT+2 ... SHIFT+V</b>
ώ	<b>ACCENT+2 ... v</b>
Υ	<b>ACCENT+2 ... SHIFT+Y</b>
ú	<b>ACCENT+2 ... u</b>
Ē	<b>ACCENT+2 ... SHIFT+E</b>
é	<b>ACCENT+2 ... e</b>
ı	<b>ACCENT+5 ... SHIFT+I</b>
U	<b>ACCENT+5 ... SHIFT+U</b>

See Greek keyboard layout on page 142.

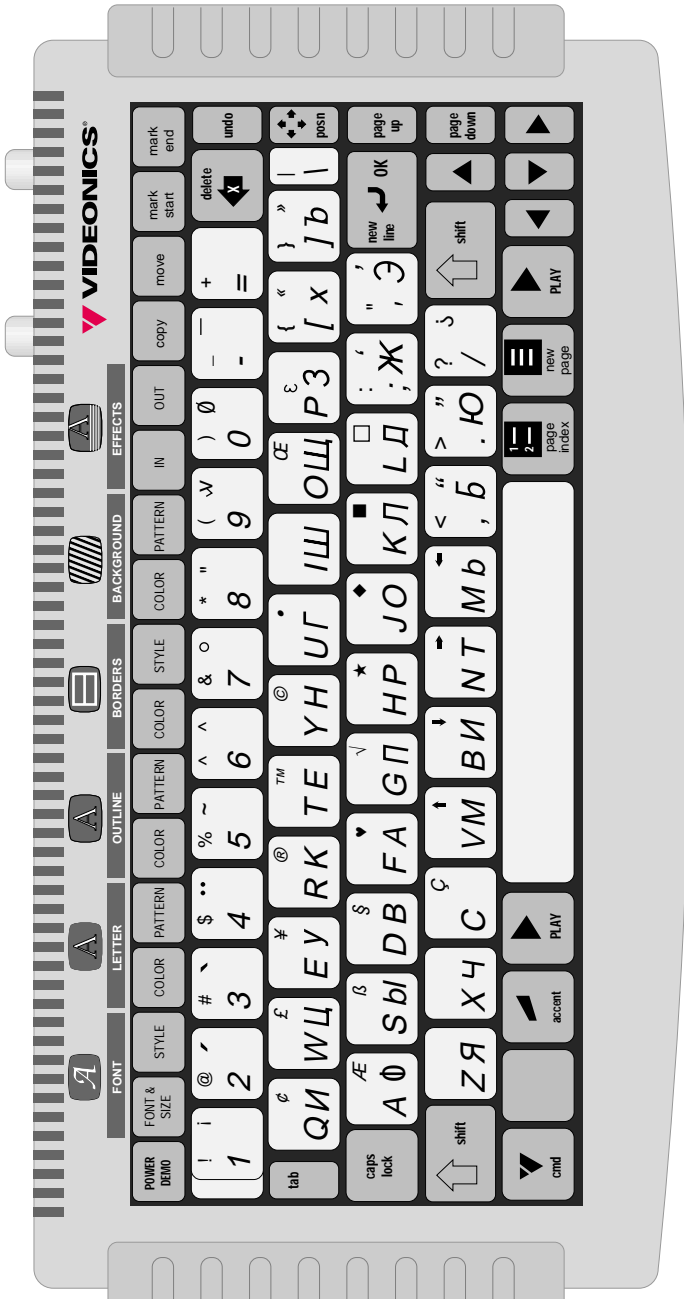
## Polish

<b>Character</b>	<b>Enter ...</b>
<b>Ó</b>	<b>ACCENT+2 ... SHIFT+O</b>
<b>ó</b>	<b>ACCENT+2 ... o</b>
<b>Ć</b>	<b>ACCENT+2 ... SHIFT+C</b>
<b>ć</b>	<b>ACCENT+2 ... c</b>
<b>Ń</b>	<b>ACCENT+2 ... SHIFT+N</b>
<b>ń</b>	<b>ACCENT+2 ... n</b>
<b>Ś</b>	<b>ACCENT+2 ... SHIFT+S</b>
<b>ś</b>	<b>ACCENT+2 ... s</b>
<b>Ż</b>	<b>ACCENT+2 ... SHIFT+Z</b>
<b>ż</b>	<b>ACCENT+2 ... z</b>
<b>Ą</b>	<b>ACCENT+A ... SHIFT+A</b>
<b>ą</b>	<b>ACCENT+A ... a</b>
<b>Ę</b>	<b>ACCENT+E ... SHIFT+E</b>
<b>ę</b>	<b>ACCENT+E ... e</b>
<b>Ź</b>	<b>ACCENT+Z ... SHIFT+Z</b>
<b>ź</b>	<b>ACCENT+Z ... z</b>
<b>Ł</b>	<b>ACCENT+L ... SHIFT+L</b>
<b>ł</b>	<b>ACCENT+L ... l</b>

