# Closed source
# scripted title objects

TS2 – paid library of the closed
source scripted title objects

*Revision as
of March 14, 2019*

# User's guide

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## Introduction

This user's guide contains information on TS2 library title script objects.

The TS2 library is included in SoftLab-NSK products. It can be obtained as an addition to the main product for broadcasting with overlaid titles. The library contains closed source title script objects.

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

For additional information see the user's guides:

- «Open source scripted objects. TSF – free library of the open source scripted objects»;
- «Closed source scripted title objects. TS1 – paid library of the closed source scripted title objects».

# Important information

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

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

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

1.  On creating title projects, types of title elements, setting up title element settings: «FDTitle Designer. Title Project Editor».

2.  On preparing a style file for text formatting (*.efc): «RollCrawl Title element. Creating a region and style collection».

3.  On working with substitutions files and formatting tags: «FDTitle Designer. Title Project Editor» section «Additional Sections».

4.  On working with SLIni files: «FDOnAir. Additional Sections», section «SLIni files. Audio and video file settings».

5.  On working with TrimEditor: «Trim Editor. Information on Audio/Video Files, Selecting Fragments, Editing SLIni Files».

6.  On instructions on setting up and using SLTitlePreview to preview FDOnAir audio video output using the «no board» mode (no script licenses are needed for this mode): «FDOnAir. Additional Sections», section «Previewing data on a computer without using a board. SLTitlePreview Program».

7.  On instructions on setting up and using FDPreview to preview board input/output: «FDPreview. Program for Previewing of Audio and Video on Boards Inputs/Outputs».

8.  On working with FDOnAir schedule commands: «FDOnAir Commands. Broadcast Automation».

# Captions for the current program

## TS2_Promo – information on the current program

### 1. Purpose and Characteristics

A title object with the TS2_Promo script is designed to display short captions like «*Currently airing…*» (1) when displaying a video clip using a FDOnAir schedule – an individual caption for each clip. For example text with information on the current program, movie titles, etc.
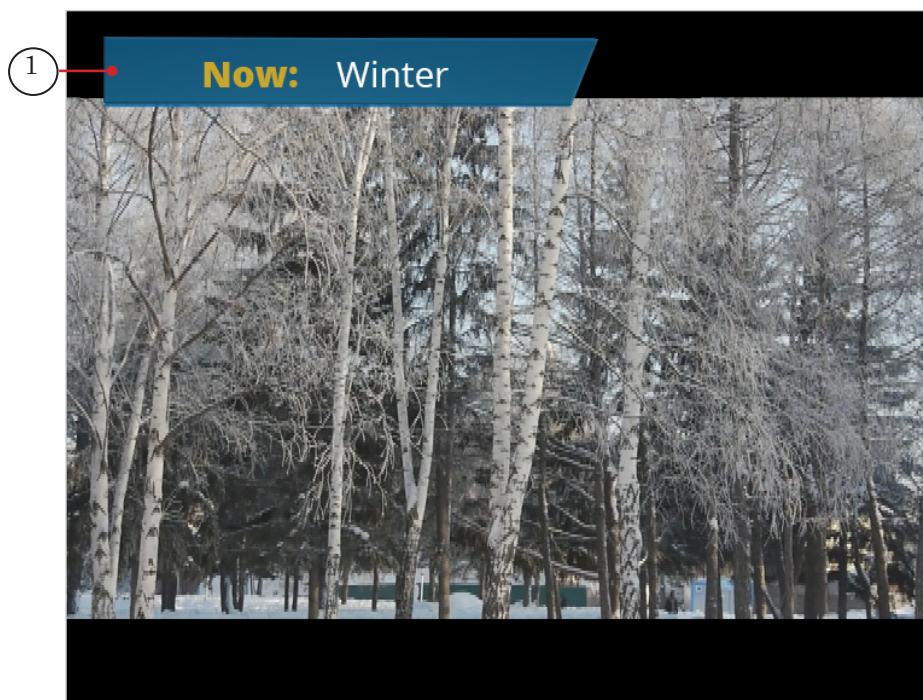


The caption display duration is set by the user. Possible variants:

- throughout the entire playthrough of the video clip;
- at the beginning of the video clip for a set amount of time.

If the duration of the video clip is less than 5 seconds, then the caption will not be displayed.

A caption can contain several lines of text. The text format is set by the user. The text can be displayed on a background – a static or animated image. The background size is automatically regulated to the size of the text displayed.

## 2. Script Data Sources

### 2.1. How it works

When executed in the FDOnAir schedule, the TS2_Promo script receives the name of the video file that going to be executed next (Play Video), and selects the corresponding line of text for the caption from its data source.

Lines of text for captions can be recorded in the following sources:

- text task file;
- FDOnAir schedule comments;
- SLIni files.

If more than one data source is used, the script searches through all of the data sources until it locates the caption assigned to the announced file. If after searching through all of the available sources the caption is not found, the caption is not displayed.

The user sets the available data sources when configuring the script in the FDTitle Designer program using the following settings: Task Name (task file name), Use SLIni (yes/no), and Use Comments (yes/no). The source search order depends on these parameters (see table below).

| Use SLIni | Use Comments | Sources are searched in the following order: |
|---|---|---|
| True | True | 1. SLIni file with the name corresponding to the video file name<br>2. Default SLIni file from the folder where the video file is located<br>3. Schedule comments<br>4. Script object text task file |
| True | False | 1. SLIni file with the name corresponding to the video file<br>2. Default SLIni file from the folder where the video file is located<br>3. Script object text task file |
| False | True | 1. Schedule comments<br>2. Script object text task file |
| False | False | Only the script object text task file |

### 2.2. Task File

A task file for a TS2_Promo script is always a text file (*.txt). To use a task file the full path to the task file needs to be set when configuring the script object using the Task Name setting.

The file contains a list of caption commands: each contains the name of a video file (1) and the caption text for that file (2). The command order does not matter.
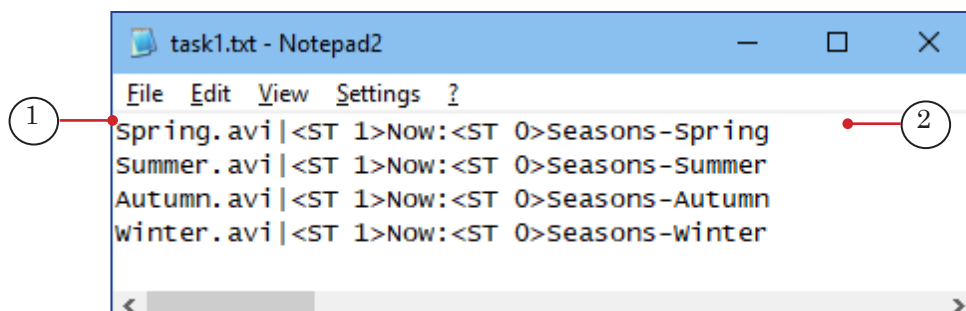


Each command needs to start on a new line and have the following format:

| File_Name | Divider | Program Name |

где:

- File_Name – video file name (not path);
- Divider – symbol set in the script settings (the Divider parameter). Default value – |;
- Program Name – caption text that needs to be displayed in the titles (can contain formatting tags and line breaks).

For example:

news.avi | News

## 2.3. FDOnAir Schedule Comments

To use schedule FDOnAir commands as the data source for the TS2_Promo script the corresponding setting needs to be turned on: Use Comments setting – a value True.

Comments with data for the TS2_Promo script need to be marked with a special symbol (see Label) and need to be located directly next to the commands for the playthrough of their corresponding video files in the FDOnAir schedule.

The comment text needs to have the following format:

| Marker | Space | Program Name |

where:

- Marker – a symbol (one or several characters without a space) that marks the comment as a data source for the TS2_Promo script. The marker is set when configuring the script (the Comment Label settings). Default value – #.
- Space – one or several spaces;

- Program Name – caption text that needs to be displayed in the titles (can contain formatting tags and line breaks).

Example comment:
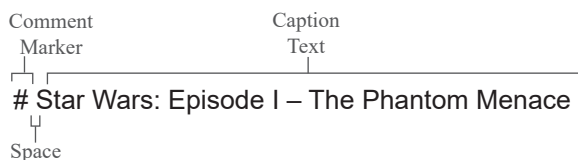
Comment
Marker

Caption
Text

# Star Wars: Episode I – The Phantom Menace

Space

The placement of the comment in the schedule (above or below the command to play the video file for which the comment corresponds to) is set when configuring the script (Comment After setting).

If there are several comments in a row with the a marker then the first one is used (the one located the highest up in the schedule).

The image shows a fragment of a schedule with comments for the TS2_Promo script:

- (1) – Play Video command;
- (2) – comment with video caption.

## 2.4. SLIni-files

To use SLIni files as the data source for the TS2_Promo script the corresponding setting needs to be turned on: Use SLIni setting – a value True.

SLIni file is a text file with the SLIni extensions that contains the video settings (1).
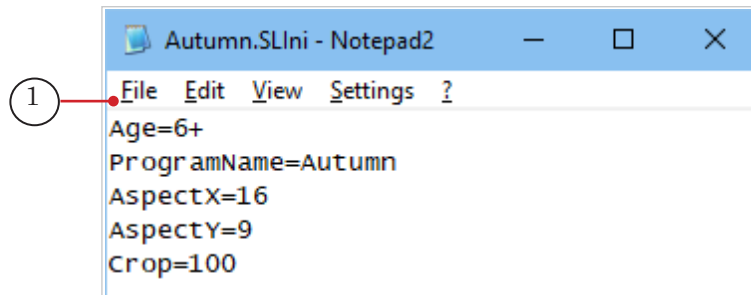


A SLIni file can be intended for one video file – in this case the video file name and the SLIni file name are identical (for example: VideoFileName.avi and VideoFileName.SLIni) – or for a group of video files from one folder – in this case the SLIni file needs to be named default.SLIni.

Note: For example if several video files need to have the same captions then they can be located in a single folder and use the default.SLIni folder.

In the SLIni file a line (the source of data for the TS2_Promo script) needs to have the following format:

ProgramName = Text

where:
- ProgramName – is a service word. Set during configuration of the script (SLIni Key setting, default value: ProgramName);
- Text – caption text that needs to be displayed in the titles (can contain formatting tags and line breaks).

Example:

ProgramName = <st1>Movie |<st2>Gone With the Wind

SLIni files can be created/edited using TrimEditor (see example below) or any text editor, for example, Notepad.

**Example:** To add a caption to a video file (in our example Gone.avi) using TrimEditor complete the following:

1. In FDOnAir on the file page for video files right-click the file name for which the caption needs to be edited, and select TrimEditor (1) in the context menu.



2. The TrimEditor window will open. Press Properties (2) to edit the settings.

3. In the Movie properties window select the Additional tab (3). Flag the Program name option (4) and in the field next to it (5) enter the text that will be displayed in the caption.



4. Press OK (6) in the Movie properties window and then in the TrimEditor window to close both windows and save all changes.

5. As a result the Gone.SLIni file with the caption for TS2_Promo script (7) will be edited/added to the Gone.avi file folder.
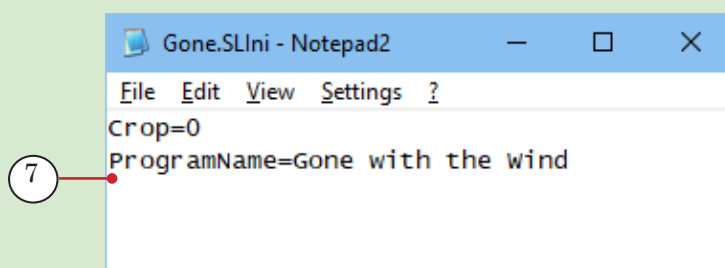
## 3. Object Title Elements

### 3.1. Element List

The table below lists the title elements contained within the TS2_Promo script.

| Name | Type | Purpose |
|---|---|---|
| Main | Caption | Service element. Defines the size and placement of the rest of the object elements |
| Srvc | Caption | Service element |
| Backgr0, Backgr1 | AnimLogo | Background display |
| Text0, Text1 | Caption | Display of caption |

### 3.2. Size and Placement

The size and placement of the Main title element define the size and placement of the rest of the object elements: when starting the script the size and placement of the rest of the object elements are automatically set as identical to those of the Main title element.

## 4. General Work Procedure

### 4.1. Preliminary Preparations

Prepare the files necessary for the script to work:

1. Text style file (*.efc). If there is no file, the default style will be used.

2. Background file. If there is no file, the caption will be displayed without background.

3. Task file, if that is the data source used.

   Other data sources can be used: schedule comment and/or SLIni files.

### 4.2. Preparation in the FDTitle Designer window

1. Load the object with the script into a title project using a template file:

   1. Select File > Import Object Template (1). In the opened window select the file TS2_Promo.SLTitleTmpl and press Open.
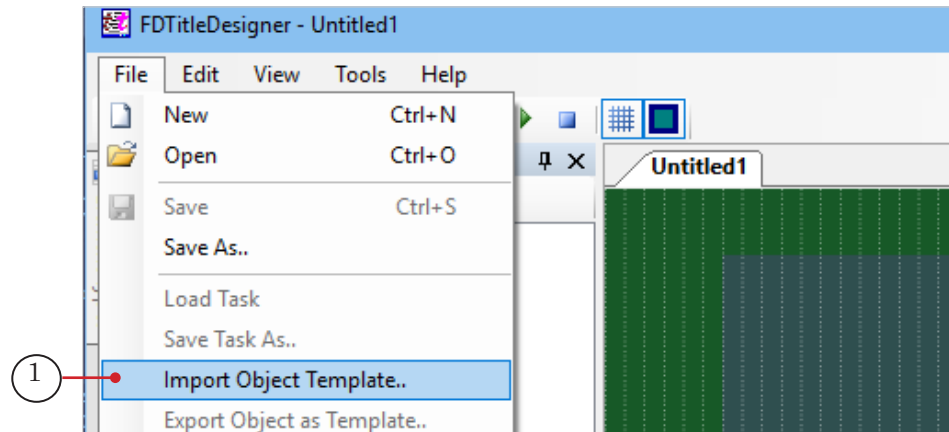
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2. A warning about the required licenses (2) will automatically open when importing the object. Press OK (3) to close the window.
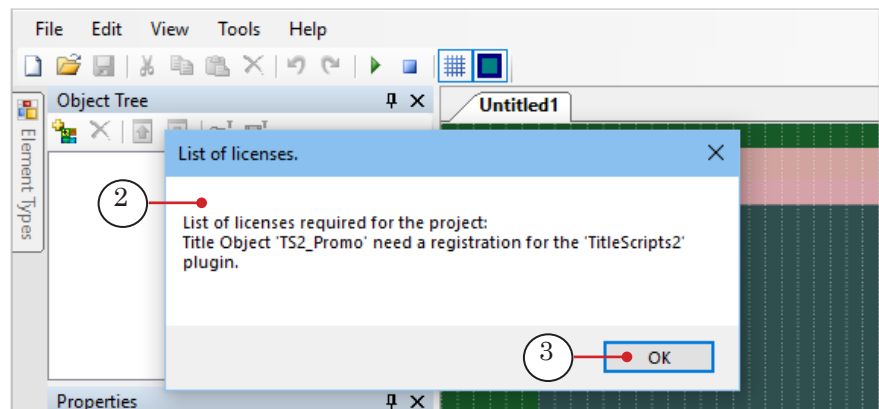


3. Once the import has been completed, the TS2_Promo title element group will appear in the Object Tree (4) and on the title project work field (5).
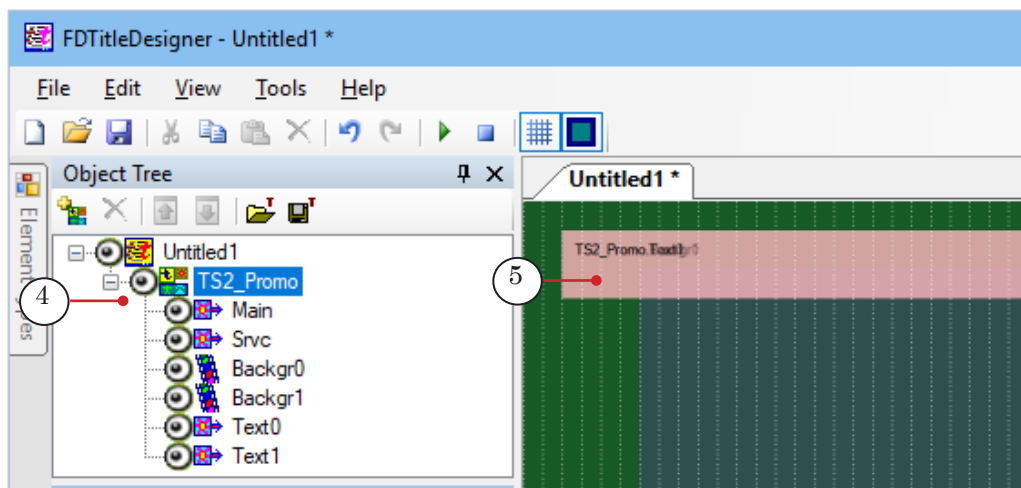


✔ **Important:** It is not possible to change the content, type, or name of the title elements contained in the script object.
The script object name can be changed.

2. To configure the script object, select it in the Object Tree by clicking on its name (1). The settings are edited using the Properties panel(2):
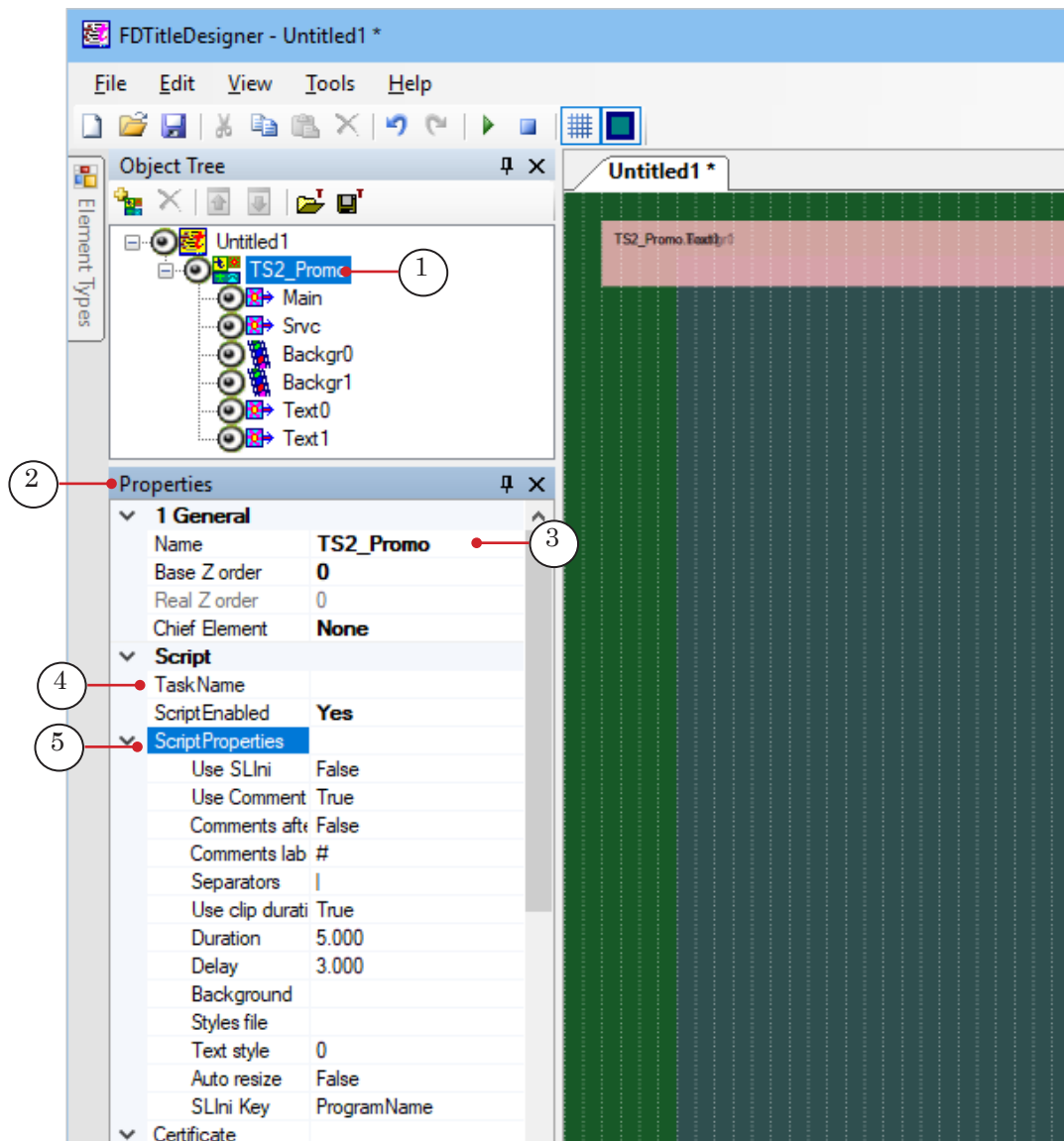


1. If necessary, change the script object name (3).

2. If the script uses a task file as a data source set the path to the task file in the Task Name (4) line.

3. Open the Script Properties (5) element group and configure the script object settings. For more information see table below.

Table: TS2_Promo script object properties

| Name | Description | Possible Values /Default Value/ |
|---|---|---|
| Use SLIni | Allows the use of SLIni files as data sources. | True – Yes; False – No. /False/ |
| Use Comments | Allows the use of schedule comments as data sources. | True – below; False – above. /False/ |
| Comments After | Sets the location of the comments used as a data source – after their respective video file (below them in the schedule) or before it (above them in the schedule). | True – ниже; False – выше. /False/ |
| Comments Label | Label in comments that marks the comment as a data source for the TS2_Promo script. Labels are placed at the beginning of the lines with comments. | One or several characters without spaces. /#/ |
| Seperator | A symbol used as a divider in task files and as a line break symbol in lines with text. | One or several characters without spaces. /\|/ |
| Use clip duration | Display the caption throughout the duration of the entire clip, excluding indents at the beginning and end of the clip (Delay). If turned off then the caption is displayed for a set amount of time (set in the Duration parameter). | True – Yes; False – No. /True/ |
| Duration | Duration of the caption display (in seconds) if the clip duration is not used. Accounts for the indents at the beginning and end (Delay). | /5.000/ |
| Delay | Indent (in seconds) from the beginning and end of the clip when displaying a caption. | /3.000/ |
| Background | Path to the file with the background for the caption: an image or video clip. | |
| Styles file | Path to file with the style collection (*.efc) for the caption. | |
| Text style | Style index of the style used for the caption in the style file (the numbering starts with 0). | /0/ |
| Auto resize | Allows the automatic resizing of the background to match the caption. | True – Yes; False – No. /False/ |
| SLIni Key | Parameter name in the SLIni file that is used to separate program names (or other captions). | /ProgramName/ |

3. Set the necessary size and placement of the captions:

1. In the Object Tree select the Main title element by left-clicking it (1). Set the necessary size and placement of the element.
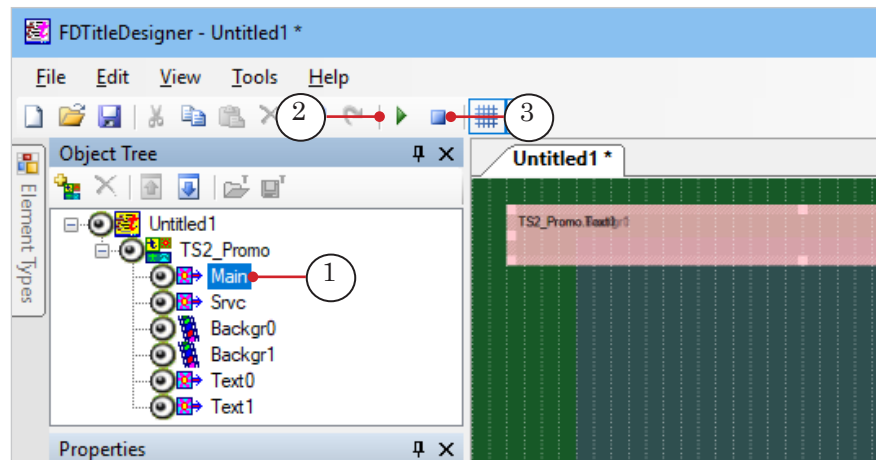


2. Press Start Preview (2) – the size and placement of the rest of the object elements will change accordingly.

3. Press Stop Preview (3).

✔ **Important:** When starting the script the size and placement of the rest of the TS2_Promo object title elements are automatically set as identical to those of the Main title element.

4. If a background is set for the script object (Background setting), select the Backgr0 element (1) in the Object Tree and, if necessary, edit its settings: use the Alignment and Stretch properties group (2).
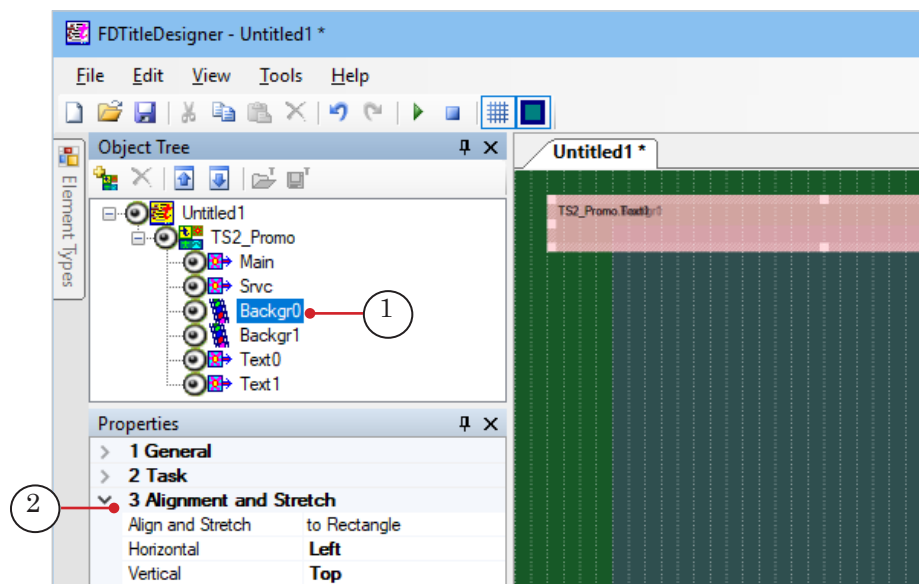


The Backgr1 properties are automatically set as identical to the Backgr0 properties when the script is started.

5. If the caption settings need to be changed select Text0 (1) in the Object Tree and edit the available settings (marked with a bolded text), for example, the alignment and stretching of the caption (2).
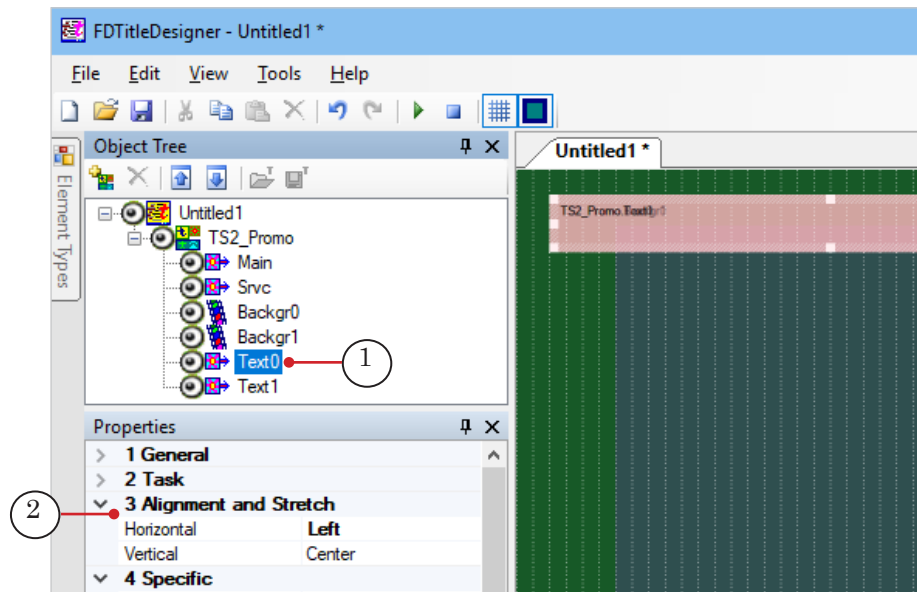


The Text1 settings are automatically set as identical to the Text0 settings when the script is started.

6. Save the title project.

7. The title object with the TS2_Promo title script cannot be previewed in FDTitleDesigner program because the script requires data from FDOnAir.

## 4.3. Preparation in the FDOnAir window

1. Load the prepared title project and configure the title object commands for the project.

2. Create a broadcast schedule by adding commands to play videoclips: Play Video – movie (1).

3. If comments will be used as a data source, add them to the schedule (2) for each video clip that needs a caption. Make sure that the comments are located according to the selected setting (before or after the video command).

| | State | Start | | Length | ⤨ | ▣ | T | | Name | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 👆 | 14:14:58.93 | | | | | | | * * * * * | |
| | | 14:14:59.01 | | | | T | **T** | | {Now_TS2_Promo} On | |
| | | 14:14:59.01 | | =00:00:00.00 | | | | | | |
| | ⤒ | 14:20:02.97 | | | | | | | Seasons | |
| | | 14:20:02.97 | | | | T | // | | # <ST 1> Now: <ST 0> Spring | |
| | | 14:20:02.86 | | 00:00:20.00 | | T | 🎬 | | Spring.avi | |
| | | 14:20:22.94 | | | | T | // | | # <ST 1> Now: <ST 0> Summer | |
| | | 14:20:22.86 | | 00:00:21.44 | | T | 🎬 | | Summer.avi | |
| | | 14:20:44.32 | | | | T | // | | # <ST 1> Now: <ST 0> Autumn | |
| | ⬛ | 14:20:44.30 | | 00:00:19.60 | | T | 🎬 | | Autumn.avi | |
| ➡ | | 14:21:03.90 | | | | T | // | | # <ST 1> Now: <ST 0> Winter | |
| | READY | 14:21:03.90 | | 00:00:25.96 | | T | 🎬 | | Winter.avi | |
| | | 14:21:29.86 | | 00:00:25.00 | | T | 🎬 | | News_1.avi | |
| | | 14:21:54.86 | | 00:00:25.00 | | T | 🎬 | | News_2.avi | ⤶ |
| | | 14:22:19.86 | | | | T | // | | # <ST 1> Now: <ST 0> Star Wars | |
| | | 14:22:19.86 | | 00:00:25.00 | | T | 🎬 | | StarWars.avi | |
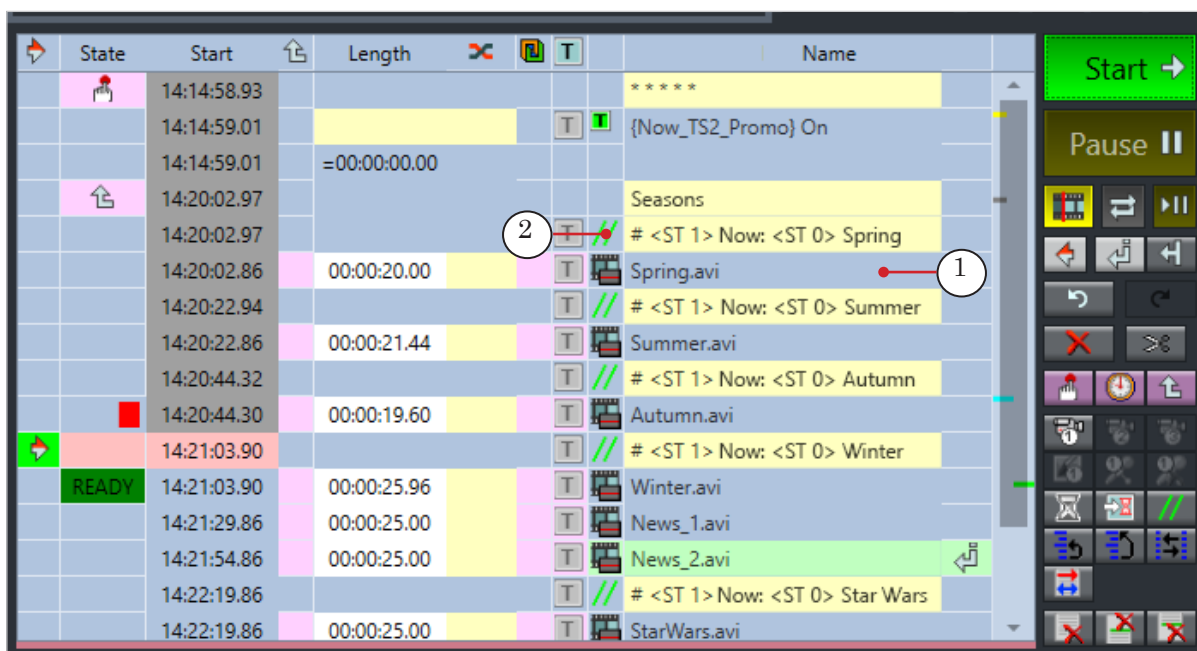
4. Start the schedule.

5. To preview, use only one program: SLTitlePreview or FDPreview.

# Program Announcements

## TS2_Promo2, TS2_Promo3, TS2_Promo4 – Announcements

### 1. Script Object Purposes

The TS2_Promo2, TS2_Promo3, and TS2_Promo4 script objects are used when playing video files from a FDOnAir schedule (Play Video) and are designed to display announcement titles for programs – «*Coming up next...*» (1).



The announcement is displayed during the preceding program. If the duration of that program is less than 5 seconds, the announcement is not displayed. The user can set the announcement duration (full announcement and its separate elements) and the indent duration at the end of the program (how soon before the end of the program does the announcement stop being displayed).

