

***FDMovieListEditor***  
***Task editor for the MovieList***  
***title element***

**User's Guide**

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ForwardT Software 4.0.0

SoftLab-NSK, Ltd.

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# 1 Introduction

The *FDMovieListEditor* application is intended for creating and editing tasks for the **MovieList** title element.

The **MovieList** elements are included in title projects (\*.SLTitleProj files) created in the *FDTitleDesigner* application and used by the *FDOOnAir* to title a broadcast. The **MovieList** title element is used for playing back sequences of video clips and static images in an assigned area of the screen (playback of trailers, banners etc). Files containing video clips and images can be played back one after another uninterruptedly or alternate with pauses. Duration of static image displaying and pause duration can be adjusted. AVI files and TGA, PNG, BMP, DIB, and JPG graphics files are supported for playback. For more detailed information on creation and use of the **MovieList** title element, see the *FDTitleDesigner* and *FDOOnAir* User's Guides.

A task for the **MovieList** title element is a sequence of lines consisting of commands: show video clip, show picture, pause. The commands sequence is represented in a structured XML file with the extension \*.**SLMovieList**.

The *FDMovieListEditor* application allows the user to simplify considerably the task file creating procedure due to the fact that an XML document is marked up automatically and the user only creates a list of commands and adjusts the following parameters: filenames, playback durations, and fades durations.

## 2 Running the application

Executing the *FDMMovieListEditor.exe* file starts the application. This can be performed by any standard way, including a left double click on a file with the **\*.SLMMovieList** extension.

The *FDMMovieListEditor* application can also be run from the command line with the help of a command of the following format:

**"full path to the FDMMovieListEditor.exe file" "full path to the \*.SLMMovieList file"**

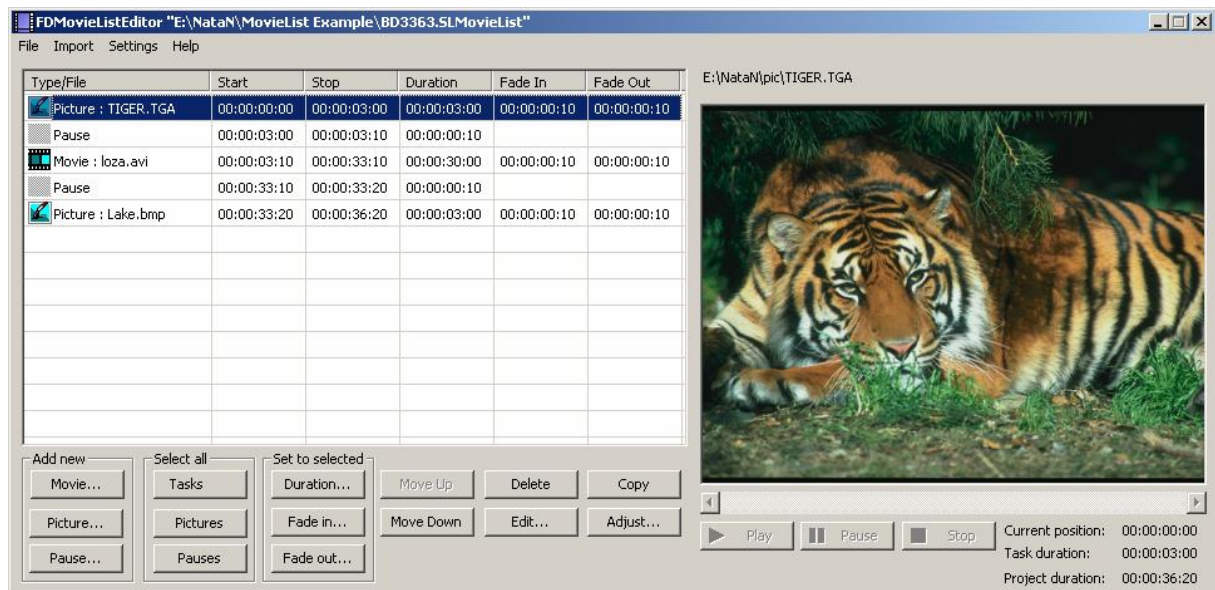


*If there are spaces in the paths to files, they must be quoted («»)!*

If the name of the file to be edited is not specified at starting the application, the last file edited at the previous application session is opened in the application main window.

### 3 The application main window

At the application start its main window is opened (Fig. 1). In the window title bar in addition to the application name there is a name of the edited project with the full path to the task file. In the window there is the main menu, task editing area, preview area and information fields.



**Fig. 1.**The *FDMovieListEditor* application main window

The main menu contains commands of task files control, data import, the application settings, help information.

The largest part of the window is occupied by the task editing area containing task table and control buttons intended for selecting, adding, deleting, moving task items, adjusting their parameters etc.

To the right of the editing area there are preview area and text fields displaying information on the current file and the entire task.

## 4 Operations with task files

The **File** menu contains commands intended for controlling task files: creating, opening, saving.

The **New project...** command allows to create a new (empty) file with the \*.SLMovieList extension.

