VisTitle Quick guide

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Foreword

Thank you for using VisTitle! VisTitle is a brand new title application developed by Beijing Videostar Co.,LTD which is designed to satisfy SD/HD graphic and title editing demands of NLE users. It is a perfect platform for NLE users to conduct SD/HD graphic and title design.

The Quick Guide manual is a part of VisTitle software, which is for those who learn and use VisTitle in NLE system. This manual is designed to help VisTitle users grasp features and methods of usage while used together with NLE.

System Requirements

Minimum Configuration

CPU: Intel i5 Quad-Core 8 Threads, 2.5 GHZ, or above
Graphics card: NVIDIA GTX1050 or above, 4G graphic memory
Memory: 4 GB
Hard Drive: 10 GB
Monitor: 1680 *1050 or above
OS: Windows 10 64 bi

Recommended Configuration

CPU: Intel i7 8-Core 16 Threads, 2.5 GHZ, or above
Graphics Card: NVIDIA GTX 1050TI or above, 4G graphic memory
Memory: 8 GB
Hard Drive: 20 GB
Monitor: 1920*1080 or above
OS: Windows 10 64 bit

Recommended Configuration (3D)

CPU: Intel i7 8-Core 16 Threads, 2.5 GHZ, or above
Graphics card: NVIDIA GTX 1070 or above, 6G graphic memory
Memory: 8 GB
Hard Drive: 20 GB
Monitor: 1920*1080 or above
OS: Windows 10 64 bit

Warning

This software makes heavy use of the GPU engine, so the graphics card must be of ShaderModel 3.0 or above. If your graphics card does not meet this requirement, you will still be able to install the software; however the software may not function well. Graphics cards that satisfy the above requirements include (this list is not comprehensive):

- ✧ **NVIDIA – Gefore 7, 8, 9, GTX4xx, 5xx, 6xx series and above, Quad specific series, etc.**
- ✧ **ATI – Radeon HD 2600 series and above, HD 3xxxseries, HD 4xxx, HD 5xxx, HD 6xxx series and above, FireGL specific series, etc.**

Features

- Switch freely between SD and HD, provide large amount of title templates for users to apply
- Unlimited combination of Face, Outline, Shadow and Depth effects, provide real-time GPU dynamic texture exclusively, producing stunning title effects
- Edit all titles and objects in 3D space easily, set up key-frame animation, and add GPU acceleration effects
- Innovative play method including Play word by word, Play line by line, Play as a whole, and Play by object groups, allowing for unlimited playing possibility
- All texts and graphics use the cubic Bezier curve with adjustable nodes, creative graphics Boolean operation, making graphics creation more flexible and user-friendly
- Create subtitle templates easily with static or dynamic properties, create effect subtitles, all adjustments made on the NLE tracks work on a simple “WYSIWYG” basis
- Powerful roll/crawl tools allow for user-defined start/end screen in/out methods, loop playing, slow motion, mask, background-bar, 3D roll/crawl and other advanced features
- Powerful image object shade effect, able to conduct transparency calculation and add all shade property, such as face, outline, shadow, etc.
- Layout and object share function, allowing to share layout and object via internet.
- Various build-in plug-ins, such as Magic Composite, Text Kerning/Leading Animation, Text Path Animation, Image Slide Show, 2D Stroke Animation, Image Four-point Deformation, Shadow, Karaoke, Handwriting, 3D Particles, 3D Model, 3D Text, 2D Path to 3D and 3D Chart,

Note: All plug-ins need to be purchased separately for activation. For specific activation methods, see the chapter "Activate Plug-ins"

Chapter One Installation and Activation

Installation and warnings during installation of VisTitle is introduced in this chapter.

1.1. Installation

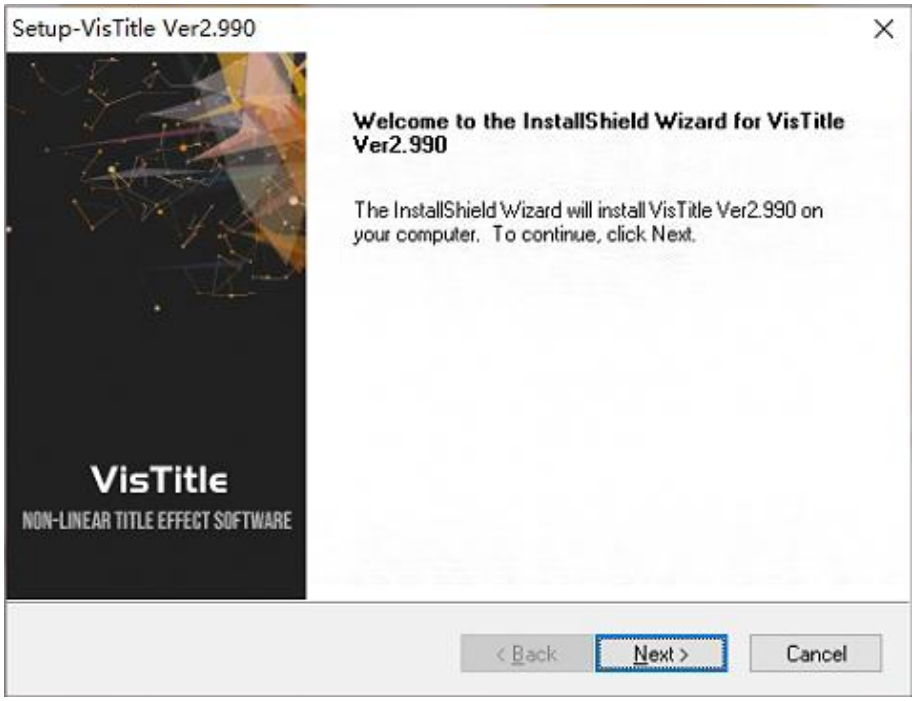
Before installation, please ensure that:

1) You have properly installed NLE software and it works well, otherwise VisTitle cannot be installed.

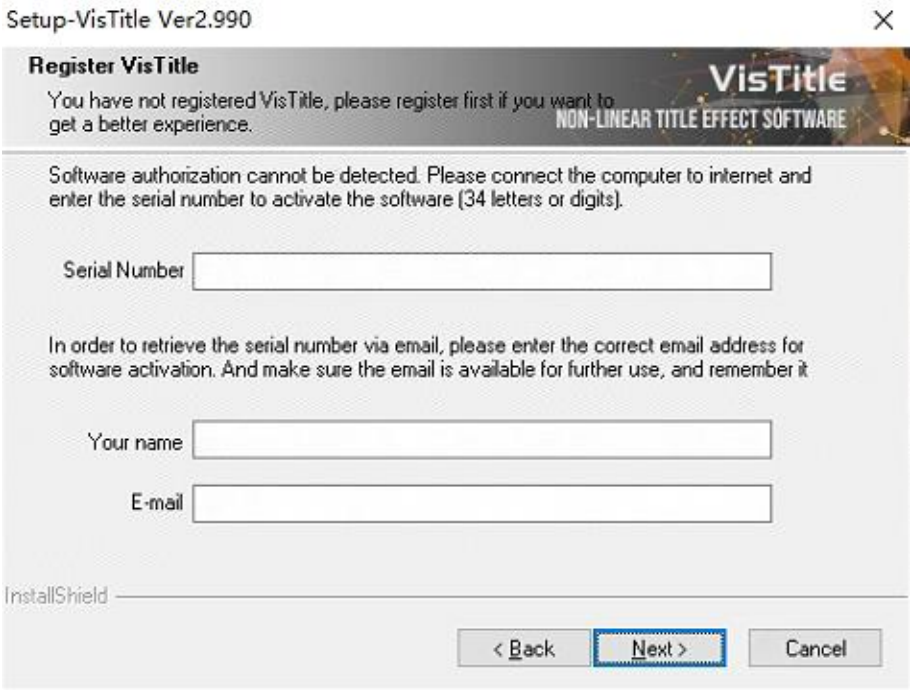
2) The computer on which you plan to install VisTitle meets the minimum system requirements, especially the graphics card. Otherwise, VisTitle will not function correctly.

To start installation, please click VisTitleSetup.exe, then operate as prompted

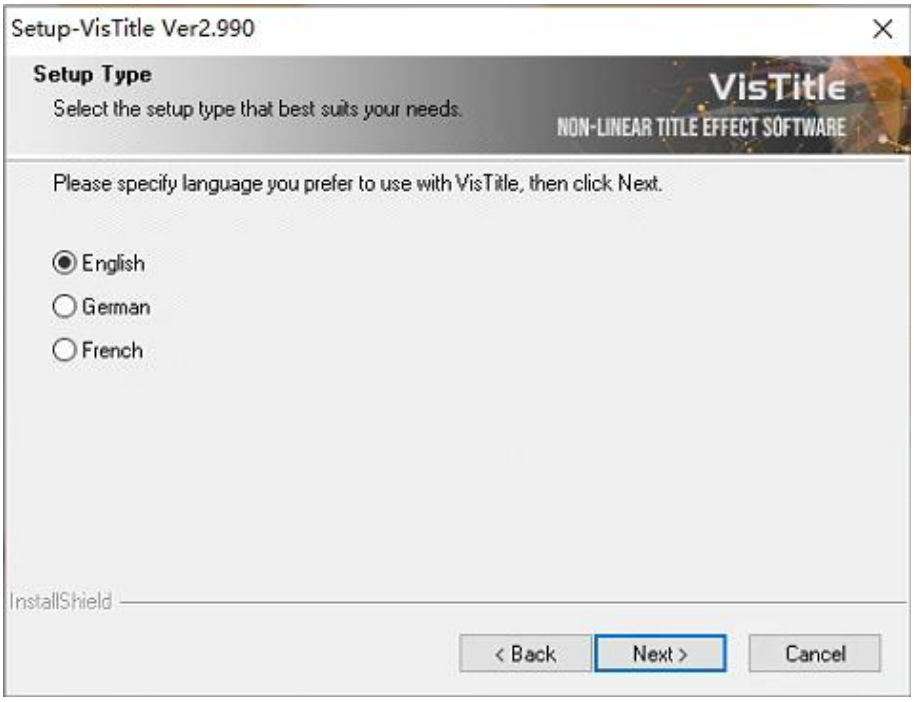
1) The welcome window,



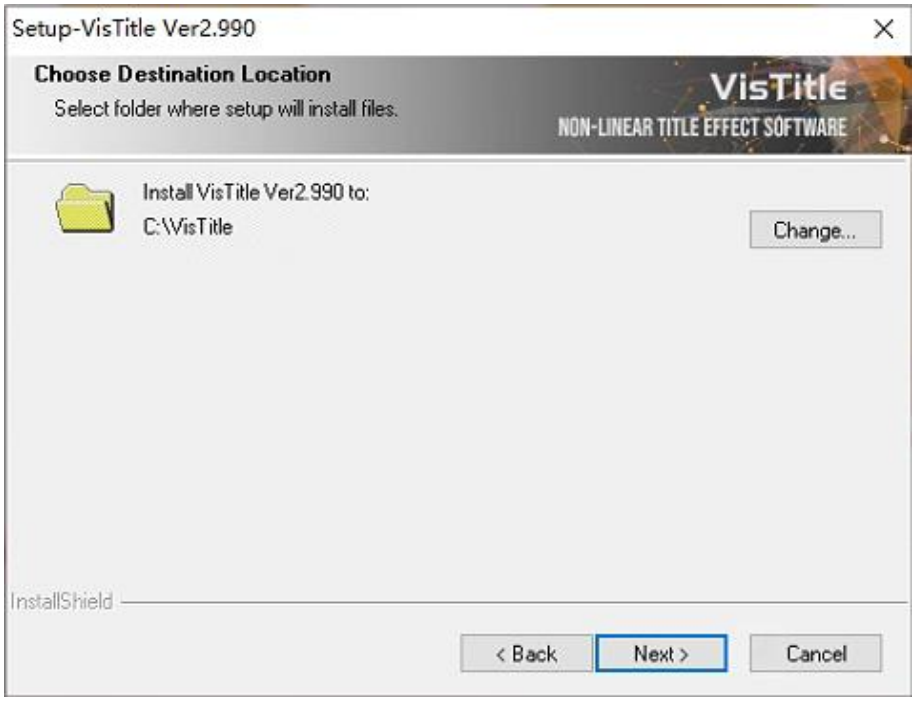
2) Click Next, enter serial number, email, and other information in the following interface.



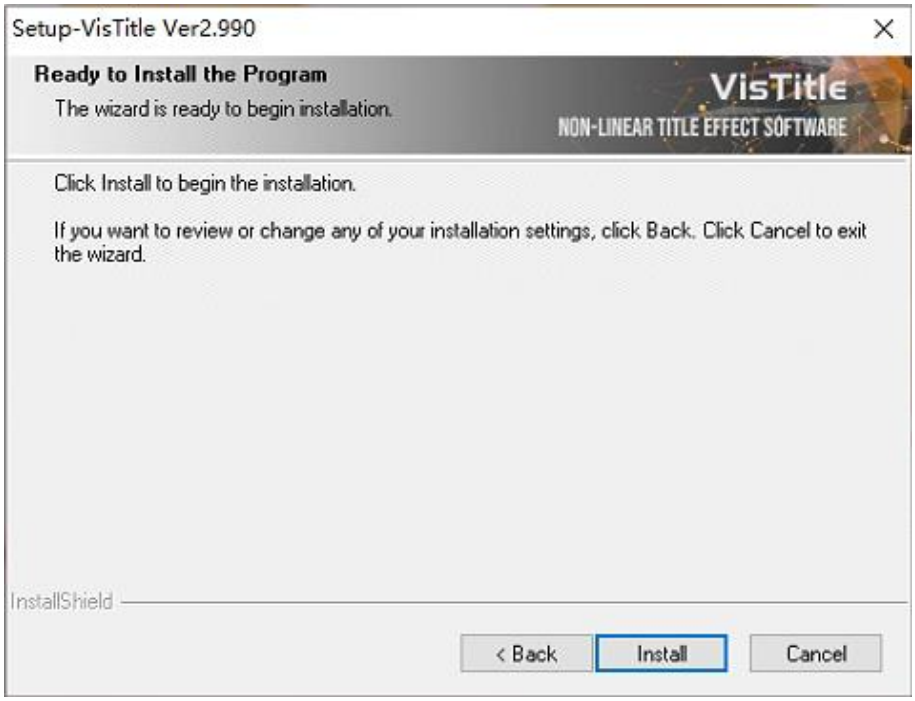
3) Select language,then click Nex button,



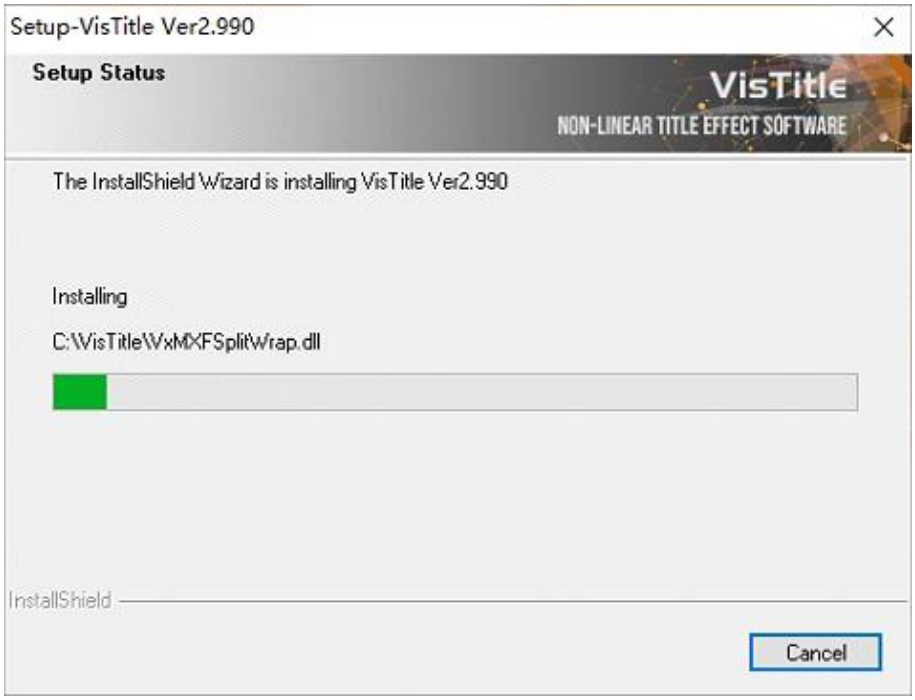
4) Windows will detect the NLE installation contents automatically and install VisTitle under C:\VisTitle. You can change the folder path or click "Next" (No change is recommended).



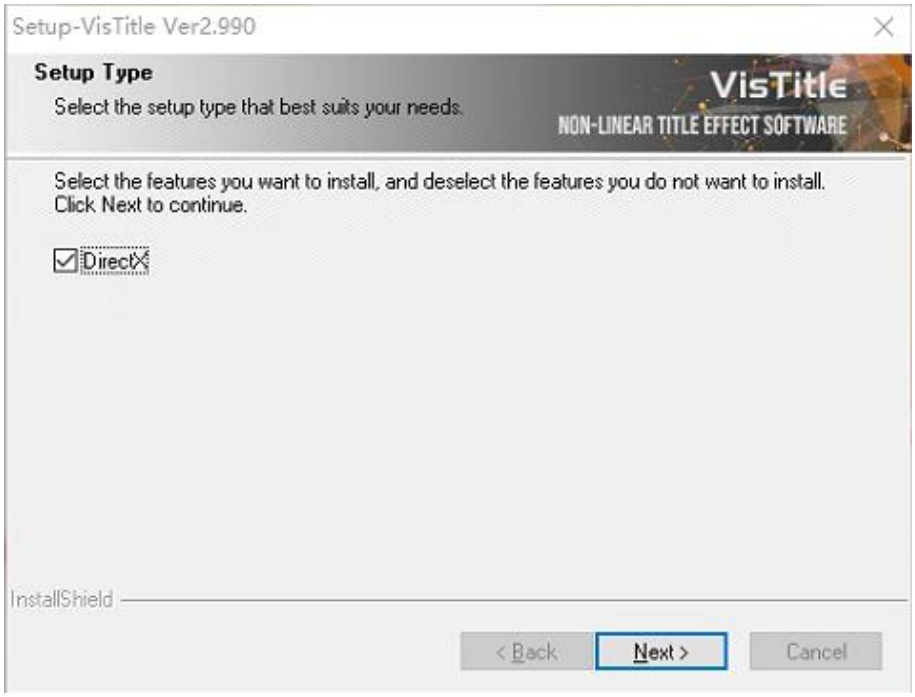
5) Ready to install,

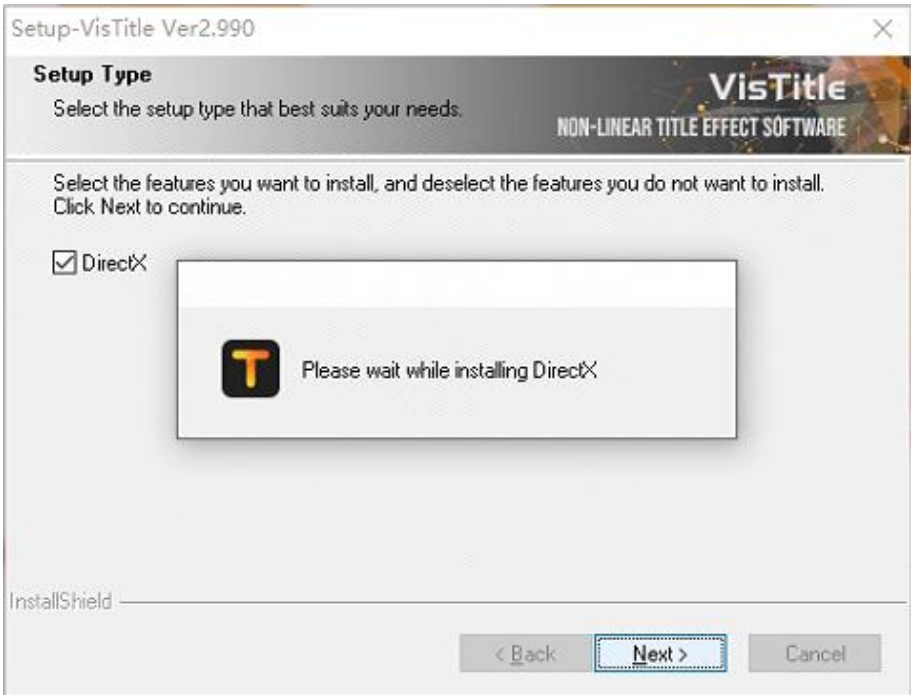


Click “Install”. The installation proceeds automatically.

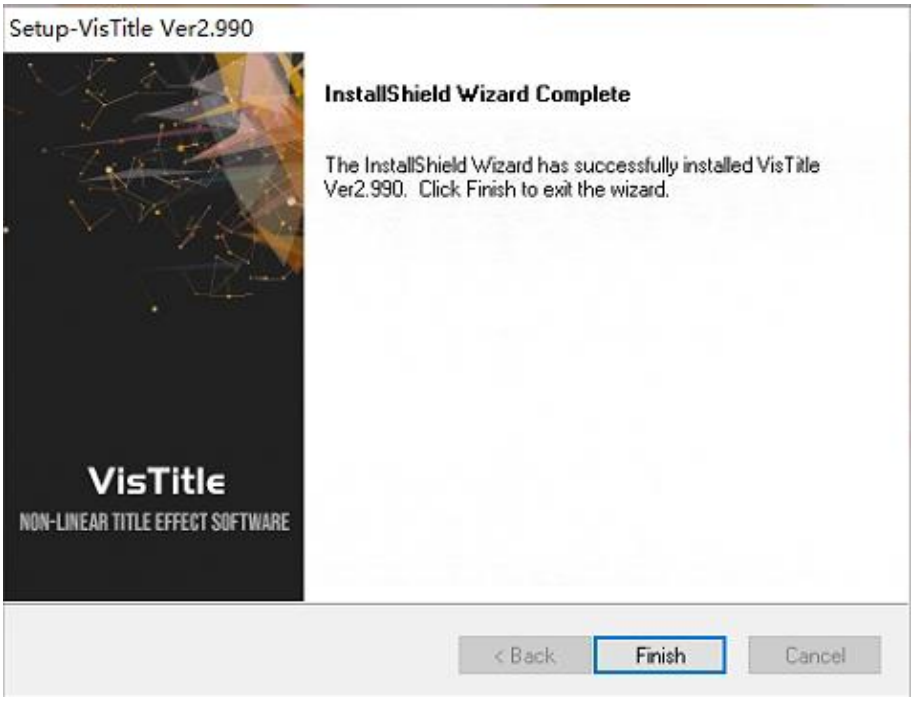


6) Select the feature, then click "Next" button,





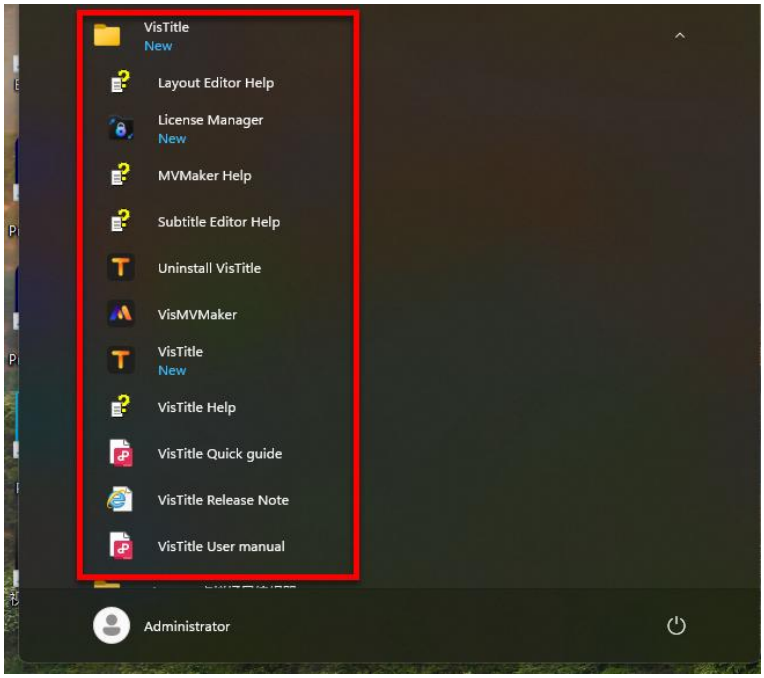
7) Completed.



When the installation is completed, the following icons will appear on your desktop:

- **"VisTitle" icon is shortcut for starting VisTitle software.**
- **"VisMVMaker" icon is shortcut for starting assorted VisMVMaker - Image Sequence Transformation software.**

The VisTitle program will appear on the Start Menu.



1.2. Software Activation

1.2.1 Activate During Installation

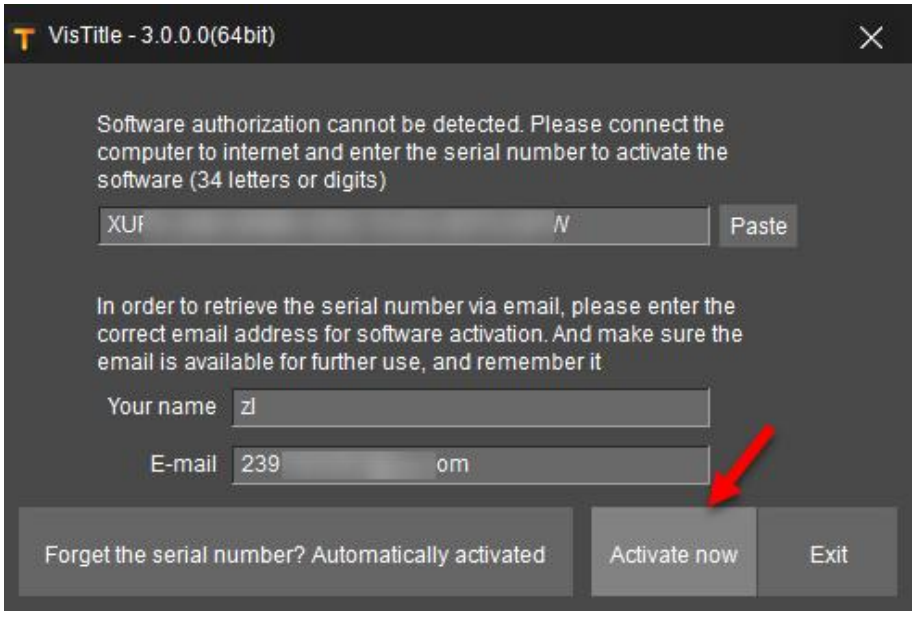
1、You can see activation window during installation process.

2、Input VisTitle license, your name, and email. Click “Next”.

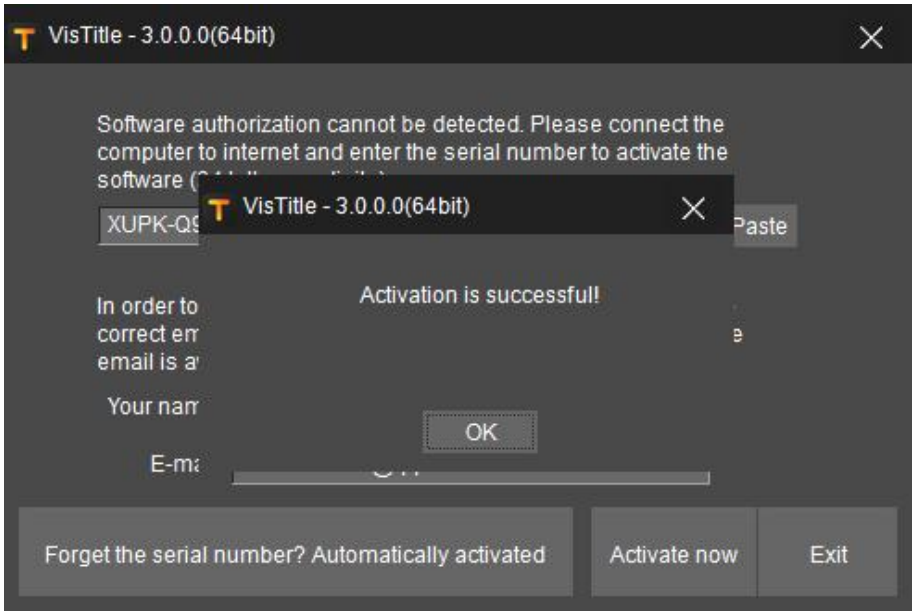
Note: Try to copy and paste VisTitle serial number to avoid manual input errors.

1.2.2 Activate After Installation

1、Double-click the desktop icon to start the software. In the pop-up window, enter VisTitle license, your name, and email. Click "Activate Now".