## 2. Announcement Elements

An announcement can contain:

- formatting elements, shared by all announcements:
  - background (1);
  - title (2) – arbitrary title, for example, «*Up Next*»;
- content for the specific program:
  - textual information about the program (3);
  - preview video (4).
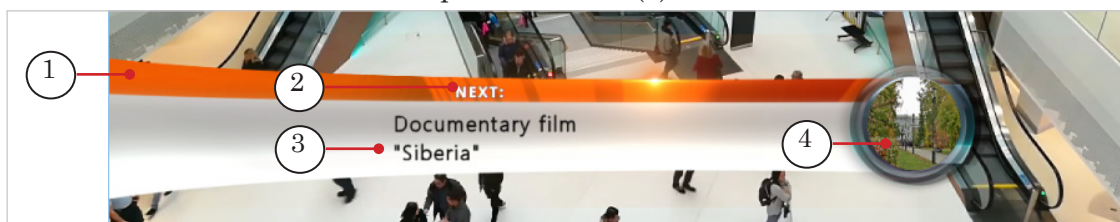


The information about the program (3) can contain several lines. The text formatting is set by the user. The text can be displayed on a background (1) – a static or animated image.

The preview (4) can only be rectangular (TS2_Promo2, TS2_Promo3 scripts) or the form can be arbitrary, set by the user (TS2_Promo4).

## 3. Script Object Features

This group of script objects differs in their data sources, their ability to configure the duration of separate announcement elements and displaying the preview – rectangular or arbitrary.

| Name | Source of information about programs | Separate duration for separate elements | Preview Proxy Files | Using an Alpha Mask |
|------|--------------------------------------|-----------------------------------------|---------------------|---------------------|
| TS2_Promo2 | FDOnAir schedule comments, text task file (in development). | Available for the preview fragment | Yes | No – rectangular frame |
| TS2_Promo3 | SLIni-files. | Available for the paired preview fragment and textual information | No | No – rectangular frame |
| TS2_Promo4 | FDOnAir schedule comments, SLIni files, text task file (in development). | Available for the preview fragment, textual information, title | Yes | Available for frames of any form |

## 4. Object Title Elements

### 4.1. Element List

The content and purpose of the title elements included in the TS2_Promo2/ TS2_Promo3/ TS2_Promo4 script objects are identical. The list of title elements is displayed in the table below.

| Name | Type | Purpose |
|---|---|---|
| Main | Caption | Service element |
| Backgr | AnimLogo | Background display |
| Title | Caption | Announcement title display |
| Descr | Caption | Announcement text display |
| Preview | AnimLogo | Display preview fragment |

### 4.2. Size and Placement

The user can change the size and placement of each of the title elements contained in this script object group.

# TS2_Promo2. Data Source – Schedule Comments

## 1. How it works

To use schedule FDOnAir commands as the data source for the TS2_Promo2 script the corresponding setting needs to be turned on: Use Comments setting – a value True.

Comments with data for the TS2_Promo2 script need to be marked with a special symbol (Comment Label).

While the schedule is being executed the script tracks the presence of the Play Video commands and any corresponding comments (located above or below the command, depending on the settings). If the command has a comment with the script marker then when playing the video file the script displays the announcement with the data from the comment.

**Example:** The image shows a fragment of a schedule with comments for the TS2_Promo2 script:

- (1) – Play Video command;
- (2) – comment with video caption for that video. The marker for this script is a line of characters – the word next. The comment contains the text of the announcement as well as the preview fragment file.
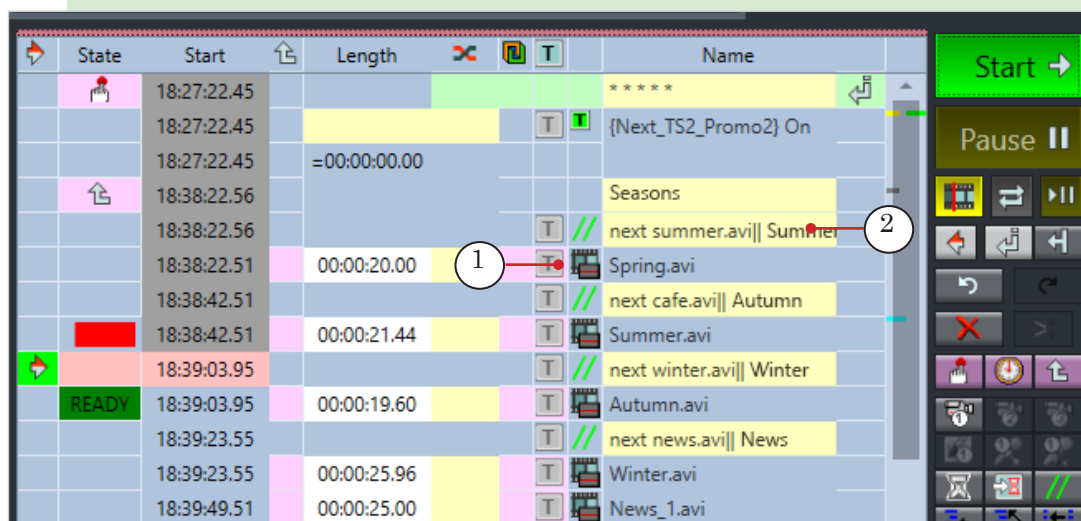


As a result, during the display of the Spring.avi video the *«Up Next: Summer»* announcement will be displayed; Summer.avi – *«Up Next: Autumn»*; Autumn.avi – *«Up Next: Winter»*; Winter.avi – *«Up Next: News»*.

## 2. Comment Format

1.  The comment text needs to have the following format:

`Marker` `Space` `Videofile` `Separator` `Start time` `Separator` `Description`

where:

- `Marker` – a symbol (one or several characters without spaces) marking the comment as a data source for the TS2_Promo2 script object. The marker is set when configuring the script (Comment Label setting). Default value – #;
- `Space` – one or several space;
- `Videofile` – name of the preview fragment file. The path to the folder containing the preview fragments is set when configuring the script (Base Path setting). If a file is not selected, the announcement will be displayed without a preview;
- `Separator` – symbol set in the script settings (Separator parameter). Default value – |.
  A divider is necessary even if the Videofile and/or Start time fields are blank (see Example 2 below);
- `Start time` – the indent (hh:mm:ss.ff) from the start of the preview fragment to the start of the clip in the announcement. If a value is not set, the preview starts from the first frame;
- `Description` – announcement text (can contain formatting tags and line breaks (Separator symbol)).

Example 1:
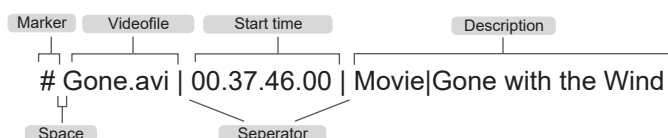


Example 2: a comment line that doesn't indicate the preview file or the start time
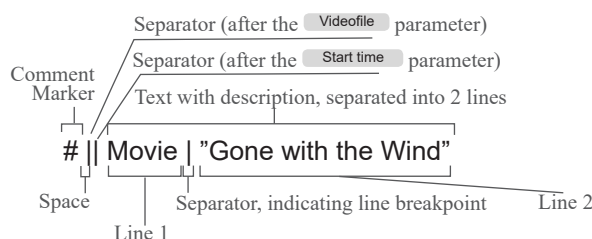


2.  The placement of the comment in the schedule (above or below the command to play the video file for which the comment corresponds to) is set when configuring the script (Comment After setting).

## 3. Working Procedure

### 3.1. Preliminary Preparations

Prepare the files necessary for the script to work:

1. Text style file (*.efc). If there is no file, the default style will be used.

2. Background file. If there is no file, the caption will be displayed without background.

3. It is recommended to prepare proxy files for the announced videos that will be used as the preview fragments.

### 3.2. Preparation in the FDTitle Designer window

1. Load the object with the script into a title project using a template file:

1. Select File > Import Object Template (1). In the opened window select the file TS2_Promo2.SLTitleTmpl and press Open.
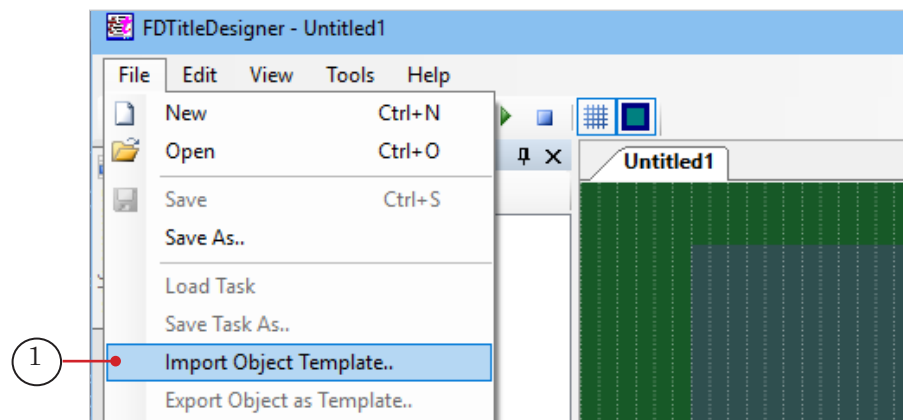


2. A warning about the required licenses (2) will automatically open when importing the object. Press OK (3) to close the window.
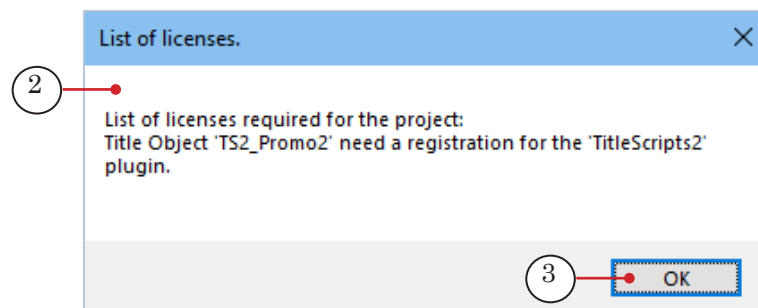


3. Once the import has been completed, the TS2_Promo2 title element group will appear in the Object Tree (4) and on the title project work field (5).
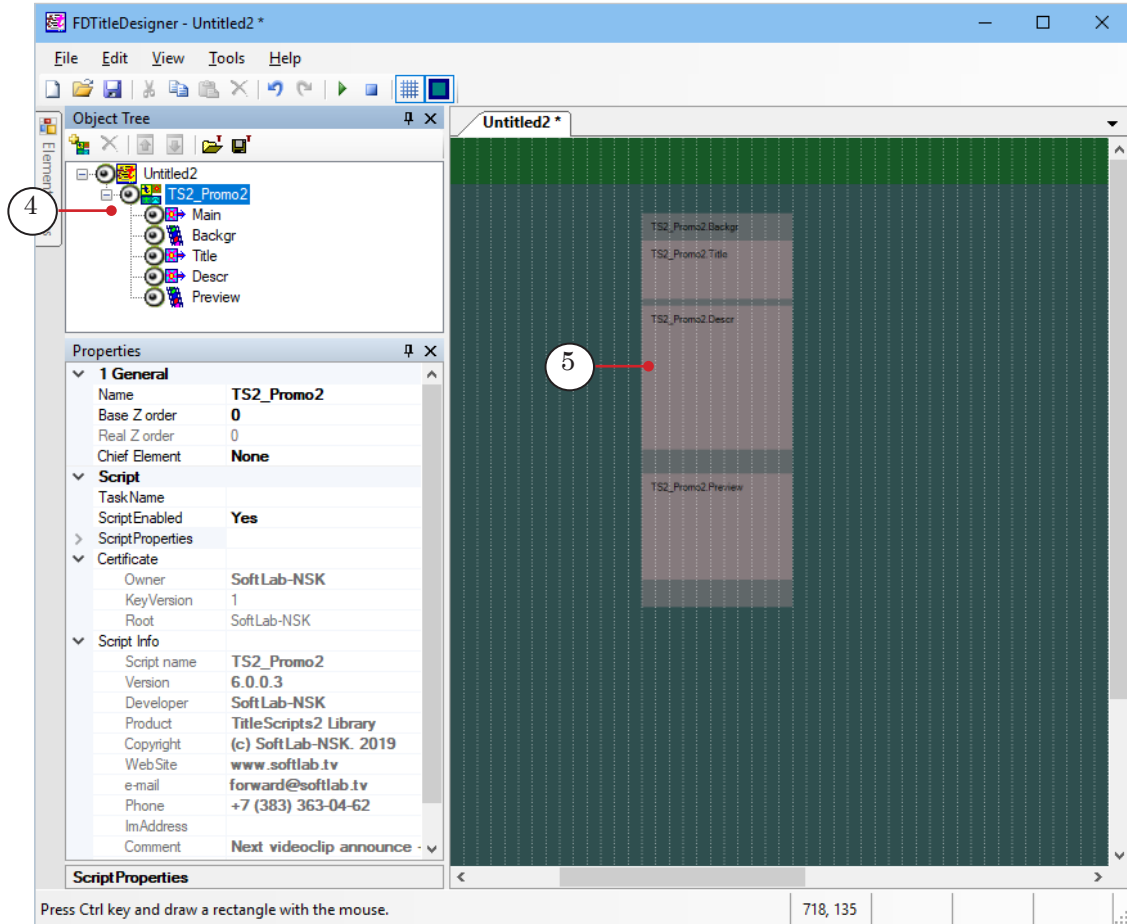
✔  **Important:** It is not possible to change the content, type, or name of the title elements contained in the script object.

The script object name can be changed.

2.  To configure the script object, select it in the Object Tree by clicking on its name (1). The settings are edited using the Properties panel (2):
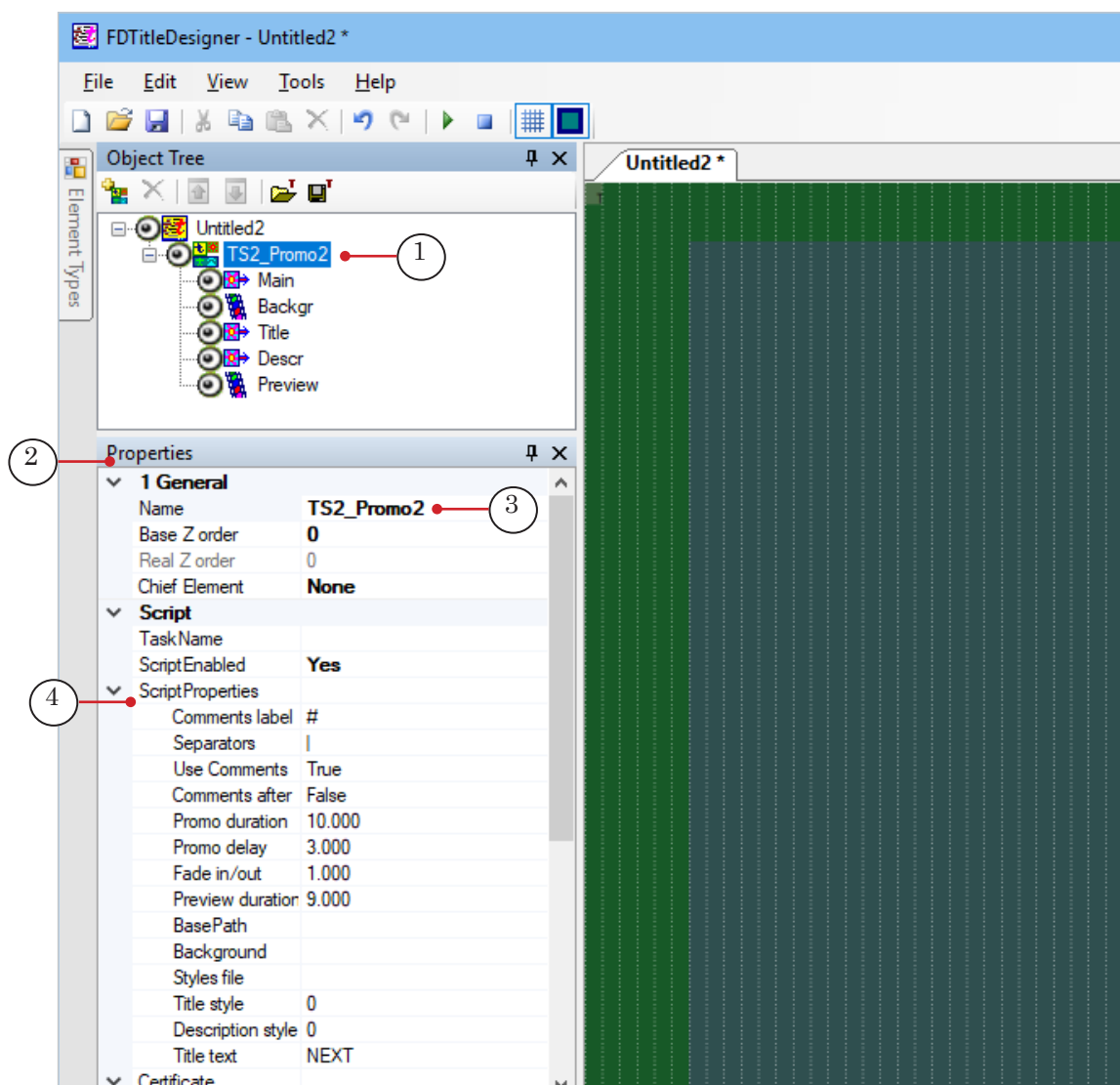
1. If necessary, change the script object name (3).

2. Open the Script Properties (4) element group and configure the script object settings. For more information see table below.

Table: TS2_Promo2 script object properties

| Name | Description | Possible Values/ Default Value/ |
|------|-------------|----------------------------------|
| Comment Label | Marker in comments that marks the comment as a data source for the TS2_Promo2 script. Markers are placed at the beginning of the lines with comments. | One or several characters without spaces. /#/ |

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| Name | Description | Possible Values/ Default Value/ |
|------|-------------|--------------------------------|
| Separators | A symbol used as a separator in comments and as a line break symbol in lines with text. | One or several characters without spaces. /\|/ |
| Use Comments | Allows the use of schedule comments as data sources. (The Use Task File function is currently in development.). | True – Yes; False – No. /True/ |
| Comments after | Sets the location of the comments used as a data source – after their respective video file (below them in the schedule) or before it (above them in the schedule). | True – below; False – above. /False/ |
| Promo duration | Duration of the announcement display (in seconds). | /10.000/ |
| Promo delay | Interval (in seconds) from the end time of the announcement to the end time of video it is displayed on. | /3.000/ |
| Fade in/out | Appearing/disappearing / Duration (in seconds) of the announcement appearing/disappearing on screen. | /1.000/ |
| Preview duration | Duration (in seconds) of the of the preview fragment in the announcement . | /9.000/ |
| Base Path | Path to the folder with preview fragments for announcements. | |
| Background | Path to the file with the background for the caption: an image or video clip. | |
| Styles file | Path to file with the style collection (*.efc) for the caption. | |
| Title style | Style index of the style used for the title in the style file (the numbering starts with 0). | /0/ |
| Description style | Style index of the style used for the description in the style file (the numbering starts with 0). | /0/ |
| Title text | The title text – identical for all announcements. | /NEXT/ |

3. Set the required size and placement for the announcement elements:
   - Backgr – announcement background. Configured if the script object has a set background file;
   - Title – announcement title;
   - Descr – announcement text;
   - Preview – preview fragment display.

To edit an element, select it in the Object Tree (1) and use
the Properties panel tables (2). Some settings other than the
size and placement can be changed, for example, the Align-
ment and Stretch group.



4. Save the title project.

5. The title object with the TS2_Promo2 title script cannot be
   previewed in FDTitleDesigner program because the script
   requires data from FDOnAir.

## 3.3. Preparation in the FDOnAir window

1. Load the prepared title project and configure the title object
   commands for the project.

2. Create a broadcast schedule by adding commands to play
   videoclips: Play Video – movie (1).

3. Add the comments that will be used as the data source to
   the schedule (2) for each video clip that needs a caption.
   Make sure that the comments are located according to the
   selected setting (before or after the video command) and
   contain the correct comment marker at the beginning of the
   line.

4. Start the schedule.

5. To preview, use only one program: SLTitlePreview or FDPreview.

## TS2_Promo3. Data Source – SLIni files

### 1. How it works

A playthrough settings file (SLIni file) needs to be set up for each clip that needs to be captioned, containing the announcement text. The settings file needs to be located in the same folder as its video file.

Note: A settings file is a text file. The name of the video file and its settings file needs to be the same. The settings file has the SLIni extension. For example: VideoFileName.avi and VideoFileName.SLIni. Other than the program name, the SLIni file can also contain other settings for its video file (1).
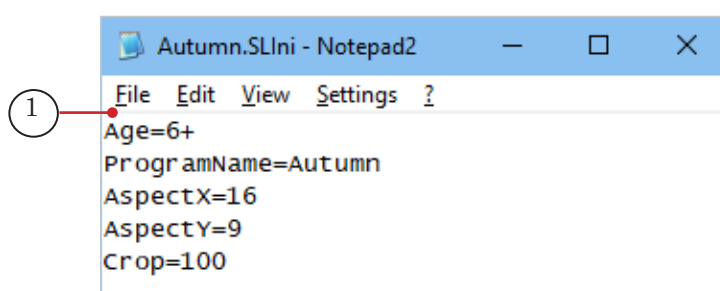
While working the script analyses the FDOnAir schedule several commands ahead the current program and tracks the Play Movie commands: the closest (the one currently playing) and the following one.

The script displays that announcement for the next program during the current one if: 1) the duration of the current video allows it and 2) a SLIni file is found for the next video file.

**Example:** The images show a schedule fragment that will play several videos (1–7) and the folder that contains their video files and SLIni files. The TS2_Promo3 script object is used to display announcements.
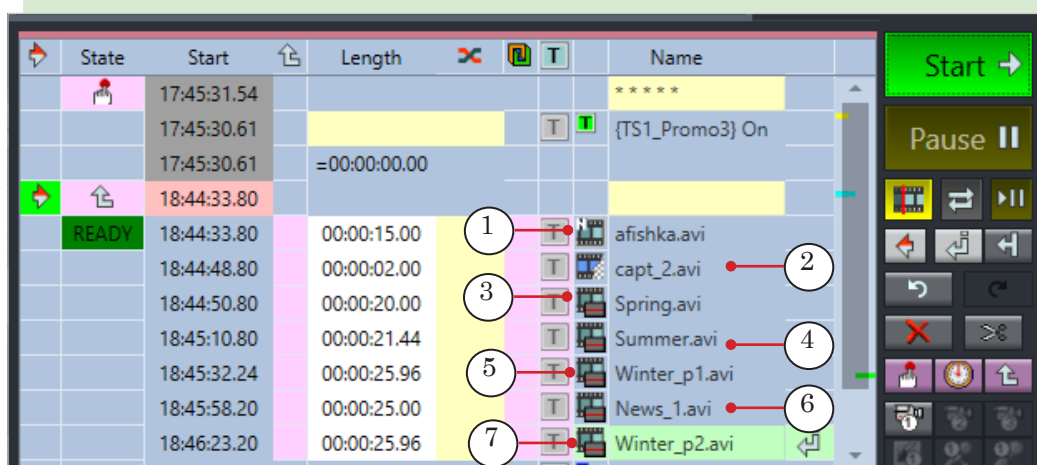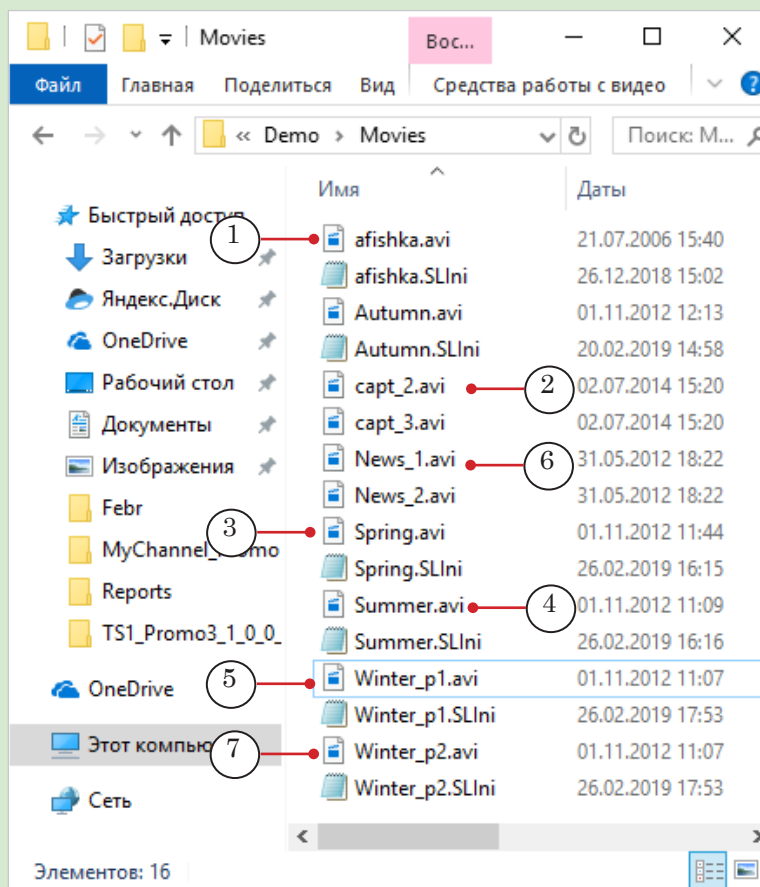
As a result of the schedule:

1. During the playthrough of the afishka.avi (1) video no announcement is displayed, as the next video file capt.avi (2) does not have a SLIni file.

2. During the playthrough of the capt.avi video no announcement is displayed, as it is too short to display an announcement.

3. During the playthrough of the Spring.avi (3) video the announcement: *«Up Next: Summer»* will be displayed for the Summer.avi video (4); during Summer.avi – *«Up Next: Winter. Part 1»* for the Winter_p1.avi (5).

4. During the playthrough of the Winter_p1.avi video no announcement is displayed, as the next video file News_1.avi (6) does not have a SLIni file.

5. During News_1.avi – *«Up Next: Winter. Part 2»* for the Winter_p2.avi (7) video

## 2. SLIni File Format

In the SLIni file a line (the source of data for the TS2_Promo3 script) – needs to have the following format:

ProgramName = Text

where:

- ProgramName – is a service word. Set during configuration of the script (SLIni Key setting, default value: ProgramName);
- Text – caption text that needs to be displayed in the titles (can contain formatting tags and line breaks (symbol Separator)).

Example:

ProgramName = <st1>Movie |<st2>Унесенные ветром

SLIni files can be created/edited using TrimEditor (see example below) or any text editor, for example, Notepad.

**Example:** To add a caption to a video file (in our example Gone.avi) using TrimEditor complete the following:

1. In FDOnAir on the file page for video files right-click the file name for which the caption needs to be edited, and select TrimEditor (1) in the context menu.



2. The TrimEditor window will open. Press Properties (2) to edit the settings.

3. In the Movie properties window select the Additional tab (3).
   Flag the Program name option (4) and in the field next to
   it (5) enter the text that will be displayed in the caption.



4. Press OK (6) in the Movie properties window and then in the
   TrimEditor window to close both windows and save all
   changes.



5. As a result the Gone.SLIni file with the caption (7) will be
   edited/added to the Gone.avi file folder.

## 3. Working Procedure

### 3.1. Preliminary Preparations

Prepare the files necessary for the script to work:

1. Text style file (*.efc). If there is no file, the default style will be used.

2. Background file. If there is no file, the caption will be displayed without background.

3. SLIni files for all of the video clips that need to be announced.

### 3.2. Preparation in the FDTitle Designer window

1. Load the object with the script into a title project using a template file:

   1. Select File > Import Object Template (1). In the opened window select the file TS2_Promo3.SLTitleTmpl and press Open.
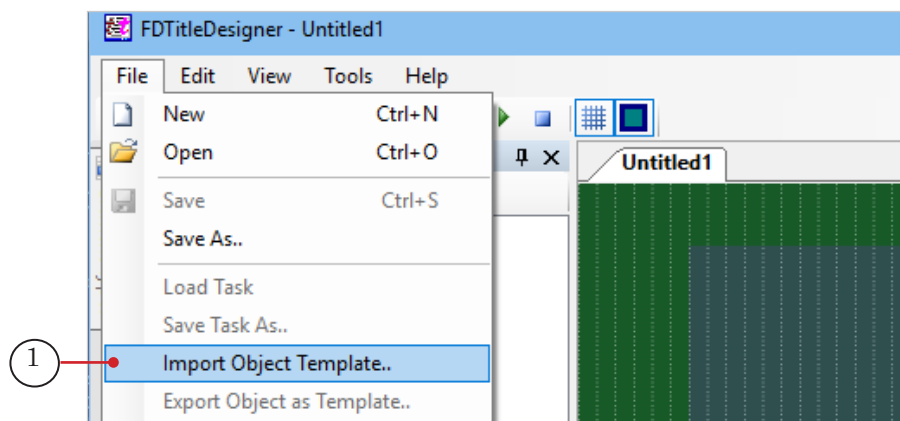


   2. A warning about the required licenses (2) will automatically open when importing the object. Press OK (3) to close the window.
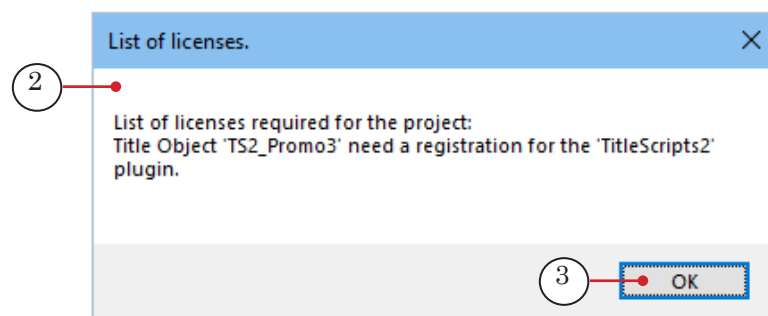


   3. Once the import has been completed, the TS2_Promo3 title element group will appear in the Object Tree (4) and on the title project work field (5).
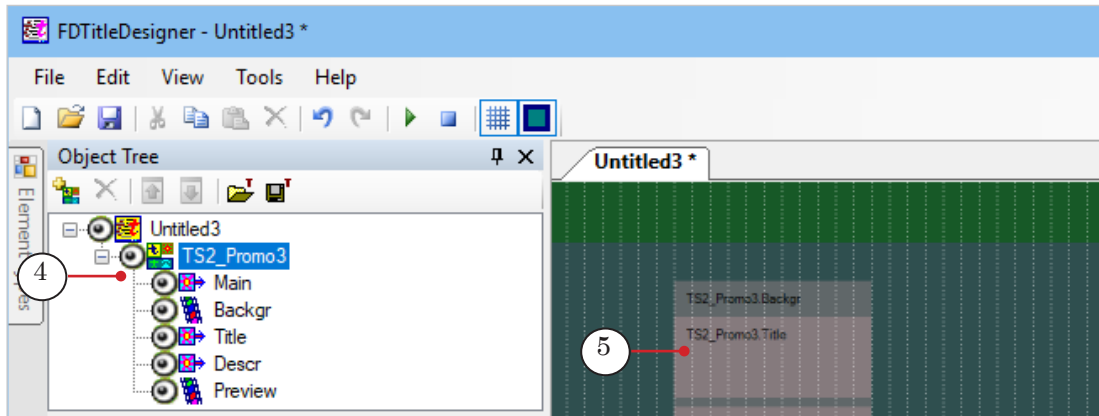
✔ **Important:** It is not possible to change the content, type, or name of the title elements contained in the script object.

The script object name can be changed.

2. To configure the script object, select it in the Object Tree by clicking on its name (1). The settings are edited using the Properties panel (2):
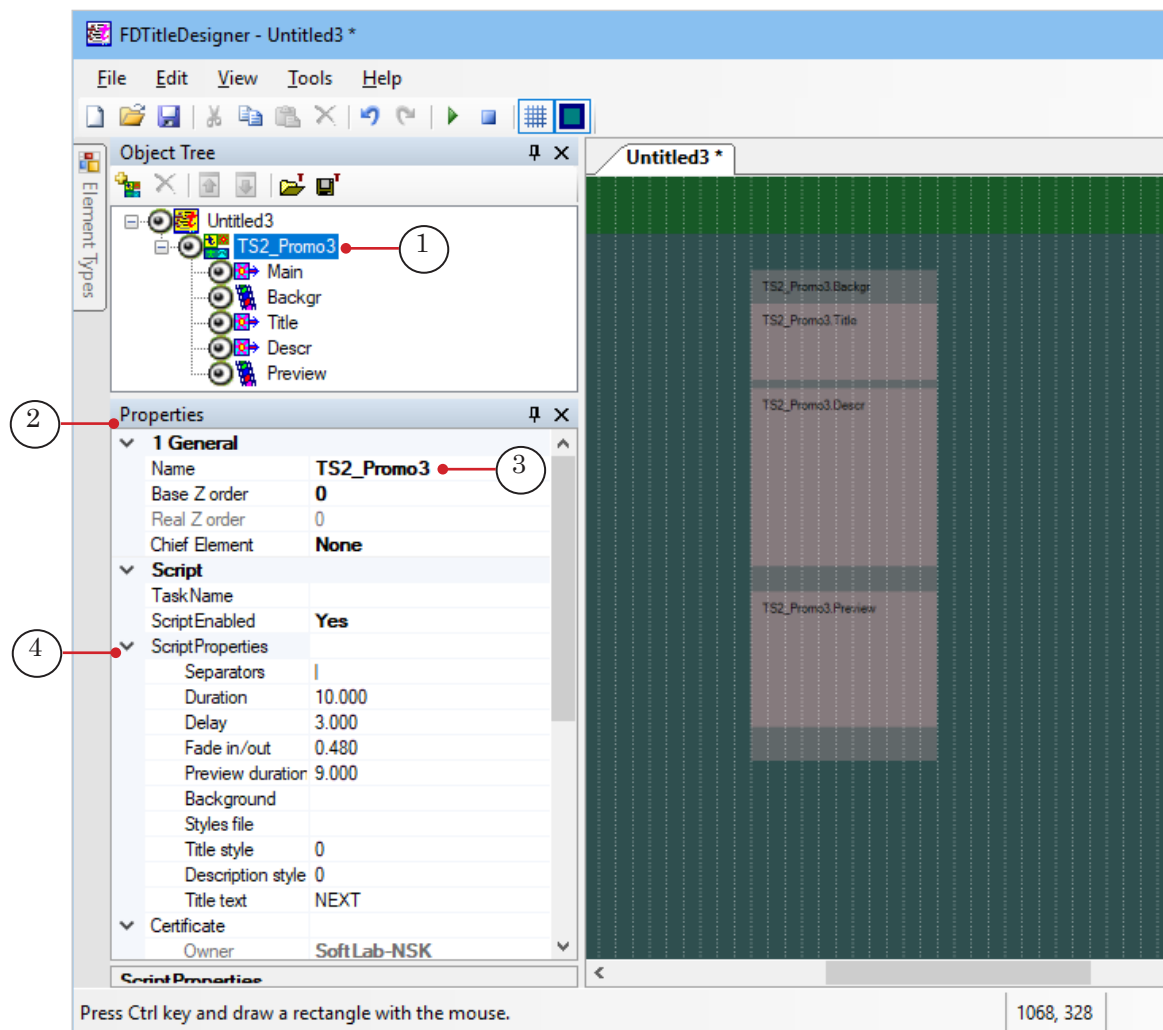
1. If necessary, change the script object name (3).