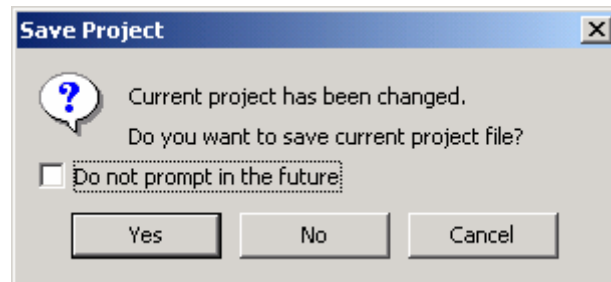
The **Open project...** command opens a task file created earlier.

The **Save project...** command saves the file under the current name.

The **Save project As...** command allows to save a project file with opportunity to specify new name and location.

These operations are performed in the system dialogs of opening/saving files.

When creating a new file or opening an already existing one, the applications offers to save changes in the current task file (if the corresponding option is enabled, see section 9).



**Fig. 2. Request for saving changes in the current file**

 *All task files paths are saved in the SLMovieList file relative to the SLMovieList file location.*

## 5 Task editing

### 5.1 Task creation procedure

Creating a task for the **MovieList** title element in the *FDMovieListEditor* application represents creating a list of files that must be executed (displayed in the assigned region). Total duration of playback and the in and out fades durations must be specified for each file. Order of files in the list sets order of their broadcasting. Pause duration can also be specified in the list, if necessary.

As a result of the application operation, this list is converted into a sequence consisting of commands of video files, pictures and playback pauses. This sequence is saved to an XML document, a file with the *SLMovieList* extension.

### 5.2 Task table structure

A list of files and pauses is displayed as a six-column table in the application main window (Fig. 3).

Each line in the table contains one task item. Values of each command parameters are displayed in six fields, as distributed into the following table columns: **Type/File**, **Start**, **Stop**, **Duration**, **Fade In**, **Fade Out**.

Type/File	Start	Stop	Duration	Fade In	Fade Out
Picture : TIGER.TGA	00:00:00:00	00:00:03:00	00:00:03:00	00:00:00:10	00:00:00:10
Pause	00:00:03:00	00:00:03:10	00:00:00:10		
Movie : loza.avi	00:00:03:10	00:00:33:10	00:00:30:00	00:00:00:10	00:00:00:10
Pause	00:00:33:10	00:00:33:20	00:00:00:10		
Picture : Lake.bmp	00:00:33:20	00:00:36:20	00:00:03:00	00:00:00:10	00:00:00:10
Pause	00:00:36:20	00:00:37:05	00:00:00:10		
Movie : slony.avi	00:00:37:05	00:00:47:18	00:00:10:13	00:00:00:10	00:00:00:10
Pause	00:00:47:18	00:00:48:03	00:00:00:10		
Picture : Wave.tga	00:00:48:03	00:00:48:13	00:00:00:10	00:00:00:10	00:00:00:10
Pause	00:00:48:13	00:00:48:23	00:00:00:10		
Picture : Flouer_Bee.bmp	00:00:48:23	00:00:49:08	00:00:00:10	00:00:00:10	00:00:00:10
Pause	00:00:49:08	00:00:49:18	00:00:00:10		
Picture : Parrots.bmp	00:00:49:18	00:00:50:03	00:00:00:10	00:00:00:10	00:00:00:10

Add new	Select all	Set to selected	Move Up	Delete	Copy
Movie...	Tasks	Duration...	Move Down	Edit...	Adjust...
Picture...	Pictures	Fade in...			
Pause...	Pauses	Fade out...			

Fig. 3. Task editing area

In the first **Type/File** column there is a key word of the command and a file name, if necessary. Depending on a type of the playback command, one of the following words can be displayed as a key word: **Movie** – video playback, **Picture** – picture playback, **Pause** – sustaining a pause.

The following **Start** and **Stop** columns are intended for specifying starting and ending times of a file or pause playback relative to the task beginning. These values are calculated automatically.

The **Duration** column is used for specifying durations of command execution in format *hours:minutes:seconds:frames*.

The **Fade In** and **Fade Out** columns are intended for displaying durations of the in and out fades of the file playback in format *hours:minutes:seconds:frames*.

You can move within the table using the mouse and keyboard with usual ways possible in the *Windows* system.

Width of the table columns can be adjusted. For this purpose, place the mouse cursor on a border separating columns in the table heading and move the border in the required direction keeping the mouse left button pressed. If the table sizes exceed its assigned limits, vertical and horizontal scrollbars appear in the table field.

The **Settings/ Restore columns** menu command restores the initial sizes of the table columns.

