

Open source scripted objects



TSF – free library of the open source
scripted objects

Revision as of April 27, 2017

User's Guide



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- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
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Introduction

You can add scripted title object to your title projects created to be broadcasted using ForwardT Software. Scripted title objects are title objects controlled by a script: special program code.

Scripted title objects are intended to solve problems that can't be solved using simple title objects and elements or that can be solved this way but it requires too much additional settings.

Script is a part of title object. When working, script may use data received from other programs, e.g., duration and name of a video file being reproduced in FDO nAir.

SoftLab-NSK has developed and is glad to propose you to use scripted objects of two types:

- open source (distributed free);
- closed source (paid software).

This document presents information on using free scripted title objects.

You can create your own scripted title objects. For more information please contact out technical support.



General information

Scripted title objects

Scripted title objects (or scripted objects) mean title objects controlled by a script: special program code.

A scripted object includes:

- title elements (their type and quantity depend on problem to be solved);
- script – a program code written in the JScript.NET programming language.

Ready-made scripted objects are stored in template files:

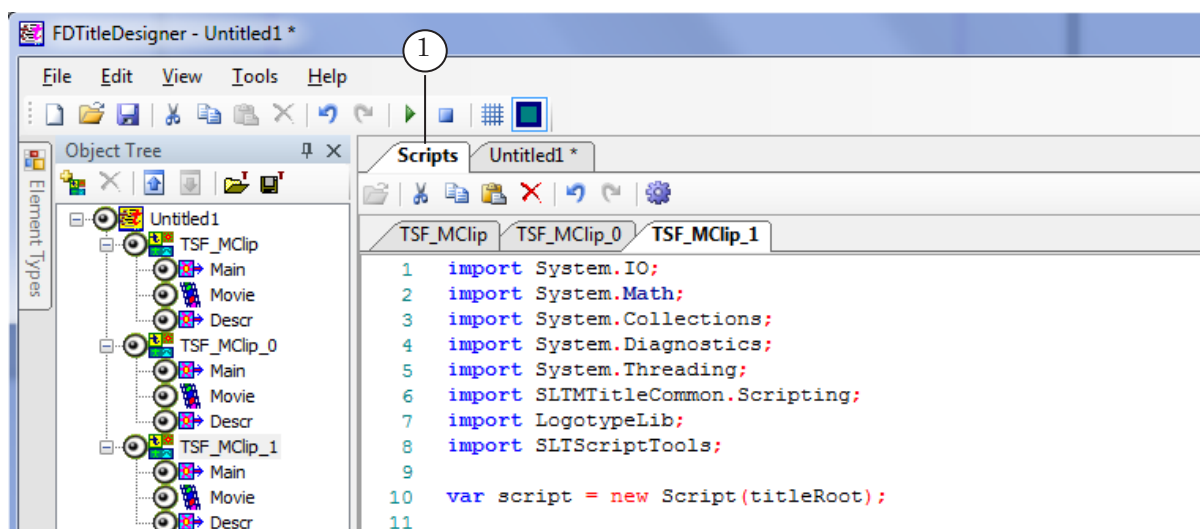
*.SLTitleTmpl files (e.g. the TSF_MClip scripted object is stored in the TSF_MClip.SLTitleTmpl template file).

To add a scripted object to your title project, load data from the corresponding template and set the object parameters. To load data and set the parameters, use FDTitleDesigner application.

When a scripted object is loaded to a title project, there is no connection between it and its template file, so the template file may be deleted or moved to another folder according to the user's discretion.

Open source scripted objects

The script code of the open source scripted objects is available for user: after the loading of a title project, the Scripts (1) tab appears in the FDTitleDesigner's window.



In the Scripts tab the script code is displayed. The user can view the code and modify it.

The open source scripted objects are stored in the TSF (Title Scripts Free) library. The table below presents open source scripted objects and their purposes.

Имя	Назначение
TSF_Age	Automation of displaying of information on age restrictions for the current TV program. The information is displayed once during video playback. The displaying starts in a period from the playback beginning specified by user
TSF_MClip	Automation of titling for musical video: to show information on musical video during its playing back. Titles are shown twice during the musical video playing back: at the beginning and at the end
TSF_AdvMix, TSF_AdvMixPS, TSF_AdvMixPS2	Displaying on a specified screen area ads of different types: video, images, scrolling text. Scripted objects differ in their ways of scrolling text displaying
TSF_Announce	Displaying of announcement on the next video (program). The announcement is displayed once during the video playing back
TSF_IU	Works in the same way as the FDImageUpdater program and is intended for displaying images with information received from different sources
TSF_MovieList	Works in the same way as the MovieList title element, but has some additional features
TSF_RollCrawl	Works in the same way as the RollCrawl title element, but has some additional features
TSF_CaptionPro	Works in the same way as the Caption title element, but has some additional features
TSF_AdCountDown	Displaying of countdown timer until the end of the advertisement

You can download for free a set of templates of the TSF scripted objects library as a ZIP archive from SoftLab-NSK web-site (at the «Download» section).



Closed source scripted objects

In closed source scripted objects the source code of the script is not available for user. Such objects are distributed for a fee as a library.

The table below presents closed source scripted objects included in the TS1 (Title Scripts 1) library, and their purposes.

Имя	Назначение
TS1_MuzClip	Automation of titling for musical videos: to show information on musical video during its playing back. Titles are shown twice during the musical video playing back: at the beginning and at the end
TS1_Header	Displaying of titled groups of scrolling text: the header of the group of scrolling text ads is displayed during playing back this group
TS1_Promo	Displaying of required text (caption) when broadcasting a specified video, e.g. details of the current program. The caption displaying starts in a period after the beginning of the program and ends the same period before its end. Time indentations are to be specified by user
TS1_Promo2	Displaying of announcement on next video (program). The announcement is displayed once during the video playing back
TS1_RollCrawlPro	Displaying of ads, split to three parts: main text, first and second additional texts. Each part is displayed on different screen areas, specified by user
TS1_RollCrawlPro2	Displaying of ads consisting of scrolling text and two additional texts, displayed on a different screen areas, specified by user
TS1_AdvMixPro	Displaying of ads of different types (images, videos, scrolling texts) with an ability to display additional information on two separate areas
TS1_TVGuide	Sequential displaying of program guide for subsequent several hours for different channels
TS1_Horo	Displaying of horoscope for different signs of the zodiac
TS1_DB2Text	Displaying of ads text of which is read automatically from a database
TS1_InfoBar	Displaying of one-line news feed
TS1_InfoBar2	Displaying of news feed. For each news item its subject (header) and text consisting of two lines (each line can have its specific formatting) are displayed. It is possible to display information on current time and air temperature
TS1_InfoBar3	Displaying of news feed. For each news item its subject (header) and text are displayed. This script is a simplified version of the TS1_InfoBar2 scripted object
TS1_SMSCrawl	Displaying of SMS as a scrolling text
TS1_SubTitles	Automation of subtitles displaying



For more information on the TS1 library see the «Closed source scripted title objects. TS1 – a library of paid scripted title objects» User’s Guide.

✓ **Important:** To play back in FDO nAir title projects containing closed source scripted objects on the board you need to have a license for using the relevant library of scripted objects.

To play back in FDO nAir title projects without using the board (in SLTitlePreview window) you don’t need the license.

You can set title projects containing paid scripted object in FDTitleDesigner on any computer regardless of whether there is the license or not.

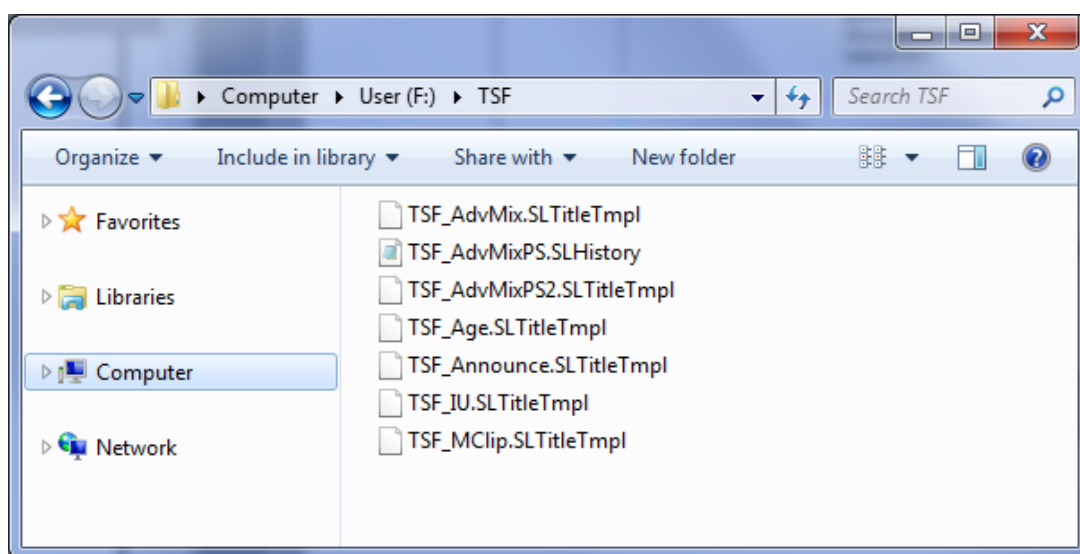
When loading title projects containing closed source scripted objects to the FDTitleDesigner program regardless of whether there is the license or not a warning message appears.

Loading of scripted objects to a title project

The scripted object library is a set of files with the *.SLTitleTmpl extension, which names correspond to the scripted object names, e.g., the TSF_AdvMix scripted object is stored in the TSF_AdvMixPro.SLTitleTmpl file.

Note: Files with the *.SLTitleTmpl extension are so-called template files. Template files may contain regular title objects as well as scripted title objects.

The picture below presents a folder containing template files of the scripted title objects from the TSF library.








To load a scripted title object to a title project, load the template of needed scripted object and configure it.

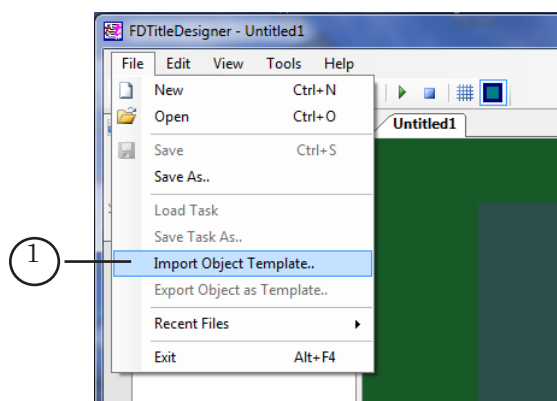
To do so:

1. Download to your computer the library of scripted objects from SoftLab-NSK website (the Download section > Forward T Products > TSF – Free library of scripted title objects) and unarchive it.

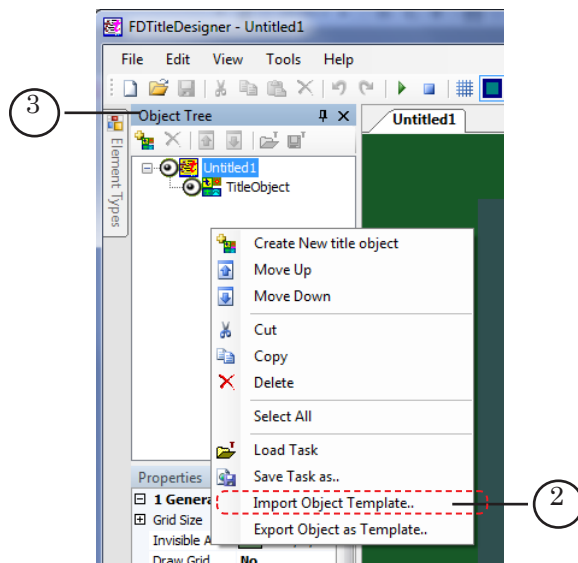
Others

Resource for downloading	Comments	Download
 ForwardTxFreeTools	Separate installer for the following programs: <ul style="list-style-type: none">• ImageUpdater• SLAutoMPEGIndexer• SLAudioNormalizer• SLFileCleaner• SLLogViewer• SLAutoAVITypeChanger Allows working distantly, without installing of the whole Forward T or Forward TS software set	 7.6M
 Video codecs set	Separate installer of all SoftLab-NSK video codecs for 32-bit and 64-bit OS	 2.5M

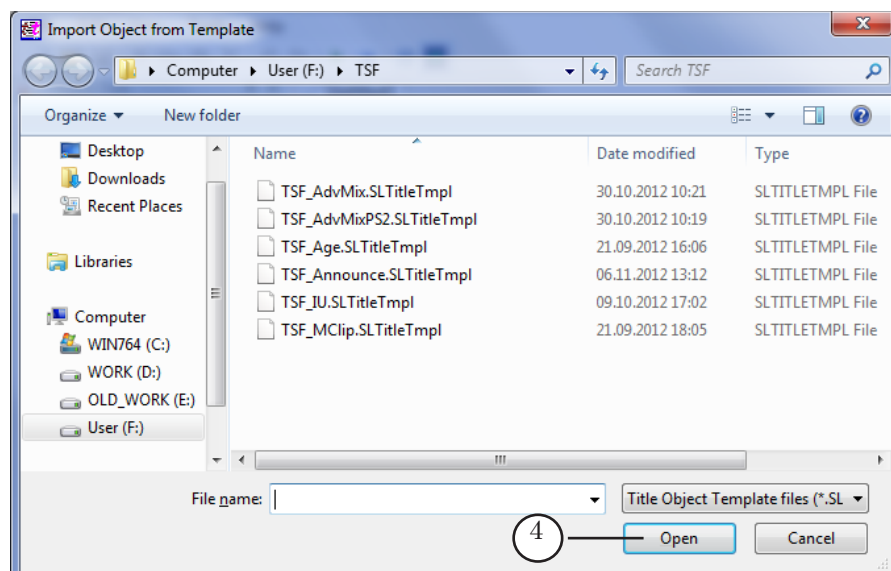
2. In FDTitleDesigner open or create the title project where you need to add the scripted title object.
3. To load the scripted object from the template, click File > Import Object Template... (1).



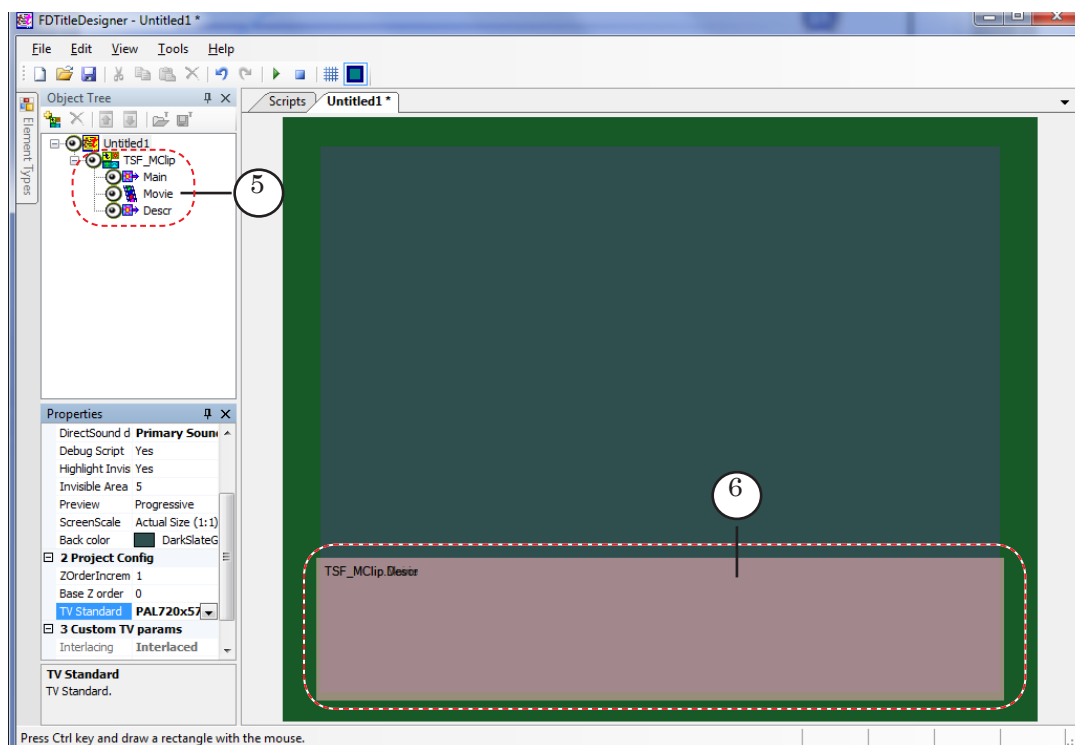
You can also use the Import Object Template... command from the context menu (2) right-clicking on the Object Tree panel.



4. In the Import Object Template... window that opens select the template file you need and click Open (4).



5. The scripted title object will be loaded to your title project:
 - in the working area of the project the title elements of the scripted object are displayed (5). The title elements have the size and location specified in the template;
 - in the Object tree window the added scripted object and its title elements are displayed (6).



6. The scripted object is loaded and ready to be configured. You can find more information on how to configure the scripted object below in this User's Guide.

When a scripted object is loaded to a title project, there is no connection between it and its template file, so the template file may be deleted or moved to another folder according to the user's discretion.

Data source for script

When working, script controls task loading to the scripted object's title elements. Script receives information on what data needs to be loaded from a source of data for script specified by user.

Scripts developed by SoftLab-NSK can use as source:

- task file. Usually, it is a text file (*.txt file);
- FDOAir schedule comments.

Some scripts can use both types of data source, others only one.

If script is able to work with data sources of both types, when working, it can only appeal to one source – read either FDOAir schedule comments or task file. It is necessary to specify the type of source to be used. If you need to use both types at the same time, add to your title project two scripted objects of the



same name and configure one of them for working with task file and another with schedule comments.

Data sources for script are to be prepared by user. This document presents information about writing lines in task file and comments text for different scripts.

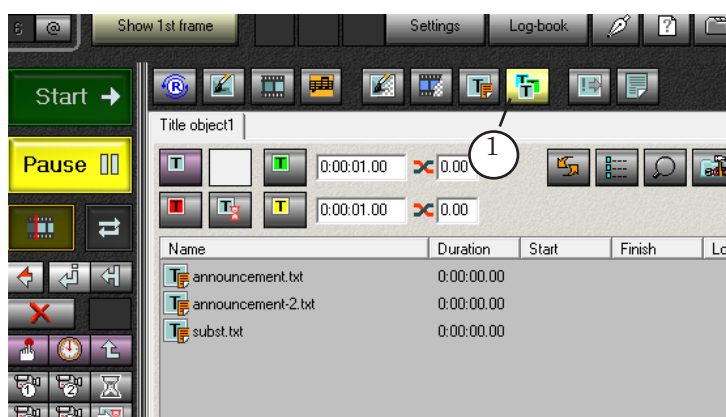
Change of the task being executed by the scripted object in FDO nAir

In FDO nAir you can change the task being executed by the scripted object.

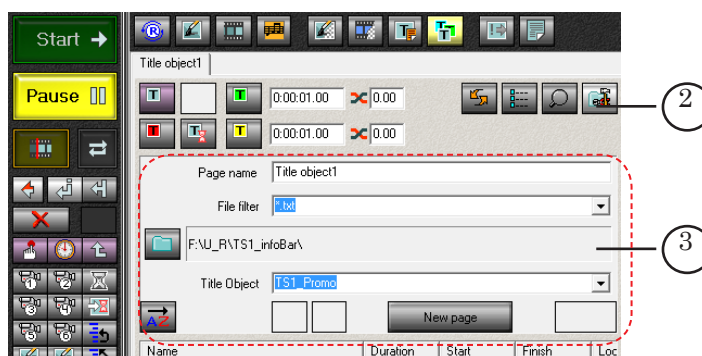
The task of the scripted title object can be changed automatically according to the schedule or interactively by pressing a button (as for regular title objects).

To do so:

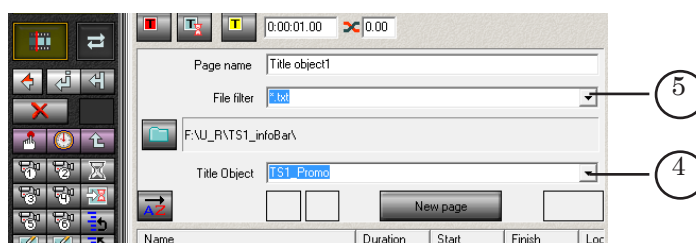
1. Prepare your task file for the scripted object.
2. Load the title project containing the scripted object to FDO nAir.
3. Configure the file page for the required title object:
 1. Open the Title objects file page pressing the button (1).



2. On the file page press the Customize button (2) – the elements for setting the folder properties appear in the window (3).

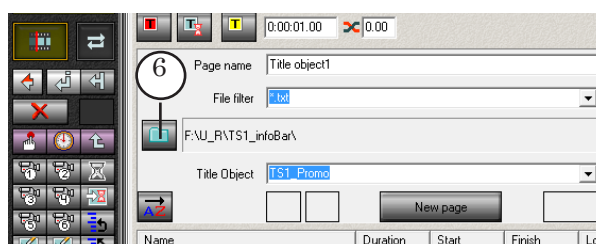


3. In the Title Object list (4) select the title object for which you want to change a task.

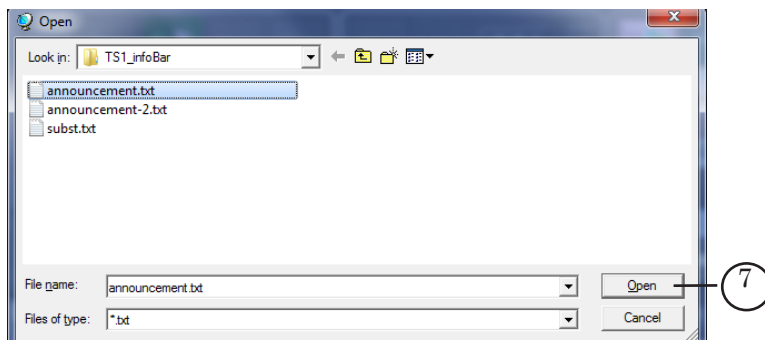


4. Pay attention to which filter is displayed in the File filter line (5). If necessary, select the required filter in the list. E.g. *.txt. For more information on the task file type, see the description of the appropriate scripted object.

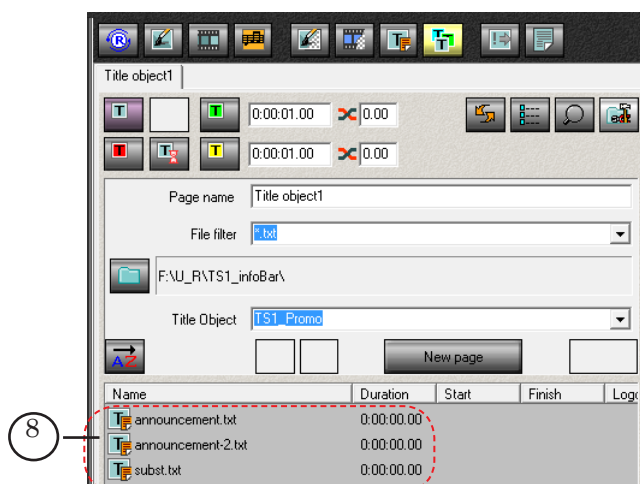
5. Specify the folder, where the task file is stored: to do so, click Set folder (6).



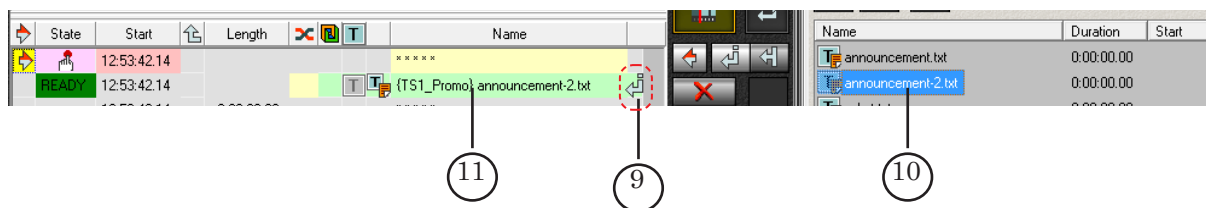
6. In the window that opens select the folder containing task file(s). To close the window, left-click on task file and click Open (7).



7. The list of the files (8) with the extension that corresponds to the extension specified on the File filter is displayed on the file page.



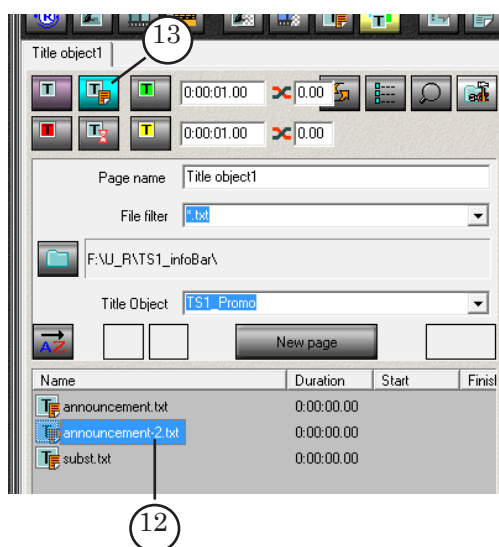
4. To add to the schedule a command to change a task, do the following:
 1. In the FDOOnAir schedule place the cursor to the required line (9).



2. On the Title objects file page, double-click on the name of the task file you need to load (10). The command for loading of the selected file to the specified title object will be added to the schedule (11).



5. To change a task by pressing on a button, do the following:
 1. On the file page, left-click on the name of the task file you need to load to the scripted object (12).



2. Press on the Load object task immediately button (13): the selected task will be immediately loaded to the scripted object.

✓ **Important:** The Load the task immediately button becomes clickable only after selecting a task file. If you have not selected any task file, the button is not clickable.

Preview

1. General information

A way of previewing scripted object's work depends on whether the script uses during its work data received from FDO nAir or not.

- if during its work the script uses data received from FDO nAir, you can preview its work by starting the operation of your schedule in FDO nAir. You can use for previewing one of the following programs:
 - FDPreview, intended for previewing audio and video on the board's input/output;
 - SLTitlePreview, intended for previewing audio and video from FDO nAir output without using a board.