2. Open the Script Properties (4) element group and configure the script object settings. For more information see table below.

Table: TS2_Promo3 script object properties

| Name | Description | Possible Values/ Default Value/ |
|---|---|---|
| Separatiors | A symbol used as a divider in task files and as a line break symbol in lines with text. | One or several characters without spaces. /\|/ |
| Duration | Duration of the display (in seconds) of the announcement background and title. | /10.000/ |
| Delay | Interval (in seconds) from the end time of the announcement to the end time of video it is displayed on. | /3.000/ |
| Fade in/out | Duration (in seconds) of the announcement appearing/disappearing on screen. | /0.480/ |
| Preview duration | Duration (in seconds) of the of the preview fragment in the announcement. If the value is more or equal to the Duration value then the display duration of all of the announcement elements (background, title, preview, description) will be identical and equal to the Duration value. | /9.000/ |
| Background | Path to the file with the background for the caption: an image or video clip. | |
| Styles file | Path to file with the style collection (*.efc) for the caption. | |
| Title style | Style index of the style used for the title in the style file (the numbering starts with 0). | /0/ |
| Description style | Style index of the style used for the description in the style file (the numbering starts with 0). | /0/ |
| Title text | The title text – identical for all announcements. | /NEXT/ |

3. Set the required size and placement for the announcement elements:

- Backgr – announcement background. Configured if the script object has a set background file;
- Title – announcement title;
- Descr – announcement text;
- Preview – preview fragment display.

To edit an element, select it in the Object Tree (1) and use the Properties panel tables. Some settings other than the size and placement can be changed, for example, the Alignment and Stretch group (2).
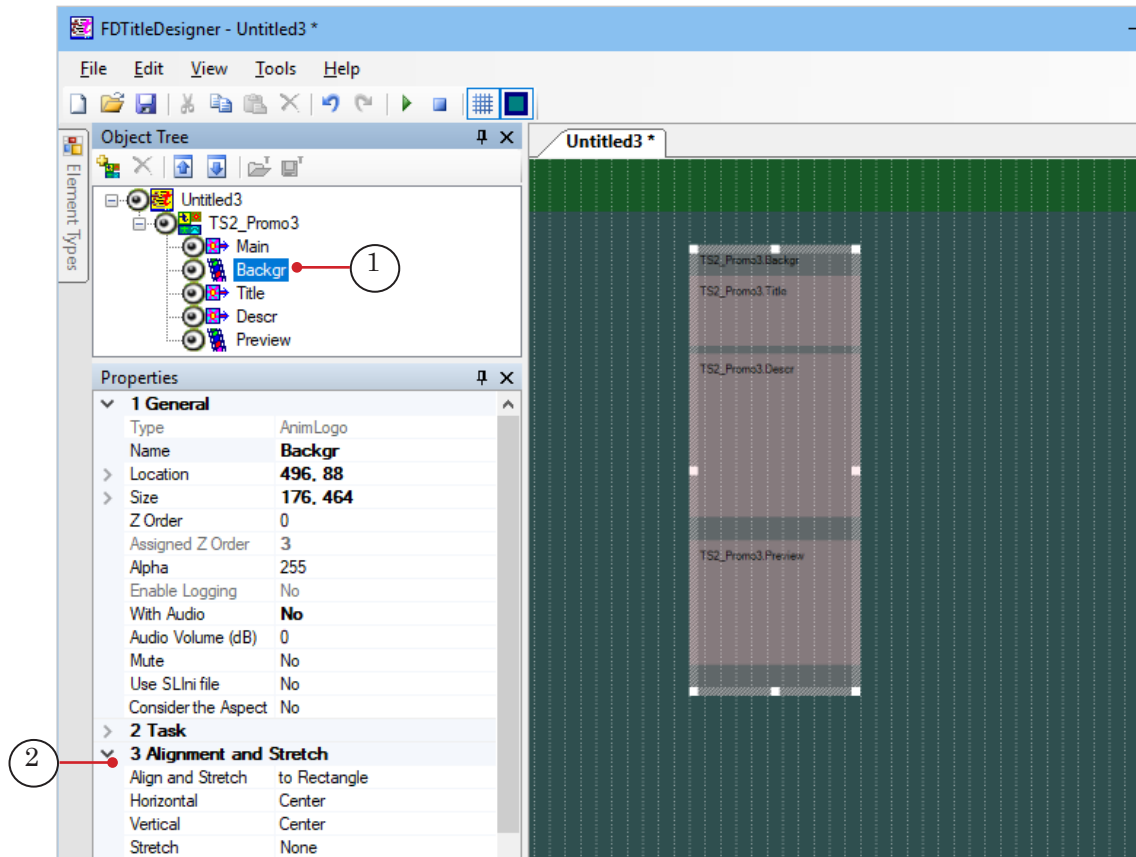
4. Save the title project.

5. The title object with the TS2_Promo3 title script cannot be previewed in FDTitleDesigner program because the script requires data from FDOnAir.

## 3.3. Preparation in the FDOnAir window

1. Load the prepared title project and configure the title object commands for the project.

2. Create a broadcast schedule by adding commands to play videoclips: Play Video – movie (1).
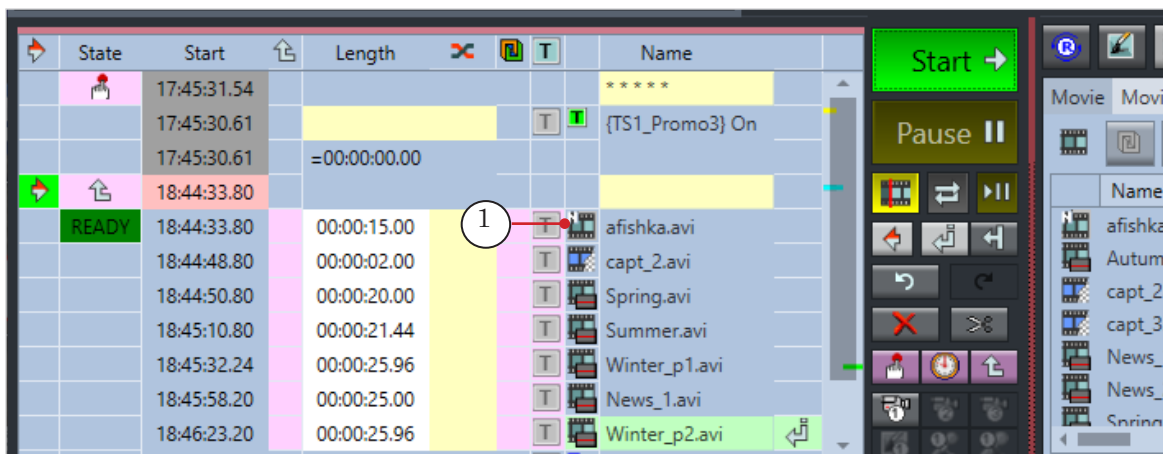
3. Start the schedule.

4. To preview, use only one program: SLTitlePreview or FDPreview.
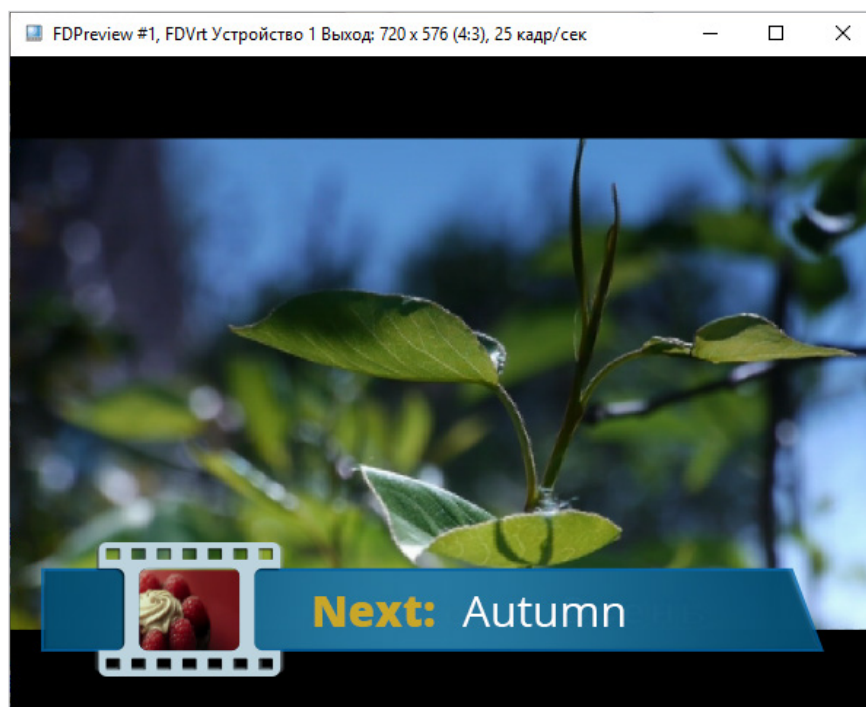
## TS2_Promo4. Data Source – SLIni files and Comments

### 1. How it works

#### 1.1. Choosing a Data Source

The TS2_Promo4 script can use either FDOnAir schedule comments or SLIni files as the data source. The user chooses the data source used when configuring the script (Data source setting).

Note: Using comments as a data source allows the use of specially prepared proxy files with prepared file fragments. When working with SLIni files there is no such option – the script selects the fragment for the preview from the main video clip.

#### 1.2. Using Comments

Comments with data for the TS2_Promo4 script need to be marked with a special symbol (Comments label).

While the schedule is being executed the script tracks the presence of the Play Movie commands and any corresponding comments (located above or below the command, depending on the settings). If the command has a comment with the script marker then when playing the video file the script displays the announcement with the data from the comment.

#### 1.3. Using SLIni files

A playthrough settings file (SLIni file) needs to be set up for each clip that needs to be captioned, containing the announcement text. The settings file needs to be located in the same folder as its video file.

While working the script analyses the FDOnAir schedule several commands ahead the current program and tracks the Play Movie commands: the closest (the one currently playing) and the following one.

The script displays that announcement for the next program during the current one if: 1) the duration of the current video allows it and 2) a SLIni file is found for the next video file.

## 2. Comment Format

1.  The comment text needs to have the following format:

`Marker` `Space` `Videofile` `Separator` `Start time` `Separator` `Description`

where:

- `Marker` – a symbol (one or several characters without spaces) marking the comment as a data source for the TS2_Promo4 script object. The marker is set when configuring the script (Comments label setting). Default value – #;
- `Space` – one or several space;
- `Videofile` – name of the preview fragment file. The path to the folder containing the preview fragments is set when configuring the script (Base Path setting). If a file is not selected, the announcement will be displayed without a preview;
- `Separator` – a symbol set in the script settings (Separator parameter). Default value – |. A divider is necessary even if the Videofile and/or Start time fields are blank (see Example 2 below);
- `Start time` – the indent (hh:mm:ss.ff) from the start of the preview fragment to the start of the clip in the announcement. If a value is not set, the preview starts from the first frame;
- `Description` – announcement text (can contain formatting tags and line breaks (Separator symbol)).

2.  The placement of the comment in the schedule (above or below the command to play the video file for which the comment corresponds to) is set when configuring the script (Data source setting).

Note:  For a through description with examples see the description of the TS2_Promo2 script object.

## 3. SLIni File Format

In the SLIni file a line (the source of data for the TS2_Promo4 script) needs to have the following format:

ProgramName = Text

where:

- ProgramName – is a service word (does not change);
- Text – caption text that needs to be displayed in the titles (can contain formatting tags and line breaks (Separator symbol)).

SLIni files can be created/edited using TrimEditor or any text editor, for example, Notepad.

Note:  For a through description with examples see the description of the TS2_Promo3 script object.

## 4. Working Procedure

### 4.1. Preliminary Preparations

Prepare the files necessary for the script to work:

1. Text style file (*.efc) (1). If there is no file, the default style will be used.

2. Background file (2). If there is no file, the caption will be displayed without background.

3. If preview fragments are going to be displayed and their sources of data are FDOnAir schedule comments, is recommended to prepare proxy files for the videos that will be used as the preview fragments.

4. If the data sources are SLIni files: make sure that the files are prepared and are located in the same folder as the video files.

5. If it is necessary for the preview to not be rectangular, prepare the mask file – *.png (3).
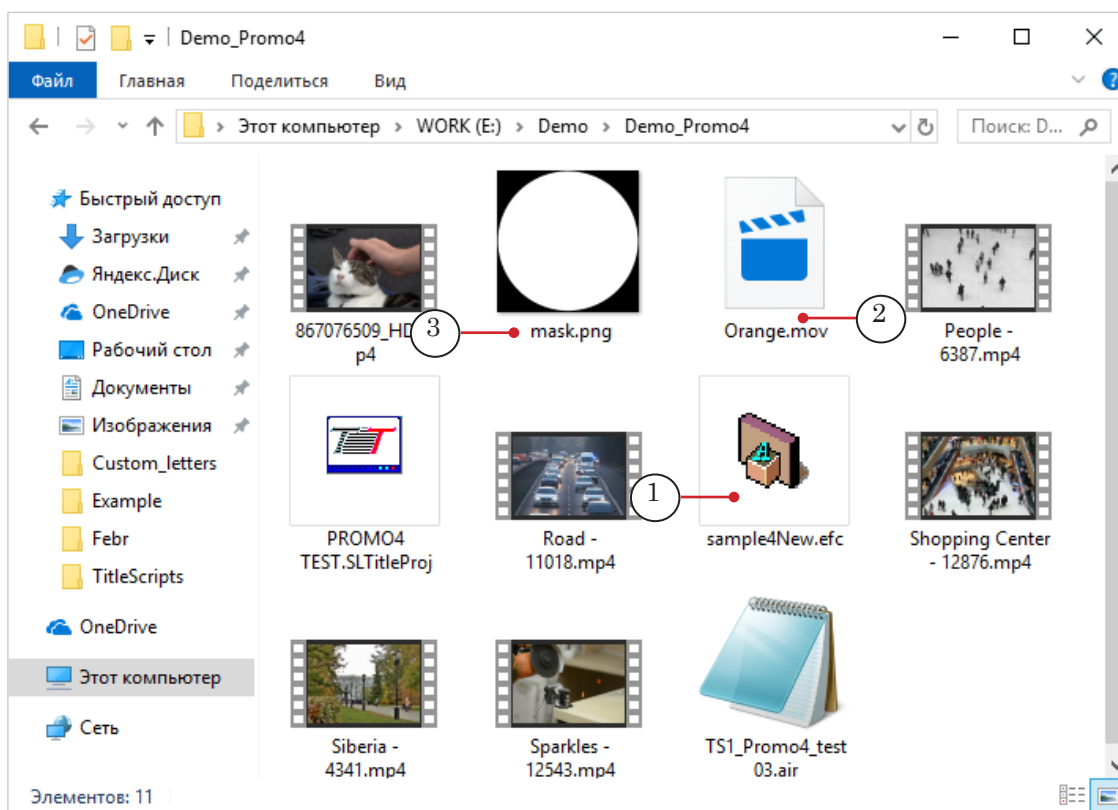


### 4.2. Preparation in the FDTitle Designer window

1. Load the object with the script into a title project using a template file:

   1. Select File > Import Object Template. In the opened window select the file TS2_Promo4.SLTitleTmpl and press Open.

2. A warning about the required licenses (1) will automatically open when importing the object. Press OK (2) to close the window.
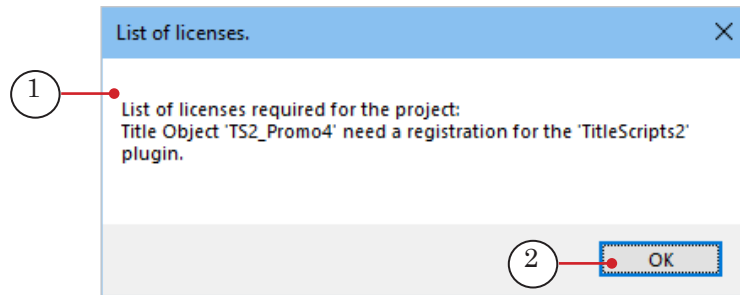


3. Once the import has been completed, the TS2_Promo4 title element group will appear in the Object Tree (3) and on the title project work field (4).
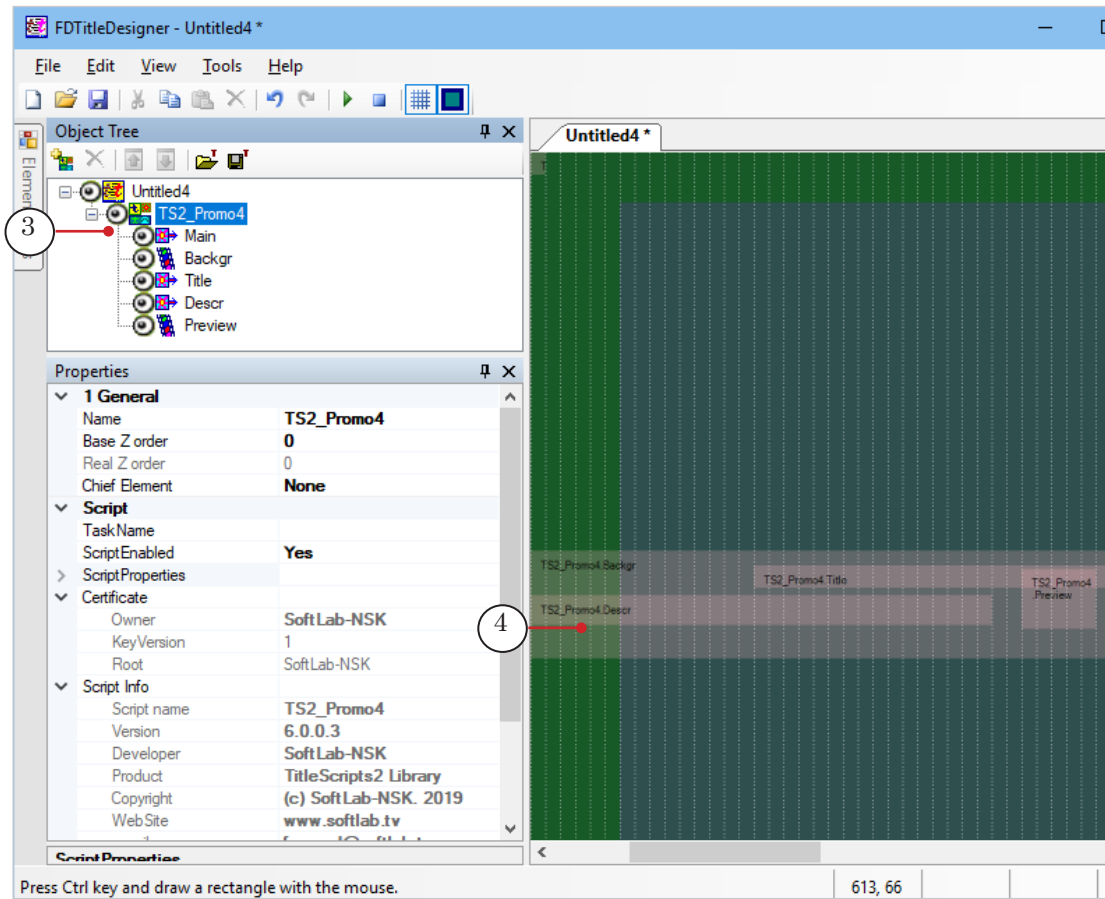
✔ **Important:** It is not possible to change the content, type, or name of the title elements contained in the script object.
The script object name can be changed.

2. To configure the script object, select it in the Object Tree by clicking on its name (1). The settings are edited using the Properties panel (2):
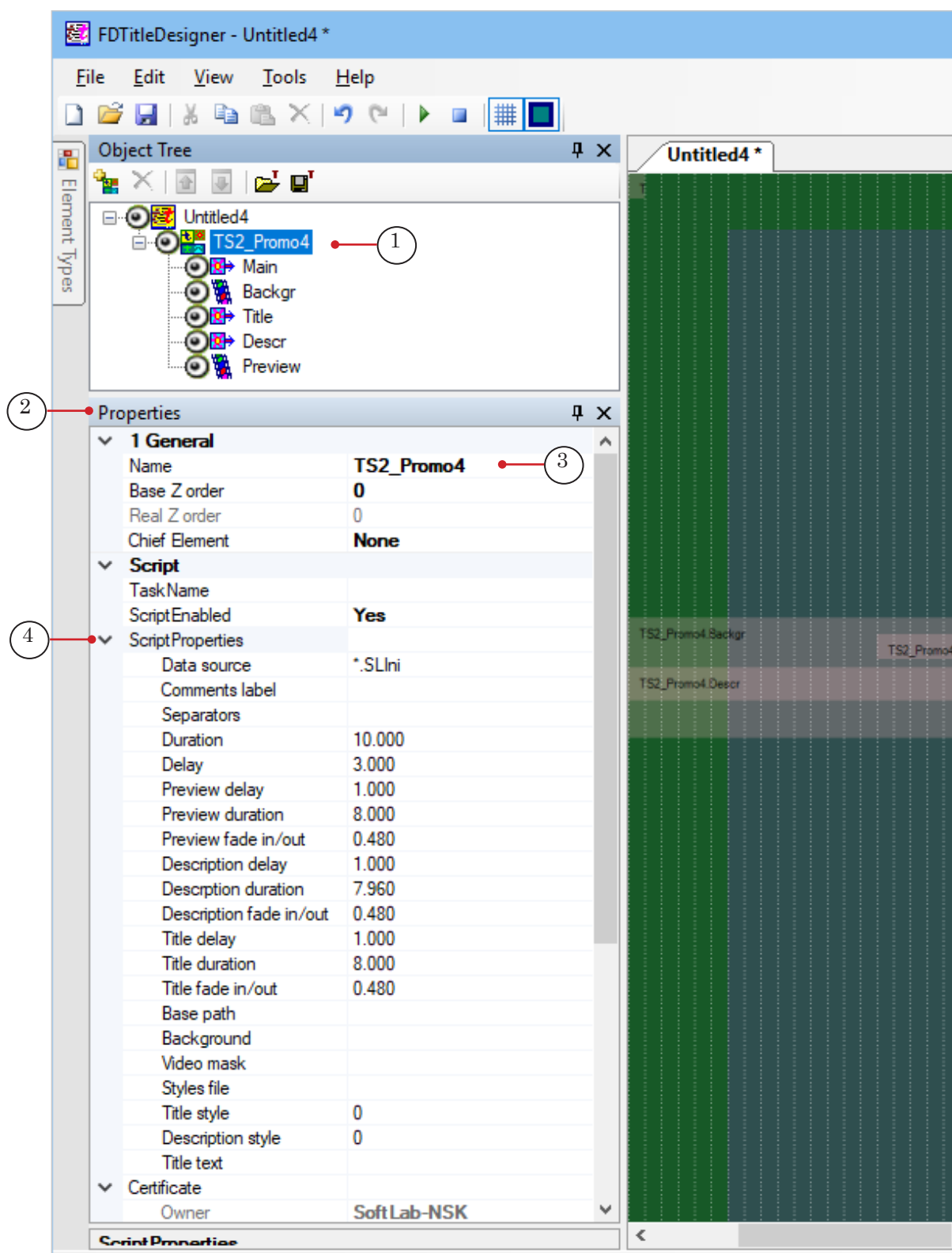
1. If necessary, change the script object name (3).

2. Open the Script Properties (4) element group and configure the script object settings. For more information see table below.

Table: TS2_Promo4 script object properties

| Name | Description | Possible Values/ Default Value/ |
|---|---|---|
| Data source | Set the data source. Possible options:<br>• *.SLIni – SLIni files (default);<br>• OnAir comments before current video – FDOnAir schedule comments, located before the play command;<br>• OnAir comments after current video – FDOnAir schedule comments, located after the play command. | |
| Comments label | Marker in comments that marks the comment as a data source for the TS2_Promo4 script. Markers are placed at the beginning of the lines with comments. | One or several characters without spaces. |
| Separators | A symbol used as a divider in the data source and as a line break symbol in lines with text. | One or several characters without spaces. |
| Duration | Duration of the display (in seconds) of the announcement. | /10.000/ |
| Delay | Interval (in seconds) from the end time of the announcement to the end time of video it is displayed on. | /3.000/ |
| Preview delay | Interval (in seconds) from the start of the announcement to the start of the announcement preview fragment. | /1.000/ |
| Preview duration | Duration (in seconds) of the preview fragment in the announcement. | /8.000/ |
| Preview fade in/out | Duration (in seconds) of the preview fragment appearing/disappearing on screen. | /0.480/ |
| Decription delay | Interval (in seconds) from the start of the announcement to the display of the description. | /1.000/ |
| Description duration | Duration (in seconds) of the of the description . | /7.960/ |
| Description fade in/out | Duration (in seconds) of the description appearing/disappearing on screen. | /0.480/ |
| Title delay | Interval (in seconds) from the start of the announcement to the display of the announcement title. | /1.000/ |
| Title duration | Duration (in seconds) of the description . | /8.000/ |
| Title fade in/out | Duration (in seconds) of the title appearing/disappearing on screen. | /0.480/ |
| Base path | Path to the video file folder. | |

| Name | Description | Possible Values/ Default Value/ |
|------|-------------|--------------------------------|
| Background | Path to the file with the background for the caption: an image or video clip. | |
| Video mask | Path to the file with mask (*.png) for video preview. | |
| Styles file | Path to file with the style collection (*.efc) for the caption. | |
| Title style | Style index of the style used for the title in the style file (the numbering starts with 0). | /0/ |
| Description style | Style index of the style used for the description in the style file (the numbering starts with 0). | /0/ |
| Title text | The title text – identical for all announcements. | |

3. Set the required size and placement for the announcement elements:

- Backgr – announcement background. Configured if the script object has a set background file;
- Title – announcement title;
- Descr – announcement text;
- Preview – preview fragment display.

To edit an element, select it in the Object Tree (1) and use the Properties panel tables (2).



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

4. Save the title project.

5. The title object with the TS2_Promo4 title script cannot be previewed in FDTitleDesigner program because the script requires data from FDOnAir.

## 4.3. Preparation in the FDOnAir window

1. Load the prepared title project and configure the title object commands for the project.

2. Create a broadcast schedule by adding commands to play videoclips: Play Video – movie (1).

3. If comments will be used as a data source, add them to the schedule (2) for each video clip that needs an announcement. Make sure that the comments are located according to the selected setting (before or after the video command).



4. Start the schedule.

5. To preview, use only one program: SLTitlePreview or FDPreview.

# Announcements with Additional Information

## TS2_RollCrawlPro – three part announcement

### 1. Purpose and Characteristics

A title object with the TS2_RollCrawlPro script is designed to display announcements, the text of which is split into three parts: a main part and two additional ones. Each part is displayed in different areas of the screen set by the user.

The announcements can contain:
- main text (1);
- additional texts that appear and disappear at the same time as the main text:
    - first (2) – for example, a phone number;
    - second (3) – for example, a disclaimer.



Note: If you want to show not only text messages, but also pictures and videos in this way, use a title object with the TS2_AdvMixPro script (see description below).

For all three parts of the announcements (individually for each part) the following can be edited:
- entry/exit direction: left/right/up/down/none;
- vertical alignment;
- horizontal alignment (when stopped): align left/right/center;
- text style;
- left and right fields;
- reading order: left to right/right to left.

Additionally, the main text can have the following adjusted:
- pause duration;
- background image or color.

Note:   If the text is paused but the full text of the announcement does not fit, the announcement will be displayed partially.

If the title object with the TS2_RollCrawlPro script is turned off and then turned back on in FDOnAir, then the script will continue to display the announcements starting with the one on which its work was interrupted.

It is possible to log the information on the announcements displayed (date, time).

## 2. Task File

The TS2_RollCrawlPro script uses a task file as its data source – a text file with the txt extension. The file contains a list of announcement texts. One announcement – one line.

Each announcement needs to start on a new line and have the following format:

| Main text | Separator | Text 1 | Separator | Text 2 |

where:

- Main text – main announcement text;
- Separator – a symbol set in the script settings (the Separator parameter). Default value – |;
- Text 1 – text of the first additional part;
- Text 2 – text of the second additional part.

Any part of the text can contain formatting tags. A substitutions file can be used.

Example:

Insurance offered | ABC Insurance | License № 2232

Main text       Text 1       Tetx 2
      Separator       Separator

The image shows an example task file, opened in Notepad.
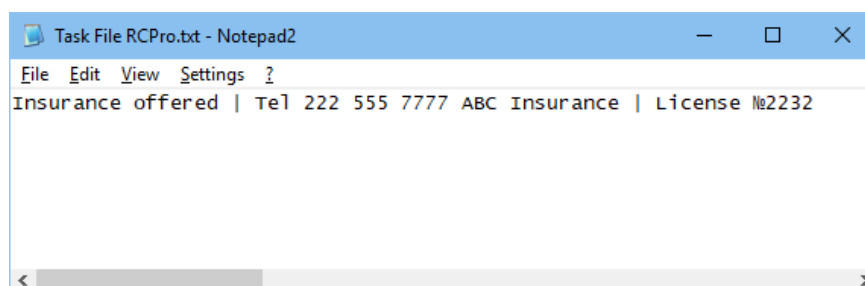
## 3. Object Title Elements

### 3.1. Elements List

The table lists all of the title elements contained within the TS2_RollCrawlPro script.

| Name | Type | Purpose |
|---|---|---|
| Main | Caption | Display of main text background |
| Crawl0, Crawl1 | Caption | Display of main text |
| Phone0, Phone1 | Caption | Display of first additional text |
| Descr0, Descr1 | Caption | Display of second additional text |

The script uses title elements from each pair one at a time: to display one announcement elements with the 0 index (Phone0, Crawl0, Descr0), for the next – the 1 index (Phone1, Crawl1, Descr1), etc. in a cycle.

### 3.2. Size and Placement

The size and placement (Size and Location settings) of some title elements define the size and placement of other elements:

1. The Main element values are enforced onto the Crawl0 and Crawl1 elements (display of main text).

2. The Phone0 values are enforced onto Phone01 (first additional text).

3. The Descr0 values are enforced onto Descr1 (second additional text).

The size and placement of the elements are automatically set according to these set values when the script is started (for example, when previewed in FDTitle Designer).

The images below show the placement of title elements before (1) and after (2) the script was previewed in FDTitle Designer.

## 3.3. Text Display Parameters

The text display parameters such as: text styles for each of the three parts, substitutions file, movement speed, pause time are set in the general TS2_RollCrawlPro script parameters.

The rest of the text display parameters are set in the tables for the Phone0, Crawl0, Descr0 title elements: Alignment and Stretch, Specific, Text Formatting.

## 4. Log file

A TS2_RollCrawlPro script log file is a text file (*.txt) that records information on announcements displayed by the script. A single log file can be used to record information about the work of a script for 24 hours.

Log file records have the following format:

YYYY_MM_DD | hh_mm_ss.ms | Announcement

where:

- YYYY_MM_DD – broadcast date (year, month, day);
- | – separator symbol, set when configuring the script (Separator parameter);
- hh_mm_ss.ms – broadcast time;
- Announcement – announcement text.
  If the script setting Remove Tags is turned on (value True) then the formatting tags used in the task file will not be recorded into the log file; if it's turned off (value False), they will be recorded.

The log file is named automatically and the name has the following format:

Prefix_YYYY_MM_DD.txt

where:

- Prefix – a set of symbols set by the user in the Log file parameter;
- YYYY_MM_DD – date the information was recorded.

Example name: MyChannel_2019_02_19.txt

The image below shows an example log file.