## Croatian, Slovenian, Albanian

<b>Character</b>	<b>Enter ...</b>
<b>Ć</b>	<b>ACCENT+2 ... SHIFT+C</b>
<b>ć</b>	<b>ACCENT+2 ... c</b>
<b>Đ</b>	<b>ACCENT+SHIFT+D</b>
<b>đ</b>	<b>ACCENT+d</b>
<b>Č</b>	<b>ACCENT+9 ... SHIFT+C</b>
<b>č</b>	<b>ACCENT+9 ... c</b>
<b>Š</b>	<b>ACCENT+9 ... SHIFT+S</b>
<b>š</b>	<b>ACCENT+9 ... s</b>
<b>Ž</b>	<b>ACCENT+9 ... SHIFT+Z</b>
<b>ž</b>	<b>ACCENT+9 ... z</b>
<b>Ç</b>	<b>ACCENT+7...SHIFT+C</b>
<b>ç</b>	<b>ACCENT+7...c</b>
<b>LL</b>	<b>ACCENT+SHIFT+L</b>
<b>ll</b>	<b>ACCENT+SHIFT+l</b>
<b>Ě</b>	<b>ACCENT+4 ... SHIFT+E</b>
<b>ě</b>	<b>ACCENT+4 ... e</b>
<b>Ɔ</b>	<b>ACCENT+SHIFT+P</b>
<b>ɸ</b>	<b>ACCENT+p</b>

# Cyrillic Keyboard Layout





# Building and Using a GPI Device

---

**You** can use a remote push-button device to trigger pages in your Personal TitleMaker projects.

If you already have a GPI device you want to use, refer to “Using GPI with Personal TitleMaker” on page 16 to learn how to connect the device.

If you do not have a GPI device but would like to build one, refer to the instructions on the following page.

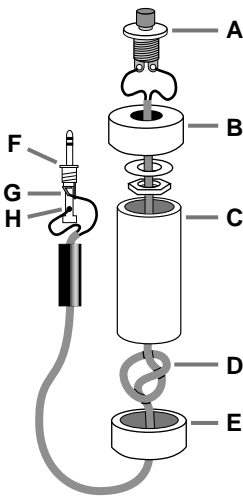
A GPI device is especially useful when you are standing some distance away from Personal TitleMaker but still want to be able to control its operation.

## INSTRUCTIONS FOR BUILDING A GPI TRIGGER

This section contains a diagram of the GPI Trigger Button you can build and all associated instructions.

### Tools Required

A soldering iron and solder  
Wire cutters  
An electric drill



### Parts Required

One four-inch piece of 3/4-inch PVC pipe (**C**) and two end caps (**B** and **E**).

3-conductor, 22-24 gauge stranded wire cable (**D**).

A “normally open momentary push-button switch” (**A**).

A stereo 3.5-mm mini-pin plug (**F**)

### Instructions:

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



- 6 Slip the switch into the end cap and secure it using the nut and washer.
- 7 Solder the other ends of the cable to the plug (F).
- 8 Connect to the tip (G) and the base (H) of the plug. Don't connect anything to the middle section of the plug (X).
- 9 Push the end caps in place.  
After you've tested the unit, you can cement the end caps (A and E) into place, if you want.
- 10 Solder the wires of the other end of the cord to the poles from the tip and base of the stereo mini-pin plug (F). If you aren't sure which poles are which, ask at the store when you make the purchase.
- 11 Plug your new remote trigger plug into the GPI jack on the Personal TitleMaker rear panel.

---

## USING A GPI TRIGGER DEVICE

If your edit controller is automatic and has GPI trigger, you can trigger each page in a project with the controller. You might need a special cable to connect the GPI jacks from the GPI device to Personal TitleMaker.



---

**WARNING!**

**Always turn off power before plugging into any GPI jack.**

---

The following instructions explain how to automatically trigger titles using the Videonics Thumbs Up device in conjunction with Personal TitleMaker. Instructions for other devices should be similar, but you should check the device instructions beforehand.

- 1 Connect the Thumbs Up device to Personal TitleMaker using an appropriate cable.
- 2 As you create pages with Personal TitleMaker, press the "T" button where you want to trigger the titles. You can trigger titles between scenes or anywhere in the middle of a scene.

- 3 Set up your titles, page by page, remembering to insert a blank page with VIDEO background wherever you want titles to appear.
- 4 When you use Thumbs Up to create the production, it sends a GPI trigger event to Personal TitleMaker at the points you indicate. This triggers the next page of titles, exactly as if you pressed **PLAY** at that instant.

Refer to your Thumbs Up manual for further information.

---

# Glossary

---

Some terms defined in this glossary might not appear in the text of the User Guide.