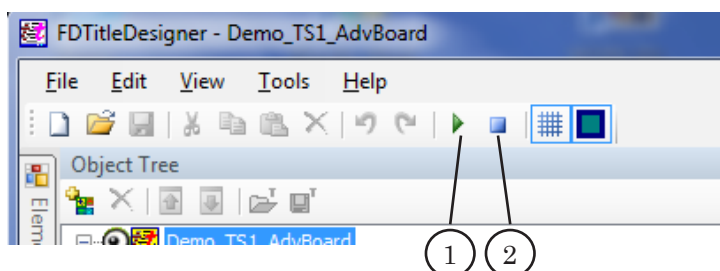
- if during its work the script does not use data received from FDO nAir, you can preview its work in FDTitleDesigner window.

2. Preview in FDTitleDesigner

In FDTitleDesigner window you can preview only work of scripted objects that do not use data received from FDO nAir.

To do so:

1. Configure the scripted object.
2. To start the preview, click Start Preview (1).

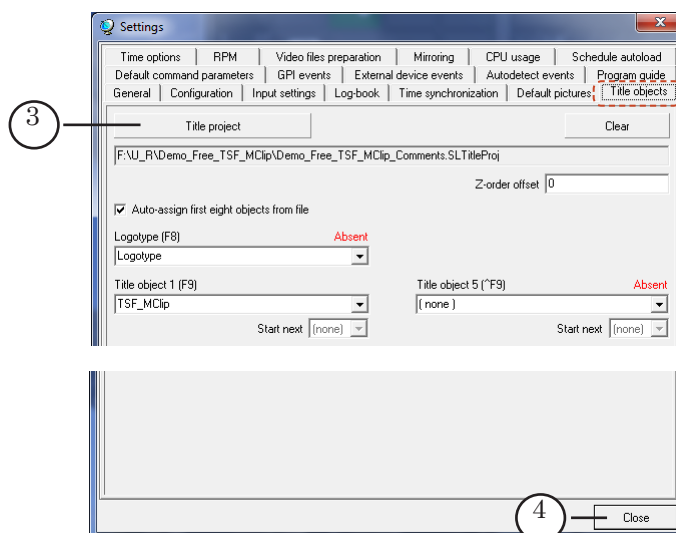


3. To stop the preview, click Stop Preview (2).

3. Preview in FDPreview window (using the board)

To do so:

1. Using FDTitleDesigner, prepare your title project containing scripted title object.
2. Launch FDO nAir.
3. Create a schedule in FDO nAir:
 - if you use schedule comments as a task for script, add comments to your schedule;
 - if the scripted object you want to preview is intended for titling of concrete videos, add to your schedule commands for playing back necessary video files.
4. Load your title project containing scripted object to FDO nAir:
 - in the Settings window on the Title objects tab click the Title project button (3);



- in the dialog window that opens specify prepared title project;
- close the Settings window by clicking the Close button (4).

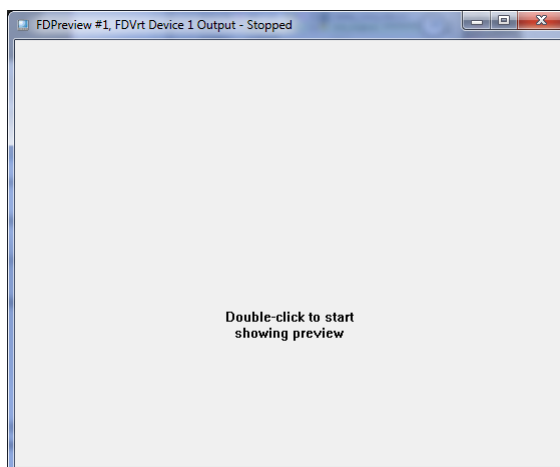
5. In the main window of FDO nAir enable displaying of titles pressing F7 (5);



6. Enable scripted title object. You can choose one of two ways to do so:
- using the button for enabling/disabling title objects to which required title object is assigned (6);
 - adding to the schedule command for enabling a title object (7).



7. Launch FDPReview. You can launch it using menu Start > ForwardT Software > Tools > FDPReview.



If necessary, configure the program.

8. In FDOOnAir launch the schedule execution.
9. In FDPReview launch preview.



For more information on working with FDPReview see the [«FDPReview. Program for Previewing of Audio and Video on Boards Inputs/Outputs» User's Guide](#).

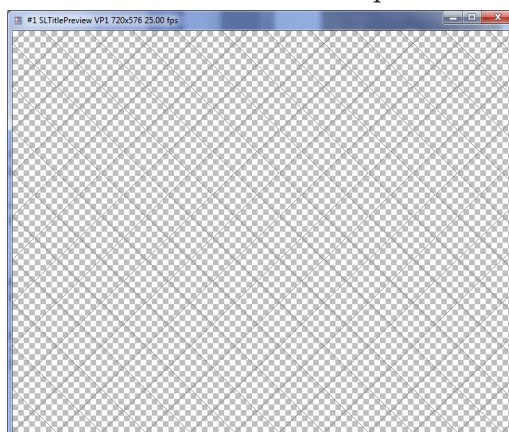


4. Preview in window of SLTitlePreview (without board)

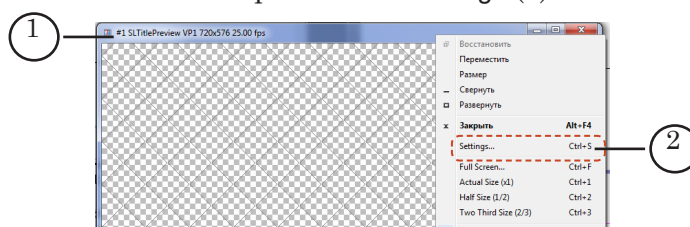
To do so:

1. Using FDTitleDesigner, prepare your title project containing scripted title object.
2. Launch SLTitlePreview, using one of these ways:
 - using menu Start: Programs > ForwardT Software > Tools > TitlePreview.
 - opening ~\SLTitlePreview\SLTitlePreview.exe, where ~ denotes the full path to the folder where ForwardT Software is installed.

SLTitlePreview's window opens.



3. If necessary, configure the SLTitlePreview program: left-click on the program window's header (1) and in the context menu that opens select Settings (2).



In the window that opens make necessary settings. For more information on working with SLTitlePreview see the «Viewing Data on the Computer Monitor» section in the «[FDOnAir. Additional Sections](#)» User's Guide.

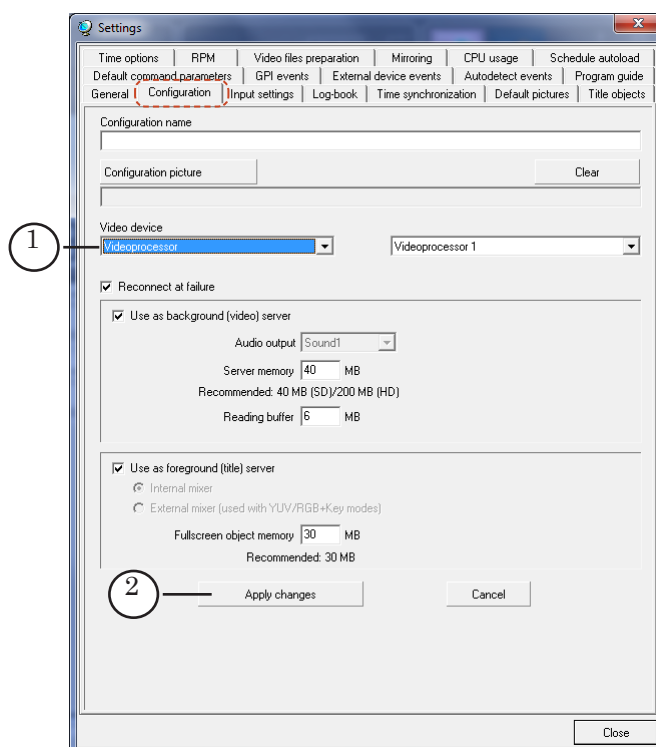
4. Launch FDOAir.

✓ **Important:** Launch FDOAir after launching SLTitlePreview. However, when you finish working first close FDOAir and then SLTitlePreview.

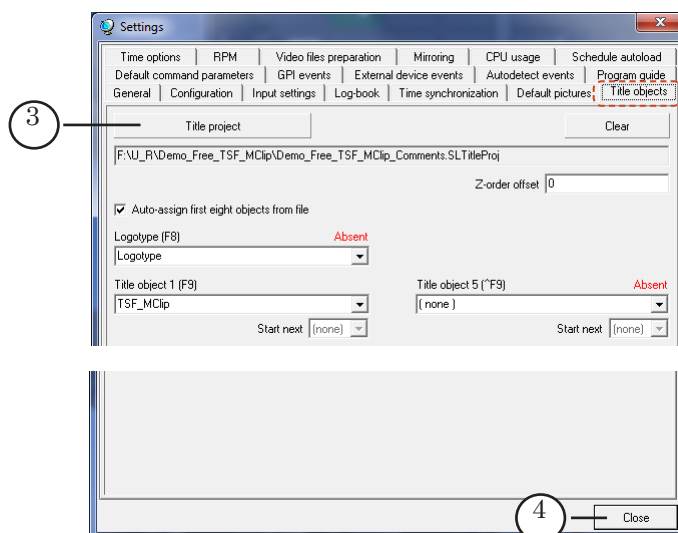


5. In FDO nAir in the Settings window do the following:

- on the Configuration tab select the Videoprocessor as a Video device (1);



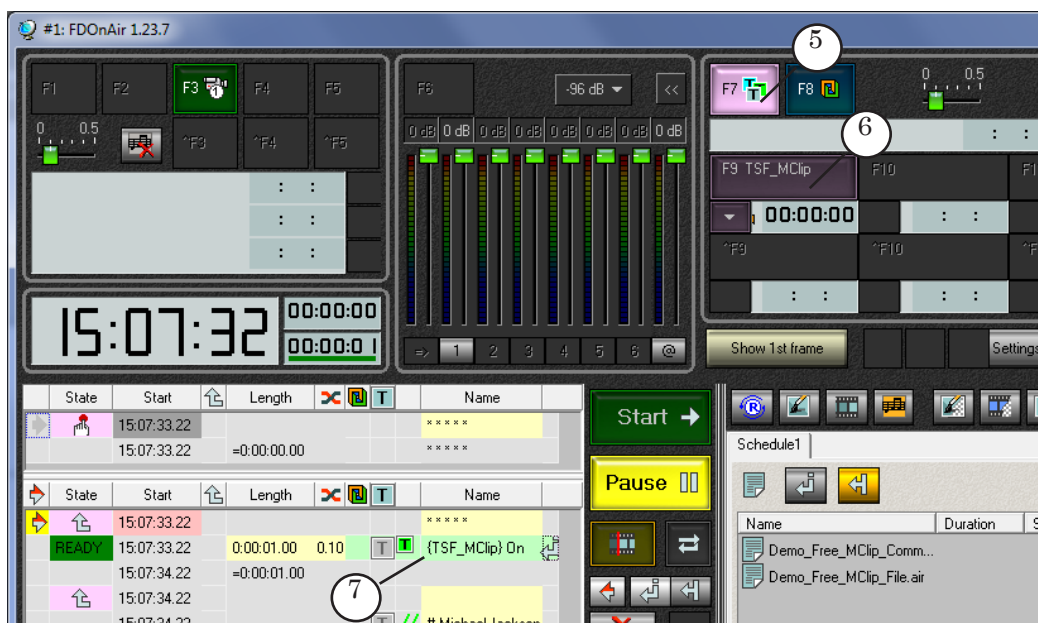
- click Apply changes (2);
- on the Title objects tab click Title project (3) and in the window that opens specify the title project you prepared;



- close the Settings window by clicking Close (4).



6. Make your schedule in FDO nAir:
 - if you use schedule comments as a task for script, add comments to your schedule;
 - if the scripted object you want to preview is intended for titling of concrete videos, add to your schedule commands for playing back necessary video files.
7. In the main window of FDO nAir enable displaying of titles pressing F7 (5);



8. Enable scripted title object. You can choose one of two ways to do so:
 - using the button for enabling/disabling title objects to which required title object is assigned (6);
 - adding to the schedule command for enabling a title object (7);
9. In FDO nAir launch the schedule execution.
10. Open the SLTitlePreview's window for previewing.

For more information on working with SLTitlePreview see the «Viewing Data on the Computer Monitor without Using an FD300 Board. The SLTitlePreview Program» section in the «[FDO nAir. Additional Sections](#)» User's Guide.



How to use scripted objects

To use scripted objects, do the following:

1. Read the instructions on using object in User's Guide.
2. Prepare files needed for setting and work of script (task file, style collection (*.efc file), etc.).
3. In FDTitleDesigner do the following:
 1. Create or open title project.
 2. Load to the title project scripted object from template.
 3. Set the scripted object.
 4. Save the title project.
4. In FDOOnAir do the following:
 1. Load the title project you prepared.
 2. Make a schedule, enable displaying of titles.
 3. Launch schedule execution.

Substitution file

In some scripted title objects you can use files for text substitution.

Files for substitution are intended to replace one text in task file to another automatically during working of the script.

File for substitution is a text file with information on replacement of one symbol combinations to another.

Each record in the file has the following format:

Input_line Separator Output_line

where:

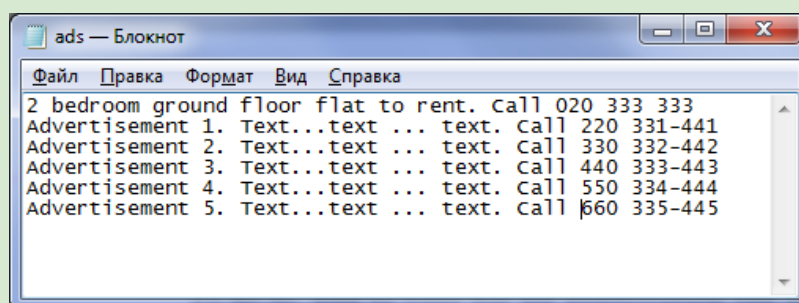
- Input_line denotes a symbol combination that has to be found in task file and replaced.
- Separator denotes a symbol indicated in script settings as the Separators parameter.
- Output_line denotes a symbol combination intended to replace the Input_line in the task file.


Each record in the file starts with a new line.

✓ **Important:** Use the same separator symbols in the task file and file for substitution intended for one scripted title object.



Example: In the task file in the text of RollCrawl before each phone number is preceded by «Call».



Using file for substitution you can replace «Call» by a picture, for example , stored in the phone.gif file.

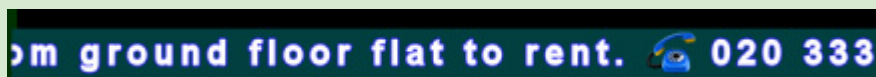
To do so, add to your file for substitution the line like this:

Call|<PC 50 phone.gif>,

where:

- Call denotes the line to be found and replaced;
- | is a separator used in the task file as well as in the file for substitution;
- <PC 50 phone.gif> denotes the line to replace. In this case, it is a tag intended to display pictures. For more information on using tags see the «Tags of Formatting» subsection in the «Types of Title Elements» section in the [«FDTitleDesigner. Title Project Editor» User's Guide](#).

The picture below presents previewing of RollCrawl in FDTitleDesigner's window.



Open source scripted title objects

TSF_Age: age restrictions displaying

1. Purpose

The TSF_Age scripted title object is intended for displaying information on age restrictions of the current TV program.



How the TSF_Age scripted title object works:

- some time before beginning of execution of next command for playing back a video (in FDO nAir schedule) the script gets information on the video file to be played back;
- the script searches a SLIni file for this video file or a common SLIni file – default.SLIni (see p. «2. SLIni file»);
 - if it can find the file and it contains the line with information on age restriction, the script reads this information and at the beginning of execution of command to play back a video, displays a logo of age restriction;
 - if there is no SLIni file or SLIni file does not contain information on age restrictions, the script does nothing;
- time of displaying of logo with information on age restrictions is to be specified by user.



Information on age restriction can be presented as:

- image;
- video;
- text.

2. SLIni file

An SLIni file is a text file with *.SLIni extension that contains video file's displaying settings (for more information see the «Video Files Playback Settings File» section in the [«FDO nAir. Additional Sections»](#) User's Guide).

For recording of information on age restrictions to SLIni file a line as follows is added:

Age = X+

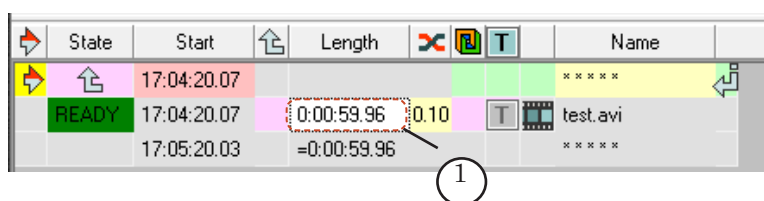
where:

- Age denotes the parameter name used for recording age restrictions;
- X+ denotes the parameter value. The value is to contain a number and «+» (without spaces), e.g., 0+, 6+, 12+, 16+, 18+.

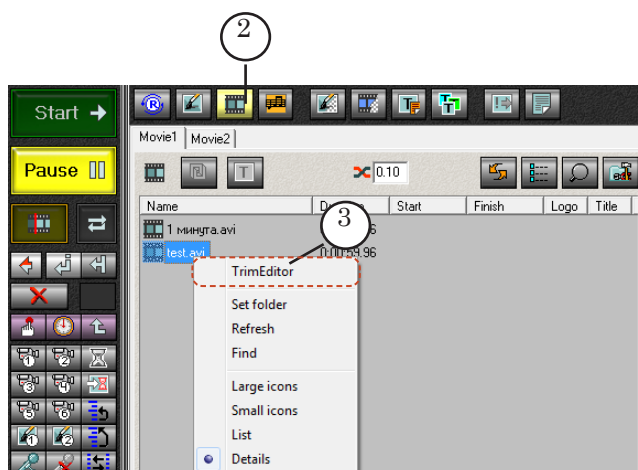
You can write manually a record on age restrictions in SLIni file using Notepad or automatically using the TrimEditor utility program.

To add a record on age restrictions in SLIni file using TrimEditor, do the following:

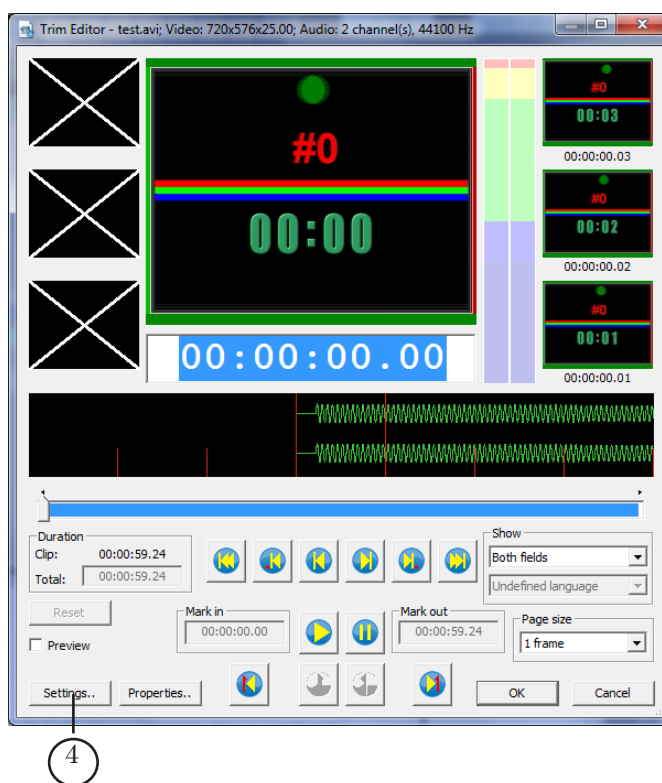
1. Launch FDO nAir.
2. Launch TrimEditor:
 - for videos added to your FDO nAir schedule, click on the corresponding schedule row in the Length field (1);



- for videos displayed in the list of the Films files page (2), use the TrimEditor command in the context menu (3). To open the context menu, right-click on the video file's name.

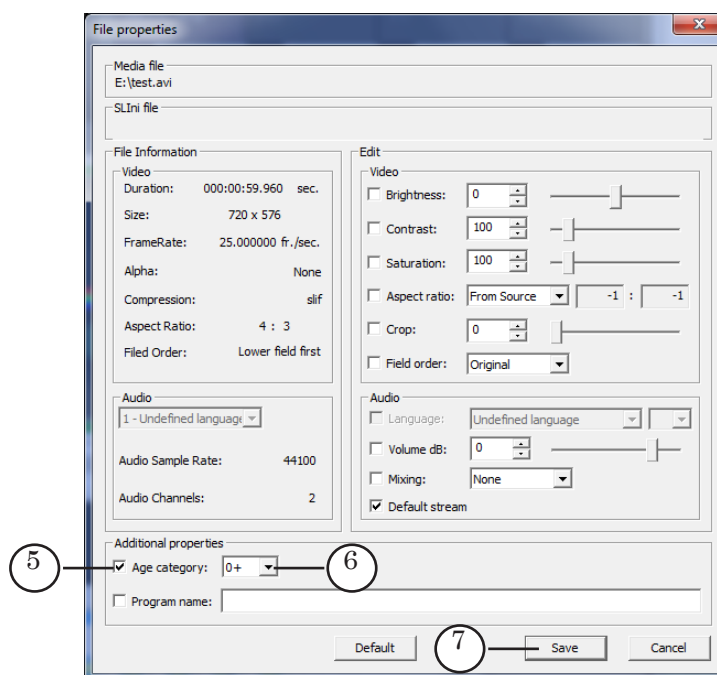


3. In TrimEditor's window that opens click Properties (4).

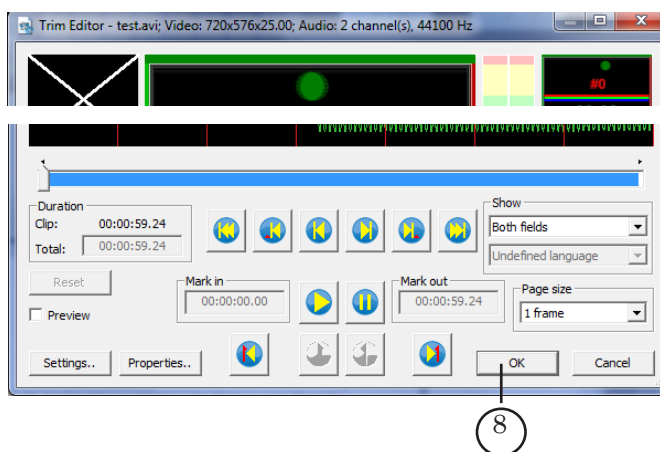




4. In the window that opens make the following settings:
 - select the Age group check box (5);
 - in the drop-down list (6) select the age group.

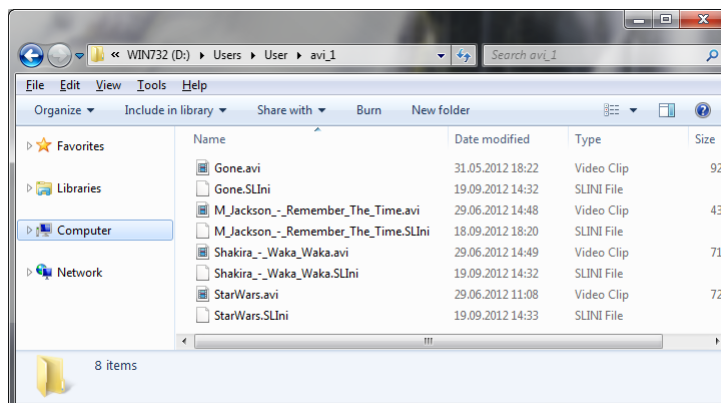


5. Close the window saving all the settings you made by clicking Save (7).
6. Close TrimEditor by clicking OK (8).

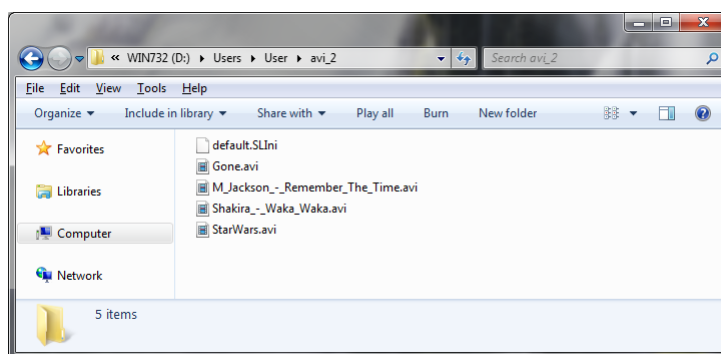


There are two ways to use SLIni files:

- to create a separate SLIni file for each video file. In this case the SLIni file's name and the name of the corresponding video file are to be the same. The picture below presents an example of folder that contains an SLIni file for each video file;



- to create one SLINI file for all video files stored in the folder. In this case the SLINI file should be named default.SLini. It allows you, for example, to distribute your videos to folders according to age categories: to store video intended for audience of the same age in the same folder.



3. Task file

A task file for the TSF_Age scripted title object is a text file with *.txt extension.

The task file contains records established a correspondence between the Age parameter value in the SLINI file and data to be loaded to title elements of the TSF_Age scripted title object.

Each line has the following structure:

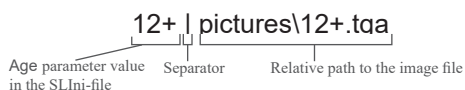
Age_record Separator Task_to_be_shown_in_titles

where:

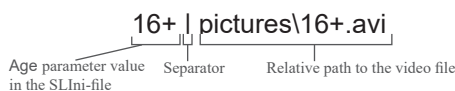
- Age_record denotes a value of the Age parameter in the SLINI file;
- Separator is a character specified when setting the scripted object in FDTitleDesigner as Separator (the | character is set by default);



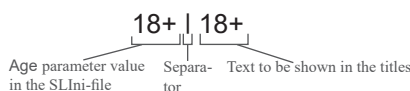
- `Task_to_be_shown_in_titles` denotes the task to be showed in the titles. How to compose the task depends on what you need to show in the titles:
 - for image specify the absolute or relative path to the image file. Relative path is to be specified relatively to location of the task file for the scripted object.