MyChannel_2019_03_06.txt — Блокнот

Файл   Правка   Формат   Вид   Справка

2019_03_06|18:25:38.75|Страхование от клещевого энцефалита| 22-555-7777|Лицензия ФССН №000011
2019_03_06|18:25:50.91|Клиника дыхания| 11-444-3532|Имеются противопоказания, необходима консультация специалиста
2019_03_06|18:26:04.04|Банк "ККК". Ипотека 9-13%| 29-487-3568|Информация на сайте www.kkk.ru
2019_03_06|18:26:19.10|Открыта запись на курсы английского языка| 29-487-3568|Лицензия на осуществление образовательной деятельности №000010
2019_03_06|18:26:34.17|Открыта запись на курсы английского языка| 29-487-3568|Лицензия на осуществление образовательной деятельности №000010

## 5. Working Procedure

### 5.1. Preliminary Preparations

Prepare the files necessary for the script to work:

1. Text style file (*.efc). If there is no file, the default style will be used.

2. Background file, if necessary.

3. Task file.

### 5.2. Preparation in the FDTitle Designer window

1. Load the object with the script into a title project using a template file:

1. Select File > Import Object Template (1). In the opened window select the file TS2_RollCrawlPro.SLTitleTmpl and press Open.
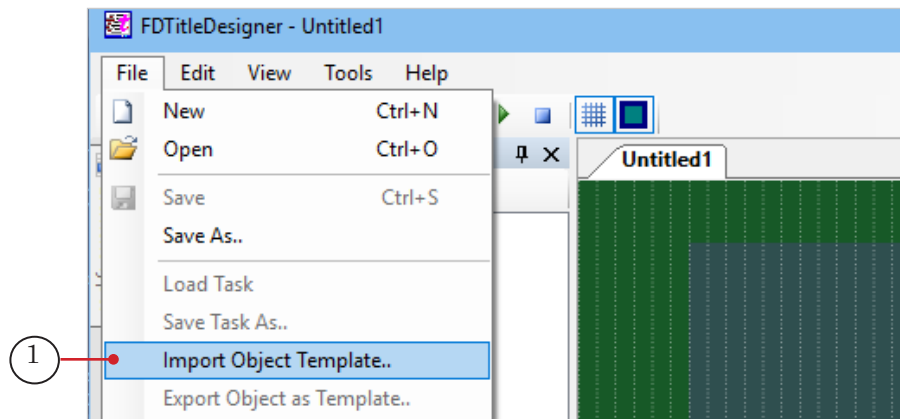


2. A warning about the required licenses (2) will automatically open when importing the object. Press OK (3) to close the window.
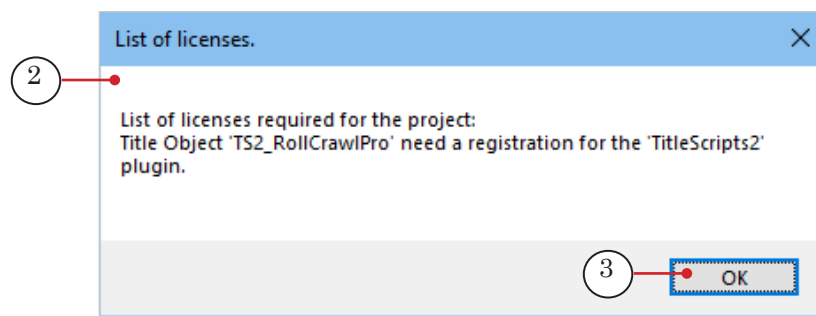


3. Once the import has been completed, the TS2_RollCrawlPro title element group will appear in the Object Tree (4) and on the title project work field (5). The title elements will have their default size and placement, set in the template.
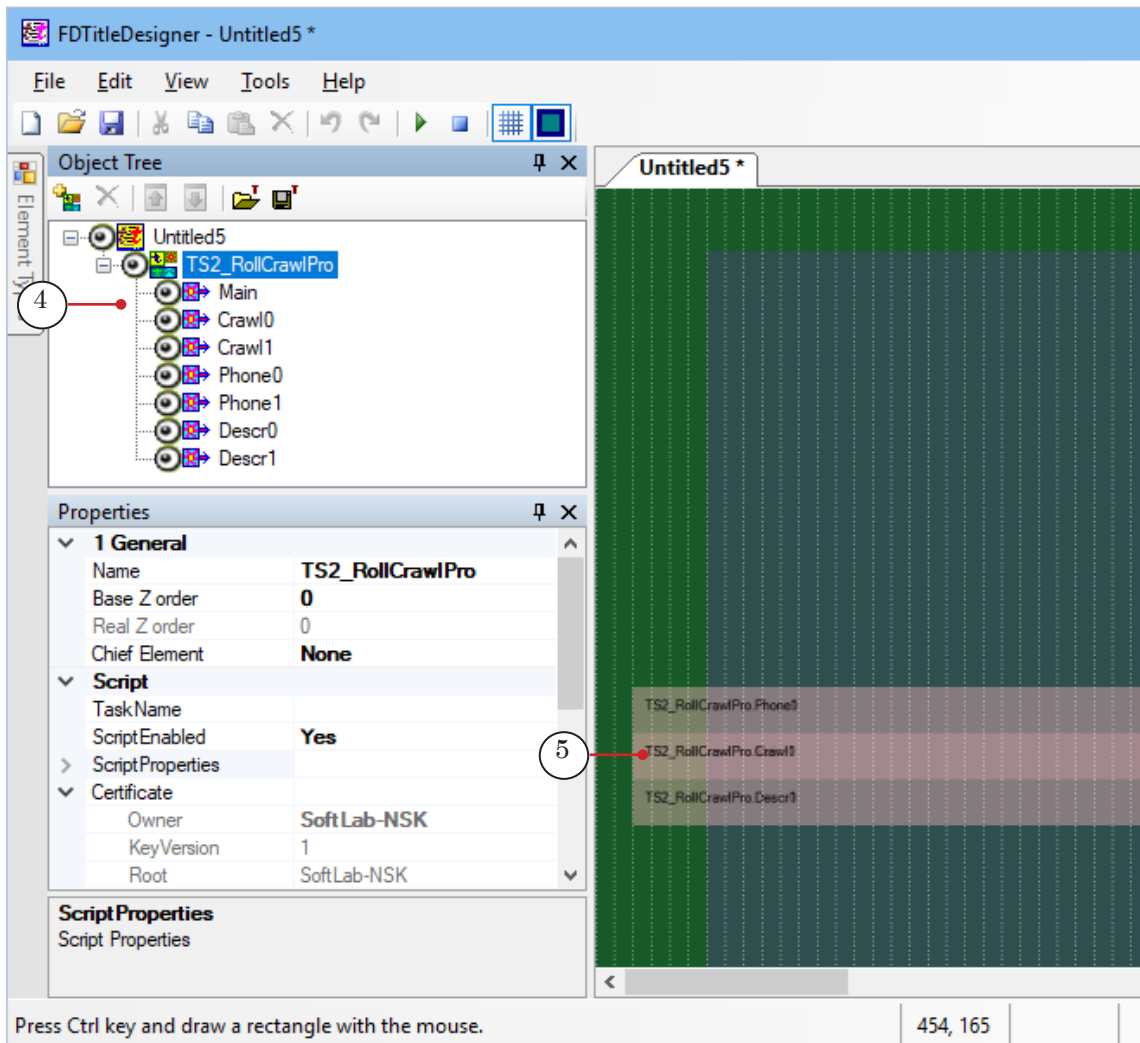
✔ **Important:** It is not possible to change the content, type, or name of the
title elements contained in the script object.
The script object name can be changed.

2. To configure the script object, select it in the Object Tree by clicking on its name (1). The settings are edited using the Properties panel (2):

1. In the TaskName (3) set the path to the task file.
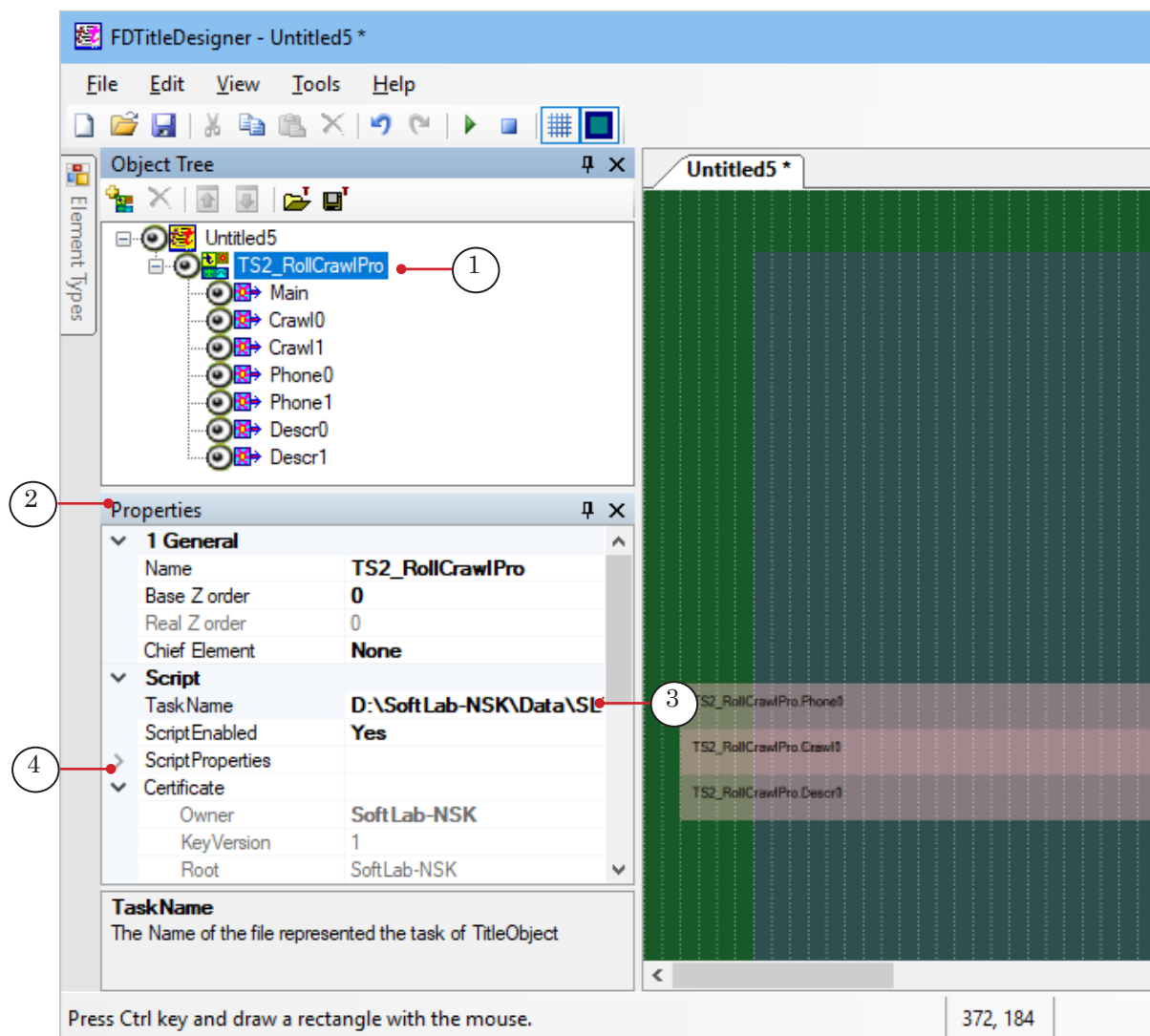


2. Open the Script Properties (4) element group and configure the script object settings. For more information see table below.

Table: TS2_RollCrawlPro script object properties

| Name | Description | Possible values/ Default values |
|---|---|---|
| Separators | A symbol used as a separator in comments and as a line break symbol in lines with text. | One or several characters without spaces. /\|/ |
| Stay time | Duration of the main text pausing (in seconds). | /5.000/ |

| Name | Description | Possible values/ Default values |
|---|---|---|
| Crawl Speed | Speed of the text (in pixels per frame). The value is the same for the main and additional parts. | /5.000/ |
| Loop | Allow the cycling of the task file. | True – Yes; False – No. /False/ |
| Substitutions file | Full path to the substitutions file, if used. | |
| Styles file | Path to file with the style collection (*.efc) for the announcement texts. | |
| Crawl Style | Style index of the style used for the main text in the style file (the numbering starts with 0). | /0/ |
| First description Style | Style index of the style used for the first additional text in the style file. | /0/ |
| Second description Style | Style index of the style used for the second additional text in the style file . | /0/ |
| Background picture | Path to the background image for the main text: a graphic file (*.dib, *.jpg, *.tga, *.png, *.bmp). | |
| Background color | Color of the background for the main text. | /0;0;0;0/ |
| Enable log | Allows the recording of a log file for the script. | True – Yes; False – No. /False/ |
| Log file | Log file prefix for the log file names – the unchanging part before the date. | |
| Log directory | Full path to the folder where the log files will be recorded. | |
| Remove Tags | Allow the recording of announcement text into log files after removing the formatting tags. | True – Yes; False – No. /True/ |

3. To edit the main part of the announcement:

1. To change the size and position, select the Main element (1) in the Object Tree and set the required size and position (2).
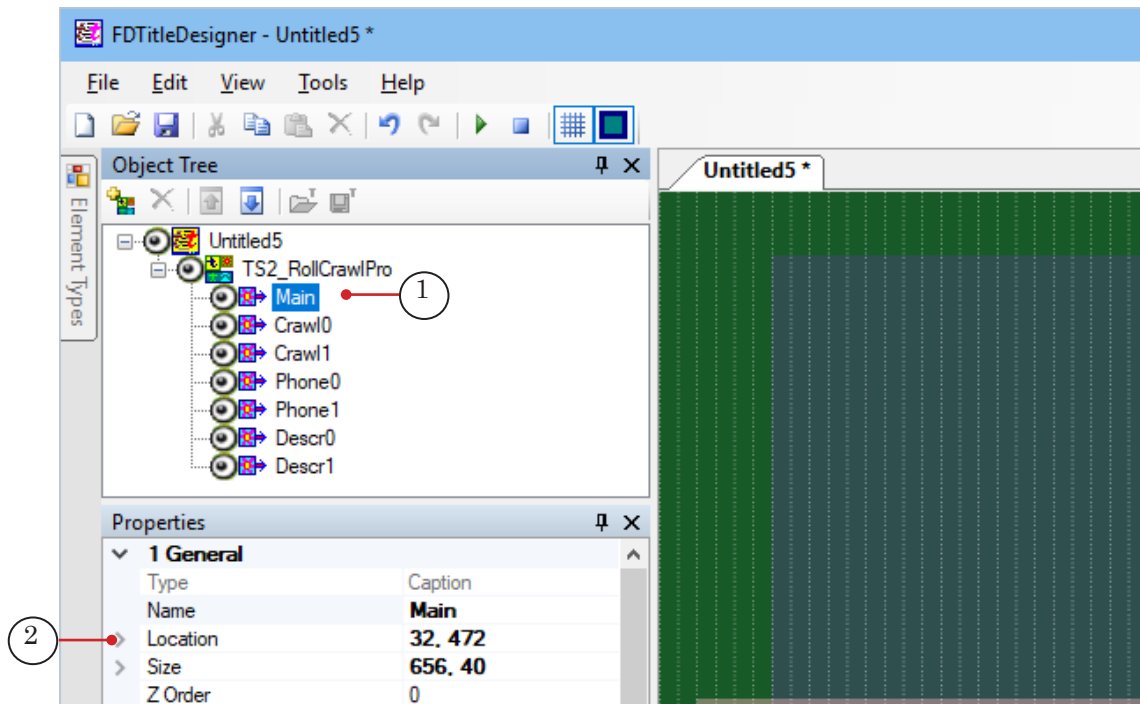
2. To change the parameters of the text display (for example the direction of the text), select the Crawl0 (3) title element in the Object Tree and set the required parameters (properties that can be changed are bolded (4)).
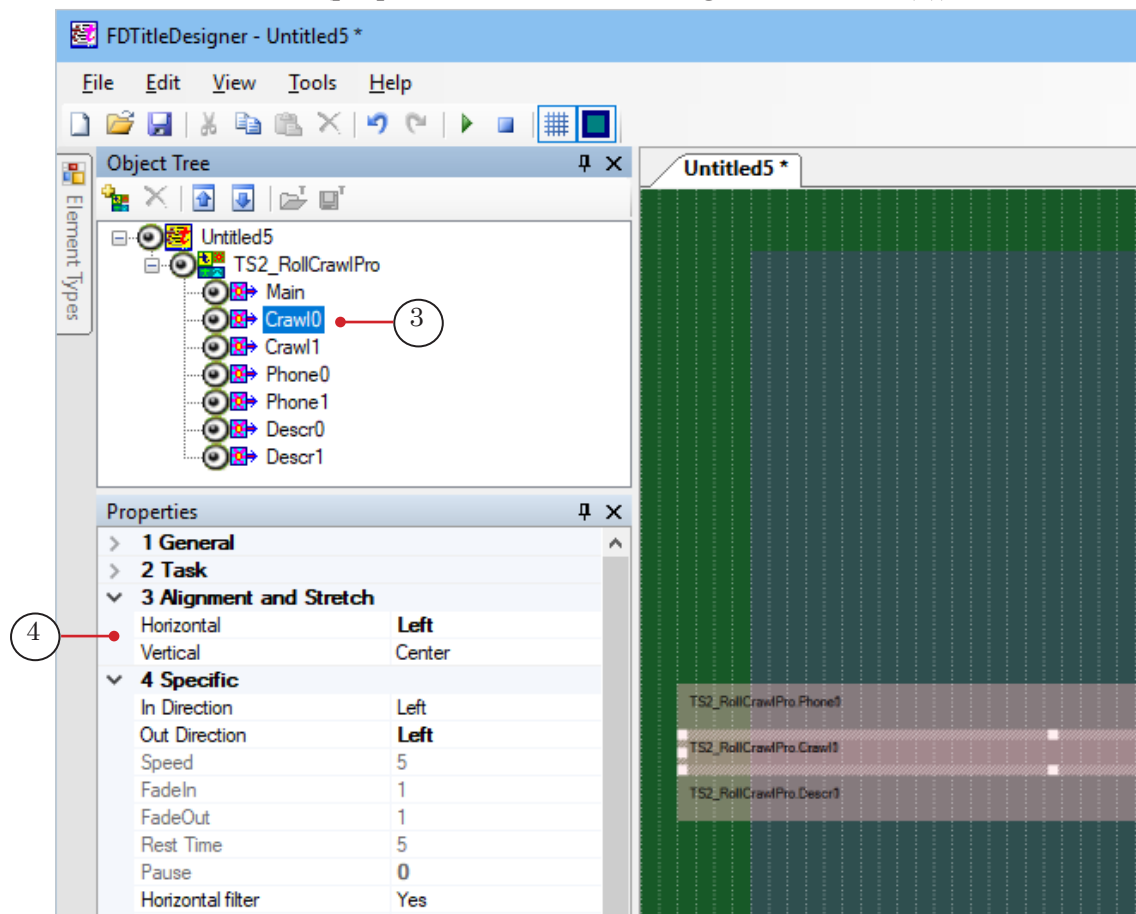
4. To edit the first additional text («phone number»):

1. Select Phone0 (1) in the Object Tree.

2. Set the required size and position (2).

3. Edit the parameters of the text display (for example the horizontal alignment (3) or the direction of the text (4). Properties that can be changed are bolded.
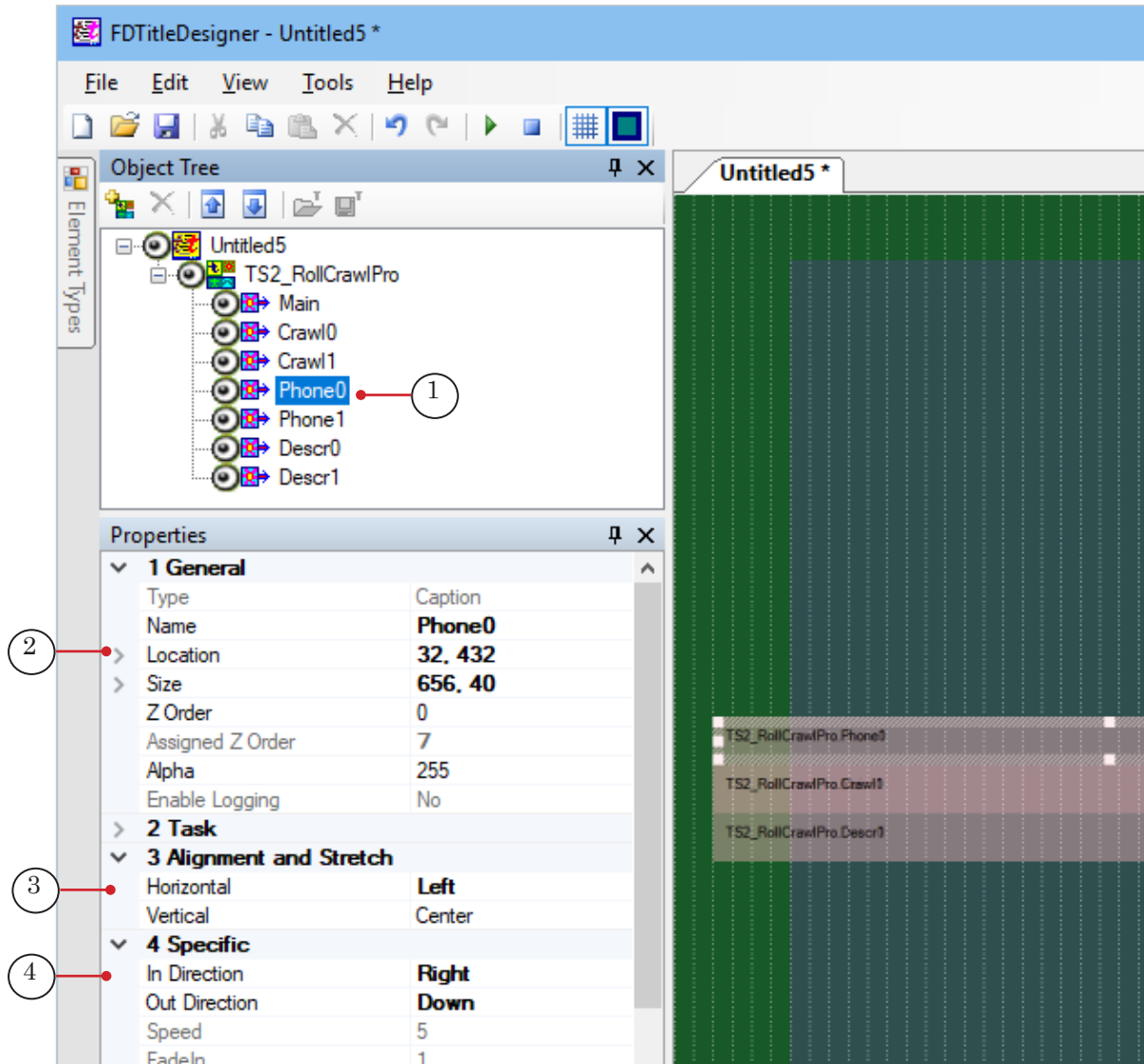


5. To edit the second additional text («disclaimer»), select the Descr0 element in the Object Tree and edit its properties.

**Tip:** If the Phone0 and Descr0 need to have identical settings, select both elements in the Object Tree by holding down Ctrl, and edit the parameters.

6. Save the title project.

7. To preview, press Start Preview (1).
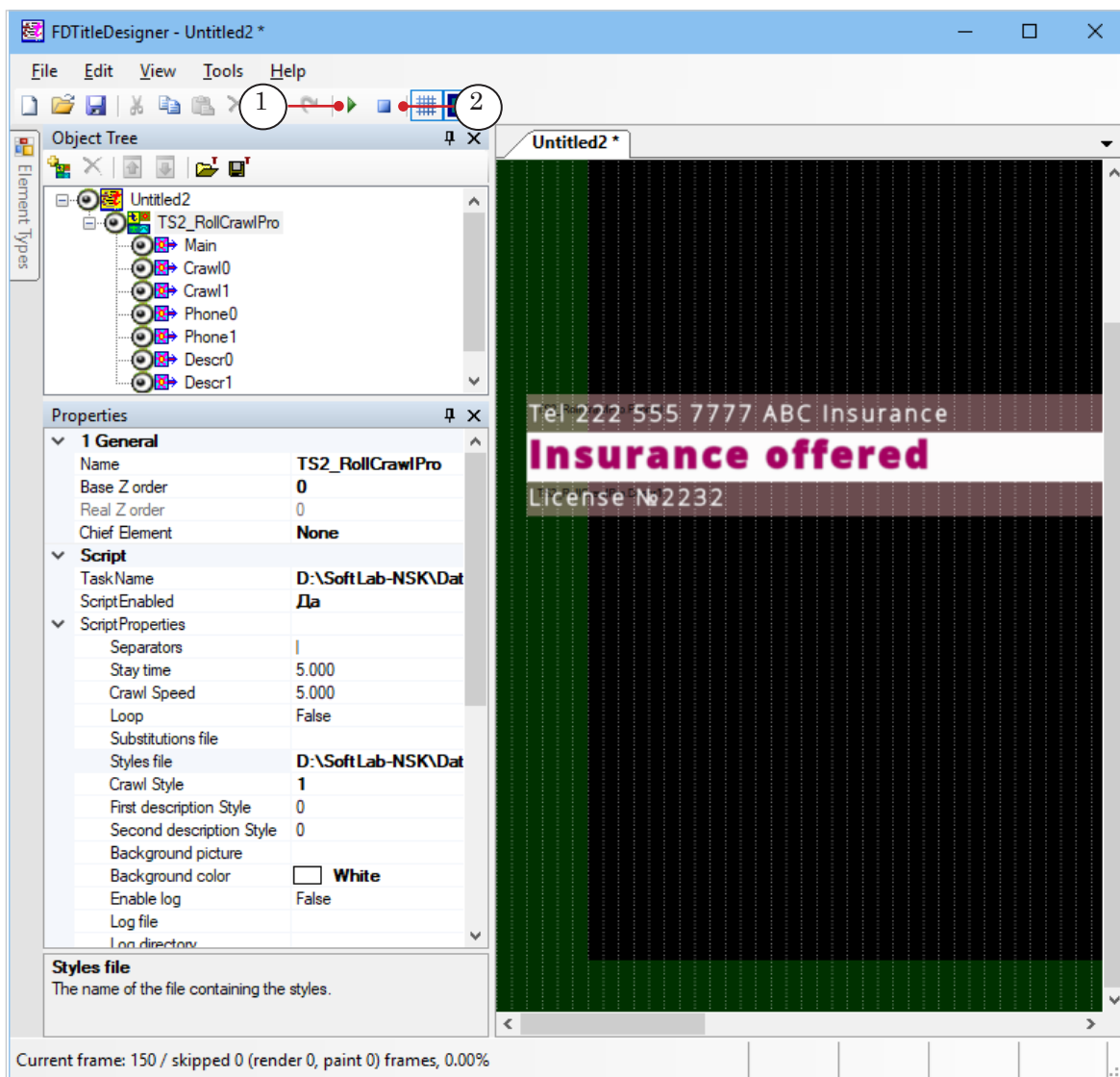
To stop the preview, press Stop Preview (2).

## TS2_RollCrawlPro2 – crawl line with pausing text and additional information

### 1. Purpose and features

#### 1.1. Purpose

A title object with the TS2_RollCrawlPro2 script is designed to display a sequence of advertisements in the form of a crawl line with pausing text and additional information in a separate field.

#### 1.2. How it works



1. Each advertisement can consist of three parts that are displayed using two fields:
   - the first field displays:
     - the main text (1) – displayed as a crawl line with the text moving from right to left;
     - first additional text (2) – text that pauses at the end of the crawl line, a phone number, for example;
   - the second field displays the second additional text (3), with the required warnings of the advertised service, for example. The text appears and disappears at the same time as the text in the first field (i.e. it is displayed the whole time the crawl line is running and while the text is paused).

2. For all three parts of the advertisement (individually for each) the following can be configured:
   - text style;
   - left and right edges relative to the sides of the title element;
   - reading direction: right/left.

3. The text direction of the first field (main and pausing text) is fixed automatically – right to left – and cannot be changed.

4. A background – an image or color – can be set for the first field (main and pausing text). The background will appear and disappear at the same time as the text.

5.  For the pausing text at the end of the crawl line the following can be configured:
    - pause duration;
    - pause position – the alignment of the text horizontally: align left/right/center.

6.  There is the option to choose how to work with the data source: renewing the tasks from the file each time before a new cycle of advertisements begins (this allows the editing of advertisements during broadcast by editing the file) or not, in which case the original list of advertisements is used.

7.  The script-object can be synchronized with another script-object of the same type (TS2_RollCrawlPro2) in the title project (see p 1.3. below).

8.  If the user turns off the display of the title object with the TS2_RollCrawlPro2 script in the FDOnAir program and then turns it back on, the script will continue displaying the advertisement from where it was interrupted.

9.  A log file can be recorded based on the work of the script.

## 1.3. Speeding up advertisements during broadcast

The following describes how to change the speed of the advertisements on the fly.

Two TS2_RollCrawlPro2 script objects are added to the title project. The same setting are set for both script objects, except for the crawl line speed – in one the usual speed is set, and in the other it is set to «increased». In both script objects, the Synchronization setting is set to True.

A script object with a «normal» speed is used to display advertisements. If it is clear that all of the crawl line messages do not have time to display, then in the FDOnAir program the script object with a «normal» speed can be turned off and the script object with the «increased» speed of displaying ads can be enabled. The script object with «increased» speed will continue to display ads from the task file from the place where the script object was stopped at «normal» speed.

## 2. Task File

The TS2_RollCrawlPro2 script uses a task file as a data source – a text file with the txt extension. The file contains lines with the advertisement texts. One advertisement – one line.

Each announcement needs to start on a new line and have the following format:

| Main text | | Separator | | Text 1 | | Separator | | Text 2 |

where:

- Main text – main text of the message;
- Separator – a character specified in the settings of the scripted object (the Separators parameter); Default value – | ;
- Text 1 the first additional text of the message;
- Text 2 the second additional text of the message.

Text lines can contain formatting tags and substitution strings.

Example line in task file:
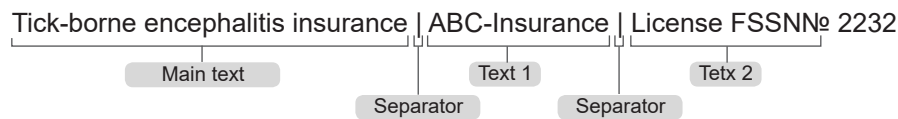
Tick-borne encephalitis insurance | ABC-Insurance | License FSSN№ 2232

Main text

Text 1

Tetx 2

Separator

Separator

## 3. Object title elements

### 3.1. Elements list

The table below lists the title elements contained in the TS2_RollCrawlPro2 scripted title object, indicating their type and purpose.

| Name | Type | Purpose |
| --- | --- | --- |
| Main | Caption | Displaying the first field background (crawl line with pausing text) |
| Crawl0, Crawl1 | Caption | Displaying the main text of the advertisement |
| Phone0, Phone1 | Caption | Displaying the first additional text (pausing) |
| Descr0, Descr1 | Caption | Displaying the second additional text |

The script uses title elements from each pair in turn: to show one ad it uses elements with the index 0 (Phone0, Crawl0, Descr0), to show the next it uses elements with the index 1 (Phone1, Crawl1, Descr1), and continues the cycle.

### 3.2. Size and Placement

The size and placement (Size and Location settings) of some script-object title elements determine the size and placement of other elements:

1. The settings of the Main title element determine the size and placement of the rest of the title object elements used to display the main section of the message and the pausing text: Crawl0, Crawl1, Phone0, Phone1.

2. The settings of the Descr0 element determine the Descr1 title element (second additional text).

The size and position of elements are automatically set in accordance with the set values, when running the script for execution (for example, when starting the preview in the FDTitle Designer program window).

### 3.3. Text Display Settings

The display settings of the message text depend on the values of the following settings groups of the title elements: Phone0, Phone1, Crawl0, Crawl1, Descr0, Descr1: Alignment and Stretch, Specific, Text Formatting.

For each element the Alignment and Stretch and Text Formatting settings are set individually (unlike the Size and Location settings). The Descr0 and Descr1 elements can also have their In Direction/Out Direction settings individually set in the Specific group.

This can be used to display to alternate the text message display: one message will be displayed one way, the next – the other way, and so on. To do so, set the display settings of all elements with 0 to one display method, and set the display elements of all the elements with 1 to another display method.

### 4. Log file

A log file for the TS2_RollCrawlPro2 script is a text file (*.txt) into which the script records data on messages that were broadcast. The script records into a single log file for 24 hours.

Log file entries must have the following format:

YYYY_MM_DD | hh_mm_ss.ms | Message

where:

- YYYY_MM_DD – broadcast date (year, month, day);
- | – separator symbol, set in the script settings (Separator parameter);
- hh_mm_ss.ms – broadcast time;
- Message – message text.
  If the Remove Tags parameter is turned on in the script settings (its value is True), then the formatting tags that are present in the task file will not be recorded into the log file. If it is turned off (value False), then the message text is recorded along with its tags.

The log file is generated automatically and has the following format:

Prefix_YYYY_MM_DD.txt

where:

- Prefix – a set of symbols, set by the user in the Log file Prefix parameter of the script;
- YYYY_MM_DD – log file recording date.