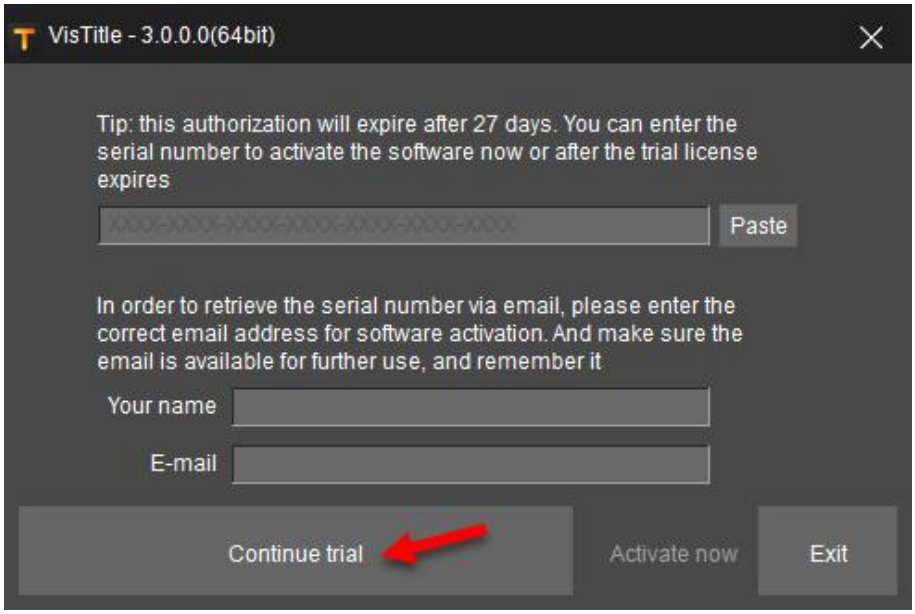


2、Activation is done.



3、VisTitle will start automatically after activation is successful.

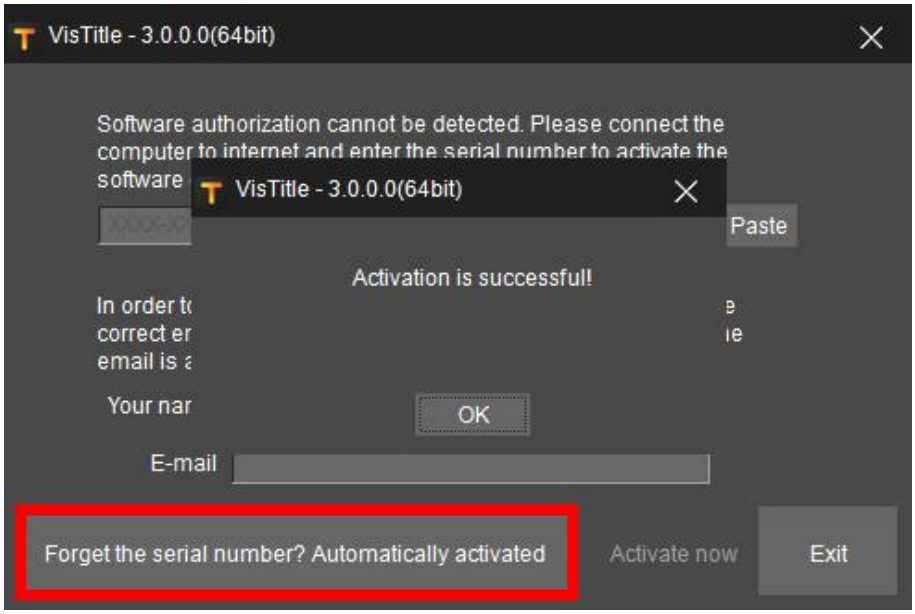
4、If you use a time-limited license to activate VisTitle, the window as shown below will pop up every time you start the software. Just click "Continue trial". Besides, using time-limited license requires Internet connection.



1.2.3 Forget Serial Number and Activate

1) This applies when you have installed and activated VisTitle on your computer and performed deactivation, but forgot the serial number.

2) When starting VisTitle, select "Forgot the serial number? Automatically activated" option and it will be activated automatically.



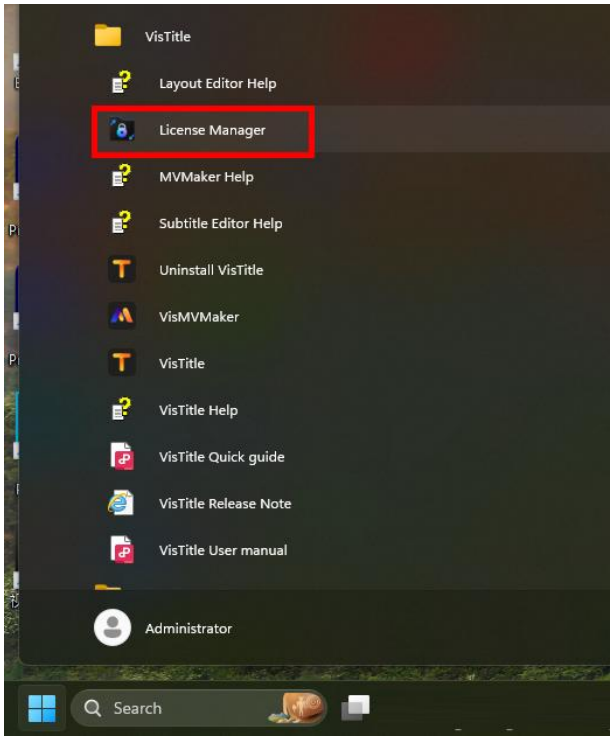
Note: Automatic activation can only be successful if the machine has been authorized for this software and hardware information of the computer remains exactly the same.

1.2.4 Activate Plugins Package

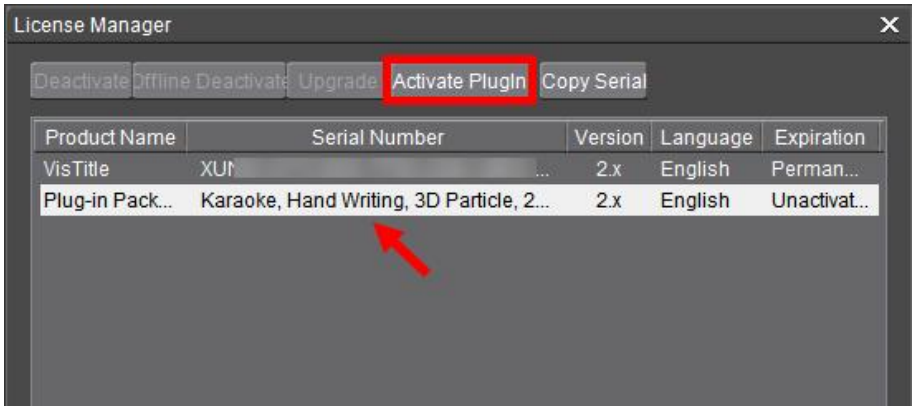
Plug-ins in VisTitle Express needs to be purchased separately. For details, please contact technical staff on official website.

◆ **Method to Activate Plug-ins**

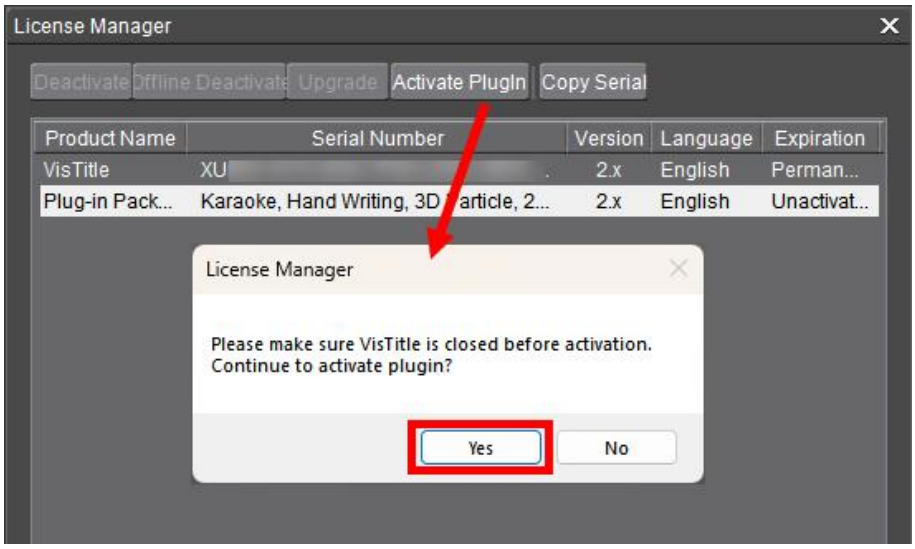
1）Click Windows Start button, select “VisTitle” in the menu, and then choose “License Manager”.



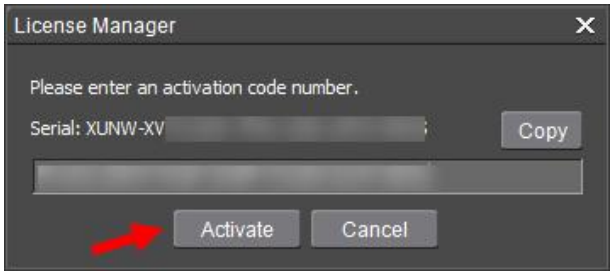
2） Select Plug-in Package in “License Manager” window, and click “Activate Plugin” option.



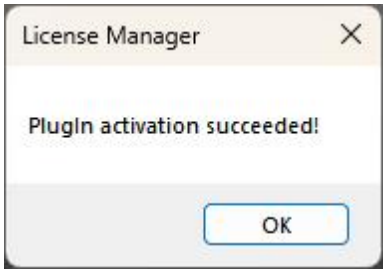
3） A prompt will pop up to remind you to close VisTitle before plug-in activation. If the VisTitle has not been closed, you’ll need to close the software first. If VisTitle is closed, click "Yes".



4） Enter plug-in activation code in the pop-up dialog, and then click "Activate".



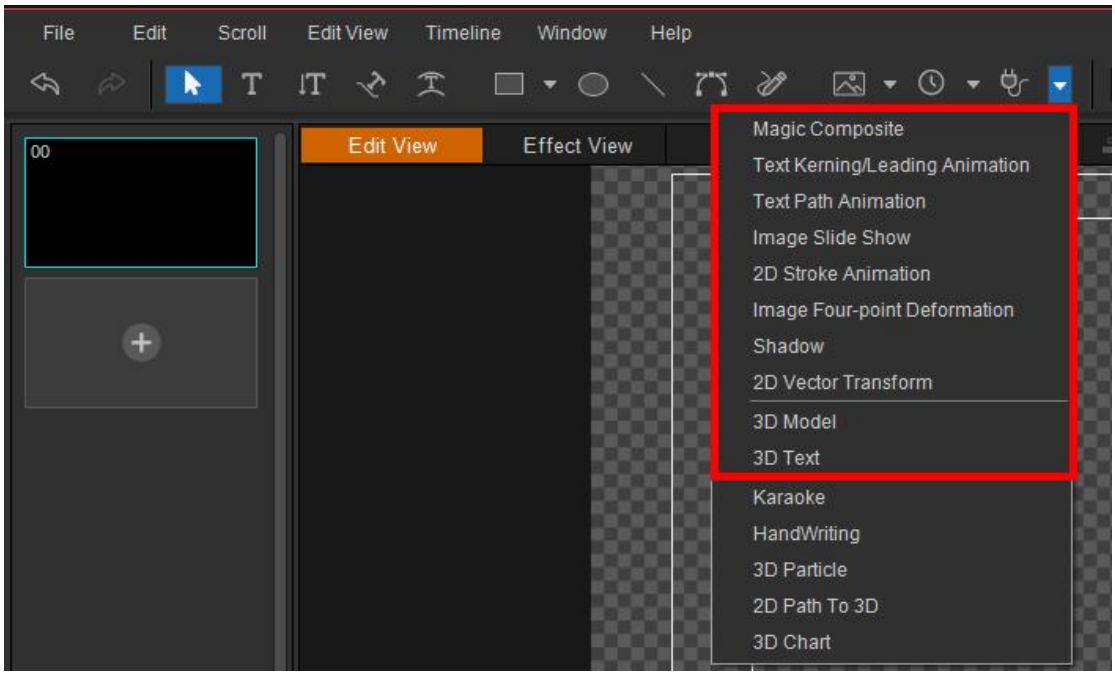
5） Plug-in activation is done.



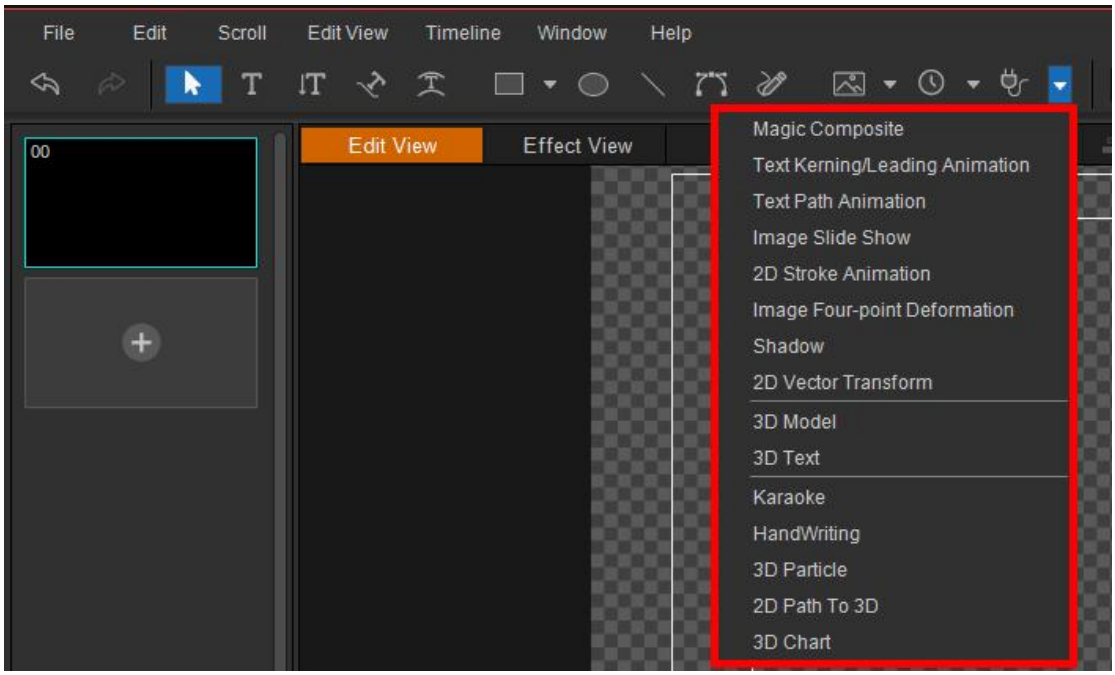
◆ **Two Options of Plug-in Activation**

There are two situations for plugin activation in VisTitle Express. One kind of activation code can

activate some plug-ins, as shown in the figure below.



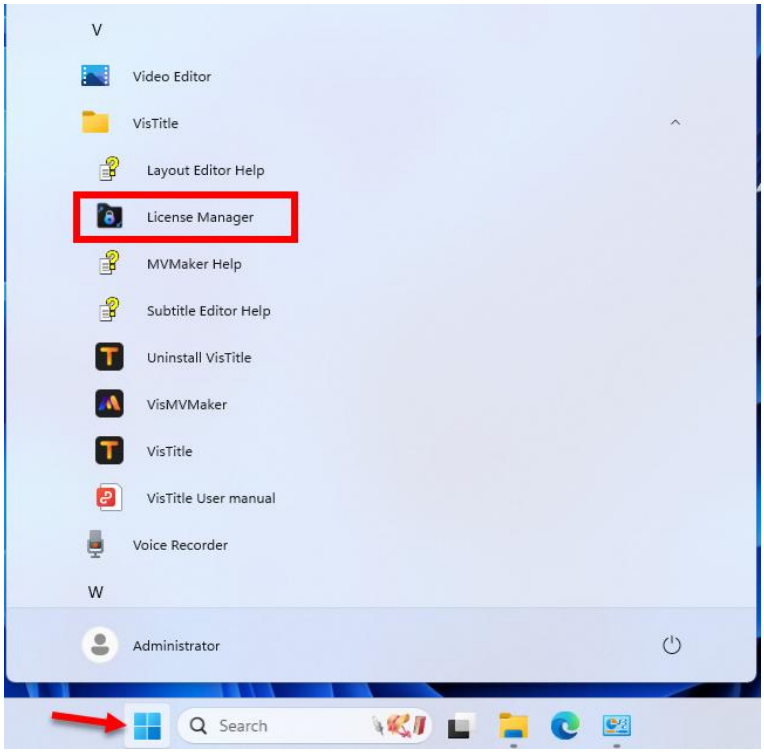
The other kind of activation code can activate all the plug-ins, as shown below.



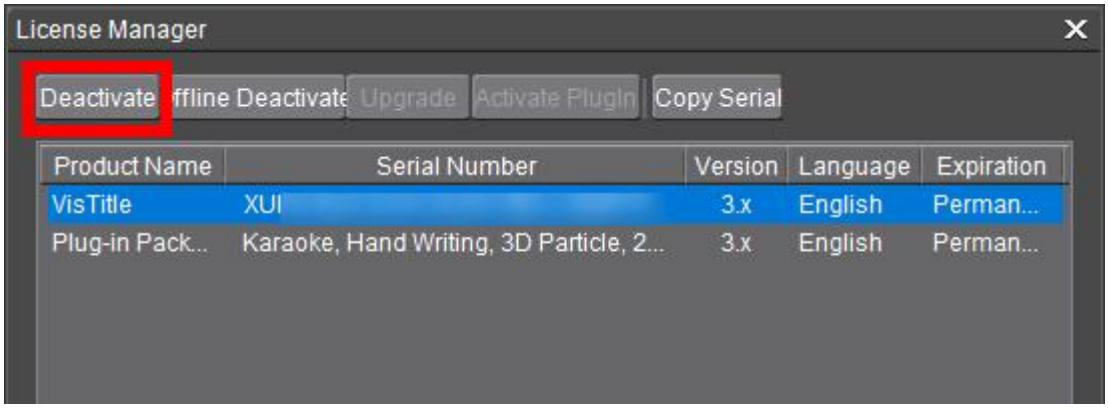
1.3. VisTitle Deactivation

If you wish to activate VisTitle on another computer, you can deactivate the currently used PC first. The specific operations are as follows.

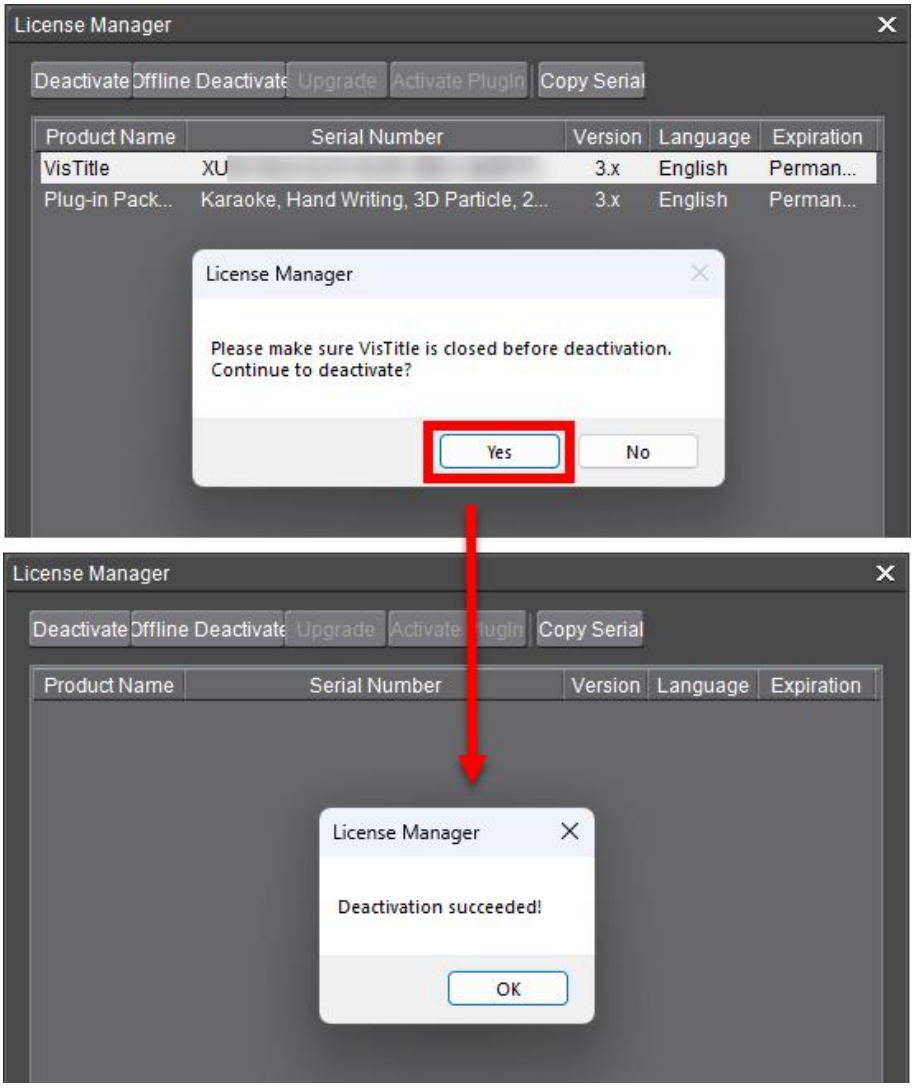
1）Click Windows Start button, select “VisTitle” in the menu, and then choose “License Manager”.



2) Select VisTitle license and click "Deactivate" button.

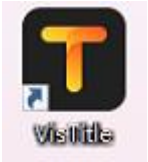


3) Click "Yes" to finish deactivation.



1.4. Run as Standalone

After installing the VisTitle successfully, double-click “VisTitle” icon to start the program.



Note:

1. If you are using VisTitle with time-limited license, internet connection is required during the process. Otherwise, the software will not start. If the perpetual license is used for activation, network disconnection will not affect VisTitle startup.

2. When NLE is running, if VisTitle had been loaded into NLE as a plugin, then it is impossible to launch VisTitle as standalone.

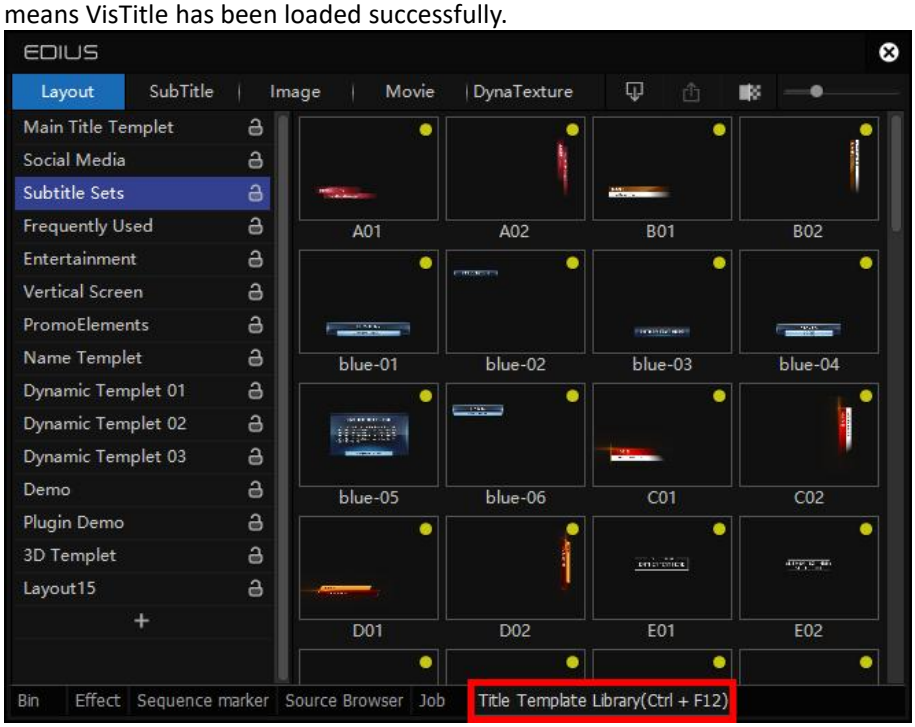
3. If Vistitle has been running as standalone, then it can't work as plug-in for NLE.

1.5. VisTitle Plug-in

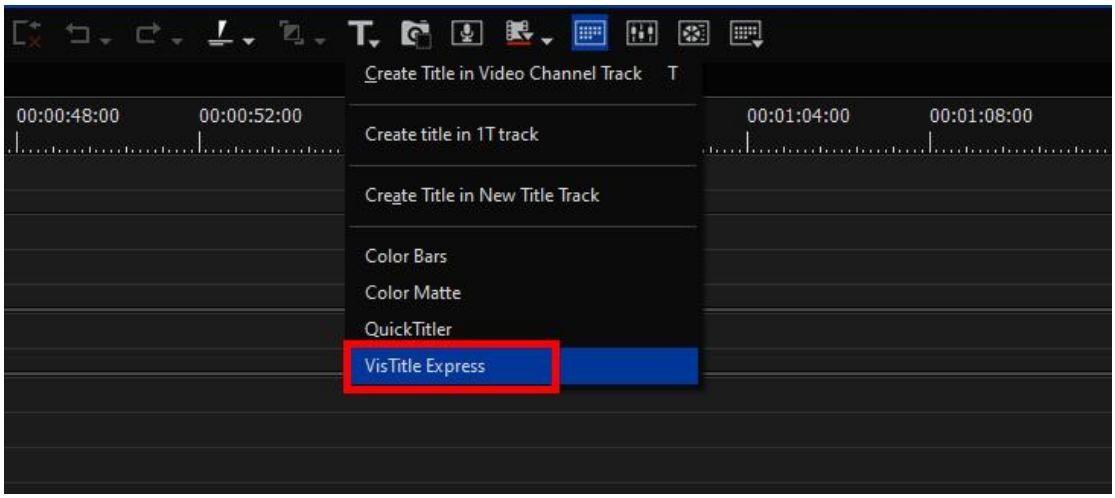
After installation successfully, VisTitle can serve as plug-in for NLE as well as standalone. If NLE is launched and VisTitle plugin is loaded correctly after, it will look like this.

1.5.1. NLE System - EDIUS

1） After launching EDIUS, Title Template Library tab will be displayed in EDIUS Bin window, which means VisTitle has been loaded successfully.



2） Launch EDIUS , click button in the menu bar, you can see “VisTitle Express” in the drop-down menu. If there is not, then VisTitle did not load properly.

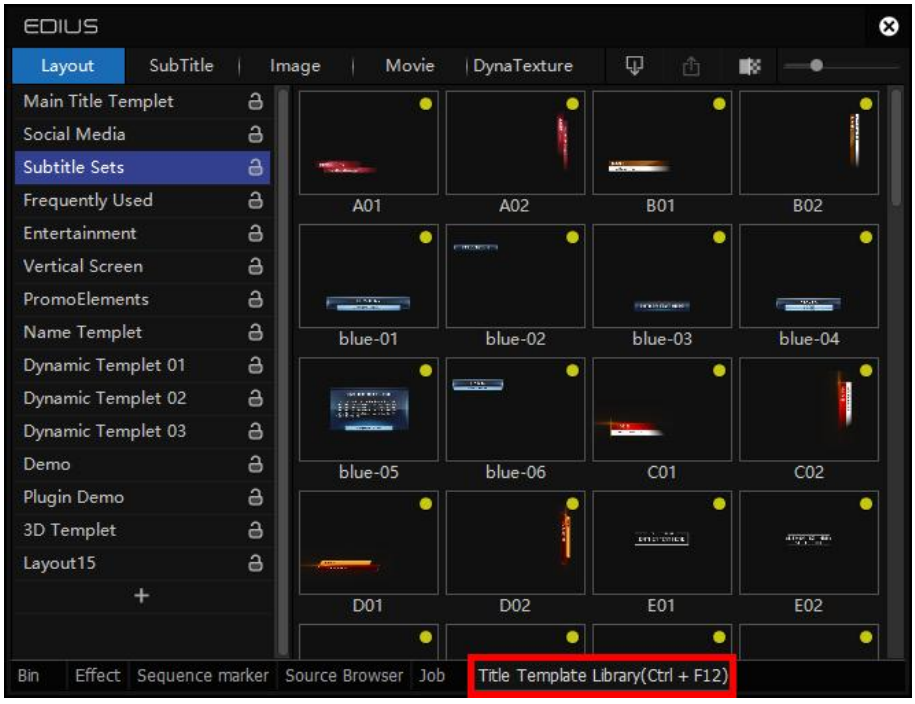


Chapter Two Quick Start

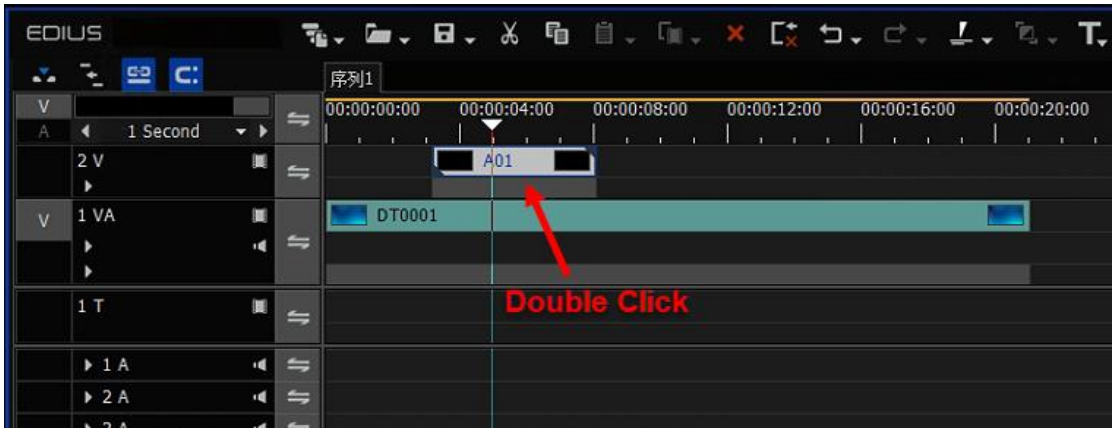
VisTitle is embedded with abundant title templates for various occasions. Users just need to modify the text and objects in each template to accomplish your own title-designing. How to set-up VisTitle in NLE system and create titles which meet the requirements of different TV programs are introduced in this chapter.