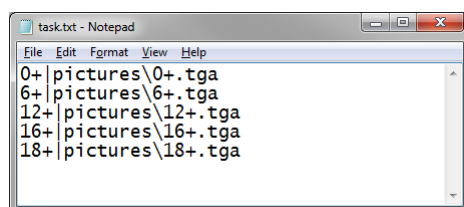
- for video specify the absolute or relative path to the video file. Relative path is to be specified relatively to location of the task file for the scripted object.



- for text specify the text you want to be shown in the titles.



The picture below presents an example of a task file opened in Notepad.



4. Title elements of the object

4.1. List of the elements

In the table below the title elements contained in the `TSF_Age` scripted title object are listed, specifying their type and purpose.

Name	Type	Purpose
Main	Caption	Auxiliary element used by the script object during its work. Change of its size or location does not affect the work of the script object and showing of the information in titles. It is recommended not to change the default values of this element.
Backgr	AnimLogo	Used to display a background image. Specify the size and location of this title element if you need to display a background image.



Name	Type	Purpose
Movie	AnimLogo	Used to playback video files. Specify the size and location of this title element if your task file contains records to display video files.
Descr	Caption	Used to display text or graphic information. Specify the size and location of this title element if your task file contains records to display graphic files or text.

4.2. Size and location

User can change size and location of any title element of the TSF_Age scripted title object.

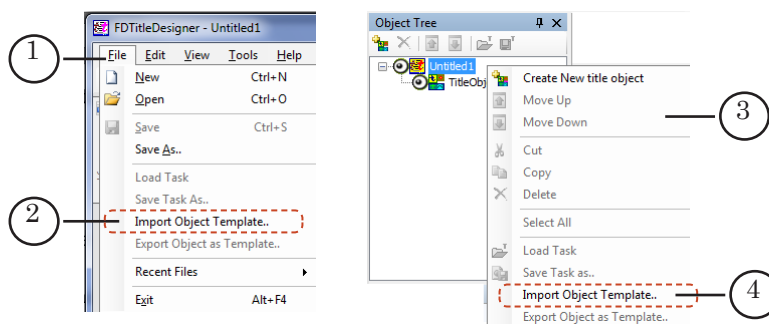
5. Working with the scripted object

1. Preparation for work:

- prepare your task file for the scripted object (see p. «3. Task file»);
- if your task file contains records to display a text, prepare a style collection file for text design (*.efc). For more information on how to create a style collection file see «[ForwardTitling. Graphic Editor](#)» User's Guide;
- if your task file contains records to display image or video files, prepare the files;
- if you need to display a background, prepare a corresponding image file.

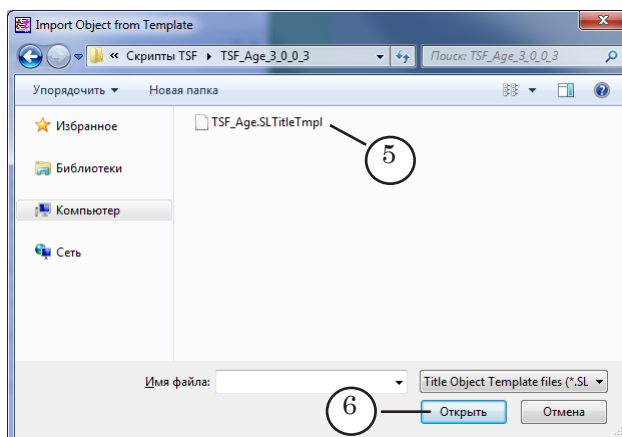
2. In FDTitleDesigner create a title project or load one created before where you need to add a TSF_Age scripted title object.

3. To load the scripted title object to your project select the Import Object Template... command (2) in the File menu (1) or open the context menu (3) clicking on the FDTitleDesigner Object Tree panel and select the Import Object Template... command (4).



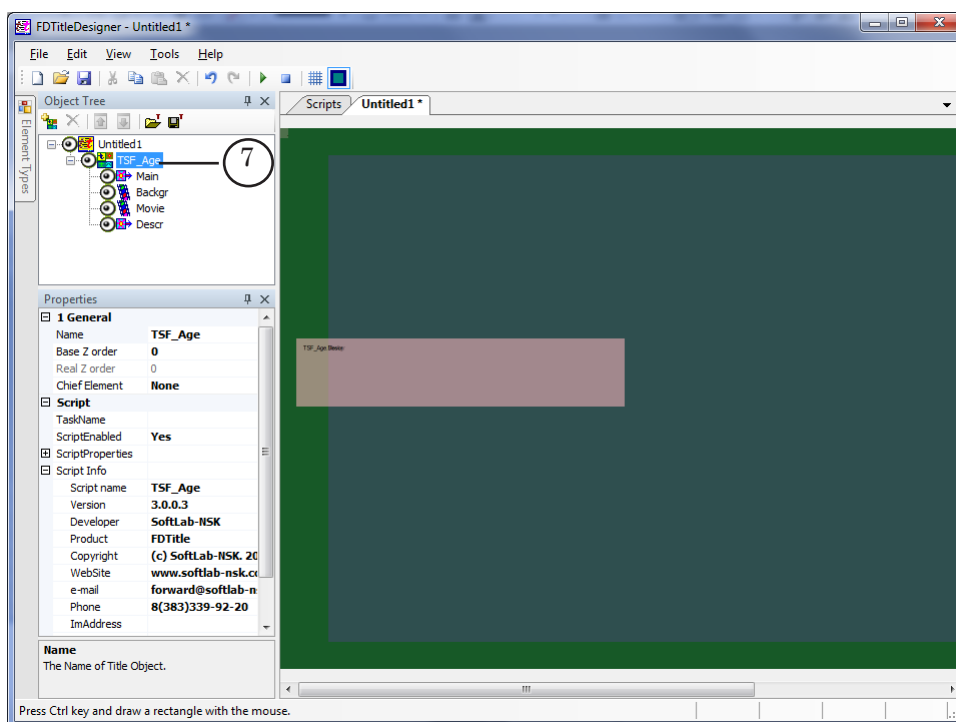


4. In the Import Object Template... window that opens select the TSF_Age.SLTitleTmpl file (5) and click Open (6).



5. The TSF_Age scripted title object will be loaded to your title project:

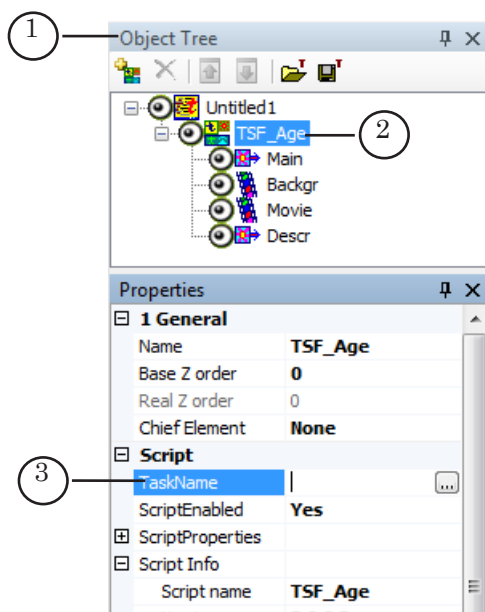
- in the object tree the added TSF_Age object (7) and its elements are displayed;
- in the working area of the project title elements of the TSF_Age scripted object are displayed. After the loading all title elements have the same size and location (8) specified in the template.




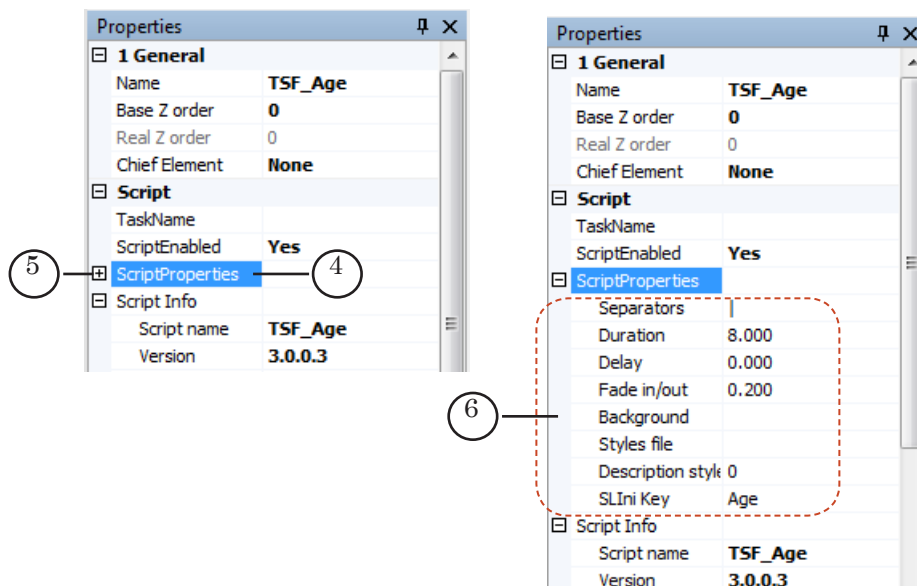
✓ **Important:** Do not change the composition, type and name of title elements of the scripted object. But you can change the name of the scripted object.



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



7. In the Properties window in the TaskName line (3) specify the name of your task file.
8. If the ScriptProperties list (4) is minimized expand it clicking on the  icon (5).





9. Specify values of the script parameters (6):
 - **Separators:** the separator character used in your task file (see p. 3 «Task file»);
 - **Duration:** duration of showing of the data (seconds);
 - **Delay:** Time from the start of the video until the start of displaying age restriction information (seconds);
 - **Fade in/out:** Time of appearing/disappearing of titles (fade in/out; seconds);
 - **Background:** a full path to the background image file (optional parameter);
 - **Styles file:** a full path to the style collection file (*.efc). Optional parameter. Specify this parameter value if your task file contains records for displaying text data;
 - **Description style:** index of the style in the style collection file used for design of the text of the titles (enumeration of styles starts from 0) (optional parameter);
 - **SLIni Key:** name of the parameter used in the SLIni file for recording of age restriction information. By default the Age name is specified.
10. If your task file contains records for displaying videos, set the Movie title element (1): specify its size, location and if necessary set other parameters available for setting.



Tip: For more information on properties of title elements of different types see the «Types of Title Elements» section on the [«FDTitleDesigner. Title Project Editor» User's Guide](#).

11. If your task file contains records for displaying image files or text, set the Descr title element: specify its size, location and if necessary set other parameters available for setting.
12. If you need to display background image, set the Backgr title element: specify its size, location and if necessary set other parameters available for setting.
13. Save your project.



6. Preview

To preview your TSF_Age scripted object, start the schedule execution in FDO nAir. You can preview your project using FDPreview or SLTitlePreview.

For information on working order see the «Previewing» paragraph in the «General information» section.

TSF_MClip: titling for musical video

1. Purpose

The TSF_MClip scripted title object is intended for automation of titling for musical video: to show information on musical video during its playing back. Titles are shown twice during the musical video playing back: at the beginning and at the end.



When working, the TSF_MClip scripted title object uses information received from FDO nAir: name of the video file being played back and its duration. Based on the information it received the script controls the loading of data to title elements of the object and time of showing the titles.

To title elements you can load the following types of data:

- image;
- video;
- text.

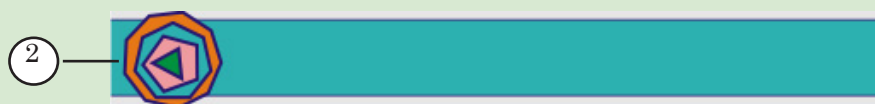
When titling one video, you can load to the TSF_MClip scripted title object data of only one type, i.e. an image or a video or a text. It is impossible to load to the TSF_MClip scripted title object data of two different types, e.g. an image and a text.

In one title project you can use several TSF_MClip scripted title objects. When adding several objects index numbers are added automatically to their names: TSF_MClip, TSF_MClip_0, TSF_MClip_1, etc.



Example: If you need for titling your video to displaying text containing performer's name (1) and an image (as a background) (2), add two TSF_MClip scripted title objects: one for a text, and another for the image.

① — Shakira
Waka Waka



For loading a TSF_MClip scripted title object the template file TSF_MClip.SLTitleTmpl is used.

2. Data sources for the scripted object

The TSF_MClip scripted title object can receive information on what data are to be loaded to title elements of the object from one of the following sources:

- task file of the scripted title object;
- FDO nAir schedule comments.

✓ **Important:** When working, the scripted object can use only one data source: either schedule comments, or task file. It is impossible to use at the same time schedule comments and task file.



2.1. Task file

A task file for the TSF_MClip scripted title object is a text file with *.txt extension.

The task file contains a list of videos with tasks to be loaded to the scripted title object when playing back these videos.

Each record has the following structure:

Video_file_name Separator Task_to_be_shown_in_titles

where:

- Video_file_name denotes the absolute or relative path to the video file, for which the task in the current line is intended. Relative path is to be specified relatively to location of the task file for the scripted object;
- Separator is a character specified when setting the scripted object in FDTitleDesigner as Separator (the | character is set by default);
- Task_to_be_shown_in_titles denotes the task to be shown in the titles. How to compose the task depends on what you need to show in the titles:
 - for image specify the absolute or relative path to the image file. Relative path is to be specified relatively to location of the task file for the scripted object.

D:\Clips\shakira_-_Loca.avi | D:\Titles\Shakira_Loca.bmp

Absolute path to the video file, for which the task in the current line is intended Separator Absolute path to the image file

- for video specify the absolute or relative path to the video file. Relative path is to be specified relatively to location of the task file for the scripted object.

D:\Clips\shakira_-_Loca.avi | D:\Titles\SL_Muz_info.avi

Absolute path to the video file, for which the task in the current line is intended Separator Absolute path to the video file

- for text specify the text you want to be shown in the titles.

If you need to display a text that contains several lines put the Separator in the place you need to feed the line. If you put a space character between the separator and the text line, when displaying, the text will be started from the space character.

D:\Clips\shakira_-_Rabiosa.avi | Shakira | Rabiosa

Absolute path to the video file, for which the task in the current line is intended Separator Text string #1 Text string #2



Text lines can contain formatting tags. For more information on using formatting tags see the «Tags of formatting» paragraph in the «Types of Title Elements» section of the «[FDTitleDesigner. Title Project Editor](#)» User's Guide.

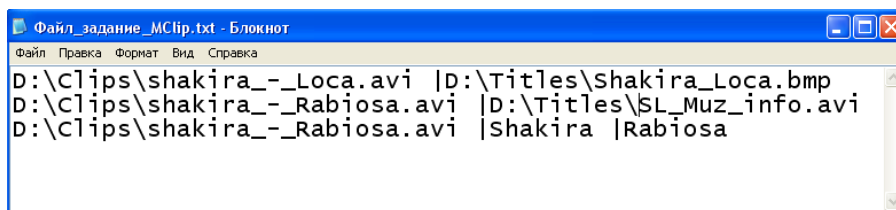
Example of a line containing formatting tags:

```
D:\Clips\shakira_-_Rabiosa.avi|<St 1>Shakira |<St 4>Rabiosa.
```

In this example, using the <St 1> and <St 4> tags, we are specified text design styles (as a source of styles collection the file specified in the scripted object settings is used).

The order of lines in the file is arbitrary. One task file can contain information on titling of several videos, regardless of their presence in FDO nAir schedule.

The picture below presents an example of a task file opened in Notepad.



2.2. FDO nAir schedule comments

The picture below presents an example of a schedule containing comments intended for using by the TSF_MClip scripted title object.

State	Start	Length		Name
	14:32:26.79			*****
READY	14:32:26.79	0:00:01.00	0.10	{MClip} On
	14:32:27.79			mclipinfo D:\Users\U_R\Title_tasks\Shakira_Loca.bmp
READY	14:32:27.79	0:02:42.60	0.10	shakira_-_Loca.avi
	14:35:10.39			mclipinfo D:\Users\U_R\Title_tasks\SL_Muz_info.avi
	14:35:10.39	0:02:51.00	0.10	shakira_-_Rabiosa.avi
	14:38:01.39			mclipinfo Shakira\Waka\Waka
	14:38:01.39	0:03:21.00	0.10	shakira_-_Waka_Waka.avi
	14:41:22.39	0:00:01.00	0.10	{MClip} Off
	14:41:23.39	=0:08:56.60		*****

In the schedule the comment line is to be placed immediately before the video, the data of which the comment includes.



The text of comment should have the following structure:

Comment_tag Space Task_to_be_shown_in_titles

where:

- Comment_tag denotes a word or a character specified by user when setting the scripted object in FDTitleDesigner in the Comment tag parameter (in the examples below as a comment tag the word «mclipinfo» is used);
- Space denotes space character;
- Task_to_be_shown_in_titles denotes the task to be shown in the titles. How to compose the task depends on what you need to show in the titles:

- for image specify the absolute or relative path to the image file. Relative path is to be specified relatively to location of the task file for the scripted object.

Example:

mclipinfo D:\Users\U_R\Title_tasks\Shakira_Loca.bmp

Comment tag Space Absolute path to the image file

- for video specify the absolute or relative path to the video file. Relative path is to be specified relatively to location of the task file for the scripted object.

Example:

mclipinfo D:\Users\U_R\Title_tasks\SL_Muz_info.avi

Comment tag Space Absolute path to the video file

- for text specify the text you want to be shown in the titles.

If you need to display a text that contains several lines put the Separator in the place you need to feed the line. If you put a space character between the separator and the text line, when displaying, the text will be started from the space character.

Example:

mclipinfo Shakira|Waka Waka

Comment tag Text string # 1 Text string # 2
Space Separator

Text lines can contain formatting tags. For more information on using formatting tags see the «Tags of formatting» paragraph in the «Types of Title Elements» section of the «[FDTitleDesigner. Title Project Editor](#)» User's Guide.



3. Title elements of the object

3.1. List of the elements

In the table below the title elements contained in the TSF_MClip scripted title object are listed, specifying their type and purpose.

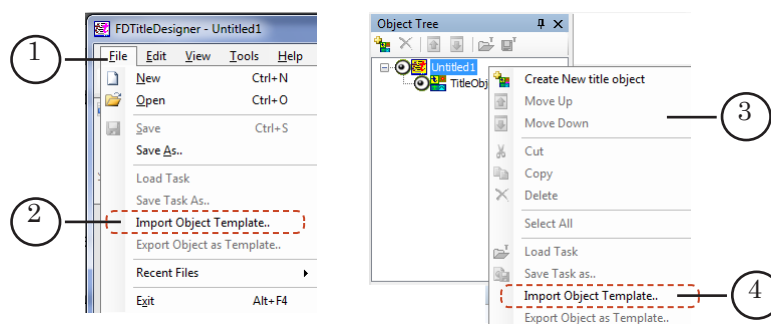
Name	Type	Purpose
Main	Caption	Auxiliary element used by the script object during its work. Change of its size or location does not affect the work of the script object and showing of the information in titles. It is recommended not to change the default values of this element.
Movie	AnimLogo	Used to playback video files. Specify the size and location of this title element if your task file contains records to display video files.
Descr	Caption	Used to display text or graphic information. Specify the size and location of this title element if your task file contains records to display graphic files or text.

3.2. Size and location

User can change size and location of any title element of the TSF_MClip scripted title object.

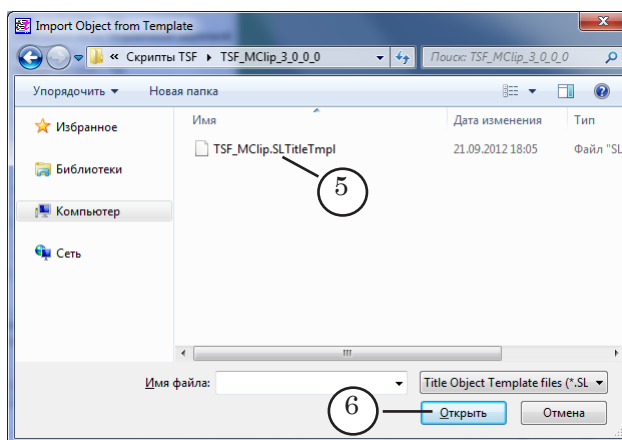
4. Working with the scripted object

1. Preparation for work:
 - if necessary, prepare your task file for the scripted object (see p. «2.1. Task file»);
 - if your task file contains records to display a text, prepare a style collection file for text design (*.efc). For more information on how to create a styles collection file see «[ForwardTitling. Graphic Editor](#)» User's Guide.
2. In FDTitleDesigner create a title project or load one created before where you need to add a TSF_MClip scripted title object.
3. To load the scripted title object to your project select the Import Object Template... command (2) in the File menu (1) or open the context menu (3) clicking on the FDTitleDesigner Object Tree panel and select the Import Object Template... command (4).

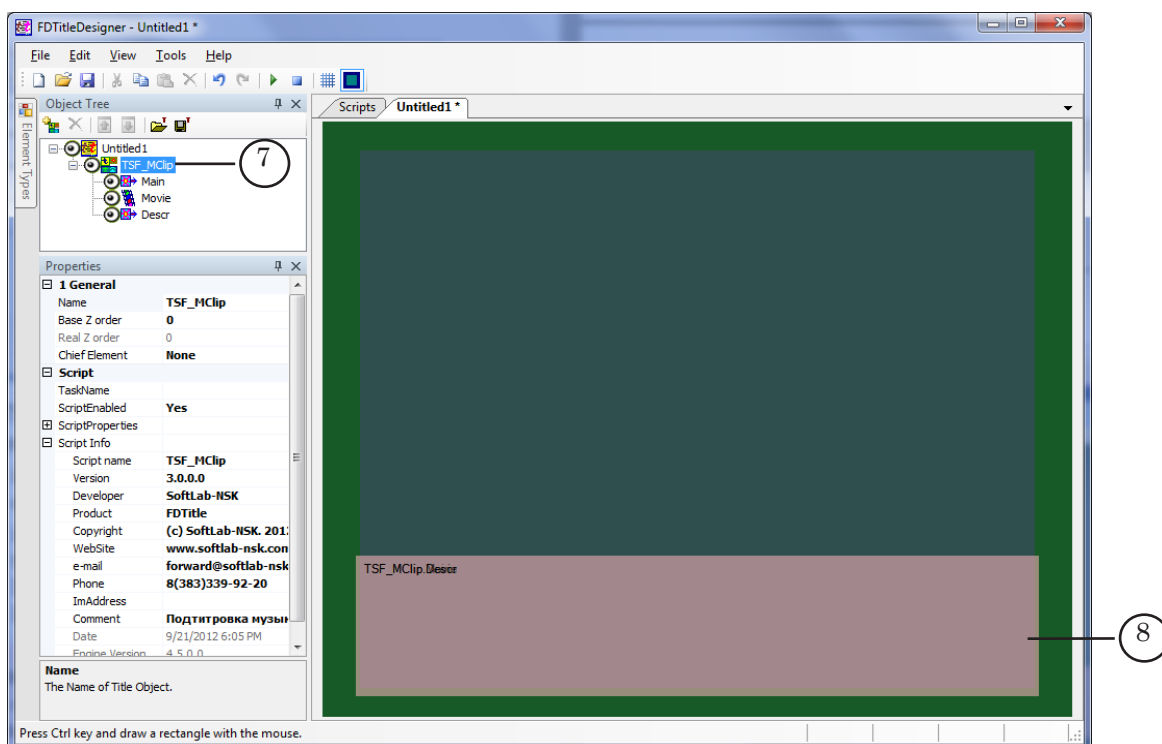




4. In the Import Object from Template window that opens select the TSF_MClip.SLTitleTmpl file (5) and click Open (6).



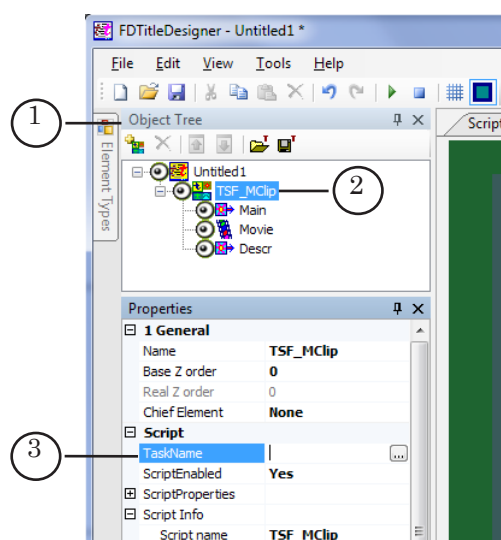
5. The TSF_MClip scripted title object will be loaded to your title project:
 - in the object tree the added TSF_MClip object (7) and its elements are displayed;
 - in the working area of the project title elements of the TSF_MClip scripted object are displayed. After the loading, all title elements have the same size and location (8), specified in the template.




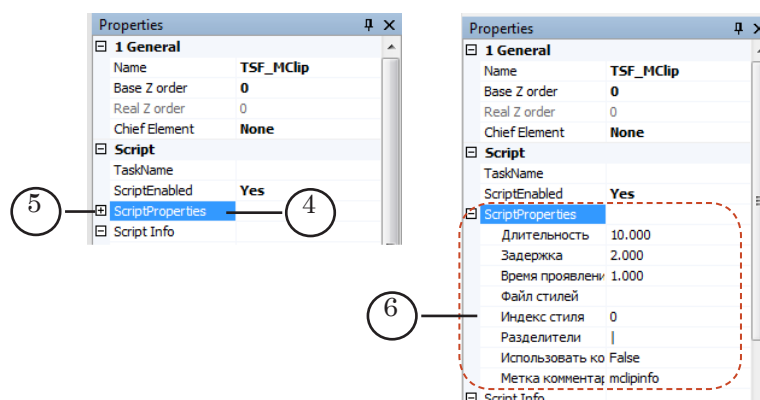


✓ **Important:** You can not change the composition, type and name of title elements of the scripted object. But you can change the name of the scripted object.

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



7. In the Properties window in the TaskName line (3) specify the name of your task file.
8. If the ScriptProperties list (4) is collapsed, expand it clicking on the  icon (5).



