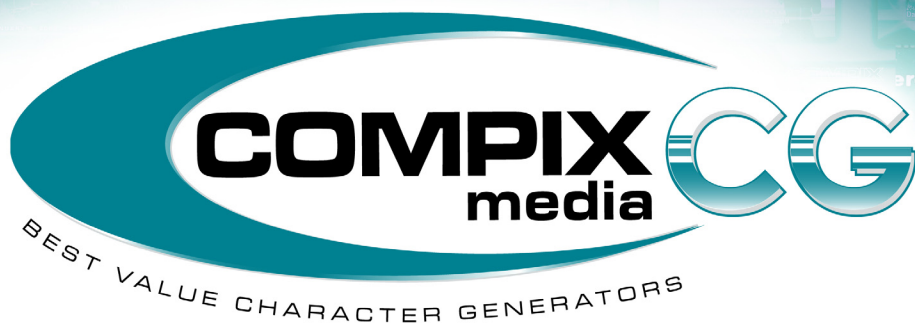# Users Guide for GenCG 4.0

COMPIX CG
media

BEST VALUE CHARACTER GENERATORS

www.compixmedia.com

LIMITED WARRANTY

October 10, 2005

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GenCG Software

Software Installation

Installing Drivers

1. With the system on, insert the "Install CD" into the Optical Disc drive.

2. When the auto play Installation Disc loads, click on the GenCG button on the left.

3. Now click on the Launch Installer located on the right to install "GenCG". If the auto play function does not load the Installation Disc, please double click on 'My Computer' on the desktop, then double click on the 'Compix Installation Disc'.

4. Now go through the Installation Wizard that guides you through the installation process.


Introducing GenCG

GenCG is dual-operation software. Users can run a set of pages or files to live output, and edit another at the same time. GenCG uses Windows Language settings and fonts, allowing multilingual support and unlimited font styles. Create brilliant graphics, on or offline, locally or remotely, and immediately take them to air!

► **Features of the GenCG Software**

◊ Multilingual support
◊ Over 260 transition effects
◊ Built in templates
◊ Great bulletin board application
◊ Static graphic/logo import of Tga, Bmp, Jpeg, Gif, Png, and TifF files
◊ User definable clock/timer
◊ Downstream key without a video switcher
◊ Windows XP Professional operating system
◊ Video signal adjustment from a software screen
◊ NTSC or PAL compatible (for Plus only)
◊ New features on GenCG 3.0 include file-embedding, more image formats, print functions, enhanced multi layer functions, master page list, word wrap, etc.

► **User Interface**

To open the character generator software , click on the GenCG icon on the desk top. The user interface will depend on the Compix product you are using with the software:
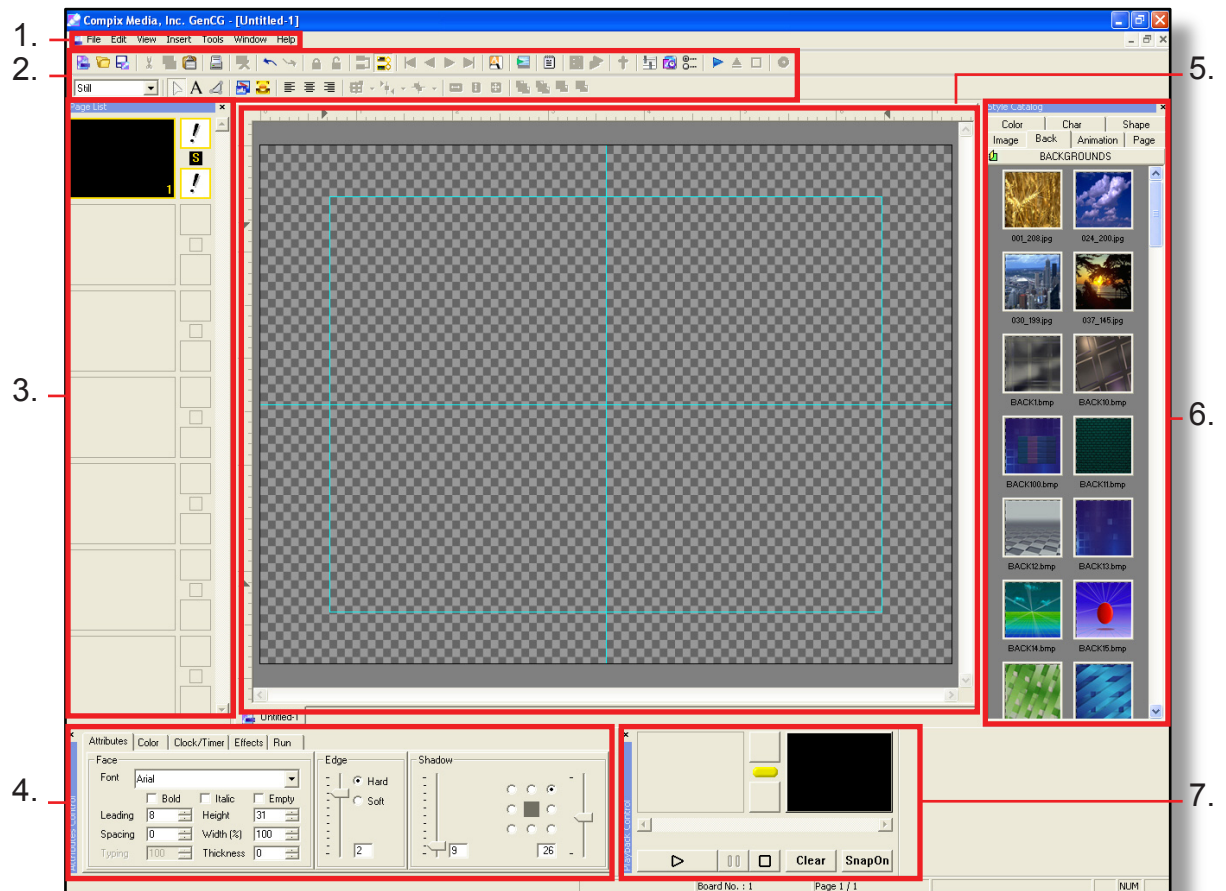
1. Windows Tool Bar: File, Edit, View, Insert, Tools, Window, and Help

2. CG Tool Bar: Short-cut icons and other page manipulations

3. Page List: Displays current edit able pages of an opened file using a vertical slide bar

4. Attribute Tabs: Attributes, Color, Clock/Timer, Effects, and Run settings

5. Create & edit screen: Area for typing text, creating graphics, and importing objects

6. Style Catalog: Stores and displays pre-made color attribute

7. Playback Control: Standard playback functionality with preview and program monitors

GenCG Toolbar

1. 2. 3. 4. 5. 6. 7.
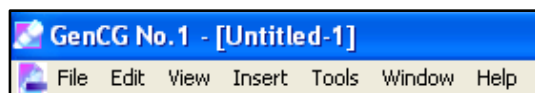
1. File Menu:

► **New:** Create a new document.

► **Open:** Open an existing document.

► **Open Folder:** Open all GenCG documents in a given folder.

► **Close:** Close a currently opened document.

► **Close All:** Close all opened documents.

► **Save:** Save a new document with a document name, or re-save a past saved document.

► **Save As:** Save a new document with a document name.

► **Save All:** Save all opened documents at once.

► **Import GEF:** Import an existing *GenCG embedded file.*

► **Export GEF:** Save and export a new *GenCG embedded file*. With embedded files, all imported images and animations in the current document will be saved in the file itself. If the document is not embedded the imported images and animations are only linked to the saved document.

► **Save As Text File:** Save document as a text file. Only text will be saved in the document.

► **Save As Template**: If the current page is saved as a template, all objects in that page that are not highlighted are locked. GenCG give the ability of unlocking any template if needed (edit menu).

► **Save As Image:** Save current page as a targa 32bit, targa 24bit, bitmap 32bit, bitmap 24bit, or jpeg 24bit image.

► **Print:** Prints the current document, or any given page in an opened document.

► **Print Preview:** Previews how the printed document or page will look.

► **Print Setup:** Set up information that is used for the printing process.

► **Recently Opened Files Section:** Displays recent files that has been opened.

► **Exit:** Close GenCG

2. Edit Menu:

► **Undo:** Undo a current action the user wants to perform differently.

► **Redo:** Redo the previous action the user performed before the undo.

► **Cut:** Cut any selected object in a page with the means of pasting the object somewhere else.

► **Copy:** Copy selected objects in a page with the means of pasting the object somewhere else.

► **Paste:** Pastes a recent cut or copied object into the same or different document.

► **Delete:** Deletes the selected object.

► **Select All:** Select all objects in a given page.

► **Group / Ungroup:** Group / Ungroup all selected objects in a given page. Grouping the objects will enable all to be known and treated as one object in GenCG.

► **Cut Page:** Cut any selected page in a document with the means of pasting it elsewhere.

► **Copy Page:** Copy selected pages in a document with the means of pasting it elsewhere.

► **Paste Page:** Paste a recently cut or copied page into the same or different document.

► **Find:** Gives ability to find a specific letter, word, or phrase that might be in the current document. The *find* feature will highlight the text it finds for easy re-adjustments.

► **Replace:** Gives the ability to find and replace any text that is in the document. This can be done manually or automatically.

► **Bundle Attributes:** By selecting multiple pages in the *pagelist* at once (selecting the first page, then hold down Shift while selecting the last page that will be edited), the user has the ability to change the text or objects attributes for all the pages simultaneously.

► **Match Attributes:** Creates the same text or object on single or multiple pages simultaneously. By selecting the page or object you want to use for updating, simply press this option.

► **Unlock Template:** Unlock a selected template for making adjustments.

3. **View Menu:**

► **Page List:** Toggle between the viewing of *page list*.

► **MultipleCG Page List** (for the CYNERG series and Aria 2000): Toggle between the viewing of *MultipleCG page list*.

► **Style Catalog:** Toggle between the viewing of *style catalog*.

► **Folder List:** If *style catalog with folder list* is selected under the *general* section of the *options menu*, folder list displays an easy to use menu option that allows you to select any given folder in your computer for use with any of the *images, background images,* or *animations* in the *style catalog*.

► **Attributes Control:** Toggle between the viewing of *attributes control*.

► **Playback Control:** Toggle between the viewing of *playback control*.

► **Guides:** Toggle between the viewing of safety *guides*. The guides can be used as a safety area for the graphic output.

► **Grid:** Toggle between the viewing of *grid*. The grid can be used for more precise placements of objects in a document.

► **Live View:** On the *create & edit screen*, *live view* enables editing in real time through the video output.

► **Preview Window:** Toggle between viewing the preview monitor on the VGA screen. This will enlarge the preview screen for easy viewing and can be re sized.

► **Multiple Monitor Enabled:** This function enables a second VGA monitor to display GenCG for *Windows 2000* and *Windows XP*.

► **16:9 < - > 4:3:** Toggle between viewing a 4:3 or 16:9 (wide screen).

► **Page Window:** Displays a list of all pages in the document. The list is for display only and cannot be edited.

► **1st VGA:** For RCES only. Displays output on a desktop VGA monitor

► **2nd VGA:** For RCES only. Displays output on a desktop VGA monitor and an output monitor (through graphics card with video output capability and support for *pixel shader 2.0* or above).

4. **Insert Menu:**

► **GenCG Document:** Insert an additional GenCG document into the currently opened one.

► **File As Text:** Insert a text file (*.txt) into the document. With *word wrap* enabled in the *options* menu, the text file can automatically extent from page to page until it reaches its end. The text in the file do not go beyond the x and y axis located to the left and upper part of the *create & edit screen*.

► **Template:** Insert a previously created template into the opened document.

► **Image Sequence:** Insert any number of images simultaneously in sequential order. For GenCG to successfully import the sequence, ascending numbers must be located at the end of the file name. (image1.jpg, image2.jpg, image3.jpg, etc.)

► **Background Image Sequence:** Insert any number of background images simultaneously in sequential order. For GenCG to successfully import the sequence, ascending numbers must be located at the end of the file name. (image1.jpg, image2.jpg, image3.jpg, etc.)

► **Image:** Insert images into the opened document. GenCG supports jpeg, bitmap, targa, png, tif, and gif images. * Note: GenCG recognizes tga (targa), tif (with transparency), and 32bit bmp (bitmap) as formats that have embedded alpha (transparent) channels. * Note: 32bit bmp files have an embedded alpha channel, and can only be used for transparency images. 24 bit and 16 bit bmp files have a special attribute where any R=0 G=0 B=0 in any image will result in 100% transparency in GenCG.

► **Background Image:** Insert a stabilized image that cannot be edited easily.   The background image can be selected by holding the Alt button and pressing the image. The Alt button must be held down throughout the placement of the image.

► **Clock/Timer:** A clock and timer can be inserted into the document. Only one can be actively running at a time.

► **Resident Clock:** Resident clock can automatically be displayed on every page of the document.

► **Animation:**   Insert previously created animations. Animations can be created through any third party animation software that converts the animation to targa (*.tga), jpeg (*.jpg), or bitmap (*.bmp) image sequences. They are imported directly through the Compix GenCG software and saved as a *.tad format.

► **Replace Image:** A selected image on a page can be replaced.

► **Distribute Objects:** Distribute single or multiple objects from one page to any number of pages in the document.

► **New Page:** Inserts a new page below the page that is selected in the document.

5. **Tools Menu:**

► **Run Scheduler Suite:** Scheduler Suite is additional software that can schedule multiple GenCG documents at different periods of time. GenCG must be open prior to launching the document that is to be played.

► **APC Client Mode:** When *apc client mode* is selected, a remote control menu will appear with the options of sending data through a serial communications, to TCP/IP port. If *apc client mode* is not available, click on *options*, then *external controller*, enable the apc port by selecting *com1* or *com2*.

► **Multi Channel Mixer:** This option is not available.

► **Graph Animation:** This option is not available.

► **MultipleCG Controller:** Ability to control multiple GenCG documents and have them sync by *page*, *loop*, *page & loop*, or *first page only*.

► **GenlockVGA Control:** Control the internal genlock that is produced from an adjacent video source going through the Compix board. Also features a group of test patterns ranging from color bars to key bands.

► **Options:** Displays multiple functions for individual needs.

► **Adjust Safe Area:** Enable this to adjust the *safe area* of the *create & edit screen*. *Start with guides* and *video safe title area* must be selected in the *options* menu to view the *safe area*. The *safe area* can be viewed on-air by pressing the *live view* button on the top toolbar.

► **Set Safe Area to Default:** Sets the *safe area* back to its original position.

► **Converting to HD: (720,486) -> (1920,1080):** This option is only available on *GenCG HD*.

► **Converting to SD: (1920,1080) -> (720,486):** Convert documents created in *GenCG HD* to standard definition.

6. **Window Menu:**

► **Cascade:** Allows all the documents that are currently open in GenCG to be miniaturized to smaller cascading windows. The names of the document window are in overlapping order for convenience.

► **Tile:** Allows all the documents that are currently open in GenCG to be miniaturized to smaller windows for convenience. The document windows can be seen without any overlapping information.

► **Arrange Icons:** If all the documents opened in GenCG are minimized, Arrange Icons organizes them. They are organized at the lower section of GenCG.

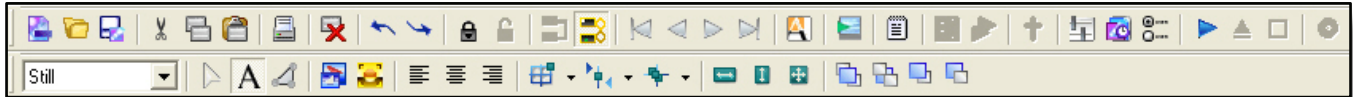► **Opened Documents Section:** Allows the selection of any document that is currently open in GenCG.

7. **Help Menu:**

► **About GenCG:** Gives the GenCG version number, as well as Compix Media, Inc. information. It also displays what is currently activated on the character generator.

► **Upgrade to RCES-FX:** RCES-FX enables the output screen to show on the desktop VGA monitor (either see it on a small popup window, or through the graphic cards' second VGA out (VGA output capability can be used with pixel shader 2.0 or above)). Upon purchasing RCES-FX, send the activation code listed.

GenCG Shortcut Toolbars

GenCG tool bars are a convenient way of accessing all of the capabilities that GenCG has to offer. Getting familiar with them can maximize the productivity of the created GenCG documents. Below is a description of what each icon means.

1. 2. 3.   4. 5. 6.   7.   8.   9. 10.   11. 12. 13.14.   15. 16. 17.18. 19. 20.   21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31.

32.   33 34. 35. 36. 37. 38. 39. 40. 41.   42. 43.   44. 45.46. 47. 48. 49. 50.

1. New: Create a new GenCG document.	26. Scheduler Suite:: Schedule documents to run automatically at different times.
2. Open: Open a previously saved GenCG document.	27. Option: Opens the *option* menu.
3. Save: Save the currently opened document.	28. Take In: Take selected page directly through the preview and program output.
4. Cut: Delete a selected object in the *create & edit screen* with means of pasting it elsewhere.	29. Take Out: Immediately clear selected page through the program output,
5. Copy: Copy a selected object on the *create & edit screen*.	30. Stop: Stops an animation or *page mode* immediately from program output if previously used *take in*.
6. Paste: Paste a currently cut or copied object onto the *create & edit screen*.	31. Graphic Animation: This option is not available.
7. Print: Go to the *print* setup page for prompt printing.	32. Page Mode: Select one of multiple modes that pages will be displayed with.
8. Delete: Delete a selected object on the *create & edit screen*.	33. Select: This GenCG cursor can select any object on the page. It can also manipulate any object as well.
9. Undo: If a mistake is made on an object in the *create & edit screen*, go back to previously positioned state of the page.	34. Text: Insert text on the *create & edit screen*. After selected, simply left click the *create & edit screen* to type.
10. Redo: Re-apply a previously *undo* action.	35. Shape: Insert shapes on the *create & edit screen*. After selected, simply left click the *create & edit screen* to type.
11. Object Lock: Enables selected objects to be locked. Locked objects cannot be moved or changed.	36. Insert Image: Insert images into the opened document. GenCG supports jpeg, bitmap, targa, png, tif, and gif images.
12. Object Unlock: Enables locked objects to be functional.	37. Insert Background: Insert a stabilized image that cannot be edited easily.
13. Bundle Attributes: If multiple pages are selected in the *page list* and a single object is selected, change all objects attributes in all pages simultaneously.	38. Align Left: If text is selected on the *create & edit screen*, the text can be aligned to the left if it has multiple rows.
14. Update Page List: If *bundle attributes* is selected, all pages in the *page list* are to display the updated information. For older systems, it is recommended to not activate this function.	39. Align Center: If text is selected on the *create & edit screen*, the text can be aligned to the center if it has multiple rows.
15. First Page: Go to the first page of the *page list*.	40. Align Right: If text is selected on the *create & edit screen*, the text can be aligned to the right if it has multiple rows.
16. Previous Page: Go to the previous page of the *page list*.	41. Screen Align: Aligns objects within the *video safe title area*.
7. Next Page: Go to the next page of the *page list*.	42. Area Align: Aligns objects within the X and Y axis.
18. Last Page: Go to the next last page of the *page list*.	43. Object Align: Aligns all selected objects with any specified object.
19. Mask Effect: Creates an area in the *create & edit screen* in that, everything outside that area is masked and cannot be seen on-air.	44. Match Width: If multiple objects are selected, the width of all the objects are matched by the width of the main selected object.
20. Live View: Editing pages in GenCG can be viewed directly on-air in real time.	45. Match Height: If multiple objects are selected, the height of all the objects are matched by the height of the main selected object.
21. View Text: View the current document in a standard text file. Document cannot be edited.	46. Match Width & Height: If multiple objects are selected, the width and height of all objects are matched by the width and height of the main selected objects.
22. Multiple CG Page List: View two GenCG page lists (CYNERG series)	47. Front: If multiple objects collide, it will bring the selected object to the front.
23. Controller: Run two Playback Controls. (CYNERG series)	48. Back: If multiple objects collide, it will bring the selected object to the back.
24. Church DB: Function not available	49. Forward: If multiple objects collide, it will bring the selected object forward.
25. GenlockVGA Control: Controls internal Genlock with test patterns.	50. Backward: If multiple objects collide, it will bring the selected object backward.

Create & Edit Screen

The *create & edit screen* is where all information and graphics go in the GenCG program. By left clicking the mouse button anywhere on the *create & edit screen*, it automatically allows the creation of pages. The *create & edit screen background pattern* can be changed by going into the *options menu*.

The X and Y axis both display Inches for spacing convenience.
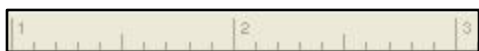
The X and Y axis both display holder placements like below.