Example log file name: MyChannel_2019_03_11.txt

## 5. General procedure

### 5.1. Preliminary preparation

Prepare the necessary files:

1. Text formatting style file (*.efc). If there is no style file, the default text style will be used.

2. File with background image, if necessary.

3. Task file.

### 5.2. In the FDTitleDesigner program

1. Load the object with the script into the title project using a template:

   1. Select File > Import Object Template (1). In the opened window select TS2_RollCrawlPro2.SLTitleTmpl and press Open.
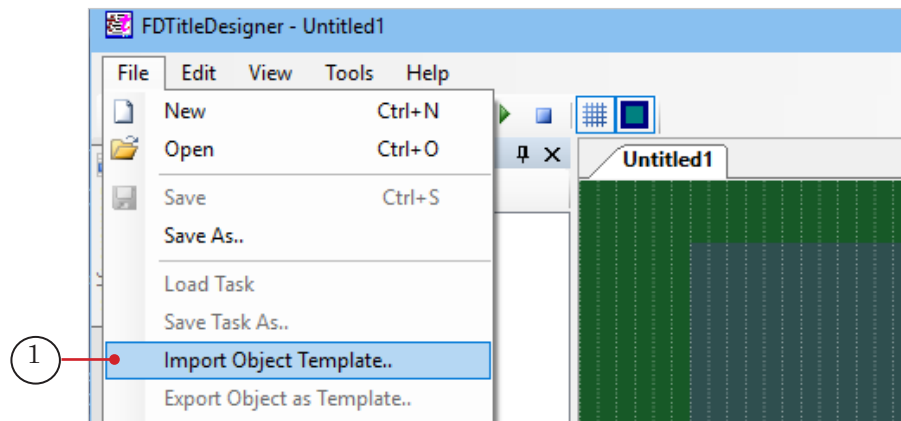


   2. While loading the object a license warning (2) will automatically appear, which can be closed by pressing OK (3).
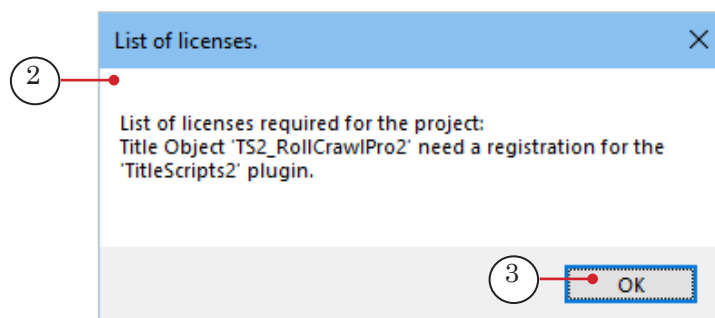


   3. Once the object is loaded all of the title elements of the TS2_RollCrawlPro2 script will appear on the project work field (5) and in the object tree (4). Immediately after loading all of the title elements will have the same size and placement as set in the template.
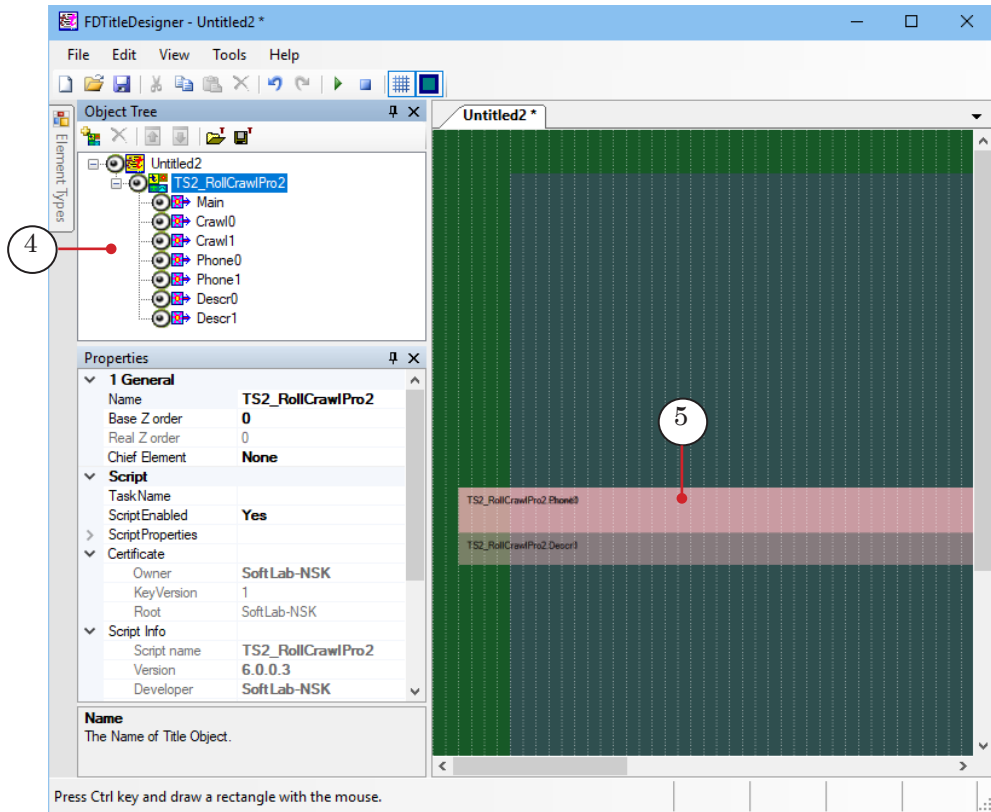
✔ **Important:** It is impossible to change the contents, types, and names of the title elements contained within the script-object. It is possible to edit the script object name.

2. To start configuring the script object settings, select it in the Object tree by clicking on its name (1). The settings are configured using the Properties panel (2):

1. In the TaskName line (3) set the full path to the task file.
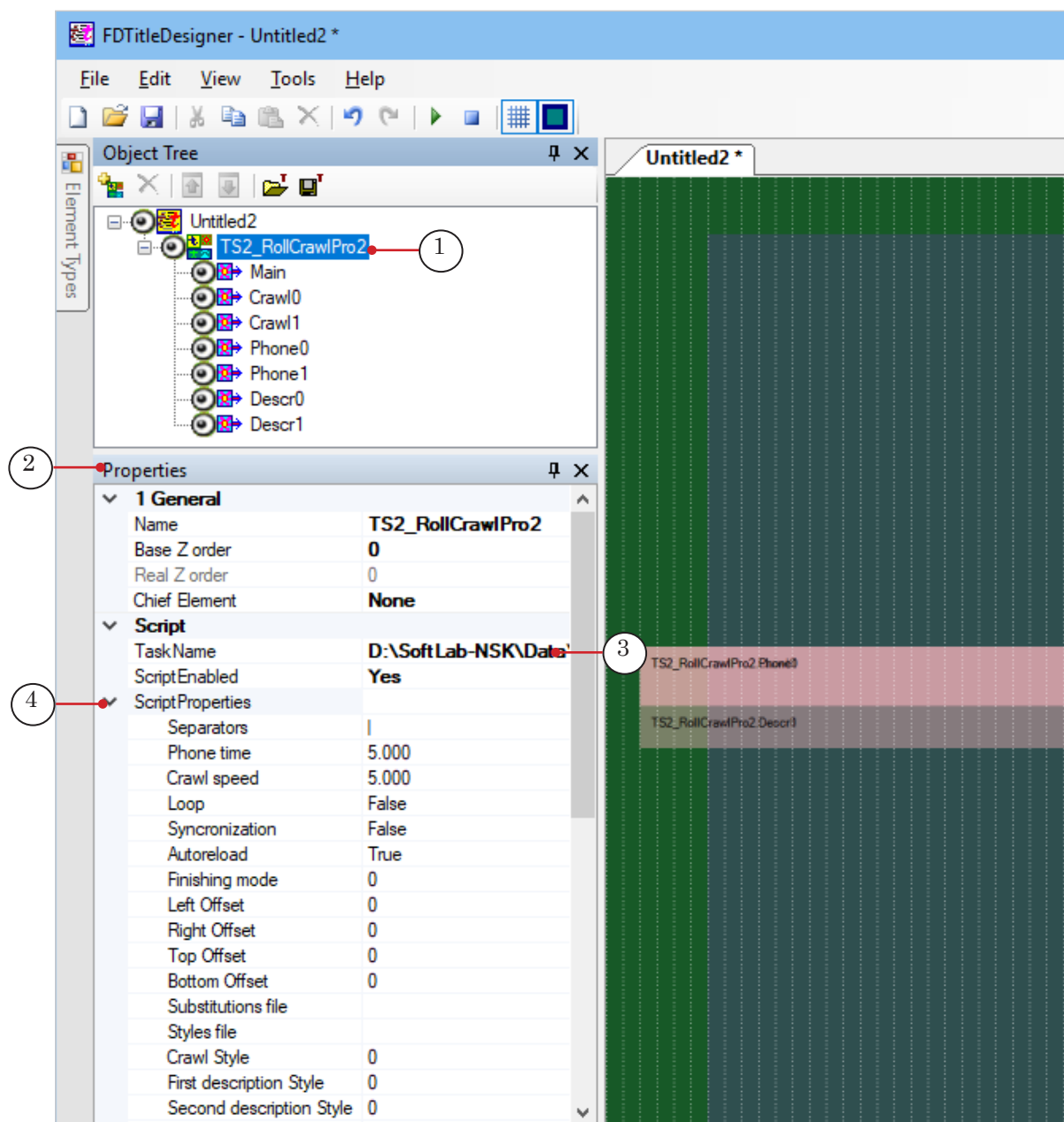
2. If the ScriptProperties list (4) is minimized, unminimize it and configure the script object settings. For more information see table below.

Table: TS2_RollCrawlPro2 script object properties

| Name | Description | Possible values/ Default values |
|---|---|---|
| Separators | Symbol used to divide the parts of the message in the task file, log file, and substitutions file. | One or several symbols with no spaces. /|/ |
| Phone time | Duration of the pause of the pausing crawl line (in seconds). | /5.000/ |

| Name | Description | Possible values/ Default values |
|---|---|---|
| Crawl speed | Crawl line speed (in pixels per frame). | /5.000/ |
| Loop | Loop the execution of the task. | True – Yes; False – No. /False/ |
| Syncronization | Allow the synchronization of the script object with another TS2_RollCrawlPro2 object in the same title project. This setting can be used to switch between two crawl line speeds during broadcast. For more information see p. «1.3. Speeding up advertisements during broadcast». | True – Yes; False – No. /True/ |
| Autoreload | Reread the task file before the start of each new cycle. | True – Yes; False – No. /True/ |
| Finishing mode | Selects the way the display of message is stopped when the script is stopped:<br>● 0 – messages are immediately interrupted;<br>● 1 – when a script object is stopped by a command from the FDOnAir schedule, the last message that does not have time to appear does not start;<br>● 2 – when the script object is stopped manually (using the button in the FDOnAir main window), the current message is displayed fully, and only after it has finished displaying does the script stop. | /0/ |
| Left Offset<br>Right Offset<br>Top Offset<br>Bottom Offset | Shift (in pixels) of the crawl line text field from the background field: to the right, left, up, down. | /0/<br>/0/<br>/0/<br>/0/ |
| Substitutions file | Full path to the substitutions file, if used. | |
| Styles file | Full path to file with style collection (*.efc) for the messages. | |
| Crawl Style | Style index for the text of the crawl line (the index in a style collection starts from 0). | /0/ |
| First description Style | Style index for the pausing crawl line text. | /0/ |
| Second description Style | Style index for the second additional text . | /0/ |
| Background picture | Path to the background image: a graphic file (*.dib, *.jpg, *.tga, *.png, *.bmp). | |
| Background color | Background color. | /0;0;0;0/ |

| Name | Description | Possible values/ Default values |
|---|---|---|
| Enable log | Allow the recording of a script log file. | True – Yes; False – No. /False/ |
| Log file | Prefix in script log file names – a constant value before the recording date. | |
| Log directory | Full path to the folder into which the log files will be recorded. | |
| Remove Tags | Record message texts that were broadcast into the log file without formatting tags. | True – Yes; False – No. /True/ |

3. If necessary, edit the display of the crawl line with pausing text:

1. To change the size and placement of the message display field, select the Main element (1) from the object tree. Set the necessary size and position (2).
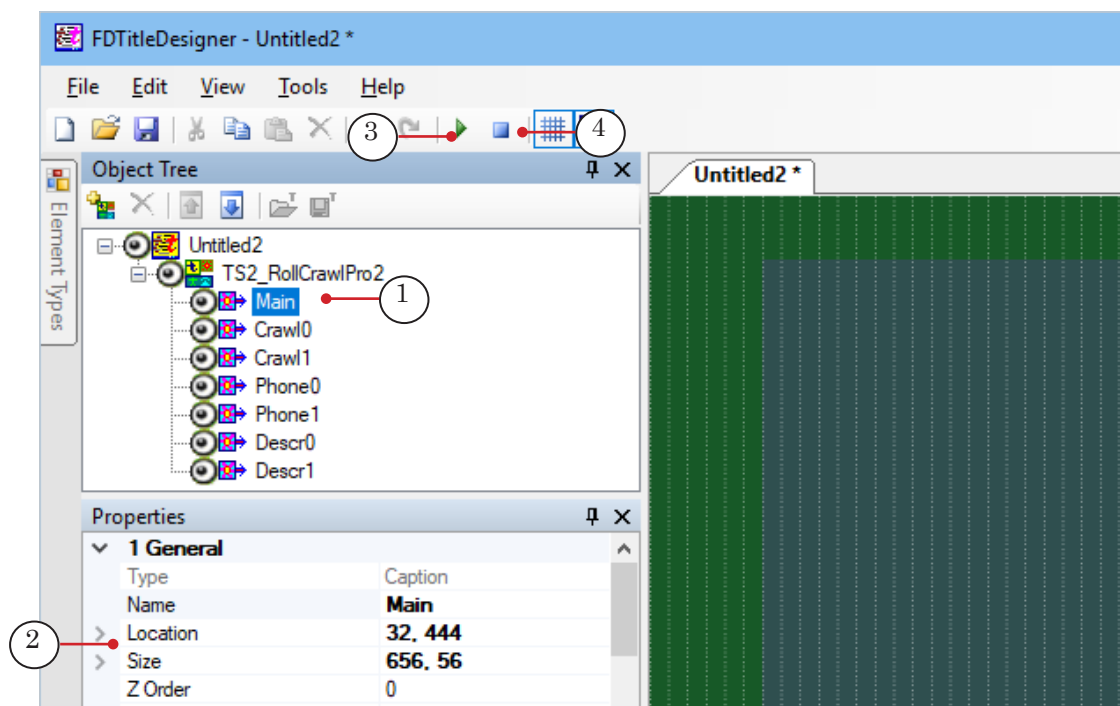


2. Press Start Preview (4). The size and placement of the rest of the elements for the crawl line with pausing text – Phone0, Phone1, Crawl0, Crawl1 – will be updated automatically.

Press Stop Preview (4).

3. If necessary, edit the display settings of the crawl line text (for example, the field) by configuring the settings of the Crawl0 (5) and Crawl1 elements. The settings that can be edited are bolded (6).
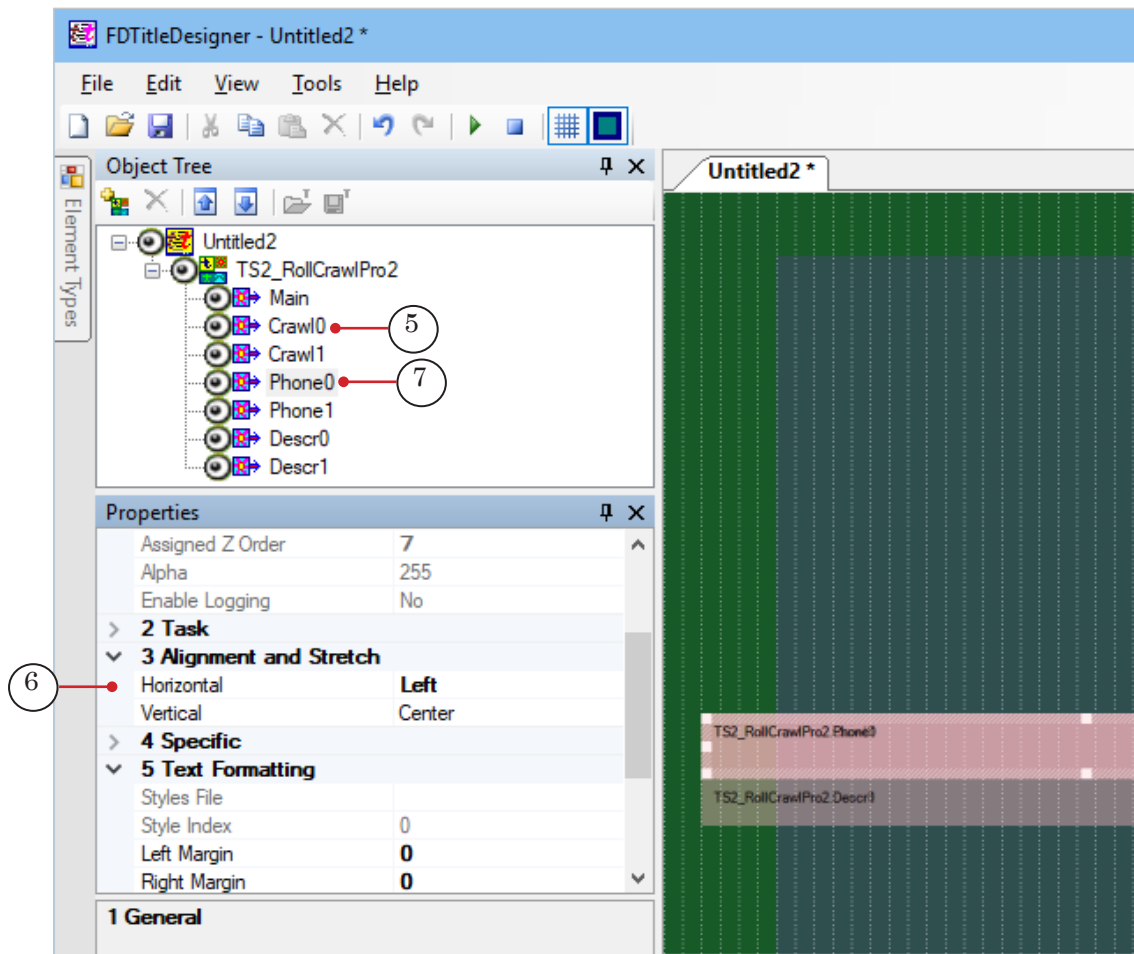
4. To change the settings of the pausing text configure the settings of the Phone0 (7) and Phone1 elements.

For example, to set the pausing position of the text (align left, center, right) in the Alignment and Stretch settings group set the corresponding value for the Horizontal setting (6).

The elements can be configured individually or, if necessary, they can have identical settings.

4. If necessary, edit the display of the third part of the message that is displayed in a separate field («line with warnings/license number»), set the Descr0 and Descr1 element settings:

1. To change the size and placement of the field for displaying the messages, select Descr0 in the object tree (1). Set the required size and placement (2).
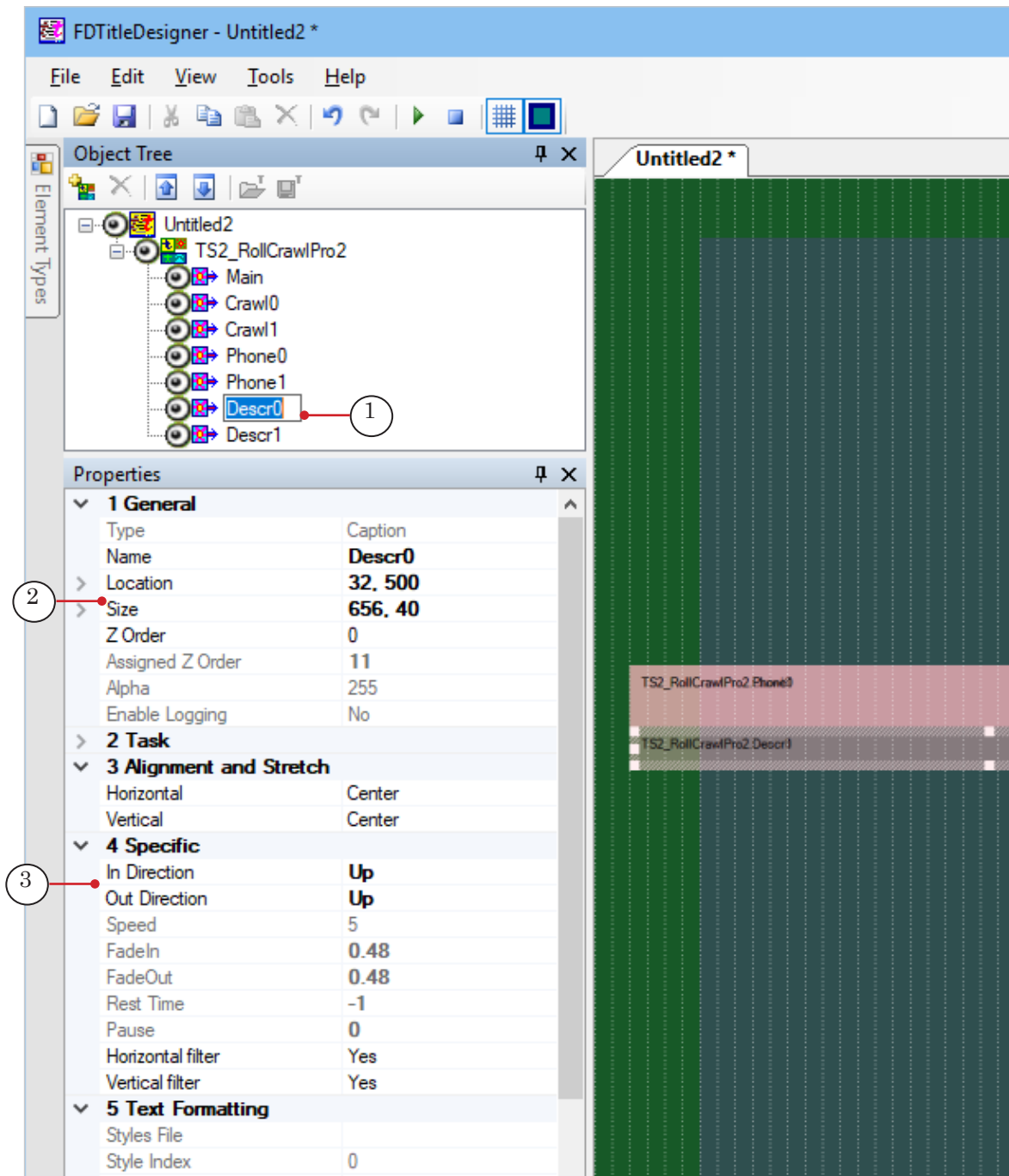
2. Configure the text display settings for each of the Descr0, Descr1 title elements, separately or at once, if the settings need to be identical.

These elements, along with the Alignment and Stretch and Text Formatting settings group, have the Specific settings group, through which the user can edit the direction of the text entry and exit, for example (3).

5. Save the title project.

6. To start a preview, press Start Preview (1).
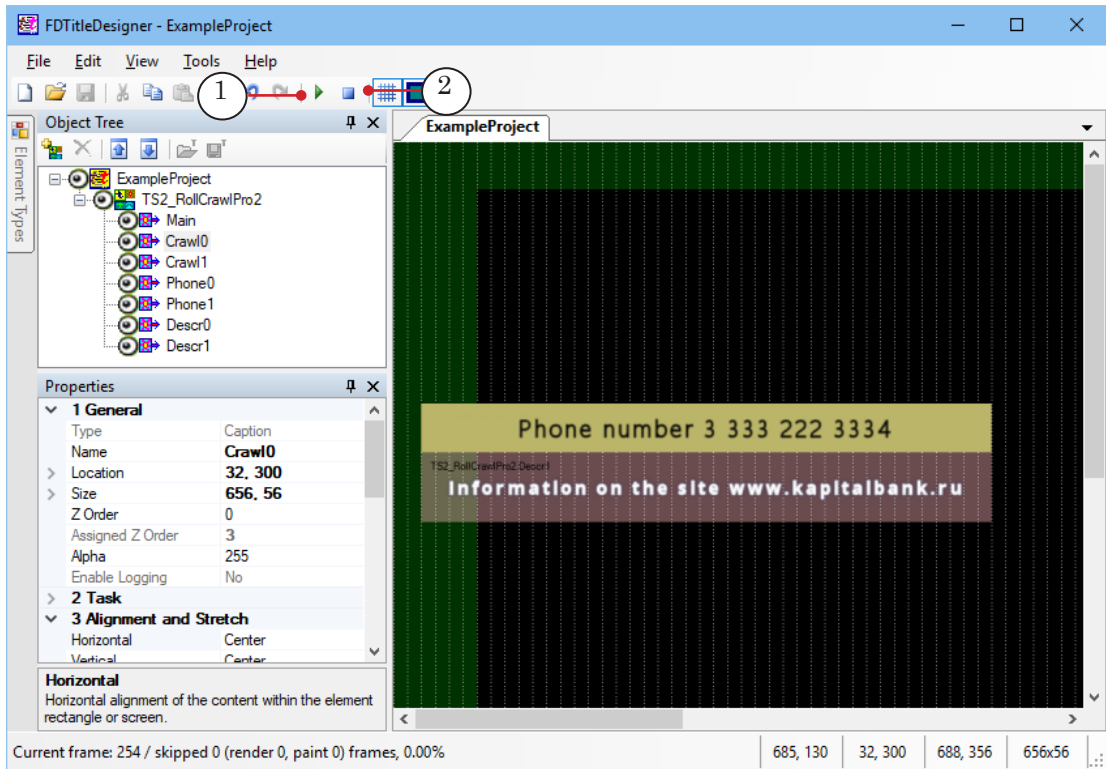
To finish the preview, press Stop Preview (2).

## TS2_RollCrawlPro3 – automatically starting crawl line at set time

### 1. Purpose and features

A title object with the TS2_RollCrawlPro3 script is designed for displaying messages in the form of a crawl line (1) with an automatic display at a specified time with an automatic task change.

A background image (2) can be selected for the text by specifying an image file. The background will appear and disappear at the same time as the text.

The crawl line speed and direction can be changed: right/left/up/down. The text style is set by the user.



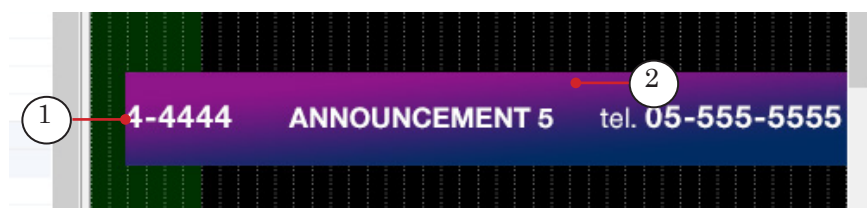The texts for the crawl lines are stored in text files. One file contains the texts for one crawl line starting at a specified time. The script automatically finds these files and starts the crawl line at the set time.

As such, one title object can be used to start different crawl lines at different set times, with automatic task change.

The duration of each crawl line does not depend on the amount of texts in its file. If the duration allows it, the message texts from one file will cycle. The maximum duration is set by the user in the script settings. The actual duration depends on the set maximum duration and the presence of other task files in the folder.

### 2. Script Rules

1.  The script displays the messages from the text files, whose names contain the specified date and time of the crawl line. One file contains a set of texts for one crawl line.

2.  All files with message texts (tasks) are stored in one folder.

3.  The maximum possible duration of the messages from one task file is set in the script settings (the Expiration Date setting).

4.  After starting, the script checks for the task files in the set folder:

    1. If it detects a file whose name indicates a point in time that coincides with the current one, it starts playing the crawl line with texts from this file.

2. If there is no such file, but there is a file for the moment preceding the current one, the time of which falls in the interval Current_Time minus Expiration_Date, the script starts the crawl line with texts from this file.

3. The script calculates time to stop the crawl line using the following rule: Start_time_ in_file_name plus Expiration_Date.

4. As it occurs: if the playback of texts from one file has not yet ended, but a file with a point in time that is closer to the current one is found in the folder, the script will interrupt the display of the «old» running line and will start the new crawl line.

5. Throughout its entire execution (from its start to the moment the script object is stopped) the script monitors the folder for the presence of files with tasks and acts in accordance to the rules from the previous point.

## 3. Task File

The TS2_RollCrawlPro3 script uses a task file as a data source – a text file with the txt extension that is written according to a template.

One file contains all of the texts from one crawl line, set to start at a specified time. Each new text must be on a separate line. The text can contain formatting tags. Substitution files can be used.

Note:   Formatting tags in the text have a higher priority than the style set in the script object settings.

Each task file name must follow the set template. The template is set when configuring the script object:

- YYYY-MM-DD_hh.mm.txt,
- YYYY-MM-DD_hh.mm_N.txt

where:

- YYYY-MM-DD – start date of the crawl line: year (four digits), month, day. The «-» divider symbols are mandatory;
- _hh.mm – underscore and the start time of the crawl line in a 24-hour format with a period as a separator: hours, minutes. Sign «.» – required;
- _N – underscore and one or several numbers with no spaces in between.

The image below shows an example task file, opened in Notepad.
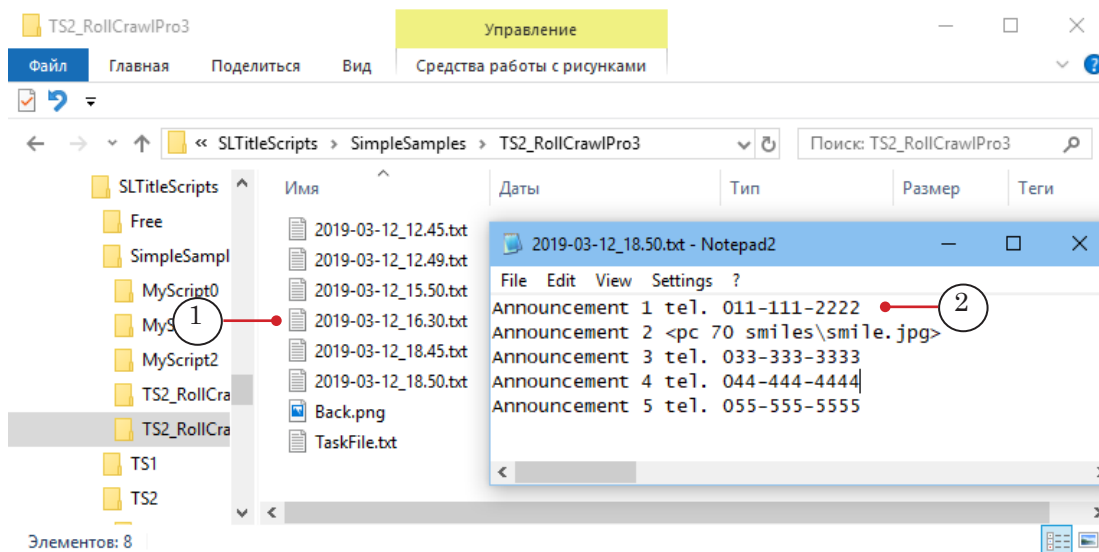
## 4. Object Title Elements

### 4.1. Elements list

The table below lists the title elements contained in the TS2_RollCrawlPro3 scripted title object, indicating their type and purpose.

| Name | Type | Purpose |
|---|---|---|
| Main | Caption | Service element. Defines the size and position of the Text0, Text1, Text2 elements |
| Backgr | AnimLogo | Displaying the background |
| Text0, Text1, Text2 | Caption | Displaying the crawl line. The script uses the elements in turn: it loads one text into Text0, the following into Text1, then Text2 and on in a cycle |

### 4.2. Size and Position

The size and position of elements Text0, Text1, Text2 (Size and Location settings) are automatically set in accordance with the sizes and position set for the Main element, when running the script for execution (for example, when starting the preview in the FDTitle Designer program window).

For the Backgr element, the size and position can be set independently of the other elements of the object.

## 5. General procedure

### 5.1. Preliminary preparation

Prepare the necessary files:

1.  Text formatting style file (*.efc). If there is no style file, the default text style will be used.

2.  File with background image, if necessary.

3.  Task file (files can be added to the folder at any time, even while the script is working).

### 5.2. In the FDTitleDesigner program

1.  Load the object with the script into the title project using a template:

    1. Select File > Import Object Template.. (1) in the opened window select TS2_RollCrawlPro3.SLTitleTmpl, and press Open.
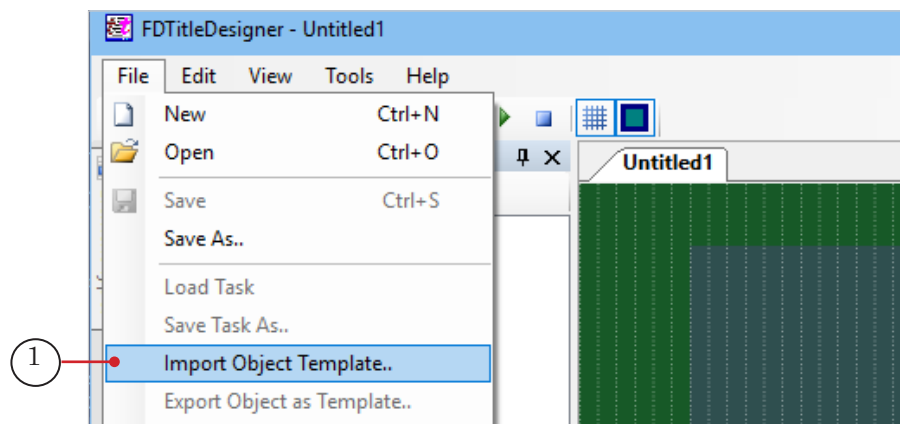


    2. While loading the object a license warning (2) will automatically appear, which can be closed by pressing OK (3).
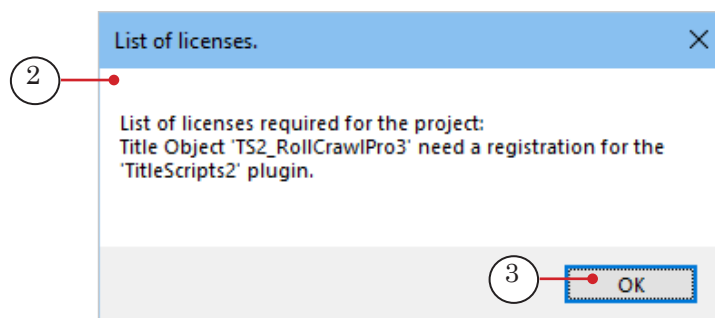


    3. Once the object is loaded all of the title elements of the TS2_RollCrawlPro3 script will appear on the project work field (5) and in the object tree (4). Immediately after loading all of the title elements will have the same size and placement as set in the template.