9. Specify values of the script parameters (6):
 - Duration: duration of showing of the data (seconds). If you need to display a video file using the title object, the value set in the parameter is ignored and the duration of showing is set automatically as equal to the duration of the video file;
 - Delay: time period (seconds):



- first showing of the titles: from the beginning of playing back of the video in FDO nAir (video which is to be titled) until the beginning of titling;
- second showing of the titles: from the end of titling until the end of playing back of the video in FDO nAir (video which is to be titled);
- Fade in/out: time of appearing/disappearing of titles (fade in/out; seconds);
- Styles file: a full path to the style collection file (*.efc). Optional parameter. Specify this parameter value if your task file contains records for displaying text data;
- Style index: index of the style in the style collection file used for design of the text of the titles (numeration of styles starts from 0);

Note: For design of different parts of the text with different styles use formatting tags. See an example in p. 2 «Data sources for the scripted object».

For more information on properties of title elements of different types see the «Types of Title Elements» section on the [«FDTitleDesigner. Title Project Editor» User's Guide](#).

- Separator: the separator character used in your data source (task file or schedule comments);
- Use comments: denotes the data source for the scripted object:
 - False, if you want to use task file as a data source for the scripted object; schedule comments are not used;
 - True, if you want to use schedule comments as a data source for the scripted object; task file is not used;
- Comment tag: a word or a character from which schedule comments should be started, intended for the scripted object being set as a data source. Specify the comment tag if you use schedule comments as a data source for your scripted object.

10. If your data source for the scripted object contains records for displaying videos, select the Movie title element in the Object Tree window and set it: specify its size, location and if necessary set other parameters, available for setting.



Tip: For more information on properties of title elements of different types see the «Types of Title Elements» section on the [«FDTitleDesigner. Title Project Editor» User's Guide](#).

11. If your task file contains records for displaying image files or text, select the Descr parameter in the Object Tree window



and set it: specify its size, location and if necessary set other parameters, available for setting.

✓ **Important:** Specify the styles collection file and style index you want to be used for design of your text in parameters of the scripted object.

12. Save your project.

5. Preview

Previewing of working of the TSF_MClip titling scripted object is impossible in FDTitleDesigner as for working of the scripted object data from FDO nAir are needed.

To preview your TSF_Age scripted object, start the schedule execution in FDO nAir. You can preview your project using FDPreview or SLTitlePreview.

For information on working order see the «Previewing» paragraph in the «General information» section.

TSF_AdvMix, TSF_AdvMixPS, TSF_AdvMixPS2 – sequences of different kinds of messages: images, video clips, crawl lines with pauses

1. Purpose and features

The TSF_AdvMix, TSF_AdvMixPS, TSF_AdvMixPS2 scripted objects are designed for the sequential display of different kind of messages (1) in the same area of the screen: images, video clips, crawl lines. When displaying a crawl line, a part of the text can be paused (for example, a phone number, see next section for more information).



The scripted objects of this group have similar purposes and operating procedures, and differ only in the different options of displaying a crawl line (see comparative table below): the paused text parameters and the presence of a background.



Name of scripted object	Paused text. Parameters			Background
	Position	Display appearance and disappearance	Display duration	
TSF_AdvMix	Determined automatically and depends on the position of the crawl line itself, can not be edited: crawls out in the same line as the main text and stops in the center of the crawl line.	Crawls from right to left in the same line as the main text. Reaches the center of the crawl line and stops for the set time. Disappears left.	Set by the user.	No
TSF_Adv-MixPS	Determined automatically and depends on the position of the crawl line itself, can not be edited: a separate line above the main text of the crawl line.	Crawls from right to left and starts at the same time as the main text. Reaches the left border and stops. Disappears left at the same time as the main text.	Determined automatically: the display duration is the same as the display duration of the main text.	No
TSF_Adv-MixPS2	Arbitrary, set by the user.	Set by the user.	Determined automatically: the display duration is the same as the display duration of the main text.	Yes

2. Display of a crawl line with paused text

2.1. General rules

When using the TSF_AdvMix, TSF_AdvMixPS, TSF_AdvMixPS2 scripted objects each message in the crawl line can consist of two parts: the running text and the paused text. The scripted objects differ in the options of displaying the paused text (more information in next paragraphs).

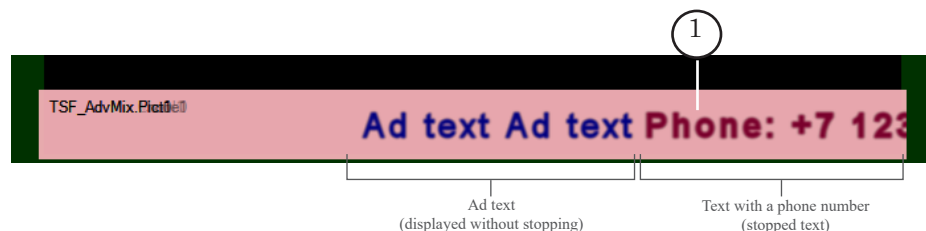
The running and paused text can have different format styles. The style collection file (*.efc) and the style numbers for both parts are set when configuring the scripted object settings.



2.2. TSF_AdvMix

When using the TSF_AdvMix scripted object the following rules on the display of the paused text apply:

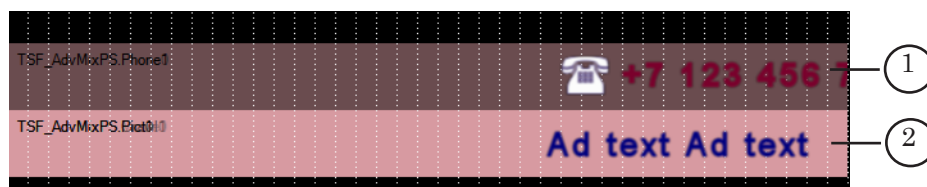
1. The paused text crawls in the same line as the running text (1).
2. The paused text pauses in the center of the line.



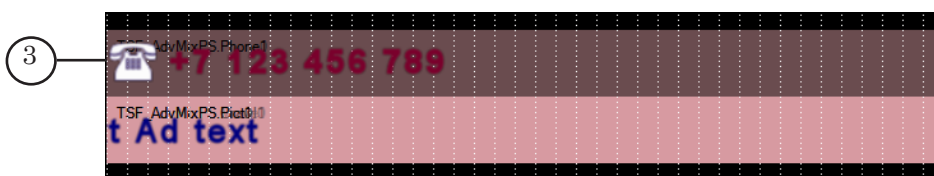
2.3. TSF_AdvMixPS

When using the TSF_AdvMixPS scripted object the following rules on the display of the paused text apply:

1. The paused text crawls in a separate (1) line above the running text (2).
2. The position of the line is set automatically: directly above the main text of the crawl line.



3. Both lines start at the same time and crawl from right to left.
4. The phone number, after crawling all the way across the Phone title element, reaches the left border (3) and stops.





2.4. TSF_AdvMixPS2

When using the TSF_AdvMixPS2 scripted object the following rules on the display of the paused text apply:

1. The paused text crawls in a separate line (1) the placement of which is set by the user.



2. The appearance and disappearance of the text is determined by the user by configuring the settings of the Phone0 and Phone1 title elements.
3. The display duration of the paused text is the same as the display duration of the running text.

Note: The Phone0 and Phone1 title elements are designed to display the paused text. When displaying crawl lines the script loads the rest of the text first into one element, then the other, therefore if the elements have different settings for the text position and appearance/disappearance, then when the display of the text will vary in between the two.

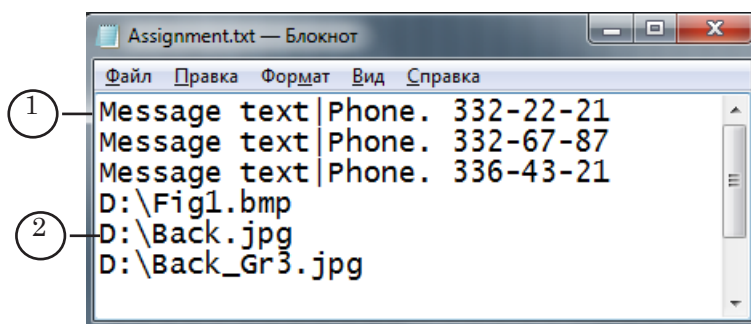
3. Task file

3.1. Contents

A task for a TSF_AdvMix, TSF_AdvMixPS, TSF_AdvMixPS2 script is a text file (*.txt). The file can contain lines of two different types:

1. Message text (1) – for text message display.
2. Paths to images and video clips (2) – for displaying images or video clips in the crawl line.

The image shows an example task file opened in the Notepad editor.





3.2. Text messages

Lines with message text for the crawl lines must have the following format:

Text_1 Separator Text_2

where:

- Text_1 – running text;
- Separator – divider symbol, set in the script settings (Separators parameter);
- Text_2 – paused text.

Line example:

Selling car | Phone: 123-45-67

The lines can contain formatting tags. For more information on using tags see the «[FDTitle Designer. Title project editor](#)» User's Guide.

It is possible to include a substitution function in the message texts, see current User's Guide, chapter «General information», section «Substitution file».

3.3. Images and video clips

To display images and video clips, a line containing a path to the necessary file should be added to the task file: either the full path or a relative path from the folder where the script task file is saved.

4. Object's title elements

4.1. Element list

The table lists the title elements contained in the title objects with the TSF_AdvMix, TSF_AdvMixPS, TSF_AdvMixPS2 scripts as well as their type and their purpose.

Name	Type	Purpose
Main	Caption	Auxiliary element, used by the script object during its work
Movie0, Movie1	AnimLogo	Display of video clips
Crawl0, Crawl1	Caption	Display of running text
Phone0, Phone1	Caption	Display of paused text
Pict0, Pict1	Caption	Display of images
Backgr	AnimLogo	Contained only in the TSF_AdvMixPS2 script. Display of a background for the crawl line: an image or video clip



Note: «Paired» title elements such as Movie0 and Movie1 or Crawl0 and Crawl1 generally have the same settings.

✓ **Important:** It is impossible to change the types and names of the title elements contained within the scripted object. It is possible to change the name of the title object with the script.

4.2. Size and placement

The size and placement of the Main title element determine the size and placement of the rest of the title object elements: when starting the script the size and placement of all of title elements (TSF_AdvMix) or all of the title elements except Phone0 and Phone1 (TSF_AdvMixPS, TSF_AdvMixPS2) are automatically set as identical to the Main title element (see section «Configuring the size and placement of titles (Main element)»).

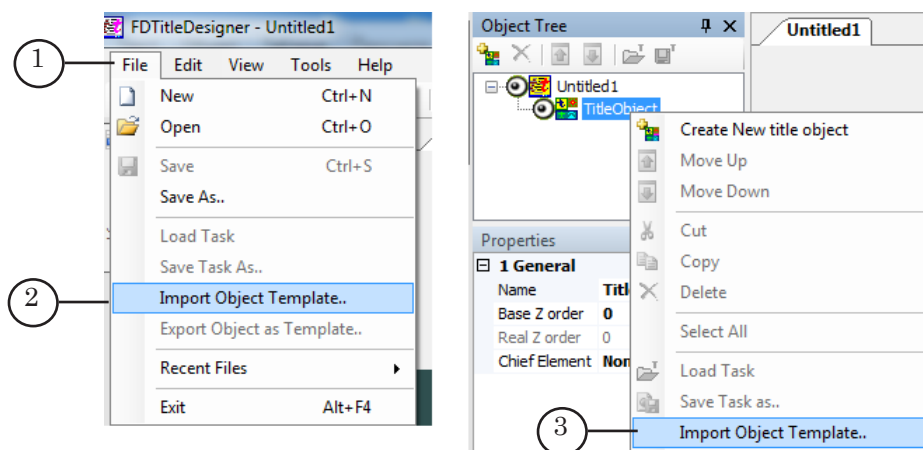
5. Operating procedure

5.1. Preliminary preparation

1. Prepare a task file for the script.
2. Prepare a file with text styles (*.efc) for the crawl line. For a description of how to create a style collection file, see the «[ForwardTitling. Graphic editor](#)» User's Guide.

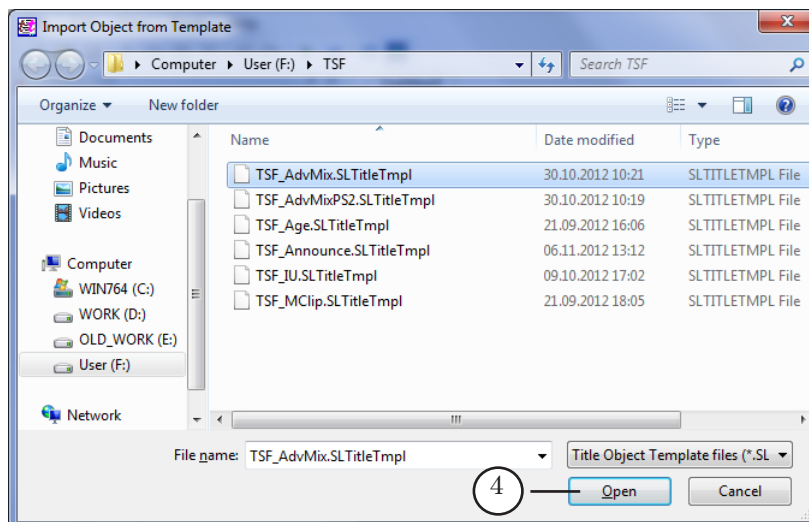
5.2. Opening and configuring

1. In the FDTitleDesigner program create a new or open an existing title project to which the title object with the TSF_AdvMix/TSF_AdvMixPS/TSF_AdvMixPS2 script needs to be added.
2. In the File (1) menu select Import Object Template...(2) or use the corresponding command of the context menu of the Object tree panel (3).

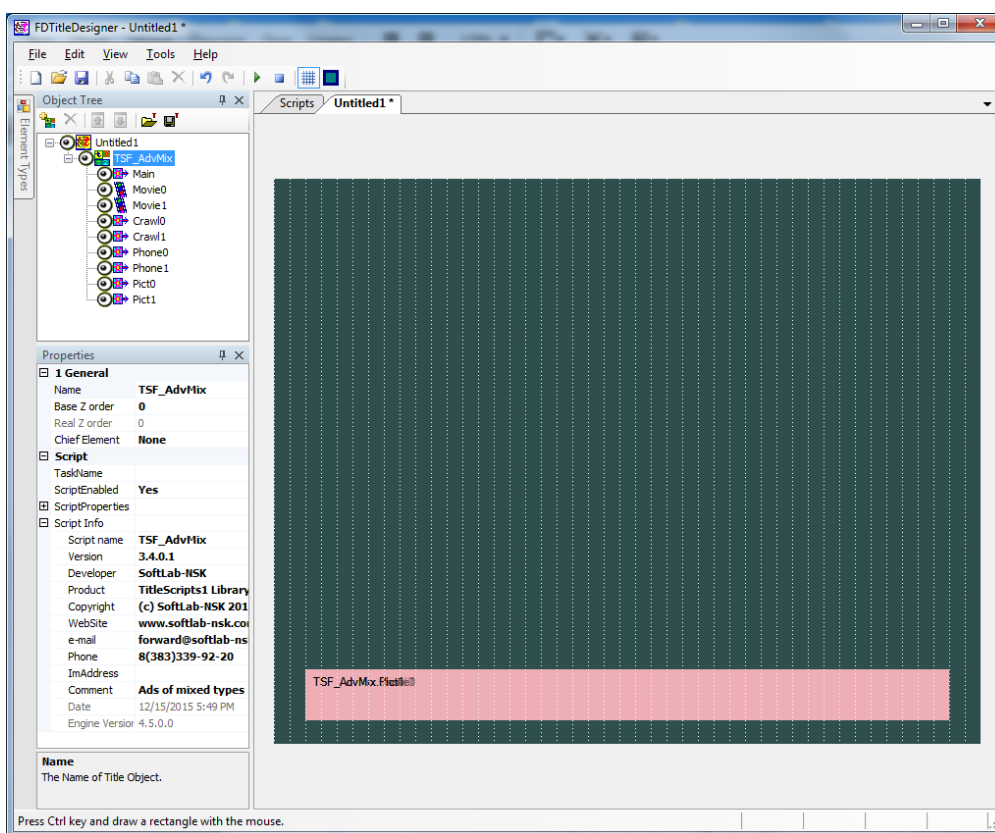




3. In the opened window open the folder containing the template library TSF and select the *.SLTitleTmpl file the name of which coincides with the necessary scripted object: TSF_AdvMix, TSF_AdvMixPS, or TSF_AdvMixPS2. Press Open (4).



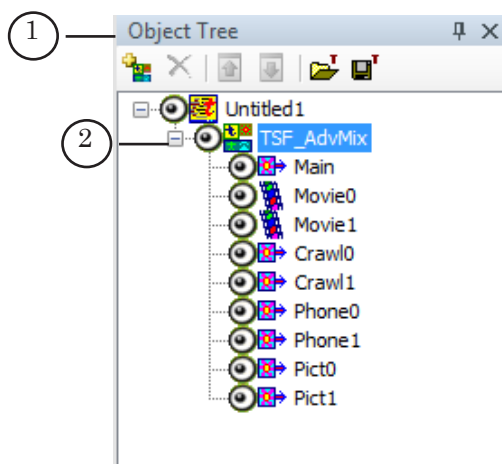
4. The title object with the script will be added to the title project. All of the title elements will have the size and placement set in the template.





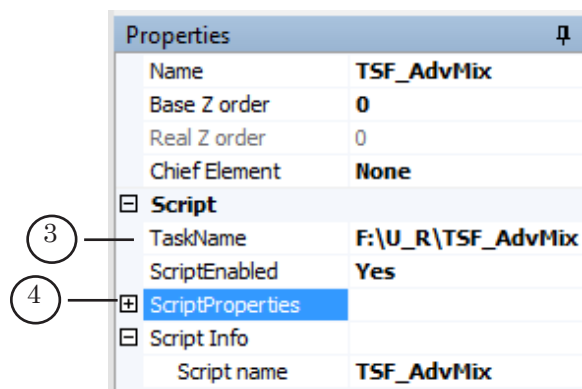
✓ **Important:** It is impossible to change the types and names of the title elements contained within the scripted object. It is possible to change the name of the title object with the script.

5. To start configuring the script parameters left click the title object with the script (2) in the Object Tree window (1).



6. In the TaskName (3) field set the full path to the task file.

7. If the ScriptProperties list is minimized, expand it (4).
Configure the general parameters of the script.





5.3. Configuring script parameters

The parameters of the TSF_AdvMix, TSF_AdvMixPS, TSF_AdvMixPS2 scripted objects are practically identical (in the list below the parameters that are unique to a single script are marked as such):

1. Separators – a divider used in the task file (divides the running and paused text messages) and in the substitution file (divides the text to be replaced and the replacement).
2. Phone stay time (only for TSF_AdvMix) – the display duration (in seconds) of the paused text (for example, a phone number).

Properties	
1 General	
Script	
TaskName	
ScriptEnabled	Yes
ScriptProperties	
Separators	
Picture duration	5.000
Picture fade in/out	0.480
Crawl speed	5.000
Background	
Substitutions file	
Styles file	
Crawl style	0
Phone style	0
Loop	True
Script Info	

3. Picture duration – the display duration (in seconds) of images.
4. Picture fade in/out – the duration of the appearance/disappearance of images (smooth transition in seconds).
5. Crawl speed – speed of the crawl line (pixels per frame).
6. Background – (only for TSF_AdvMixPS2) – full path to the graphical file with the background.
7. Substitution file – full path to the substitution file (see the «General information» chapter, section «Substitution file»).
8. Styles file – full path to the style file for the crawl line.
9. Crawl style – index of the style used for the running text.
10. Phone style – index of the style used for the paused text.
11. Loop – loop the execution of the task file:
 - True – yes;
 - False – no.



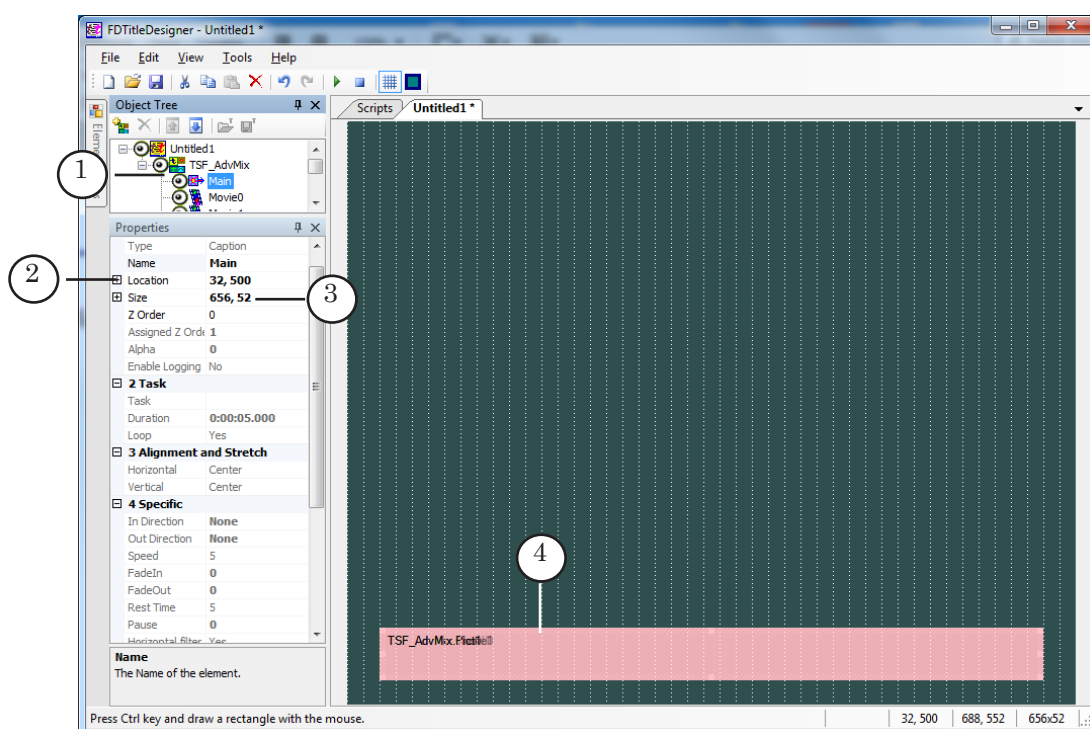
5.4. Configuring the size and placement of the titles (Main element)

In order to set the display area of the titles displayed using scripted objects it is necessary to set the size and placement of the Main title element.

In the Object tree select the Main title element by left clicking on it (1).

Set the necessary values of the position and size of the Main title element using one of the following methods:

- by changing the values of the Location (2) and Size (3) parameters in the Properties window;
- by changing the placement and size of the element on the work field of the project (4).



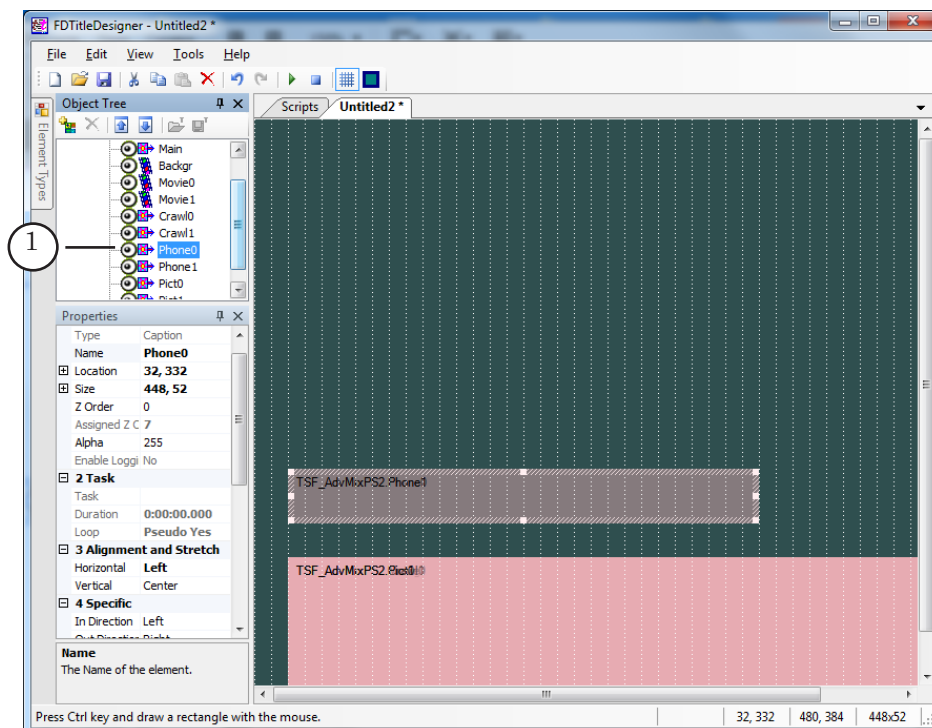
When starting the script the size and placement of the object elements will be automatically set according to the size and placement of the Main title element in the following ways:

1. TSF_AdvMix scripted object: the size and placement of all of the elements will be the same as the Main title element.
2. TSF_AdvMixPS scripted object: same, excluding a couple of elements used to display the paused text – Phone0 and Phone1. The lower border of the Phone0 and Phone1 elements will be automatically be identical to the upper border of the Main title element.



3. TSF_AdvMixPS2 script-object: same, excluding a couple of elements used to display the paused text – Phone0 and Phone1. Their size and placement are arbitrary and can be set by the user, and are not automatically set.

To set the necessary position and size, select the Phone0 (1) element in the Object tree.



5.5. Configuring parameters of message display

- ✓ **Important:**
1. All of the main parameters of the crawl line (task file, style file, etc.) are set in the general parameter group of the scripted object (see paragraph 5.3).
 2. The position and size of the titles is set when configuring the Main element parameters (see paragraph 5.4).

For title elements used to display messages the only available parameters for configuring are specific settings that aren't set in the general parameters or in the Main element parameters, for example Alignment and Stretch. The names of the parameters available for editing are highlighted with a dark color.



- Tip:** For all paired elements (Movie0 and Movie1, Pict0 and Pict1, Crawl0 and Crawl1, Phone0 and Phone1) it is highly recommended to have identical settings.