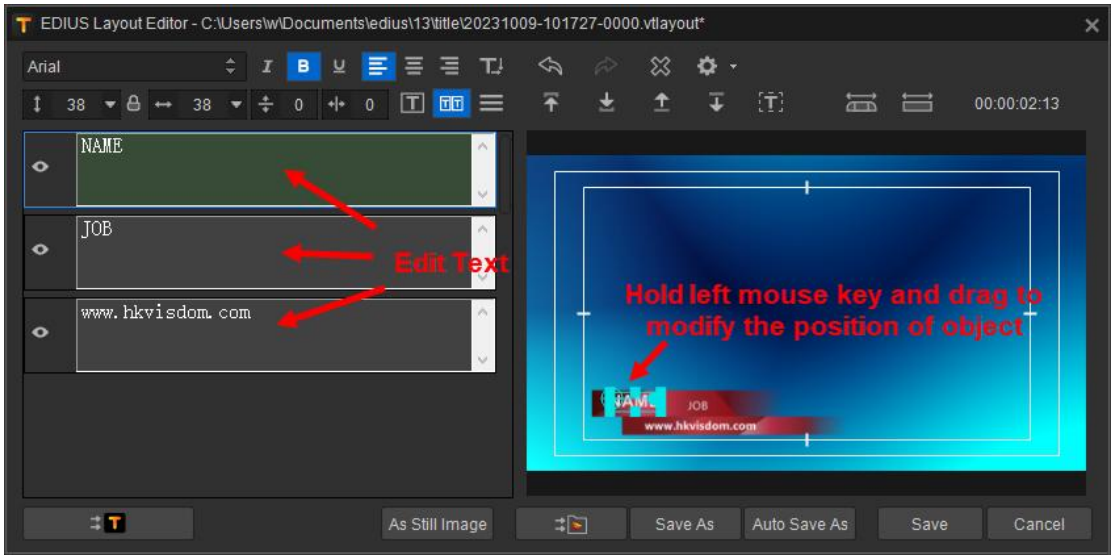
2.1. VisTitle Quick Use in EDIUS

1) Launch EDIUS, switch to "Title Templates Library" tab in EDIUS Bin window, drag a template onto timeline.



2) Double click on the title clip in the timeline, then you can enter the VisTitle mini editor. After modifying and editing, just save and exit.





Attention: When used in EDIUS, VisTitle will automatically get the video format (resolution, frame rate, scan mode, etc.) from EDIUS and adjust the format of title template according to video format of current sequence. Users just need to drag desired template to the timeline.

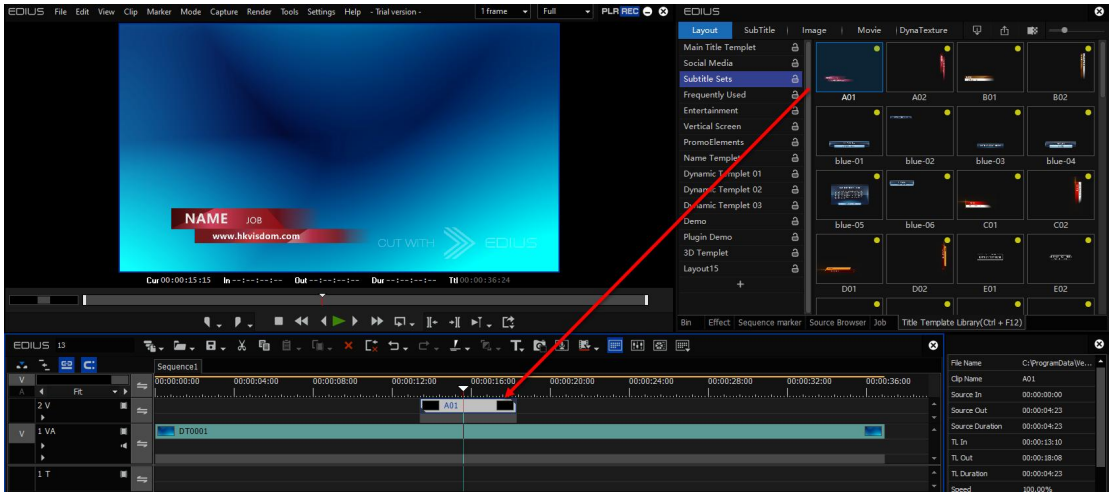
Chapter Three Create Titles

VisTitle is embedded with abundant title templates for users to apply with slight modifying of text property, text content, and objects. If the title templates can't meet the requirements of TV program, users can enter the main program of VisTitle to create a new title. This chapter mainly introduces how to apply title template in NLE systems and how to create a new title and save it as a template.

3.1. Create Titles with Title Templates

3.1.1. Use Title Templates in EDIUS

Launch EDIUS, click "Title Template Library" in EDIUS Bin window, drag a template onto the timeline, then double-click the template on the timeline to enter editing interface.



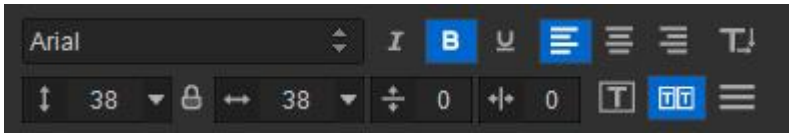
3.2. Edit Titles

After entering **VisTitle mini editor** from the NLE system, users can edit the character and text, colors, position, etc. Basic operation in **mini editor** is introduced in this section.

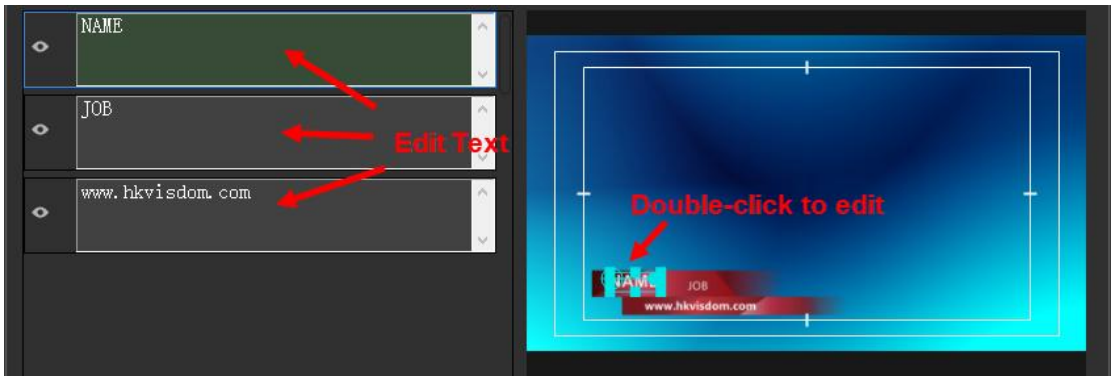
1) Text Properties Editor - here you can edit the properties of the chosen text/object.
2) Tool Bar - allows you to adjust the different layers of an object as well as set title quality parameters.
3) Text List - lists title object that can be edited.
4) Control Button - allows you to Exit, Save, Save As, or move to the main editing program.
5) Edit Screen - preview templates, object size, and position editing.
6) Set Play Duration - set layout play duration with scale all or scale stay area only.

3.2.1. Text and Properties

Click the text font property buttons after selecting the text, then set the relevant properties.

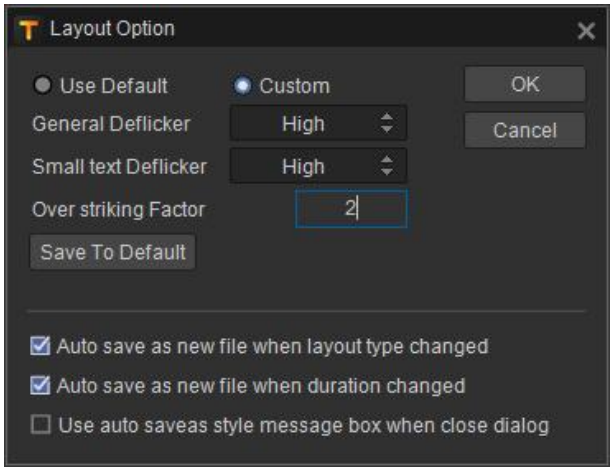


Edit the content in the Title List, or double-click on the title in the Edit View.



3.2.2. Title Layout Option

To change preset parameters, click , or press shortcut key "**Ctrl+Shift+O", then you can enter the Layout Option window.**



Instructions:

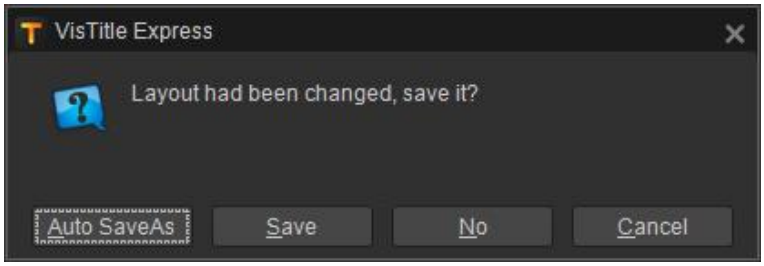
a. Templates created by the software all use default parameters (Deflicker as normal, Overstriking Factor 1)

b. To modify individual template parameters, choose “Custom”, then set the new parameters.

c. To modify default parameters, choose “Custom”, then set the new default parameters, then click “Save As Default”.

d. After modifying layout and duration, users can click “Save” or “Save As”.

e. Checking “Use auto save-as message box when closing dialog”, the following window will appear when you close dialog.



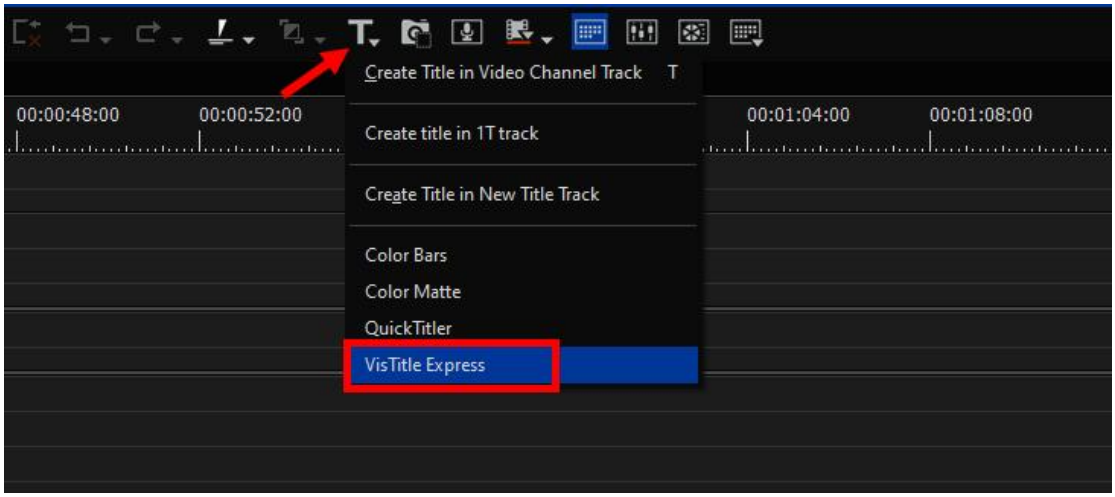
Users can choose “Save” or “Auto Save As” after modifying.

3.3. Create New Title

User can create new titles with main program of VisTitle software when the title template preset in NLE system cannot meet the requirements. New title can be saved as templates for further use. How to create new title in NLE systems is introduced in this chapter.

3.3.1. Create Title Templates in EDIUS

Click button in EDIUS, then click VisTitle Express. The main program of VisTitle will start in seconds. Then you can create titles in it.

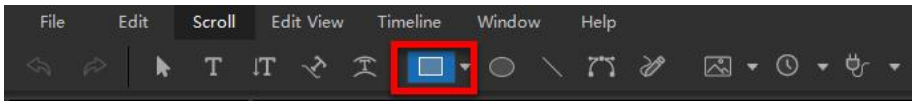


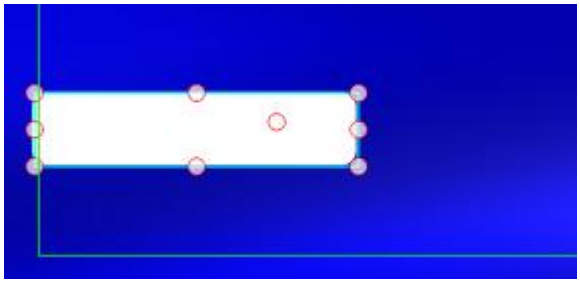
3.3.2. Create Title in VisTitle Main Program

The following briefly introduces “How to create a new title with VisTitle program? Take the following pictures as an example.” If you want to understand VisTitle better, please see the detailed Instruction of VisTitle main program.

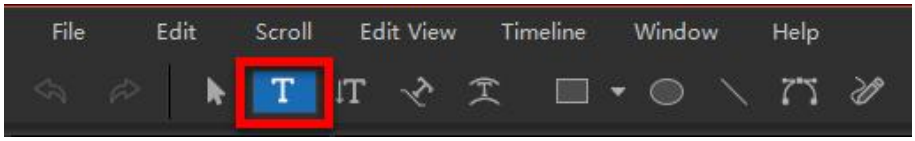
- Create Object

Click button, the hold the left mouse key in the editing area to create a rectangle. You can create more in the same way.



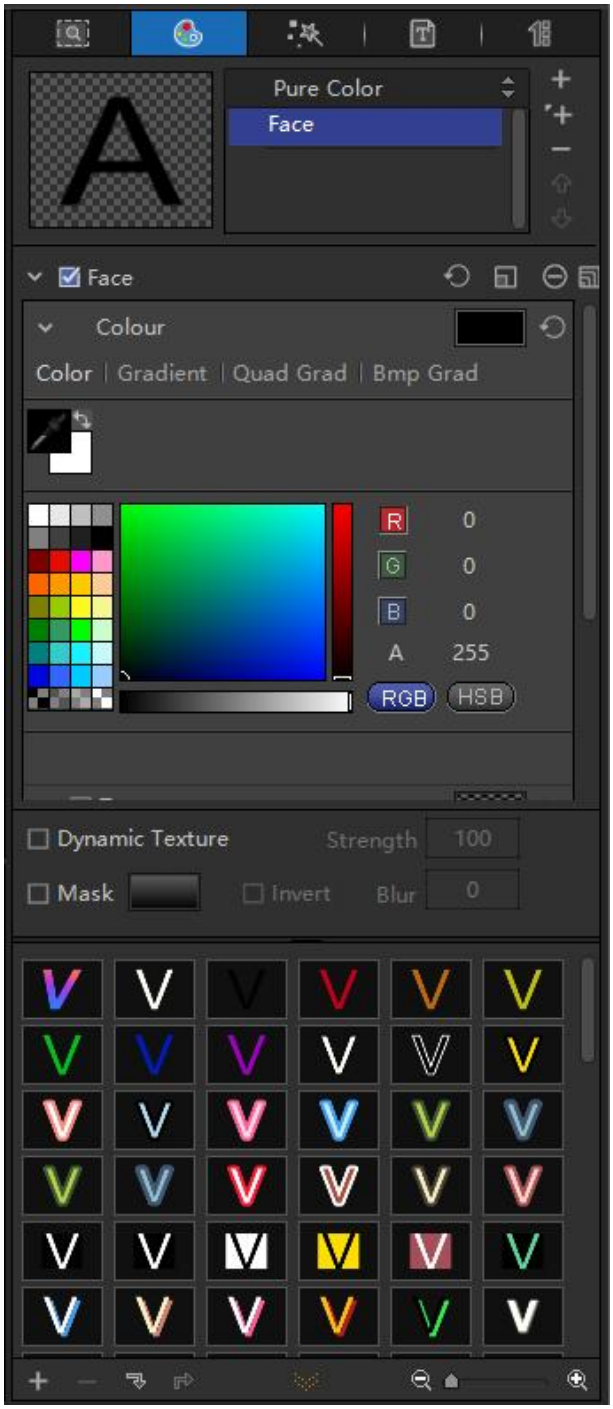


Click in the rectangle to create text. Left click in the editing area and input text. After that, click ESC to exit. You can create more texts in the same way.



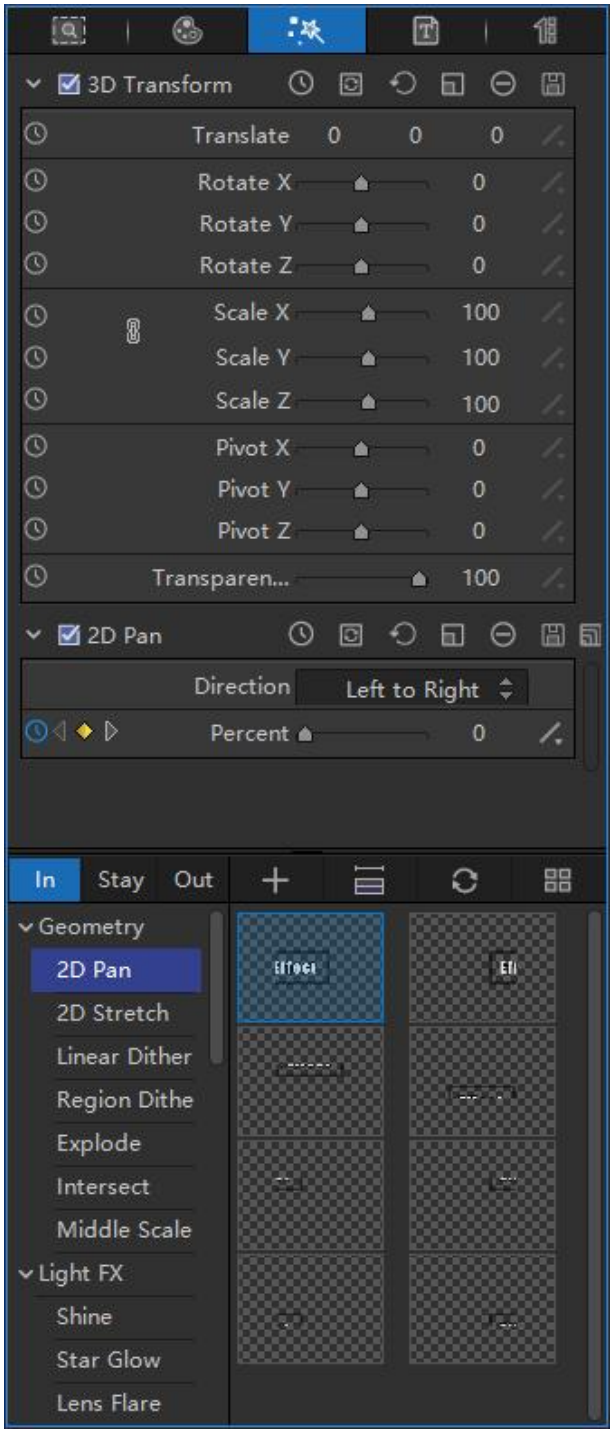
- Coloring Objects

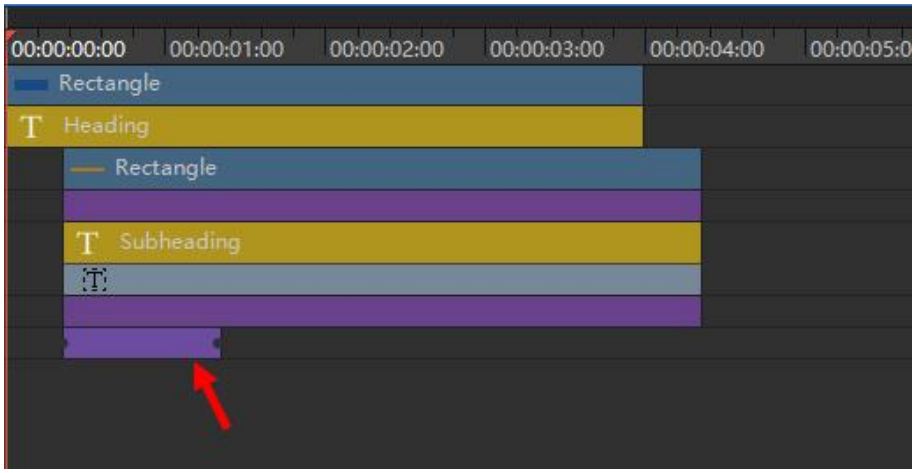
Drag the objects to the proper position in the editing area. Select the texts or rectangle by clicking on it, then you can enter Coloring Properties dialog. You can choose proper color.



- Object Effect

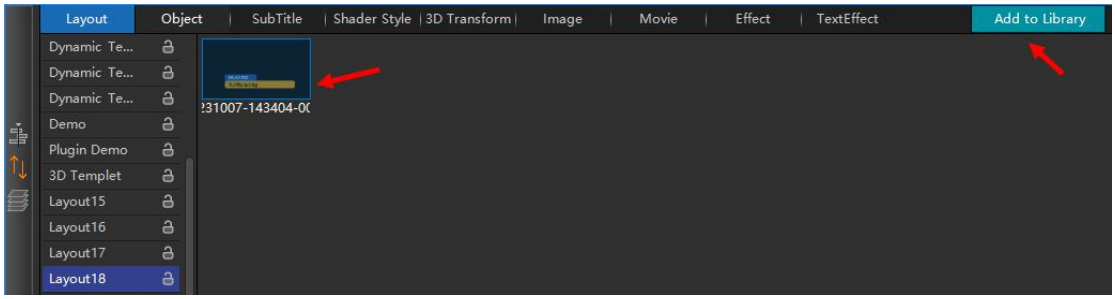
Switch to the Effect Properties dialog, then drag proper template on to the objects in the editing area, or drag the template to the object on the timeline.


3D Transform
Translate 0 0 0
Rotate X 0
Rotate Y 0
Rotate Z 0
Scale X 100
Scale Y 100
Scale Z 100
Pivot X 0
Pivot Y 0
Pivot Z 0
Transparen... 100
2D Pan
Direction Left to Right
Percent 0
In
Stay
Out
Geometry
2D Pan
2D Stretch
Linear Dither
Region Dithe
Explode
Intersect
Middle Scale
Light FX
Shine
Star Glow
Lens Flare

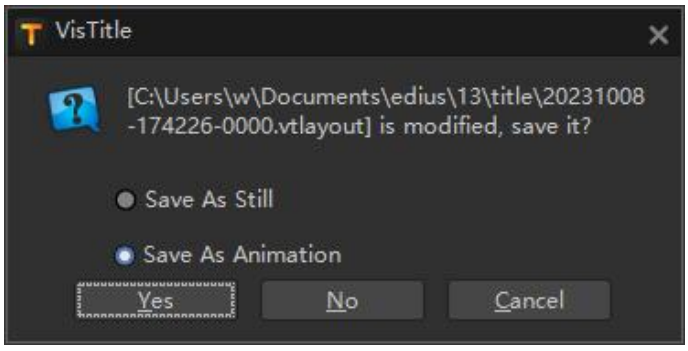


Move the timeline to preview.

Switch to the Template Library dialog, then click “Add” button to save the current layout for further use.



Close VisTitle, select “Dynamic Save” and click “Yes”, then you can go back to the NLE system.

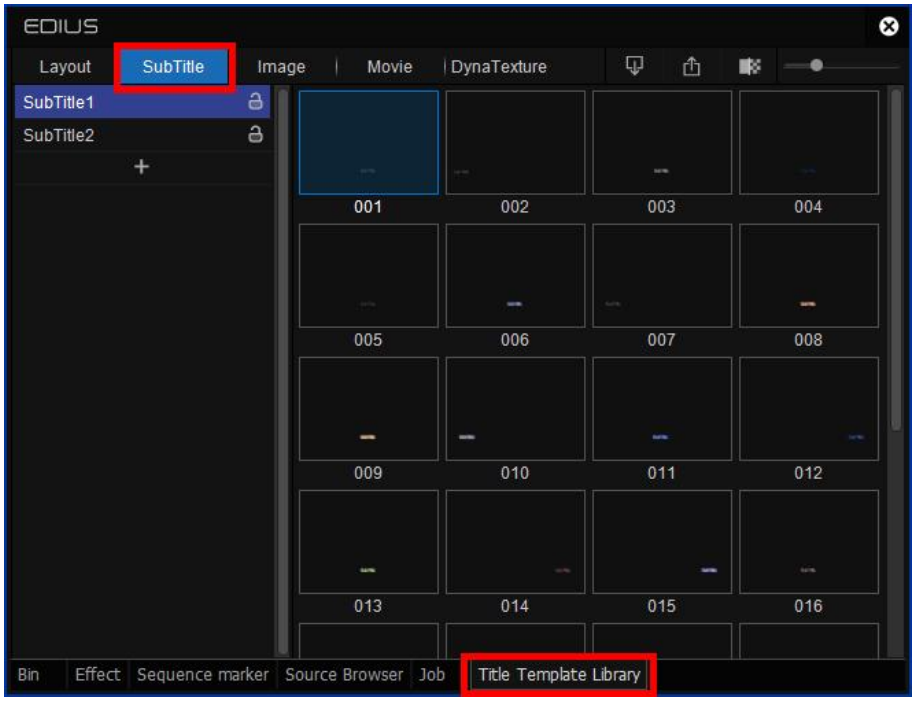


Chapter Four Create Subtitle

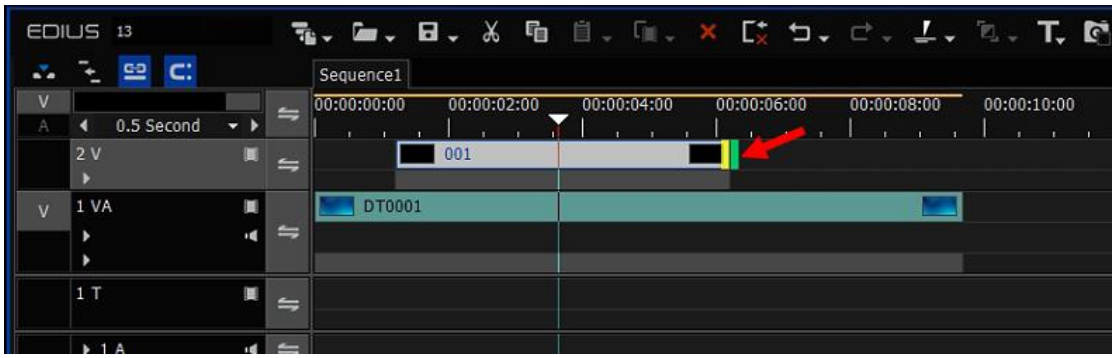
Subtitle is an integral part of title creating on NLE systems. How to create subtitle with VisTitle is mainly introduced in this chapter.

4.1. Create Subtitle in EDIUS

1) Launch EDIUS, click “Title Template Library” in EDIUS Bin window, and drag a template onto the timeline.