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

2. To start configuring the script object settings, select it in the Object tree by clicking on its name (1).



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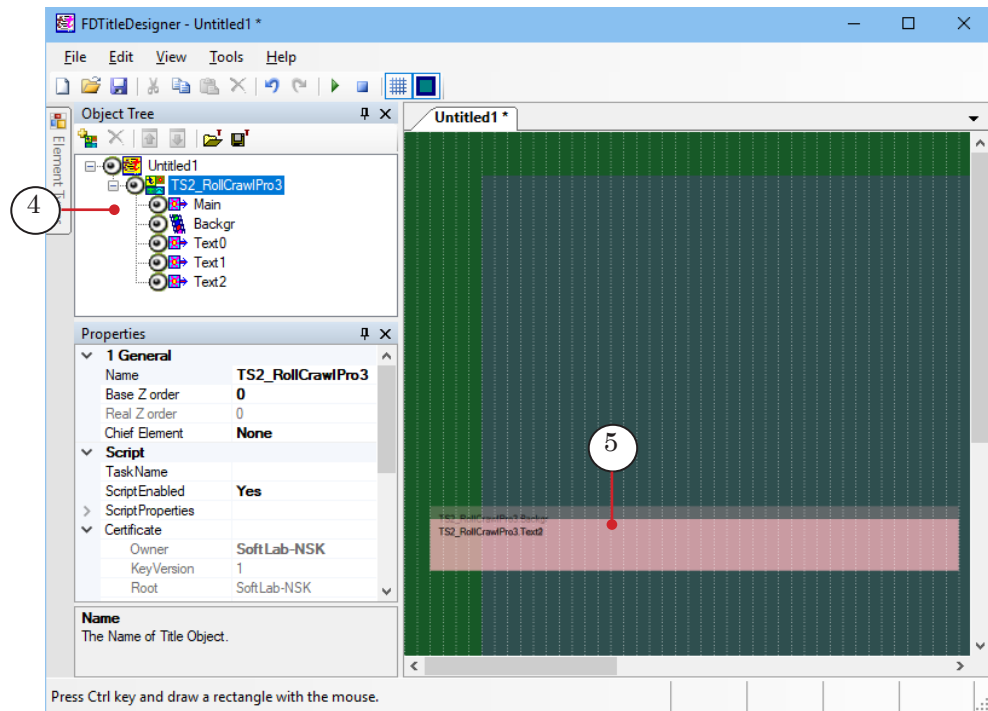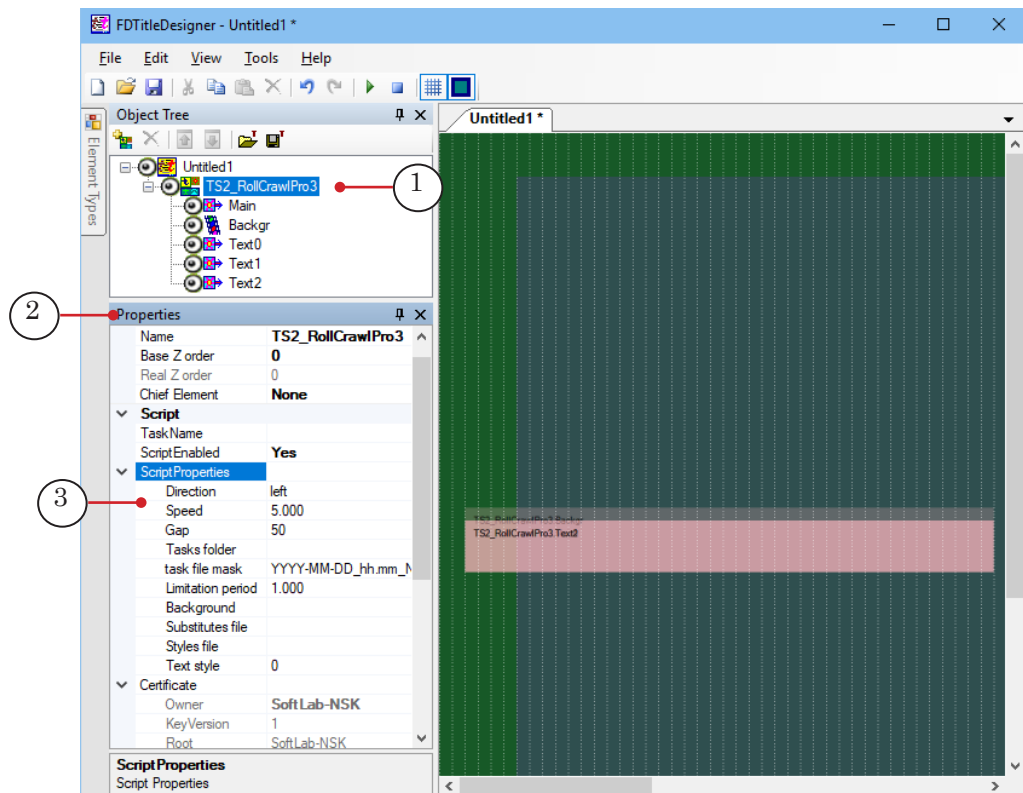
The settings are configured using the Properties panel (2). If the Script Properties list (3) is minimized, unminimize it and configure the script object settings. For more information see table below.

Table: TS2_RollCrawlPro3 script object properties

| Name | Description | Possible values/ Default values |
|------|-------------|-------------------------------|
| Direction | Direction of the crawl line: Right; Left; Up; Down | /Left/ |
| Speed | Crawl line speed (in pixels per frame). | /5.000/ |
| Gap | Distance between message texts in the crawl line (in pixels) | /50/ |
| Tasks folder | Full path to the folder containing task files | |
| Task file mask | Template for the task file names: YYYY-MM-DD_hh.mm.txt YYYY-MM-DD_hh.mm_N.txt | YYYY-MM-DD_hh.mm_N.txt |
| Limitation period | «Lifetime» of task files (in hours). The file can be used by the script, starting from the time specified in the file name, and for the time specified by the Limitation period | /1.000/ |
| Background | Path to the background image file: (*.dib, *.jpg, *.tga, *.png, *.bmp) | |
| Substitutes file | Full path to the substitutions file, if used. | |
| Styles file | Full path to file with style collection (*.efc) for the texts. | |
| Text style | Style index for the text of the crawl line (the index in a style collection starts from 0). | /0/ |

3. If necessary, edit the display of the crawl line:

1. Select the Main element (1) from the object tree. Set the necessary size and position (2).
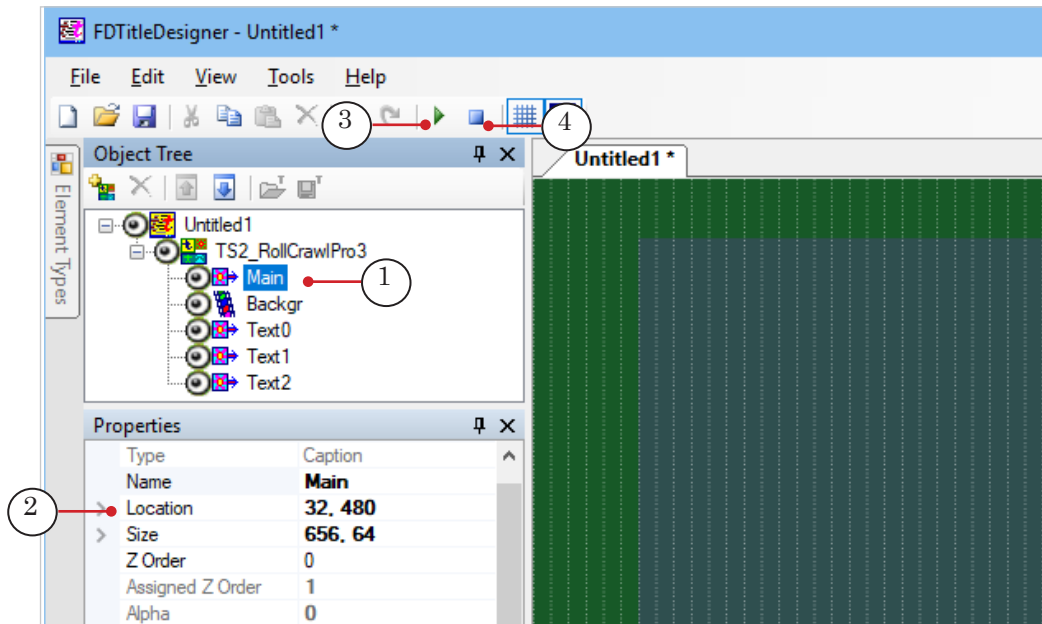
2. Press Start Preview (3). The size and placement of the rest of the elements for the crawl line with pausing text – Text0, Text1, Text2 – will be updated automatically.

Press Stop Preview (4).

4. If necessary, edit the size, position, and other settings of the crawl line background:

1. Select Backgr (1) in the object tree.

2. Set the required size and position (2).

3. You may need to change the image scaling settings in the Alignment and Stretch group (3).
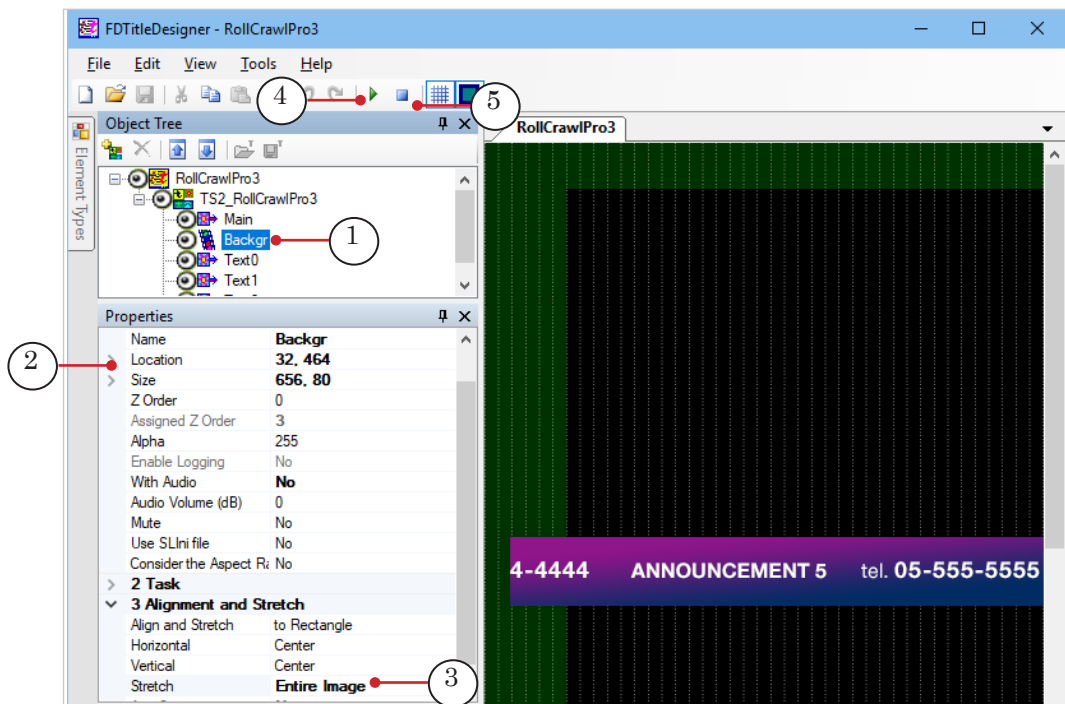
5.  Save your project.

6.  Before starting a preview, make sure that the folder set in the script settings contains a task file the name of which contains a suitable start time.

7.  To start a preview, press Start Preview (4). To finish the preview, press Stop Preview (5).

## TS2_AdvMixPro – displaying different types of messages

### 1. Purpose and Feature

A title object with a TS2_AdvMixPro script is designed for the sequential display of advertisements of different types (images, videos, crawl lines) with additional text information.

Each message can contain three parts that are displayed in separate fields:

- the display field of the main message text/image/ video (1);
- additional text messages that appear and disappear along with the main message:
    - first message (2), a phone number, for example;
    - second message (3), a required disclaimer for the advertisement, for example.



Note:   The TS2_AdvMixPro script object is similar in purpose and display settings to the TS2_RollCrawlPro script object (see above for description). Their main difference is the former's ability to use different types of data: text, images, video. The TS2_RollCrawlPro script can only use text.

For all three parts the following can be individually configured:

- size and placement of the display field;
- background image and/or background color;
- text format style.

The user can set pauses of a specified length between separate advertisements and between display cycles.

The duration and method of displaying messages in the main part depends on the type of content:

- text – displayed as a crawl line that moves from right to left (cannot be changed). The display duration is

determined automatically as enough time to display the entire message, taking into account the user-defined speed of the text;

- images – the duration of the display is set by the user in the script settings, and is used by all image messages;
- videos – the duration is equal to the duration of the video.

The display duration of the additional section depends on the contents:

- direction of the text entrance: right/left/up/down/none;
- vertical text alignment;
- horizontal text alignment: align left, center, right;
- left and right edges relative to the sides of the title element;
- reading direction: right/left.

A log file can be recorded based on the work of the script.

## 2. Task File

The TS2_AdvMixPro script uses a task file as a data source – a text file with the txt extension. The file contains lines with the advertisement texts. One advertisement – one line.

Each line contains the text of one message and must have the following structure:

> Main text    |    Text 1    |    Text 2

where:

- Main text – main text of the message or full path to the image/video that needs to be displayed;
- | – a character specified in the settings of the scripted object (the Separators parameter). Default value – |;
- Text 1 – the first additional text of the message;
- Text 2 – the second additional text of the message.

Any message text can contain formatting tags and substitution strings.

The image below displays an example task file for a TS2_AdvMix-Pro script opened in Notepad. The file contains messages with different types of data:

- (1) – video;
- (2) – text;
- (3) – image.

```
* Task_AdvMixPro.txt - Notepad2                                    —   □   ×

File  Edit  View  Settings  ?
Proxi\cafe.avi|tel.011-111-111|Announcement 1
Proxi\spring.avi|tel.022-222-222|Announcement 2
Proxi\summer.avi|tel.033-333-333|Announcement 3
Proxi\winter.avi|tel.044-444-444|Announcement 4
<st 03>Painless dental treatment in the clinic Dental-Service|tel 233 28 25|
Bank Capital. Mortgage 9-13 %|tel 3-333-444|Information on the website www.kapitalbank.ru
E:\Demo|Demo_AdvMixPro\pictures\Parrots.bmp|tel.077-777-777| Announcement 7
AMP_advert2.png|Information on the website www.softlab.tv
Take a moment to discover the new Product. Visit our new website www.newproduct.com|tel. 08
Attention all salespeople! This year the prize is a vacation for two in Hawaii.
```

(markers 1, 2, 3 point to lines in the file)

Note:  The task file can be edited while the script is running. In this case the changes will be displayed in the titles only after the current cycle has finished, once the script reads the updated task file.

## 3. Object Title Elements

### 3.1. Element List

The table below lists the title elements contained in the TS2_AdvMixPro scripted title object, indicating their type and purpose.

| Name | Type | Purpose |
|---|---|---|
| Main | Caption | Service element |
| Backgr0, Backgr1 | Caption | Display of the background for the main section |
| Crawl0, Crawl1 | Caption | Display of crawl lines (main section) |
| Pict0, Pict1 | Caption | Display of images (main section) |
| Movie0, Movie1 | AnimLogo | Display of video (main section) |
| PhoneBackgr0, PhoneBackgr1 | Caption | Display of the background for the first additional text |
| Phone0, Phone1 | Caption | Display of the first additional text (a phone number, for example) |
| DescrBackgr0, DescrBackgr1 | Caption | Display of the second additional text |
| Descr0, Descr1 | Caption | Display of the second additional text (a disclaimer or time limit for the advertised service, for example) |

The script uses title elements from each pair in turn: to show one ad it uses elements with the index 0 (Phone0, Crawl0, Descr0,...), to show the next it uses elements with the index 1 (Phone1, Crawl1, Descr1,...), and continues the cycle.

## 3.2. Size and Placement

The size and placement (Size and Location settings) of some script-object title elements determine the size and placement of other elements:

1. The settings of the Crawl0 title element determine the size and placement of the rest of the title object elements used to display the main section of the message: Crawl1, Pict0, Pict1, Movie0, Movie1, Backgr0, Backgr1.

2. The settings of the Phone0 element determine the size and placement of the elements used to display the first additional section: Phone1, PhoneBackgr0, PhoneBackgr1.

3. The settings of the Descr0 element determine the size and placement of the elements used to display the second additional section: Descr1, DescrBackgr0, DescrBackgr1.

To set the size and placement for all the title elements, set the required settings for the «main» title elements and then start the script (by starting a preview in the FDTitleDesigner program window, for example).

## 3.3. Text Display Settings

The general settings of the TS2_AdvMixPro script are also used to set some text display settings such as: text styles of each of the three parts, the substitutions file, the text speed.

The rest of the display settings (horizontal alignment, for example) depend on the values of the following settings groups of the title elements Phone0, Phone1, Crawl0, Crawl1, Descr0, Descr1: Alignment and Stretch, Text Formatting, Specific.

For each element the Alignment and Stretch and Text Formatting settings are set individually (unlike the Size and Location settings). The Phone0, Phone1, Descr0 and Descr1 elements can also have their In Direction/Out Direction settings individually set in the Specific group.

This can be used to display to alternate the text message display: one message will be displayed one way, the next – the other way, and so on. To do so, set the display settings of all elements with 0 to one display method, and set the display elements of all the elements with 1 to another display method.

## 4. Log File

A log file for the TS2_AdvMixPro script is a text file (*.txt), into which the script records data on messages that were broadcast: broadcast date, time, message text. The script records into a single log file for 24 hours.

The user can turn the recording of log files on/off, set the name prefix and the log file folder in the script settings.

For a more in-depth description of working with log files and examples, see the section describing the TS2_RollCrawlPro script object.

## 5. General procedure

### 5.1. Preliminary preparation

Prepare the necessary files:

1. Text formatting style file (*.efc). If there is no style file, the default text style will be used.

2. File with background image, if necessary.

3. Task file.

### 5.2. In the FDTitleDesigner program

1. Load the object with the script into the title project using a template:

   1. Select File > Import Object Template.. (1). In the opened window select TS2_AdvMixPro.SLTitleTmpl, and press Open.
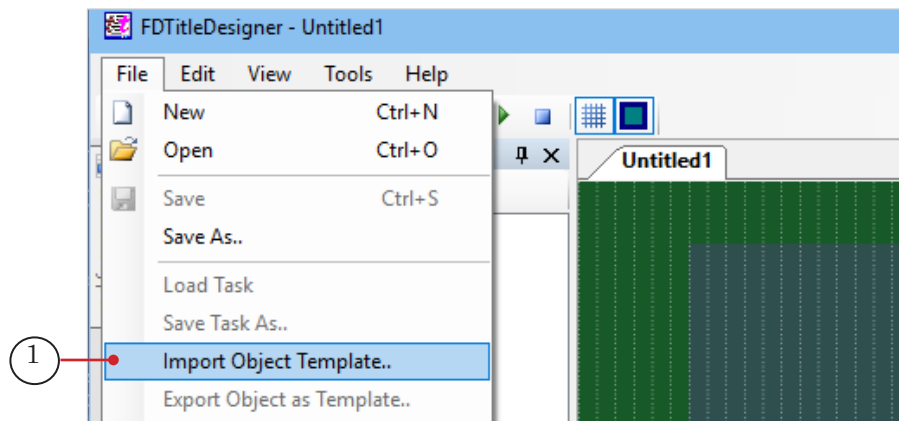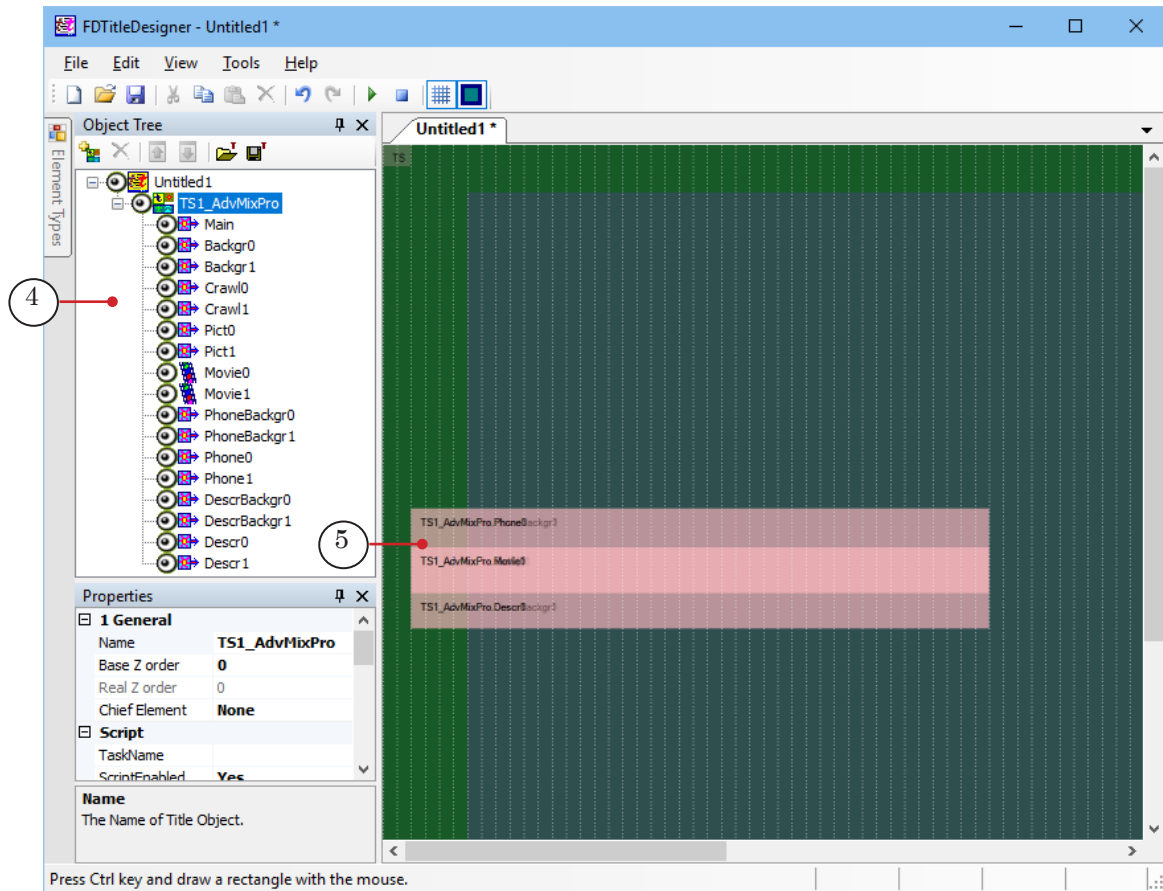
   

2. While loading the object a license warning (2) will automatically appear, which can be closed by pressing OK (3).
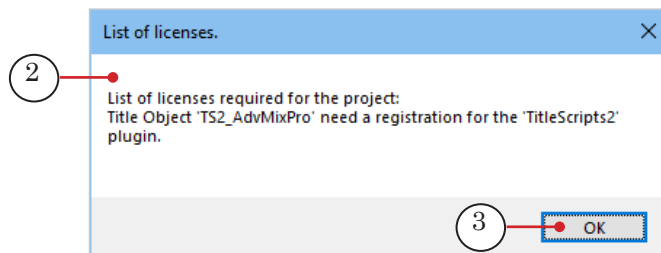
   

3. Once the object is loaded all of the title elements of the TS2_AdvMixPro script will appear on the project work field (5) and in the object tree (4). Immediately after loading all of the title
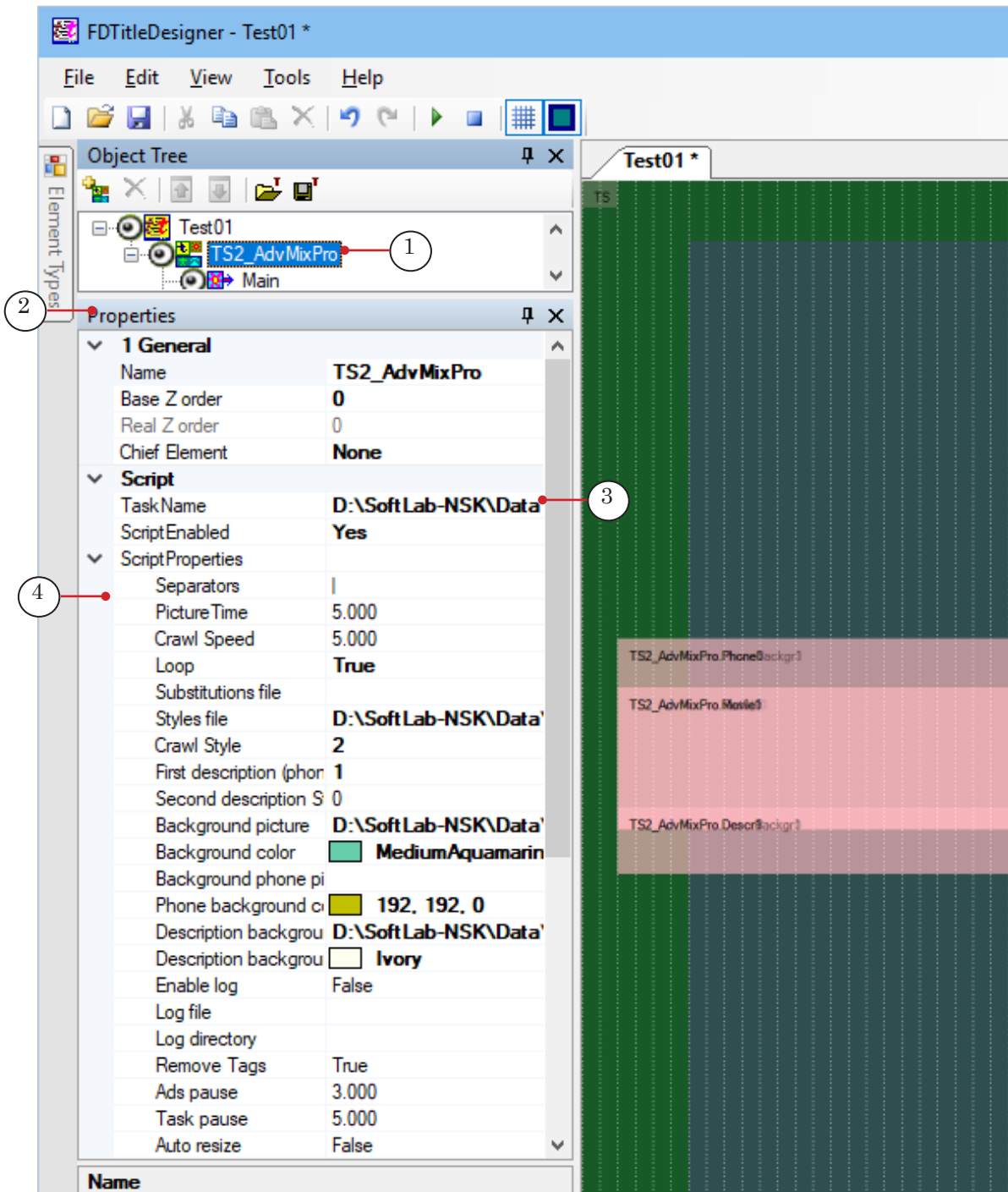
elements will have the same size and placement as set in the template.



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

2. To start configuring the script object settings, select it in the Object tree by clicking on its name (1). The settings are configured using the Properties panel (2):

1. In the Task Name (3) line set the full path to the task file.

2. If the Script Properties list (4) is minimized, unminimize it and configure the script object settings. For more information see table below.

Table: TS2_AdvMixPro script object properties

| Name | Description | Possible values/ Default values |
|---|---|---|
| Separators | Symbol used to divide the parts of the message in the task file, log file, and substitutions file. One or several symbols with no spaces. | /\|/ |
| Picture Time | Duration of the pause of the pausing crawl line (in seconds). | /5.000/ |
| Crawl Speed | Crawl line speed (in pixels per frame). | /5.000/ |
| Loop | Loop the execution of the task. True – yes; False – no. | /False/ |
| Substitutes file | Full path to the substitutions file, if used. | |
| Styles file | Full path to file with style collection (*.efc) for the messages. | |
| Crawl Style | Style index for the text of the crawl line (the index in a style collection starts from 0. | /0/ |
| First description (phone) style | Style index for the pausing crawl line text. | /0/ |
| Second description Style | Style index for the second additional text. | /0/ |
| Background picture | Path to the background image file: (*.dib, *.jpg, *.tga, *.png, *.bmp). | |
| Background color | Background color. | /0,0,0,0/ |
| Background phone picture | Path to file with background image for the first additional text: graphical file (*.dib, *.jpg, *.tga, *.png, *.bmp). | |
| Phone background color | Background color for the first additional text. | /0,0,0,0/ |
| Description background picture | Path to file with background image for the second additional text: graphical file (*.dib, *.jpg, *.tga, *.png, *.bmp). | |
| Description background color | Background color for the second additional text. | /0,0,0,0/ |
| Enable log | Allow the recording of a script log file. True – yes; False – no. | /False/ |
| Log file | Prefix in script log file names – a constant value before the recording date. | |
| Log directory | Full path to the folder into which the log files will be recorded. | |

| Name | Description | Possible values/ Default values |
|------|-------------|--------------------------------|
| Remove Tags | Record message texts that were broadcast into the log file without formatting tags. <br> True – yes; <br> False – no. | /True/ |
| Ads pause | Duration (in seconds) of the pause between the disappearance of one message and the appearance of the next. | /3.000/ |
| Task pause | Duration (in seconds) of the pause between the disappearance of the last message from the task file and the appearance of the first. Used if the messages are cycled. | /5.000/ |
| Auto resize | True – yes; <br> False – no. | /False/ |

3. If necessary, edit the size and position of the main and the additional sections of the message:

1. For the main section: select the Crawl0 element (1) in the object tree; set the necessary size and position (2).
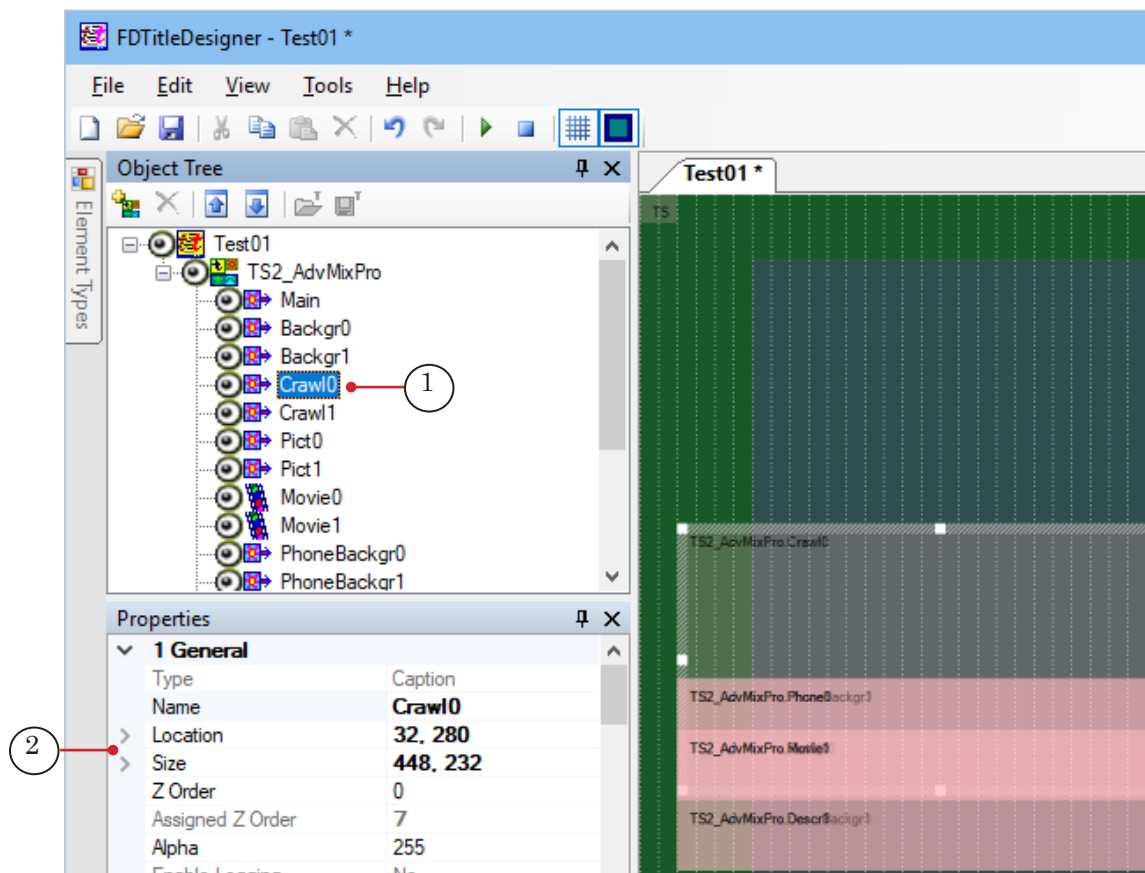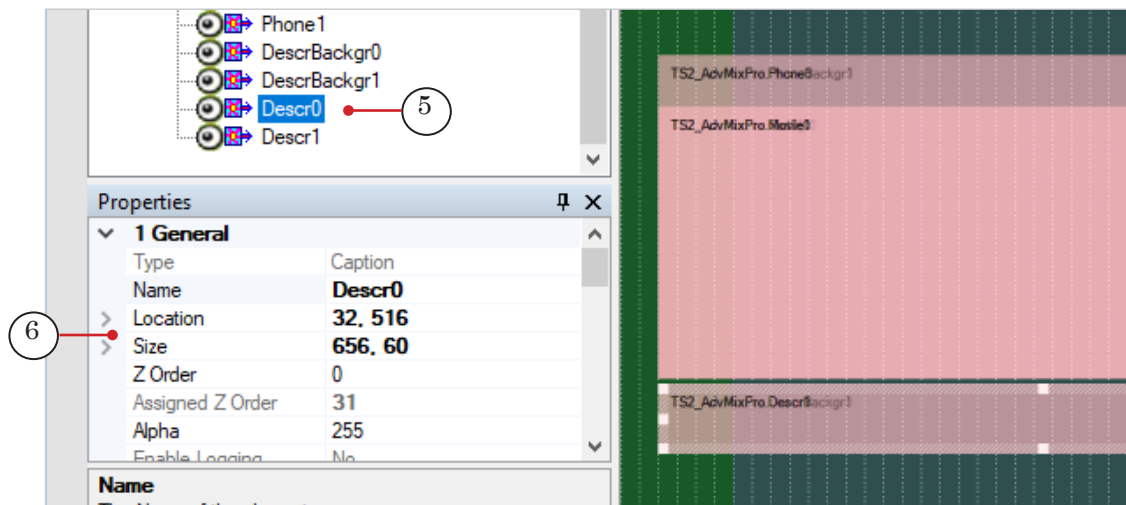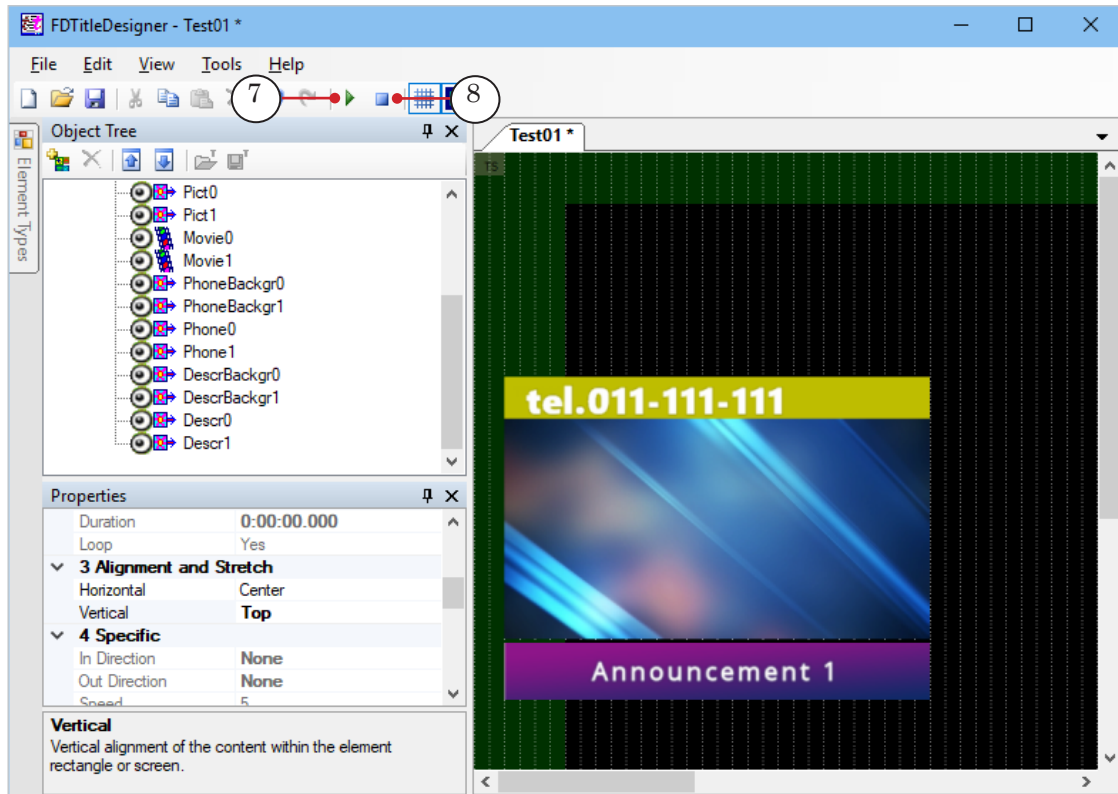
2. For the first additional section: select the Phone0 element (3) in the object tree; set the necessary size and position (4).
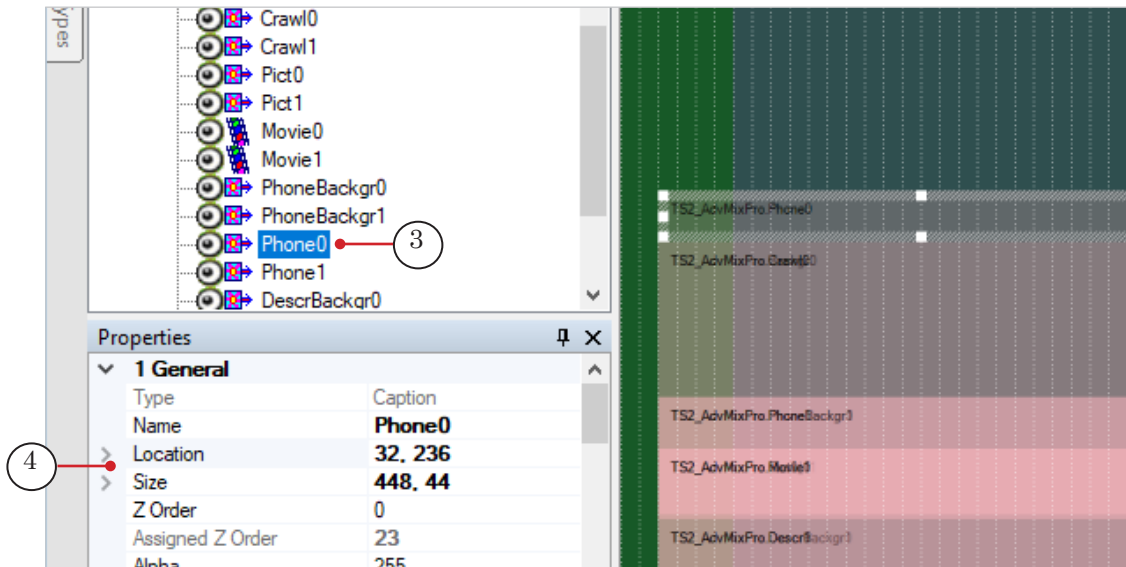


3. For the second additional section: select the Descr0 element (5) in the object tree; set the necessary size and position (6).