## 5.3 Adding items

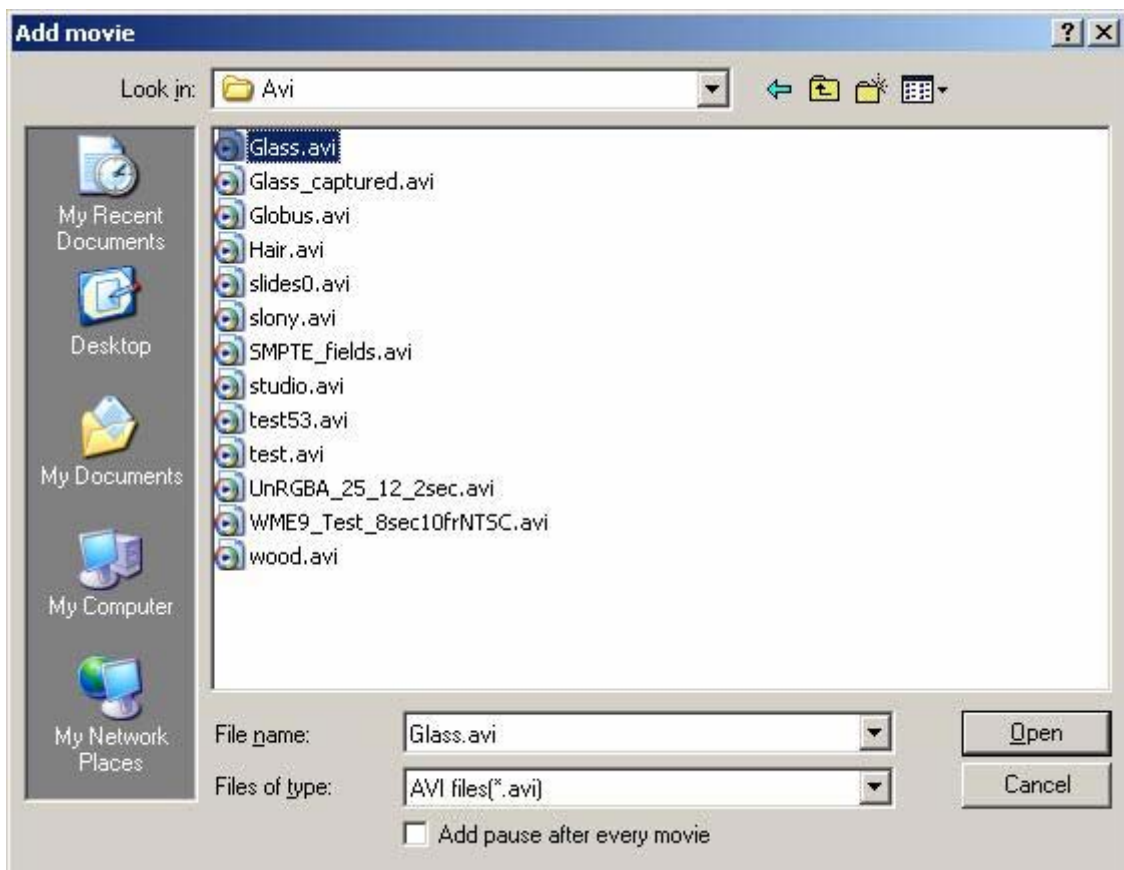
New items are added to the task table with one of the buttons from the **Add new** group: **Movie...** adds video clip, **Picture...** adds static image, **Pause...** adds pause. New lines are placed to the end of the list or after a selected task item, in compliance with the application settings (see section 9).

At adding items nearly all parameters' values are specified automatically. Duration of displaying the newly added static images is determined by the *Duration* parameter value specified in the application settings (see section 9 **Error! Reference source not found.**). The *Fade In* and *Fade Out* parameters values for all commands are taken from the same settings. For commands of video files playback the *Duration* parameter is automatically specified equal to actual clips duration.

The *Duration* (except the parameter of the video clip playback command), *Fade In* and *Fade Out* parameters values can be changed later, during further processing of the list with the operation of tasks parameters editing.

### 5.3.1 Adding video file

A video file is added to the list with the **Movie...** button. Pressing this button opens the *Add movie* dialog (Fig. 4). This dialog represents a system file open dialog enlarged with the option **Add pause after every movie**. If this option is checked, not only selected files are added to the table but also pause control lines after each of them. In this case pauses duration is determined automatically according to the *Duration* parameter value specified in the application settings (see section 9 **Error! Reference source not found.**).



**Fig. 4.** Adding video clips to a task list

### 5.3.2 Adding picture

The **Picture...** button is intended for adding static images. Pressing this button opens the *Add picture* dialog. This dialog is similar to the *Add movie* dialog described above.

### 5.3.3 Adding pause

The *Add Pause* dialog (Fig. 5) is opened by pressing the **Pause...** button.

The **Duration** text field is intended for specifying pause duration. The user can type into the entry field the required value in format *hours:minutes:seconds:frames*. The default value is 10 frames. Pressing the **Set default** button specifies the pause duration value equal to the one set in the application settings dialog in the corresponding field (see section 9 **Error! Reference source not found.**).