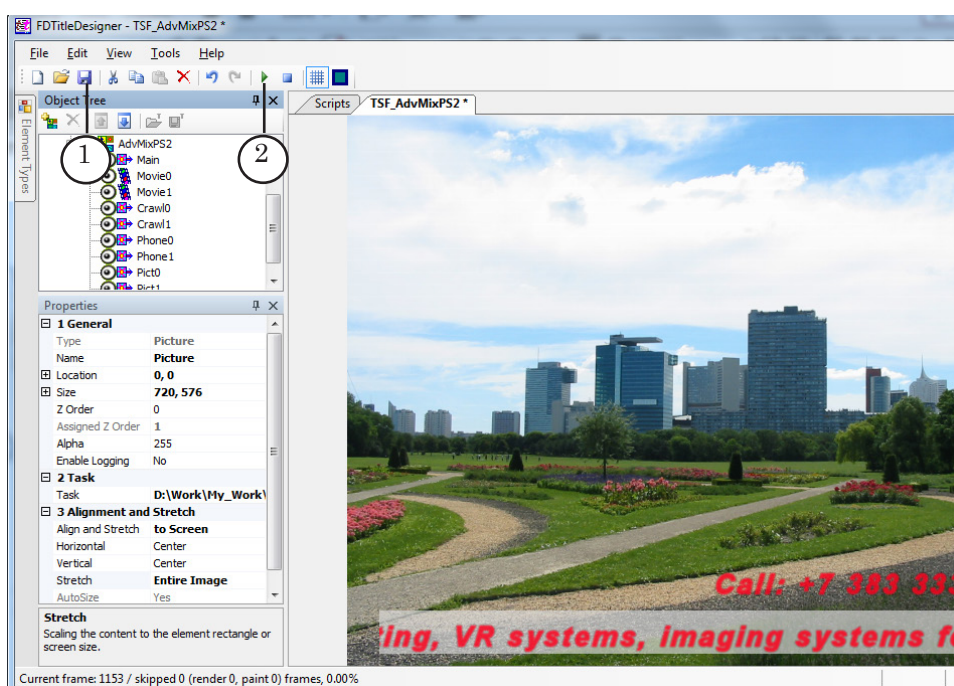


If necessary, configure other title elements:

1. Movie0 and Movie1. Used for displaying video.
2. Pict0 and Pict1. Used for displaying images.
3. Crawl0 and Crawl1. Used for displaying a crawl line. These elements are used to display the running text of the crawl line.
4. Backgr (only for the TSF_AdvMixPS2 scripted object). Used to display a background for crawl line, if necessary.

5.6. Finishing configuration and Preview

1. Press Save project (1).
2. Press Start Preview (2) to start a preview of the project.



TSF_Announce: Displaying of announce

1. Purpose

The TSF_Announce scripted title object is intended for displaying of announcement, i.e. information on the next program; it can also be used for displaying of information on age restrictions.



The TSF_Announce scripted title object displays data during execution of video displaying commands (movie) or videos from the video input (videoN) in FDOAir schedule.

The data is played back once during execution of one schedule command. Moment when the announcement to be displayed is determined some time before the start or end of execution of next command. Duration of displaying is to be specified by user.

Announce can be presented as:

- image;
- video;
- text.

When working, the TSF_Announce scripted title object uses information received from FDOAir: name of the video file (if the command is movie) being played back and its duration. Announce is displayed during execution of the commands for which the scripted titled object has tasks: records of a task file or in FDOAir schedule comments.

2. Data sources for the scripted object

2.1. General information

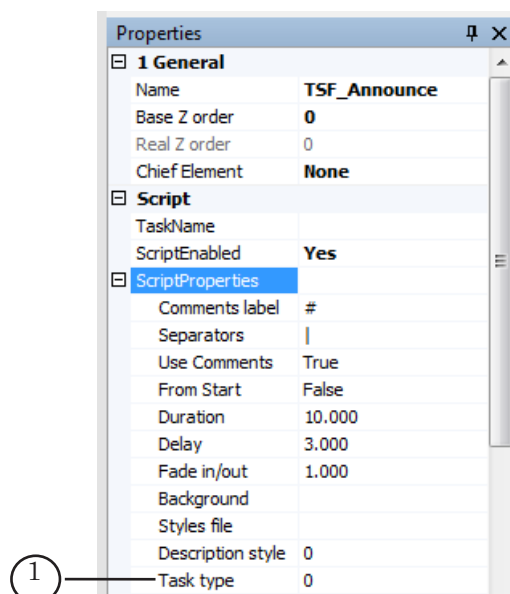
The TSF_Announce scripted title object can use the following data sources:

- task file;
- FDOAir schedule comments.



✓ **Important:** When working, the scripted object can use only one data source: either schedule comments or task file. It is impossible to use at the same time schedule comments and task file.

The way of recording of the data in the source depends on the Task type parameter of the scripted object (1).



The Task type parameter can have the following values:

- 1 – text. Set this value if using the scripted object you need only a text to be displayed;
- 2 – image. Set this value if using the scripted object you need only an image to be displayed. In this case, in the task records the image file names are to be specified without extension. E.g. for displaying of data from the file named picture.jpg specify in the task record its name without extension, i.e. picture (to find some task examples see p. 2.2 and 2.3);
- 3 – video. Set this value if using the scripted object you need only a video to be displayed. In this case, in the task records the video file names are to be specified without extension (to find some task examples see p. 2.2 and 2.3);
- 0 – in this case the scripted object determines the task type automatically. If a task for the scripted object contains records for displaying of data from image of video files, in the task records the image file names are to be specified with extension. Set 0 if you need to display using the scripted object data from sources of different types: image, video files or text.



2.2. Task file

A task file for the TSF_Announce scripted title object is a text file with *.txt extension.

The task file contains a list of videos and tasks to be loaded to the TSF_Announce scripted title object when playing back these videos. Each record has the following structure:

Video_file_name Separator Task_to_be_shown_as_announce

where:

- Video_file_name denotes the absolute or relative path to the video file for which the task in the current line is intended. Relative path is to be specified relatively to location of the task file for the scripted object;
- Separator is a character specified when configuring the scripted object in FDTitleDesigner as Separators (the «|» character is set by default);
- Task_to_be_shown_as_announce denotes the task to be shown as announce. How to compose the task depends on what you set as value of the Task type parameter and data of what kind you need to load to the scripted object:
 - for image specify the absolute or relative path to the image file. Relative path is to be specified relatively to location of the task file for the scripted object.

Example:

a) the Task type parameter value is 0

D:\Announce\autumn.avi | D:\Announce\winter.png

Full path to the file during playing back of which the announce are to be shown Separator Full path to the announce image file

b) the Task type parameter value is 2

D:\Announce\autumn.avi | D:\Announce\winter

c) if the task file, the background video file and image file are in the same folder and the Task type parameter value is 2, the line will have the following structure:

autumn.avi | winter

Relative path to the file during playing back of which the announce are to be shown Separator Relative path to the winter.png file; the file name is specified without its extension, because the Task type parameter value is 2

- for video specify the absolute or relative path to the video file. Relative path is to be specified relatively to location of the task file for the scripted object.



Example:

a) the Task type parameter value is 0



b) the Task type parameter value is 3

D:\Announce\autumn.avi | D:\Announce\winter

c) if the task file, the background video file and video file to be shown in titles are in the same folder and the Task type parameter value is 3, the line will have the following structure:



- for text specify the text you want to be shown as announce. If you need to display a text that contains several lines put the separator in the place you need to feed the line. If you put a space character between the separator and the text line, when displaying, the text will be started from the space character.

Example:



Text lines can contain formatting tags. For more information on using formatting tags see the «Tags of formatting» paragraph in the «Types of Title Elements» section of the «[FDTitleDesigner. Title Project Editor](#)» User's Guide.

Example of a line containing formatting tags:

D:\spring.avi |<St1>Next: | <St4>Summer is...

In this example, using the <St1> and <St4> tags, we specified text design styles (as a source of styles collection the file specified in the scripted object settings is used).

The order of lines in the file is arbitrary. One task file can contain information on titling of several videos, regardless of their presence in FDOAir schedule.

The picture below presents an example of a task file opened in Notepad.



2.3. FDO nAir schedule comments

In the schedule the comment line containing a task for the TSF_Announce scripted object is to be placed immediately before the command for displaying the video, during playing back of which the scripted object has to execute the task specified in the line.

The text of comment should have the following structure:

Comments_label Space Task_to_be_shown_as announce

where:

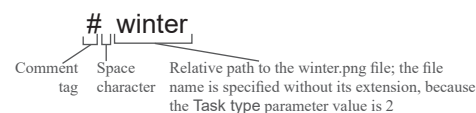
- Comments_label denotes a word or a character specified by user when configuring the scripted object in FDTitleDesigner in the Comment tag parameter. In the examples below as a comment tag the «#» character is used.
- Space denotes space character.
- Task_to_be_shown_as_announce denotes the task to be shown as announce. How to compose the task depends on what you set as value of the Task type parameter (see p. 2.1) and data of what kind you need to load to the scripted object:
 - for image specify the absolute or relative path to the image file. Relative path is to be specified relatively to location of the task file for the scripted object. To find how to use relative paths to the files in the comments, see p. 2.4. «Using of the relative paths in the comments».

Example:

a) the Task type parameter value is 0



b) the Task type parameter value is 2



- for video specify the absolute or relative path to the video file. Relative path is to be specified relatively to location of the task file for the scripted object. If it is necessary to specify the extension of the file or not, depends on the value of the Task type parameter.

Example:

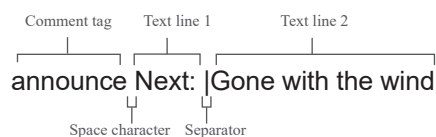
D:\TSF_Announce\spring.avi;

- for text specify the text you want to be shown as announce.



If you need to display a text that contains several lines put the separator in the place you need to feed the line.

Example:



Text lines can contain formatting tags. For more information on using formatting tags see the «Tags of formatting» paragraph in the «Types of Title Elements» section of the [FDTitleDesigner. Title Project Editor](#) User's Guide.

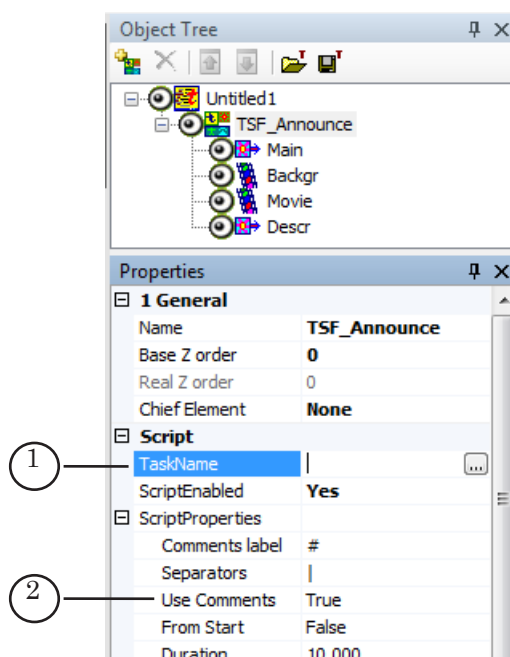
The picture below presents an example of a schedule containing comments intended for using as the task for the TSF_Announce scripted title object.

	14:49:00.54			T	//	# Next: Summer day
READY	14:49:00.54	0:00:59.96	0.10	T	Spring.avi	
	14:50:00.50			T	//	# Next: News
	14:50:00.50	0:00:59.96	0.10	T	Summer.avi	
	14:51:00.46			T	//	# Next: Autumn
READY	14:51:00.46	0:10:01.00	0.10	T	News	
	15:01:01.46	0:00:59.96	0.10	T	Autumn.avi	

2.4. Using of relative paths in the comments

To use relative paths to the files in the comments do the following:

- create a new *.txt file;
- save the created file to the folder with the files you want to use in your titles;
- in the FDTitleDesigner specify the created file as the value of the TaskName parameter (1); as the value of the Use Comments (2) parameter set True;



- in the comments specify the relative paths to the files intended to be loaded to the title elements of the TSF_Announce scripted object relatively to the location of the task file.

3. Title elements of the object

3.1. List of the elements

In the table below the title elements contained in the TSF_Announce scripted title object are listed, specifying their type and purpose.

Name	Type	Purpose
Main	Caption	Auxiliary element used by the script object during its work
Backgr	AnimLogo	Used to display a background image
Movie	AnimLogo	Used to playback video files. Specify the size and location of this title element if your task file contains records to display video files
Descr	Caption	Used to display text or images. Specify the size and location of this title element if your task file contains records to display graphic files or text

3.2. Size and location

User can change size and location of any title element of the TSF_Announce scripted title object.

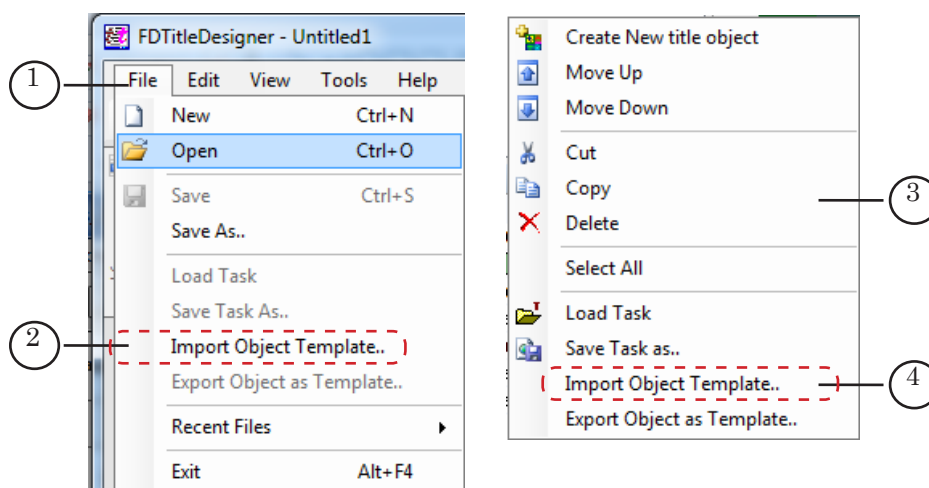


4. Working with the scripted object

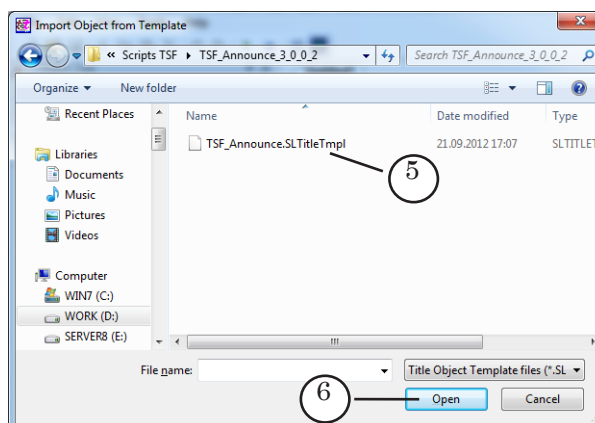
1. Preparation for work:

Prepare the following files before starting to configure the TSF_Announce scripted object

- task file for the scripted object, if used (see p.2.1 «Task file»);
 - if your task file contains records to display text, prepare a style collection file for text design (*.efc). For more information on how to create a style collection file see «[ForwardTitling. Graphic Editor](#)» User's Guide;
 - a background image file, if used.
2. In FDTitleDesigner create a title project or load one created before where you need to add a scripted title object.
 3. To load the scripted title object to your project select the Import Object Template... command (2) in the File menu (1) or open the context menu (3) right-clicking on the Object Tree panel and select the Import Object Template... command (4).

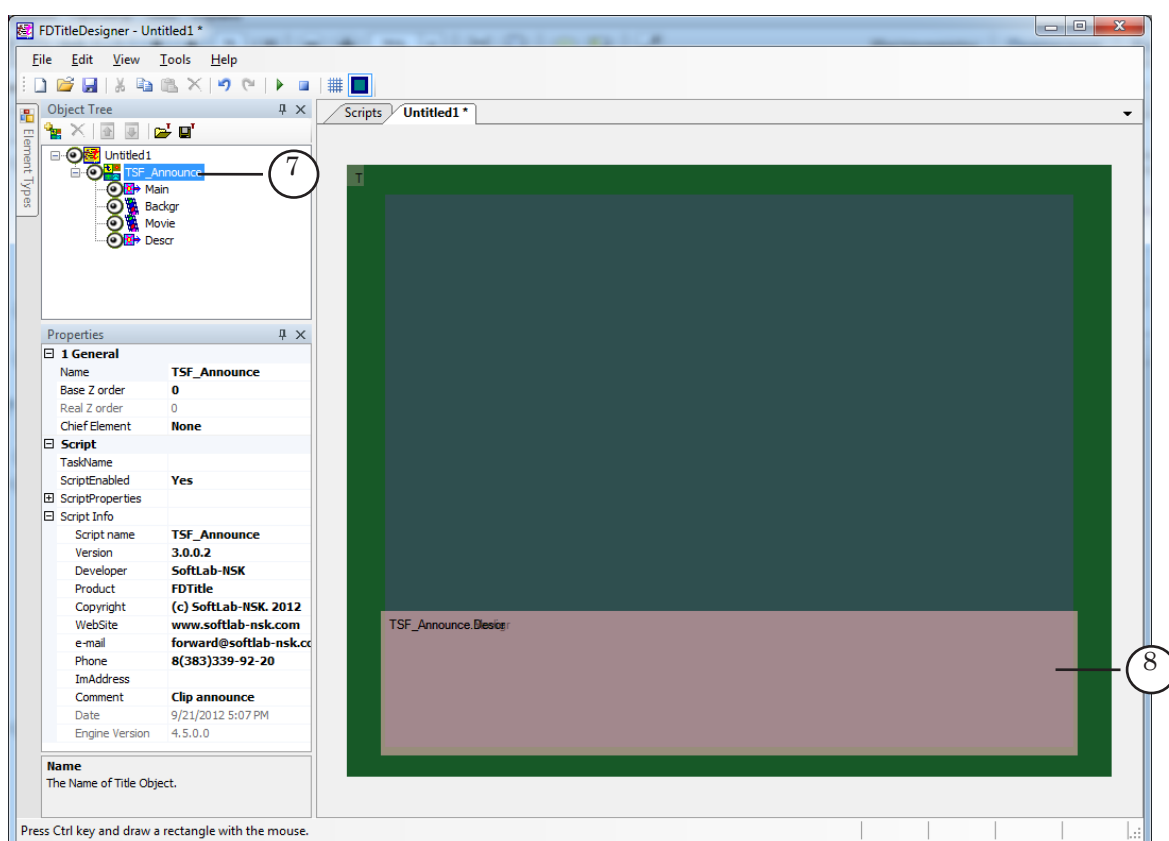


4. In the Import Object Template... window that opens select the TSF_Announce.SLTitleTmpl file (5) and click Open (6).



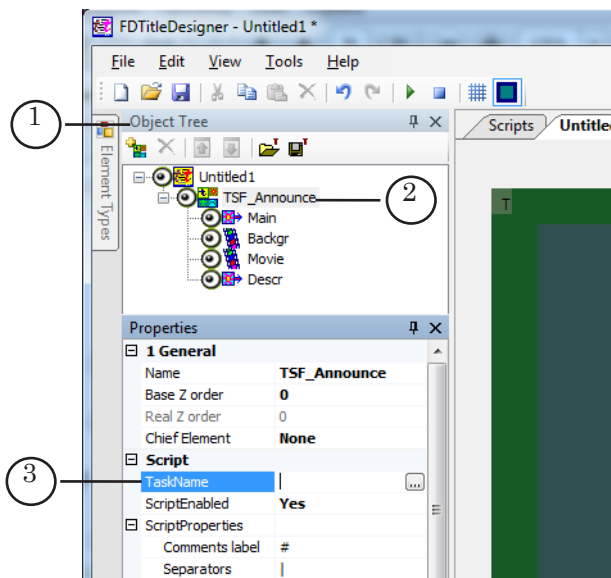



5. The TSF_Announce scripted title object will be loaded to your title project:
 - in the object tree the added TSF_Announce object (7) and its elements are displayed;
 - in the working area of the project title elements of the TSF_Announce scripted object are displayed. After the loading all title elements have the same size and location (8) specified in the template.

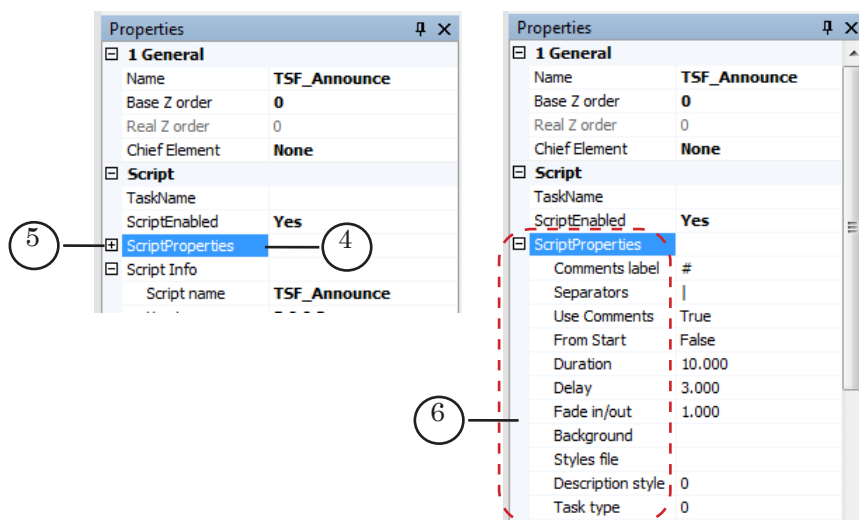


✓ **Important:** Do not change the composition, type and name of title elements of the scripted object. But you can change the name of the scripted object.

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



7. If you use a task file as a data source for your scripted object, specify the name of your task file in the TaskName line (3).
8. If the ScriptProperties list (4) is minimized expand it clicking on the  icon (5).



9. Specify values of the script parameters (6):
 - **Comments label:** a word or a character from which schedule comments should be started, intended for the scripted object being set as a data source. Specify the comment tag if you use schedule comments as a data source for your scripted object.
 - **Separator:** the separator character used in your data source (task file or schedule comments);
 - **Use comments:** denotes the data source for the scripted object:



- False, if you want to use task file as a data source for the scripted object; schedule comments are not used;
- True, if you want to use schedule comments as a data source for the scripted object; task file is not used;
- From Start denotes relative to what the Delay parameter's value is set:
 - True, if it is set relative to the start of the playing back of the video;
 - False, if it is set relative to the end of the playing back of the video;
- Duration: duration of showing of the announce (seconds). If you need to display a video file using the title object, the duration of showing is set automatically as equal to the duration of the video file.
- Delay: Time from the start or end of the video in FDO nAir, during playing back of which the announce is to be displayed (seconds);
- Fade in/out: Time of appearing/disappearing of titles (fade in/out; seconds);
- Background: a full path to the background image file (optional parameter);
- Styles file: a full path to the style collection file (*.efc). Specify this parameter value if your task file contains records for displaying text data;
- Description style: index of the style in the style collection file used for design of the text of the titles (enumeration of styles starts from 0) (optional parameter).

Note: For design of different parts of the text with different styles you can use formatting tags. See an example in p. 2 «Data sources for the scripted object».

For more information on properties of title elements of different types see the «Types of Title Elements» section on the «[FDTitleDesigner. Title Project Editor](#)» User's Guide.

- Task type: type of the task to be displayed in the titles. For more information see p. 2.1 «General Information» of the p. 2 «Data sources for the scripted object».

10. If your task file contains records for displaying videos, select the Movie title element in the Object Tree window and set it.



Tip: For more information on properties of title elements of different types see the «Types of Title Elements» section on the «[FDTitleDesigner. Title Project Editor](#)» User's Guide.



11. If your task file contains records for displaying image files or text, select the Descr parameter in the Object Tree window and set it.

✓ **Important:** Specify the styles collection file and style index that you want to be used for design of your text in parameters of the scripted object.

12. If you need to display background image, select the Backgr parameter in the Object Tree window and set it.

13. Save your project.

5. Preview

To preview your TSF_Announce scripted object, start the schedule execution in FDonAir. You can preview your project using FDPreview or SLTitlePreview.

For information on working order see the «Previewing» paragraph in the «General information» section.



TSF_IU: generating of images with information received from different sources (analogue of FDIImageUpdater)

1. Purpose

The TSF_IU scripted object works in the same way as the FDIImageUpdater program and is intended for displaying images with information received from different sources:

- text file;
- website;
- time source:
 - integrated computer clock (PC system time);
 - SLTimeServer;
- temperature sensor:
 - IRT 5920;
 - Tundra 73;
 - Stream Labs USB_MS_RS485;
 - PMM-4095;
- weather stations:
 - HeavyWeather (models: WS2308, WS2310, WS2315; WS3610);
 - Oregon Scientific (models: WMR100, WMR200);
 - Davis Instruments (Vantage Pro2).



A task for the scripted object is a project created in FDIImageUpdater. During execution of the scripted object you don't need to launch FDIImageUpdater.

In the TSF_IU scripted object you can specify a background image.

Adding several TSF_IU scripted objects is similar to launching several instances of the FDIImageUpdater program.



To load a TSF_IU scripted object in your title project use a TSF_IU.SLTitleTmpl template file.

2. Data sources for the scripted object

As a data source the scripted object uses the project file created in FDImageUpdater. Such files have the *.s4i extension.

Find information on creation of projects in the FDImageUpdater program in the «[FDImageUpdater. Program for Organizing Dynamic Data Update in Titles](#)» User's Guide.

3. Title elements of the object

3.1. List of the elements

In the table below the title elements contained in the TSF_IU scripted title object are listed, specifying their type and purpose.