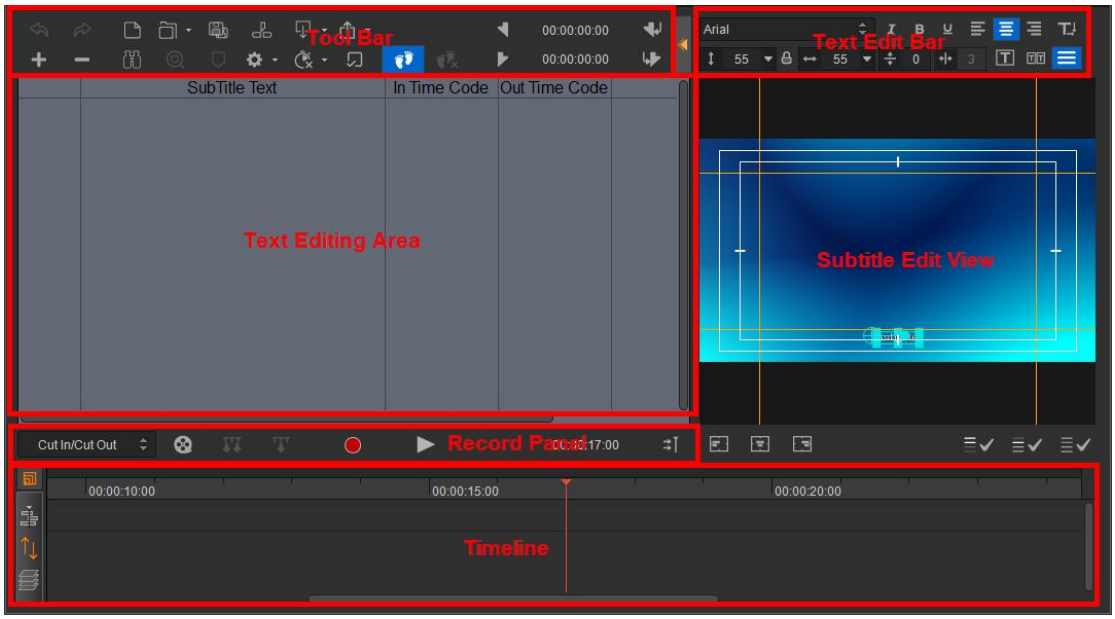


2) Drag the template to the in/out point on the timeline to change the duration of the subtitle, then double-click the template to enter the subtitle editor window. After that you can edit the subtitle.



4.2. Create Subtitle

In subtitle editor dialog, users can import subtitle text, modify the text properties, record subtitles, etc. The dialog is as follows.



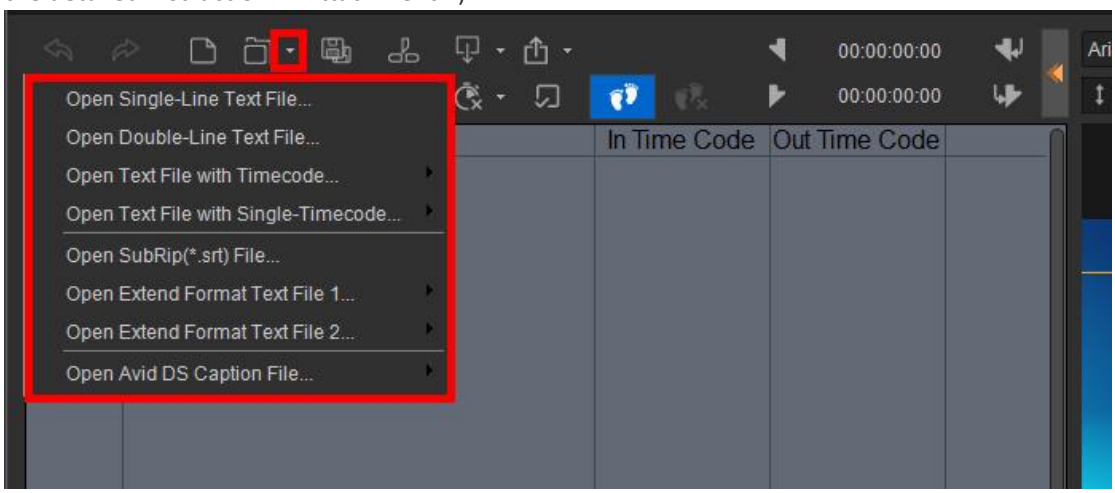
This interface includes several parts:

1) Tool Bar - allows you to create new, open, import, export subtitle text
2) Text Editing Area- shows subtitle text lists, allows you to directly input or edit subtitle text
3) Text Edit Bar - allows you to set the font, font-size, alignment, etc.
4) Subtitle Edit View - allows you to edit subtitle layout, position included
5) Record Panel - allows you to control recording and set subtitle play time effect
6) Timeline - preview subtitle play time, single or multiple modulation of Time Code

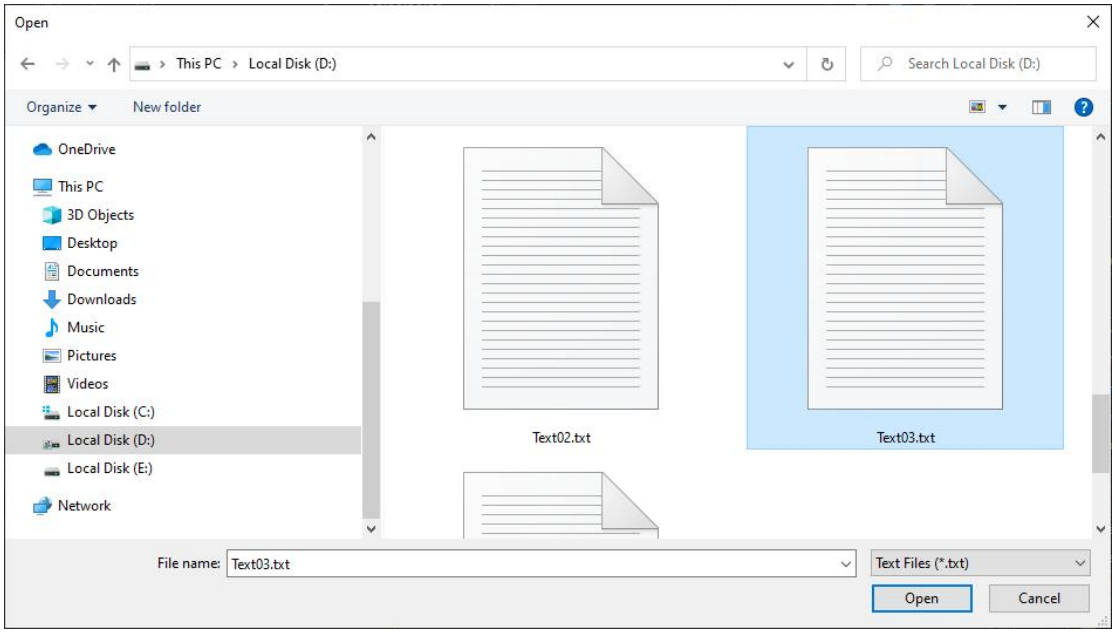
4.2.1. Subtitle Text Editing

Import Subtitle

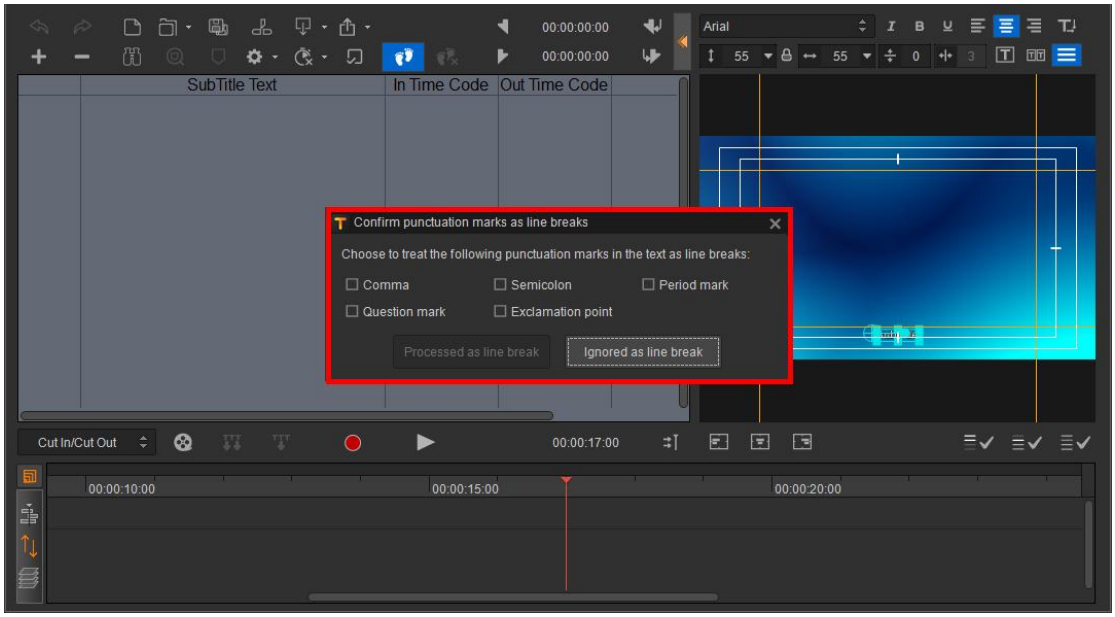
Click “Open” button and select the text format (as for the text format supported, please refer to the detailed instruction in Attachment 2).



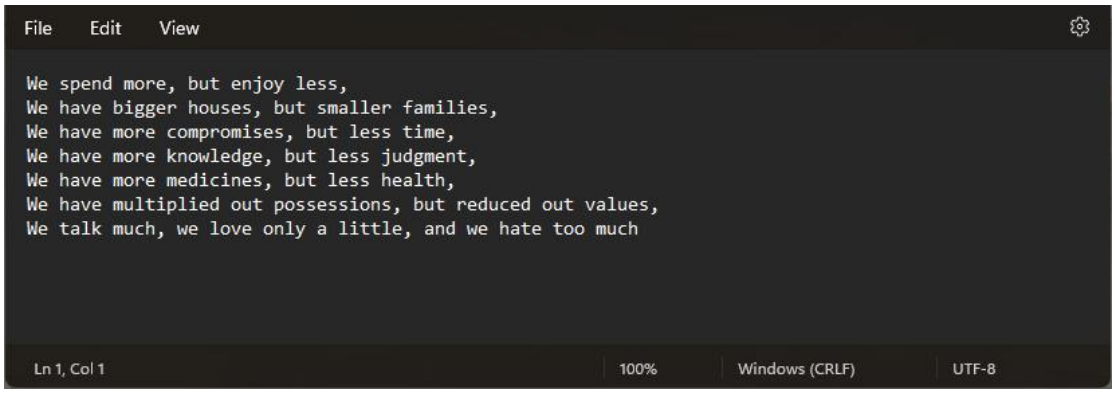
2、 Select the subtitle file and click Open.



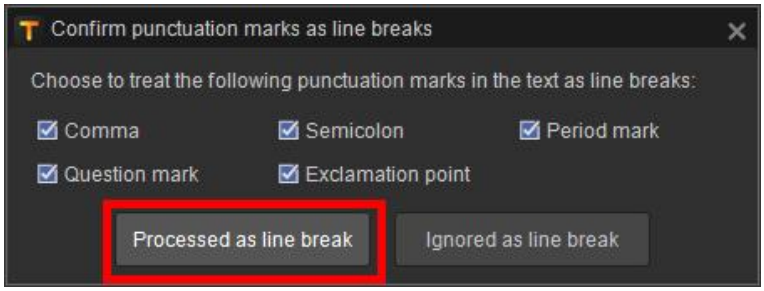
3、If punctuation marks are included in the text, a prompt window will pop up to ask whether you want to treat punctuation marks as line break.

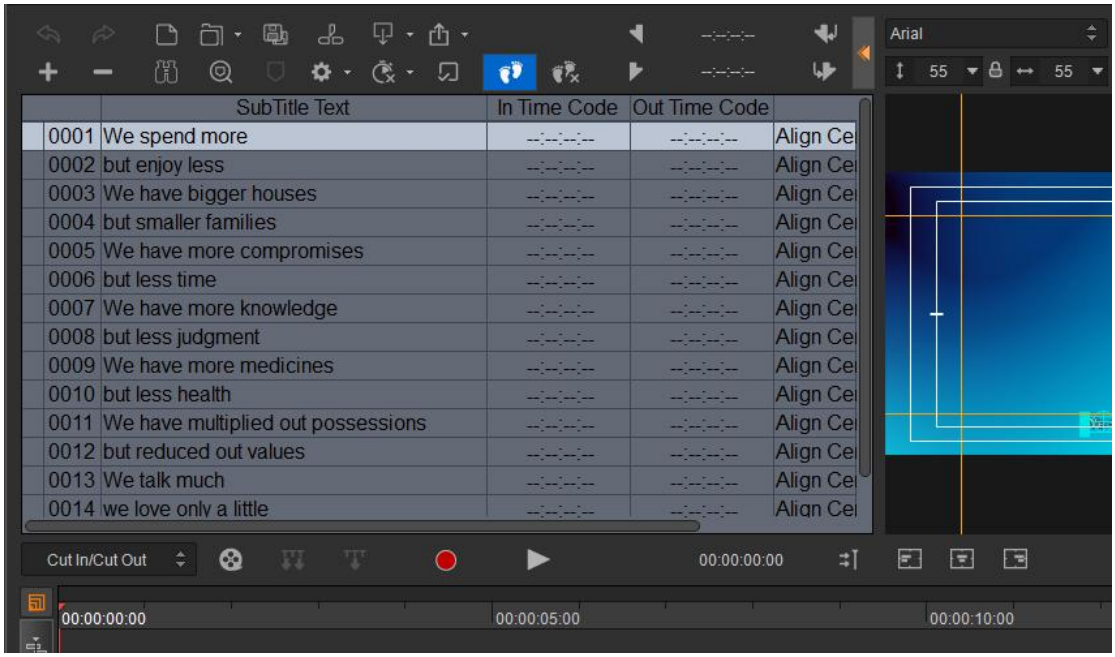


4、Take the following text content as an example,

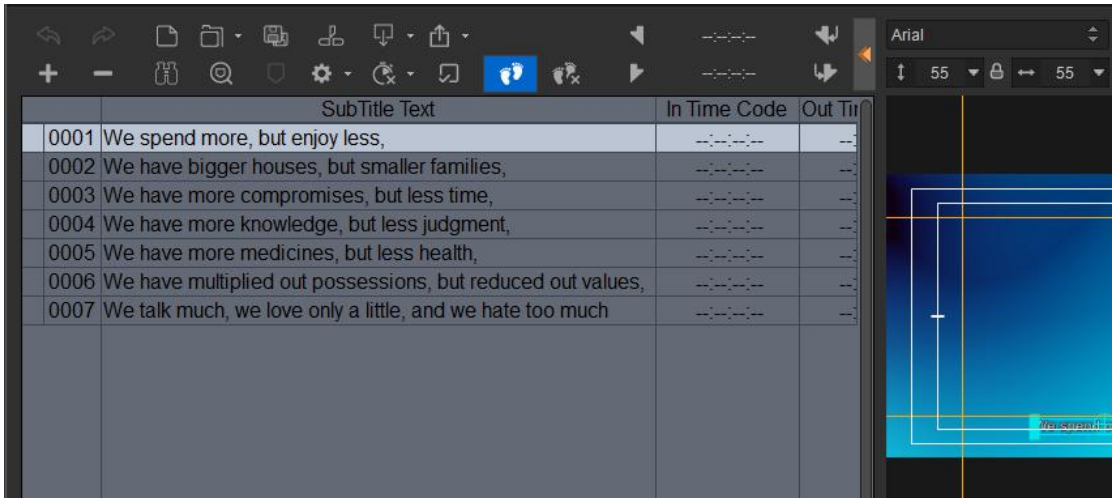


5、Choose “Processed as line break”, and the text will be divided into more lines.

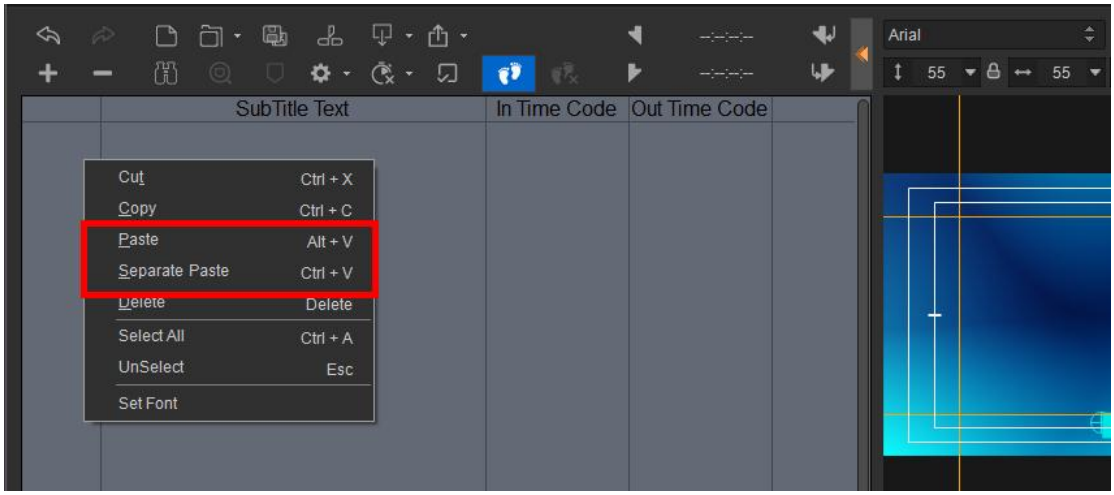


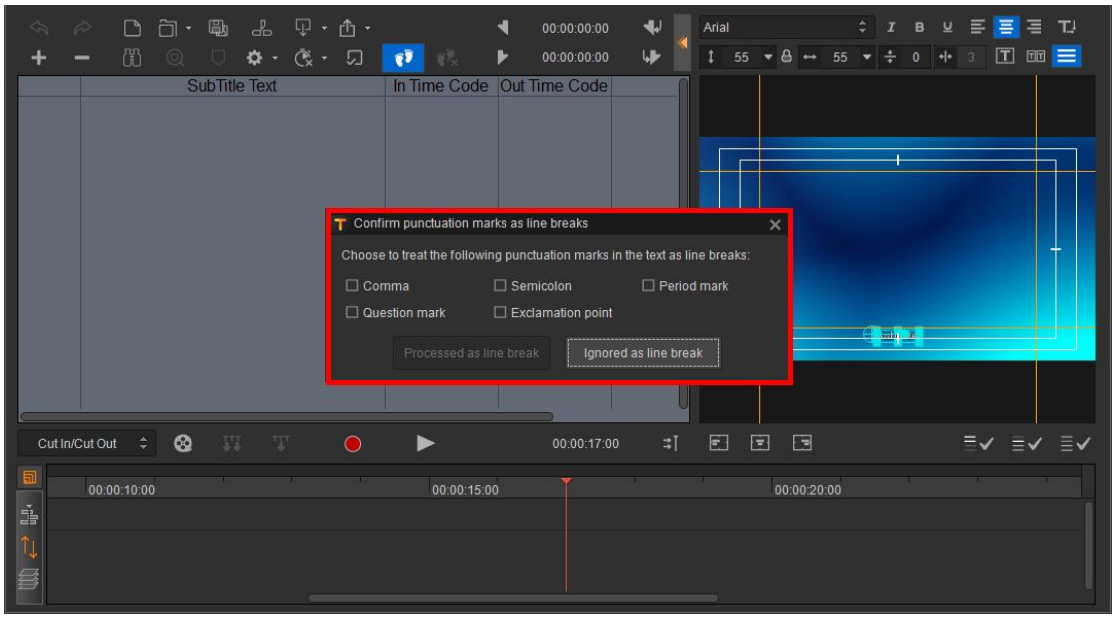


6、Choose “Ignored as line break”, and the number of lines remains the same.

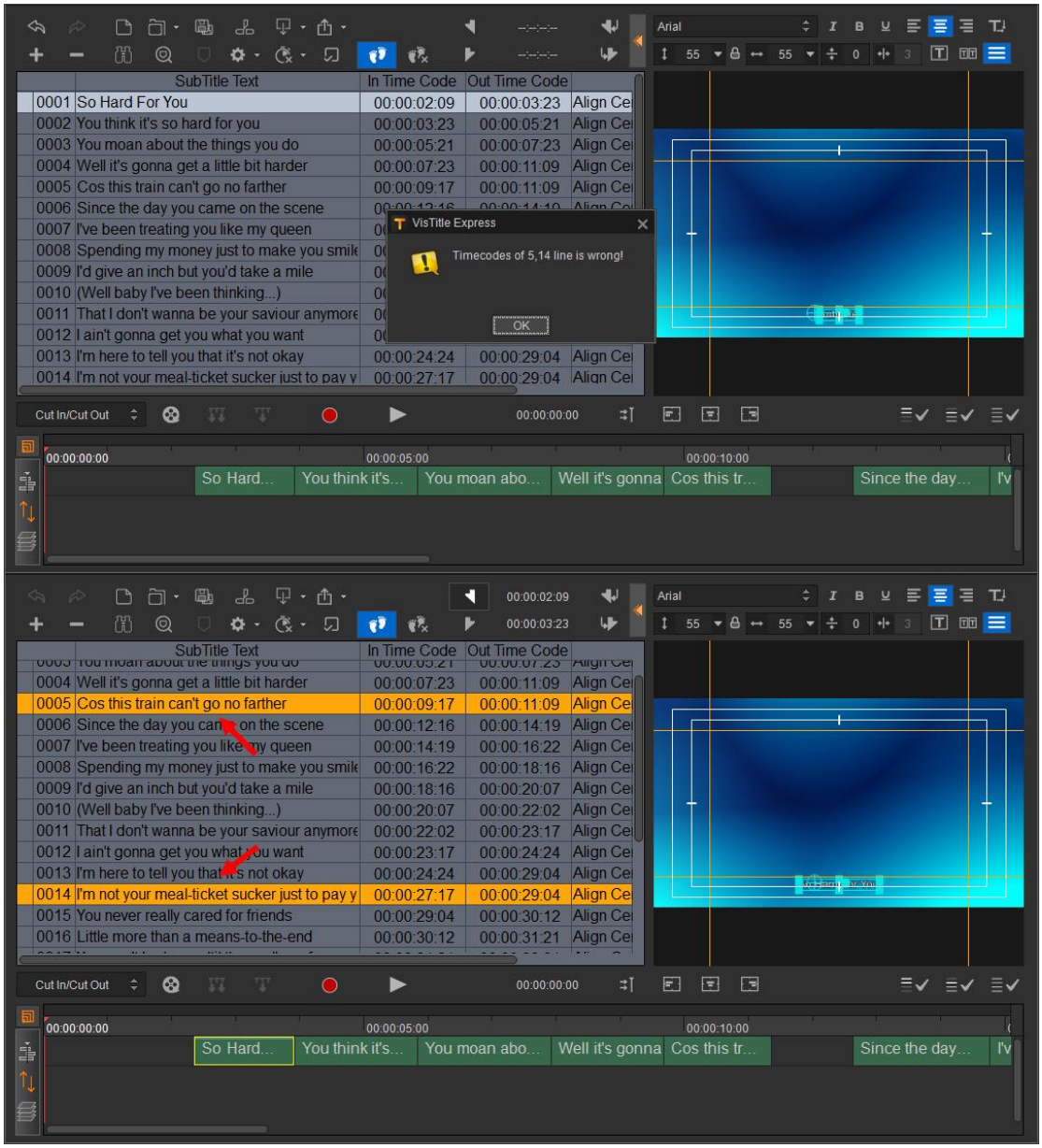


7、Similarly, if you paste the text directly into the subtitle editing area, there will be the same prompt. You can choose according to actual needs.





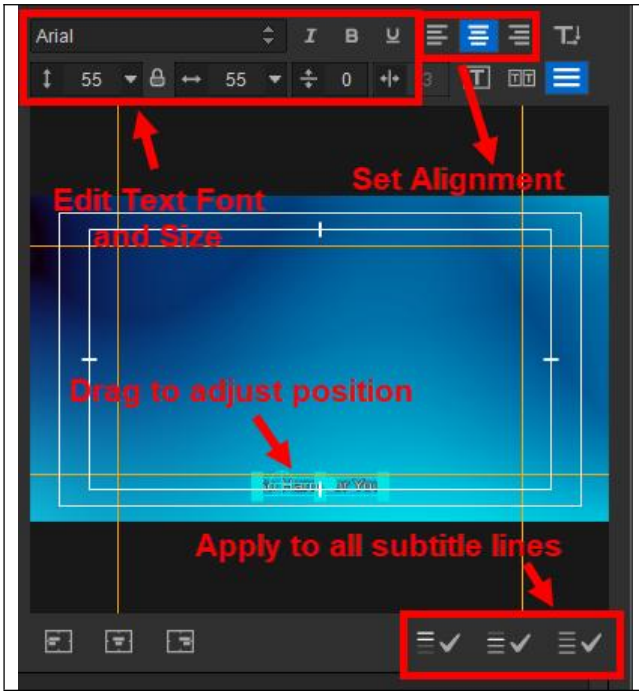
Note: When opening or importing SRT files, VisTitle will automatically detect time code errors and prompt the error line number, which will be marked in orange in subtitle list.



4.2.2. Text Properties Editing

- Font Properties

If you need to modify the position for subtitle and font or alignment, you can edit in preview editing area, and then apply.



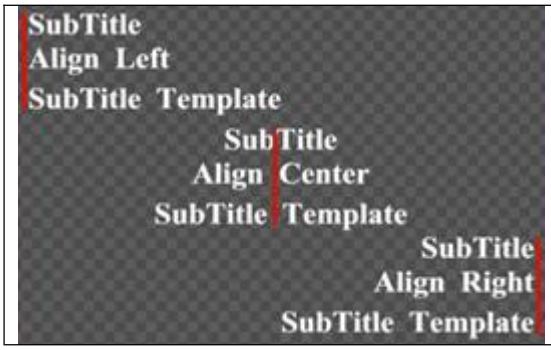
As shown in the picture:
Set the font and font-size
Modify the alignment method
Change the position by dragging
After modification, you have to select an “Apply” mode to apply for subtitle. There are three of them:

Apply to all the texts

Apply to the selected text and those below

Apply to the selected text.

The general picture of alignment method:

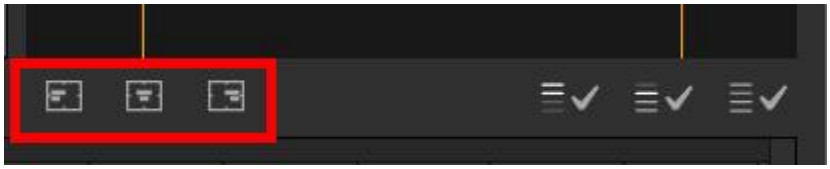


Align Left: all the texts and modules align to the left of the screen.
Align Centre: all the texts and modules align to the center of the screen horizontally.
Align Right: all the texts and modules align to the right of the screen.

Alignment description:

Align Left, Align Right, and Align Centre in the text tool bar; the alignment refers to the location of current subtitles.

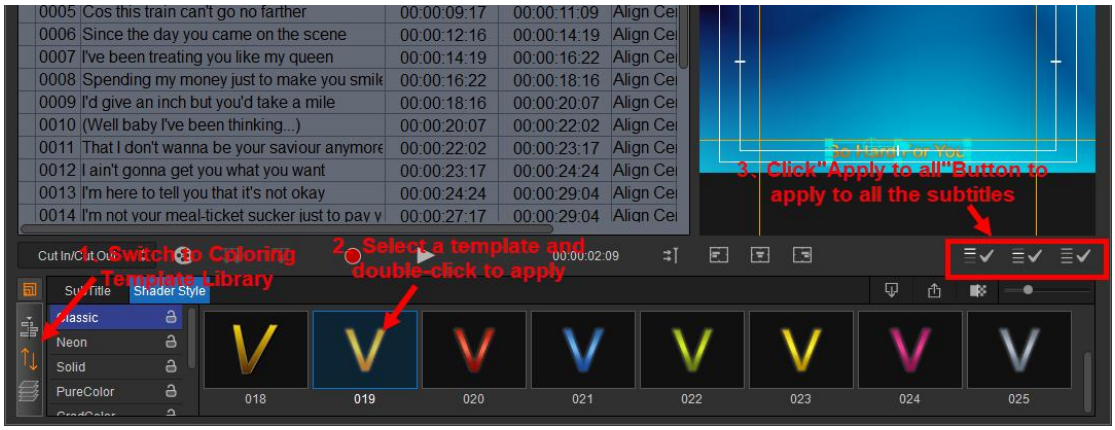
The alignment of Align Left, Align Right, and Align Centre in the bottom left of edit view refers to the reference line.



As for vertical subtitles, Align Left, Align Right, and Align Centre correspond to Align Top, Align Centre, and Align Bottom.

- Coloring Properties

If you want to modify the coloring of subtitle template, you can double-click the coloring template in the Template Library to apply. Click “Apply to All” button will apply the coloring plan to all the text.



Attention: You can create new subtitle templates by clicking on “Create New Subtitle Template”.

4.2.3. Recoding Subtitles

Before recording, please move the timeline pointer to a certain beginning point. Then click the “Record” button.