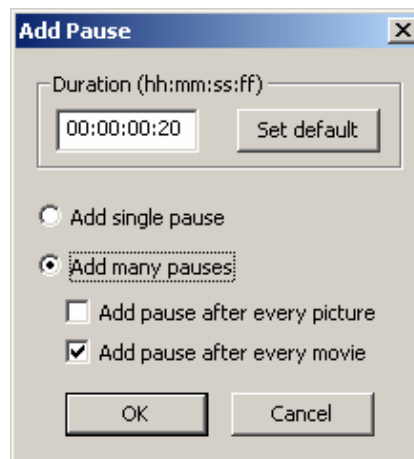


Fig. 5. The dialog of pause adding

The **Add single pause** and **Add many pauses** options allow to select the mode of adding pauses to the task list. If the **Add single pause** option is enabled, one pause is added to the end of the list or after the selected task item, depending on the application settings (see section 9 **Error! Reference source not found.**).

The enabled **Add many pauses** option allows to add a pause after every image file if the **Add pause after every picture** option is checked, and/or after every video clip file if the **Add pause after every movie** option is checked.

## 5.4 Items selection

Items are selected from the table either by the *Windows* standard methods or by the editor control buttons.

In the **Select all** group there are buttons that allow to select from the table all lines meeting particular conditions. The **Tasks** button is intended for selecting all task items. The **Pictures** button is intended for selecting all lines containing commands of static image playback. Pressing the **Pauses** button selects all lines controlling pauses.

*Note.*

Clicking the mouse left button (**MLB**) on any line in a project table moves the current editing position to this line. For selecting items following one after another, it is possible to use the **SHIFT+MLB** key combination. For selecting lines in random order, the **CTRL+MLB** key combination is used.

The **CTRL+A** key combination is used for selecting all lines in a table; **SHIFT+Home** (**SHIFT+End**) – for selecting all lines from the current line to the first (last) one.

## 5.5 Items deletion

The selected lines are deleted from a task table with the **Delete** button. The key of the same name on the keyboard can also be used for this purpose.

## 5.6 Duplicating lines

It is possible to duplicate a selected line by the **Copy** button. A new line is inserted after the selected line.

If several lines are selected, each of them will be copied and added after its original copy.

## 5.7 Changing items sequence order

Table lines can be swapped in positions. The **Move Up** and **Move Down** buttons are intended for this operation. Pressing one of these buttons allows to move the selected item one line upwards or downwards, respectively.

If a block of items following one another is selected, the entire block is moved one line upwards or downwards.

If several points located in arbitrary order are selected, after pressing the **Move Up** button they are grouped into one uninterrupted block and moved one line up, as it is shown in Fig. 6. Moving a line down by the **Move Down** button is performed in the same way.

Type/File	Start	Stop	Duration	Fade In	Fade Out
Picture : TIGER.TGA	00:00:00:00	00:00:03:00	00:00:03:00	00:00:00:10	00:00:00:10
Pause	00:00:03:00	00:00:03:10	00:00:00:10		
Movie : loza.avi	00:00:03:10	00:00:33:10	00:00:30:00	00:00:00:10	00:00:00:10
Pause	00:00:33:10	00:00:33:20	00:00:00:10		
Picture : Lake.bmp	00:00:33:20	00:00:36:20	00:00:03:00	00:00:00:10	00:00:00:10
Pause	00:00:36:20	00:00:37:05	00:00:00:10		
Picture : Flouer_Bee.bmp	00:00:37:05	00:00:37:15	00:00:00:10	00:00:00:10	00:00:00:10
Picture : Wave.tga	00:00:37:15	00:00:38:00	00:00:00:10	00:00:00:10	00:00:00:10
Pause	00:00:38:00	00:00:38:10	00:00:00:10		
Movie : slony.avi	00:00:38:10	00:00:48:23	00:00:10:13	00:00:00:10	00:00:00:10
Pause	00:00:48:23	00:00:49:08	00:00:00:10		
Picture : Parrots.bmp	00:00:49:08	00:00:49:18	00:00:00:10	00:00:00:10	00:00:00:10
Pause	00:00:49:18	00:00:50:03	00:00:00:10		

Add new	Select all	Set to selected	Move Up	Delete	Copy
Movie...	Tasks	Duration...			
Picture...	Pictures	Fade in...	Move Down	Edit...	Adjust...
Pause...	Pauses	Fade out...			

a)

Type/File	Start	Stop	Duration	Fade In	Fade Out
Picture : TIGER.TGA	00:00:00:00	00:00:03:00	00:00:03:00	00:00:00:10	00:00:00:10
Pause	00:00:03:00	00:00:03:10	00:00:00:10		
Movie : loza.avi	00:00:03:10	00:00:33:10	00:00:30:00	00:00:00:10	00:00:00:10
Pause	00:00:33:10	00:00:33:20	00:00:00:10		
Picture : Lake.bmp	00:00:33:20	00:00:36:20	00:00:03:00	00:00:00:10	00:00:00:10
Pause	00:00:36:20	00:00:37:05	00:00:00:10		
Picture : Wave.tga	00:00:37:05	00:00:37:15	00:00:00:10	00:00:00:10	00:00:00:10
Movie : slony.avi	00:00:37:15	00:00:48:03	00:00:10:13	00:00:00:10	00:00:00:10
Picture : Flouer_Bee.bmp	00:00:48:03	00:00:48:13	00:00:00:10	00:00:00:10	00:00:00:10
Pause	00:00:48:13	00:00:48:23	00:00:00:10		
Pause	00:00:48:23	00:00:49:08	00:00:00:10		
Picture : Parrots.bmp	00:00:49:08	00:00:49:18	00:00:00:10	00:00:00:10	00:00:00:10
Pause	00:00:49:18	00:00:50:03	00:00:00:10		