<b>A/B Roll</b>	A term originating in the film world. Normally describes rolling two or more source tapes into an effects device, such as the Videonics MX-Pro, and creating transitions between the various source images.
<b>Betacam</b>	An industry standard format that uses half-inch videotape running at high speed to produce high quality video. It is an evolving standard. There are currently three versions in common use: Betacam, Betacam SP, and Digital Betacam.
<b>Camcorder</b>	Combination camera and video recorder in one device. Normally contains video recording heads as well as a video playback unit (that is, a mini-VCR).
<b>Composite Video</b>	The format used by televisions, most VCR's, and most laser disc players. Also see <b>S-Video</b> .
<b>Counter</b>	A relative indicator of tape position. On VCR's that do not support time code, the tape counter stores scene locations. Because it is a relative indicator of tape position, it is subject to drift. The same tape logged on one VCR and viewed on another might report different counter locations for the same scene.
<b>Deck</b>	A video cassette/tape player or recorder, also called a <i>VCR</i> or <i>VTR</i> .
<b>Digital Still Camera</b>	A recording device for taking photographs and storing the information in digital form. The device is similar to a 35mm reflex lens camera that uses traditional film except that it stores the image on a silicon chip. Images can then be <i>downloaded</i> to a computer system.
<b>FPS</b>	<b>Frames Per Second.</b> The number of picture frames that are recorded or played during a one second period. Television nominally uses 29.97 fps (NTSC) or 25 fps (PAL).

<b>Flying Erase Heads</b>	Standard erase heads are mounted along the tape path in a VCR. A flying erase head is built into the video head drum just ahead of the video heads. It makes it possible to erase the video each helical scan at a time resulting in clean video edits with no <i>rainbow</i> effect. It is a requirement for high quality video editing.
<b>IR</b>	<b>InfraRed</b> is one of several remote control protocols. It is a one way protocol that allows a device to send command to the VCR. Because this is a one-way communication, the VCR cannot send tape location information back. VCR's that offer this limited method of control are suitable only as record decks.
<b>JPEG</b>	<b>Joint Photographic Experts Group</b> . This group defines industry-wide standards for still images relative to their use on computers. These standards affect the way digitized images are formatted and compressed when stored on computers.
<b>LTC</b>	<b>Logitudinal Time Code</b> is an SMPTE-defined standard for time code, normally recorded onto a linear audio track of a VCR.
<b>MPEG</b>	<b>Motion Picture Experts Group</b> . This group defines industry-wide standards for video sequences relative to their use on computers. These standards affect the way digitized video is formatted and compressed when stored on computers.
<b>NTSC</b>	<b>National Television Standards Committee</b> . A body that defines television standards in the USA. NTSC is characterized by each frame being composed of 525 horizontal scanning lines per frame, occurring at 30 frames per second. The format is used in North America, Central America, Japan, and parts of South America. (Also see <b>PAL</b> and <b>SECAM</b> .)
<b>OSD</b>	<b>On Screen Display</b> . A feature available on some consumer-level VCR's. When OSD is toggled ON, the VCR displays its status information on the connected video monitor.

<b>PAL</b>	<b>Phase Alternating Lines.</b> The dominant color television format in Western Europe, Australia, most of Asia, and parts of South America and Africa. PAL is characterized by each frame being composed of 625 horizontal scanning lines occurring 25 times per second. (Also see <b>NTSC</b> and <b>SECAM</b> .)
<b>RCTC</b>	<b>Rewriteable Consumer Time Code</b> (also referred to as <i>RC</i> ). Commonly available on 8mm and Hi-8 format devices.
<b>S-Video</b>	A video standard used by camcorders and VCRs relative to video signal formats. S-Video separates the Y (luminance) and C (chroma) signals to improve signal quality. Also see <b>Composite Video</b> .
<b>SECAM</b>	The standard video signal used in France, Eastern Europe, and parts of Asia and Africa. Also see <b>NTSC</b> and <b>PAL</b> .
<b>SMPTE</b>	<b>Society of Motion Picture and Television Engineers.</b> (Pronounced <i>simp-tee</i> .) This committee of engineers and manufacturers establishes the most widely accepted standard for time code. They created specifications for two version of time code: LTC and VITC.
<b>Time Code</b>	A method of putting a unique number or address on each frame of a videotape. There are several formats of time code. The Society of Motion Picture and Television Engineers set the most common time code standard, called SMPTE.
<b>VCR</b>	<b>Video Cassette Recorder.</b> A video device normally used to record and play back video on cassettes. VCR is a consumer-level term: VCRs in the professional field are normally referred to as VTRs ( <b>V</b> ideo <b>T</b> ape <b>R</b> ecorders). VCRs and VTRs perform the same functions, although VTRs usually provide many additional features and functions.
<b>Video Editing</b>	The process of applying special effects to video sequences and assembling those sequences into a video program. In the computer world, video editing is normally done using a computer software application, such as Adobe Premiere.

- VITC**                      **Vertical Interval Time Code.** (Pronounced *vit-see*.) An SMPTE-defined standard for time code, recorded into the video signal during the vertical blanking interval.
- VTR**                      **Video Tape Recorder.** Same as VCR (see above) except that this term is normally used in the professional video field. VCR is normally used in conjunction with consumer-level electronics.

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