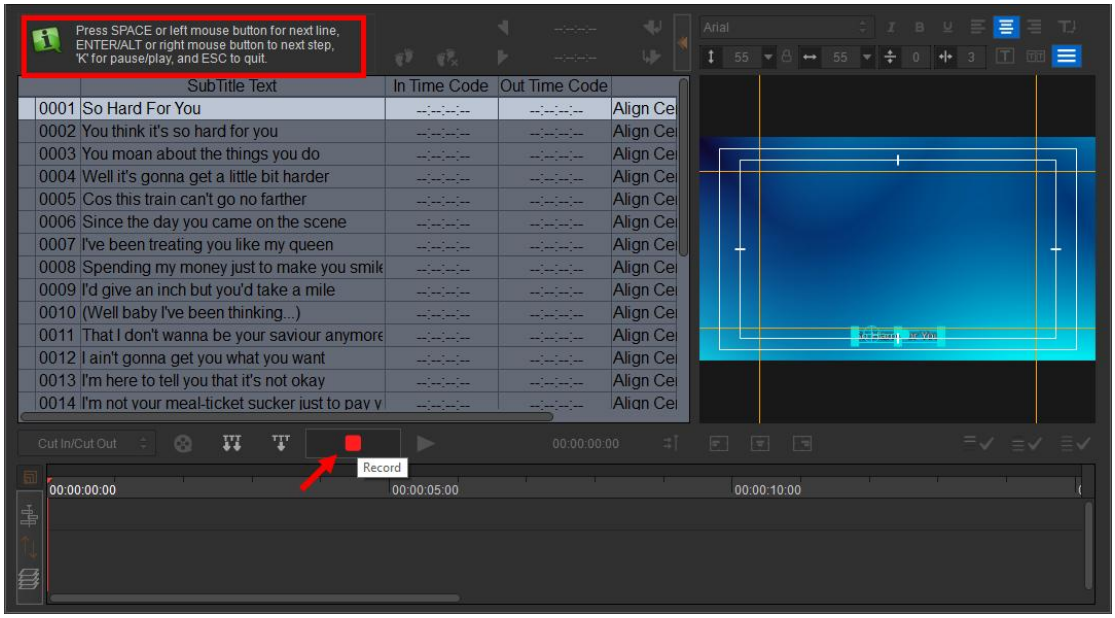
The NLE system will play timeline automatically. When the record button turns red, the recording begins. The button area on top of subtitle editor dialog will prompt you to do the recording.

a. Press the Space-bar to continue to the next subtitle.

b. Press “Enter” or “Alt” for next step.

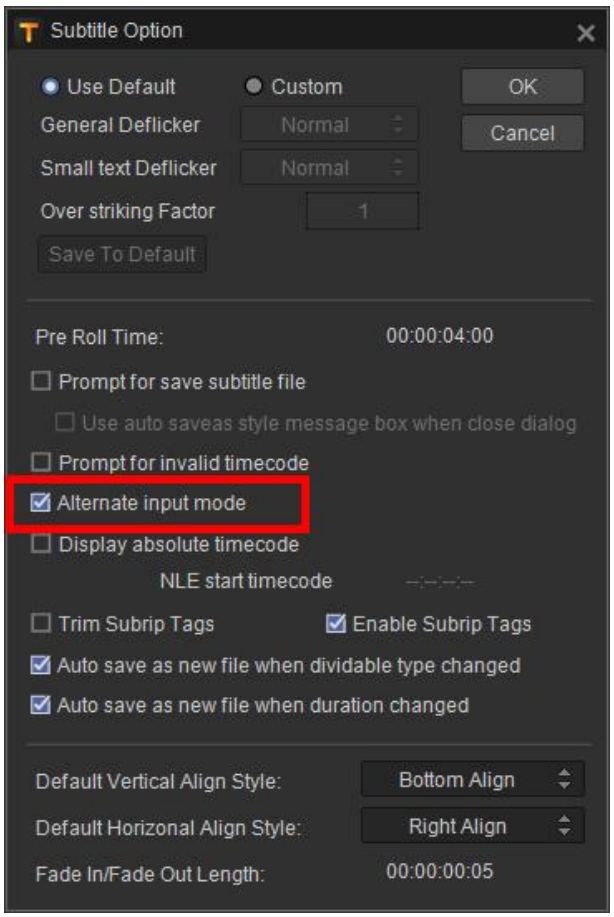
c. Press “K” to pause/restart. (This shortcut key only works in EDIUS)

d. Press “ESC” to finish recording.



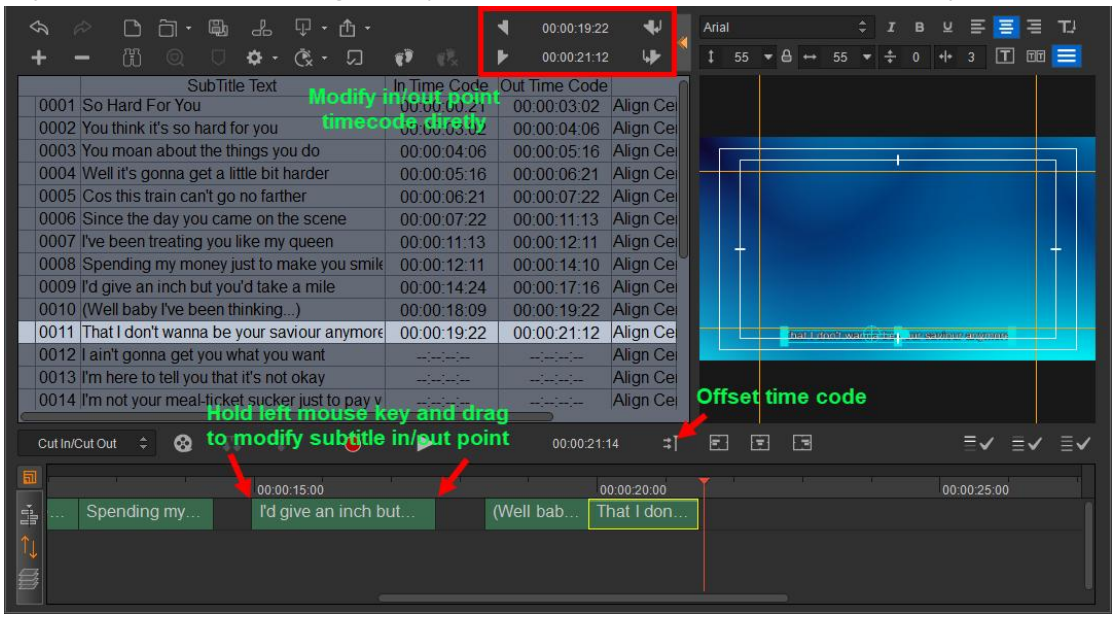
Attention:

- If you want to record with Space-bar only, please select “Alternate input mode”. The option is default as unselected.



4.2.4. Modify Time Code

Adjust in subtitle editor dialog directly if the time code is mistaken or need to be adjusted.



a. Modify the time code of the selected sentence directly.

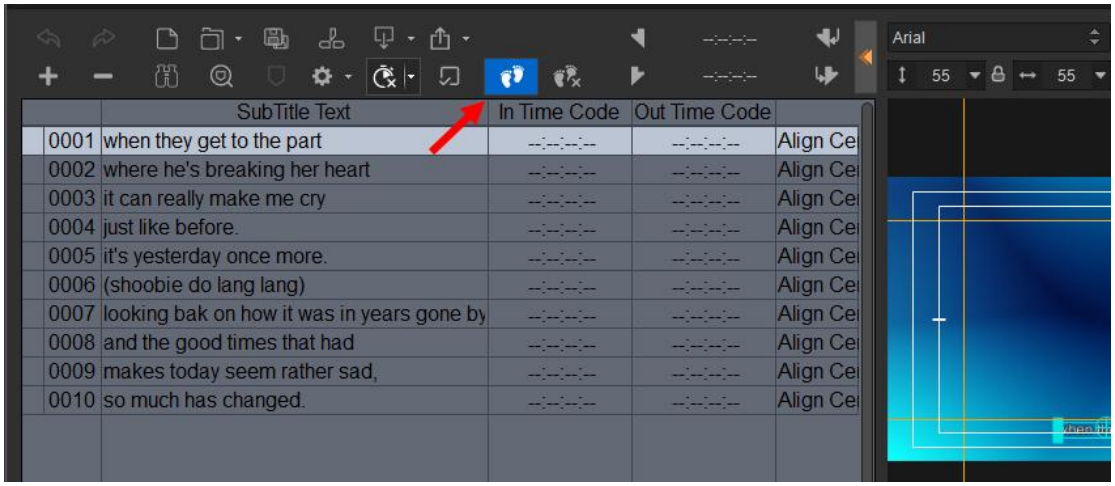
b. Drag the in/out time code of the selected sentence on the timeline.

c. Offset all time code - enable the selected sentence and sentences behind to be moved to the indicated position on timeline .

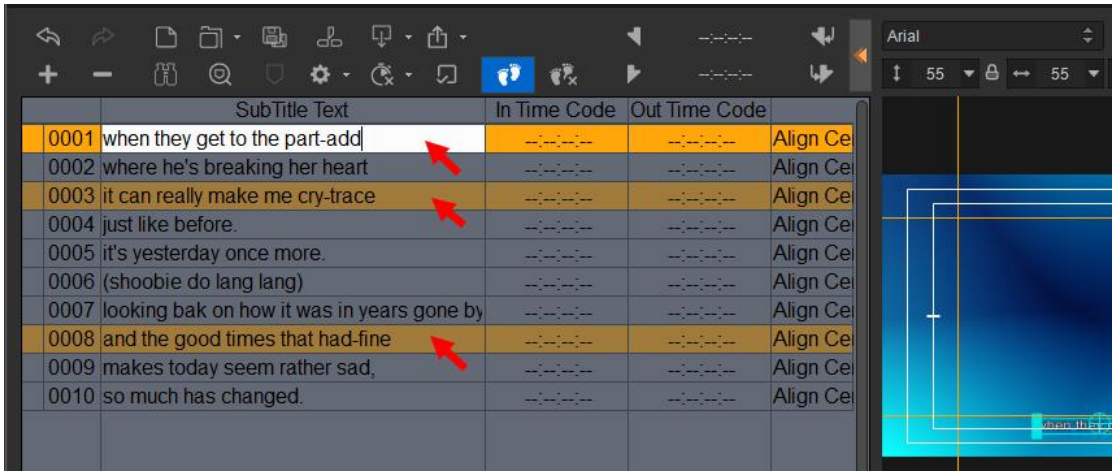
4.2.5. Trace

If subtitle content is modified, the modified line will be marked in orange. Use shortcut keys Alt+↑/↓ to quickly locate the modified line, and use the "Show Line Modify Flag" to enable or disable Trace option. The operation steps are as follows.

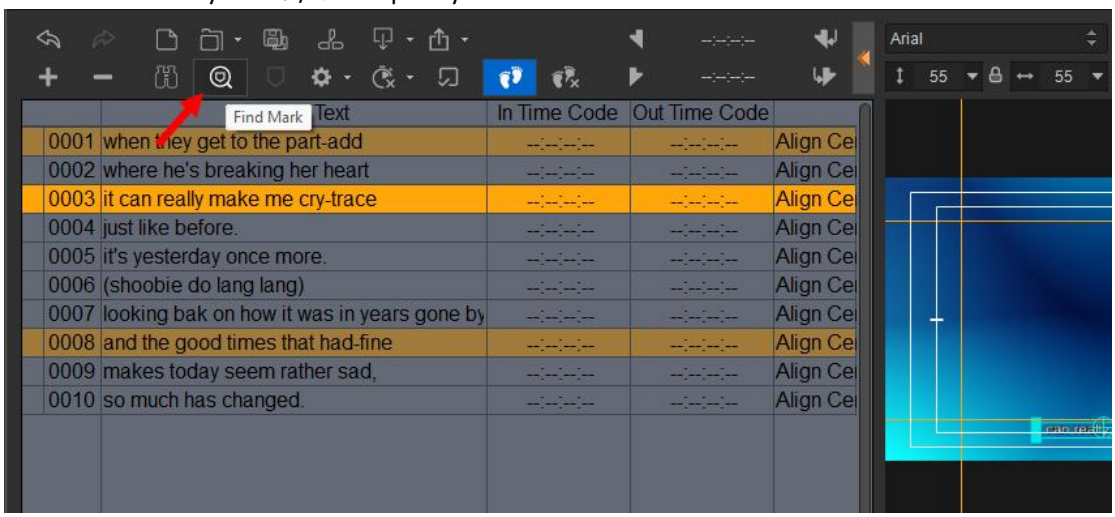
1、Select “Show Line Modify Flag" button to enable/disable Trace option.



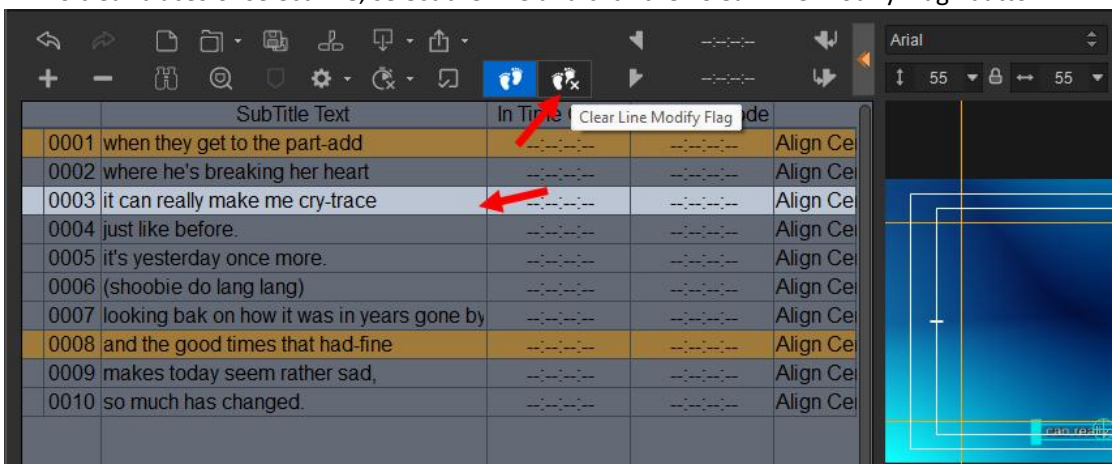
2、The modified line will be marked in orange.



3、 If there are multiple revisions in subtitle list, you can click "Find the next marked line" button or the shortcut key Alt+ ↑ / ↓ to quickly locate the modified line.

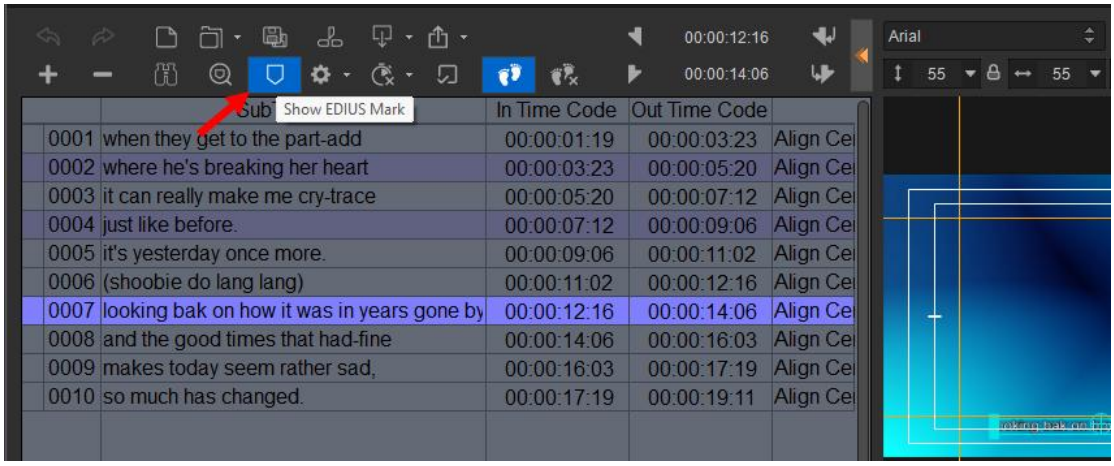


4、To clear traces of select line, select the line and click the "Clear Line Modify Flag" button.

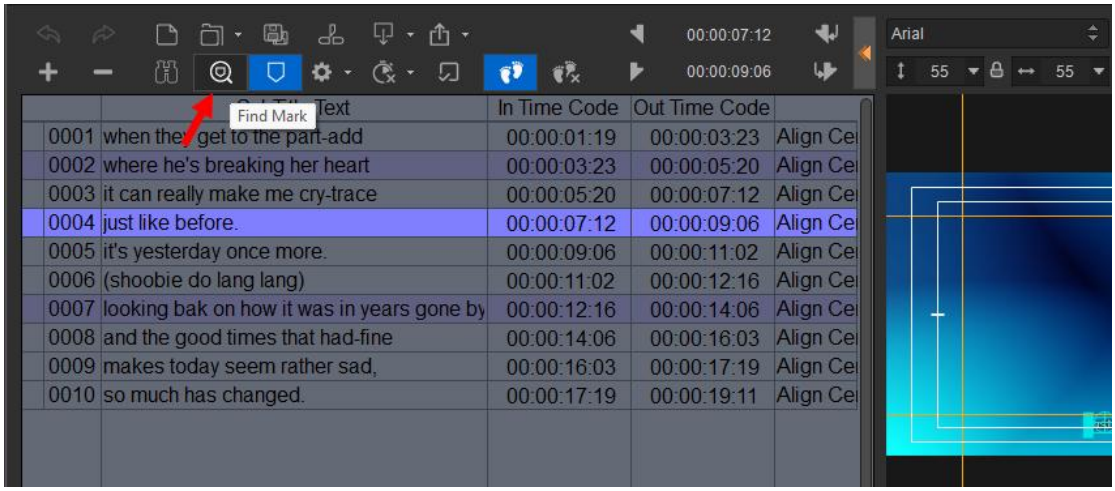


4.2.6. Mark

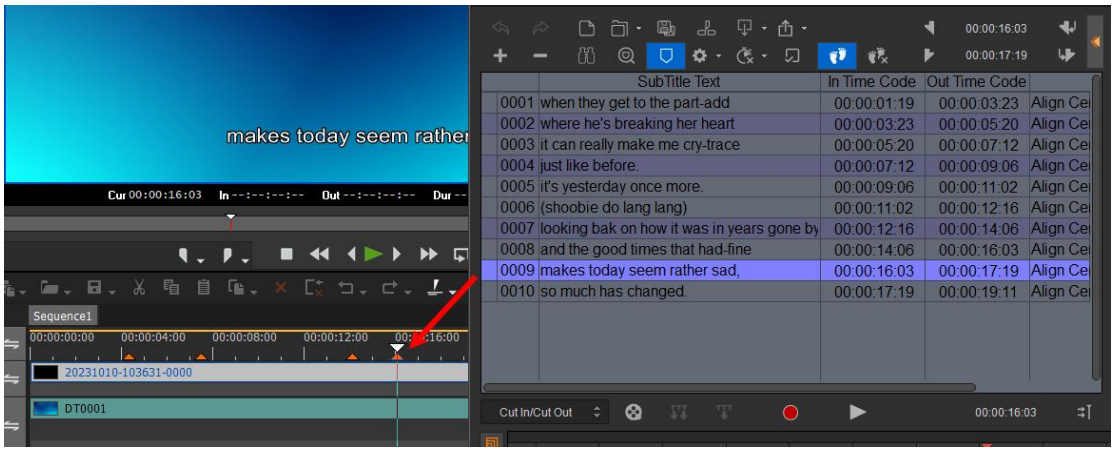
For mark added in EDIUS timeline, after clicking "Show EDIUS Mark" button in subtitle editing window, the corresponding lines will be marked with distinguished color.



Click “Find Mark” button to locate the next line with mark.

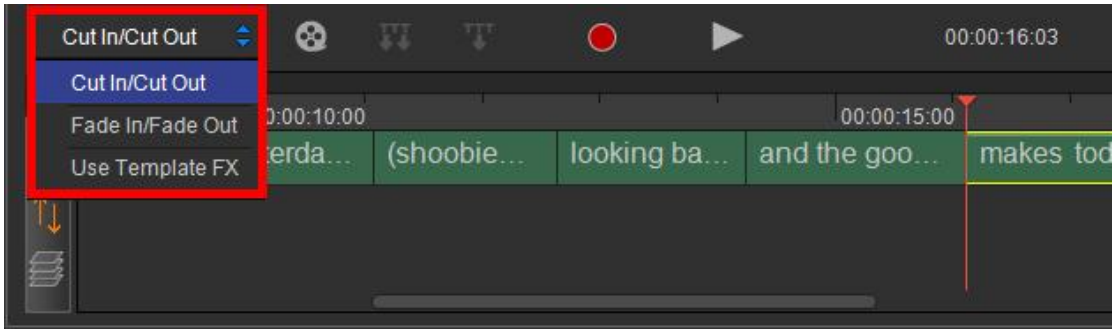


In non-editing mode of subtitle window, press “V” to add mark to or delete mark from EDIUS timeline directly, same function as pressing “V” on EDIUS timeline.



4.2.7. Subtitle Effect

Click “Subtitle Play Type” in subtitle recording control panel.



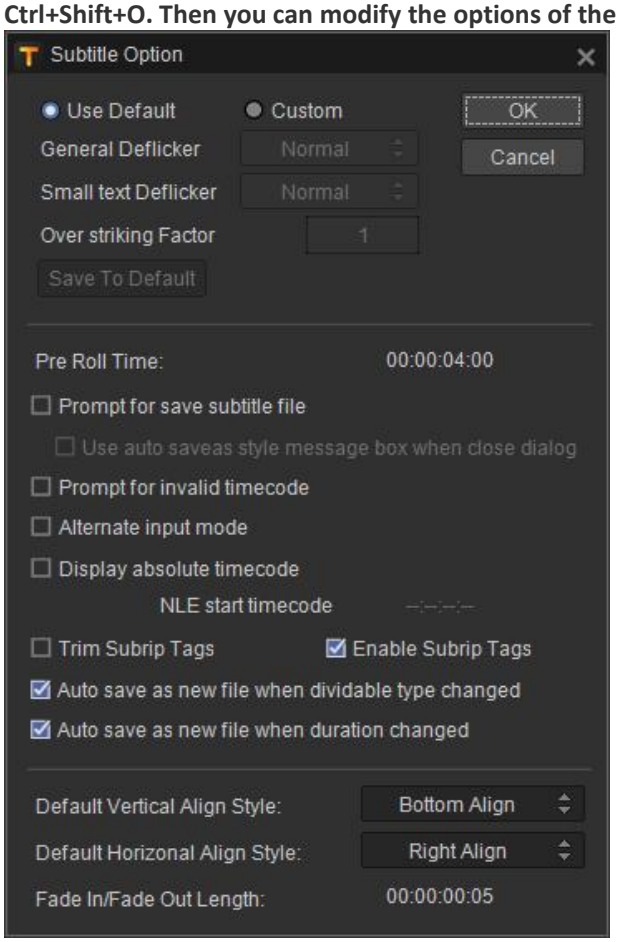
a. Cut In/Out - subtitle will instantly appear/disappear on screen.

b. Fade In/Out - subtitle will enter/exit from the screen using the fade effect with default duration of 5 frames.

c. Template Effect - subtitle will apply the included effect to cut in/out screen, the effect will automatically adjust to the play duration.

4.2.8. Subtitle Option Settings

If you need to modify the rendering quality of subtitle, please click or press shortcut key **Ctrl+Shift+O. Then you can modify the options of the subtitle.**



a. Subtitle Rendering Quality Settings - please refer to “Edit Titles”. No more details will be stated here.

b. Pre Roll Time - When setting the time code of subtitle recording, the NLE system will play ahead of certain time automatically.

c. Prompt to Save Subtitles - when closing subtitle editor dialog, it will prompt you to save. If you default this option, the system will save automatically when exiting.

d. Prompt for Invalid timecode - when there is inappropriate time code in subtitles, the following warning will come up.

e. Alternate input mode- select this option, then you can only press Space-bar to record. In this mode, subtitle appears at the first press and disappears at the second.

f. Display Absolute Time Code – EDIUS will get the start/end time code of the current timeline and add it to the subtitle time code automatically.

g. Trim Subrip Tags – select this option, then the format (e.g. bold, italic, etc.) of the file will be ignored when importing SRT subtitles.

h. Auto Save as new file when dividable type changed – only available in EDIUS. After this option is selected and set the subtitle divisible or indivisible, the system will save as automatically.

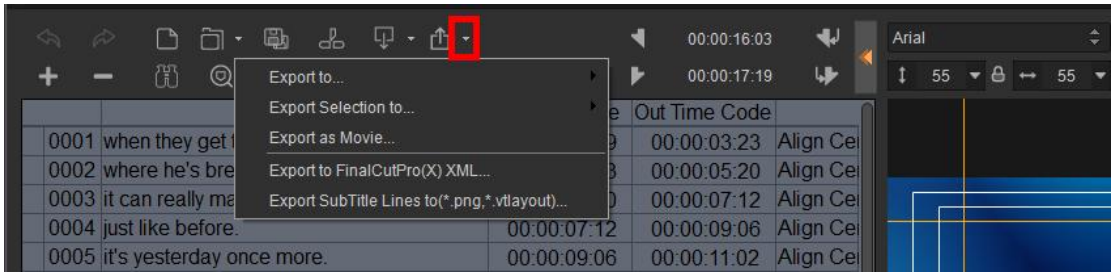
i. Auto Save as new file when duration changed – After this option is selected and the duration changes, the system will save as automatically.

j. Default Vertical Align Style– when apply the subtitle template set before, default vertical alignment will be “Align Bottom”

k. Default Horizontal Align Style – when apply the subtitle template set before.

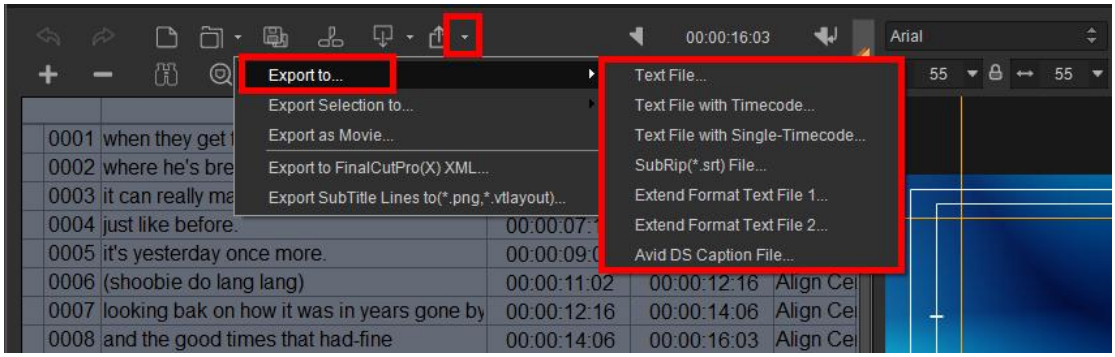
4.3. Subtitle Output

In order to meet the needs of users, VisTitle supports several commonly used subtitle export options. Click the button shown in the figure below, and select export option in the drop-down menu.



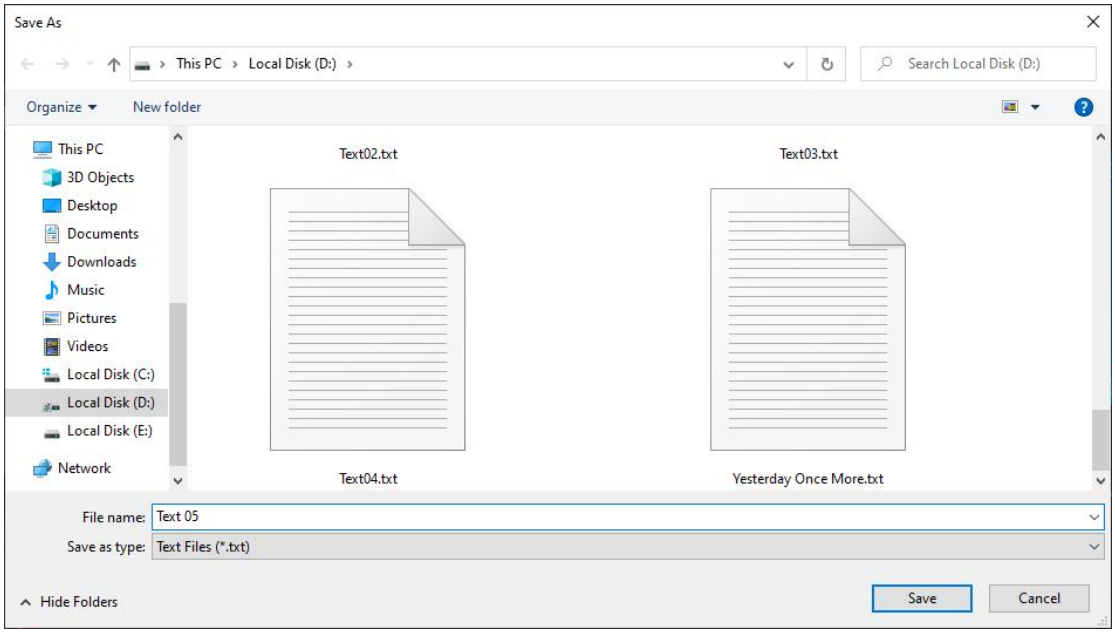
4.3.1. Export to

Select "Export to" in the export menu, the export options are shown in the figure below.