Add new	Select all	Set to selected	Move Up	Delete	Copy
Movie...	Tasks	Duration...	Move Down	Edit...	Adjust...
Picture...	Pictures	Fade in...			
Pause...	Pauses	Fade out...			

b)

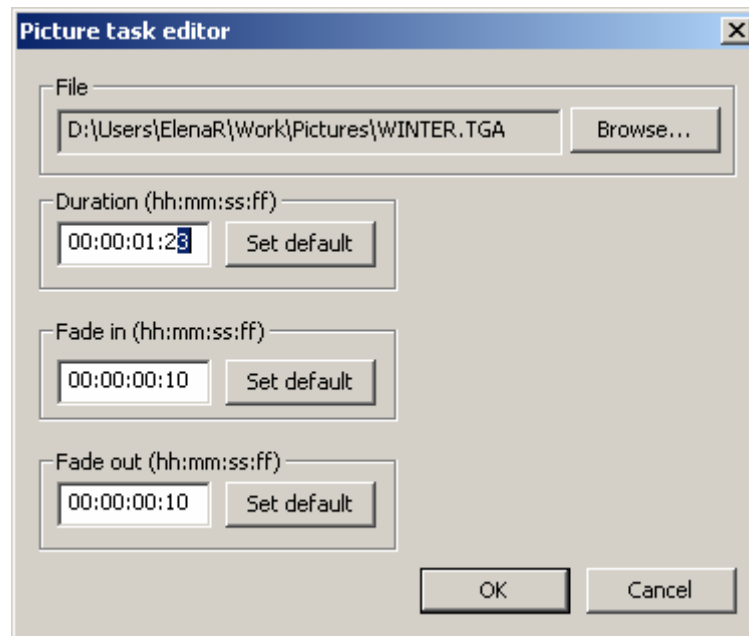
Fig. 6. Moving arbitrary selected items

Task table: a) before the operation execution, b) after pressing the Move Up button

## 6 Adjusting commands parameters

### 6.1 Dialog of task parameters editing

Pressing the **Edit...** button (or a double click on a line) opens a dialog of editing a line selected from the task table, depending on type of the task command: *Movie task editor*, *Picture task editor* or *Pause task editor*. The general appearance of the editing dialog is similar for all the commands types (Fig. 7), but each of them has its own features.



**Fig. 7. Picture task editor dialog**

The **File** group of controls is intended for displaying and specifying the played file name. A new file is selected and specified by the **Browse...** button, which opens a system file open dialog. This controls group is dimmed in the *Pause task editor* dialog.

The **Duration** group is intended for editing the parameter determining duration of the selected file playback or pause duration. This parameter's value is specified in format *hours:minutes:seconds:frames*. The *Duration* parameter cannot be edited for the command of clip playback.

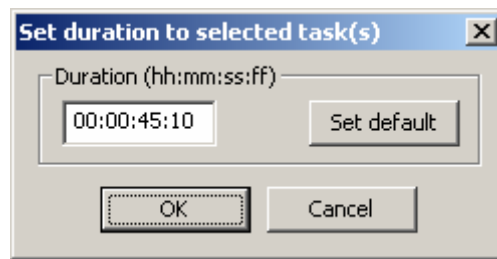
The **Fade In** and **Fade Out** groups allow to specify durations of in and out fades of a file in format *hours:minutes:seconds:frames*. These parameters can be edited only for commands of clip and picture playback.

The **Set default** buttons located in the **Duration**, **Fade In** and **Fade Out** groups set the corresponding parameters equal to the values specified in the application settings (see section 9 **Error! Reference source not found.**).

### 6.2 Specifying parameters for a group of commands

The application provides an opportunity to set the same value of some parameter for several commands at the same time. The **Set to selected** group of buttons is intended for this purpose: **Duration...** is for playback duration, **Fade in...** for in fade duration and **Fade out...** for out fade duration.

Pressing one of these buttons opens a dialog of editing the parameter indicated in the button name (Fig. 8): *Set duration to selected task(s)*, *Set fade in to selected task(s)* or *Set fade out to selected task(s)*. The changes are applied for all selected items of the table, for which this parameter can be adjusted (see the previous section).