Cursor Functions

Standard Cursor: The *standard cursor* for GenCG can be used for selecting any object in the *create & edit screen*. It is also used for selecting multiple objects. To select multiple objects, simply click and hold the left mouse button, then drag it diagonally across the objects, then release.
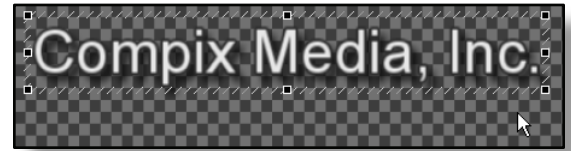
Text Cursor: Edit existing text by left clicking the appropriate area of the selected text. The *text cursor* can highlight multiple letters in the text box for different attributes.
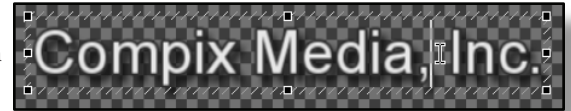
Re-Size Cursor: Re-size objects both vertically and horizontally by selecting one of the four corner nodes of the object, left click and re-size object to the appropriate height.
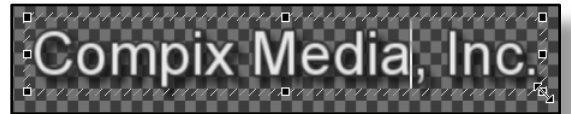
Movement Cursor: Move the selected object anywhere in the *create & edit screen* by left clicking any one of the areas between the nodes and dragging.

Re-Size Cursor: Re-size the object vertically and horizontally by selecting one of the four centered nodes of the object, then dragging that node to the desired location.
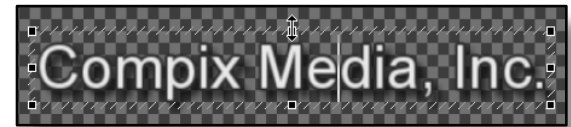
Text Highlighting: If you press *tab* or *shift tab*, you will be able to move between the text objects with the text highlighting. If you want to move between the text objects without the text highlighting, press either up or down arrow.

RIGHT CLICK FEATURE: Right clicking the *create & edit screen* with gives the menu below

Undo	Ctrl+Z
Redo	Ctrl+Y
Select Mode	Ctrl+Shift+M
Text Mode	Ctrl+Shift+M
✓ Shape Mode	Ctrl+Shift+M
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Delete	Shift+Del/Del
Group / UnGroup	Ctrl+G
Select All	Ctrl+A
Object Lock	Alt+L
Distribute Objects...	Ctrl+D
Insert Template	Ctrl+Shift+T
Insert Image	Ctrl+P
Insert Background Image	Ctrl+Shift+P
Insert Animation	Alt+A
Insert Clock/Timer	Ctrl+T
Replace Image	Alt+P
Save Attribute to Catalog	Ctrl+Alt+A
Save Page to Catalog	Ctrl+Alt+P
Object Info	F1

► **Undo:** If a mistake is made on an object in the *create & edit screen*, go back to previously positioned state of the page.

► **Redo:** Re-apply a previously *undo* action.

► **Select Mode:** This GenCG Cursor can select any object on the page. It can also manipulate any object as well.

► **Text Mode:** Select this to insert text on the page.

► **Shape Mode:** Select this to insert shapes on the page.

► **Cut:** Delete a selected object in the *create & edit screen* with means of pasting it elsewhere.

► **Copy:** Copies a selected object on the *create & edit screen*.

► **Paste:** Pastes a currently *cut* or copied selected on object onto the *create & edit screen*.

► **Delete:** Deletes a selected object on the *create & edit screen*.

► **Group / Ungroup:** *Group / ungroup* all selected objects in a given page. Grouping the objects will enable all to be known and treated as one object in GenCG.

► **Select All:** Select all objects in a given page.

► **Object Lock:** Enables selected objects to be locked. Locked objects cannot be moved or changed.

► **Distribute Objects:** If *bundle attributes* is activated, selecting this will enable all the pages in the *page list* to display the updated information. For older systems, it is recommended to deselect this.

► **Insert Template:** Insert a previously created template into the opened document.

► **Insert Image:** Insert images into the opened document. GenCG supports jpeg, bitmap, targa, png, tif, and gif images.

► **Insert Background Image:** Insert a stabilized image that cannot be edited easily.

► **Insert Animation:** Insert previously created animations.

► **Insert Clock/Timer:** A clock and timer can be placed into the document. Only one can be actively running at a time.

► **Replace Image:** A selected image on a page can be replaced.

► **Save Attribute to Catalog:** Save the attributes of selected shapes or text in the *style catalog*. Upon saving the attribute, you can re-name it and drag it back into the *create & edit screen* when necessary.

► **Save Page to Catalog:** Save the current page selected from the *create & edit screen* onto the *style catalog*. Upon saving the page, you can re-name it and drag it back into the *create & edit* screen when necessary.

Object Info	
File Type :	GenPlay Document
File Path :	C:\Program Files\Compix\GenCG\ANIMATIONS\turn.gpf
Size :	36.16MB (37,915,584 Byte)
Last Modified Time :	1999-04-19 (06:35:04)
Created Time :	2003-05-08 (12:11:52)
	OK

► **Object Info:** Displays *file type, file path, size, last modified time, and created time* of any imported animation or image.
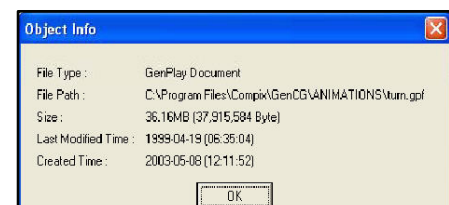
Page List

With the GenCG *page list*, adding and selecting pages are as easy as clicking the mouse. Note: Depending on the VGA resolution, the number of pages displayed might be different.

► Adding Pages: Click on the lower grey box on the bottom of the *page list*.

► Scrolling Through Pages: Can be done two ways, either select one page from the *page list*, then move the mouse wheel at the appropriate direction, or click on the up and down arrows on the right side.

► Selecting Multiple Pages: Select a page that is in the *page list*, then hold down the *shift* key and select the last page that is to be selected. All the selected pages will have a yellow outlining.

► On the *page list*, not only can you see all pages at a glance, you can also see each page's *transition effects* and its *page mode*. The abbreviations you see represent each *page mode*:

◊ **S** represents *still mode*
◊ **C** represents *crawl mode*
◊ **R** represents *roll mode*
◊ **T** represents *typing mode*
◊ **M** represents *multilayer mode*

Right Click Feature
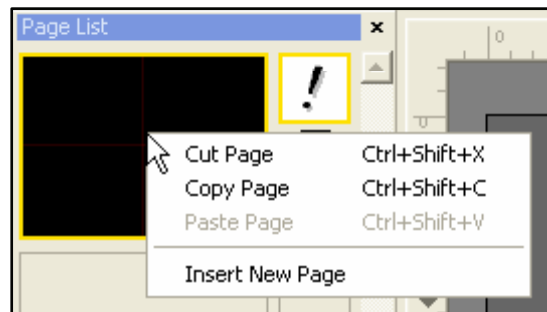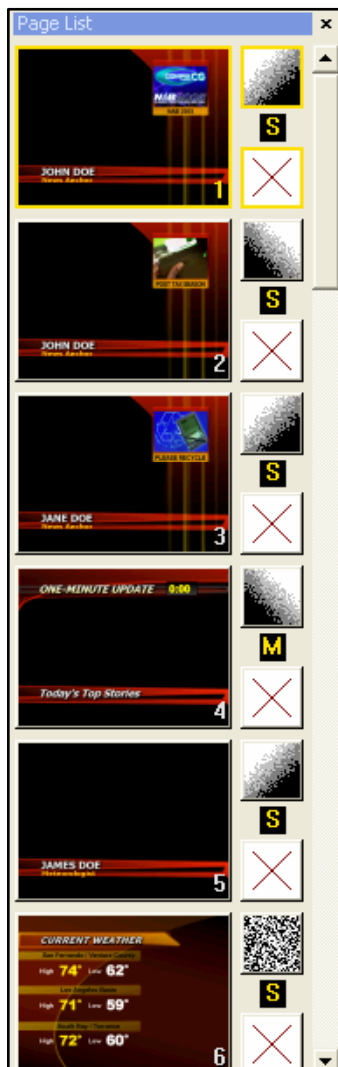
► **Cut Page:** Cut any selected page with the means of pasting the page somewhere else.

► **Copy Page:** Copy any selected page with the means of pasting the page somewhere else.

► **Paste Page:** Paste a recent *cut* or copied page into the same or different document. Pasting the recently cut or copied page will paste the page above any selected page in the *page list*.

► **Insert New Page:** Insert a new page into the *page list*. The inserted page will be above any pre-selected page.

Attributes Control

This chapter briefly outlines the four different tabs available in the *attribute control*. The following is a list of topics discussed:
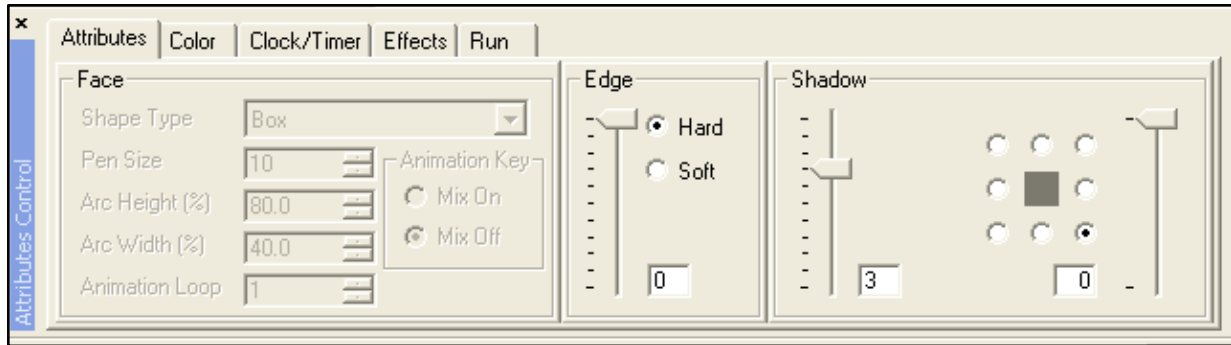

1. Attributes   2. Colors & Textures   3. Clock/Timer Editor   4. Transition Effects   5. Run

1. **Attributes:** Allows selecting and manipulating of font attributes for objects face, edge, and shadow size. It allows you to select and manipulate shape attributes for shape face, edge, and shadow size.

2. **Color:** Allows selecting and manipulating of color attributes for character face, edge, and shadow effects. It also allows selecting and manipulate color attributes for shape face, edge, and shadow effects. It also allows you to set the transparency level.

3. **Clock/Timer Editor:** Edit pre made clocks and timers by simply selecting them in the *create & edit screen*.

4. **Effect Transitions:** It allows you to select and apply different transition effects to each page.

5. **Run Files:** It allows you to choose and select from six different playback modes.

Playback Control
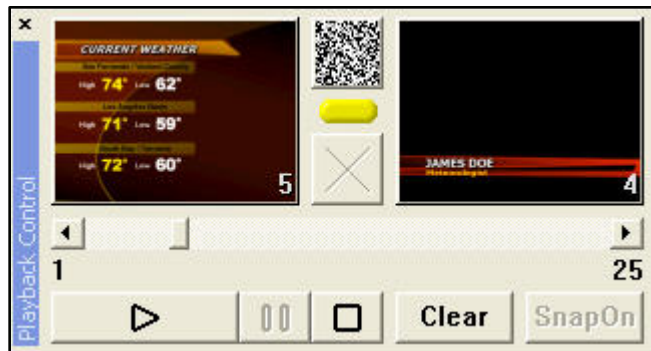
► **Preview Screen:** Shows the next page to be displayed on-air. The page number of that page will be displayed on the lower right corner.

► **Program Screen:** Shows the current page on-air. The page number of that page will be displayed on the lower right corner.

► **IN Transition Pattern:** The *in* transition effect for the page on the *preview screen*.

► **Sizable Preview Window:** A separate adjustable size *preview screen* will pop up upon activating this function, duplicating the *preview screen*. To re size the *preview window*, click on the top bar to show the window handles then hold the handle at the corner and drag with your mouse to the desirable size.
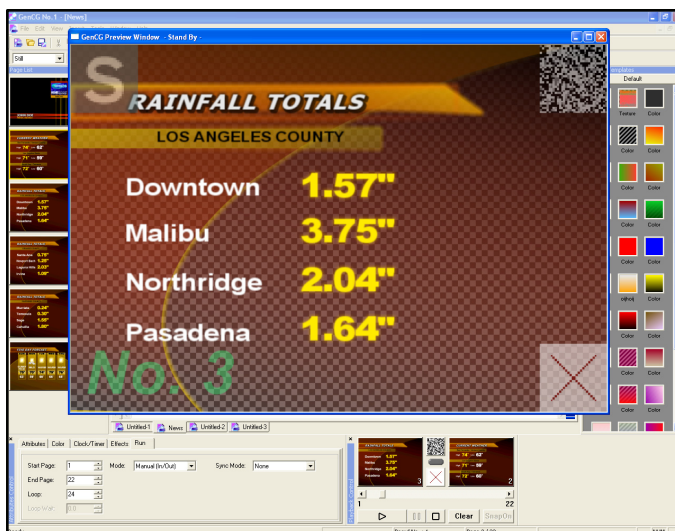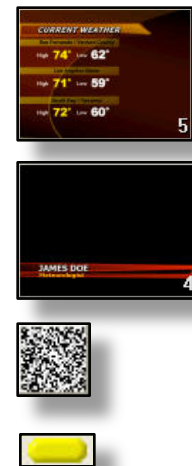
◊ **Upper Left Corner:** Displays the *page mode* settings.
◊ **Upper Right Corner:** Displays the *in* transition effect.
◊ **Lower Left Corner:** Displays the *page number*
◊ **Lower Right Corner:** Displays the *out* transition effect

► **Out Transition Pattern:** The *out* transition effect for the page on the *preview screen*.

► **Page Random Access Bar:** Select the next page to display on the *preview screen* by sliding the scroll bar and selecting the page number.

► **Page Random Access Number:** Select any page to be displayed on the *preview window* by typing the page number on the numeric keypad and pressing Enter. The left and right numbers correspond with the beginning and end pages on your *page list*.

► **Take & Play Button:** When pressed once, it loads the first page of the currently running file to the *preview screen*. When you pressed again, it sends the page on the *preview screen* to the *program screen*. The same function can be performed by pressing the *enter* key on the numeric key pad.

► **Pause Button:** Pause the motion of the characters in *roll, crawl*, or *reveal* pages. The same function can be performed by pressing the (*) key on the numeric key pad.

► **Stop Button:** Freeze the currently displayed page and clear the *preview screen.*

► **Video Clear:** Clears any static page on the *program screen*. The same function can be perform by pressing the dot (.) key on the numeric key pad.

► **Snap On Air Screen:** Displays the graphics within the *create & edit screen video safe title area* on the *program screen* over the video monitor. First click the *stop* button, then *Snap on*.

GenCG Toolbar - *Expanded*

SAVE FEATURE: SAVE IN PREVIOUS FILE FORMATS

You can save your files in a different file format if desired. The formats include: 2.2, 2.0~2.1, and 1.7~1.9. Of course, the new features on newer versions will not be available on older versions. For example, custom shapes will disappear, and other shapes (rounded rectangle, diamond, etc) will change to boxes.
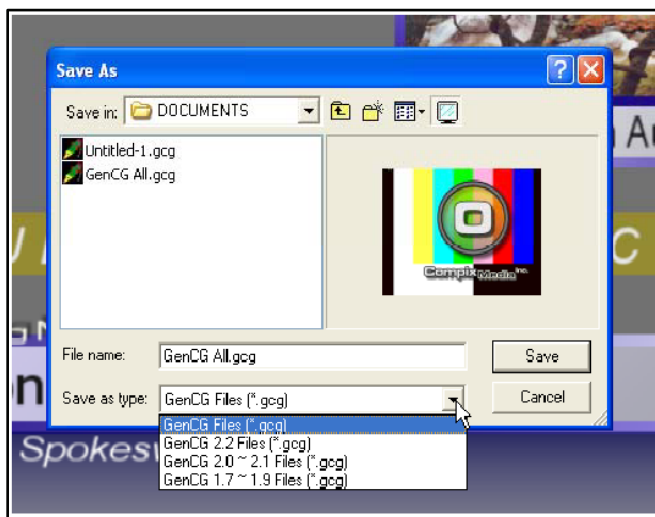

TEMPLATES

With Templates, a single page in the *create & edit screen* will become unmovable. But selected text with attributes on the page can still be edited.

To do so,

1. Select the objects and text that will be edited

2. Save the page as a template (Go to *file*, then *save as template*).

Un-selected objects are locked and not fixable. The rest of the objects are not movable by the mouse, but edit able. However, you can unlock and move by the mouse if necessary going to *edit*, then *unlock template*.
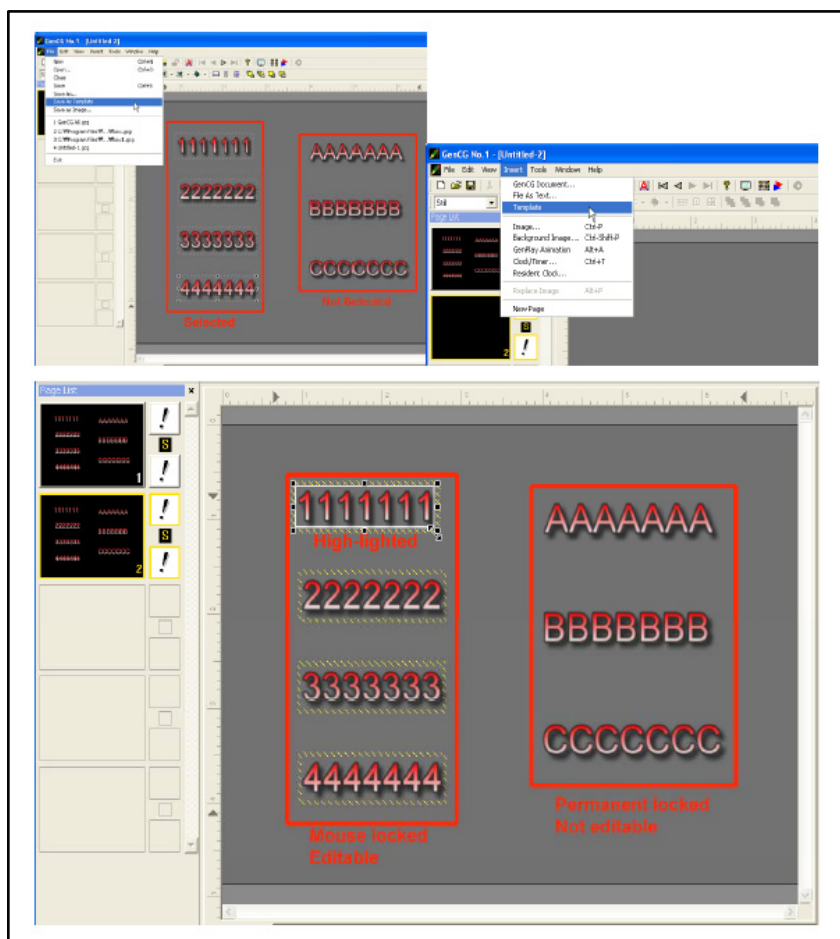
PRINT FUNCTIONS