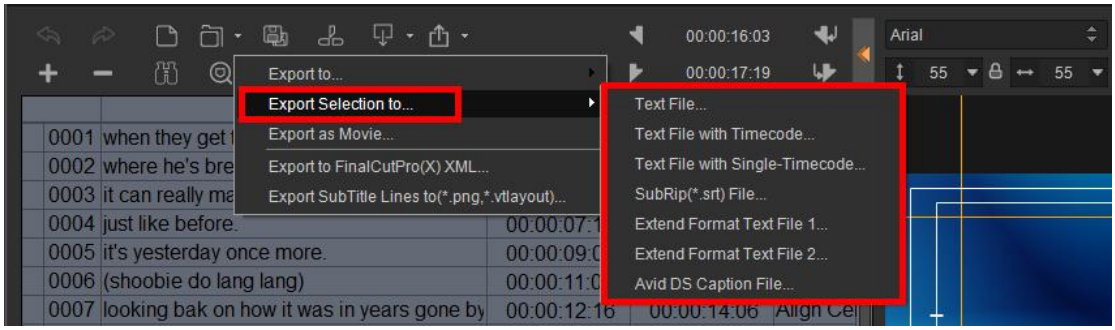


Select an export option, choose the file saving path in the window, enter file name, and click

"Save" button, as shown in the figure below.



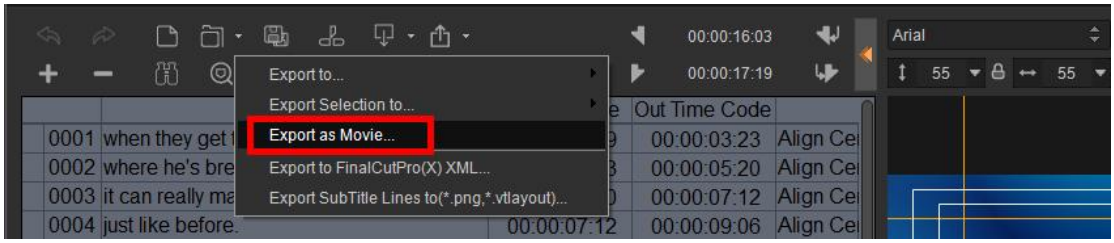
4.3.2. Export Selection to



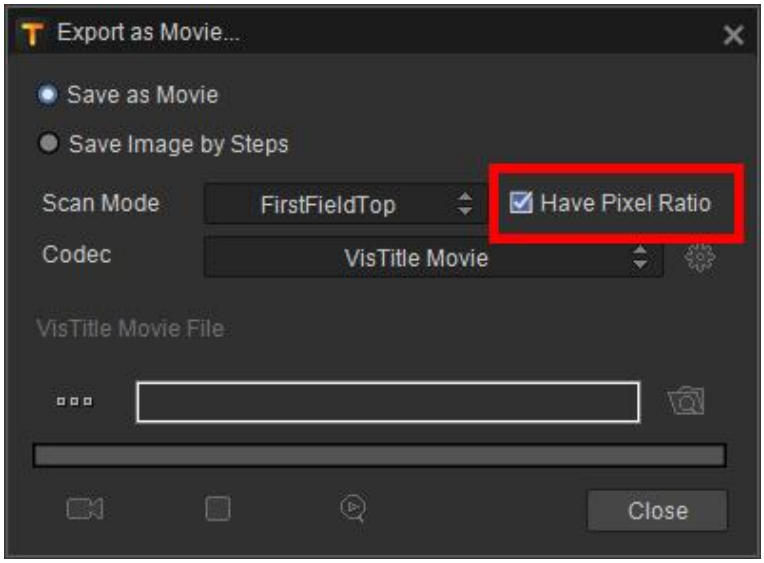
"Export Selection to" is to export subtitle lines selected in the list, and the export method is the same with that of "Export to".

4.3.3. Export as Movie

Select "Export as Movie" in the drop-down menu, and a window pops up as shown in the figure below.

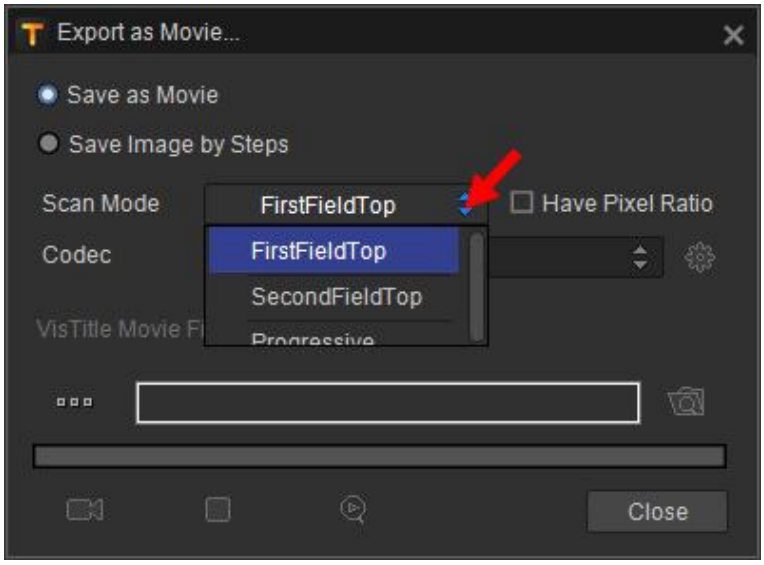


When the option "Have Pixel Ratio" is enabled, the movie will include pixel ratio when exporting. The pixel ratio option is disabled by default.



4.3.3.1. Save as Movie

In Export as Movie window, please choose “Save as Movie”, Choose scan mode by clicking the drop-down button on the right, as shown in the figure below.



Click the drop-down button on the right to select codec, as shown in the figure below.

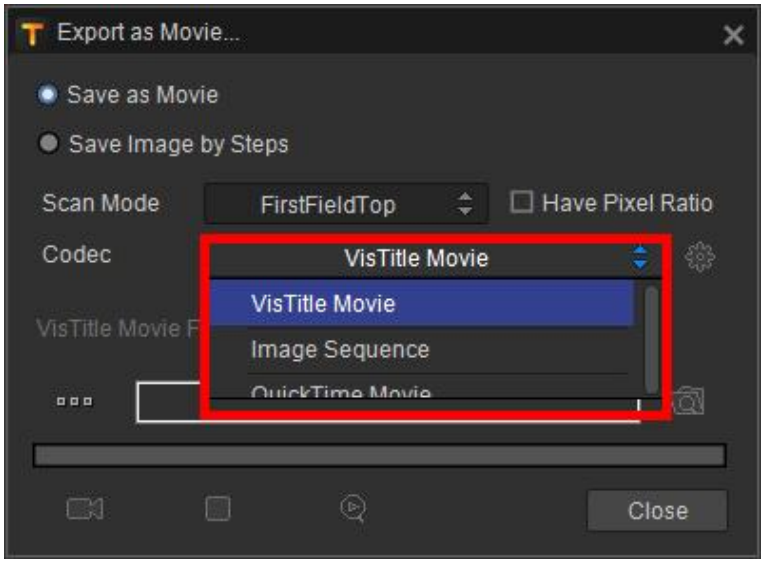
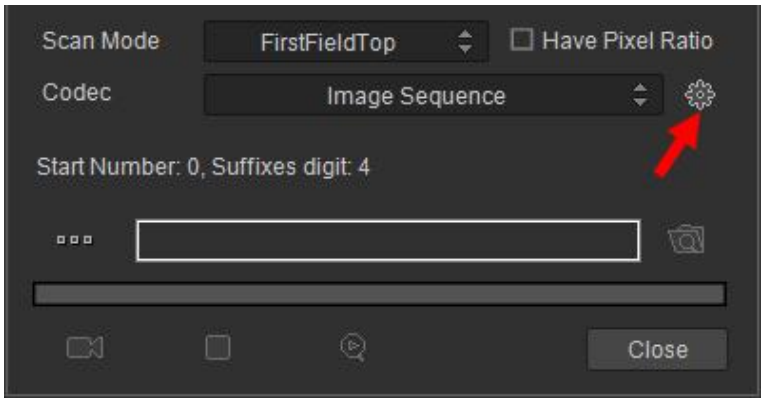
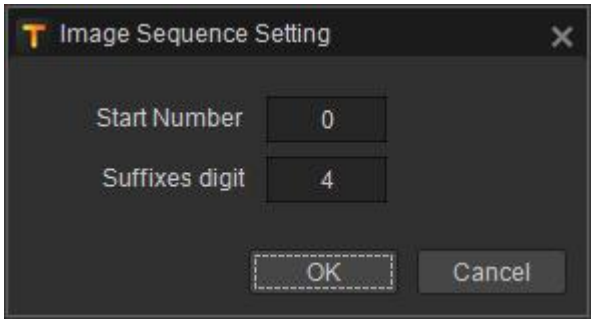


Image Sequence:

When you select image sequence as codec, click the setting button on the right to set detailed parameters, as shown in the figure below.

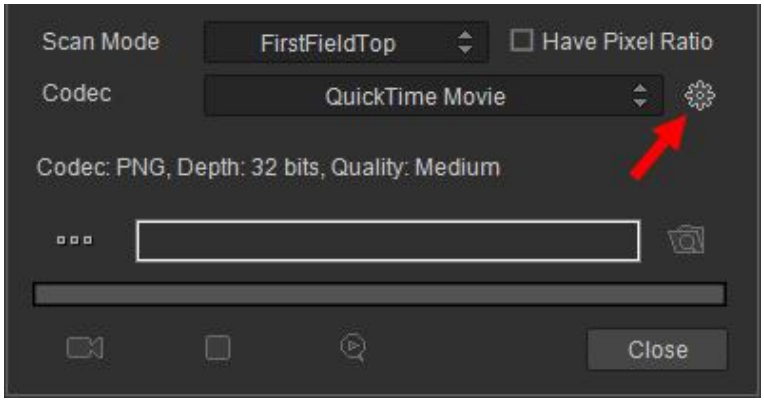


Enter the start number and suffixes digit and click OK, as shown in the figure below.

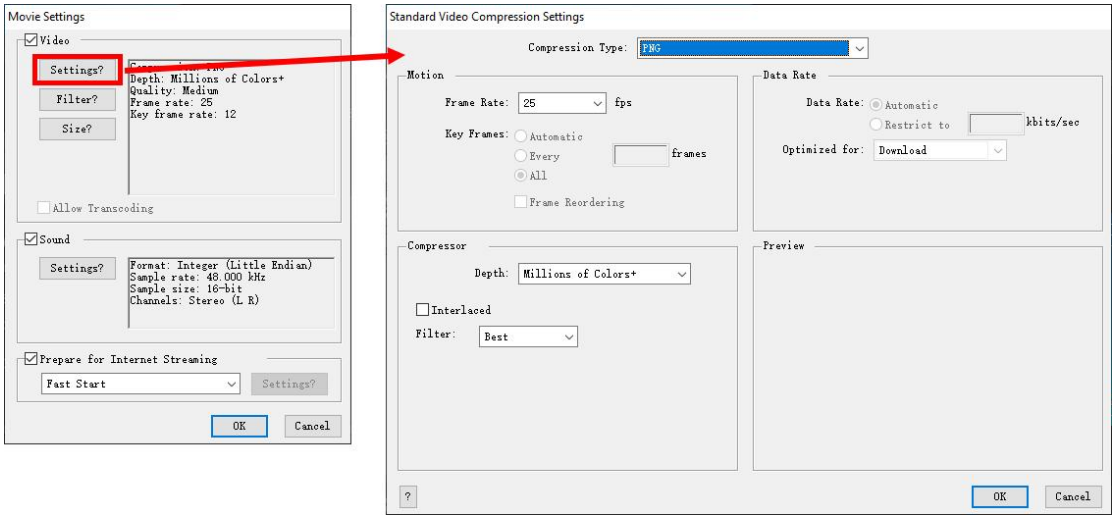


QuickTime Movie:

When you select QuickTime movie as codec, click the setting button on the right to set detailed parameters, as shown in the figure below.

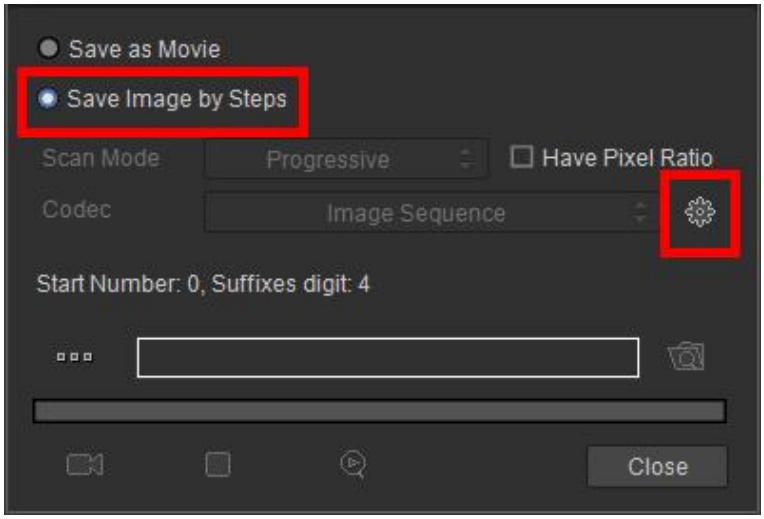


Set appropriate parameters in the setting window and click OK, as shown in the figure below.

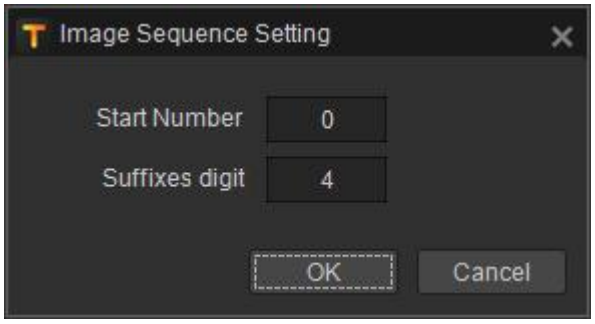


4.3.3.2. Save Image by Steps

In Export as Movie window, please choose “Save Image by Steps”, as shown in the figure below.



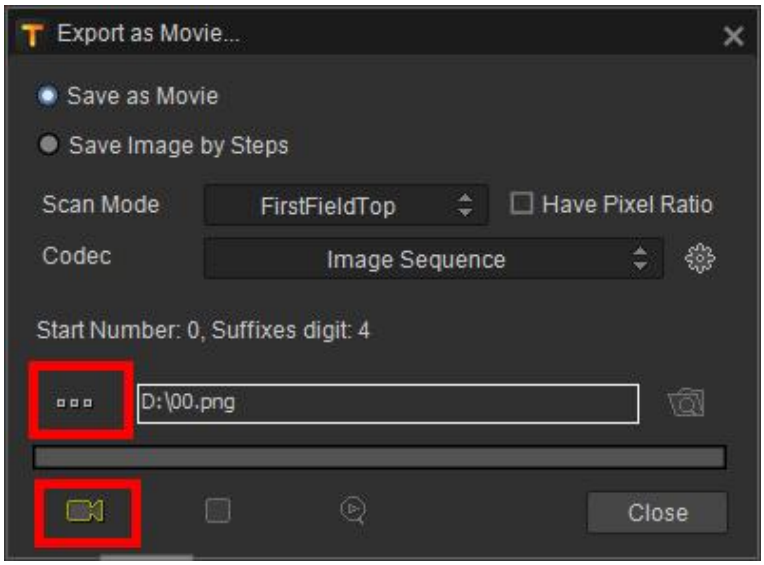
Click setting button and enter the start number and suffixes digit, as shown in the figure below.



After it's done, click OK.

4.3.3.3. Preview Effect

Click the browse button to select file save path, as shown in the figure below.

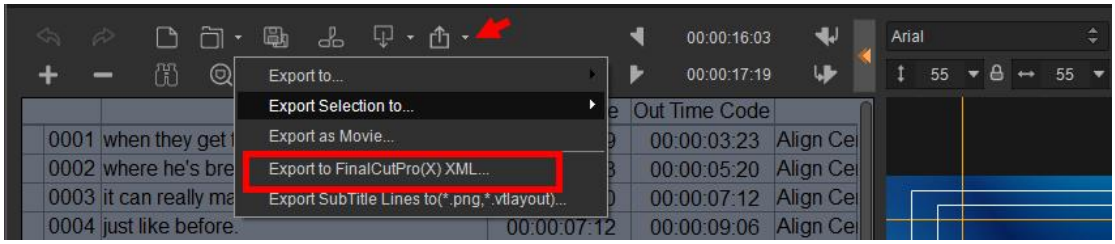


Then click the render button, and click to watch the movie effect after rendering is completed.

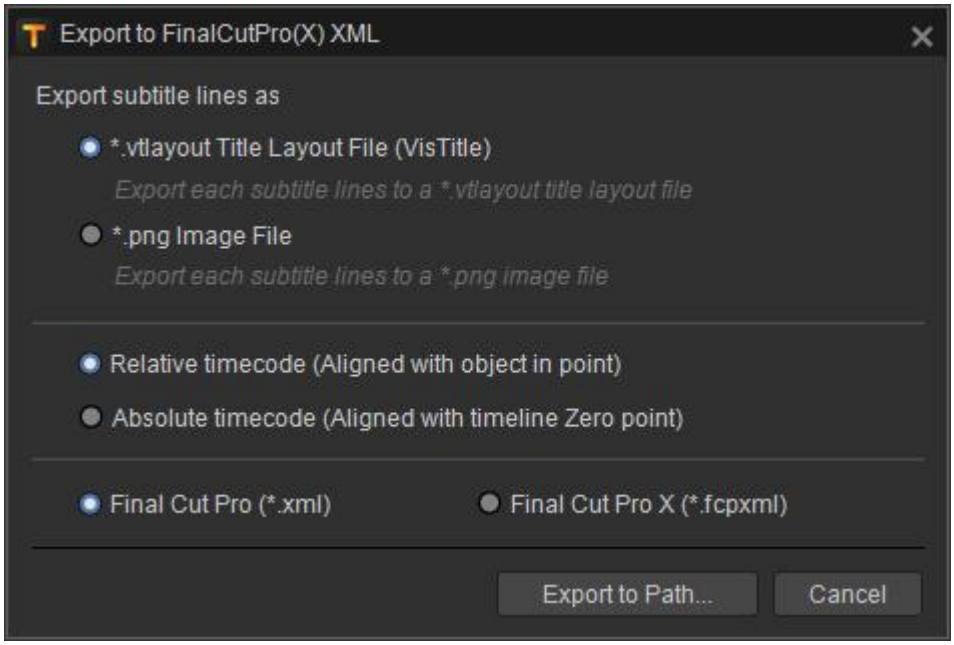
4.3.4. Export to FinalCutPro(X) XML

After tapping time code of subtitle, you can output the FCP XML file (with in and out time code and *.png or *.vtlayout title layout file).

1、Click "Export to FinalCutPro(X) XML…".



2、The setting window pops up as follows, select subtitle line export method and desired time code mode.



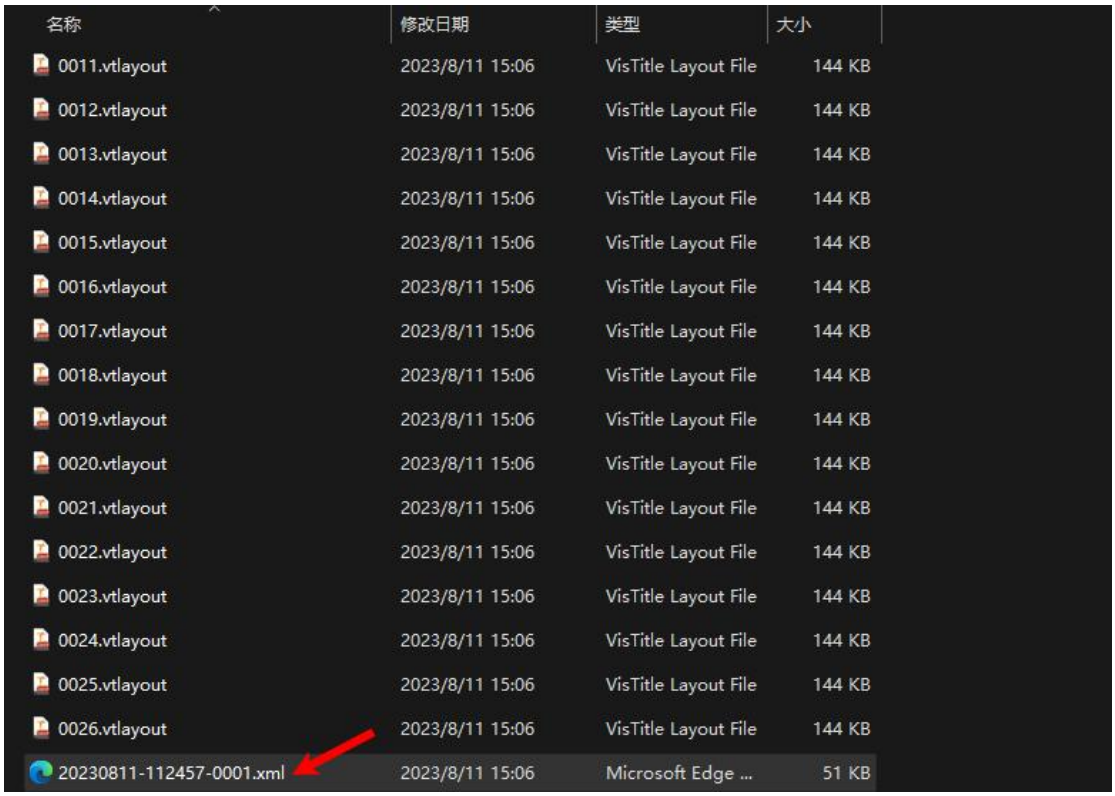
■ *.vtlayout Title Layout File - subtitle output in this mode will be saved as an editable title layout file.

■ *.png Image File - subtitle output in this mode will be saved as an image file.

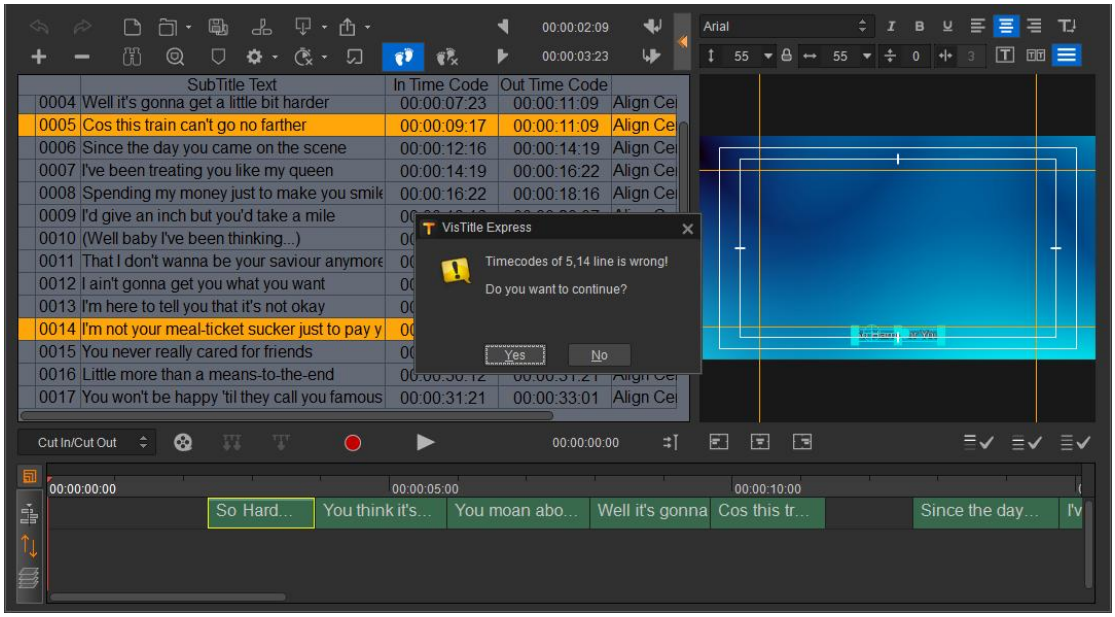
■ Relative timecode - in the exported XML, the time code of subtitle line is relative time code, and its 0 point is aligned with the in point of current subtitle.

■ Absolute timecode - in the exported XML, the time code of time code is absolute time code on the entire timeline, and its 0 point is aligned with the 0 point of current timeline.

■ Export to path - select the desired save directory to complete the export. This function will automatically create directory of exported file in the selected directory, and include *.xml and png/vtlayout files in it, as shown in the picture below.



Note: When there is time code error in subtitle line, an error message will pop up when exporting, as shown in the picture below.



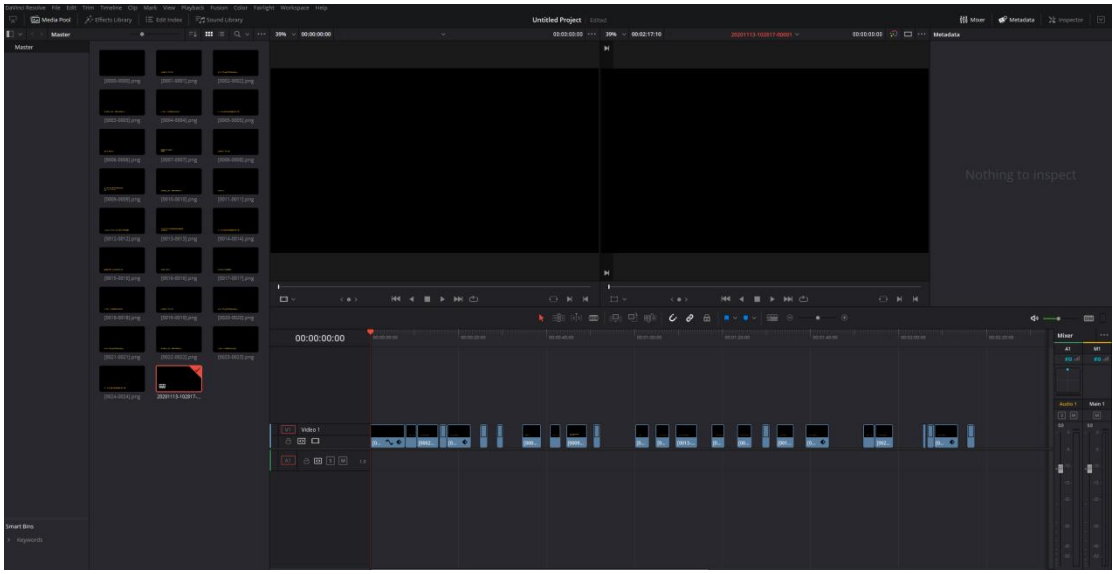
If you select "Yes" to continue the export, the exported file will exclude the error lines.

4.3.4.1. XML Application

The exported XML file is mainly used in DaVinci/FinalCutPro NLE.

Subtitle line is output in the form of "*.png + absolute timecode". After importing the XML into DaVinci NLE, the subtitle line will be displayed in the form of a picture, as shown in the figure below, and each subtitle line will be displayed on the timeline by its time code. In this way, EDIUS can make subtitle for DaVinci, and after the production is completed, exchange it back to DaVinci by exporting XML for final programming.

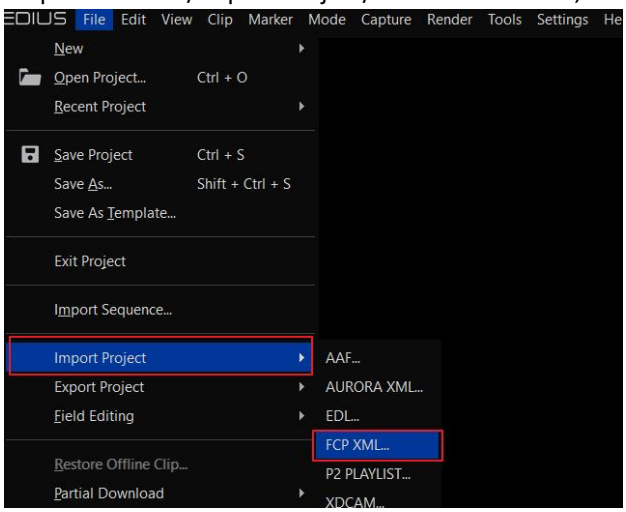
(Because in this mode, subtitle line is displayed as PNG, it cannot be edited again in DaVinci.)