**Fig. 8. Dialog of playback duration editing**

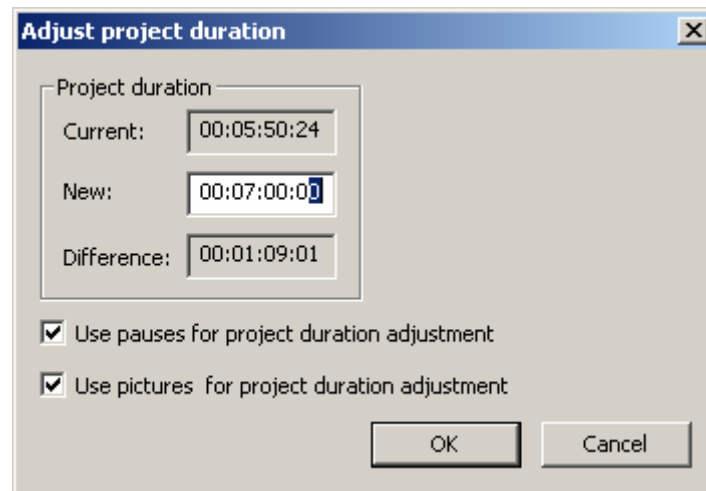
## 7 Total project duration

The time required for the entire project playback is displayed in the information field **Project duration**:. This value is equal to the sum of the *Duration* parameter values of all the commands of files and pauses playback cited in the list.

The user can adjust the total project duration by changing the static images and pauses durations.


There is a limitation on the minimum total project duration. The low bound is determined by the total number of video files in the project and by their durations.

The application provides the capability to adjust project duration automatically. The *Adjust project duration* dialog is intended for this purpose (Fig. 9). This dialog is opened by pressing the **Adjust...** button located in the application main window.



**Fig. 9.** *Adjust project duration* dialog

The fields of the **Project duration** group display the following information: in the **Current** field there is the current task duration, in the **New** field – newly specified value and in the **Difference** field – the difference between the current and new values. Only the **New** field is available for editing, the required value is specified in it.

 *Attention: the application automatically calculates the minimum total project duration. A value less than the calculated one cannot be specified.*

In the *Adjust project duration* dialog there are also two check boxes allowing to select list items that should be used for the total project duration adjustment. If the option **Use pauses for project duration adjustment** is checked, the total duration is adjusted by changing the values specified for pauses commands. If the option **Use pictures for project duration adjustment** is checked, the values of picture playback commands are changed for this purpose.

After pressing the **OK** button, the application automatically increases (or reduces) durations of all the selected commands by the same value calculated according to the required project duration.


## 8 Preview

In the application main window to the right of the task table there is the preview area (Fig. 10) including the preview window and preview control buttons.



**Fig. 10. Area of files preview**

After one or another line was selected from the task table, the data stored in the selected file are displayed in the preview window: image for a graphics file or the first frame of an AVI file.

 *All images are scaled to the size of the preview window.*

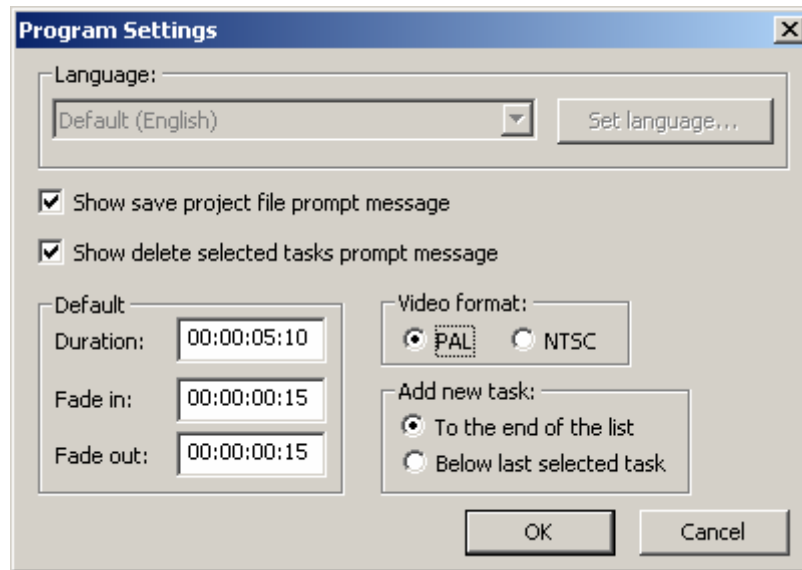
The full file name is displayed in the information line located above the window. In the **Task duration** field there is the information about duration of the selected command execution.

Video files preview is controlled by the buttons located in the preview area: **Play** – starts playback, **Pause** and **Stop** – stop playback.

The scrollbar located under the preview window allows to move quickly to the required frame. The current position is displayed in the **Current position** field. The **Pause** button allows to stop file previewing and to fix the current position. A second pressing on the **Play** button continues the playback from the fixed position. Pressing the **Stop** button stops previewing and moves the current position to the beginning of a file.

## 9 Application settings

The application settings dialog is opened by the **Settings/Settings...** menu command (Fig. 11).



**Fig. 11. The settings dialog**

The **Language** group is intended for selecting a language of the application interface.