The GenCG *print function* uses the *Windows* operating systems default printer. The print features have three categories including *print*, *print preview*, and *print setup*.
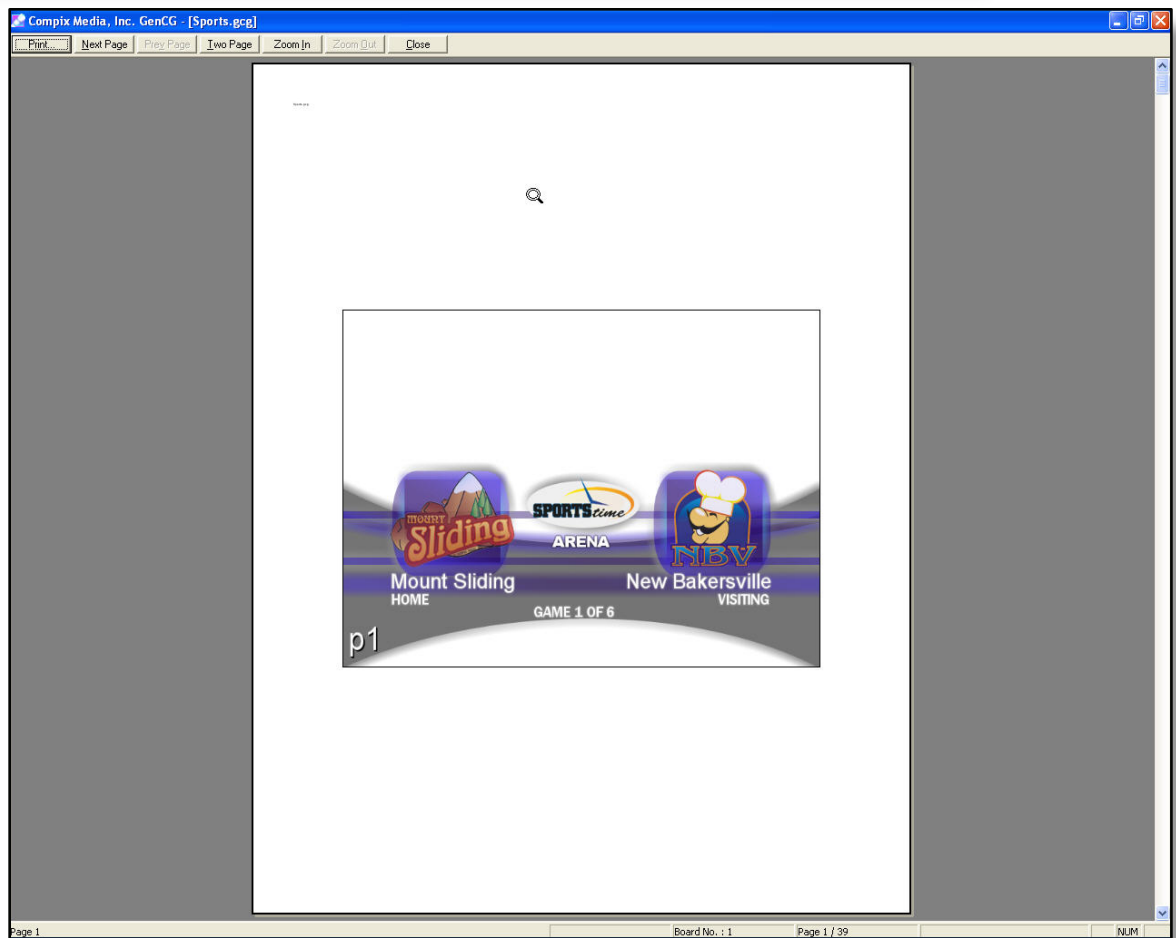
Print
···
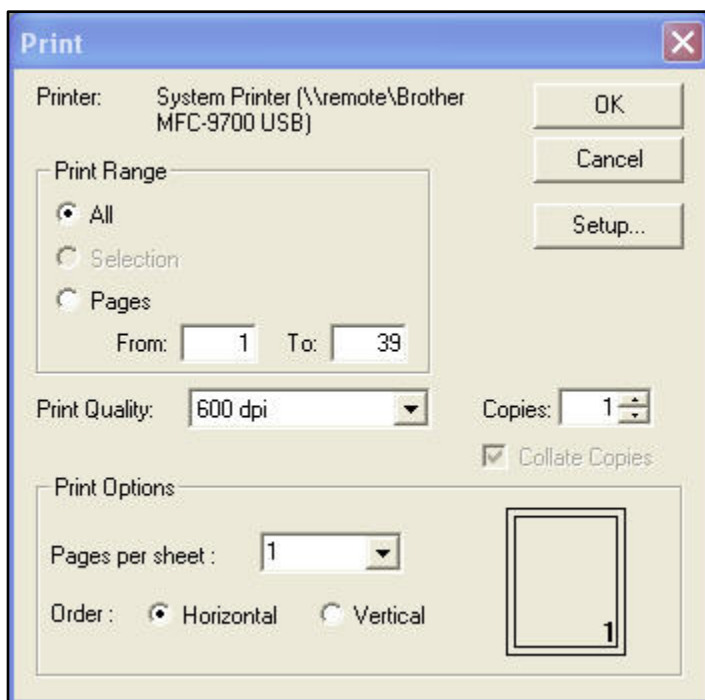
►   Printer: The defaulted printers name is displayed to the right.

►   Print Range: Select the desired pages to be printed from either *all, selection*, or *pages*. With *pages*, specific page numbers can be entered.

►   Print Quality: Choose the print quality of the pages to be printed. Select either 600 dpi (dots per inch), or 300 dpi (dots per inch).

►   Copies: The number of times pages will be printed.

►   Print Options:

     ◊   Page per sheet: Select the amount of pages the printer prints on a single sheet of paper. The maximum amount of pages are 9.

     ◊   Order: Select the *horizontal* or *vertical* axis the pages will print on a single sheet of paper.

Print Preview

►   Print: Opens the *print window*.

►   Next Page: Shows the next page to be printed.

►   Prev Page: If *next page* is pressed, goes to the previous page to be printed.

►   Two Page: Simultaneously display two pages to be printed.

►   Zoom In & Zoom Out: Magnify and de-magnify the displayed page to be printed.

►   Close: Exit the *print window*.

Print Setup

Displays the *Windows* default printers settings window.

MATCH ATTRIBUTES

Use the *match attributes* feature to match a particular object's attributes to the rest of the objects on a page, so they will all have the same attributes.

► First begin by selecting the object that has the attributes that you would like to copy.

► Next select *edit* and *match attributes*, or you can also use the shortcut *ctrl+shift+s*. Once you do this, you will notice that all objects on the page will now have the same attributes.
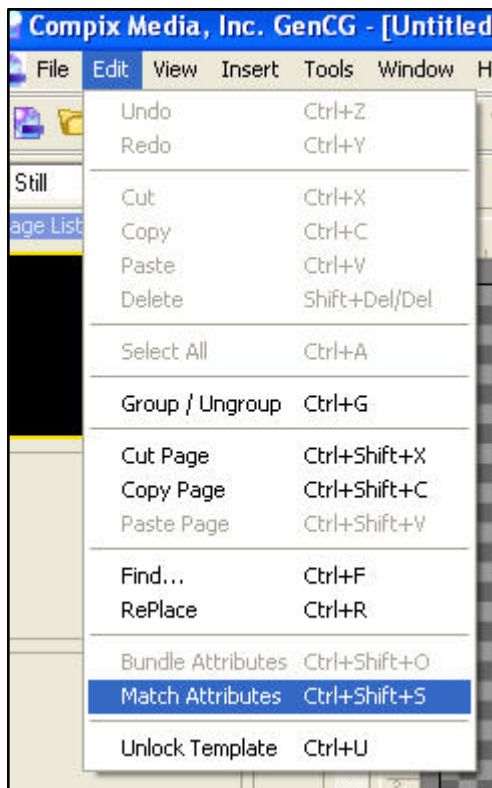
► If you want to have this feature applied to multiple pages, simply select multiple pages from the *page list*, then go to *edit > match attributes*.

► This comes in handy when you want to make the same adjustment to multiple objects (text size, font) at once.

ASCII TEXT FEATURE

GenCG can import text files directly into files pages without having to re-type the material. The word processing text documents must be reformatted by the word processing software into an ASCII text format (plain text in *Microsoft Word 2000*). GenCG will import and allocate text to pages on an internal default basis or you can give it commands.

1. Convert your word processing file to ASCII test (plain text, *word pad*, *note pad*).

2. Give your test command symbols from the following table.

   ◊   // Denotes page break
   ◊   << Denotes left alignment
   ◊   >> Denotes right alignment
   ◊   <> Denotes center alignment
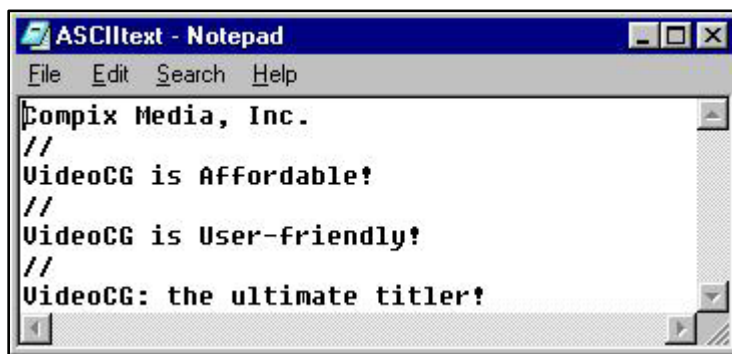
* Note: If you give the text no command symbols, GenCG will place text in panels by default setting.

1. Save your ASCII text file with commands to the hard drive where the GenCG is resident.

2. From the character *attributes tab* and the character *color* tab you can pre-select the characteristics for your text that you wish. (When pre-selecting character attributes and colors you will want to work with these effects and sizes to be sure each panel has the look and complete information you need).

3. Move the cursor to the GenCG tool bar and click on *insert*. From the drop down menu, select *file as text*.

4. From the hard drive select your text file.

5. The text file will be displayed according to the pre-selected characteristics and commands it has been given.

IMAGE SEQUENCE DIALOGUE

Easily insert a sequence of image files. Also change size, location and sequence of *image sequence* and *background images* before they are inserted on to the page. This feature also has a preview window for viewing these changes.
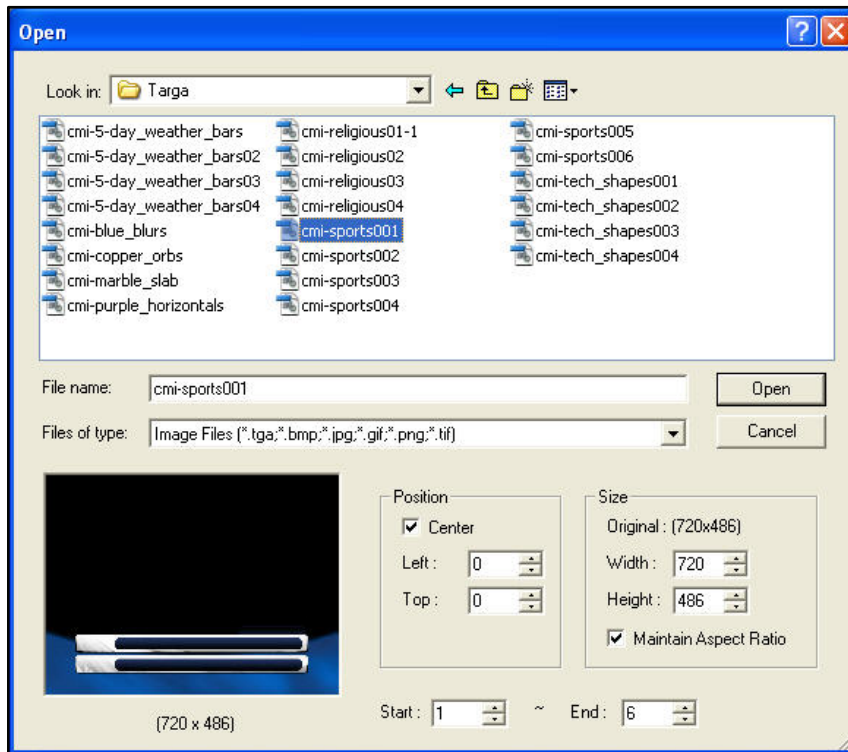
▶ Look in: Browse through the system to locate the image sequence folder. Select the image sequence from the window below.

▶ File name: Name of selected image from the *look in* window.

▶ Files of type: Displays compatible image formats under *image files*. Displays all files in the selected folder under *all files*.

▶ Open: Opens the selected image, with any image sequence corresponding with ascending numbers.

▶ Cancel: Close the *image sequence* window, canceling all *image sequence* actions.

▶ Position:

◊ Center: Centers the image from the vertical and horizontal axis.
◊ Left: Move the image sequence left or right. The number of pixels moved will appear to the right.
◊ Top: Move the image sequence up or down. The number of pixels moved will appear to the right.

Size:

◊ Original: Displays the original dimensions of the selected image.
◊ Width: Set width of the image sequence. This function will not effect the original image, and will shrink or stretch upon resizing.
◊ Height: Set the height of the image sequence. This function will not effect the original image, and will shrink or stretch upon resizing.
◊ Maintain Aspect Ratio: If selected, the width and height move accordingly to maintain the original dimensions of the image.

▶ Start ~ End: Select the starting and ending image in the sequence. Upon selecting an image in the *look in window*, the start and end functions update automatically.

CLOCKS AND TIMERS

* Note: Time only changes on the true output screen, not on the VGA screen (editing screen)

► **Clock Function:**
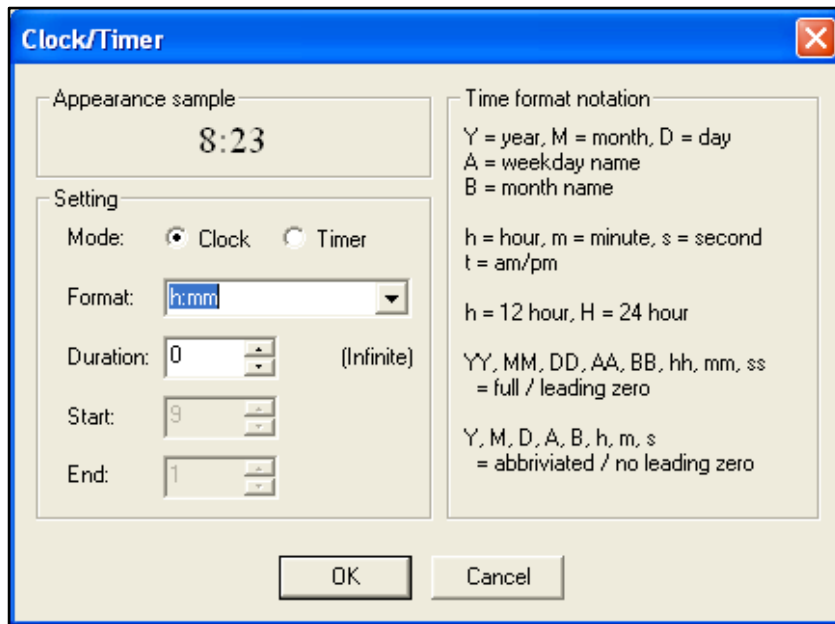
1. Move cursor over *insert* on the windows tool bar. Click on *insert*.

2. Select *clock/timer* from the list on the drop down menu. The *clock/timer* property menu window now appears.

3. Choose the clock function. The clock time that appears on the screen is the same time as the computer clock. For rapid display of the current time, just click the *ok* option at the bottom of the window.

4. To change the default view of the clock (hour, minute, second, am, pm, 12 or 24 hour clock), Click on the format options panel and select from the options on the drop down menu. These options are explained in the right hand portion of the *clock/timer* property window.

5. The duration that the clock will display the current time is selected on the duration panel. The 0 setting is the default and means that every time this panel is displayed on-air, the time displayed will be the computer time. To set the clock to display a specific timed sequence from the starting time, set the length of time on the duration panel.

► **Timer Function:**

1. From the *clock/timer* Property window choose timer.

2. Select the desired display format from the format panel. (The same as with the clock function)

3. Set the desired count-down/count-up sequence time in the duration panel.

4. For a countdown sequence, set the start time with a higher number in the start panel than in the end panel. *

5. For a count-up sequence, set the start time with a lower number than the end time.

*The compose screen will show a zero (0) value through this entire set up process; however, the on-air screen will display information according to your instructions.
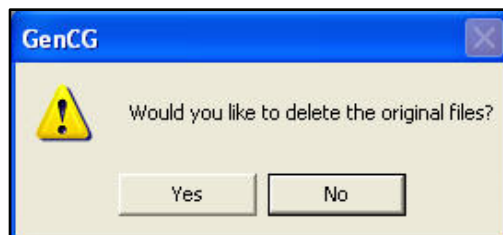
ANIMATIONS

Importing Animations
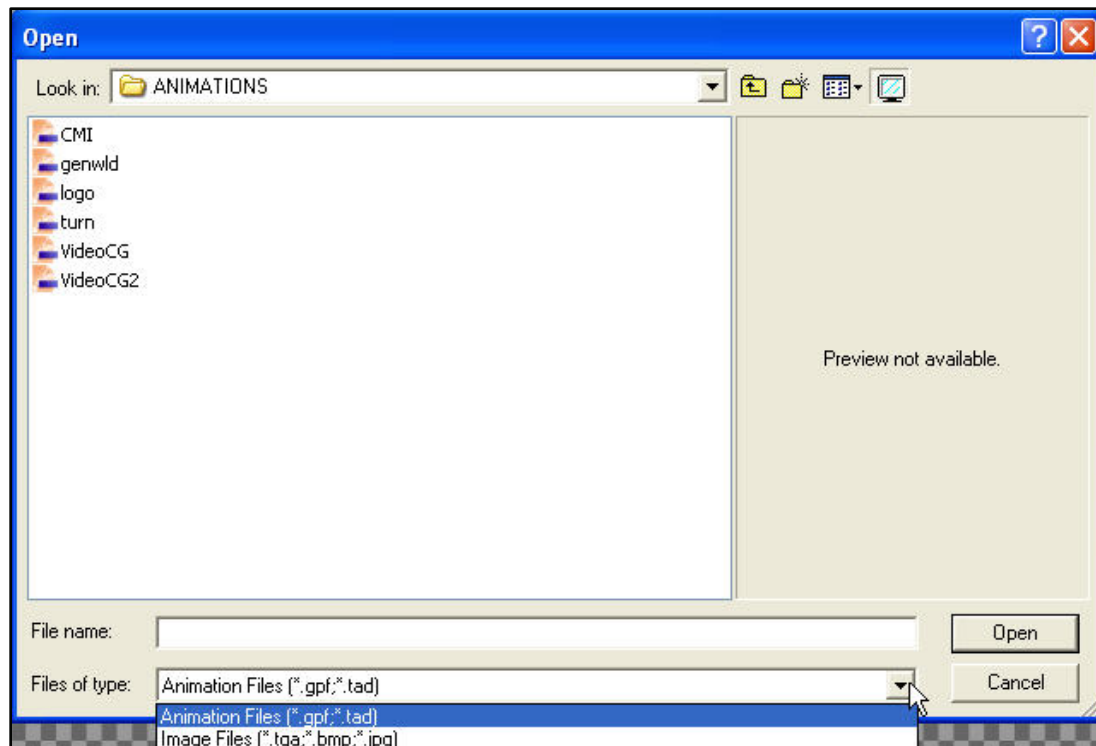
To import a previously created animation, click on *insert* at the top, then *animation.* The above window will be displayed.

> ▶ **Look In:** Locate the animation file or sequence of images that will be imported. The window below *look in* displays all files corresponding to *files of type* within the selected folder. A preview of the selected file can be viewed and resized to the right.

> ▶ **File Name:** Names of selected files.

> ▶ **Files of Type:**
> ◊ Animation Files (*.gpf;*.tad): Select if the sequence of images have already been combined into a *.gpf or *.tad file format.
> ◊ Image Files (*.tga;*.bmp;*.jpg): Select to import an image sequence.
> 1. After selecting this feature, located your sequence of images, and click on *open.*
>
> 2. Two messages will appear after opening the image sequence. The first asks if you would like to save the *.tad file in the same folder your images are located. The second message asks if you would like to delete the original image sequence files. It is recommended to press *yes*.

* Note: For successfully importing the image sequence, do not use numbers within the file name from any third party animation software.

# GENCG SHORTCUTS TOOLBAR - *EXPANDED*

LOCK AND UNLOCKING OBJECTS

You can now lock texts, images, and shapes, so that you can prevent the objects from mistakenly removed by using the mouse.
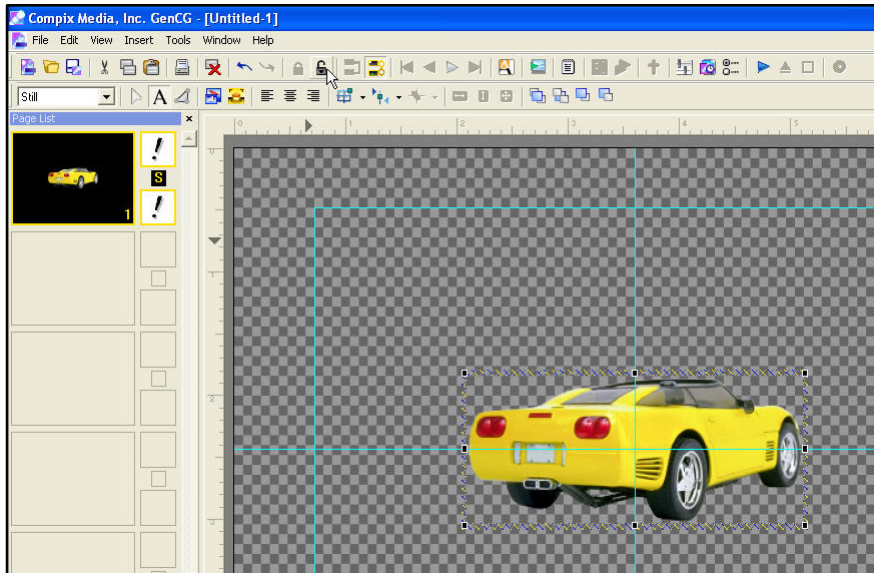

► **To Lock Object:** To lock an object, which means that the object will not be moved or be re sized when it's locked, select the object, and simply click the Lock icon on the toolbar. Alternative ways to lock an object is to press alt + L, or right click and choose Object Lock. You will see that the object will be now framed with yellow color. * Note: Lock only means the selected object cannot be re sized or moved by mouse. Even when an object is locked, you can still modify changes such as color, transparency, font style, etc. by using the *attributes tabs*.