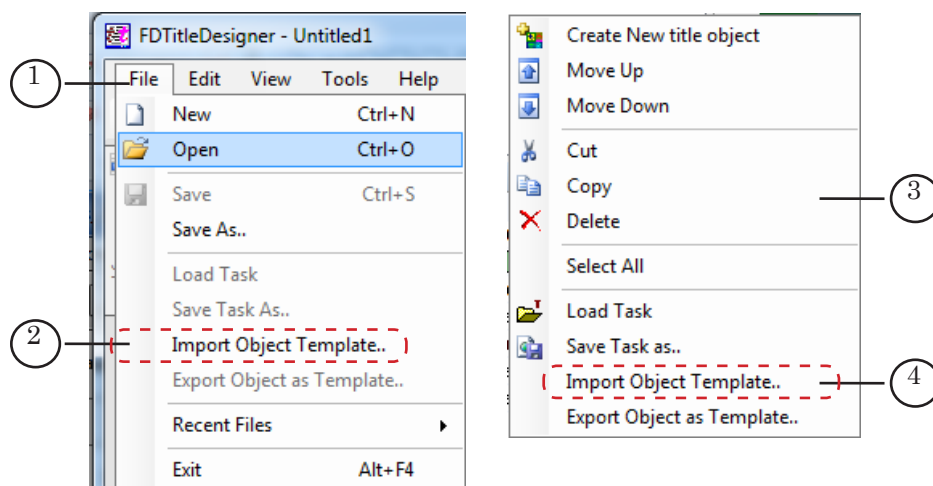
Name	Type	Purpose
Picture	Picture	Used to display images generated during the work of the scripted object
Backgr	Picture	Used to display a background image

3.2. Size and location

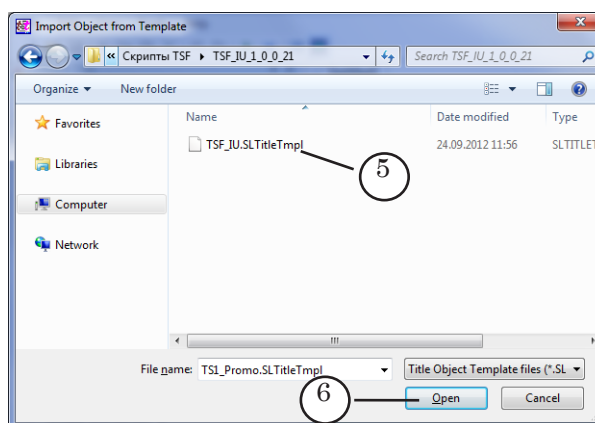
User can change size and location of any title element of the TSF_IU scripted title object.

4. Working with the scripted object

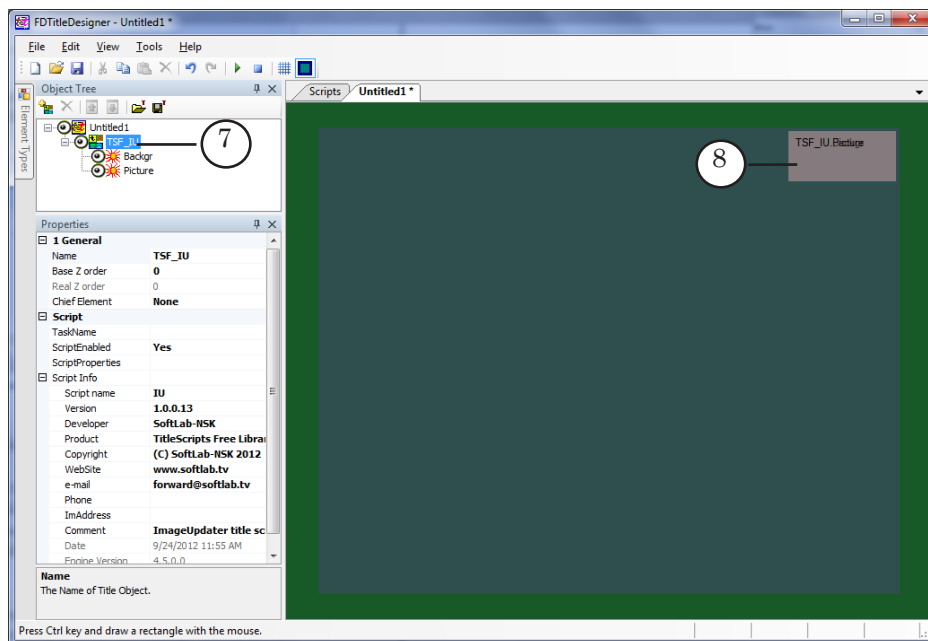
1. Preparation for work: using FDImageUpdater create a project that will be used as a task file for the TSF_IU scripted object and check its work.
2. In FDTITLEDesigner create a title project or load one created before where you need to add a TSF_IU scripted title object.
3. To load the scripted title object to your project select the Import Object Template... command (2) in the File menu (1) or open the context menu (3) by right clicking on the Object Tree panel and select the Import Object Template... command (4).



4. In the Import Object Template... window that opens select the TSF_IU.SLTitleTmpl file (5) and click Open (6).

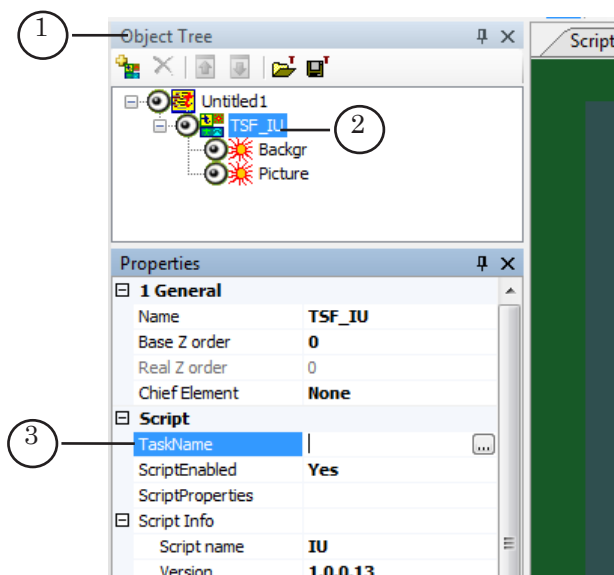


5. The TSF_IU scripted title object will be loaded to your title project:
 - in the object tree the added TSF_IU object (7) and its elements are displayed;
 - in the working area of the project the Picture title element contained in the TSF_IU scripted object is displayed.



✓ **Important:** You can not change the composition, type and name of title elements of the scripted object. But you can change the name of the scripted object.

6. In the Object Tree window (1) click on the name of the TSF_IU scripted object (2).



7. In the TaskName line (3) specify the name of your task file prepared in FDIImageUpdater.



8. In the Object Tree window select the Picture title element (1) and configure it.



Tip: For more information on properties of title elements of different types see the «Types of Title Elements» section on the «[FDTitleDesigner. Title Project Editor](#)» User's Guide.

9. If you need to display background image, configure the Backgr title element: specify its size, location and if necessary set other parameters available for setting.
10. Save your project.

6. Preview

You can preview your project containing the TSF_IU scripted object in the preview window of FDTitleDesigner.

For information on working order see the «Previewing» paragraph in the «General information» section.



TSF_MovieList: a scripted wrapper for the MovieList title element

1. Purpose



Tip: We recommend you to read the description of the MovieList title element in the «[FDTitle Designer Title Project Editor](#)» User's Guide.

The TSF_MovieList scripted object works in the same way as the MovieList title element, but the scripted object has the following additional features:

- you can display a background image that will be displayed during pauses in the task (see p. 3.3 «Particularities of playing back»);
- task item that can't be played back entirely can be played back in part.

Note: the MovieList title element does not play back the task item if it has not enough time to play it back entirely.

If the work of the scripted object was stopped by a FDOAir schedule command, during the next launch the scripted object will execute the task item following the item has been executed during the last session.

2. Task file

A task file for the TSF_MovieList scripted object is a text file with the *.SLMovieList extension. The file contains XML tags that determine the order of playing back of videos, images and pauses to be displayed during the work of the scripted object.

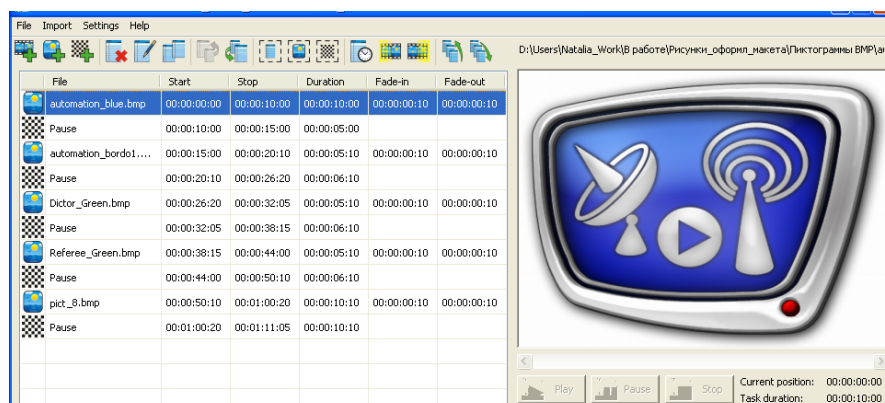
Files of that type are used as task files for the MovieList title elements. The principle of composing the task file for the TSF_MovieList scripted object is the same as for the MovieList title element.

For automation of creating *.SLMovieList files the FDMovieListEditor program is intended.

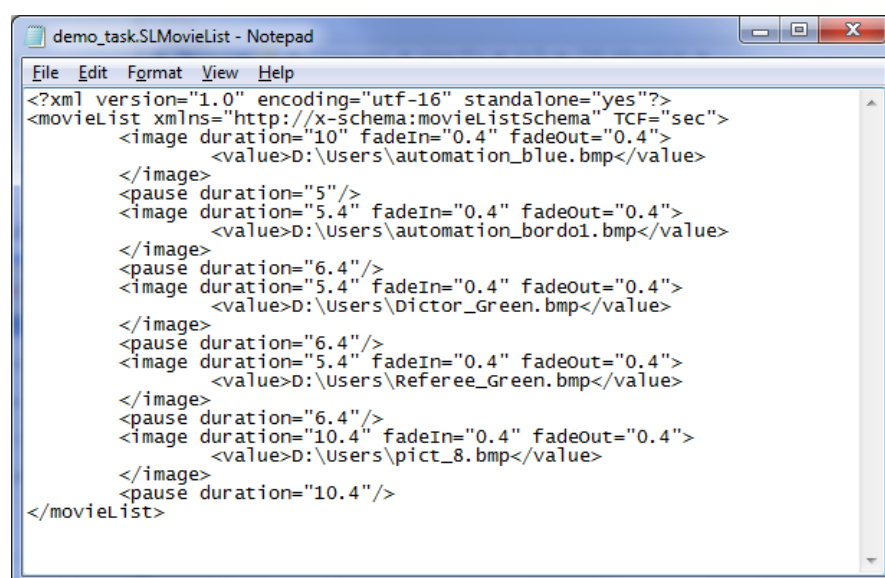
For more information on how to use FDMovieListEditor see the «[FDMovieListEditor – Task editor for the MovieList title element](#)» User's Guide.



a



b



The pictures below present the same task file opened in the FDMovieListEditor window (a) and in Notepad (b).

3. Title elements of the object

3.1. List of the elements

In the table below the title elements contained in the TSF_MovieList scripted title object are listed, specifying their type and purpose.

Name	Type	Purpose
Main	Caption	Auxiliary element used by the script object during its work
Backgr	AnimLogo	Used to display a background image
MovieList	MovieList	Used to display elements of an advertisement block: images, video clips, pauses



3.2. Size and location

User can change size and location of any title element of the TSF_MovieList scripted title object.

3.3. Particularities of playing back

A task for the Backgr title element is to be specified only if you need a background image to be displayed.

During the work with the TSF_MovieList scripted title object the Backgr title element is displayed constantly.

The MovieList title element is displayed over the Backgr element.

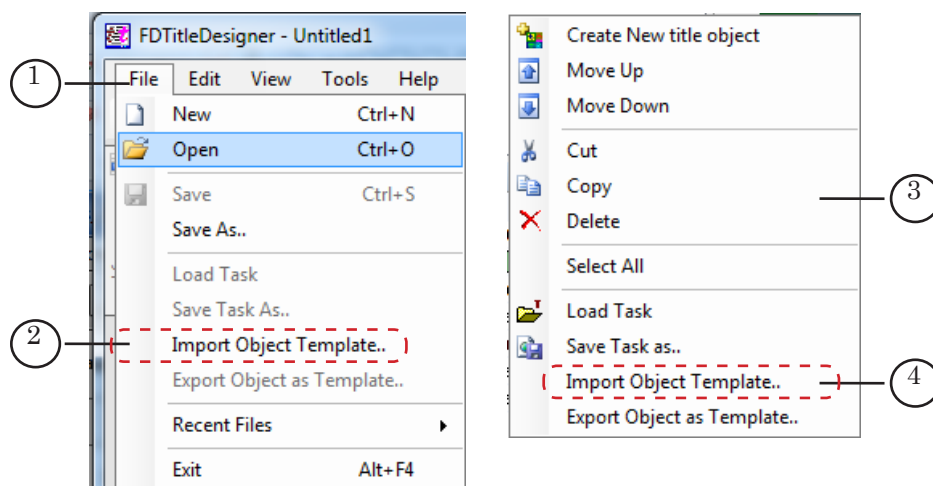
If the Backgr title element is located within the limits of the MovieList element's location, so when displaying videos or pictures in the MovieList title element, the Backgr title element is invisible.

The Backgr title element is visible:

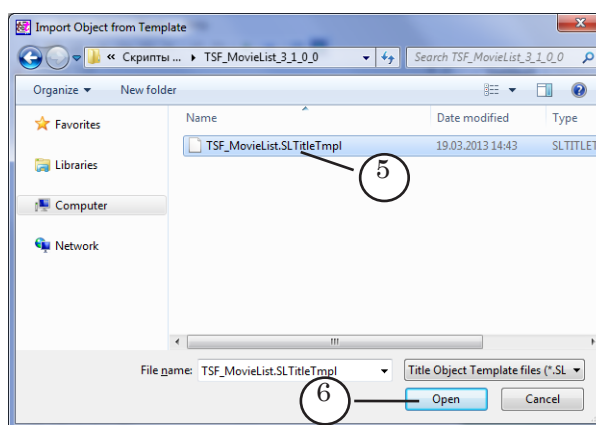
- if the Backgr title element is located within the limits of the MovieList element's placement: when pause tasks are executed in the the MovieList title element;
- if the element is located outside the limits of the MovieList element's placement: all the time of the TSF_MovieList scripted title object's work.

4. Working with the scripted object

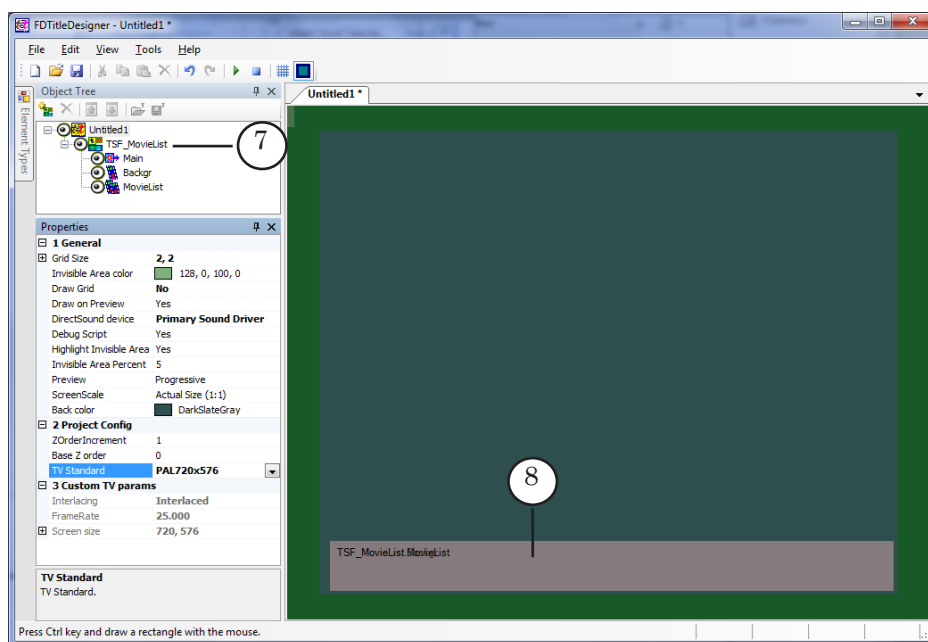
1. Preparation for work
 - prepare your task file for the TSF_MovieList scripted object using FDMovieListEditor. For more information on how to use FDMovieListEditor see the «[FDMovieListEditor – Task editor for the MovieList title element](#)» User's Guide.
 - if you need to display a background, prepare a corresponding image file.
2. In FDTITLEDesigner create a title project or load one created before where you need to add the scripted title object.
3. To load the scripted title object to your project select the Import Object Template... command (2) in the File menu (1) or open the context menu (3) clicking on the FDTITLEDesigner Object Tree panel and select the Import Object Template... command (4).



4. In the Import Object Template... window that opens select the TSF_MovieList.SLTitleTmpl file (5) and click Open (6).

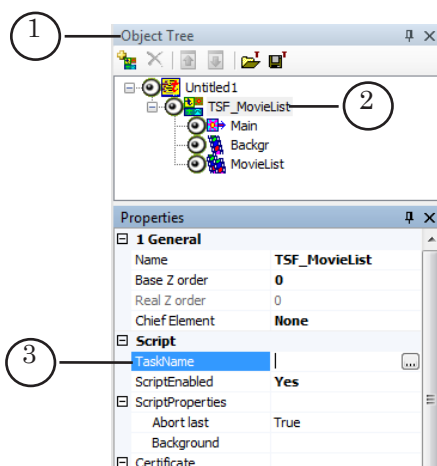


5. The TSF_MovieList scripted title object will be loaded to your title project:
- in the object tree the added TSF_MovieList object (7) and its elements are displayed;
 - in the working area of the project title elements of the TSF_MovieList scripted object are displayed. After the loading all title elements have the same size and location (8) specified in the template.




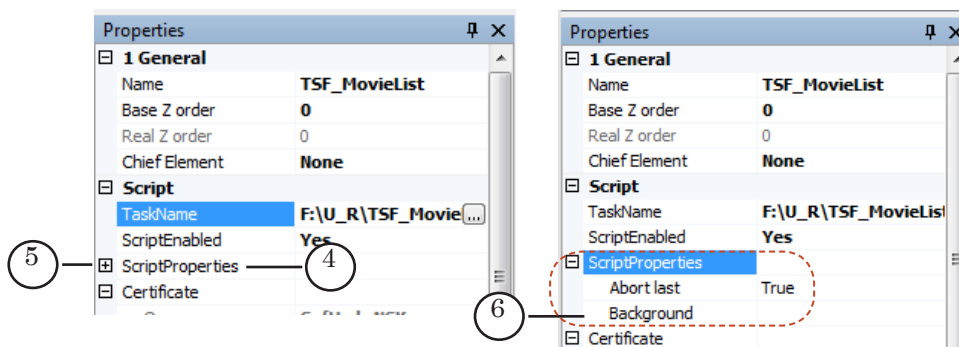
✓ **Important:** You can not change the composition, type and name of title elements of the scripted object. But you can change the name of the scripted object.

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



7. In the Properties window in the TaskName line (3) specify the name of your task file.

8. If the ScriptProperties list (4) is minimized expand it clicking on the  icon (5).



9. Specify values of the script parameters (6):

- Abort last – to allow the program to play back partially the task point that cannot be played back entirely because of lack of time.
 - False: do not allow. The task point will not be played back at all.
 - True: allow. Duration of playing back of the last item will be reduced.
- Background: a full path to the background image file (optional parameter);

10. In the Object Tree window select the MovieList title element and configure it.

11. If you need to change the size, location or other parameters of the background image, select the Backgr title element in the Object Tree window and configure it.



Tip: For more information on properties of title elements of different types see the «Types of Title Elements» section in the «[FDTitleDesigner. Title Project Editor](#)» User's Guide.

12. Save your project.

5. Preview

You can preview your project containing the TSF_MovieList scripted object in the preview window of FDTitleDesigner.

For information on working order see the «Previewing» paragraph in the «General information» section.



TSF_CaptionPro: displaying text ads and images

1. Purpose



Tip: We recommend you to read the description of the Caption title element in the «[FDTitleDesigner Title Project Editor](#)» User's Guide.

Note: The Caption title element is intended to display in the specified area of the screen a text or image that appears/disappears.

A task for the Caption title element can be:

- a graphics file in one of the following formats: TGA, BMP, DIB, PNG, JPG;
- a text file in the TXT format. The text of one file is considered as one message, so the entire contents of the task file will be displayed on the screen as one block.

How the scripted title element works

TSF_CaptionPro works in the same way as the Caption title element, but the scripted object has the following additional features:

- one task file can contain several announcements of different types (text or image): the TSF_CaptionPro scripted object displays them consecutively;
- using this scripted object, you can display a background image.

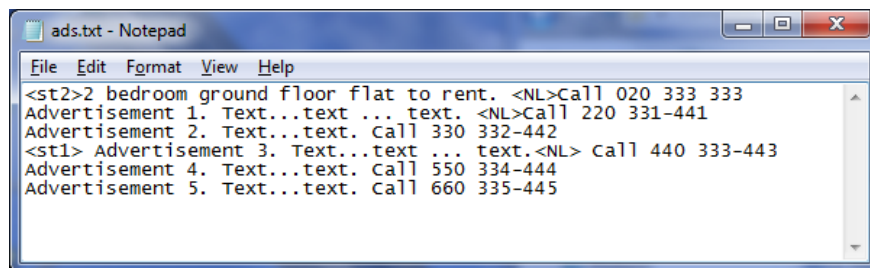
If the work of the scripted object was stopped by a FDOOnAir schedule command, during the next launch the scripted object will execute the task item following the item has been executed during the last session.

2. Task file

A task file for the TSF_CaptionPro scripted title object is a text file with *.txt or *.spt extension.

A task file with the *.txt extension can contain only tasks for displaying text announcements. The text of separate announcements must be recorded in separate lines. The file can contain formatting tags.

The picture below presents an example of a task file opened in Notepad.



```
ads.txt - Notepad
File Edit Format View Help
<st2>2 bedroom ground floor flat to rent. <NL>Call 020 333 333
Advertisement 1. Text...text ... text. <NL>Call 220 331-441
Advertisement 2. Text...text. Call 330 332-442
<st1> Advertisement 3. Text...text ... text.<NL> call 440 333-443
Advertisement 4. Text...text. Call 550 334-444
Advertisement 5. Text...text. Call 660 335-445
```



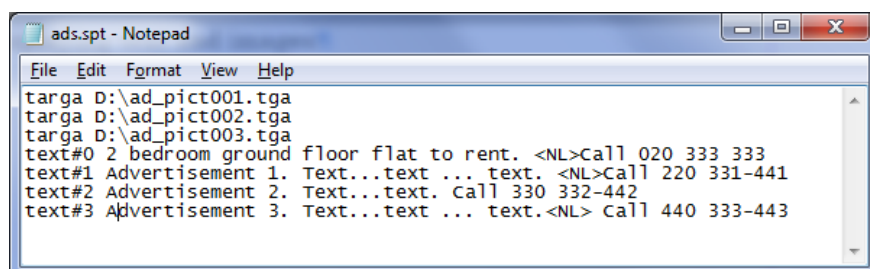
Tip: To break a text of a long announcement to several lines, use the <NL> formatting tag. For more information on using tags see the «Tags of Formatting» subsection in the «Types of Title Elements» section in the «[FDTitleDesigner. Title Project Editor](#)» User's Guide.

A task file with the *.spt extension contains commands for displaying text and images:

- a command for displaying announcement as image has the following format:
targa Path_to_file, where:
 - targa is the key word of the command;
 - Path_to_file denotes a full or relative path to the image file with the announcement.
- a command for displaying announcement as text line has the following format:
text#N text_line, where:
 - text is the key word of the command;
 - # is a mandatory character; do not separate it with a space character from text or N;
 - N denotes the sequence number of the style in the collection you want to apply for the text styling;
 - text_line denotes the text of one announcement.

For more information on SPT file see the item 4 «Task: Text File with Commands for Displaying Ads» of the «RollCrawl» section on the «[FDTitleDesigner. Title Project Editor](#)» User's Guide.

The picture below presents an example of a *.spt task file opened in Notepad.



```
ads.spt - Notepad
File Edit Format View Help
targa D:\ad_pict001.tga
targa D:\ad_pict002.tga
targa D:\ad_pict003.tga
text#0 2 bedroom ground floor flat to rent. <NL>Call 020 333 333
text#1 Advertisement 1. Text...text ... text. <NL>Call 220 331-441
text#2 Advertisement 2. Text...text. Call 330 332-442
text#3 Advertisement 3. Text...text ... text.<NL> call 440 333-443
```



3. Title elements of the object

3.1. List of the elements

In the table below the title elements contained in the TSF_CaptionPro scripted title object are listed, specifying their type and purpose.

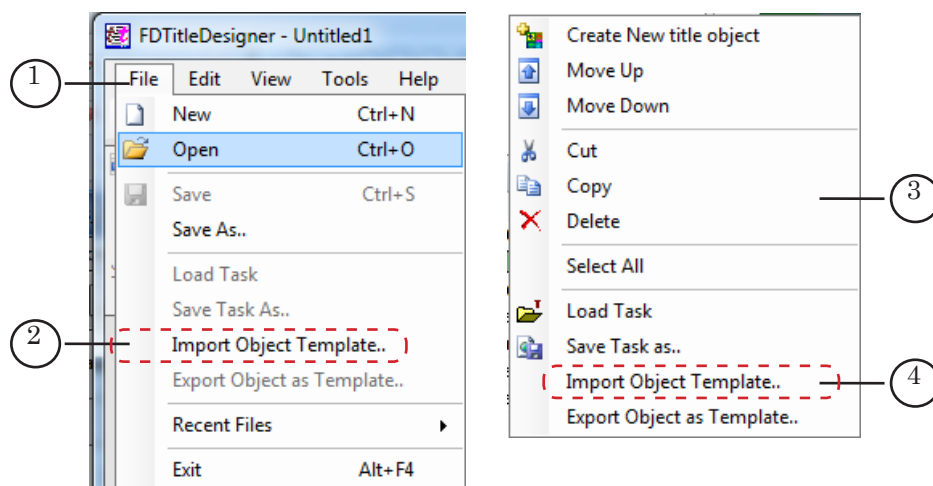
Name	Type	Purpose
Main	Caption	Auxiliary element used by the script object during its work
Backgr	AnimLogo	Used to display a background image
Text0, Text1	Caption	Used to display announce text or images

3.2. Size and location

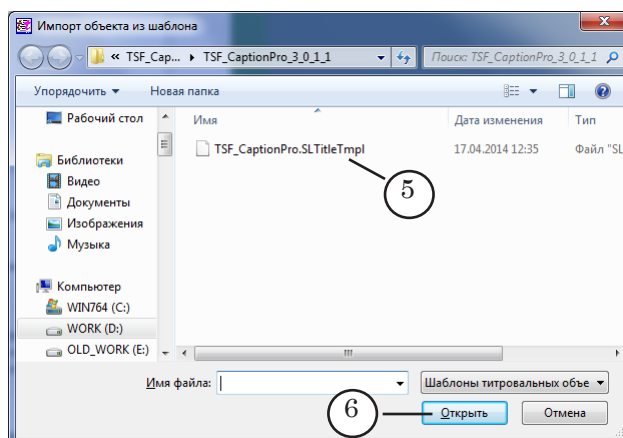
When starting the execution of the scripted object, the size and location of the Text1 title element are set automatically as equal to the size and location of the Text0 title element.