The mode of displaying warning messages is selected by checking the check boxes for the respective options. The option **Show save project file prompt message** controls displaying request for saving changes in the current project at creating or opening another file, or closing the application. The option **Show delete selected tasks prompt message** allows to enable/disable displaying a confirmation at deleting lines from a task table.

The **Default** elements group contains three fields intended for specifying the commands' parameters values that will be used at automatic adjustment. In the **Duration** field playback duration is specified, in the **Fade in** field – duration of a file initial fade, in the **Fade out** field – final fade duration.

The check boxes of the **Video format** group are used for selecting a TV standard: PAL or NTSC.

Order of adding new lines to a task table is selected in the **Add new task** check boxes group. If the option **To the end of the list** is checked, new lines are added to the end of the list. If the option **Below last selected task** is checked, new lines are added after the selected one. If a block of lines is selected in the list, new lines are added after the last line in the block.

## 10 Subtitles files import

### 10.1 Preparing for playing back a movie with subtitles

The *ForwardTSoftware* allows to perform playback of a movie with external subtitles. Synchronous movie and subtitles playback is managed from the *FDO nAir* application.

For titling the broadcasted film, a title project containing a **MovieList** title element must be loaded in the *FDO nAir* application. This element assigns a region where the title lines will be displayed. Task for this element is a sequence of commands of static images playback – separate lines of the subtitles text and pauses between displaying these lines.

In the *FDMovieListEditor* there is an opportunity to create a task for the **MovieList** title element automatically on the basis of a subtitles file in the **SRT** format with the help of **Create subtitles** function. As the result of applying this function, an SRT file is converted to a set of graphics files in the **TGA** format and an XML document, a task file with the extension \*.SLMovieList.

*Note:*

In advance, it is necessary to create a source text file with subtitles. A subtitles file contains subtitles text divided into parts according to the time marks, the time marks themselves, and it also can contain some additional data. A variety of formats developed for presenting this information exist. The *FDMovieListEditor* supports the **SRT** format. An SRT file can be created, for example, in the *Subtitle Workshop* application that is available for download from the following address:

<http://www.urusoft.net/products.php?cat=sw&lang=1>

Additional information on work with subtitles, subtitle files formats, etc. can be found at the following locations:

<http://en.wikipedia.org/wiki/Subtitles>

<http://en.wikipedia.org/wiki/SubRip>.

### 10.2 Creating a task file for subtitles display

The **Import/Create subtitles...** menu command is used for launching the procedure of converting a subtitle file to a task for the **MovieList** title element. This command opens the *Create Subtitles* dialog (Fig. 12) where the conversion procedure is adjusted. There it is possible to specify a source subtitles file, file with a design template and order of graphics files names generation.

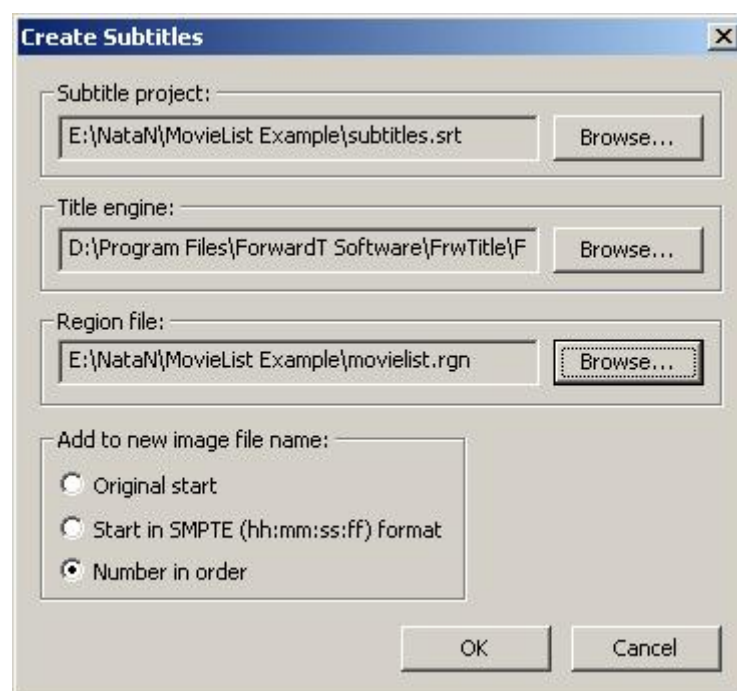


Fig. 12. Dialog of adjusting the file conversion procedure

The **Subtitle project** field is intended for specifying name of a file containing the subtitles lines with time marks. A file must be presented in the \*.srt format. An SRT file can be selected with the **Browse...** button which opens the *Select Subtitle Project* dialog.

In the **Title engine** field it is required to specify the path to the *Forward Titling* application. Pressing the **Browse...** button opens the *Select Titler Engine Application* dialog.

The **Region file** field is intended for specifying name of a region file (\*.rgn). Pressing the **Browse...** button opens the *Select Region File* dialog.

As a result of the conversion procedure, a text file with subtitles is converted to a set of graphics files. Each titles block has its individual file corresponding to it; this file contains image consisting of a rectangular area formed like a region file and titles lines of this block.