► **To Unlock Object:** To unlock an object, select an object that is currently locked (with yellow frame), and click the *unlock* icon on the toolbar. You notice that the object is no longer framed with yellow but with white.

BUNDLE ATTRIBUTES

**1.** Select the text phrase you would like to change.
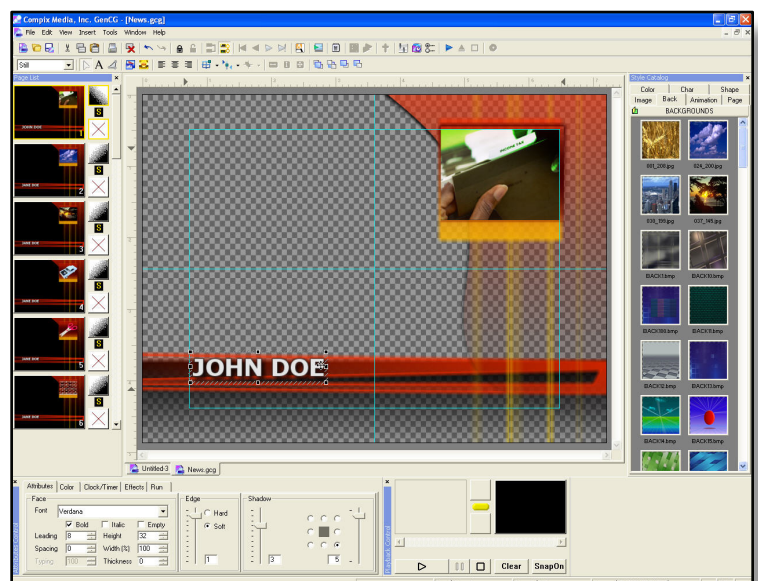
2. Now highlight all pages in the *page list* to
be edited. (To highlight the pages, select
the first page in the *page list*, then press the
shift key on the keyboard while pressing
the last page on the *page list*. All pages in
between the first and last page should be
highlighted.)
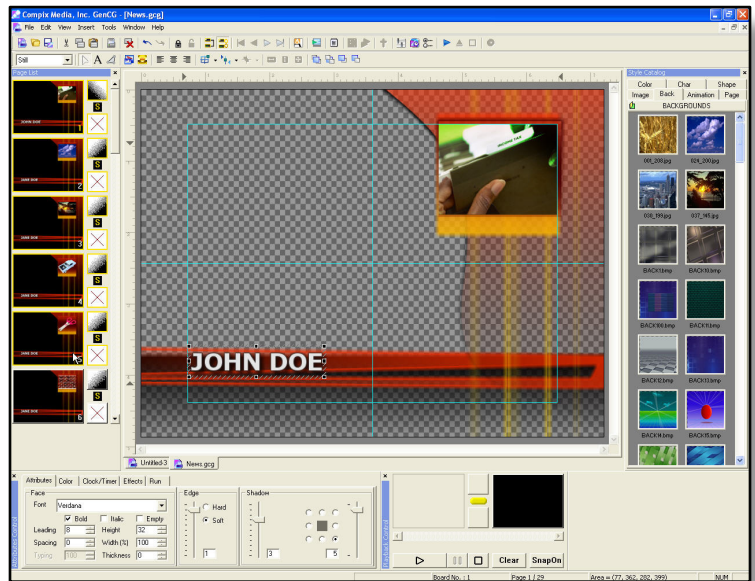
3. Press the *bundle attributes* button, either on
the shortcut toolbar, or going to *edit*, then
bundle attributes.
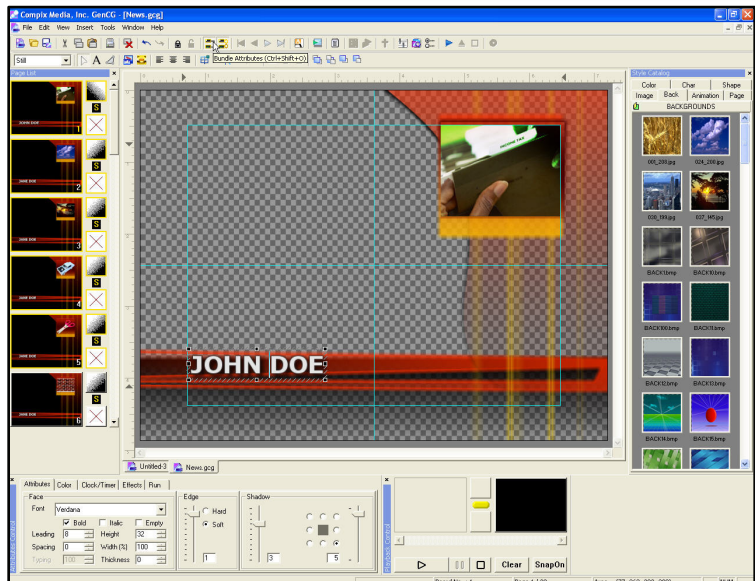
4. Now simply change an attribute in the
attribute and *color* tabs. All pages in the
*page list* that are pre-selected with change
accordingly.
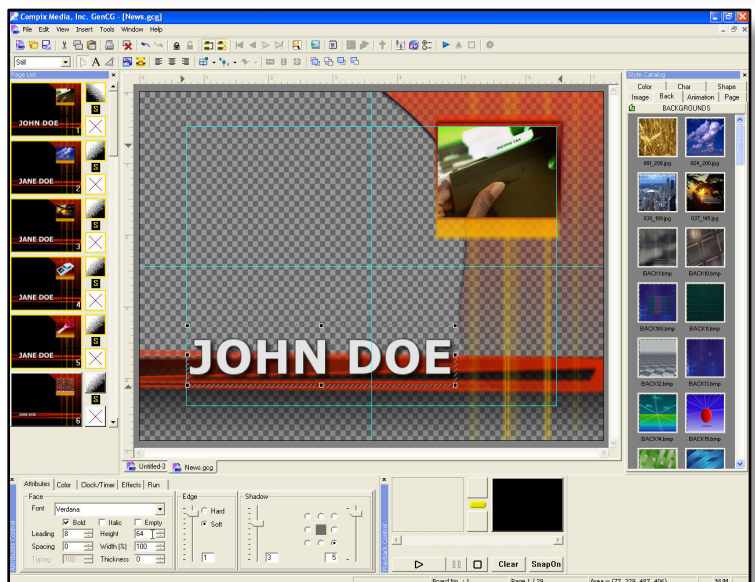
MASK EFFECT

You can select the display area. Click the *mask effect* button on the tool bar menu and create a box; you can move and resize the box if needed. The below image is in *roll* mode, so the text will roll up from the bottom of the screen and will only be visible through the create box. The *mask effect* will work on any transition effect.
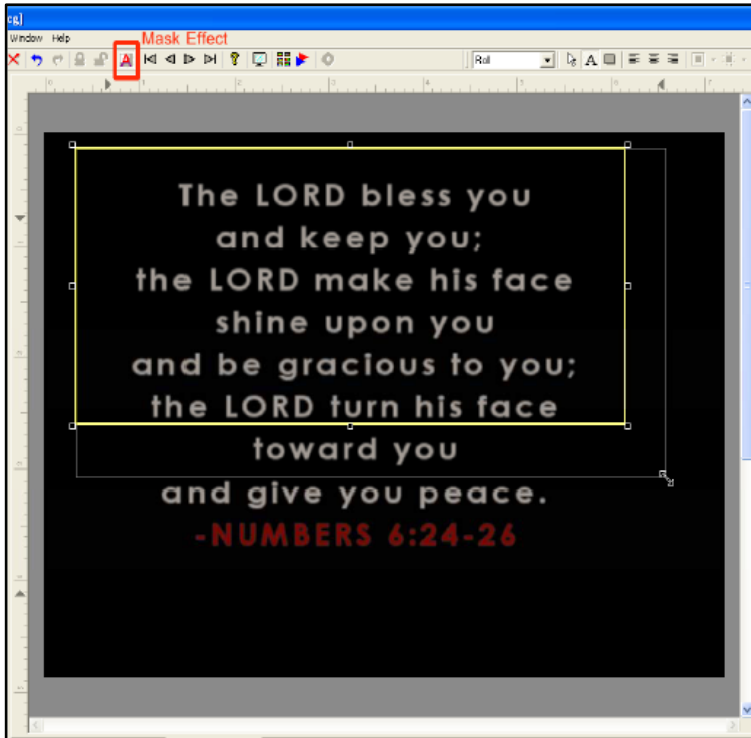
PAGE MODE

▶ **Still:** This turns any given page in the *page list* to a slide, where it displays all the content simultaneously. It is the default selection, in that *still* does nothing to the page itself.

▶ **Roll:** This turns any given page in the *page list* into a *roll* going from the bottom of the screen, to the top. This method is preferred for credits. The *roll* can be controlled in real time by the minus and plus buttons on the right hand side of the keyboard. The speed of the *roll* can be adjusted before it goes on-air by adjusting the first number of the *in* transition in the *effects* tab (located on the bottom part of GenCG).

▶ **Crawl:** This turns any given page in the *page list* into a *crawl* going from the right side of the screen to the left. This method is preferred for lower third crawls of text. The *crawl* can be controlled in real time by the minus and plus buttons on the right hand side of the keyboard. The speed of the *crawl* can be adjusted before it goes on-air by adjusting the first number of the *in* transition in the *effects* tab (located on the bottom part of GenCG).

▶ **Typing:** This turns any given page in the *page list* into typewriter for text. While on-air, every text on the page will be displayed one letter at a time. The speed of the letter entry can be adjusted through the *attributes* tab on the lower section of GenCG. Simply type in a number from 1 (fastest) to 1000 (slowest), and it will be displayed at that speed.

▶ **MultiLayer:** Selecting *multilayer* will display all the objects on a page one at a time on the *program* monitor. Each object will give the option to choose a specific transition effect from the *effects* tab located on the bottom part of GenCG. Apart from all the effects that are located in the *effects* tab, GenCG has added special transition effects that are only for *multilayer*. Those transition effects have a 'M' located on the upper right of the effect. To select a transition effect for that object, simply click on the 'Obj' in the *effects* tab.
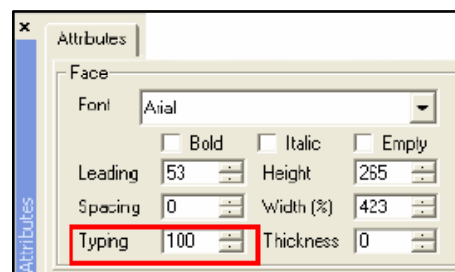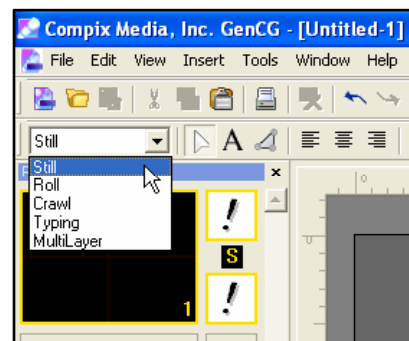
MultipleCG Page List

The *MultipleCG page list* enables you to see and control both CG *page list*s easily and comfortably. In order for the *page list* to display properly, both GenCG programs should be open. The *page list* can be selected in the toolbar shortcut menu.
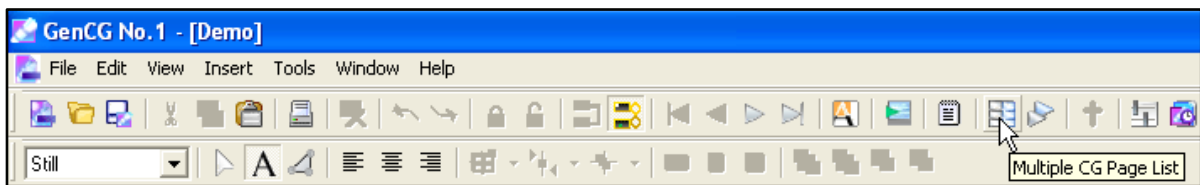

After clicking the shortcut icon the *MultipleCG page list* will open. You can control which GenCG document you would like to edit by simply clicking on a certain page within the *MultipleCG page list*. The document that is currently being edited will always be highlighted like shown below. If you would like to exit the *Multiple page list*, simply click the shortcut *page list* icon in the toolbar menu.

MultipleCG Controller

To open the *MultipleCG controller*, press *ALT+M*; or on the menu, go to *tools > MultiCG controller*. The following window will appear. The list below describes the different functions of the *MultipleCG controller*.
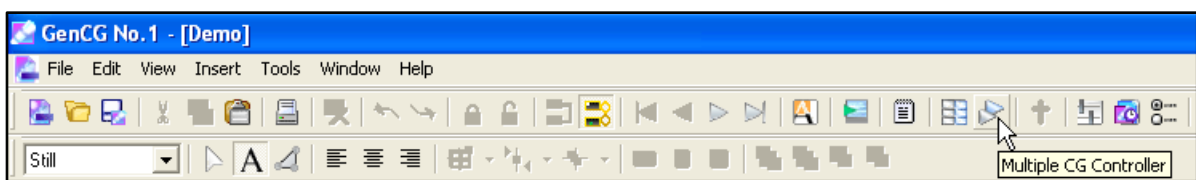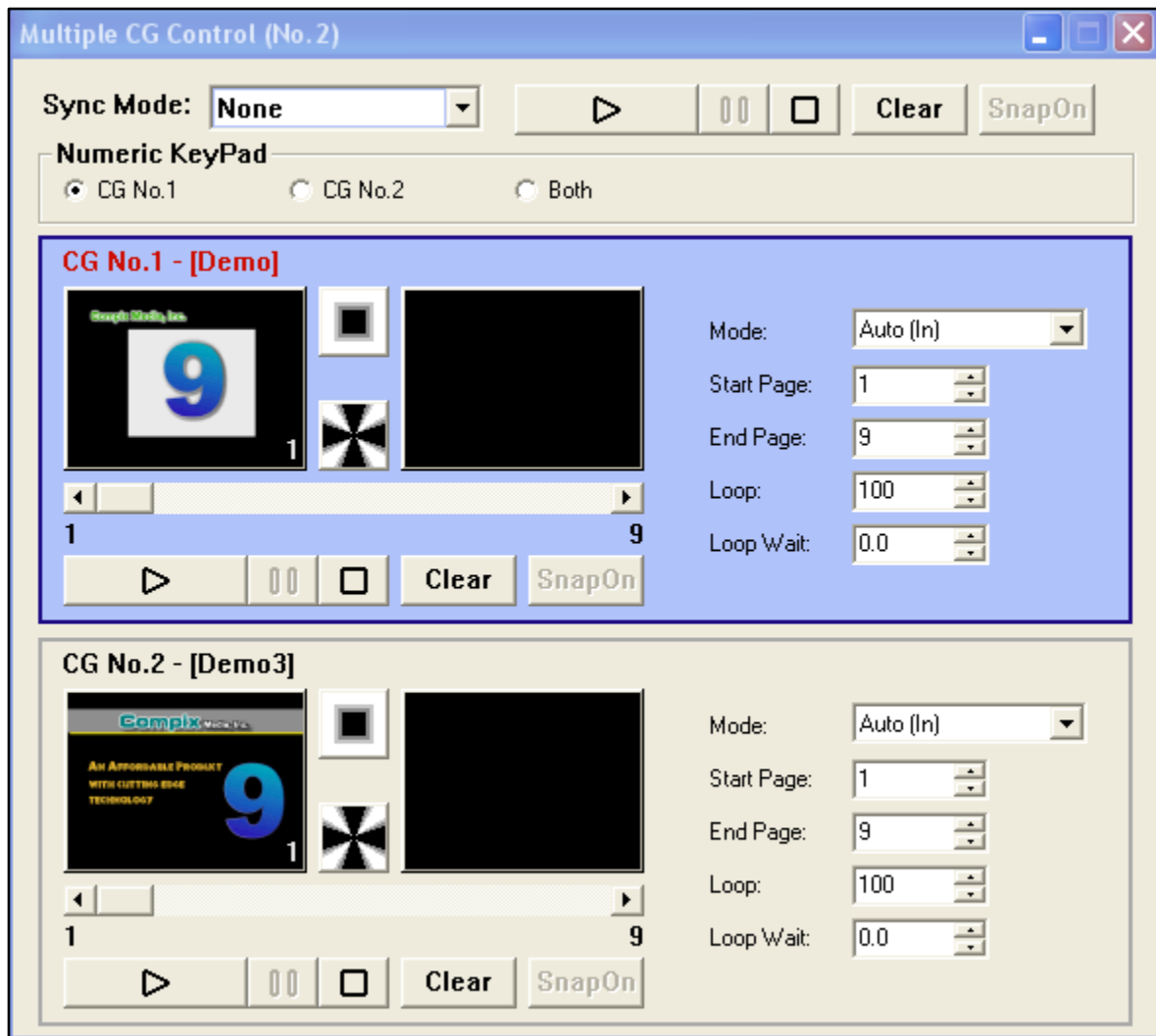
▶ **Sync Mode:** Enables the user to sync pages within any given document by *each loop, each page*, and *page & loop*. *Each loop* refers to the synchronization of the number of loops in the given documents. The loop can be selected from 1 to 100, with 100 being infinite. *Each page* refers to the synchronization of each page. So if a given page from CG No. 1 is longer than CG No. 2, CG No. 2 will wait until CG No. 1 is completed before moving onto the next page. *Page & loop* refers to the synchronization of both documents' page and loop.

▶ **Main Playback Control (upper right):** Controls two GenCG programs simultaneously. This is the main playback control on the *MultipleCG controller*. The controller has a *play* button, *pause* button, *stop* button, *clear* button to clear graphics on the output, and *snapon* which instantly snaps the on screen graphics live to air.

▶ **Numeric Key Pad:** Select either *CG No. 1*, *CG No. 2*, or *Both*. Selecting each will enable the *main playback control* to control the highlighted section.

▶ **CG No. 1:** Refers to the corresponding GenCG document that is opened. In this case, the document demo is opened. The *preview* and *program* windows are conveniently displayed as well as the *playback control*. To the right of that are all the functions of the GenCG *run tab*. There is *mode, start page, end page, loop*, and *loop wait*. With *mode* you can choose to run that document in an automatic, cut, or manual fashion. The *in* and *out* on each *mode* refers to the transition effect that is to take place. With *start page*, you are able to select which page will be the starting point of your document. With *end page*, you can determine which page will be the ending point of your document. The *loop* is for listing the amount of times the document will play in full. Finally, *loop wait* is for determining how long the document will pause before looping itself again.

► CG No. 2: The last area of the *MultipleCG controller* refers to the 2nd corresponding GenCG document that is open. In this case, the document *Demo3* is opened. The *preview* and *program* windows are conveniently displayed as well as the *playback control*. To the right of that are all the functions of the GenCG *run tab*. There is *mode, start page, end page, loop*, and *loop wait*. With *mode* you can choose to run the document in an automatic, cut, or manual fashion. The *in* and *out* on each *mode* refers to the transition effect that is to take place. With *start page*, you are able to select which page will be the starting point of your document. With *end page*, you can determine which page will be the ending point of your document. The *loop* is for listing the amount of times the document will play in full. Finally, *loop wait* is for determining how long the document will pause before looping itself again.
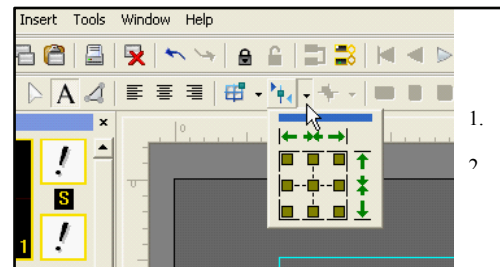
SCREEN ALIGN

1. This section is for having multiple objects align to any of the six positions on the *create & edit screen*, without changing the orientation of the objects. The aligned objects will not go past the *safety guides*.