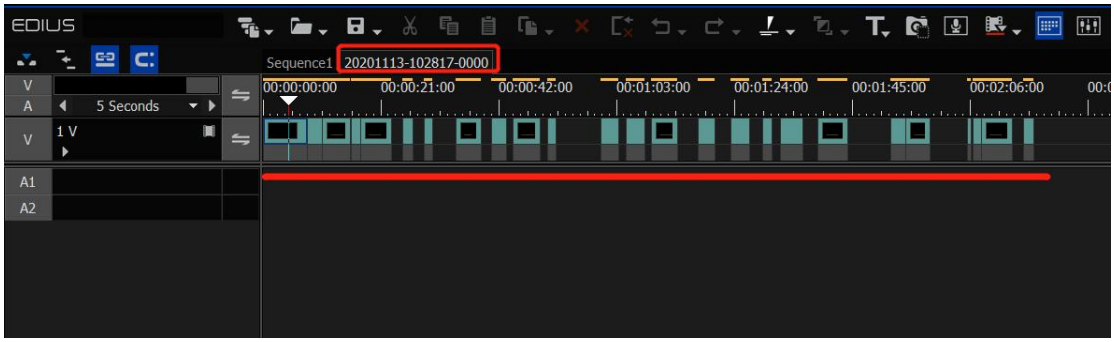
4.3.4.2. Splitting and Editing of Subtitle

Output subtitle line in the form of "*.vtlayout+relative or absolute timecode", and imported the XML file into EDIUS to realize the splitting of subtitle.

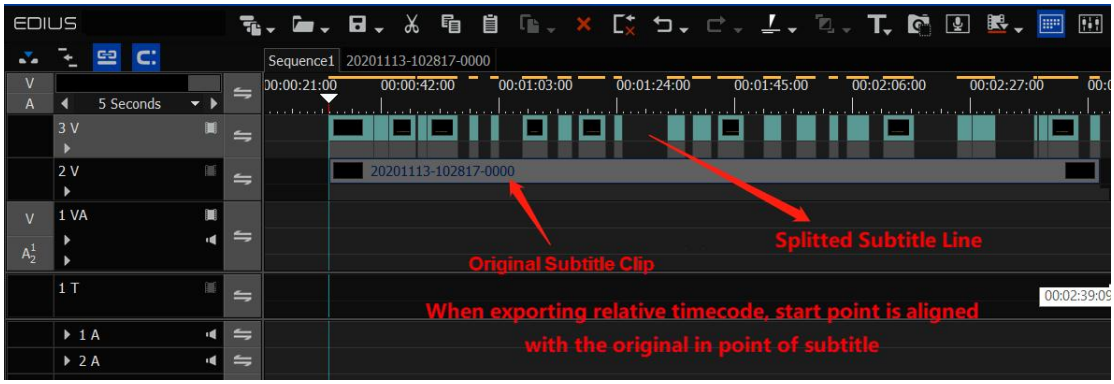
Step 1: Click File/Import Project/FCP XML in EDIUS, select the XML file previously exported.



Step 2: After importing,a sequence will be automatically generated in EDIUS and load the *.vtlayout layout file in XML subtitle file.



Step 3: Copy all these splitted subtitle lines and paste them to the original subtitle position. If it is relative timecode output, align the start point to the in point of original subtitle when pasting; if it is absolute timecode output, align the start point to 0 point of timeline when pasting.

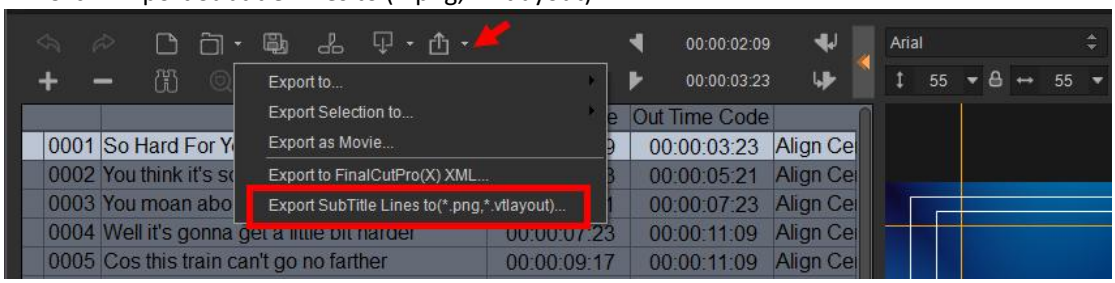


Step 4: At this point, the subtitle with tapped time code has been split on the timeline. Double-click any subtitle line to edit and modify it again.

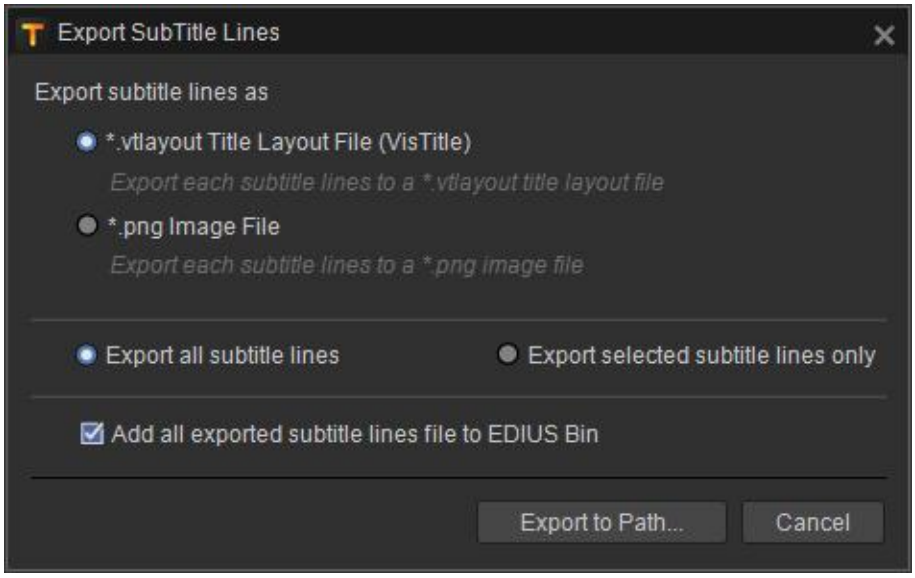
4.3.5. Export Subtitle Lines to (*.png,*.vtlayput)

This method is only applicable when the subtitle has not been tapped with time code or if you just want to quickly produce a corresponding PNG image or editable subtitle file for each subtitle line. This method only applies selected coloring template to each subtitle line, and outputs image data file corresponding of each subtitle line.

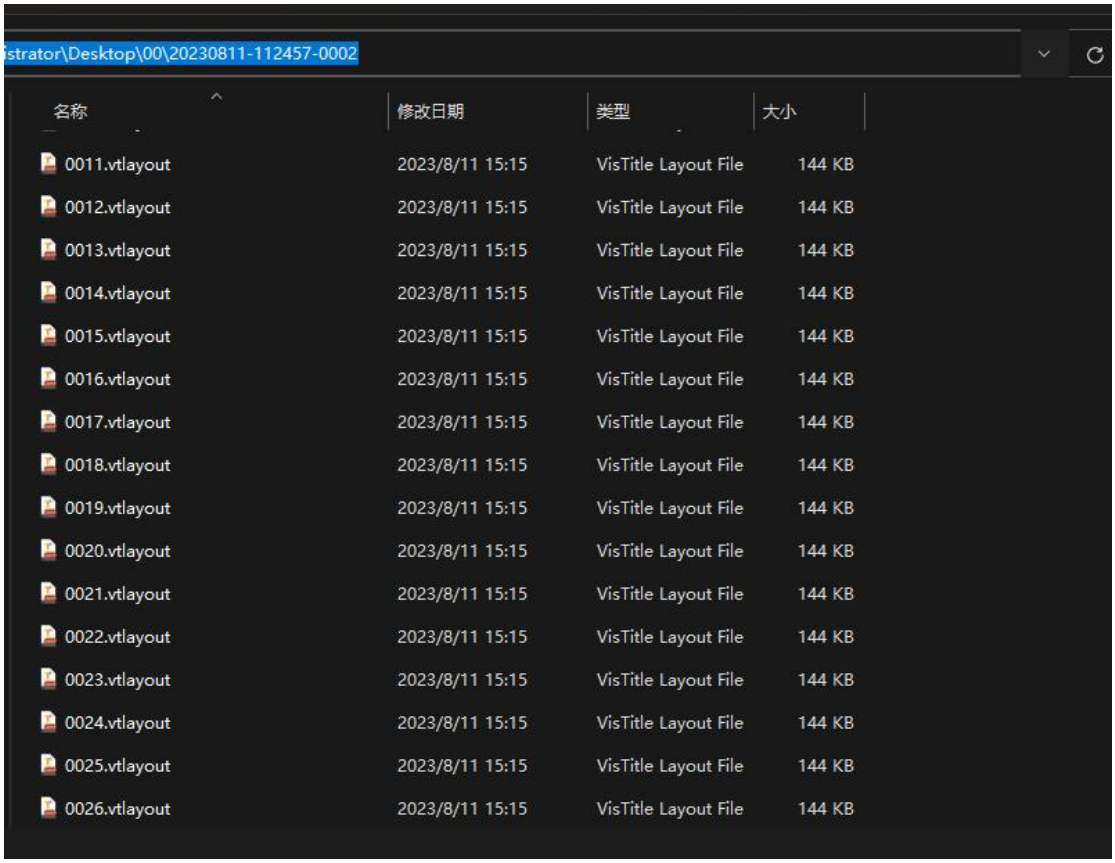
1、Click “Export Subtitle Lines to (*.png, *.vtlayout)”.



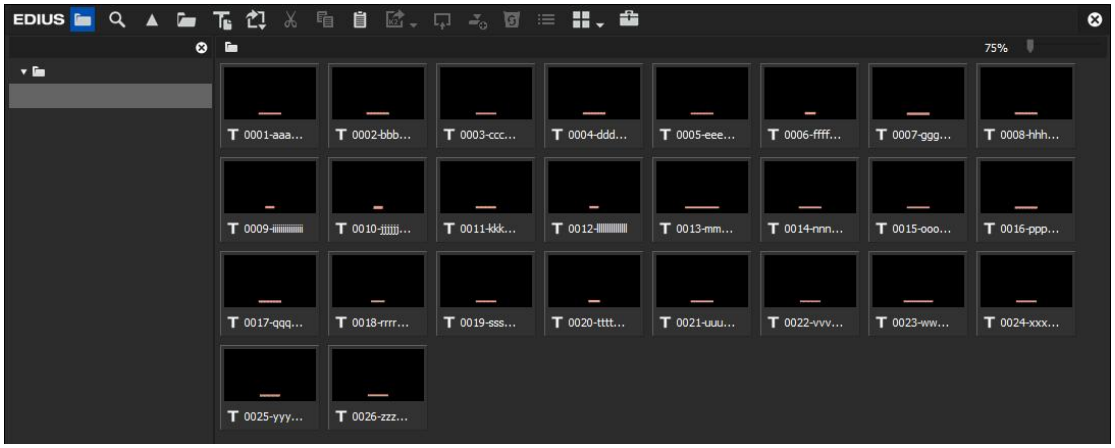
2、In the pop-up export window, set the export method and range of subtitle lines, export image data of subtitle lines, and choose whether to add all exported subtitle lines file to EDIUS Bin automatically.



3、Click "Export to Path", select a target directory, and the data files of all subtitle lines will be exported to the selected directory (automatically create a new folder to store these data files).



If “add all exported subtitle lines file to EDIUS Bin” is selected when exporting, all these subtitle files will appear in EDIUS Bin.



The exported PNG file or *.vtlayout file can be used one by one in required scenes.

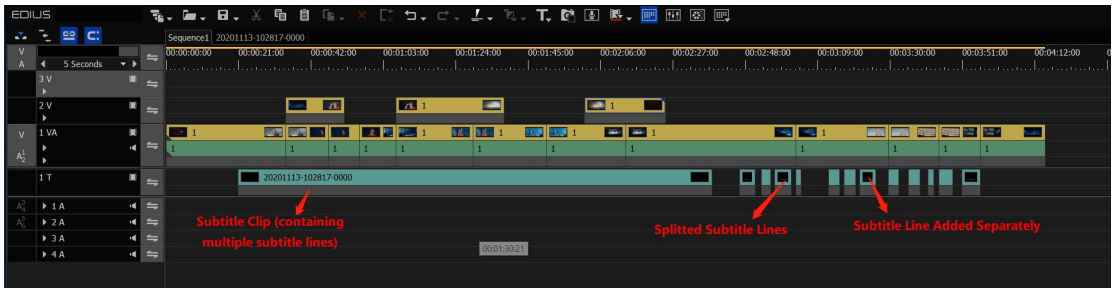
4.4. SRT Import and Export on EDIUS Timeline

4.4.1. Export SRT File

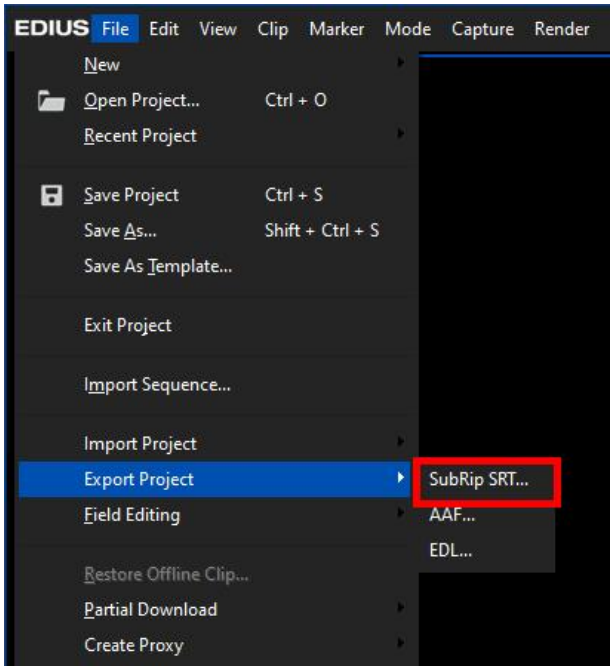
During programming, there may be multiple fragments of scattered subtitle materials or splitted subtitle lines or subtitle lines produced separately during the modification process due to repeated modifications. When the final program is delivered as a piece, a complete SRT file containing all the subtitle lined on timeline will be needed. In this case, you need to do that with

"output SRT on EDIUS timeline" function.

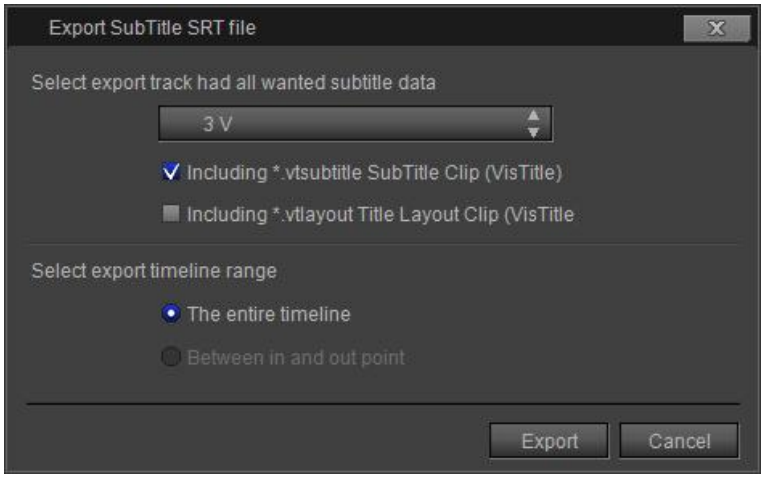
As shown in the figure below, 1T track contains multiple subtitle clips, including the original *.vtsubtitle subtitle clip, splitted and edited *.vtlayout subtitle lines, and a *.vtlayout file added separately. When the final program is delivered, an SRT file is expected containing all these subtitle content.



Step 1: Click File/Export Project/SubRip SRT.



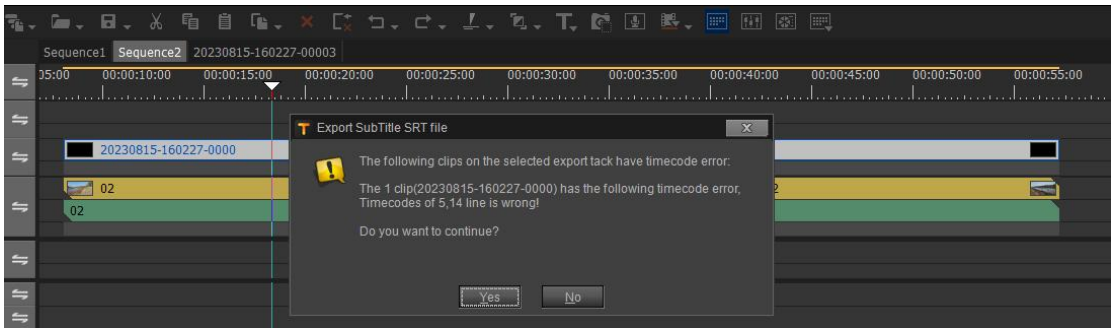
Step 2: In the pop-up window, select the target track where all the subtitle content you want to export (for example, 1T track) and the output range. You can also choose whether to include *.vtsubtitle subtitle clip or *.vtlayout layout clip on the track when outputting (maybe there are also several title layouts placed on 1T track, which need to be excluded during output, and it is not expected in the SRT output). You can also choose to output subtitle on the entire timeline or just between in and out point (if the timeline has in and out point).



Step 3: Click "Export", select a directory to save the SRT file, and export all the selected subtitle on the specified track of timeline as an SRT file.

[Feature Requirement] - This function only support output subtitle content on one track. So it is necessary to place all kinds of subtitle clips in the program onto the same track to facilitate the execution of this function. The target track can be T track, as well as a V track.

Note: When there is a time code error in subtitle file, an error message will pop up when exporting, as shown in the picture below.

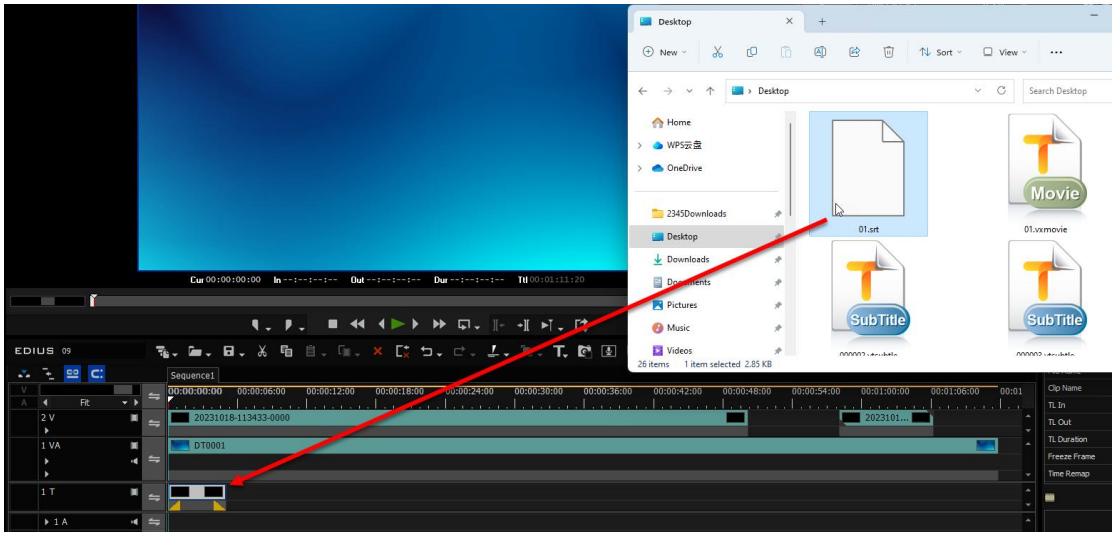


If you select "Yes" to continue the export, the error lines will be excluded in the exported file.

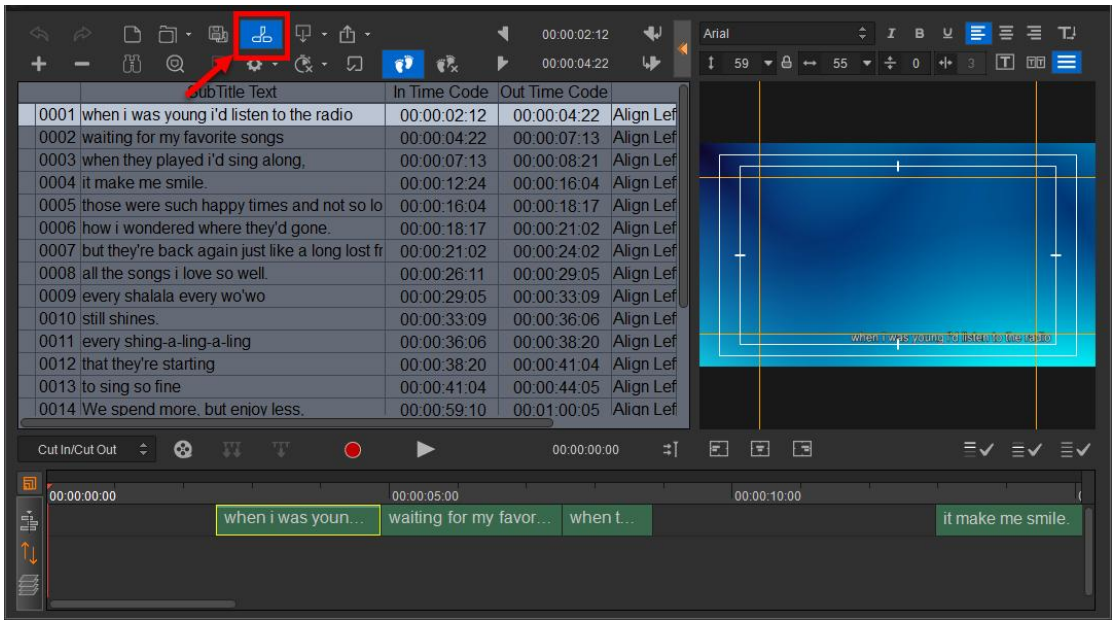
4.4.2. Import SRT File

The srt file exported can be imported into EDIUS again. The specific steps are as follows.

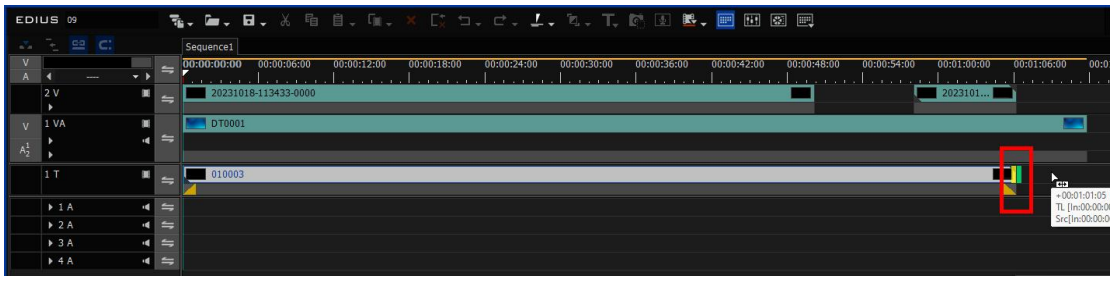
1、Drag target file directly to the timeline from Explorer.



2、Double-click the file to enter subtitle editing interface. Select "Save Divisible" to save and exit.



3、Hold left mouse button and drag the end of the file until it cannot be extended anymore.



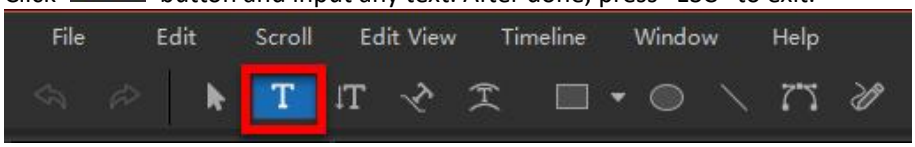
4.5. Create New Subtitle Template

You can create new subtitle templates if the current templates in the Subtitle Template Library can't meet your requirement. The basic procedure of creating new templates in NLE systems will be mainly introduced in this section.

4.5.1. General Subtitle Template

1) Create the text

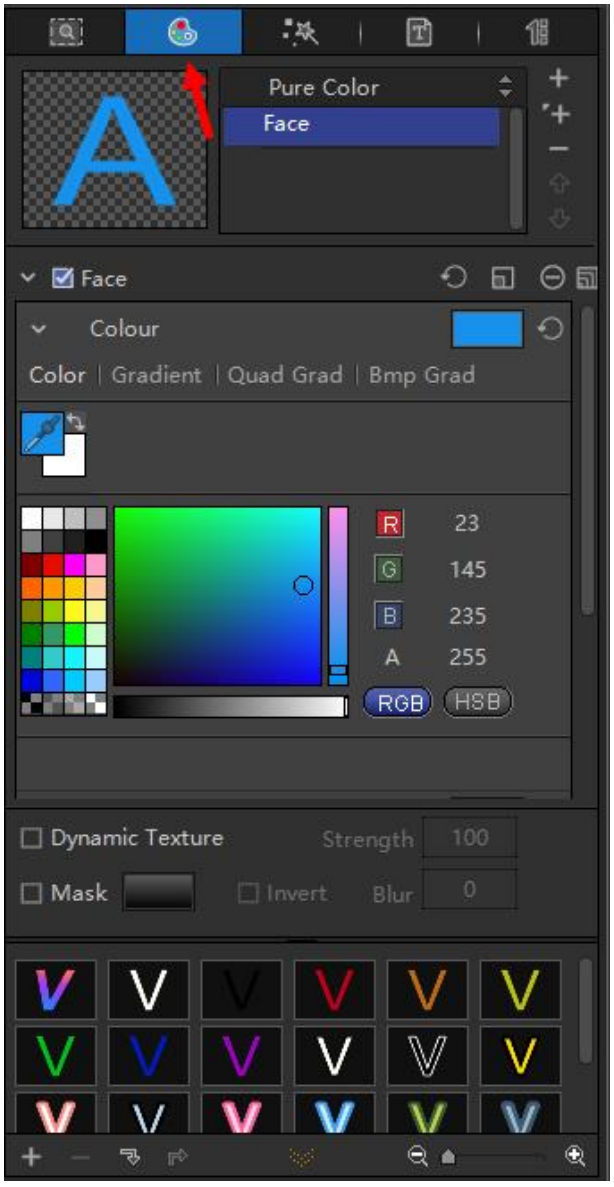
Click button and input any text. After done, press “ESC” to exit.



Text settings in Text Toll Bar, e.g. set font, font-size, etc.

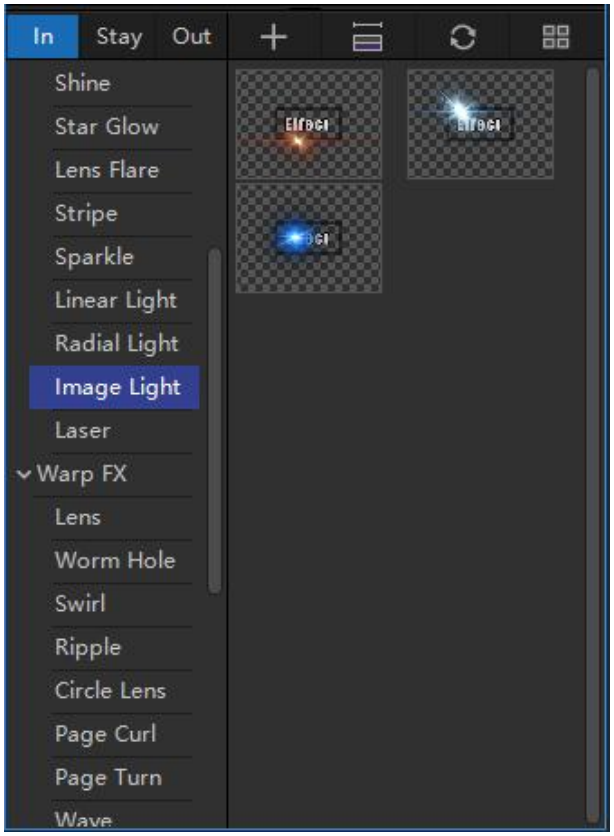
2) Text Coloring Properties

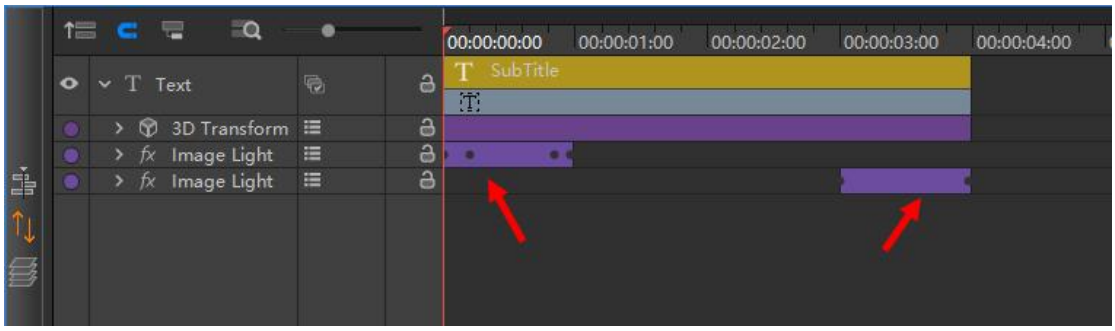
Switch to Coloring Properties Interface to define the coloring properties. You can also double-click the Coloring Properties Template in the Template Library.