4. Working with the scripted object

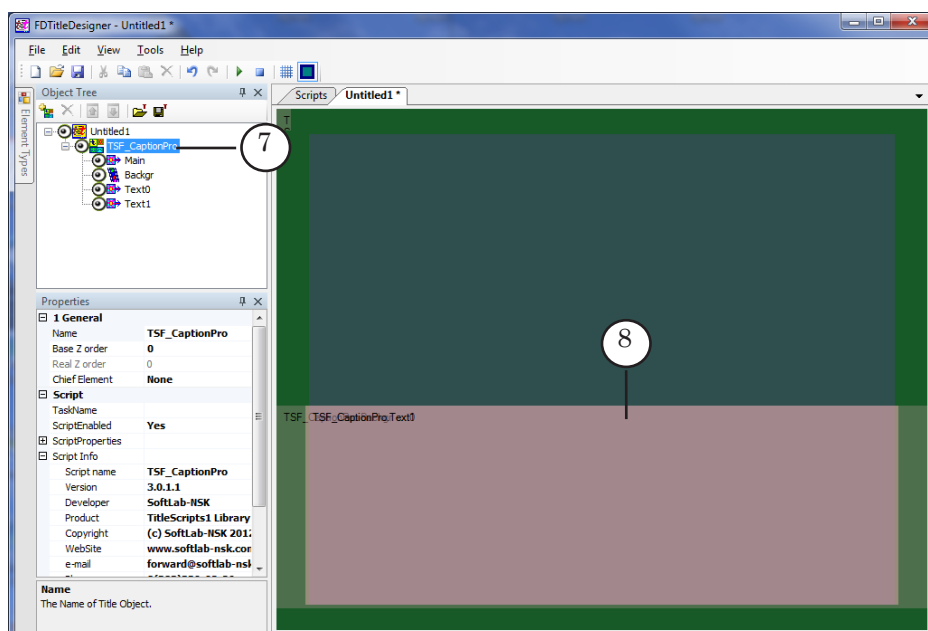
1. Preparation for work:
 - prepare your task file for the TSF_CaptionPro scripted object;
 - if you need to display a background, prepare a corresponding image file.
2. In FDTTitleDesigner create a title project or load one created before where you need to add a scripted title object.
3. To load the scripted title object to your project select the Import Object Template... command (2) in the File menu (1) or open the context menu (3) right-clicking on the Object Tree panel and select the Import Object Template... command (4).



4. In the Import Object Template... window that opens select the TSF_CaptionPro.SLTitleTmpl file (5) and click Open (6).

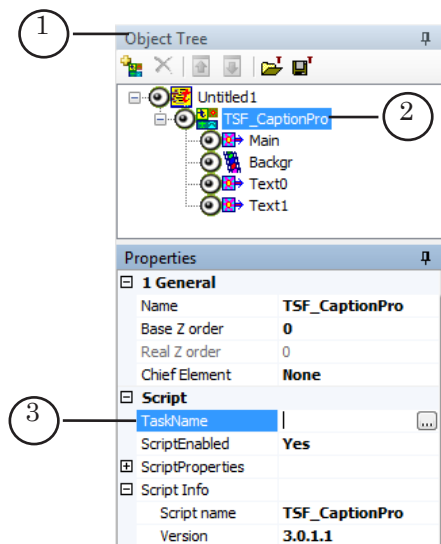


5. The TSF_CaptionPro scripted title object will be loaded to your title project:
 - in the object tree the added TSF_CaptionPro object (7) and its elements are displayed;
 - in the working area of the project title elements of the TSF_CaptionPro scripted object are displayed. After the loading all title elements have the size and location (8) specified in the template.



✓ **Important:** Do not change the composition, type and name of title elements of the scripted object.
But you can change the name of the scripted object.

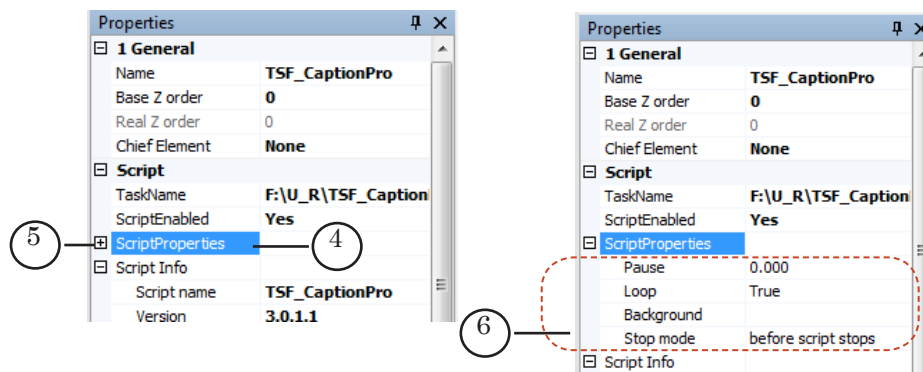
6. To start setting parameters of the scripted object, in the Object Tree window (1) click on the name of the TSF_CaptionPro scripted object (2).



7. In the TaskName line (3) specify the name of your task file.



8. If the ScriptProperties list (4) is minimized expand it clicking on the icon (5).



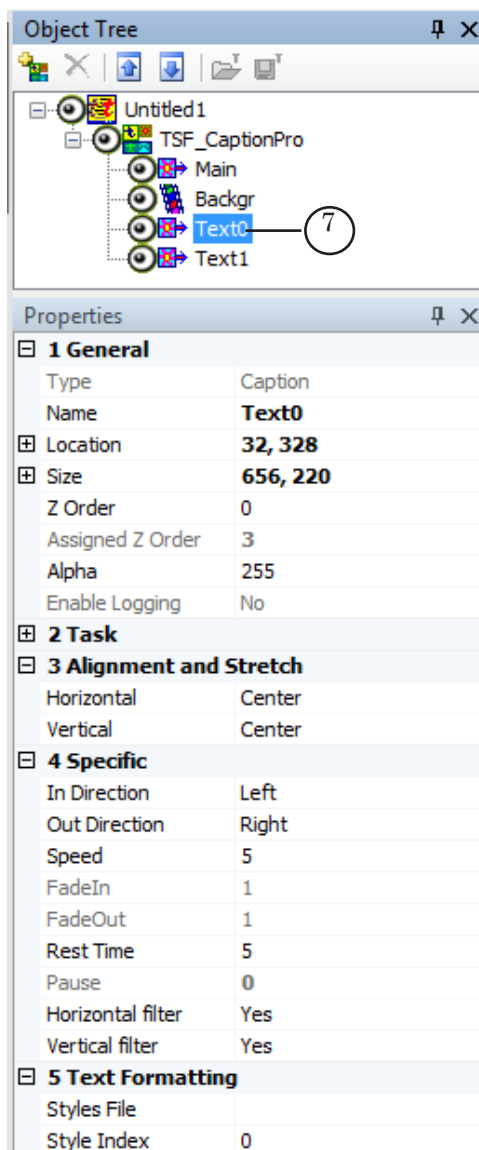
9. Specify values of the script parameters (6):

- Pause – a pause between announcements;
- Loop: to replay back the announcements from task file after the playing back of the list:
 - True: to replay;
 - False: not to replay;
- Background: a full path to the background image file (optional parameter);
- Stop mode: how the scripted object will act when the schedule execution is stopped:
 - before script stops: if there is not enough time to play back the scheduled announcement entirely before the execution of the stopping command, the program will not start to play it back.
 - at script stop: to break the announcement playback at the moment of stopping of the scripted object;
 - after script stops: if there is not enough time to play back the scheduled announcement entirely before the execution of the stopping command, the program will not stop the scripted object before playing back the announcement entirely.

10. In the Object Tree window, select the Text0 (7) title element and configure it: its size, location, settings for appearing/ disappearing and announcement displaying, etc.



Tip: For more information on properties of title elements of different types see the «Types of Title Elements» section on the «[FDTitleDesigner. Title Project Editor](#)» User`s Guide.



When the Text0 title element is configured, click Start preview, then wait a while and click Stop preview: the same settings will automatically be set to the Text1 title element.

11. If you need to display background image, select the Backgr title element in the Object Tree window and configure it.
12. Save your project.

5. Preview

You can preview your project containing the TSF_CaptionPro scripted object in the preview window of FDTTitleDesigner.

For information on working order see the «Previewing» paragraph in the «General information» section.



TSF_AdCountDown: displaying of countdown timer until the end of the advertisement

1. Purpose

The TSF_AdCountDown scripted title object is intended for displaying countdown timer until the end of the advertisement. The timer is displayed on the background image specified by user.



To use this scripted object, add to your FDO nAir schedule special marks of the start and end of ad blocks (see the paragraph 2. «Scheduling details»).

The duration of the displayed countdown is specified by user and equal for all ad blocks. The TSF_AdCountDown scripted object manages automatically the countdown launching and stopping.

The TSF_AdCountDown scripted object contains an option that allows it to ignore commands that deactivate titles before the start of advertisement playing back.

To display the countdown the scripted object uses the Clock2 or Clock3 title element by user's choice.

Note: To use this scripted title object, make sure that you use at least version 5.7.0 of ForwardT Software.



2. Scheduling details

When using the TSF_AdCountDown scripted object, add to your schedule special mark commands denoting the start and the end of ad blocks you want to be counted down.

State	Start	Length		Name
READY	16:01:01.40	0:00:01.00		{TSF_AdCountDown} 0
READY	16:03:33.46	0:09:30.00		sport2.avi
	16:13:03.46			Start 'mark'
	16:13:03.46	0:00:04.00	0.10	Banner.avi
	16:13:07.36	0:00:12.36	0.10	Mclip3.avi
	16:13:19.62	0:00:12.76	0.10	Mclip2.avi
	16:13:32.38			Stop 'mark'
READY	16:13:32.38	0:01:36.40		sport3.avi
	16:15:08.78	=0:11:35.32		*****

The marks allow FDO nAir to count the duration of the ad block and to transfer this information to the TSF_AdCountDown scripted object.

To add such mark commands to your schedule, do the following:

1. In the main FDO nAir window open the Custom commands tab, clicking on the button (1).




2. Add and configure the Start mark command. To do so:
 1. Click New mark start command (2). The new command will appear in your command list (3).

The command has the following format:

 markstart {mark} 0 Command_comment,

where:

-  – is the mark symbol;
- markstart – is the command keyword;
- {mark} – denotes the mark name. Make sure to specify the same mark name as you specified in the Mark name property when configuring the scripted object;



- 0 – denotes the duration of the command execution (the 0 value is set automatically and cannot be changed);
 - Command_comment – denotes a text containing a comment concerning the using of the command. When adding the command to the schedule the comment will be displayed in the Name column.
2. If necessary, change the command comment. To do so, place the cursor to the line (4) and change the text.
 3. If necessary, change the mark name. To do so, place the cursor to the line (5) and change the text.



✓ **Important:** Make sure to specify the same mark name as you specified in the Mark name property when configuring the TSF_AdCountDown scripted object in FDTTitleDesigner (for more information, see «4. Working with the scripted object»).

3. Add and configure the Stop mark command. To do so:


1. Click New mark stop command (6). The new command will appear in your command list (7).



The command has the following format:

 markstop {mark} 0 Command_comment,

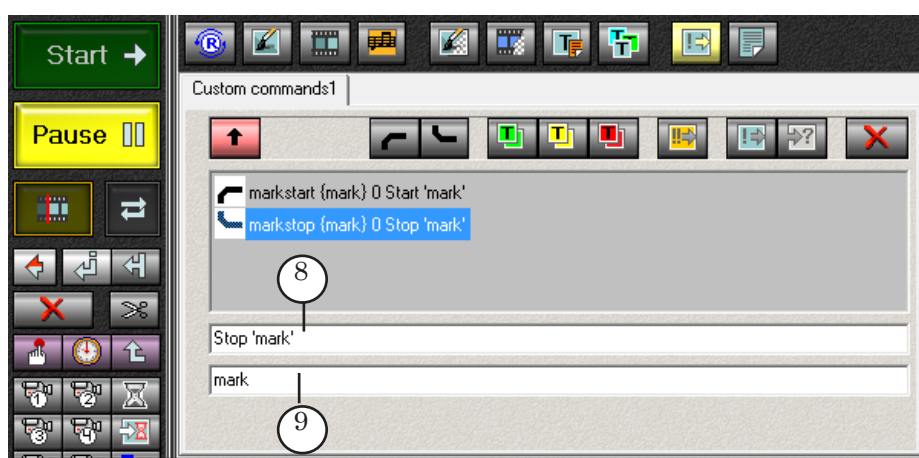
where:

-  – is the mark symbol;
- markstop – is the command keyword;

- {mark} – denotes the mark name. Make sure to specify the same mark name as you specified in the Mark name property when configuring the scripted object;
- 0 – denotes the duration of the command execution (the 0 value is set automatically and cannot be changed);
- Command_comment – denotes a text containing a comment concerning the using of the command. When adding the command to the schedule the comment will be displayed in the Name column.

2. If necessary, change the command comment. To do so, place the cursor to the line (8) and change the text.

3. If necessary, change the mark name. To do so, place the cursor to the line (9) and change the text.



✓ **Important:** Make sure to specify the same mark name in the Start mark and Stop mark commands as you specified in the Mark name property when configuring the TSF_AdCountDown scripted object.

4. Add the Start mark and Stop mark in your schedule for each ad block for which you want the countdown timer to be displayed:
 - the Start mark command (10) should be placed before the first execution command in the ad block;
 - the Stop mark command (11) should be placed after the last execution command in the ad block.



To add a Start mark/Stop mark command to your schedule, do the following:

1. Place the position pointer to the necessary line.
2. On the Custom commands tab, double click on the corresponding command.

3. Title elements of the object

In the table below the title elements contained in the TSF_AdCountDown scripted title object are listed, indicating their type and purpose.

Name	Type	Purpose
Main	Caption	Auxiliary element, used by the script object during its work
Backgr	AnimLogo	Displaying of the background image
Clock2	Clock2	Displaying of the countdown timer
Clock3	Clock3	Displaying of the countdown timer

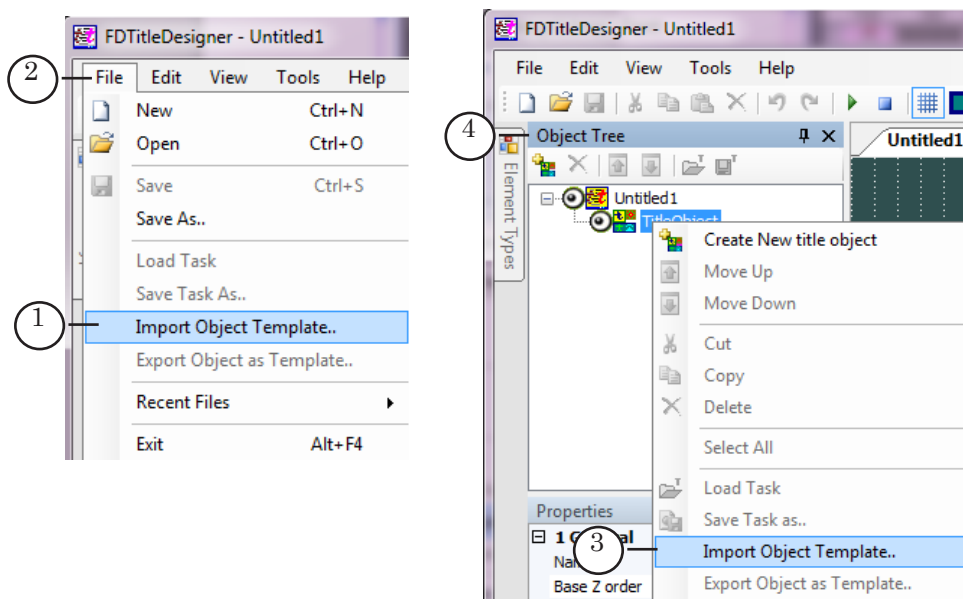
4. Working with the scripted object

1. Preparation for work:
 - If you need a background to be displayed, prepare the background image file;
 - If you want the Clock2 title element to be used for the countdown, prepare a task file for the title element (for more information on how to prepare a task file, see the «[SLClockDesigner. Task Editor for the Clock2 Title Element](#)» User's Guide).

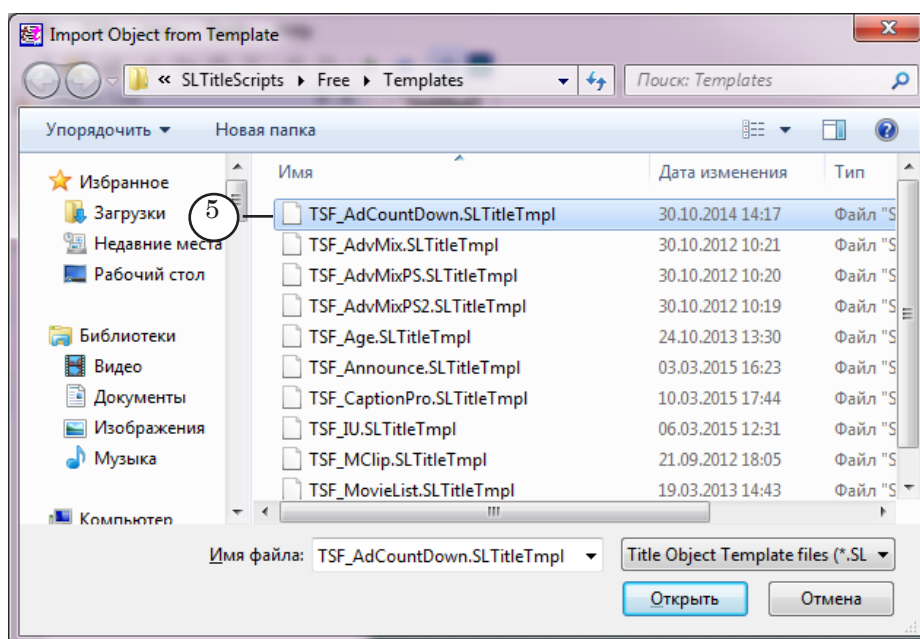


Tip: Find the description of the Clock2 and Clock3 title elements in the «FDTitle Designer. Title Project Editor» User’s Guide.

2. In FDTitleDesigner create a title project or load one created before where you need to add a TSF_AdCountDown scripted title object.
3. To load the scripted title object to your project, select the Import Object Template... command (2) in the File menu (1) or open the context menu (4) clicking on the FDTitleDesigner Object Tree panel (3) and select the Import Object Template... command.

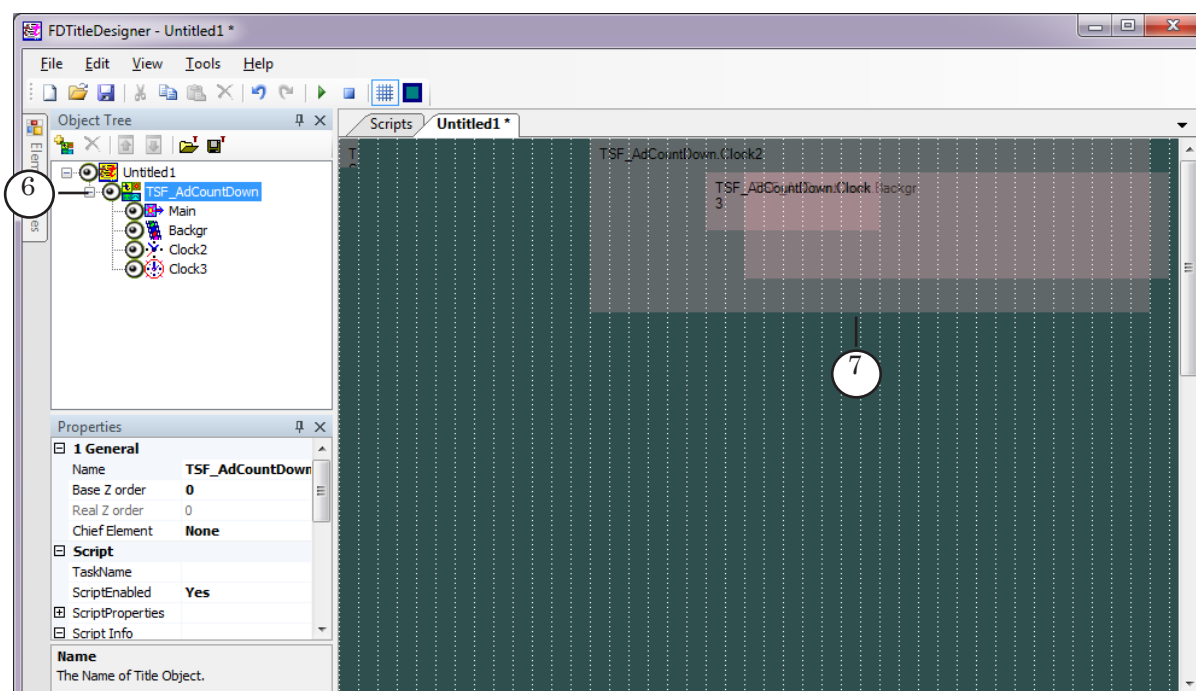


4. In the Import Object from Template window that opens select the TSF_AdCountDown.SLTitleTpl file (5) and click Open.



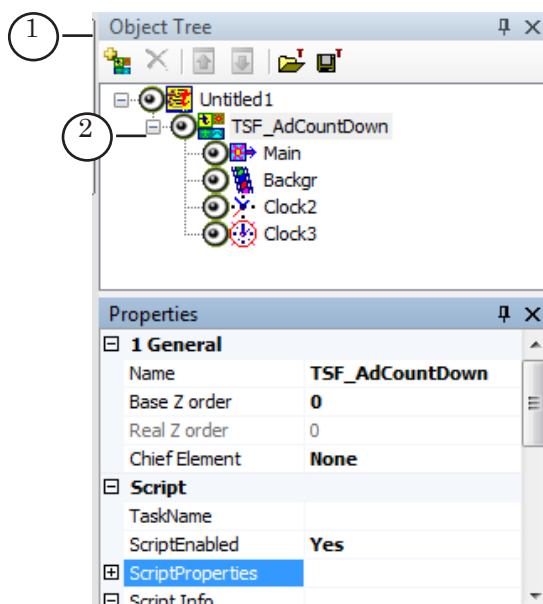


5. The TSF_AdCountDown scripted title object will be loaded to your title project:
 - in the object tree the added TSF_AdCountDown object (6) and its elements are displayed;
 - in the working area of the project title elements of the TSF_AdCountDown scripted object are displayed. After the loading, all title elements have the same size and location (7) specified in the template.

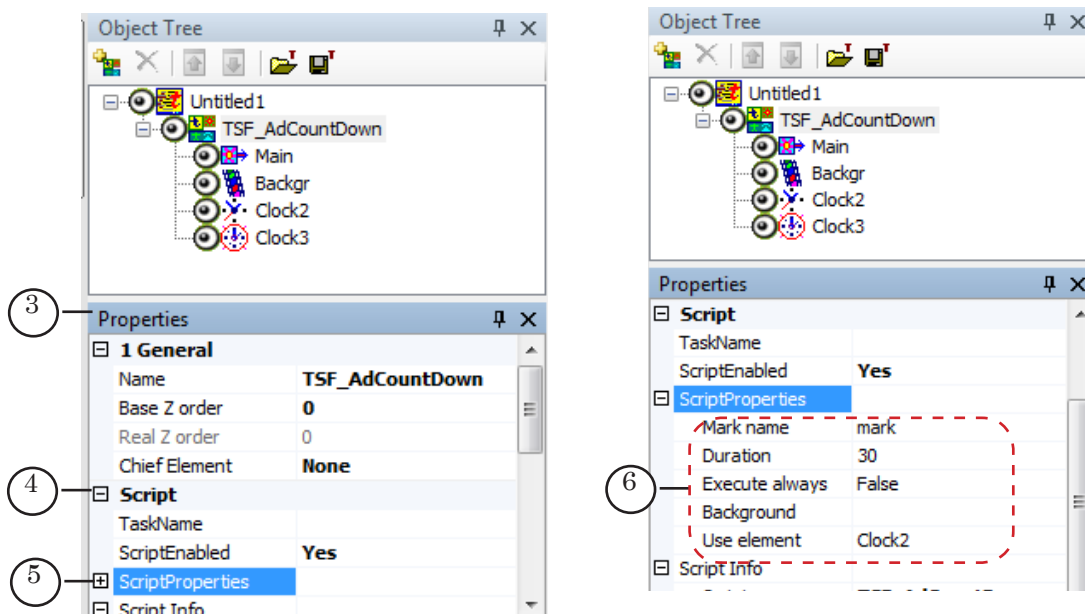


✓ **Important:** You cannot change the composition, type and name of title elements of the scripted object. But you can change the name of the scripted object.

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



7. In the Properties window (3) in the Script Object table (4) set the parameters values.



8. Specify values of the script parameters in the ScriptProperties list (5). If the list is minimized, expand it clicking on the icon

The script parameters TSF_AdCountDown (6):

- Mark name: an arbitrary set of characters. Notice that the same set of characters should be specified as mark when configuring the Start mark and Stop mark commands in FDonAir (for more information, see the paragraph 2. «Scheduling details»);
- Duration: the duration of the countdown timer displaying (sec.);



- Execute always: set the True value, if you want the TSF_AdCountDown scripted title object to ignore all commands that deactivate any titles (ex. on the F7 button); if you set the False value, the scripted object will be deactivated according to the commands that deactivate any titles. This property was added to facilitate the deactivating of all titles before the start of advertisement except TSF_AdCountDown.
 - Background: a full path to the background image file (optional parameter). If the file is not specified, the background will not be displayed.
 - Use element: the title element to be used for the countdown timer displaying:
 - Clock2: an element of the Clock2 type;
 - Clock3: an element of the Clock3 type.
9. Select a Clock2 or Clock3 element in the Object Tree window in the group of the TSF_AdCountDown object (depending on which element was set in the scripted object properties on the previous step) and configure it.