2. This section is for having single objects align any where within the *safety guides*.
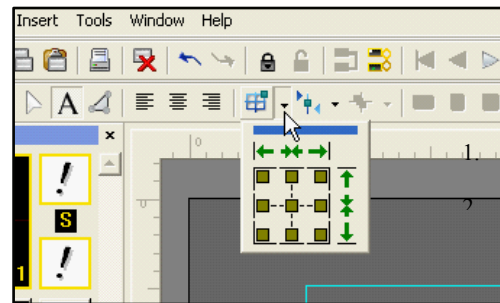
AREA ALIGN

1. This section is for having multiple objects align to any of the six positions on the *create & edit screen*, without changing the orientation of the objects. The aligned objects will not go past the X and Y-axis. The X and Y-axis can be manually adjusted if needed.

2. This section is for having single objects align any where within the X and Y-axis. The X and Y-axis can be manually adjusted if needed.

OBJECTS ALIGN

1. This section is for having multiple objects align to any of the six positions on the *create & edit screen*, without changing the orientation of the objects. The aligned objects will not go past the *safety guides*.

2. This section is for having single objects align any where within the *safety guides*.
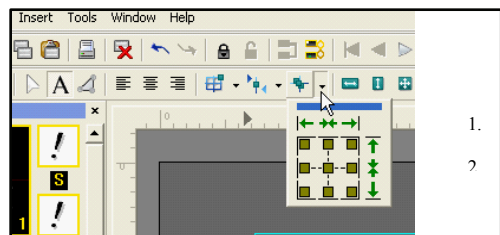
Attributes Control

ATTRIBUTES TAB
•••

FACE SECTION FOR FONTS
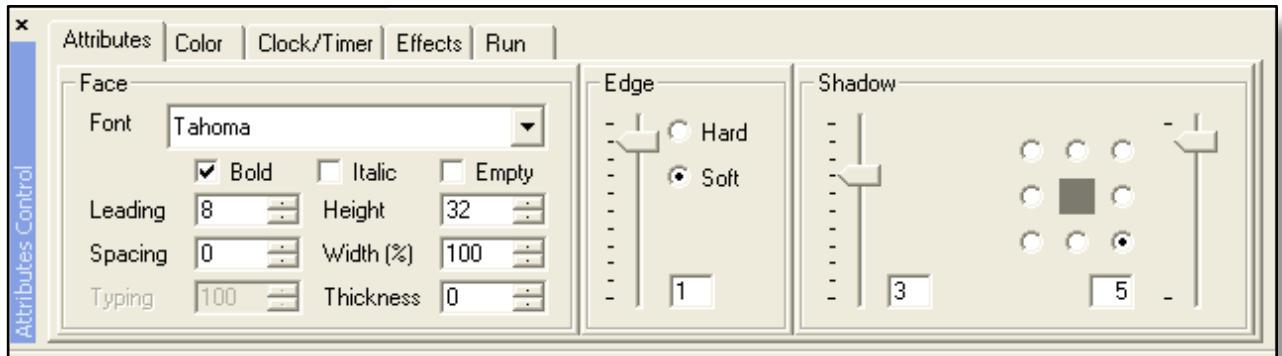
► **Font:** It allows you to select a desired font within the font list by clicking & pulling down the arrow button. Use the select bar to browse through the listing and click on the desired font to make your selection. The selected font will be highlighted blue, use your up and down arrow keys to browse through the list.

◊ You are also able to view and select most recently used fonts.
◊ Just go to the font pull down menu and you will see a break in the list which is denoted by a dotted line. The current font history is located above the dotted line.

► **Bold:** It allows you to make any font *bold* by indicating a mark in the *bold box*. Please note that this function is only available if the chosen font features the bold capability. If the chosen font does not have the capability, you can use the Thickness mode instead.

► **Italicize:** It allows you to make any font *italicize* by indicating a mark in the *italic box*. The fonts in the object will then change to italicized fonts.

▶ **Empty:** If the thickness of the font (see below on p. 59) is set to 1 or above, selecting *empty* will make the inside face of the object transparent.

▶ **Line Spacing (Leading):** Move cursor to leading window, it allows you to adjust the spacing between the lines of characters. Type in the desired number, or adjust the setting with the arrow keys. Otherwise, you can click on the left mouse key and drag it left or right until desired line spacing appears. The line spacing can be adjusted from –100 to +500.

▶ **Character Spacing (Horizontal):** Move cursor to spacing window, it allows you to adjust the spacing between each character. Type in the desired number, or adjust the setting with the adjacent increase/decrease buttons. Otherwise, you can click on the left mouse key and drag it left or right until desired character spacing appears. You can also use the *ctrl+H* or *ctrl+L* for narrowing and expanding character spacing, respectively. The spacing can be adjusted from –100 to +100.

▶ **Height Sizing:** Move cursor to the height window, it allows you to change the character size on the edit screen. Type in the desired number, or adjust the setting with the adjacent increase/decrease buttons. Otherwise, you can click on the left mouse key and drag it left or right until desired character size appears. You can also use the *ctrl+I* or *ctrl+M* for increasing and minimizing character size, respectfully. The sizing can be adjusted from 16 to 999. Changing the height size will change the overall size of the character.

▶ **Width Sizing:** Move cursor to *width* window, it allows you to change the character width on the edit screen. Type in the desired number, or adjust the setting with the adjacent increase/decrease buttons. Otherwise, you can click on the left mouse key and drag it left or right until desired character size appears. You can also use the *ctrl+J* or *ctrl+K* for decreasing and increasing width size, respectfully. The width can be adjusted from 20 to 500.

▶ **Thickness Sizing:** Move cursor to *thickness* window, it allows you to change the character thickness on the edit screen. Type in the desired number, or adjust the setting with the arrow keys. Otherwise, you can click on the left mouse key and drag it left or right until desired character thickness appears. The thickness can be adjusted from 0 to 10.

▶ **Resize Text Using Mouse:** Instead of using the fields in the *attributes* tab, you can now simply click and drag the text to resize it. To do this, simply select a text, and bring your cursor near one of the eight dots surrounding the text (indicated in red above). When the cursor turns into an arrow, click and drag the text to your preferred size. When you are finished, release your mouse. * Note: This is the same method for resizing shapes and images.

FACE SELECTION FOR SHAPES
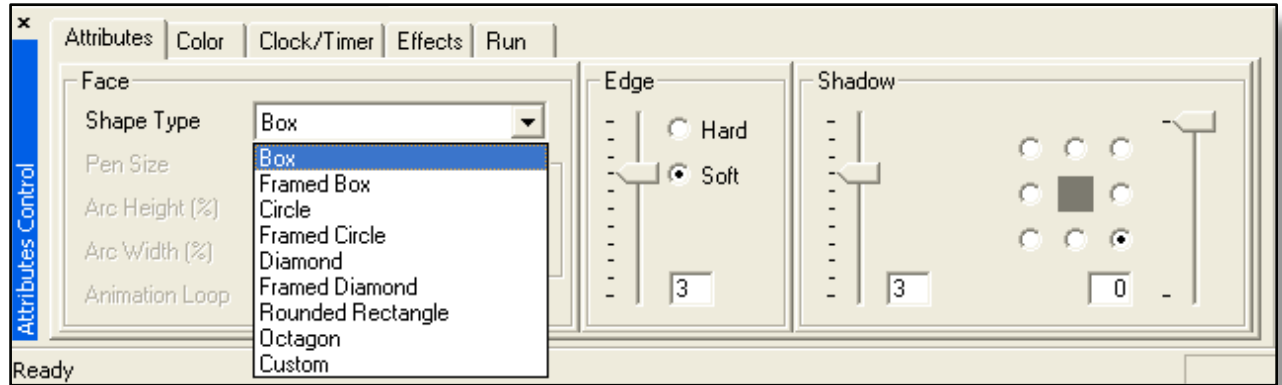
▶ **Shape Type:** The following shapes can be created in GenCG: *box, framed box, circle, framed circle, diamond, framed diamond, rounded rectangle, octagon,* and *custom.*

◊ **Box:** Create a solid *box.* Left click the *create & edit screen* and drag the mouse to a desired location and release.

◊ **Framed Box:** Create a *framed box.* Left click the *create & edit screen* and drag the mouse to a desired location and release. The *framed box* can be adjusted, with 1 being the smallest, and 200 completely filling the box.

◊ **Circle:** Create a solid *circle.* Left click the *create & edit screen* and drag the mouse to a desired location and release.

◊ **Framed Circle:** Create a *framed circle.* Left click the *create & edit screen* and drag the mouse to a desired location and release. The *framed circle* can be adjusted, with 1 being the smallest, and 200 completely filling the box.

◊ **Diamond:** Create a solid *diamond* shape. Left click the *create & edit screen* and drag the mouse to a desired location and release.

◊ **Framed Diamond:** Create a *framed diamond.* Left click the *create & edit screen* and drag the mouse to a desired location and release. The *framed diamond* can be adjusted, with 1 being the smallest, and 200 completely filling the box.

◊ **Rounded Rectangle:** Create a *rounded rectangle.* Left click the *create & edit screen* and drag the mouse to a desired location and release. The *rounded rectangle* can be adjusted with the *arc height %*, and the *arc width %*. The percentages run from 0.00% to 100.0%, with 100.0% being the greatest.

◊ **Octagon:** Create an *octagon.* Left click the *create & edit screen* and drag the mouse to a desired location and release. The octagon can be adjusted with the *arc height %*, and the *arc width %*. The percentages run from 0.00% to 100.0%, with 100.0% being the greatest.

◊ **Custom:** The *custom* shape feature allows you to create various shapes from a default triangle.
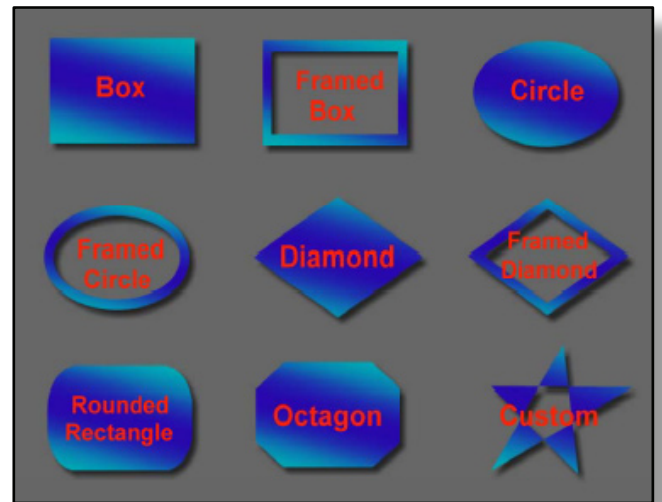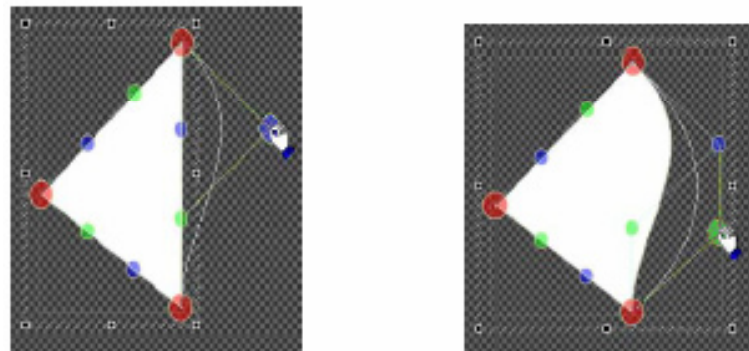
Using Custom Shape:

1. Created is a default triangle with red, blue, and green circles. Each frame point has a red circle that you can move and reshape with object with.
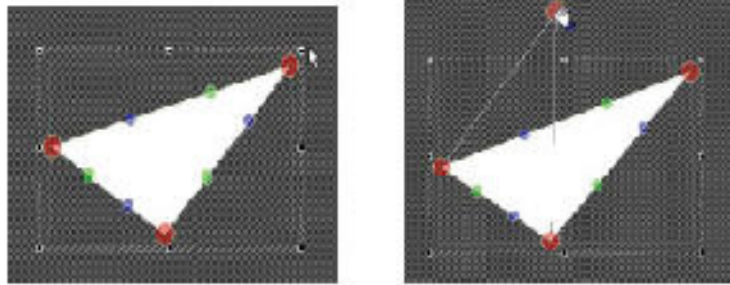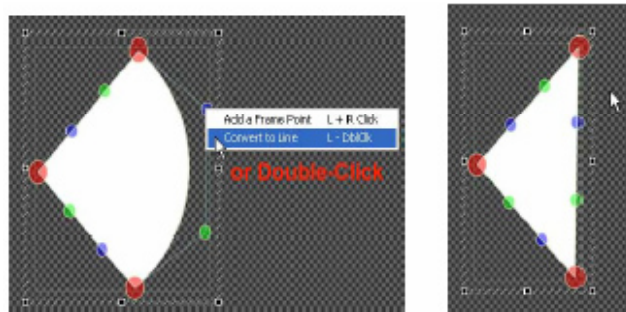
2. You can create curved lines with the green and blue circles.

3. You can add more frame points by clicking the right mouse and selecting *add a frame point*, or clicking left and right mouse buttons at the same time.
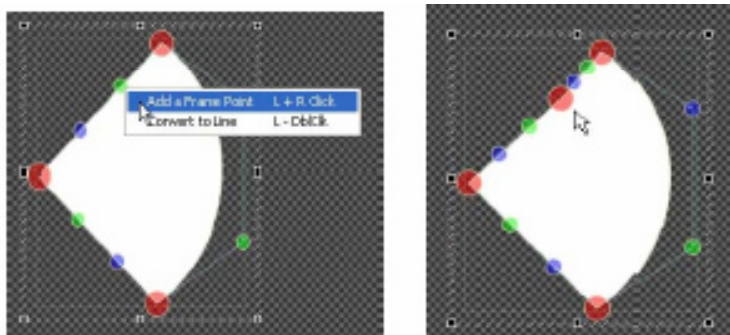
4. If you click the right mouse button and select *convert to line*, or double click the green or blue circle on a curved line, it straightens the curved line.


5. If you click the right mouse button and select *remove a frame point*, or click left and right mouse buttons at the same time on the red circle, it will remove the *frame* point.
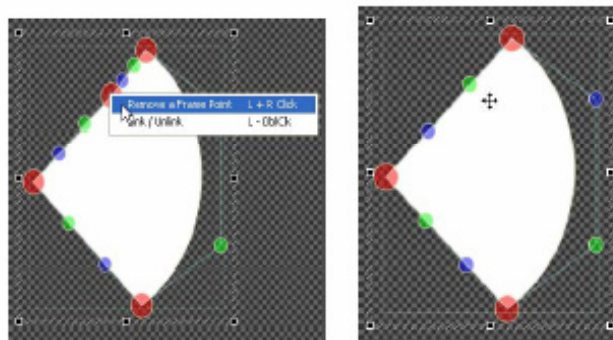

6. If you click the right mouse button and select *link / unlink* or double click the left mouse button on a red circle, two orange circles will appear on the adjacent green and blue circles creating smooth transition curve like the image below.
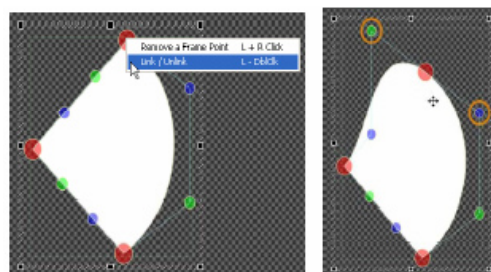

7. Click on one of the circles and move it to create your desired position,
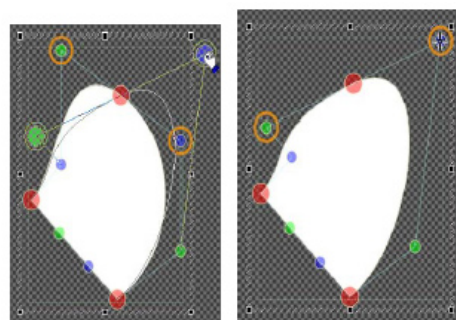
► PEN SIZE: When a framed box, circle, or diamond is selected, *pen size* is activated on the *attributes* tab. You can adjust the thickness of the frame by adjusting the value for the pen size from 1 to 200.
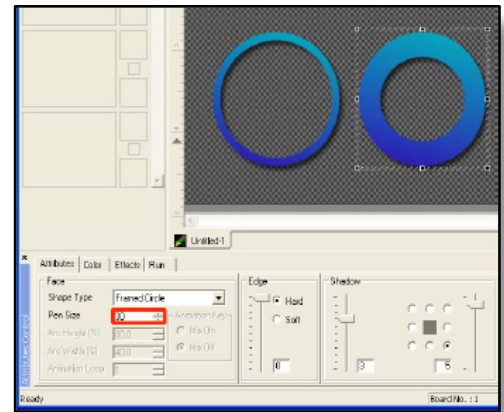

► ARC HEIGHT/ ARC WIDTH: When a rounded rectangle or octagon is selected, *arc height* and *arc width* are available on the *attributes* tab. You can adjust the size of the arcs by changing the values.
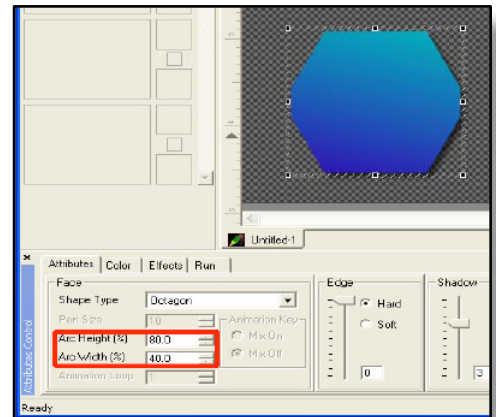

► ANIMATION LOOP/ ANIMATION KEY: If the animation is highlighted, press the *attributes* tab in GenCG. The picture below will appear. *Animation loop* is where you control the number of loops the animation performs. To the right of that is *animation key*. This *animation key* is only for tga (targa) animations.
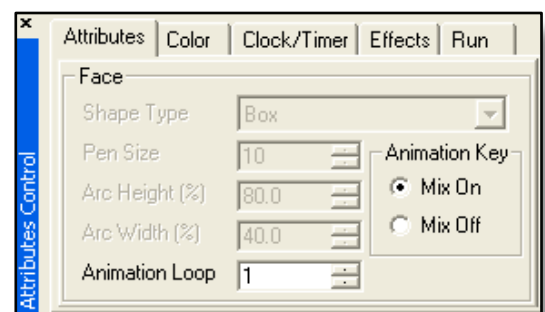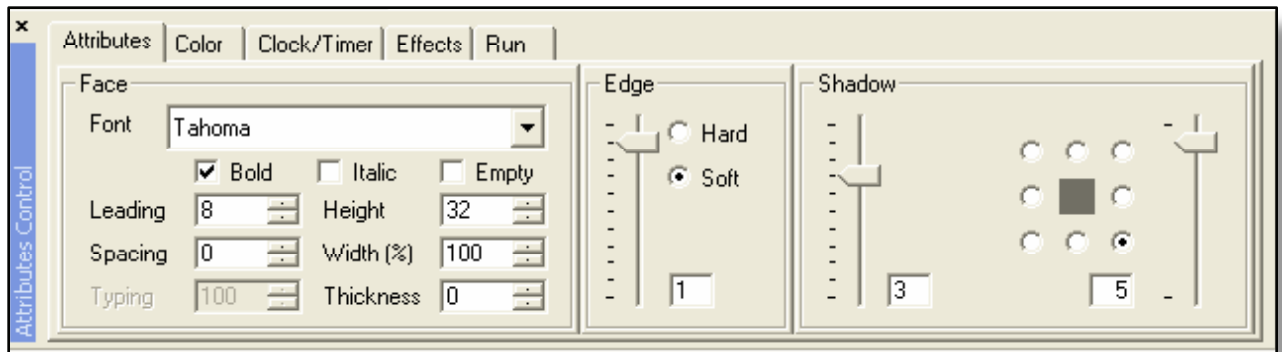
◊   In the *animation key* setting, *mix off* indicates that images, text, and objects will not be seen within the animations transparent background.
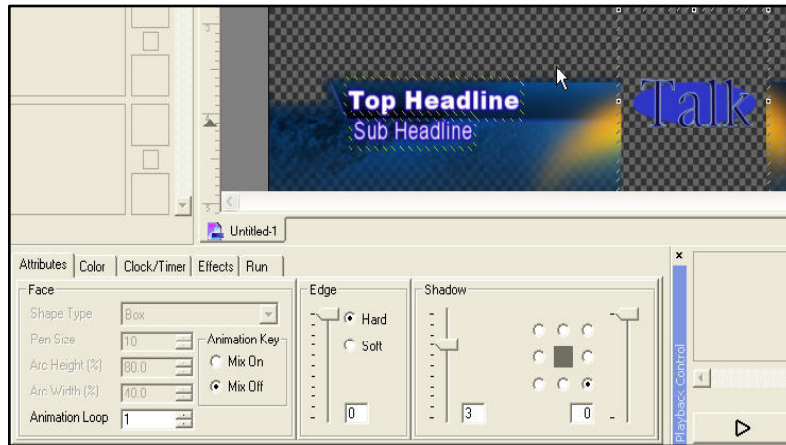
◊   In the *animation key* setting, *mix on* indicates that images, text, and objects will be seen within the **.tad* animations transparent background.
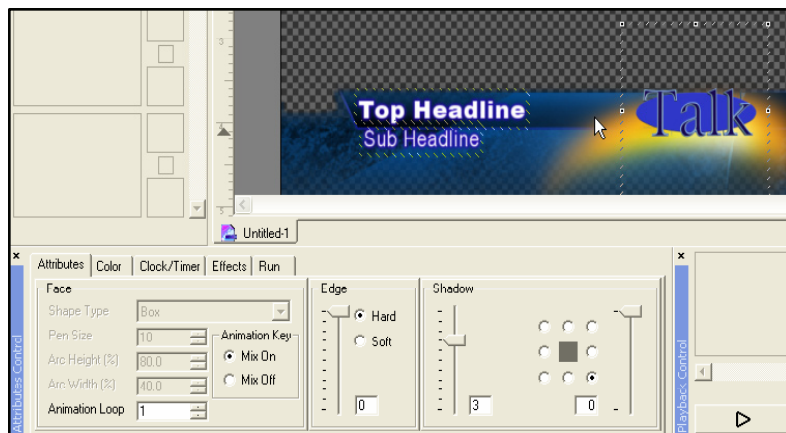
EDGE SECTION FOR SHAPES AND FONTS

▶ **Edge Scroll Bar:** This scroll bar allows you to determine the thickness of the *edge*. It ranges from 0 to 10, with 0 being no *edge*. There is a section at the bottom where a specific number can be entered.