4. Press Start Preview (7). The size and placement of the rest of the elements will be updated automatically. Press Stop Preview (8).

⬦ **Tip:** For the following steps (4–6) note the following:
1. The settings that can be edited are bolded (1) in the Properties panel tables.
2. If the settings need to be the same for several elements, select all of the elements from the Object tree at once (2) by holding down Shift or Ctrl, and set the required settings.
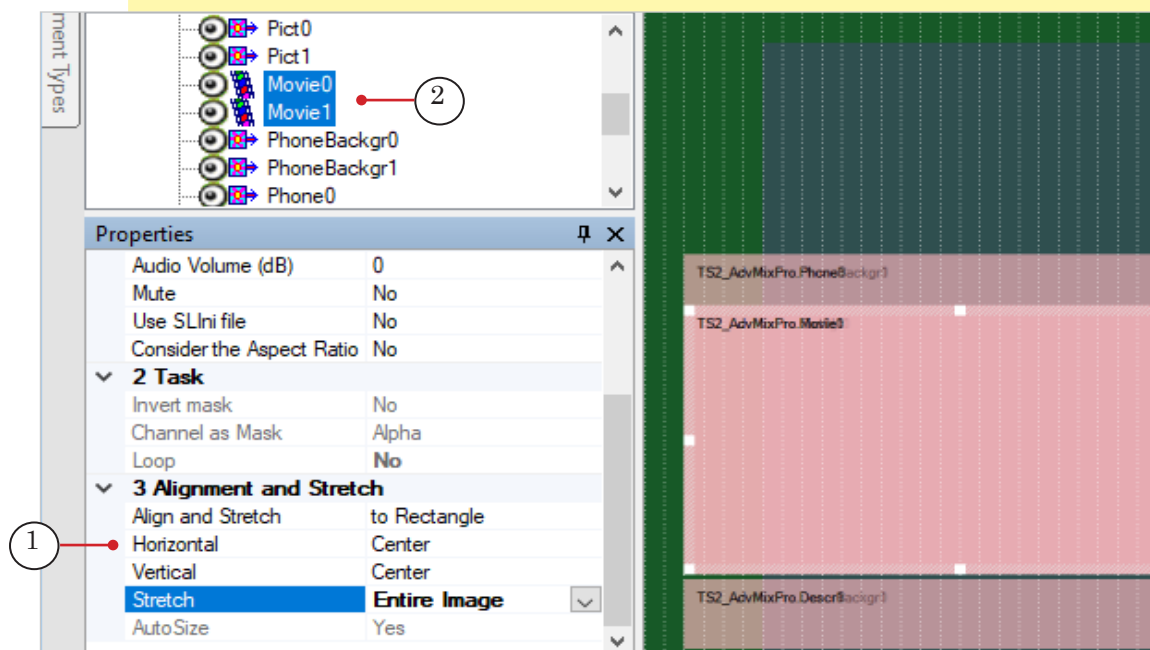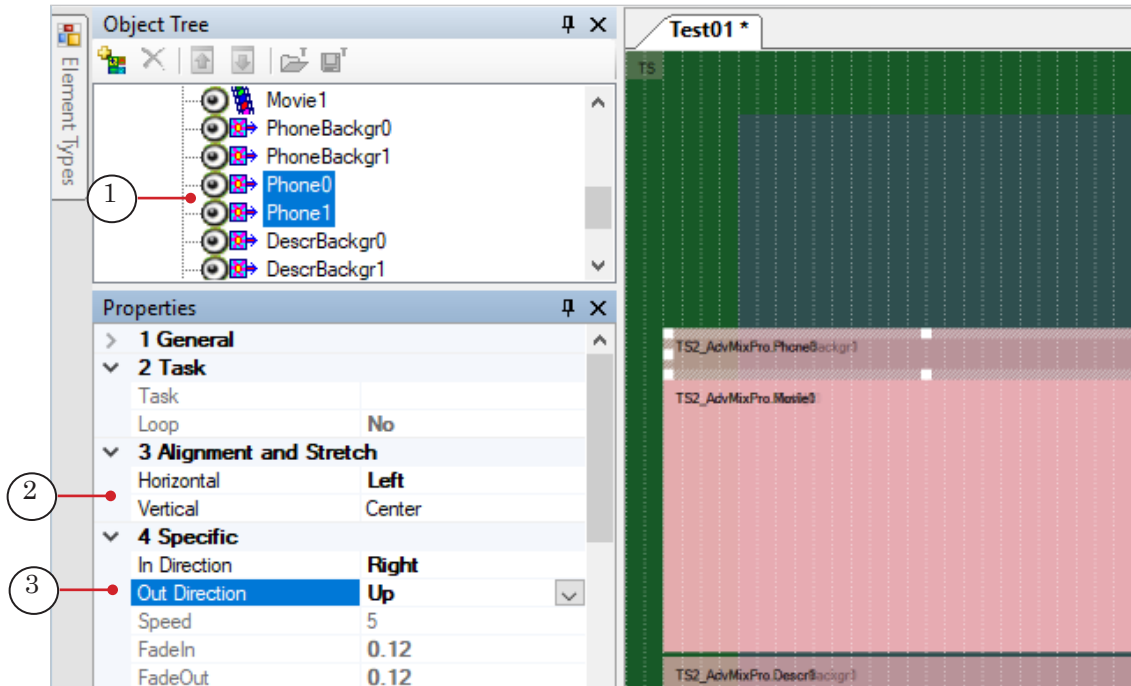
4. If necessary, edit the display of the contents of the main section:

1. Edit the background of the main section (the transparency Alpha, for example) by editing the parameters of the Backgr0 and Backgr1 elements (1).
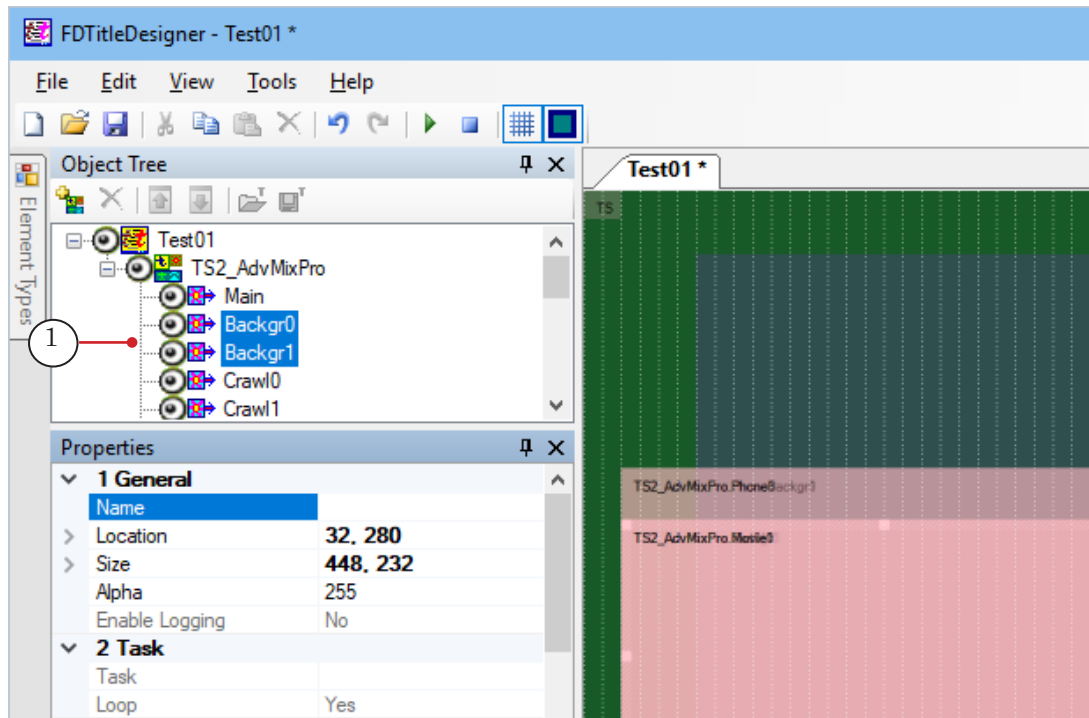


2. Edit the Crawl0 and Crawl1 elements to edit the crawl line display (its field, for example).

3. Edit the Pict0 and Pict1 elements to edit the image display.

4. Edit the Movie0 and Movie1 elements to edit the video display (the Alignment and Stretch setting, for example).

5. If necessary, edit the display of the first additional section («phone number»):

1. Background – PhoneBackgr0 and PhoneBackgr1 element settings.

2. Text – Phone0 and Phone1 element settings (1).

To change the pause position of the phone number (align left, center, right), edit the Alignment and Stretch group in the Horizontal (2) setting. To change the exit/entrance direction edit the Specific (3) settings group.

6. If necessary, edit the display of the second additional section («disclaimer/license number»):

   1. Background – DescrBackgr0 and DescrBackgr1 element settings.

   2. Text – Descr0 and Descr1 element settings.

7. Save the title project

8. To start a preview, press Start Preview (1).To finish the preview, press Stop Preview (2).
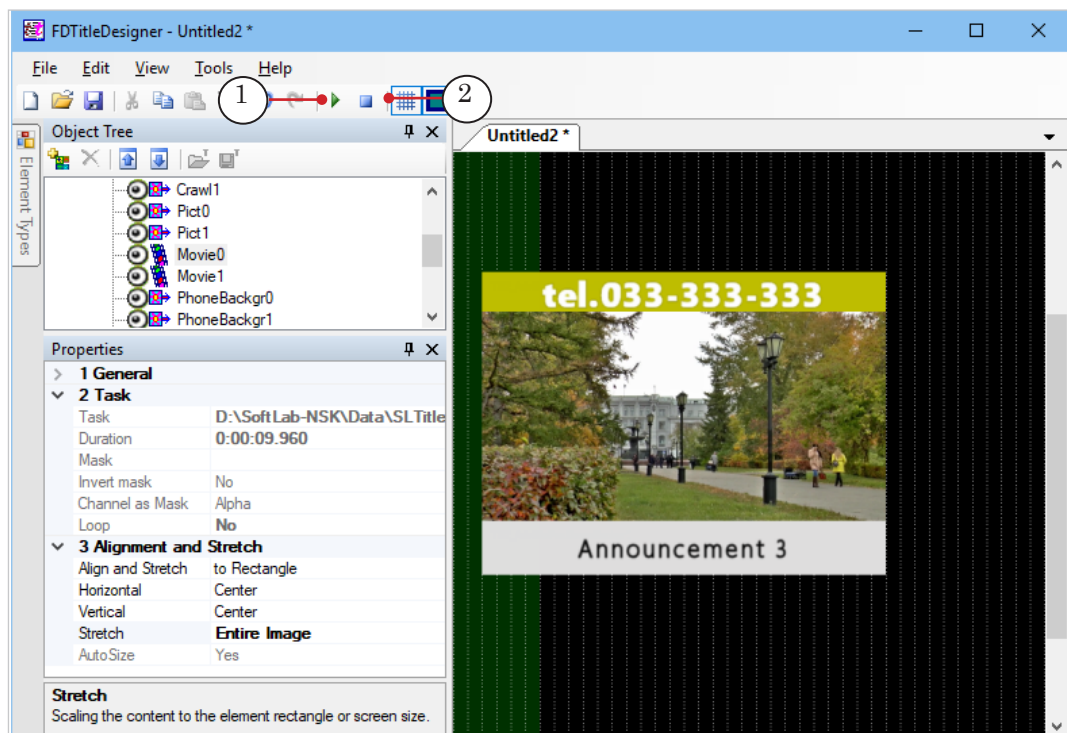
# Infobar

## TS2_InfoBar – displaying an infobar, consisting of one line messages

### 1. Purpose

The TS2_InfoBar script is designed to display an infobar, a banner that displays a one line message.

**NEW Cars could Be Required To 'Talk' To Each Other**

Using the TS2_InfoBar script you can display the following elements simultaneously:

- text;
- background image.

The background image will be displayed constantly while the script is running. The direction of the text is downward.

The basis of the work of the script:

- when reading the task file the script saves a copy of it to memory and works with the copy;
- changing the task file does not affect the script's copy until you reload the task.

### 2. Data source for the scripted object

The source of data for the TS2_InfoBar1 script is a task (text) file (*.txt).

The file contains lines with message text. One line – one message. Empty lines are ignored.

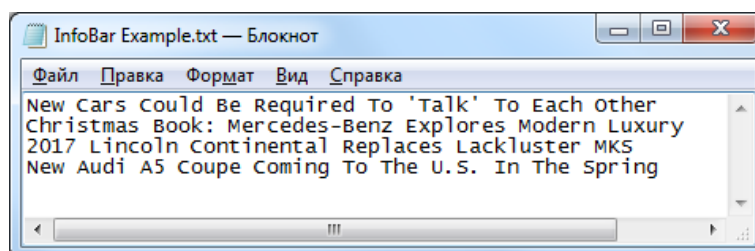The general appearance of the task file is as such:

Message_Text_1

Message_Text_2

....

Message_Text_N

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



## 3. Title elements of the object

### 3.1. Set of elements

The table contains the full set of title elements contained within the TS2_InfoBar script, as well as their type and role.

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

### 3.2. Size and placement

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

Therefore, when setting up the script, only the Main element's size and placement should be set.

### 3.3. Title element settings

Some parameters of the Text0, Text1 elements can be changed (for a list of all the changeable parameters, see the «4. General procedure of object usage» paragraph).

The parameters should only be changed for the Text0 element. When the script starts, the parameters of all Text1 elements will be set to be identical to the Text0 parameters.

## 4. General procedure of object usage

1. Preliminary preparation:
   Before setting up the TS2_InfoBar script object it is necessary to prepare the following files:
   - a task file for the script (see the «2. Data source for the scripted object» paragraph);

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- a style file for the message text (*.efc). For instructions on creating a file with a style collection, see the «ForwardTitling. Graphic Editor» user`s guide;
- if necessary:
  - graphic file with the background image;
  - substitutions file.

2. In the FDTitleDesigner program create a new title project or open a previously created one that needs the TS2_InfoBar title script to be added.

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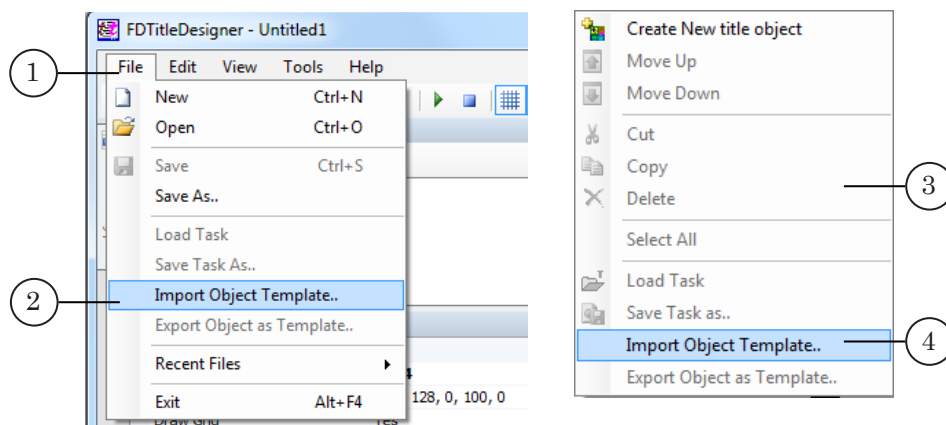


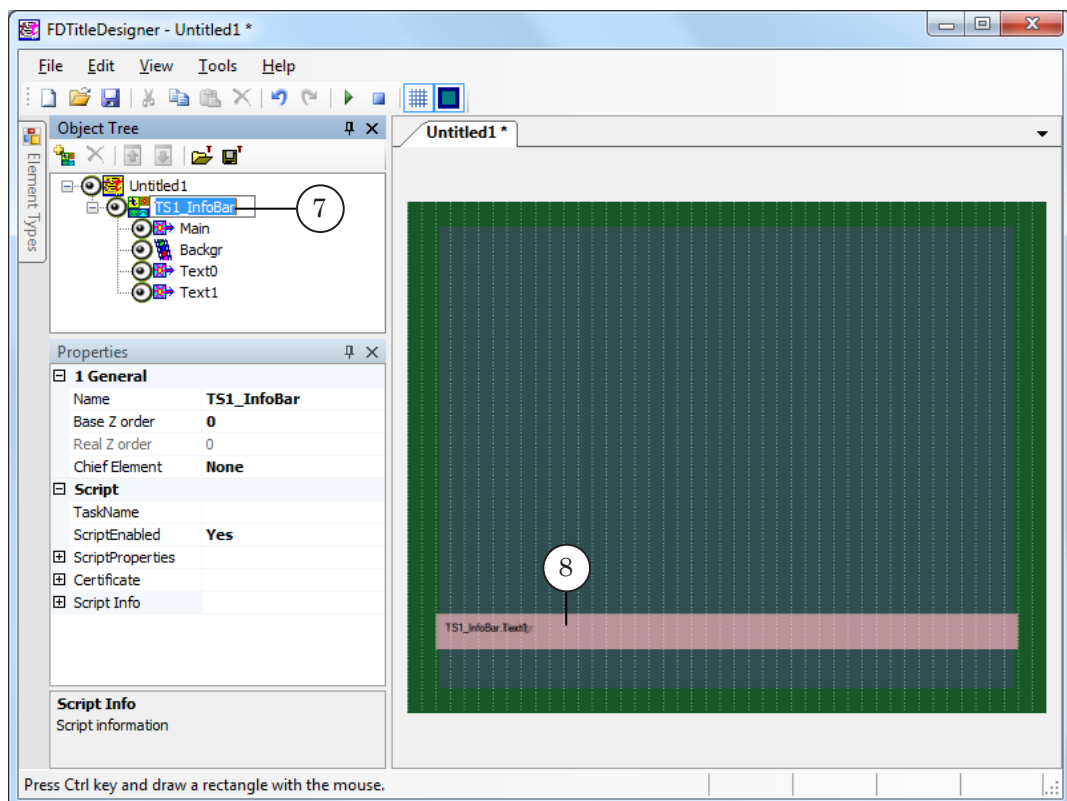4. In the opened window select the TS2_InfoBar.SLTitleTmpl file (5) and press Open (6).
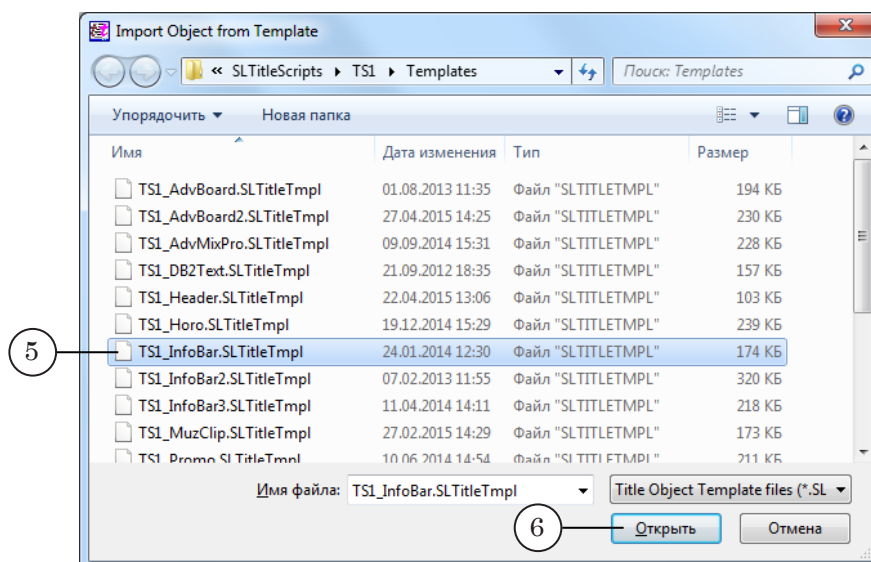


5. The title object with the TS2_InfoBar script will be imported into your project:

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

✔ **Important:** After importing the title object the notification will open regardless of whether or not your computer contains the licenses to use the title library.

- in the Object Tree window the imported TS2_InfoBar object (7) with all its elements will be displayed;
- the title elements contained within the TS2_InfoBar script object will be displayed on the working area. Immediately after the import all of the title elements will have their size and placement (8) set according to the template.



✔ **Important:** You cannot change the content, type or names of the title elements contained within the script.

You can change the name of the title object containing the script.

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6. To start setting up the script parameters, in the Object Tree window (1) click on the name of the TS2_InfoBar object (2).
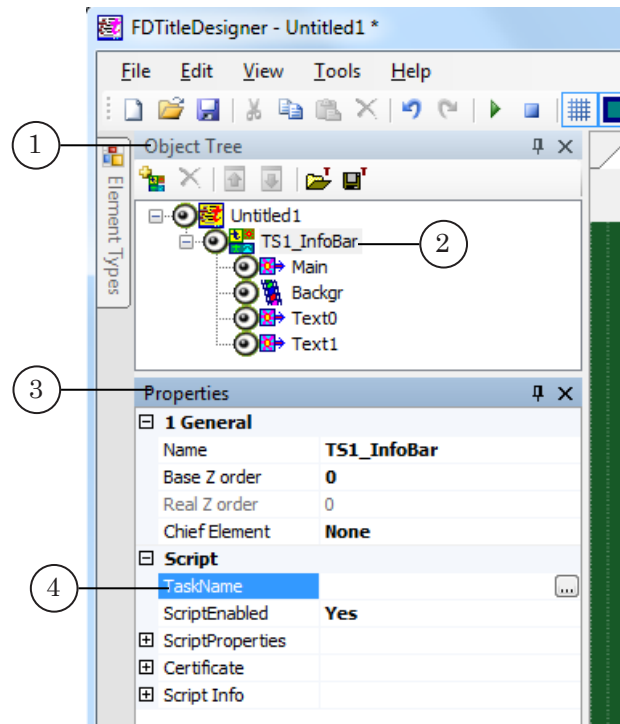


7. In the Properties window (3), TaskName line (4) fill in the full path to the task file of the script.

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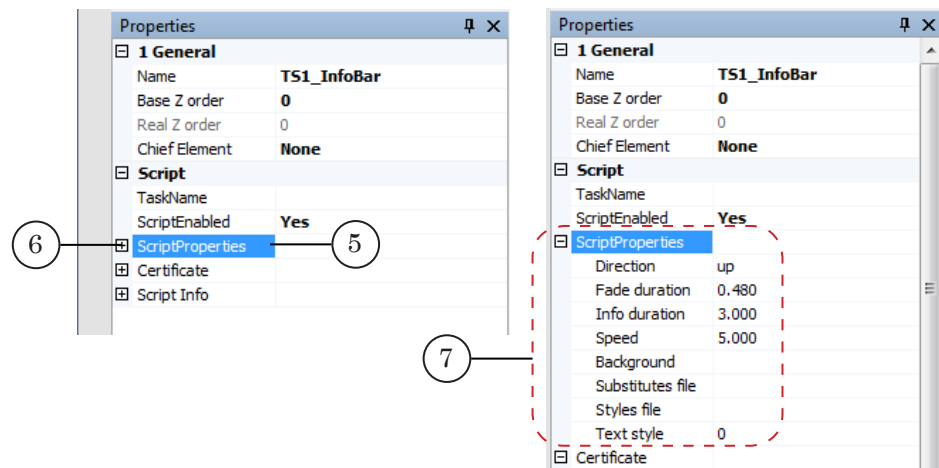


9. Set up the script parameters:
   - Direction – scrolling text moving direction;
   - Fade duration – how long it takes for the message to appear/disappear (seconds);
   - Info duration – duration of one message on screen;
   - Speed – speed of message entry/exit (pixels per frame);

- Background – full or relative path to the background image file. The relative path is set according to the task file's location;
- Substitutes file – full or relative path to the substitutions file. The relative path is set according to the task file's location;
- Styles file – full or relative path to the style collection file (*.efc). The relative path is set according to the task file's location;
- Text style – style index for the message text.

10. Set the size and placement of the Main title element. When the script starts, all of the title elements are automatically assigned the size and placement of the Main element. In order for all of the object elements to take on the Main element's size and placement, press Start preview (1), and then Stop preview (2).
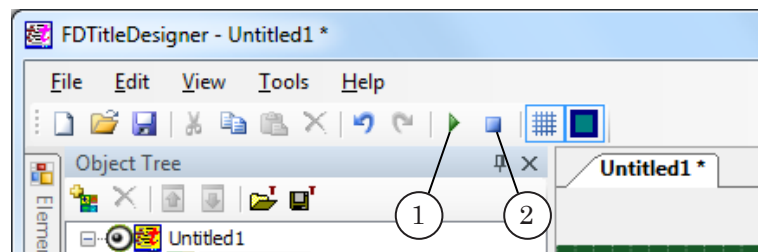


11. If necessary, set up the Text0 and Text1 elements. All parameters should be set up for the Text0 element only – when the script starts, the parameters of all Text1 elements will be set to be identical to the Text0 parameters.
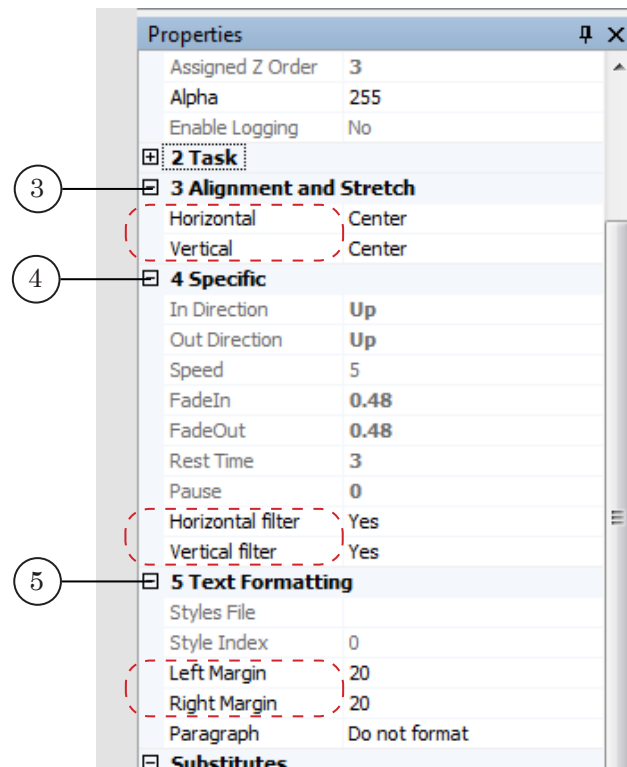
You can change the following parameters:

- Alignment and stretch (3) – Horizontal, Vertical – horizontal and vertical alignment of the text within a region;
- Specific (4) – Horizontal filter, Vertical filter – filtering an image horizontally/vertically, this is used to enhance the quality of the text;
- Text Formatting (5) – Left Margin, Right Margin – indent between the region side and the left/right end of the message text.

12. Save the project.

## 5. Preview

You can preview the work of the title object with the TS2_InfoBar script in the FDTitleDesigner window using the preview mode.

1. Set up the script object (see the «4. General procedure of object usage»).

2. To start the preview, press Start preview (1).
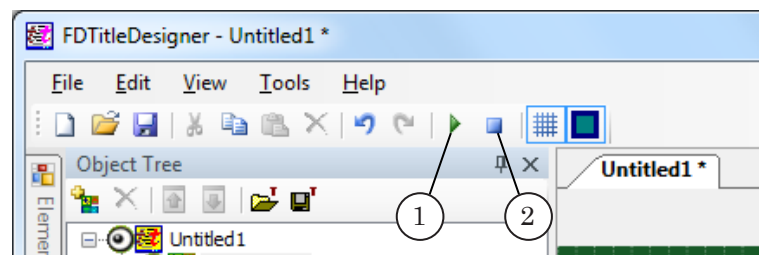


3. To stop the preview, press Stop preview (2).

## TS2_InfoBar2 – news feed display

### 1. Purpose

The TS2_InfoBar2 script is designed to display a news feed onscreen.



Using the TS2_InfoBar2 script you can display the following elements simultaneously:

- news group title (1);
- news text. A text consists of two lines (2, 3) which can have different formats;
- logotype (4). Nonessential element – you can turn the display of the logotype on and off;
- current time (5) and temperature (6). Nonessential elements – you can turn the display of both on and off;
- 2 icons (7, 8) that blink when the news group title changes. Nonessential, decorative elements. You can choose for one, two, or no icons to be displayed. Both icons are identical and use the same image;
- background image (shared for all script elements).
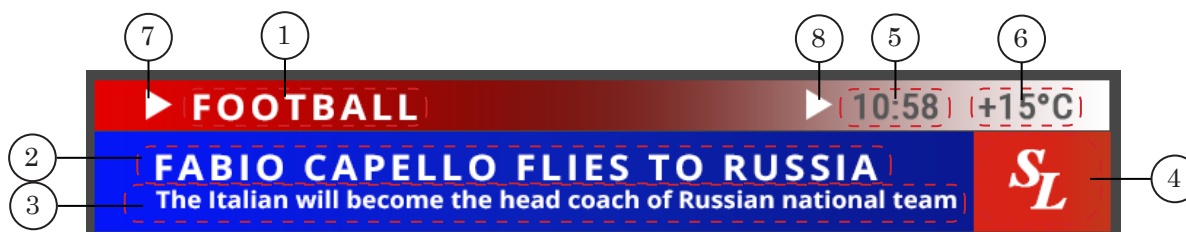


The placement of the elements is determined by the user.

The basis of the work of the script:

- the script reads the news text from a specially prepared text file and cyclically displays them (to see a description of the file structure see «2. Data source for the scripted object» subsection);
- a news group title is displayed for the duration of the whole group;
- news group titles change by sliding in/out to the right;
- a news text can consist of two parts (messages). The parts can have different formats. Both parts appear, are displayed, and disappear simultaneously;

- news texts change by sliding up;
- the background, logotype, and time and temperature displays are constant;
- the time displayed is the system time, and the format is set by default: hh: mm;
- the icons are displayed constantly, but blink when the news group title changes.

✔ **Important:** When uploading a task the script reads the file, saves a copy of the file, and works with the copy. As such, changing the task file does not affect the script's copy until you reload the task.

## 2. Data source for the scripted object

### 2.1. Task file

The source of data for TS2_InfoBar2 script is a task (text) file (*.txt).

The file contains lines of two kinds:
- news group titles;
- news text.