For the Clock2 and Clock3 title elements the values of some properties are set by default and cannot be edited, for example, for the Mode of timing property the Count down and hide value is set.

But you need to configure the editable element properties such as Location, Size, etc.



Tip: Find the detailed description of the Clock2 and Clock3 title elements properties in the «Types of Title Elements» section in the [«FDTitle Designer. Title Project Editor»](#) User's Guide.

10. If you want to use a background image to be displayed, configure the Backgr title element: set the values for the Location, Size, and other properties (Align and Stretch, Stretch Alpha, etc.).
11. Save the project.

5. Preview

For previewing of the TSF_AdCountDown scripted title object work launch the schedule execution in FDO nAir. The previewing is possible in the FDPreview or SLTitlePreview windows.

For more information on how to preview in FDO nAir, see the paragraphs 3. «Preview in FDPreview window (using the board)» and 4. «Preview in window of SLTitlePreview (without board)» of the «Preview» subsection of the «General Information» section.



TSF_RollCrawl: a scripted wrapper for the RollCrawl title element

1. Purpose



Tip: We recommend you to read the description of the RollCrawl title element in the «[FDTitle Designer Title Project Editor](#)» User's Guide.

The TSF_RollCrawl scripted object works in the same way as the RollCrawl title element, but the scripted object has the following additional features:

- you can display a background image that turns on during pauses in the tasks;
- task item that can't be played back entirely can be played back in part.

Note: the RollCrawl title element doesn't play back the task item if it has not enough time to play it back entirely.

If the work of the scripted object was stopped by a FDO nAir command, during the next launch the scripted object will execute the task item following the item has been executed during the last session.

2. Task file

A task file for the TSF_RollCrawl scripted object is a text file with the *.txt or *.spt extension.

For more information on how to create a task for the RollCrawl title element see the «[RollCrawl title element – Task editor for the Roll Crawl title element](#)» User's Guide.

3. Title elements of the object

3.1. List of the elements

In the table below the title elements contained in the TSF_RollCrawl scripted title object are listed, specifying their type and purpose.

Name	Type	Purpose
Main	Caption	Auxiliary element used by the script object during its work
Backgr	AnimLogo	Used to display a background image
Crawl	RollCrawl	Used to display announce texts

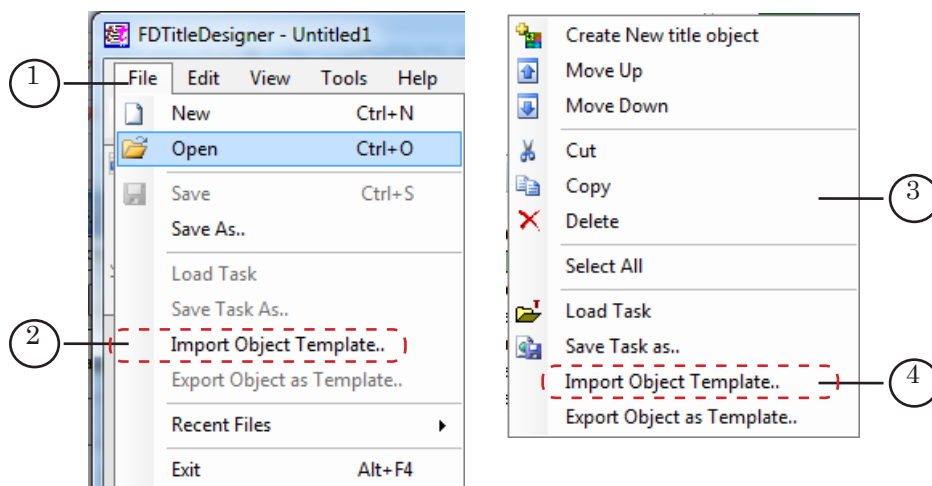
3.2. Size and location

User can change size and location of any title element of the TSF_RollCrawl scripted title object.

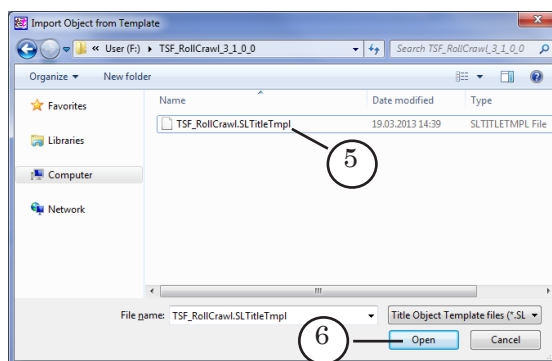


4. Working with the scripted object

1. Preparation for work:
 - prepare your task file for the TSF_RollCrawl scripted object using FDMovieListEditor (see p. 2 «Task file»);
 - prepare a style collection file for text design (*.efc). For more information on how to create a style collection file see the «[ForwardTitling Graphics Editor](#)» User's Guide;
 - if you need to display a background, prepare a corresponding image file.
2. In FDTitleDesigner create a title project or load one created before where you need to add the scripted title object.
3. To load the scripted title object to your project select the Import Object Template... command (2) in the File menu (1) or open the context menu (3) clicking on the FDTitleDesigner Object Tree panel and select the Import Object Template... command (4).



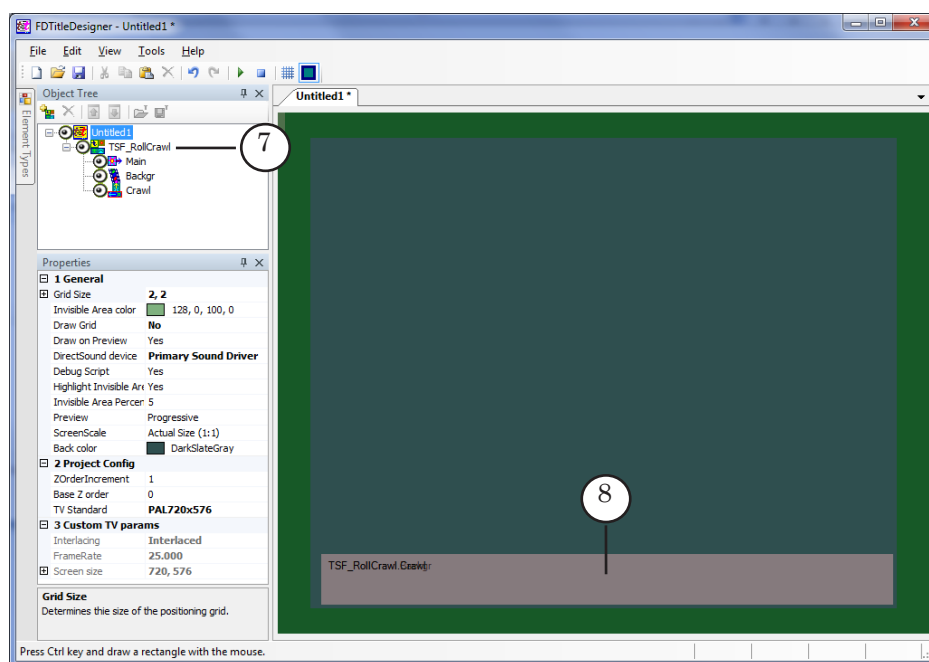
4. In the Import Object Template... window that opens select the TSF_RollCrawl.SLTitleTmpl file (5) and click Open (6).





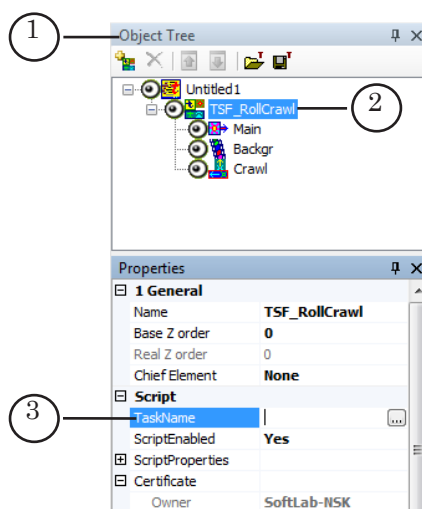
5. The TSF_RollCrawl scripted title object will be loaded to your title project:

- in the object tree the added TSF_RollCrawl object (7) and its elements are displayed;
- in the working area of the project title elements of the TSF_RollCrawl scripted object are displayed. After the loading all title elements have the same size and location (8) specified in the template.




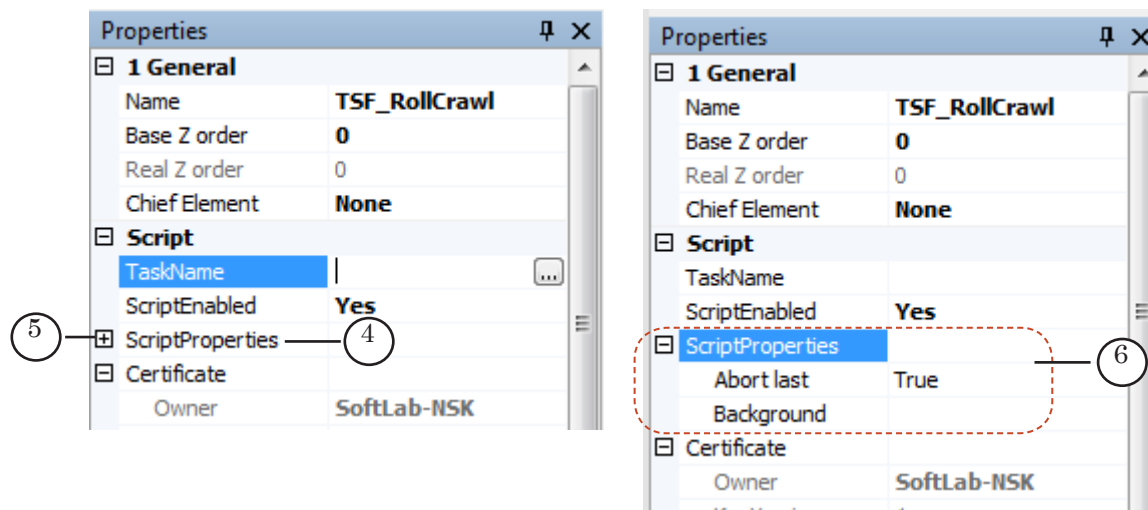
✓ **Important:** You cannot change the composition, type and name of title elements of the scripted object. But you can change the name of the scripted object.

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





7. In the TaskName line (3) specify the name of your task file.
8. If the ScriptProperties list (4) is collapsed expand it clicking on the  icon (5).



9. Specify values of the script parameters (6):
 - Interrupt the last – to allow the program to play back partially the task item that cannot be played back entirely because of lack of time.
 - False: do not allow. The task item will not be played back.
 - True: allow. Duration of playing back of the last item will be reduced.
 - Background: a full path to the background image file (optional parameter);
10. In the Object Tree window select the Crawl title element and configure it.
11. If you need to change the size, location or other parameters of the background image, select the Backgr title element in the Object Tree window and configure it.



Tip: For more information on properties of title elements of different types see the «Types of Title Elements» section on the «[FDTitleDesigner. Title Project Editor](#)» User's Guide.

12. Save your project.



5. Preview

You can preview your project containing the TSF_RollCrawl scripted object in the preview window of FDTitleDesigner.

For more information on working order see the «Previewing» paragraph in the «General information» section.



TSF_Ticker: a scripted wrapper for the RollCrawl title element

1. Purpose and features



Tip: It is highly recommended to read more about the RollCrawl title element in the «[FDTitle Designer. Title Project Editor](#)» User's Guide.

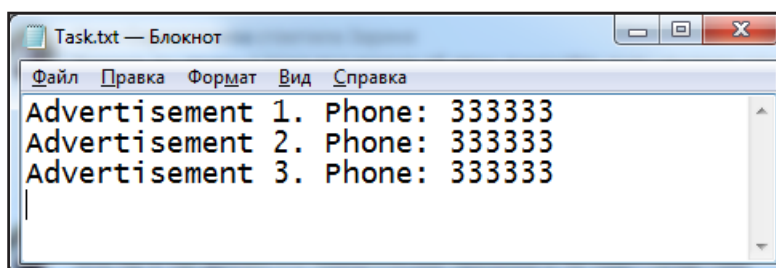
The TSF_Ticker scripted object is designed to display a crawl line with text messages. It works in much the same way as the RollCrawl title element, but the TSF_Ticker scripted object has the following additional features:

- when looped the script allows the looping of the messages without a break between the last and first message (the RollCrawl title element waits for the final message to leave the screen before starting the first message);
- after each cycle the script automatically checks the task file which allows the addition of new messages to the line by editing the task file;
- using the scripted object it is possible to display a background for the crawl line. A background can be a graphical or video file. The background automatically appears and disappears with the crawl line.

2. Task file

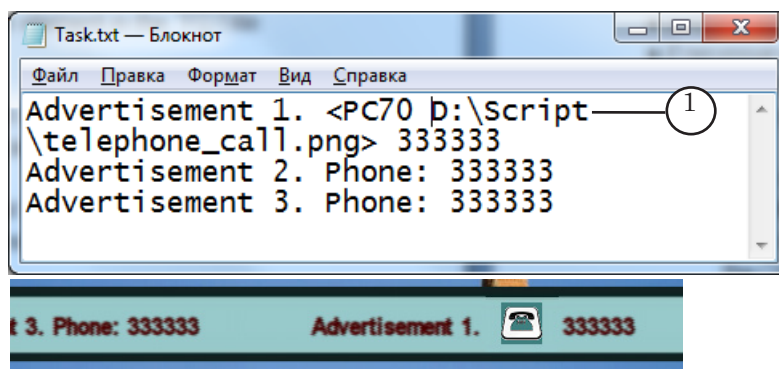
The TSF_Ticker script uses a task file as the source of data – a text file with the *.txt filename extension.

The task file contains lines with the message texts for the crawl line. Each messages starts with a new line. The image shows an example task file opened in Notepad.





Formatting tags (1) can be added to the task file. For more information on using tags see the «[FDTitle Designer. Title project editor](#)» User's Guide.



It is possible to include a substitution function. In order to do this it is necessary to set up the corresponding settings (see below). For more information on substitution see current User's Guide, chapter «General information», section «Substitution file».

3. Object title elements

The table lists the title elements contained in a title object with the TSF_Ticker, as well as their type and their purpose.

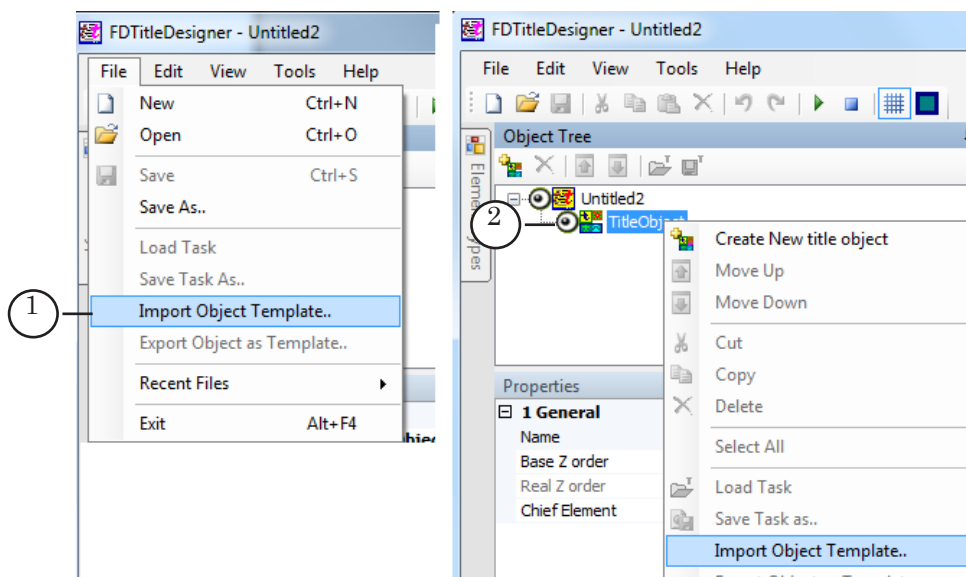
Name	Type	Purpose
Backgr	AnimLogo	Display of background image or video
Ticker	RollCrawl	Display of crawl line with messages

4. Operating procedure

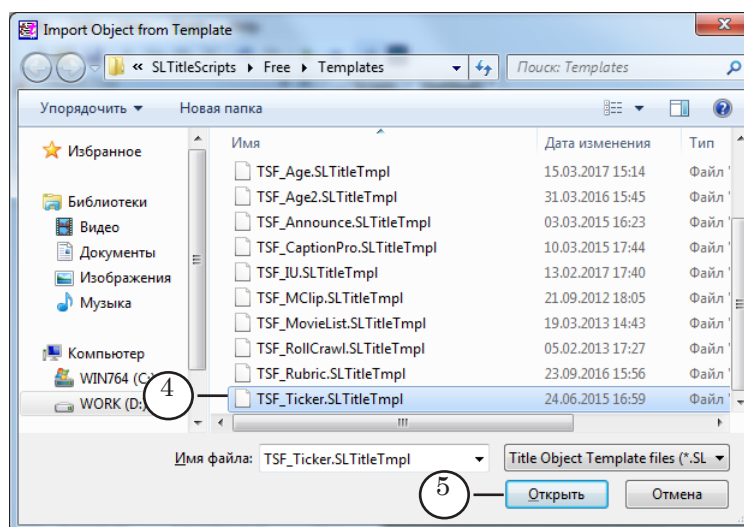
1. Preliminary preparations:
 - prepare a task file with the message texts;
 - if necessary, prepare a graphical or video file for the background;
 - prepare a file with the text style to be used (*.efc). For a description of how to create a style collection file, see the «[ForwardTitling. Graphic editor](#)» User's Guide.



2. In the FTitle Designer program create a new or open an existing title project to which the title object with the script needs to be added.
3. In the File (1) menu select Import Object Template...(2) or open the context menu of the Object tree panel (2) and select Import Object Template...(3).

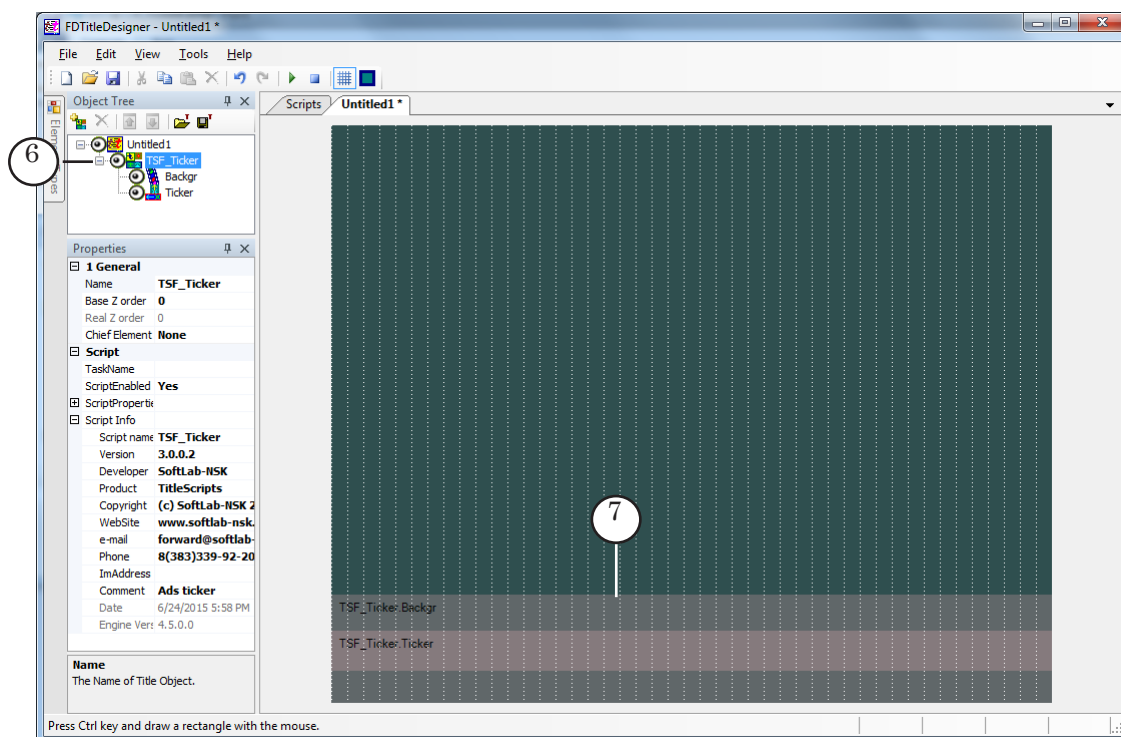


4. In the opened window select TSF_Ticker.SLTitleTmpl (4) and press Open (5).



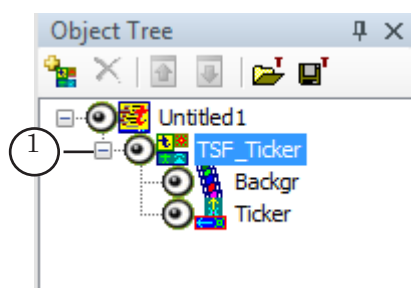


5. The title object with the TSF_Ticker script will be added to the title project:
 - the added TSF_Ticker object and its elements will appear in the Object tree (6) and the project work field (7);
 - all of the title elements will have the size and placement set in the template.



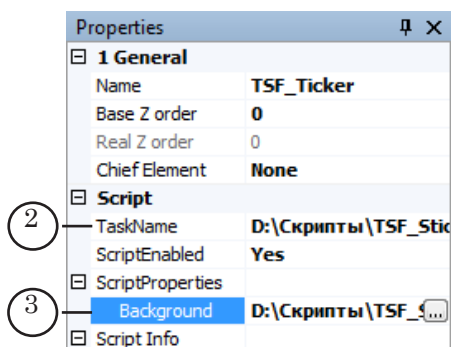
✓ **Important:** It is impossible to change the types and names of the title elements contained within the scripted object. It is possible to change the name of the title object with the script.

6. To start configuring the script parameters left click the title object with the TSF_Ticker script (1) in the Object tree.

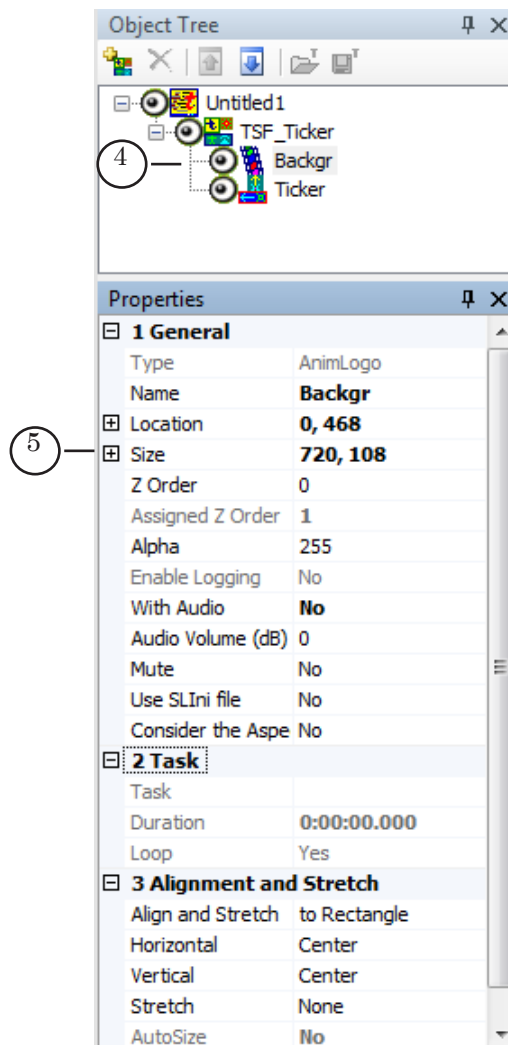




- In the TaskName (2) field set the full path to the task file.
- In the ScriptProperties group in the Background (3) line set the full path to the background file if necessary.



- If it is necessary to display a background for the crawl line, select the Backgr (4) title element in the Object tree and configure the necessary parameters (5).





10. Select the Ticker (6) title element and configure its parameters:
 - in the Alignment and Stretch (7) parameter group set the alignment parameters of the crawl line text;
 - in the Specific (8) parameter group assign the values of the speed and direction of the crawl line and, if necessary, configure other available parameters;
 - in the Text Formatting (9) parameter group assign the style collection file (*.efc);
 - if using a substitutes file, in the Substitutes (10) parameter group set the substitutes file and the separator symbol used in it.

Object Tree

- Untitled1
 - TSF_Ticker
 - Backgr
 - Ticker (6)

Properties

1 General	
Type	RollCrawl
Name	Ticker
Location	0, 504
Size	720, 40
Z Order	0
Assigned Z Order	2
Alpha	255
Enable Logging	Yes
2 Task	
Task	
Duration	0:00:00.000
Loop	No
3 Alignment and Stretch (7)	
Horizontal	Center
Vertical	Center
AutoSize	No
4 Specific (8)	
Speed	20
Direction	Up
Spacing	100
Horizontal filter	Yes
Vertical filter	Yes
Auto Reload	No
5 Text Formatting (9)	
Styles File	
Style Type	First Style
First Line	0
Interval	100
Paragraph	Default
10 Substitutes	
Substitutions file	
Separators	

11. Save the project.



5. Preview

You can preview the work of the title object with the TSF_Ticker in the FDTitle Designer program window using the preview mode.

For more information see the «General information section», paragraph «Preview».



Useful Links

ForwardT Software set: description, download, documentation, solutions

<http://www.softlab-nsk.com/forward/index.html>

Support

e-mail: forward@sl.iae.nsk.su

forward@softlab-nsk.com

forward@softlab.tv

Forum

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

Documentation for more information:

[FDPreview. Program for Previewing of Audio and Video on Boards Inputs/Outputs](#)

[FDTitleDesigner. Title Project Editor](#)

[ForwardTitling. Graphic Editor](#)

[FDOnAir. Additional Sections](#)

[FDImageUpdater. Program for Organizing Dynamic Data Update in Titles](#)

Translation from

07 August, 2017

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