▶ **Hard:** Selecting this allows the *edge* to have a *hard*, non-transparent opacity.

▶ **Soft:** Selecting this allows the *edge* to have a *soft*, gradient transparent opacity.
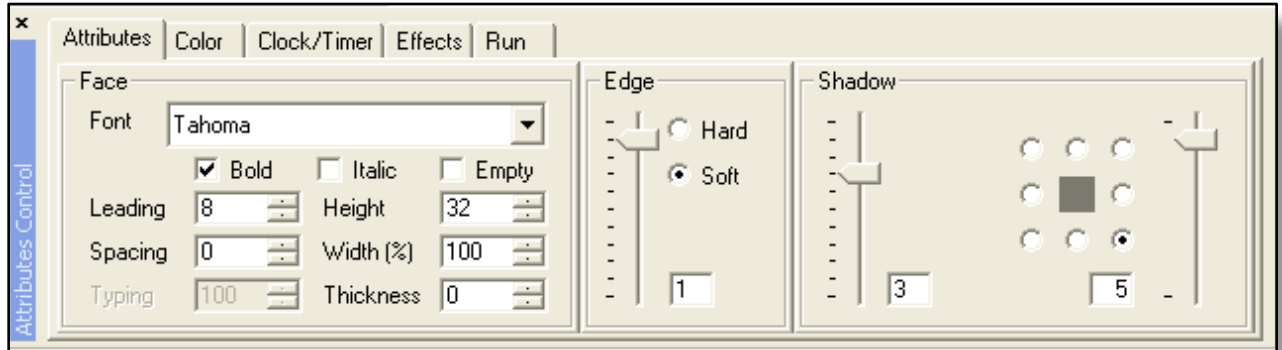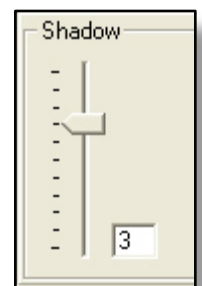
SHADOW SECTION FOR SHAPES AND FONTS

▶ **SHADOW SCROLL BAR:** This scroll bar allows you to determine the thickness of the *shadow*. It ranges from 0 to 10, with 0 being no *shadow*. There is a section at the bottom where a specific number can be entered.

► **Shadow Direction:** It allows you to control the angle of a *shadow direction*. Select one of the eight different positions available. The direction of the *shadow* will change accordingly to the position of the radio buttons.
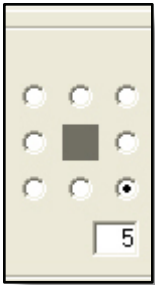
► **Shadow Distance:** This scroll bar allows you to determine the distance of the *shadow* from the object. It ranges from 0 to 50, with 0 being no *shadow*.
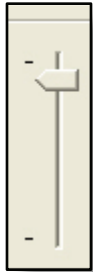
COLOR TAB

FACE / EDGE / SHADOW COLOR SECTION
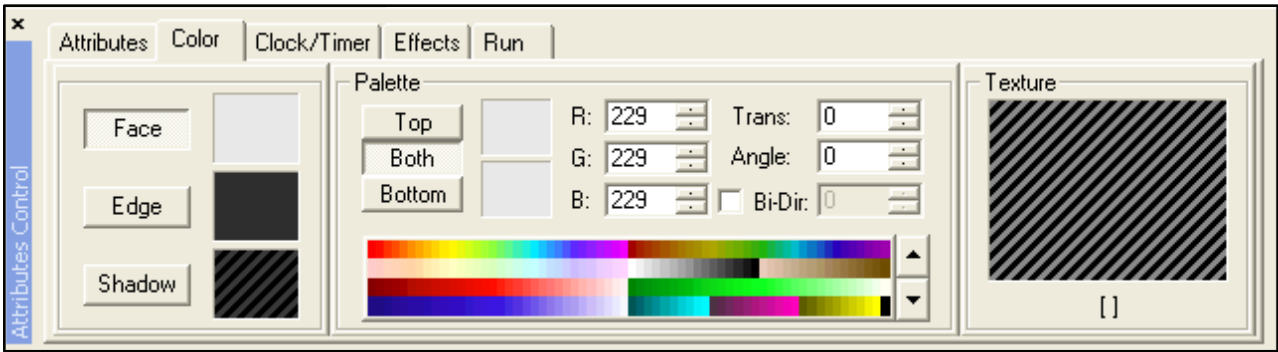
Face, edge, and *shadow* buttons with corresponding color box.

► **Face Button:** The box adjacent to the *face* button represents the current color each object would have when created. The current color can be changed by selecting one of the many colors on the color palette.
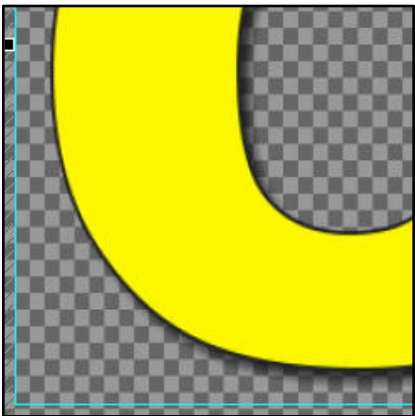
► **Edge Button:** The box adjacent to the *edge* button represents the correct color each objects *edge* would have when created. The current color can be changed by selecting one of the many colors on the color palette.

► **Shadow Button:** The box adjacent to the *shadow* button represents the correct color each objects *shadow* would have when created. The current color can be changed by selecting one of the many colors on the color palette.
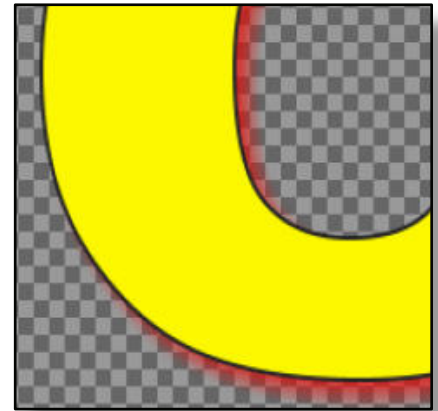
COLOR PALETTE & TEXTURE MAPPING
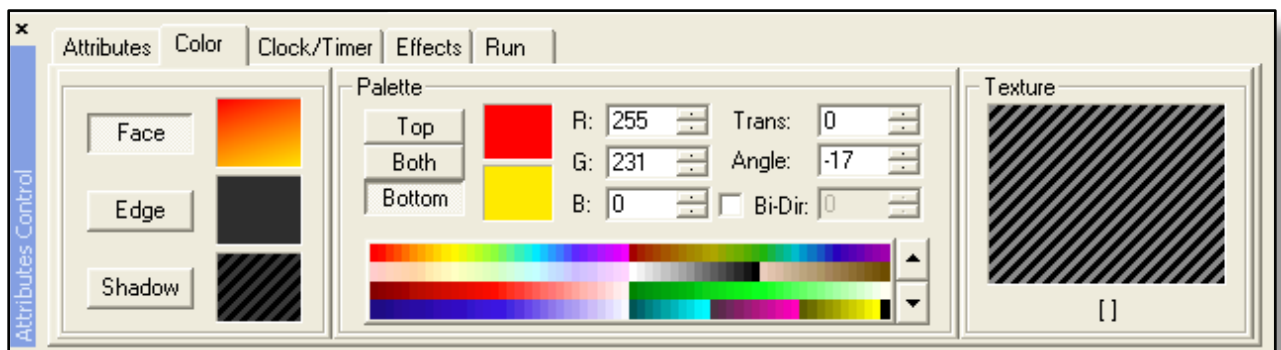
► **Gradation Position & Color:** The *gradation position* can be selected by pressing the *top, both*, or *bottom* buttons. If *top* is selected, the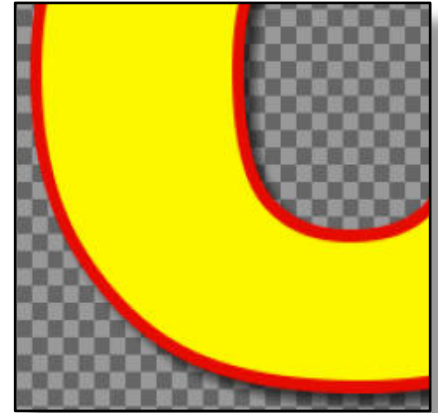 *top* color and current *face* color will mix forming the gradation. If *both* is selected, the *top* and *bottom* will become the same color. If *bottom* is selected, the *bottom* color and current *face* color will mix forming the gradation. The gradation color refers to the *top* and *bottom* color that is chosen.

► **RGB Level:** The RGB Level indicator shows the color value of the current selected color. Type the desired number, or adjust the setting with the arrow keys in the red, green and blue box. You can also click on the RGB color box and then left click the mouse in the desired box and drag your mouse to the desired setting appears.

► **Transparency Level:** The transparency indicator shows the 256 levels of transparency of the current selected color. Type in the desired number, or adjust the setting with the arrow keys. Otherwise, you can click on the left mouse key and drag it left or right until desired transparency setting appears. The *transparency level* can be adjusted from 0 to 100.

► **Angle Level:** It allows you to control the *angle* of gradation level. The default setting on the gradation level is set from top to bottom vertically. You can utilize the angle position to change the gradation level horizontally or diagonally. The *angle* can be adjusted from –90 to 90.

► **Bi-Directional Level:** If the *bi-directional level* is selected, the *bottom* color in the *gradation position & color* will be centered in the center of the text or object, with the *top* covering the upper and lower parts. The *directional level* can be adjusted by corresponding numbers from 0 to 100.

► **Color Palette:** GenCG allows you to select from a list of color palettes to select your face, edge, or shadow colors. Click on the up and down arrow buttons, which are on the right side of palette to select different color palettes.
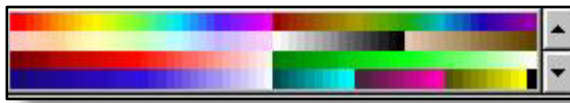
Default Color Palette

Second Color Palette

Third Palette
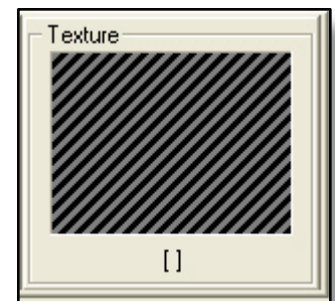
Fourth Palette

Fifth Palette

► **Texture Screen:** This allows you to map graphic formats such as *.tga (targa), *.bmp (bitmap), or *.jpg (jpeg) to your working text (face, edge, or shadow). Click on the attribute button and then left mouse click on the texture screen to load the texture folder. Select the desired graphic image and click *open* to map the image to your text.

Texture

[ ]

CLOCK / TIMER TAB
•••

The *clock/timer* tab can be enabled if an existing *clock/timer* is selected on the *create & edit screen*. Clocks and timers can be inserted by going to the *insert* tab on the GenCG toolbar menu.
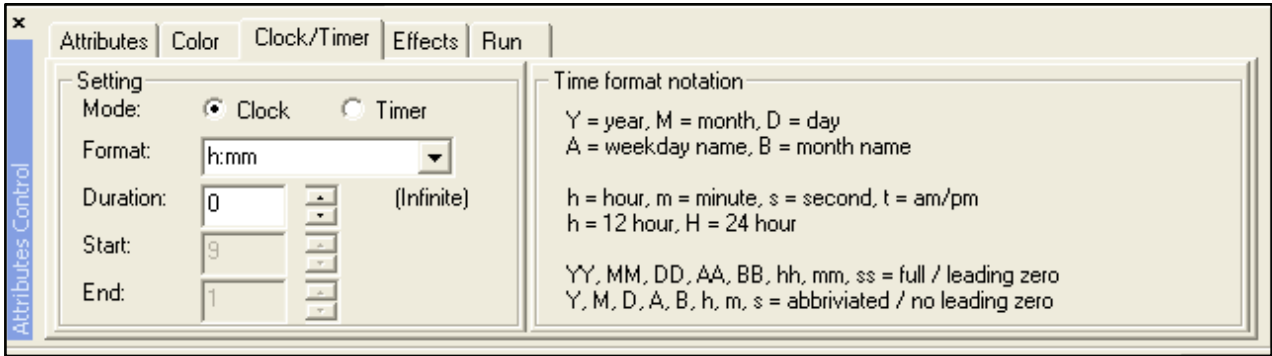
► **Mode:** Change an existing clock to a timer, or an existing timer to a clock by selecting the corresponding clock and timer buttons.

► **Format:** Change an existing clock or timers format of operation. The *time format notation* has been provided to the right for the shortened words in the *format* menu.

► **Duration:** Select the amount of time the clock or timer should be displayed. After the time expires, the clock or timer will stop and clear from the *program window*.

► **Start / End:** The start and end sections can be enabled if a *timer* is selected. Upon enabling it, the *starting* second and *ending* second can be select from simply pressing the corresponding arrows.

TRANSITION EFFECTS TAB
•••

IN & OUT TRANSITION EFFECTS
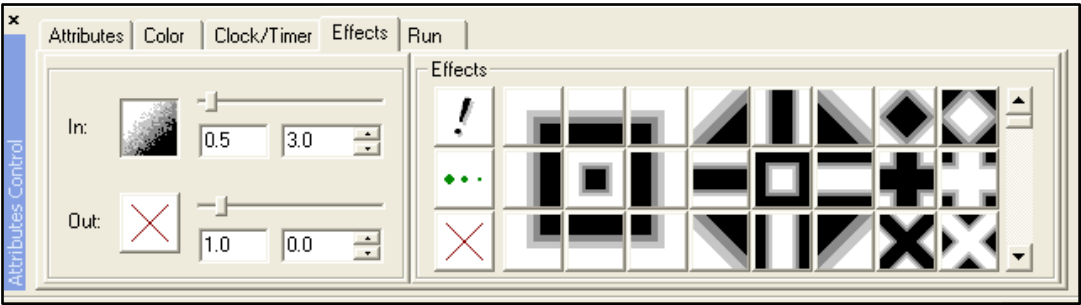
► **In Transition Pattern:** If the *in* transition box is selected, one of the transition effects in *effects* can be selected. Upon selecting the transition effect, the *in* transition boxes new transition effect will be active.

► **Out Transition Pattern:** If the *out* transition box is selected, one of the transition effects in *effects* can be selected. Upon selecting the transition effect, the *out* transition boxes new transition effect will be active.
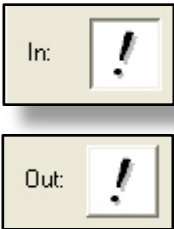
► **In Transition Speed:**   It allows you to control the speed of your pages in transition. Adjust the control bar to a desire location or type in the desired number. Otherwise, you can click on the left mouse key and drag it side to side until desired speed appears. The *in transition speed* can be adjusted from 0.0 (fastest) to 9.9 (slowest).

1.0

Upper

► **Out Transition Speed:**   It allows you to control the speed of your page out transition. Adjust the control bar to a desire location or type in the desire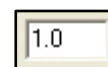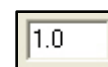d number. Otherwise, you can click on the left mouse key and drag it side to side until desired speed appears. The *out transition speed* can be adjusted from 0.0 (fastest) to 9.9 (slowest).

1.0

Lower

► **Page Display Time:**   Available in *auto run mode* only, it allows you to control each individual page to display certain amount of time before going to the next page. Type in the desired number, or adjust the setting with the adjacent increase/decrease buttons. Otherwise, you can click on the left mouse key and drag it left or right until desired setting appears. The page display time can be adjusted from 0.0 to 99.9.

3.0
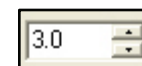
Upper

► **Page Delay Time:**   Available in *auto run mode* only, it allows you to control each individual page to delay certain amount of time before displaying the next page. Simply type in the desired number, or adjust the setting with the adjacent increase/decrease buttons. Otherwise, you can click on the left mouse key and drag it left or right until desired setting appears. The page delay time can be adjusted from 0.0 to 99.9.

3.0
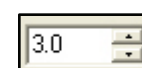
Lower

EFFECT PATTERNS

► **Cut Effect:**   Applying this transition effect will display the selected page in *cut mode*. You can either apply to the *in* or *out* transition.

► **Scroll Pass:**   Applying this transition effect will display the selected page to roll or crawl without any interruption. Please note that this effect is default setting for *roll* & *crawl* pages.

► **Direct Transition To Next Page:**   Applying this transition effect will display to next incoming page without any interruption, despite the *playback* mode.

► **No Transition 'X'/ Overlay Effect 'O':**   With *no transition 'X'*, GenCG will skip that particular transition effect. Another transition effect that can be used is the *overlay effect 'O'*. To activate that effect, simply click on the 'X' twice. For the *overlay effect*, if the out effect of the current page is set to 'O', then the current page stays and the next page overlays on top of the current page. This does not apply if the *run mode* of the next page is *roll*, *crawl*, or the in transition effect is slide or push.

► **View Transition Effects On Page Preview List:**   You can see the transition effects being used on all pages at a glance.

RUN TAB
•••

```
┌─────────────────────────────────────────────────────────────────────────┐
│ ✕                                                                         │
│ ┌─ Attributes ┬ Color ┬ Clock/Timer ┬ Effects ┬ Run ──┐                  │
│                                                                           │
│   Start Page:  [1    ] [▲▼]   Mode:  [Auto (In/Out)  ▼]   Sync Mode:  [None        ▼] │
│                                                                           │
│   End Page:    [26   ] [▲▼]                                               │
│                                                                           │
│   Loop:        [24   ] [▲▼]                                               │
│                                                                           │
│   Loop Wait:   [0.0  ] [▲▼]                                               │
│                                                                           │
└─────────────────────────────────────────────────────────────────────────┘
```
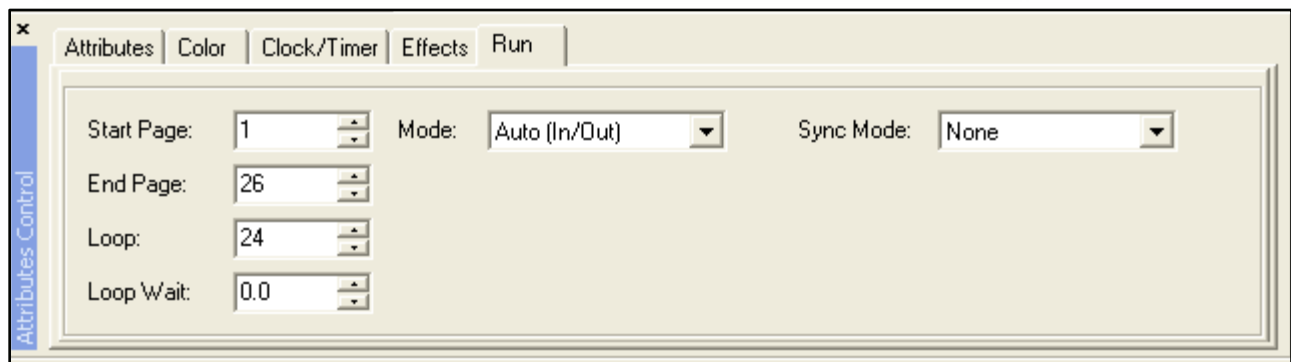
► **Start Page:** It allows you to select the start page of a sequenced file to begin displaying on the program output. The default setting usually starts from the first page; however, simply type in the desired number, or adjust the setting with the adjacent increase/decrease buttons if you would like to start with a different number other than one. Otherwise, you can click on the left mouse key and drag it left or right until desired page number appears.