The general appearance of the task file is as such:

#News_group_title_1

News_Text_1_Part_1|News_Text_1_Part_2

News_Text_2_Part_1|News_Text_2_Part_2

….

#News_group_title_2

News_Text_1_Part_1|News_Text_1_Part_2

News_Text_2_Part_1|News_Text_2_Part_2


The group title lines must have the following structure:

 #   Title

where:
- # is a symbol set in the Title marker parameter of the script. By default the marker is set as #;
- Title – the title text.

✔ **Important:** All spaces between the marker (#) and the title text will be ignored when displaying the title.

All of the news texts after the title line will be part of the same group.

News texts must be written in separate lines. Their format is as follows:

Part_1  #  Part_2

where:

- Part_1 is the first part of the news text;

- # is a symbol set in the Separator parameter of the script. By default the separator is set as |;

- Part_2 is the second part of the news text.

✔ **Important:** Any spaces before the first and after the last word of the text will be ignored.

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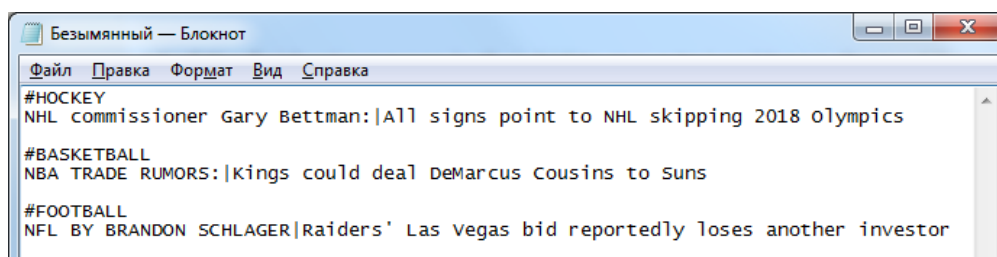


## 2.2. File with temperature data

The script reads the temperature data from a text file.

The file must contain a line with the following construction:

OK  Space  Value ,

where:

- OK – a marker for the script;
- Space Space;
- Value – the current temperature value. A «+» or «-» can appear in front of the value.

If there is no «+» or «-» in front of the temperature value, the script will automatically add a «+» before the value when displaying the temperature.
Any text information after the last number of the value is ignored by the script. The script automatically displays °C after the temperature value.

The following image shows an example file opened in Notepad.
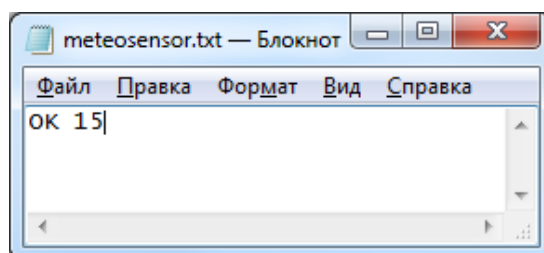


✔  **Important:**  For support of other file formats please contact SoftLab-NSK technical support.

### 3. Title elements of the object

#### 3.1. List of elements

The table lists all the title elements contained within the TS2_ InfoBar2 script, as well as their type and role.

| Name: | Type: | Role: |
|---|---|---|
| Main | Caption | Service element |
| Background | AnimLogo | Displaying background image |
| Logo | AnimLogo | Displaying the logotype |
| Time | Caption | Displaying time |
| Weather | Caption | Displaying temperature |
| Header0, Header1, Header2 | Caption | Displaying news group titles |
| Text0, Text1, Text2 | Caption | Displaying news text |
| Bullet1, Bullet2 | Image | Displaying icons – both elements use the same image file |

#### 3.2. Size and placement

When the script starts, some of the title elements are automatically assigned the size and placement of another element:

● the Header1 and Header2 elements will be assigned the parameters of the Header0 element;
● the Text1 and Text2 elements will be assigned the parameters of the Text0 element.

The rest of the TS2_InfoBar2 script elements can have their parameters assigned individually.

## 4. General procedure of object usage

1. Preliminary preparation:

   Before setting up the TS2_InfoBar2 script object it is necessary to prepare the following files:
   - a task file for the script (see the «2. Data source for the scripted object» paragraph);
   - a style file for the message text (*.efc). For instructions on creating a file with a style collection, see the «ForwardTitling. Graphic Editor» user's guide;
   - graphical file with background image;
   - if necessary:
     - temperature data text file;
     - graphical file with icon image;
     - graphical or video file with logotype.

2. In the FDTitleDesigner program create a new title project or open a previously created one that needs the TS2_InfoBar2 title script to be added.

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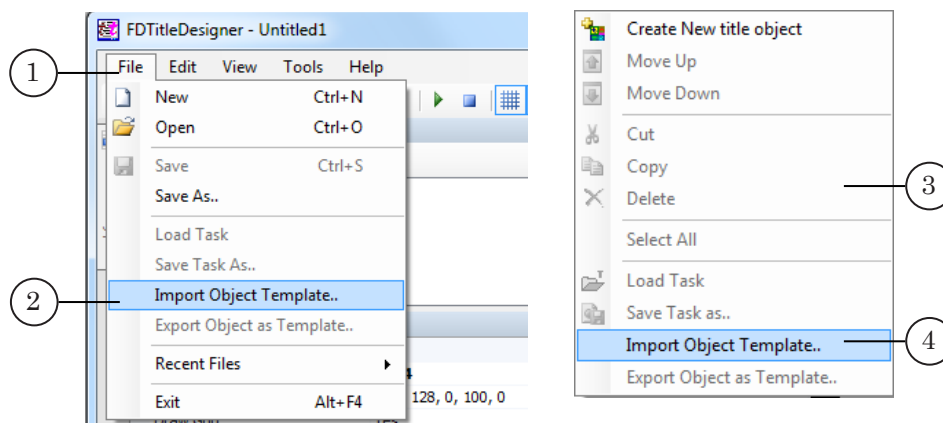


4. In the opened window select the TS2_InfoBar2.SLTitleTmpl file (5) and press Open (6).
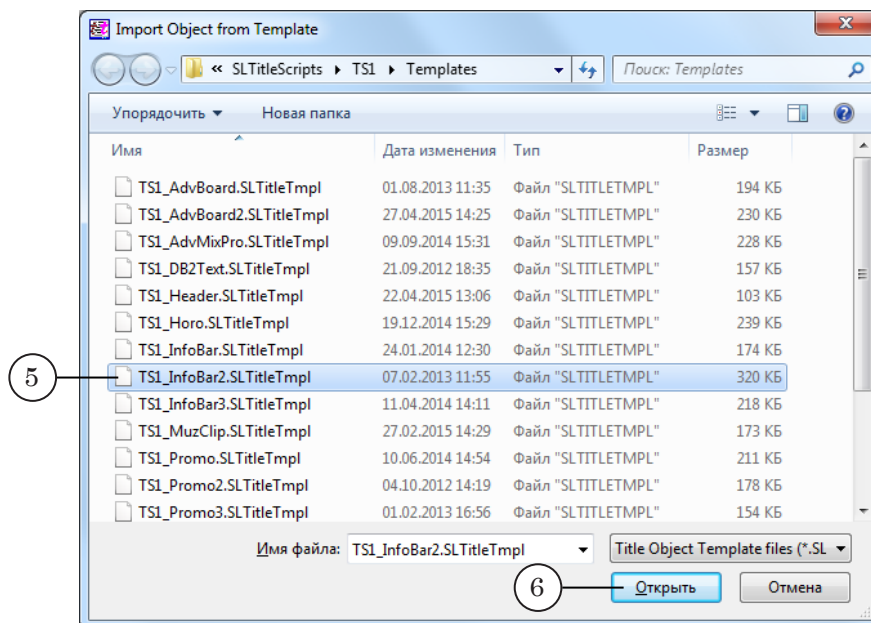
5. The title object with the TS2_InfoBar2 script will be imported into your project:

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

✔ **Important:** After importing the title object the notification will open regardless of whether or not your computer contains the licenses to use the title library.

- in the Object Tree window the imported TS2_InfoBar2 object with all its elements will be displayed;
- the title elements contained within the TS2_InfoBar2 script object will be displayed on the working area. Immediately after the import all of the title elements will have their size and placement (8) set according to the template.
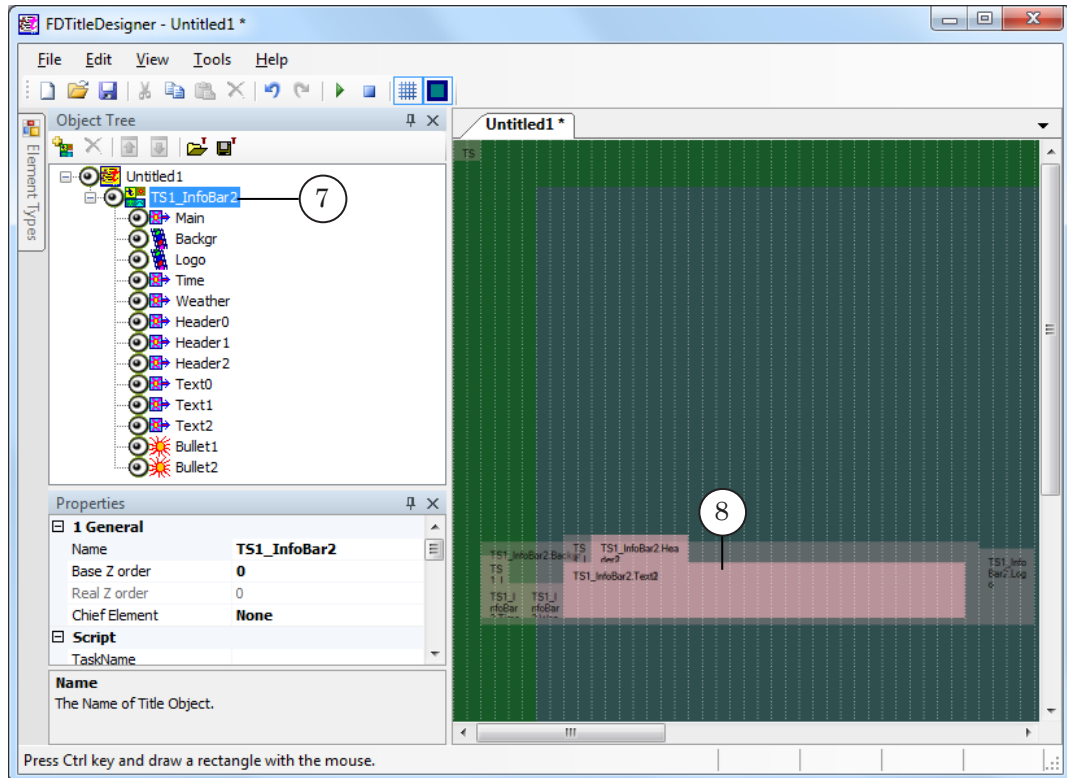
✔ **Important:** You cannot change the content, type or names of the title elements contained within the script.
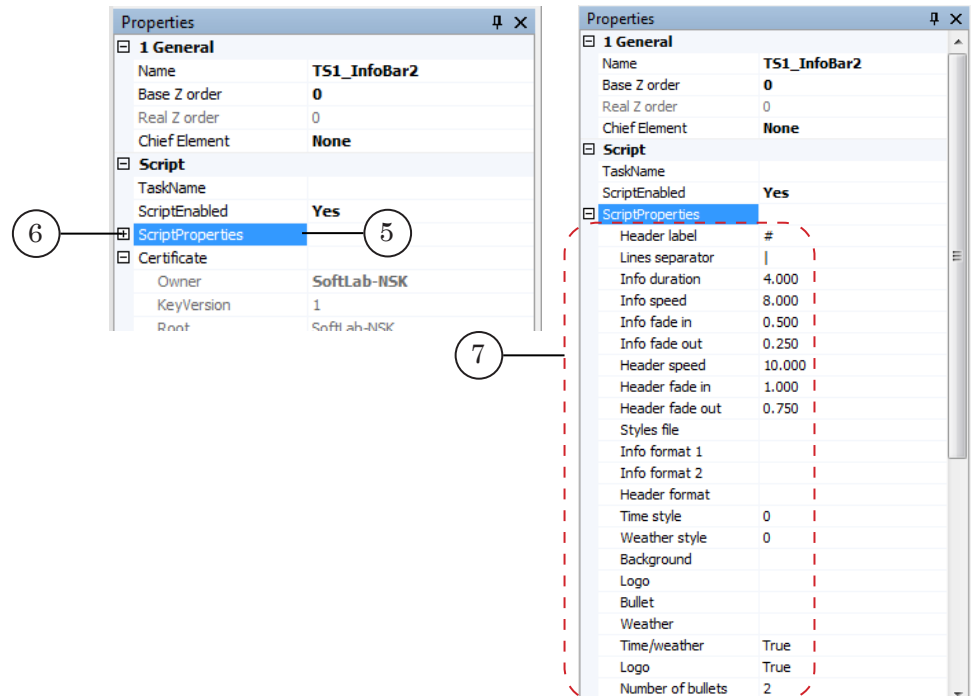
You can change the name of the title object containing the script.

6. To start setting up the script parameters, in the Object Tree window (1) click on the name of the TS2_InfoBar2 object (2).
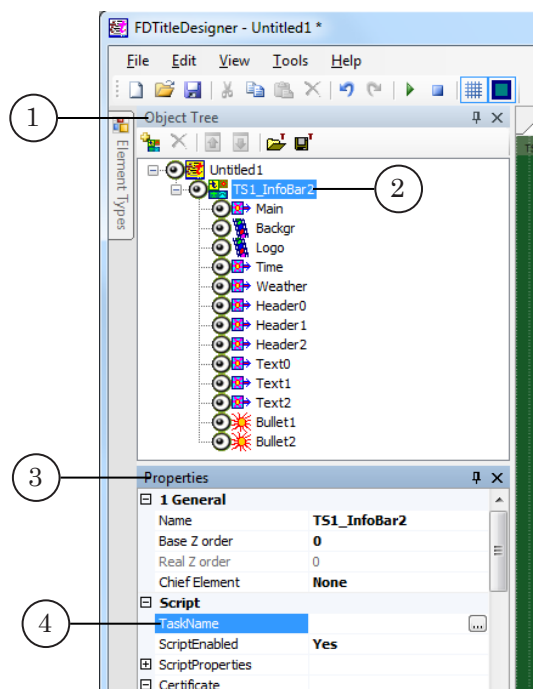
7. In the Properties window (3), TaskName line (4) fill in the full path to the task file of the script.

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

9. Set up the script parameters:
   - Header label – symbol used to mark lines with titles;
   - Lines separator – symbol used to separate news text into two parts;
   - Info duration – duration of one news text display (seconds);
   - Info speed – speed of news text entry/exit (pixels per frame);
   - Info fade in – how long it takes the news text to appear onscreen (seconds);
   - Info fade out – how long it takes the news text to disappear from the screen (seconds);
   - Header speed – speed of news group title entry/exit (pixels per frame);
   - Header fade in – how long it takes the title to appear on the screen (seconds);
   - Header fade out – how long it takes the title to disappear from the screen (seconds);
   - Styles file – full path to the style collection file (*.efc);
   - Info format 1 – a set of tags that define the format of the first part of the news text. The font style is defined by the <st N> tag, where N is the index of the desired style in the style collection. For more information on tags, see the «FDTitleDesigner. Title Project Editor» user's guide, the «Tags of Formatting» section;

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- Info format 2 – a set of tags that define the format of the second part of the news text. The font style is defined by the <st N> tag, where N is the index of the desired style in the style collection. For more information on tags, see the «FDTitleDesigner. Title Project Editor» user's guide;
- Header format – a set of tags that define the format of the news group title. The font style is defined by the <st N> tag, where N is the index of the desired style in the style collection. For more information on tags, see the «FDTitleDesigner. Title Project Editor» user's guide;
- Time style – the style index for the time format;
- Weather style – the style index for the weather format;
- Background – full path to the background image file;
- Logo – full path to logotype file;
- Bullet – full path to the icon image file;
- Weather – full path to the temperature data file;
- Time/Weather – control over the display of the Time and Weather elements:
  - True – display;
  - False – do not display;
- Logo – control over the display of the Logotype element:
  - True – display;
  - False – do not display;
- Number of bullets – control over the Bullet0 and Bullet1 elements:
  - 0 – do not display any icons;
  - 1 – display only the Bullet0 element;
  - 2 – display both elements.

10. Set the size and placement of the title elements:
- Main – service element, its size and placement do not matter;
- the Text1 and Text2 elements will be assigned the parameters of the Text0 element, so only the Text0 parameters need to be set up;
- the Header1 and Header2 elements will be assigned the parameters of the Header0 element, so only the Header0 parameters need to be set up.

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

12. Save the project.

## 5. Preview

You can preview the work of the title object with the TS2_InfoBar2 in the FDTitleDesigner window using the preview mode.

1.  Set up the script object (see the «4. General procedure of object usage»).

2.  To start the preview, press Start preview (1).

3.  To stop the preview, press Stop preview (2).
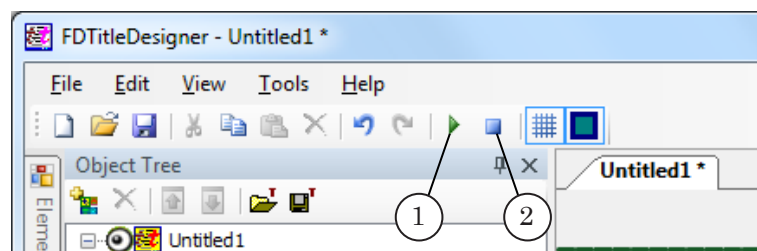
## TS2_InfoBar3 – news feed display (simplified version of TS2_InfoBar2)

### 1. Purpose

The TS2_InfoBar3 script is designed to display a news feed onscreen and is a simplified modification of the TS2_InfoBar2 script.



Using the TS2_InfoBar3 script you can display the following elements simultaneously:

- news group title (1);
- news text (2);
- icon (3) that blinks when the news group title changes;
- background image (shared for all script elements).



The placement of the elements is determined by the user.

The basis of the work of the script:

- the script reads the news text from a specially prepared text file and cyclically displays them (to see a description of the file structure see «2. Data source for the scripted object» subsection);
- a news group title is displayed for the duration of the whole group;
- news group titles change by sliding in/out to the right;
- news texts are displayed for a set amount of time;
- news texts change by sliding up;
- the background is constant;
- the icon is constant, but blinks when the news group title changes.

✔ **Important:** When uploading a task the script reads the file, saves a copy of the file, and works with the copy. As such, changing the task file does not affect the script's copy until you reload the task.

## 2. Data source for the scripted object

The source of data for TS2_InfoBar3 script is a task (text) file (*.txt).

The file contains lines of two kinds:

- news group titles;
- news text.

The general appearance of the task file is as such:

#News_group_title_1

News_Text_1_Part_1

News_Text_2_Part_1

….

#News_group_title_2

News_Text_1_Part_1

News_Text_2_Part_1


The group title lines must have the following structure:

`#` `Title`

where:

- `#` is a symbol set in the Title marker parameter of the script. By default the marker is set as #;
- `Title` – the title text.

✔ **Important:** All spaces between the marker (#) and the title text will be ignored when displaying the title.


All of the news texts after the title line will be part of the same group.

The following image shows an example task file opened in Notepad.
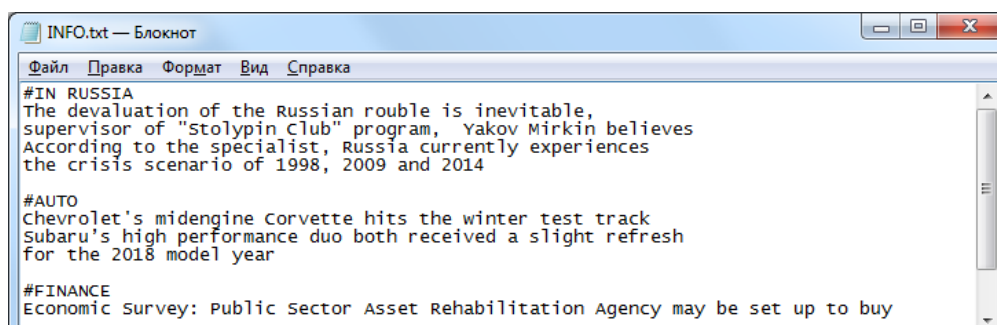
### 3. Title elements of the object

#### 3.1. List of elements

The table lists all the title elements contained within the TS2_InfoBar3 script, as well as their type and role.

| Name: | Type: | Role: |
|---|---|---|
| Main | Caption | Service element |
| Background | AnimLogo | Displaying background image |
| Header0, Header1, Header2 | Caption | Displaying news group titles |
| Text0, Text1, Text2 | Caption | Displaying news text |
| Bullet | Image | Displaying icon |

#### 3.2. Size and placement

When the script starts, some of the title elements are automatically assigned the size and placement of another element:

- the Header1 and Header2 elements will be assigned the parameters of the Header0 element;
- the Text1 and Text2 elements will be assigned the parameters of the Text0 element.

The rest of the TS2_InfoBar3 script elements can have their parameters assigned individually.

### 4. General procedure of object usage

1. Preliminary preparation:
   - a task file for the script;
   - a style file for the title text (*.efc). For instructions on creating a file with a style collection, see the «ForwardTitling. Graphic Editor» user's guide;
   - graphical file with background image;
   - graphical file with icon image.

2. In the FDTitleDesigner program create a new title project or open a previously created one that needs the TS2_InfoBar3 script to be added.

3. To import a title object with a script into the project, in the File menu (1) select Import Object Template command (2) or open the context menu (3) right-clicking on the FDTitleDesigner Object Tree panel and select the Import Object Template command (4).
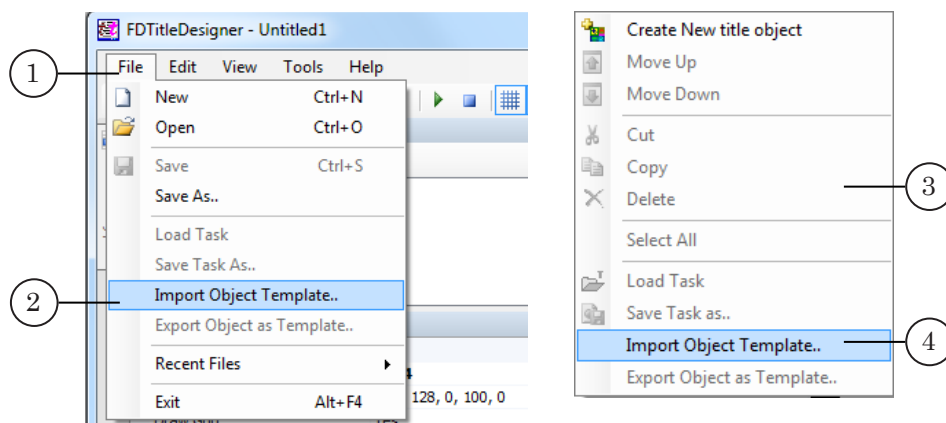
4.  In the opened window select the TS2_InfoBar3.SLTitleTmpl
    file (5) and press Open (6).
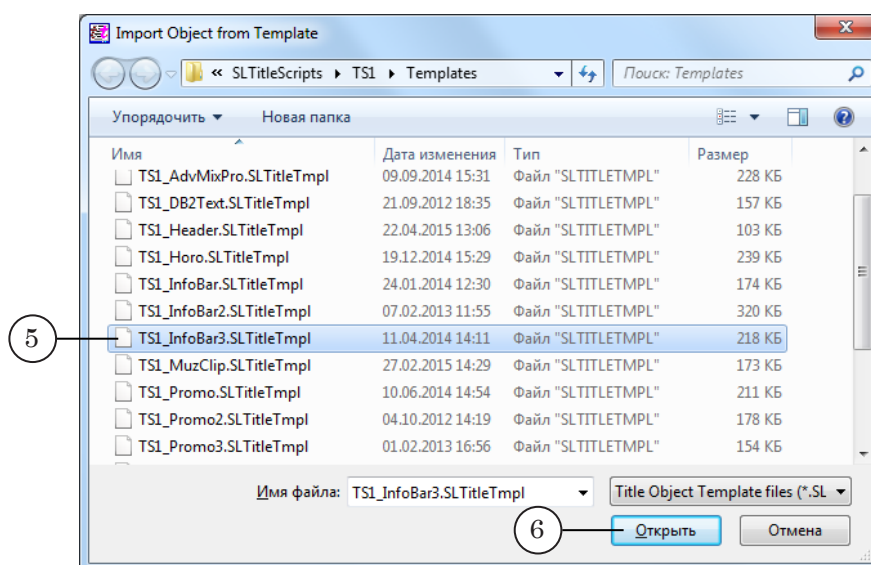


5.  The title object with the TS2_InfoBar3 script will be imported
    into your project:

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

✔ **Important:** After importing the title object the notification will open
regardless of whether or not your computer contains the
licenses to use the title library.

    - in the Object Tree window the imported TS2_InfoBar3
      object with all its elements will be displayed;

    the title elements contained within the TS2_InfoBar3 script
    object will be displayed on the working area. Immediately
    after the import all of the title elements will have their size
    and placement (8) set according to the template.
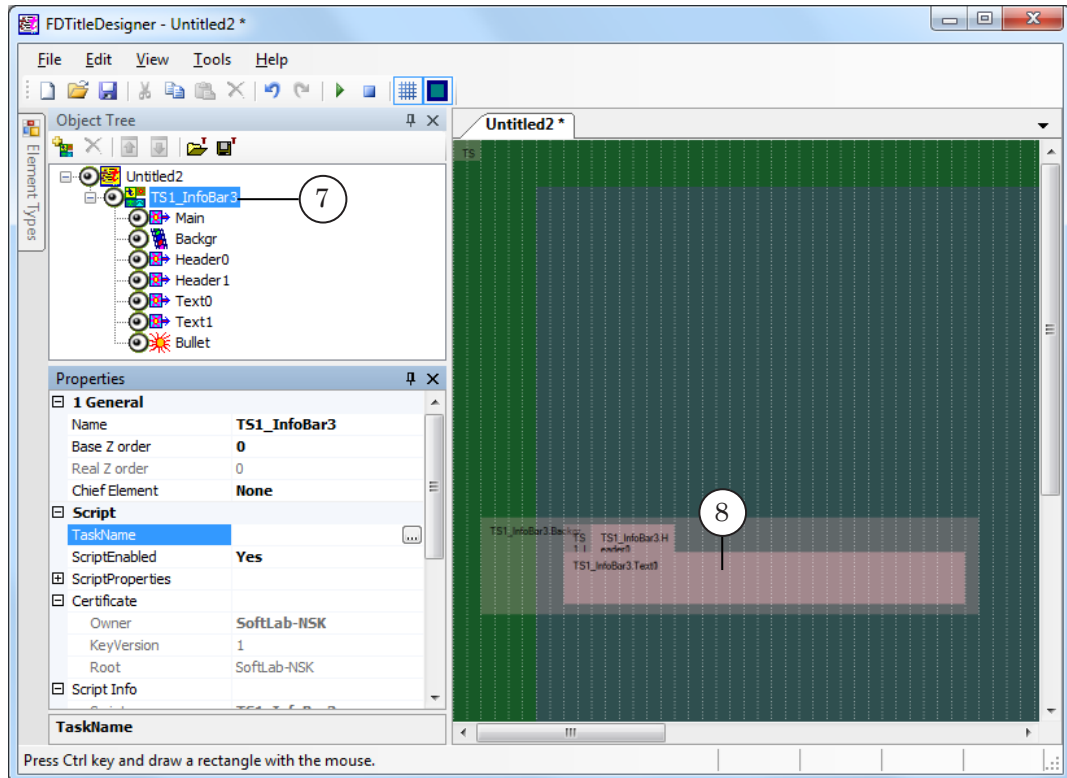
✔ **Important:** You cannot change the content, type or names of the title elements contained within the script.

You can change the name of the title object containing the script.
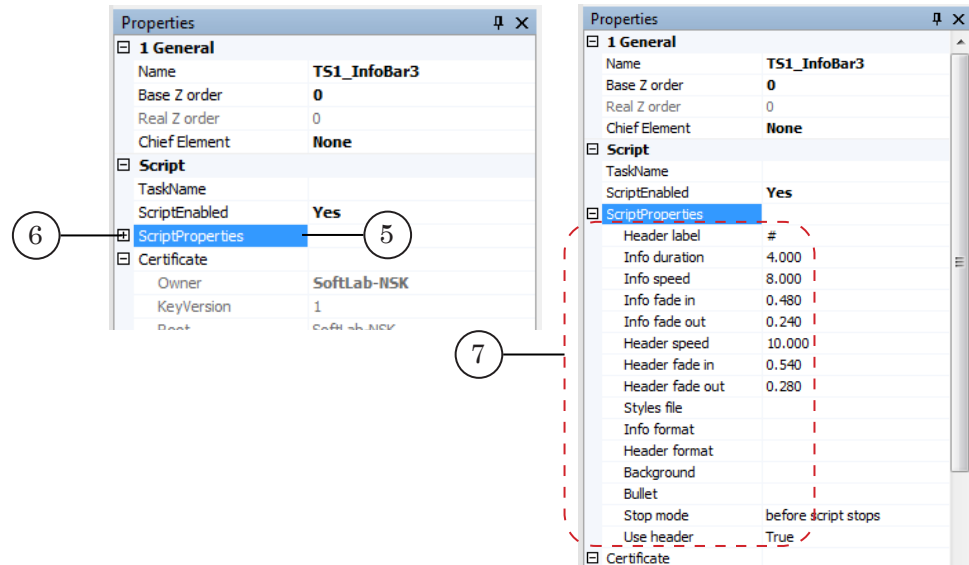
6. To start setting up the script parameters, in the Object Tree window (1) click on the name of the TS2_InfoBar3 object (2).
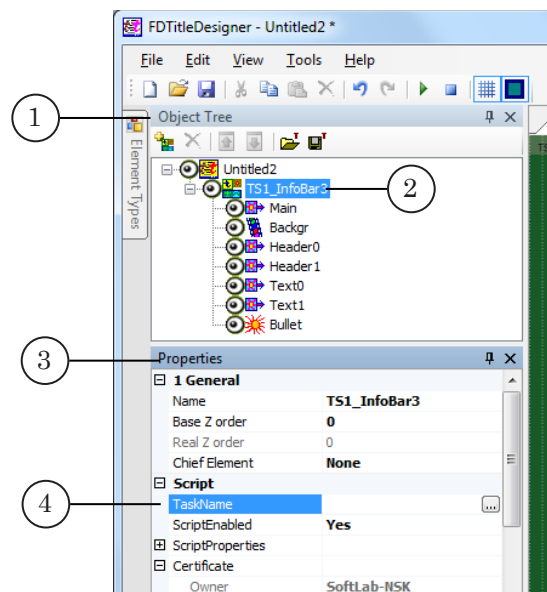


7. In the Properties window (3), TaskName line (4) fill in the full path to the task file.

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



9. Set up the script parameters:

- Header label – symbol used to mark lines with titles;
- Info duration – duration of one news text display (seconds);
- Info speed – speed of news text entry/exit (pixels per frame);
- Info fade in – how long it takes the news text to appear onscreen (seconds);
- Info fade out – how long it takes the news text to disappear from the screen (seconds);
- Header speed – speed of news group title entry/exit (pixels per frame);
- Header fade in – how long it takes the title to appear onscreen (seconds);
- Header fade out – how long it takes the title to disappear from the screen (seconds);
- Styles file – full path to the style collection file (*.efc);
- Info format – a set of tags that define the format of the first part of the news text. The font style is defined by the <st N> tag, where N is the index of the desired style in the style collection. For more information on tags, see the «FDTitleDesigner. Title Project Editor» user's guide, the «Tags of Formatting» section;
- Header format – a set of tags (defined by the user) that define the format of the news group title. The font style is defined by the <st N> tag, where N is the index of the desired style in the style collection. For more information on tags, see the «FDTitleDesigner. Title Project Editor» user's guide, the «Tags of Formatting» section;
- Background – full path to the background image file;

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- Stop mode – ads stop behavior:
    - before script stops – ads stops before a sheduled script stop (0 – default);
    - at script stop – ads stops with script;
    - after script stops – ads stops after sheduled script stop.
- Use Header – control over the display of the header:
    - True – display;
    - False – do not display.

10. Set the size and placement of the title elements:
    - Main – service element, its size and placement do not matter;
    - the Text1 and Text2 elements will be assigned the parameters of the Text0 element, so only the Text0 parameters need to be set up;
    - the Header1 and Header2 elements will be assigned the parameters of the Header0 element, so only the Header0 parameters need to be set up.

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

12. Save the project.

## 5. Preview

You can preview the work of the title object with the TS2_InfoBar3 in the FDTitleDesigner window using the preview mode.

1. Set up the script object (see the «4. General procedure of object usage» paragraph).

2. To start the preview, press Start preview (1).

3. To stop the preview, press Stop preview (2).
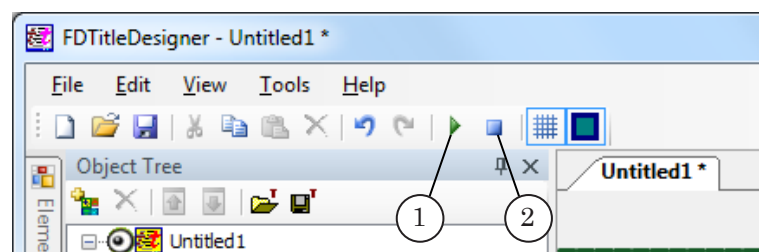
# Useful Links

**ForwardT Software set: description, download, documentation, solutions**

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

**Support**

e-mail: forward@softlab.tv

forward@sl.iae.nsk.su

forward@softlab-nsk.com

**Forum**

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

**Documentation for more information:**

1. Open source scripted objects. TSF – free library of the open source scripted objects

2. Closed source scripted title objects. TS1 – paid library of the closed source scripted title objects

4. FDTitle Designer. Title Project Editor

5. FDPreview. Program for Previewing of Audio and Video on Boards Inputs/Outputs

6. FDOnAir. Additional Sections

7. FDOnAir Commands. Broadcast Automation

8. Trim Editor. Information on Audio/Video Files, Selecting Fragments, Editing SLIni Files

9. RollCrawl Title element. Creating a region and style collection