New graphics files are named automatically on the basis of the source SRT file name. It is performed by adding an underscore and a string of numbers also parted by the underscores to this basis.

The particular numbers in these strings are determined by the group of check boxes **Add to new image file name**.

If the **Original start** option is checked, the numbers stand for the starting time mark of a title block in the format *hours:minutes:seconds:milliseconds*.

The option **Start in SMPTE (hh:mm:ss:ff) format** enables adding numbers corresponding to the starting time mark of the block in the SMPTE format – *hours:minutes:seconds:frames*.

If the **Number in order** option is checked, the basic name is added with the number corresponding to a block sequence number in a subtitles file.

## 11 Appendix

### 11.1 The XML file structure

An XML file has the following structure:

```
<?xml version="1.0" encoding="utf-16" standalone="yes"?>
<movieList xmlns="http://x-schema:movieListSchema" TCF="sec">
  <image duration="5.08" fadeIn="1">
    <value>BABY_G.tga</value>
  </image>
  <movie fadeIn="0.2" fadeOut="0.08">
    <value>TorSmall.avi</value>
  </movie>
  <image duration="10.08" fadeIn="1">
    <value>CAPITAN.tga</value>
  </image>
  <movie fadeIn="0.32" fadeOut="0.08">
    <value>Tor.avi</value>
  </movie>
  <pause duration="2"/>
  <image duration="5.08" fadeIn="1">
    <value>egor1.tga</value>
  </image>
</movieList>
```



For more details about the XML language, see <http://w3.org/XML>. Links to descriptions of the XML language in Russian can be found at <http://w3.org/XML/Core/Translations>.

Before the commands list there is necessarily general information about the file, in particular, time registration format. Duration is indicated in the TCF= "sec" format (in seconds with floating point).

File contains the following command types for the **image**, **movie** and **pause** elements:

- **<image duration="5.08" fadeIn="1" fadeOut="0.5">**  
     <value>BABY\_G.tga</value>

**</image>**

Static picture with duration of 5.08 sec and initial fade duration of 1 sec and final fade duration of 0.5 sec, the filename is BABY\_G.tga.

- **<movie fadeIn="0.2" fadeOut="0.08">**  
     <value>TorSmall.avi</value>

**</movie>**

Animated movie with fades durations of 0.2 sec and 0.08 sec, the filename is TorSmall.avi.

- **<pause duration="2" />** – pause with 2 sec duration,

where:

- **duration="10.08"** – duration of played back element or pause (in seconds with floating point),
- **fadeIn="1"** – duration of the file initial fade (in seconds with floating point),
- **fadeOut="0.08"** – duration of the file final fade (in seconds with floating point),
- **<value>CAPITAN.tga</value>** – file name.

Commands for different elements playback contain different attributes. For example, commands for the **movie** element do not contain the **duration** attribute, and the **pause** command contains the **duration** attribute only. If the **duration**, **fadeIn**, **fadeOut** attributes are not specified, then the corresponding values are taken from the **MovieList** title object settings from the application main window.

### 11.2 The XML scheme of the SLMovieList document structure in the XDR format


The XML scheme of the SLMovieList document structure in the **XML Data-Reduced (XDR)** format is submitted below.

```
<?xml version="1.0"?>
```

```

<Schema name="http://x-schema:movieListSchema"
  xmlns="urn:schemas-microsoft-com:xml-data"
  xmlns:dt="urn:schemas-microsoft-com:datatypes">
  <AttributeType name="fadeIn" dt:type="float"/>
  <AttributeType name="fadeOut" dt:type="float"/>
  <AttributeType name="duration" dt:type="float"/>
  <AttributeType name="TCF" dt:type="enumeration" dt:values="sec ms"/>
  <ElementType name="value" dt:type="string"/>
  <ElementType name="image" model="closed">
    <element type="value"/>
    <attribute type="fadeIn"/>
    <attribute type="fadeOut"/>
    <attribute type="duration"/>
  </ElementType>
  <ElementType name="movie" model="closed">
    <element type="value"/>
    <attribute type="fadeIn"/>
    <attribute type="fadeOut"/>
  </ElementType>
  <ElementType name="pause" model="closed">
    <attribute type="duration"/>
  </ElementType>
  <ElementType name="movieList" model="closed">
    <element type="image" minOccurs="0" maxOccurs="*" />
    <element type="movie" minOccurs="0" maxOccurs="*" />
    <element type="pause" minOccurs="0" maxOccurs="*" />
    <attribute type="TCF"/>
  </ElementType>
</Schema>

```

 For more details about the XML language, see <http://w3.org/XML>. The description of the XDR format is available at the address: [http://msdn.microsoft.com/library/default.asp?url=/library/en-us/xmlsdk/html/xsdrefxmldatatypes\\_reference.asp](http://msdn.microsoft.com/library/default.asp?url=/library/en-us/xmlsdk/html/xsdrefxmldatatypes_reference.asp).