► **End Page:** It allows you to select the end page of a sequenced file to stop displaying on the program output. The default setting usually ends with the last page; however. Type in the desired number, or adjust the setting with the adjacent increase/decrease buttons if you would like to end off with a different number other than the last page number. Otherwise, you can click on the left mouse key and drag it left or right until desired page number appears.

► **Loop:** It allows you to select the desired file to loop certain amount of times before coming off of the program output. Simply type in the desired number, or adjust the setting with the adjacent increase/decrease buttons. Otherwise, you can click on the left mouse key and drag it left or right until desired loop sequence number appears. The loop sequence is available from 1 to 100. The number 100 represent infinity.

► **Loop Wait:** It allows you to select a delay period after each loop sequence. Simply type in the desired number, or adjust the setting with the adjacent increase/decrease buttons. Otherwise, you can click on the left mouse key and drag it left or right until desired number appears. You can select from 0.0 to 99.9.

► **Run Mode:** There are six different playback styles available in which you can display your pages.

◊ **Manual (In/Out):** This mode applies a page break in between pages during its playback sequence. It utilizes the pre-selected transition effects to display each page. Each page is triggered manually by an operator.

◊ **Manual (In):** This mode does not apply any page break in between pages during its playback sequence. It utilizes the pre-selected transition effects to display each page. Each page is triggered manually by an operator.

◊ **Auto (In/Out):** This mode applies a page break in between pages during its playback sequence. It utilizes the pre-selected transition effects to display each page. Each page is triggered to playback automatically.

◊ **Auto (In):** This mode does not apply any page break in between pages during its playback sequence. It utilizes the pre-selected transition effects to display the information, in which, each page is triggered to playback automatically.

◊ **Cut (In/Out):** This mode disregards the pre-selected transition effects and it displays the pages with a page break. It disregards the pre-selected transition effects and utilizes the cut transition effects to display each page. Each page is triggered manually by an operator.

◊ **Cut (In):** This mode disregards the pre-selected transition effects and it displays the pages without any page break. It utilizes the cut transition effects to display each page so an operator triggers each page manually.

STYLE CATALOG

The *style catalog* section is a convenient tool that allows you to have colors, characters, shapes, images, backgrounds, animations, and page templates right in front of you. The *style catalog* allows you to have quick access with drag-n-drop capabilities. This feature allows for convenient storage of objects without having to search through the hard drive for objects used everyday.
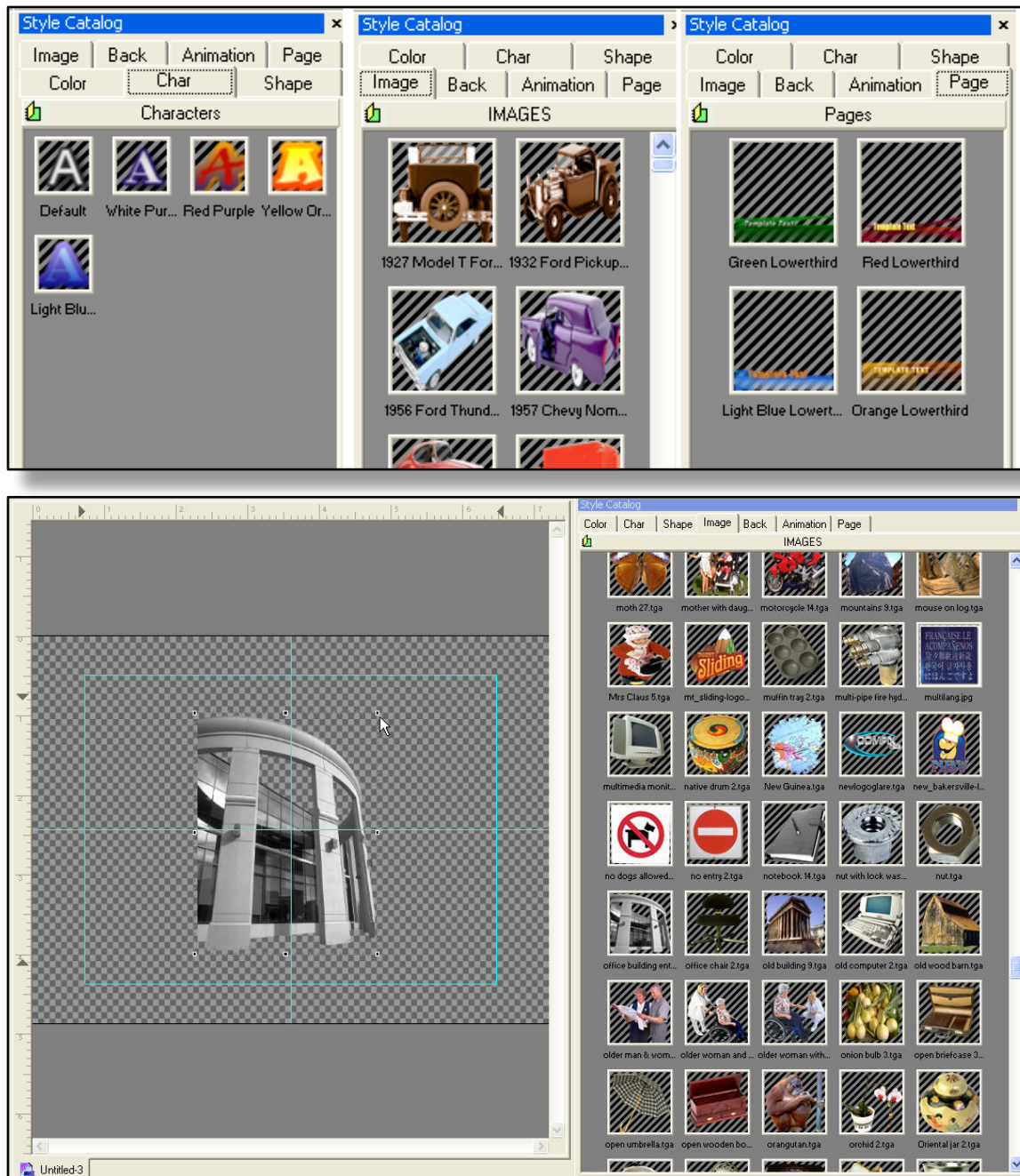
► **Saving Items:** To save fonts, shapes, and other style items, right click on the desired item to be saved. A menu will open. Select *save attribute to catalog*. The new item should appear on the palette.

► **Saving Pages:** Right click on the desired page. A menu will open. Select *save page to catalog* option. The new template should appear on the palette.

► **Using Saved Items:** To use the saved items on the *Style Catalog* palettes, simply drag and drop them onto the *Create and Edit* screen.

► **Opening New Folders:** To open an existing *Windows* folder to add the contained files from a *Style Catalog* palette, first select the desired *Style Catalog* tab. For example, select the *image* tab to create a new image palette. Right click on the palette, and select *add folder*. *Windows Explorer* will now open a file directory folder. Select the desired folder and open it. The *Style Catalog* will add all of the images in the selected folder to the palette

◊ When no other folders are open on the palette, the default folder will remain open. To open a different catalog, simply right click on the tab at the top of the palette, and select *open* or *new* to create another.

◊ Each tab in the *style catalog* can have multiple folders to organize items.

* Note: Large files full of images that are saved as palettes in the *style catalog*, if saved in excess, may effect the load time of GenCG. This is due to a larger number of files that need to be loaded while the software is initializing.

OPTION MENU

In the *options menu*, many personal settings can be altered to enhance each users experience. Below are the settings with descriptions of how they are used.

EDITOR
....
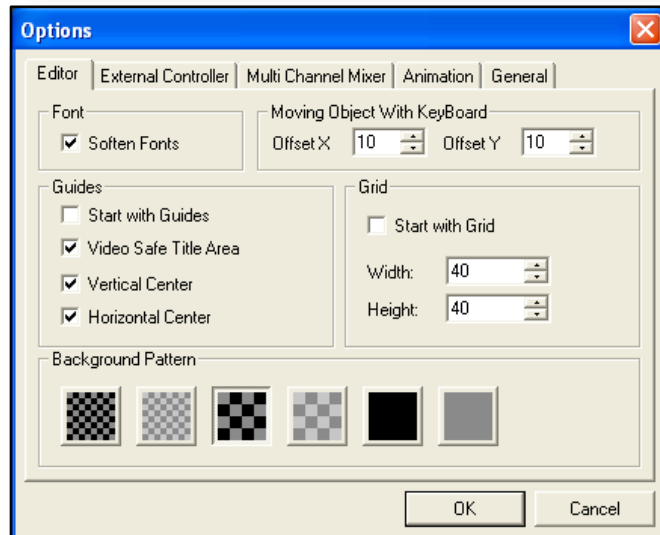
▶ **Font**

◊ **Soften Fonts:** Adds slight transparency to the fonts edge for a smoother look.

▶ **Moving Object With Key Board**

◊ **Offset X:** Control the amount of pixel space an object moves when being controlled by the keyboards arrow keys through the X-axis. To move objects, simple hold the *ctrl* key down and press the arrow keys.
◊ **Offset Y:** Control the amount of pixel space an object moves when being controlled by the keyboards arrow keys through the Y-axis. To move objects, simple hold the *ctrl* key down and press the arrow keys.

▶ **Guides**

◊ **Start with Guides:** Activate all functions in the *guides* section each time GenCG is opened.
◊ **Video Safe Title Area:** If selected with *start with guides*, a video safe area will appear in the center of the *create & edit screen* every time GenCG is opened. The *video safe title area* is an area where no information will be cut off on-air.
◊ **Vertical Center:** If selected with *start with guides*, a vertical line will appear in the center of the *create & edit screen* every time GenCG is opened.
◊ **Horizontal Center:** If selected with *start with guides*, a horizontal line will appear in the center of the *create & edit screen* every time GenCG is opened.

▶ **Grid**

◊ **Start with Grid:** Activate all functions in the *start with grid* section each time GenCG is opened.
◊ **Width:** Controls the amount of pixel space that are present horizontally between each point on the *grid*.
◊ **Height:** Controls the amount of pixel space that are present vertically between each point on the *grid*.

▶ **Background Pattern**

◊ Gives the ability to select one of six background patterns for the *create & edit screen*.

EXTERNAL CONTROLLER

●●..
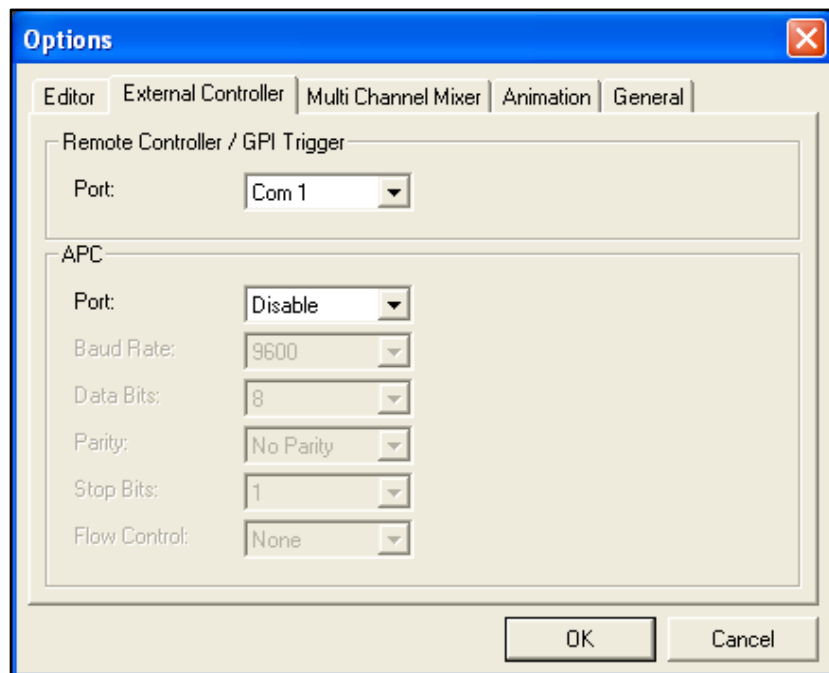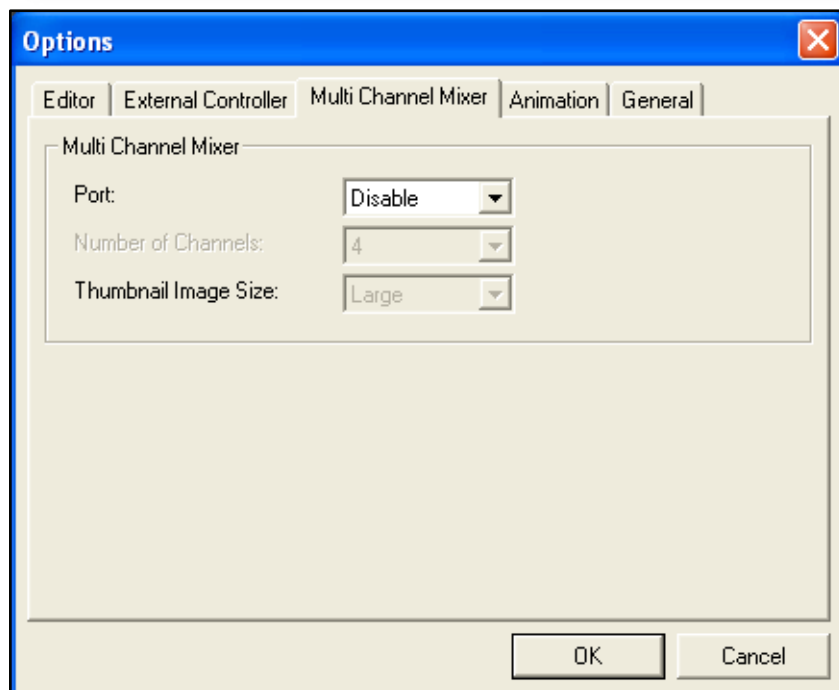

► **Remote Controller/GPI Trigger**

◊ A Remote Controller that uses a serial input can control GenCG remotely. It is recommended that the Compix Media Remote Controller is installed.
◊ **Port:** Compix Media Remote Controller and gpi trigger ports range from 1 to 9.

► **APC: An APC Controller can be used to control GenCG.**

◊ **Port:** Compix Media Remote Controller and gpi trigger ports range from 1 to 9.
◊ **Baud Rate:** Data transmission rate (bits/second) for modems.
◊ **Data Bits:** How many transfers at a time.
◊ **Parity:** The even or odd quality of the number of 1's or 0's in a binary code.
◊ **Stop Bits:** Number of bits for stopping signal.
◊ **Flow Control:** Collection of procedures used in serial communications to stop the sender sending data until the receiver can accept it. This may be either software flow control or hardware flow control.
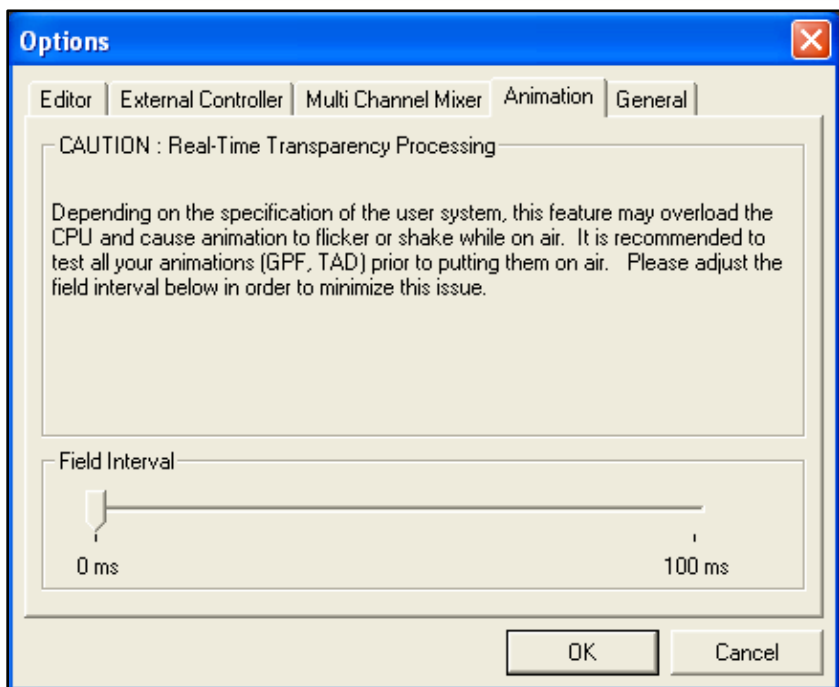
MULTI CHANNEL MIXER

Options

| Editor | External Controller | Multi Channel Mixer | Animation | General |

Multi Channel Mixer

Port: Disable ▼

Number of Channels: 4 ▼

Thumbnail Image Size: Large ▼

OK   Cancel

This option is not available.

ANIMATION

Options

| Editor | External Controller | Multi Channel Mixer | Animation | General |

CAUTION : Real-Time Transparency Processing

Depending on the specification of the user system, this feature may overload the CPU and cause animation to flicker or shake while on air. It is recommended to test all your animations (GPF, TAD) prior to putting them on air. Please adjust the field interval below in order to minimize this issue.

Field Interval

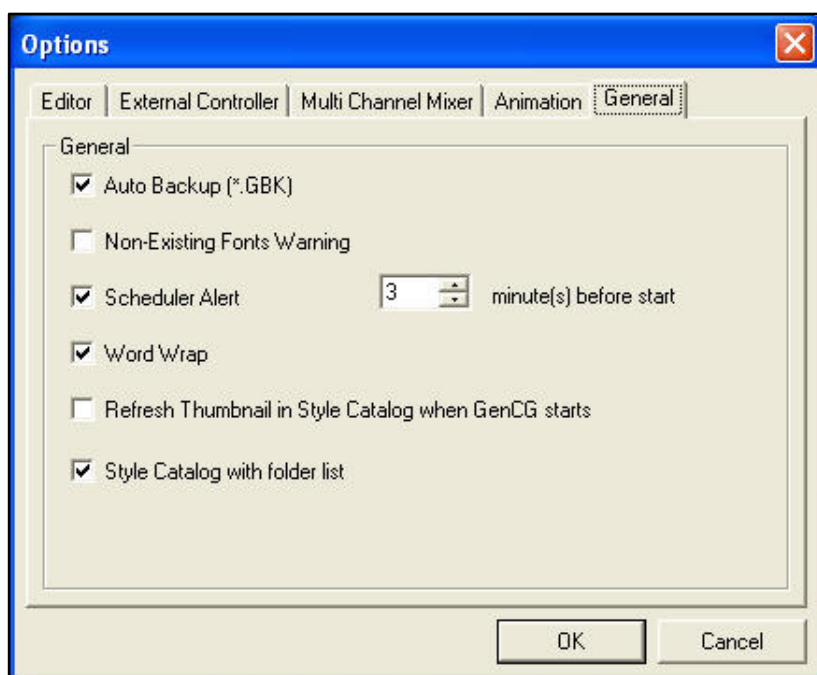0 ms   100 ms

OK   Cancel

► **Real-Time Transparency Processing**

◊ Field Interval: Minimize the cause of shaking or flickering animations because of old computer overloads. This field should be set to 0 ms unless flickering occurs.

GENERAL
....

► **Auto Backup (*.GBK)**

◊ If selected, GenCG will automatically backup the current document being used in the *create & edit screen*. The backup file that GenCG saves is a *.GBK file. In order to use the *.GBK file, change the file extension to *.GCG.

► **Non-Existing Fonts Warning**

◊ If selected, GenCG will display a pop up message if fonts that were used previously in the document are currently not present. The fonts warning indicate the fonts that are not present in the message. If the *okay* is pressed, then the default font will be given to all the fonts in that message.
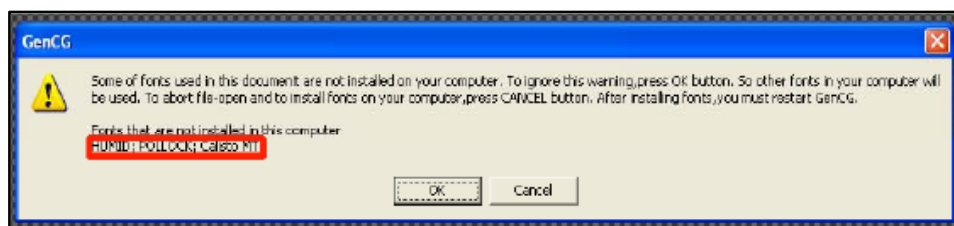
► **Scheduler Alert**

◊ *Scheduler alert* allows an alert message to appear prior to a previously created schedule time from the Schedulers Suite. If selected, the minutes before the start of the Schedule can be altered.

► **Word Wrap**

◊ When inserting text files with the extension *.txt, under the *insert* menu, selecting this will allow the text to wrap around the arrows representing the X and Y axis. If the text goes beyond the page limits, it will extend to the next page.

► **Refresh Style Catalog in Thumbnail when GenCG Starts**

◊ Every time the GenCG software is opened, the *style catalog* will load all *images, background images*, and *animations*. If this option is de-selected, then GenCG retrieves prior *images, background images*, and *animations* that have been used when last opened. By de-selecting this option, GenCG will load more quickly.

► **Style Catalog with Folder List**

◊ Selecting this will enable the *folder list* option under the *view toolbar menu.*
◊ Folder list displays an easy to use menu option that allows you to select any given folder in your computer for use with any of the *images, background images,* or *animations* in the *style catalog.* Upon highlighting a folder, GenCG will retrieve all images and background images, or animations instantaneously.
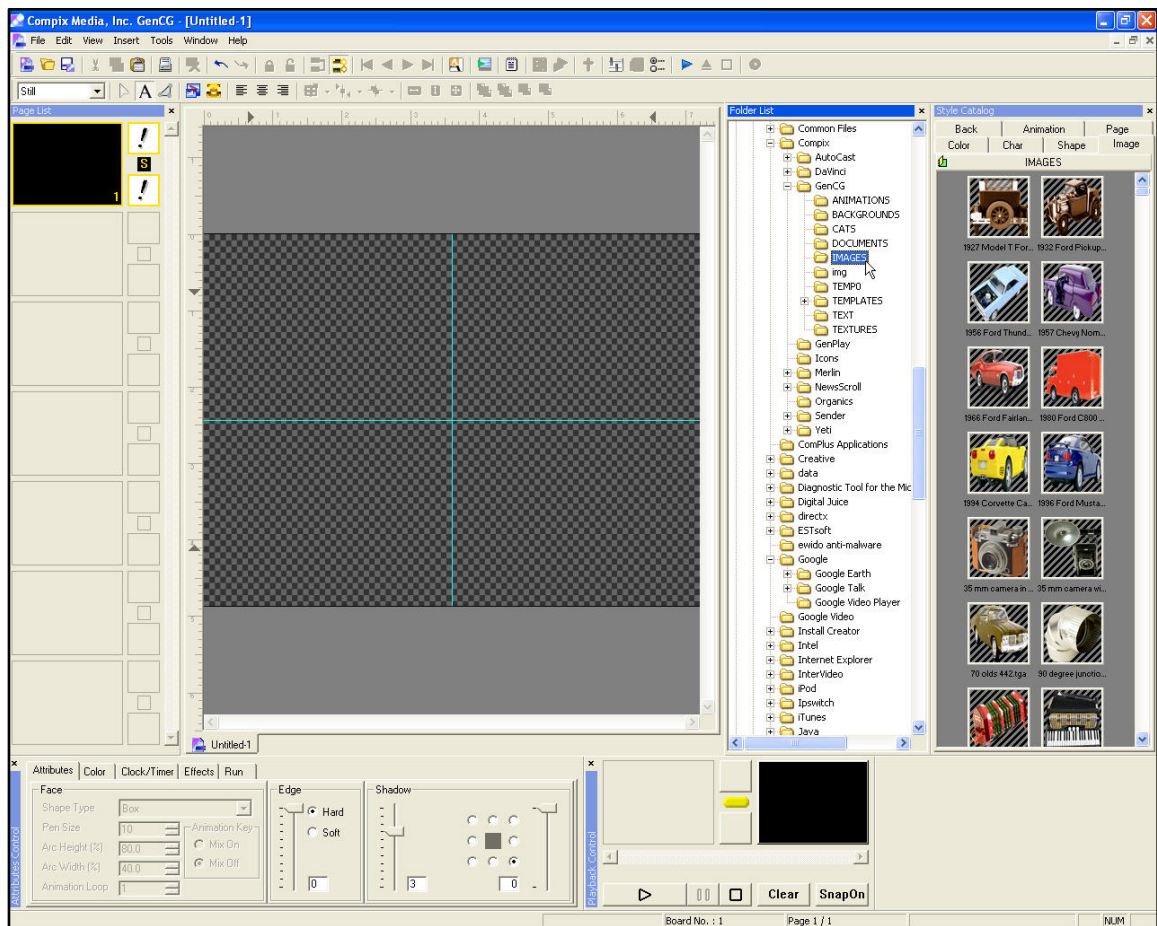
TABLE OF SHORTCUT KEYS

GenCG Hot Key List

	CTRL(Action)	ALT(Function)	CTRL+ALT	CTRL+SHIFT	ALT+SHIFT
A	(Un)Select All	Animation	Register Attr	--	--
B	--	--	Insert Back Seq	Bold	--
C	Copy	--	Scheduler Suite	Copy Pages	--
D	Distribute Objects	Grid On/Off	--	--	--
E	Import GEF	(Menu - Edit)	Export GEF	--	--
F	Find	(Menu - File)	--	--	--
G	Group/Ungroup	Insert GenCG	GenlockVGA Control	Graph Animation	--
H	Spacing -	(Menu - Help)	Match Size		--
I	Height +	(Menu - Insert)	Insert Image Seq	Italic	--
J	Width -	--	--	--	--
K	Width +	--	--	--	--
L	Spacing +	Lock/Unlock	--	--	--
M	Height -	MultiCG Controller	Switch Page Mode	Switch Mode	--
N	New File	New Page	--	--	--
O	Open File	Open Folder	Options	Bundle Attr	--
P	Insert Image	Replace Image	Register Page	Insert Background	--
Q		--	--	--	--
R	Replace	--	--	--	--
S	Save	Save As	Save as Text	Match Attr	Save as Image
T	Clock/Timer	--	--	Insert Template	--
U	Unlock Template	Guide On/Off	--	--	--
V	Paste	(Menu - View)	View Text	Paste Pages	--
W	Close File	(Menu - Window)	Close all files	--	--
X	Cut	Insert TXT file	--	Cut Pages	--

|	CTRL(Action)	ALT(Function)	CTRL+ALT	CTRL+SHIFT	ALT+SHIFT
Y	Redo	--	--	--	--
Z	Undo	--	--	--	--
--	--	Leading Down	Edge Up	Shadow Up	--
--	--	Leading Up	Edge Down	Shadow Down	--
--	--	--	Thickness Up	Shadow Soft Up	--
--	--	--	Thickness Down	Shadow Soft Down	--

Up	Move Up	Offset x 5	--	Bring to Front	--
Down	Move Down	Offset x 5	--	Send to Back	--
Right	Move Right	Offset x 5	--	Bring Forward	--
Left	Move Left	Offset x 5	--	Send Backward	--
F1	F2	F3	F4	F5	F6
File Info	--	Save All	--	Live View	--
F7	F8	F9	F10	F11	F12
--	--	--	--	Pagelist Window	Preview window
	Shift+F1:	Help->About GenCG			
	Ctrl+LeftClick:	Multiple Selection			
	Shift+LeftClick:	Group Section			
	Ctrl+LeftDrag:	Copy Objects			
	Alt+LeftDrag:	Word Wrap			
	Ctrl+Alt+LeftDrag:	Move objects			
	Ctrl+TAB:	Switch file			

Scheduler Suite Software
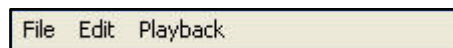
What is Scheduler Suite?

Compix Media Scheduler software makes GenCG bulletin board applications easier than ever before. The Scheduler Suite allows users to schedule an unlimited number of files for timed playback. Just choose a file, the appropriate start time, and the number of loop times, click 'start', and walk away.

Program Layout
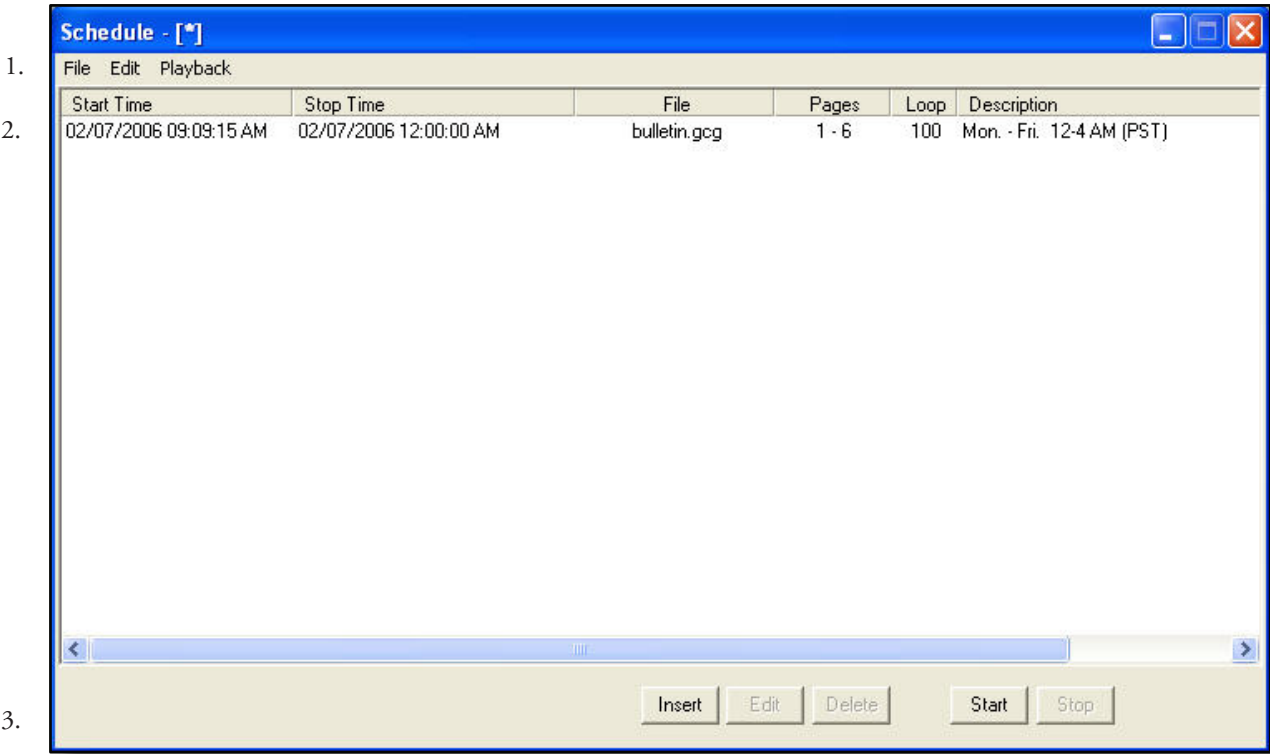
1.   Scheduler Suite Toolbar
2.   Scheduling Display Window
3. Bottom Buttons

Scheduler Suite Toolbar

File   Edit   Playback

FILE

  ► New: Create a new item list to be scheduled. When creating a new item list, the old item list will close.

  ► Open: Opens a previously saved item list.

  ► Error File Open: Opens an item that was saved under GenCG 3.0 Scheduler Suite or previous versions.

  ► Save: Saves a previously saved item.

  ► Save As: Save the current item displayed. If selected, give the current item a *file name*, and press OK.

  ► Exit: Close Scheduler Suite.

EDIT

  ► Insert: Inserts a new document in the item list. The *schedule item window* will open.

  ► Edit: Edits a selected item on the item list. The *schedule item window* will open.

  ► Delete: Erase a selected item on the *scheduling display window*.

PLAYBACK

  ► Start: Starts the Scheduler Suite item list. The documents on the item list will automatically play accordingly.

  ► Stop: Stops the Scheduler Suite item list.

Scheduling Display Window

Start Time	Stop Time	File	Pages	Loop	Description
02/08/2006 08:33:45 AM	02/08/2006 08:33:45 AM-FnFl	bulletin.gcg	1 - 6	100	Mon. - Fri. 12-4 AM (PST)

- ► Start Time: Displays the *start time* of an item in the item list.

- ► Stop Time: Displays the *stop time* of an item in the item list.

- ► File: Displays the *file* path of an item in the item list.

- ► Pages: Displays the number of *pages* of an item in the item list.

- ► Loop: Displays the number of *loops* the item will go through in the item list.

- ► Description: Displays the *description* of an item in the item list.

Bottom Buttons

| Insert	Edit	Delete	Start	Stop

- ► Insert: Inserts a new item in the item list. Upon clicking, the *scheduling display window* will appear.

- ► Edit: Edits an existing item in the item list. Upon clicking, the *scheduling display window* will appear.

- ► Delete: Deletes a selected item from the item list.

- ► Start: Activates the item list.   Upon starting, items in the item list will play as scheduled.

- ► Stop: Deactivates the item list. Upon stopping, items in the item list will stop.
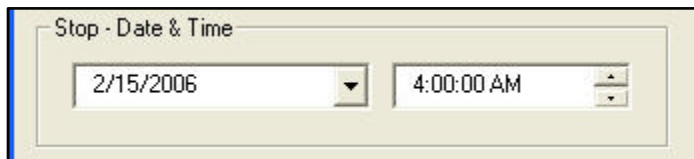
Schedule Item Window

Start - Date & Time

▶ Select the start date and time of the item. If the expandable down arrow is clicked to the right of the start date, a calender will appear for your convenience.

▶ To select a date in the calender, simply click on the day to *start*, or use the upper left and right arrows to select a different month.
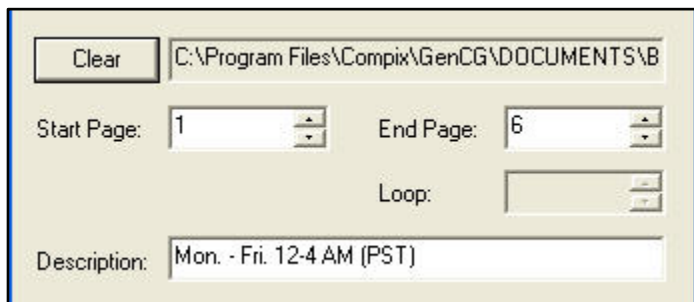
Set Stop

Set Stop
☑ Set Stop - Date & Time
    ◉ Default   ○ Finish File   ○ Immediate Stop
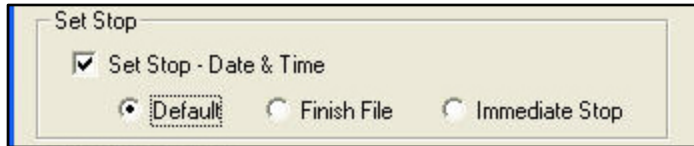
► Set Stop is for setting a stopping time for a specific item in the item list.

► Set Stop - Date & Time: Enable the *stop date & time* for the scheduled item. If enabled, choose from one of the three selections: Default, Finish File, or Immediate Stop.

Stop - Date & Time

Stop - Date & Time
2/15/2006 ▼   4:00:00 AM ▲▼

► If the *set stop* is enabled, choose the *stop date & time*. If the expandable down arrow is clicked to the right of the start date, a calender will appear for your convenience.

► To select a date in the calender, simply click on the day to *start*, or use the upper left and right arrows to select a different month.

Lower Section

Clear   C:\Program Files\Compix\GenCG\DOCUMENTS\B

Start Page: 1 ▲▼   End Page: 6 ▲▼

Loop: ▲▼

Description: Mon. - Fri. 12-4 AM (PST)

► File / Clear: When the *schedule item window* is opened, click on *file* to enter a desired document for the scheduled playback.
◊ Upon entering a document, the *clear* button appears, enabling you to clear the document that was just entered.
◊ The box to the right displays the path of that document.

► Start Page: Enter a starting page number. Upon designating a document for this scheduled item, the page number of that document will appear automatically as default.

► End Page: Enter an ending page number. Upon designating a document for this scheduled item, the page number of that document will appear automatically as default.

► Loop: If the *set stop* function is disabled, *loop* will become activated. When activated, you can loop the document placed in the *file/clear* section, so it will play on a continuous basis until the number of loops given has been played.

► Description: Write a description to easily identify the document and attached schedule you have just created.

Open Scheduler Suite

1. First open the GenCG program located on your desktop.
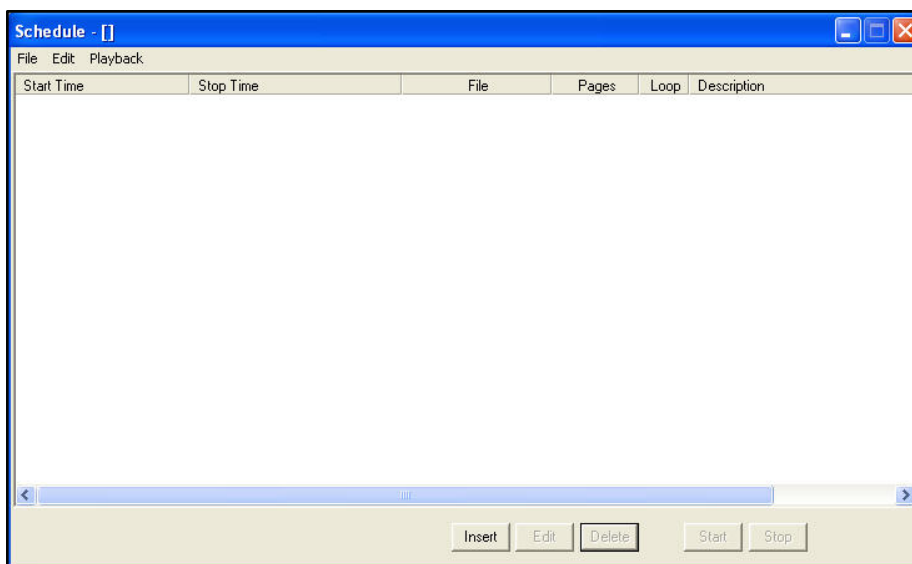

2. Now click on *tools* on the top toolbar and run Scheduler Suite. The Scheduler Suite software will now open.
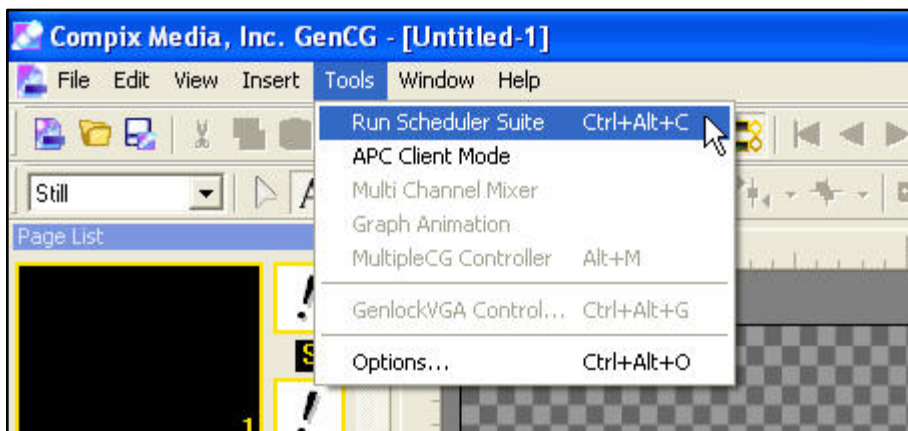
Create New Item list

1. Now that you have the Scheduler Suite software running, click on the *insert* button located at the bottom of the program. The *schedule item window* will now open.

4. Select a *start date & time*. Use the upper numeric keys above the letter keys to manually type in the numbers.
5. Now select *set stop: date & time* and enter the date and time you would like Scheduler Suite to stop the document. Next click on the *stop immediately* radio button. This will put an sudden stop on the document at the specific *set stop* time regardless of what is being displayed on-air.

6. Finally, type in a description so you will be able to distinguish it from any other item in the item list.

7. Now press OK.

   ◊   Notice you will see your newly created item with a brief summary of its contents on the *scheduling display window*.

Running Scheduled Items

To run the scheduled Item, simply press the *start* button located at the bottom. Make sure to leave this running prior to the scheduled document starting time.

If you would like to stop a running scheduled item, simply select the *stop* button. The item will immediately stop. To clear the item from the output screen, simply press OK at the bottom, then press *clear* on the GenCG *playback control panel*.