3) Add Text Effect

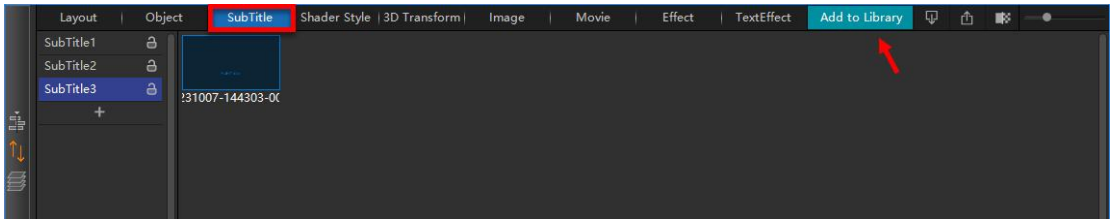
Switch to Effect Properties Panel, select effect template, and drag it to the timeline.





4) Save the Template

After completing the template, switch to the Subtitle Template panel in Template Library, then add the subtitle template to the library.



5) Exit from the main program. If “Save” option prompts, just ignore because the template has already been added in the Template Library. You can apply the subtitle template back in NLE systems.

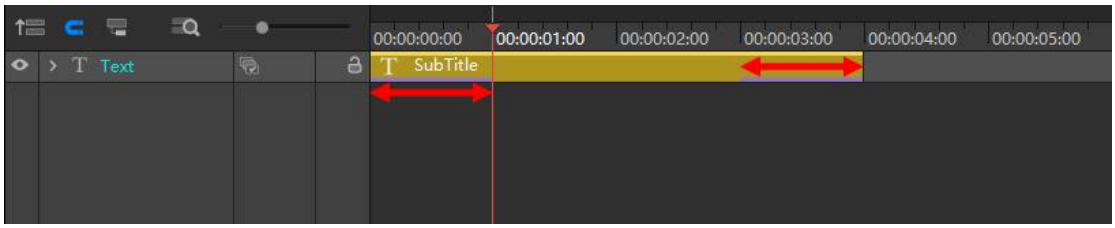
4.5.2. Subtitle Template with Effect Stay Area

If you choose to play the subtitle with “Apply Template Effect” then each piece of subtitle will be

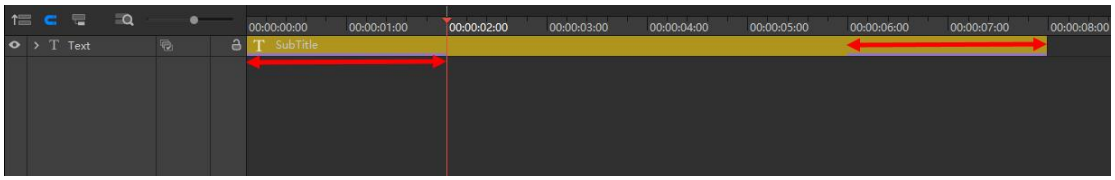
played with the effect set in the selected template. But since the in/out time of each piece of subtitle is different and the effect in the template is has certain duration, there will be time issues regarding special effect when applying the template. VisTitle provide 2 proceeding methods:

1) If you don't preset the subtitle template, then when applying the template, the duration of subtitle effect will be adjust automatically, as shown below:

Before scaling, the duration of subtitle sentence is 4 seconds, and duration of in/out effect is 1 second.

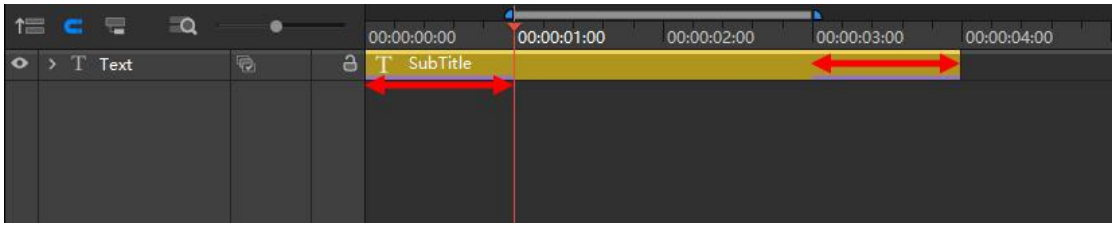


After scaling, the duration of subtitle sentence is 8 seconds, and duration of in/out effect is 2 seconds.

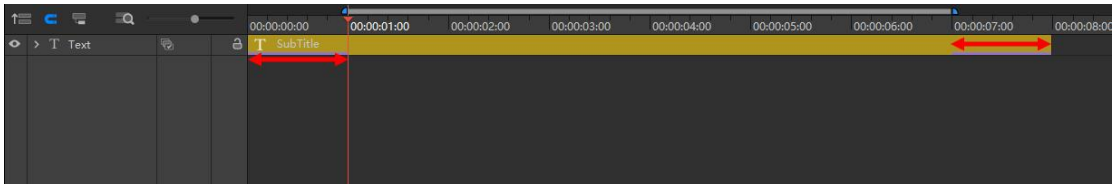


2) If you set the stay area of the template, then when applying the template, the duration of subtitle effect will stay in the defined area, as shown below:

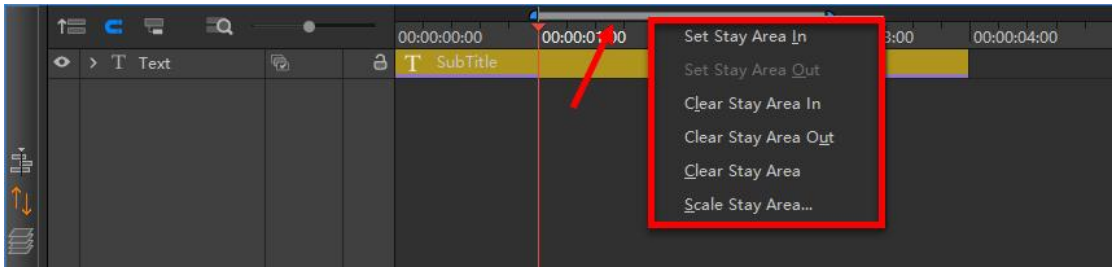
Before scaling, the duration of subtitle sentence is 4 seconds, duration of in/out effect is 1 second, and duration of stay area is 2 seconds.



After scaling, the duration of subtitle sentence is 8 seconds, duration of in/out effect is 1 second, and duration of stay area is 6 seconds.

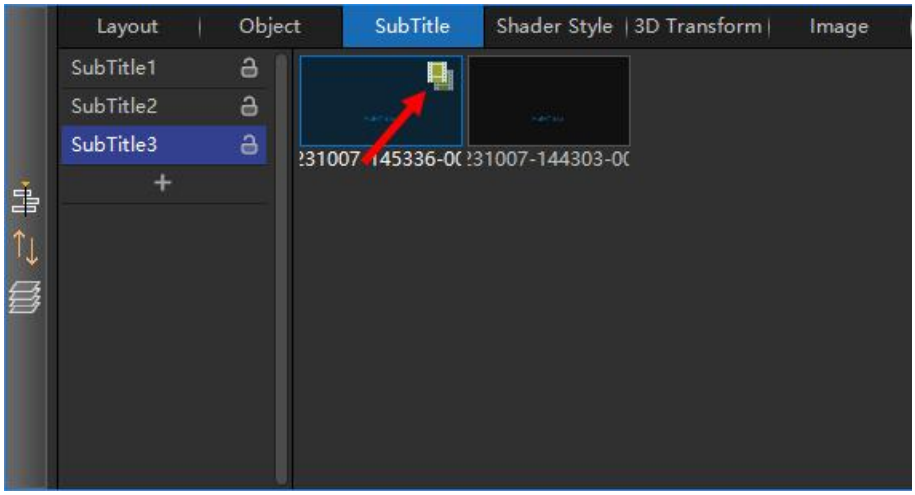


The subtitle template with effect stay area and general subtitle template are created in similar ways. No more will be stated here. As for the former, you just need to right-click on the top of timeline and select "Set the Effect Stay Area".



Subtitle with effect stay area is saved to the template library as shown below. There is yellow

label on the up-right corner.



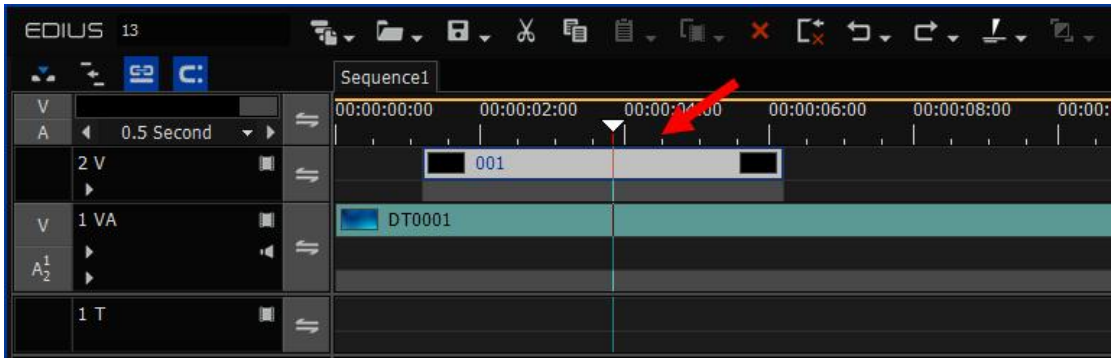
4.6. Subtitle File Trim

4.6.1. Subtitle Trim in EDIUS

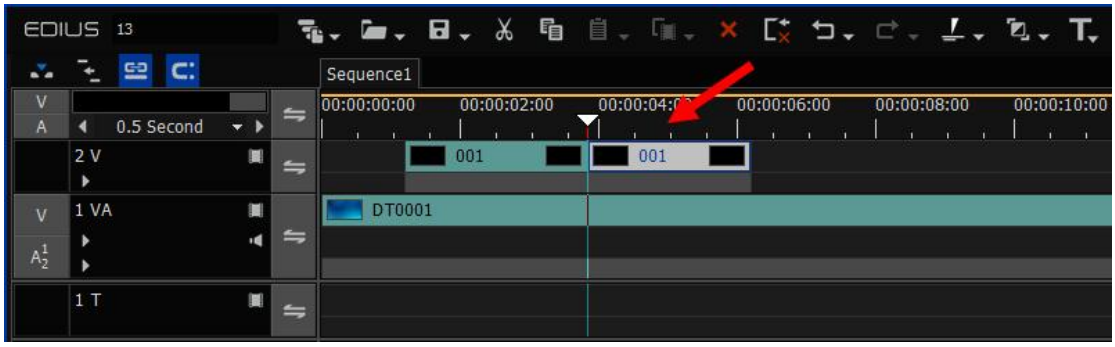
After creating subtitle clip with VisTitle in EDIUS, you can cut subtitle on EDIUS timeline. The preview effect is different for subtitles of different properties.

4.6.1.1. Regular Subtitle Trim

1) Select the subtitle clip on EDIUS timeline, then click the Add Cut Point icon above the timeline.



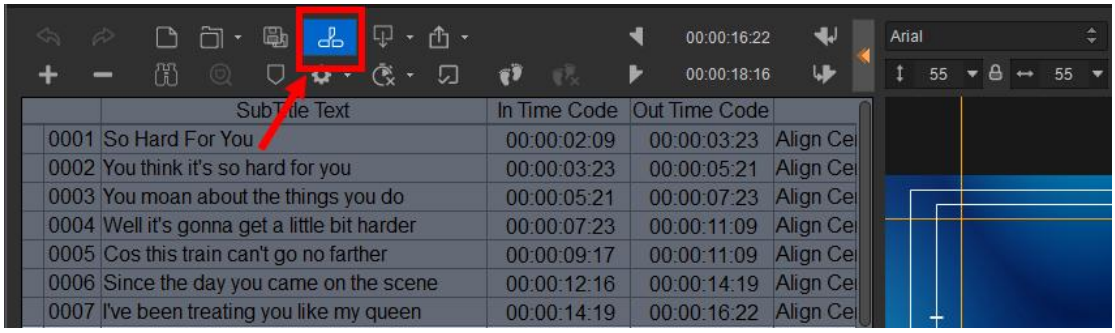
2) The subtitle clip is cut into two pieces with same content. The in point play effect of right subtitle clip is the same with original one.



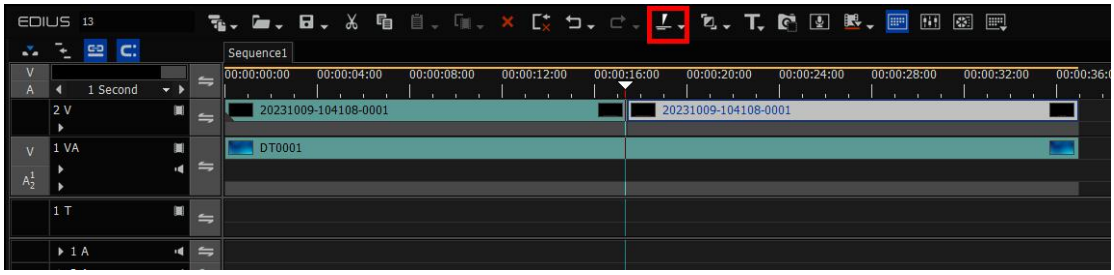
Note: the second subtitle clip (at the right side of timeline) works as a duplicate of the original subtitle.

4.6.1.2. Subtitle Trim with Special Properties

1) When creating subtitle clip with VisTitle in EDIUS, enable “Save Divisible” button in subtitle editing window and save and exit.



2) Select the subtitle clip on EDIUS timeline, then click the Add Cut Point icon above the timeline.



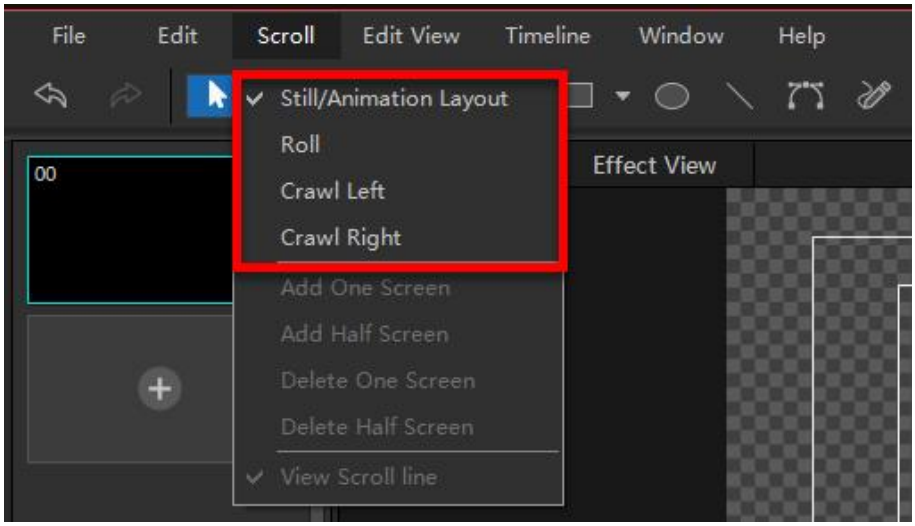
3) The subtitle clip is cut into two independent files. The in point play effect of right subtitle clip is the same with original subtitle clip.

Chapter Five Create Rolling Title

Roll is most commonly seen at the end of television programming. We can create a roll easily with VisTitle in NLE system. How to create rolling title in the main program of ViTitle is introduced in this section.

5.1. Select the Roll Type

Set the roll type (Roll , Crawl Left, Crawl Right) in the Scroll Menu, then the roll layout will appear.

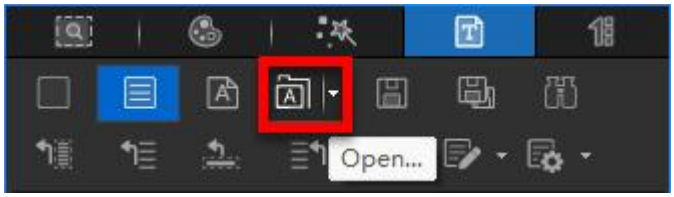


5.2. Create Text Roll

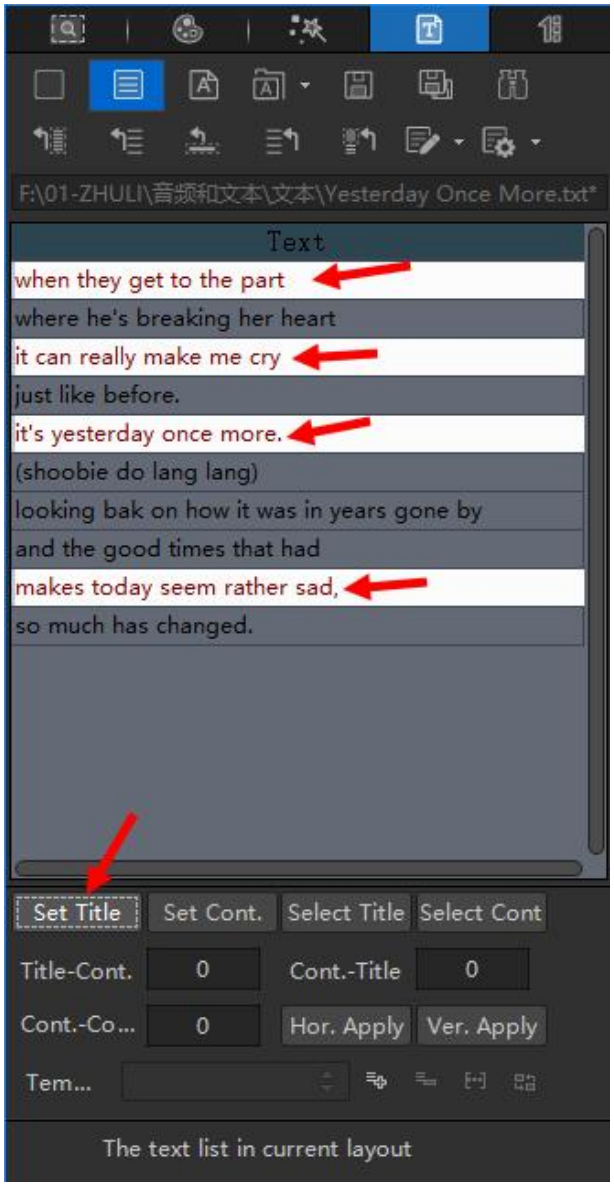
As for the simple text, we can create text roll following this.

1) Import the text and set titles

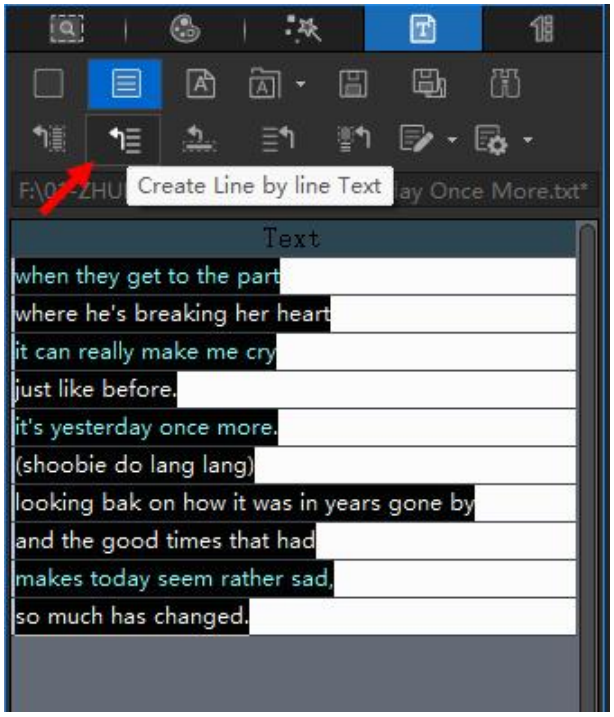
Go to the Text Panel, click the “Open” button, and import the text prepared.

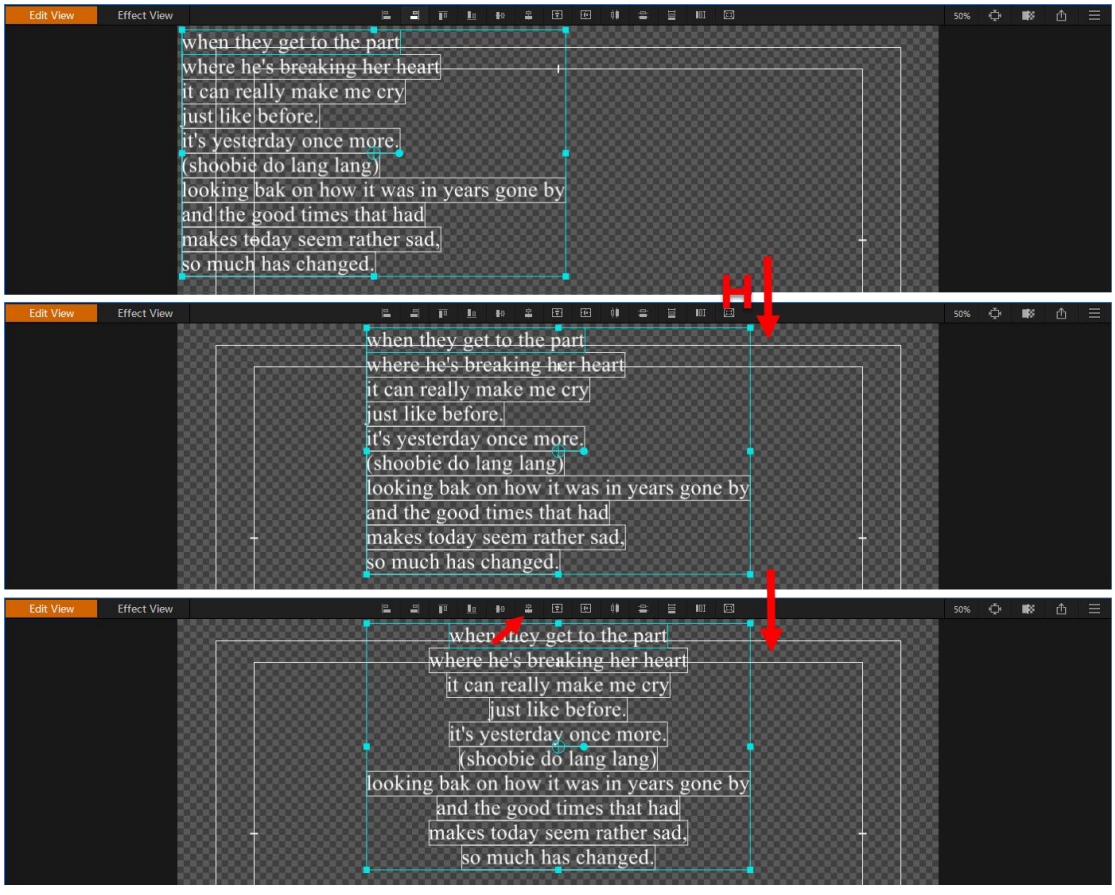


Hold “Ctrl”, and click on the text line which you want to set as title. Then click “Set as Title”. The title will be in different color. All text under the title will be defined as its content automatically.



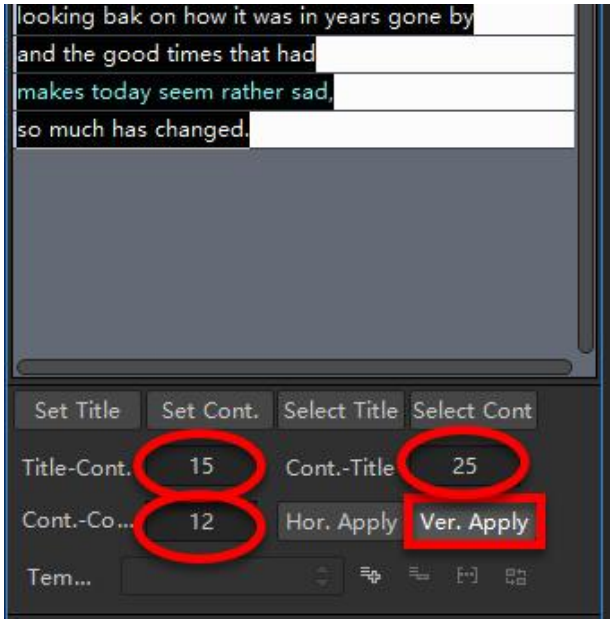
Press shortcut key "**Ctrl + A**" to select all the text, then click on "Create Line by line Text" button to establish the text in the editing area by lines. VisTitle will extend the number of screen according to the lines. In the editing area, press "**Ctrl + A**" means select all. Shortcut key "H" will center all the text, as shown in the right lower picture.

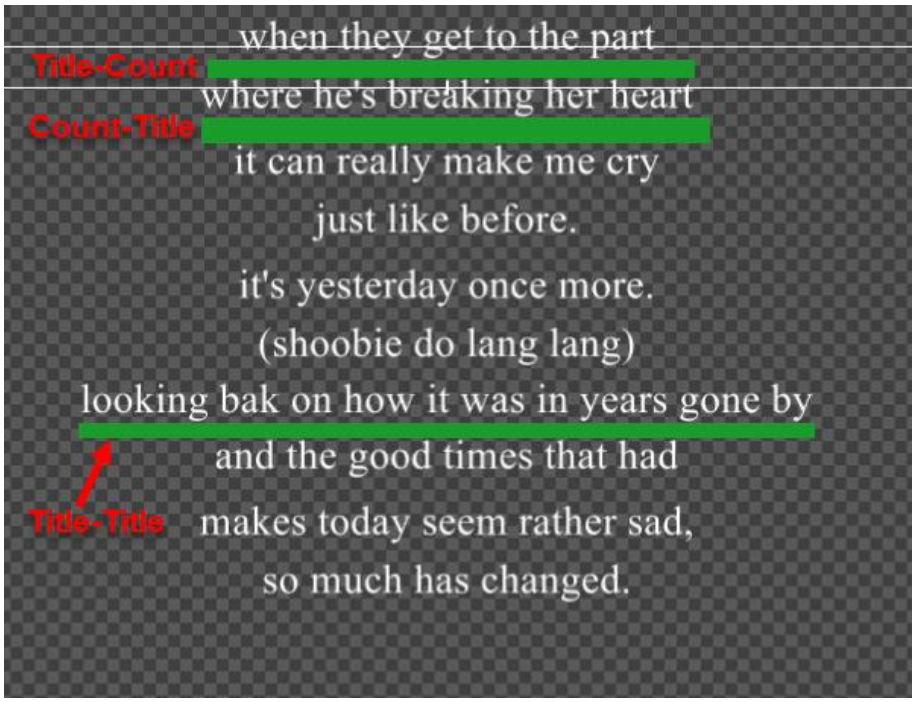




2) Text Spacing

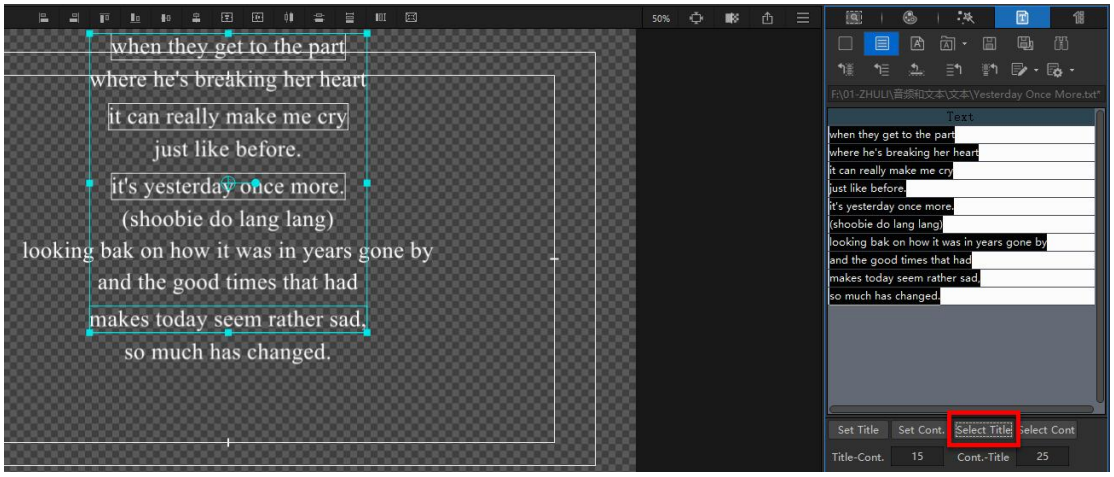
In the text editor dialog, set the title-content spacing, content-title spacing, content-content spacing. Then click on Ver. Apply.

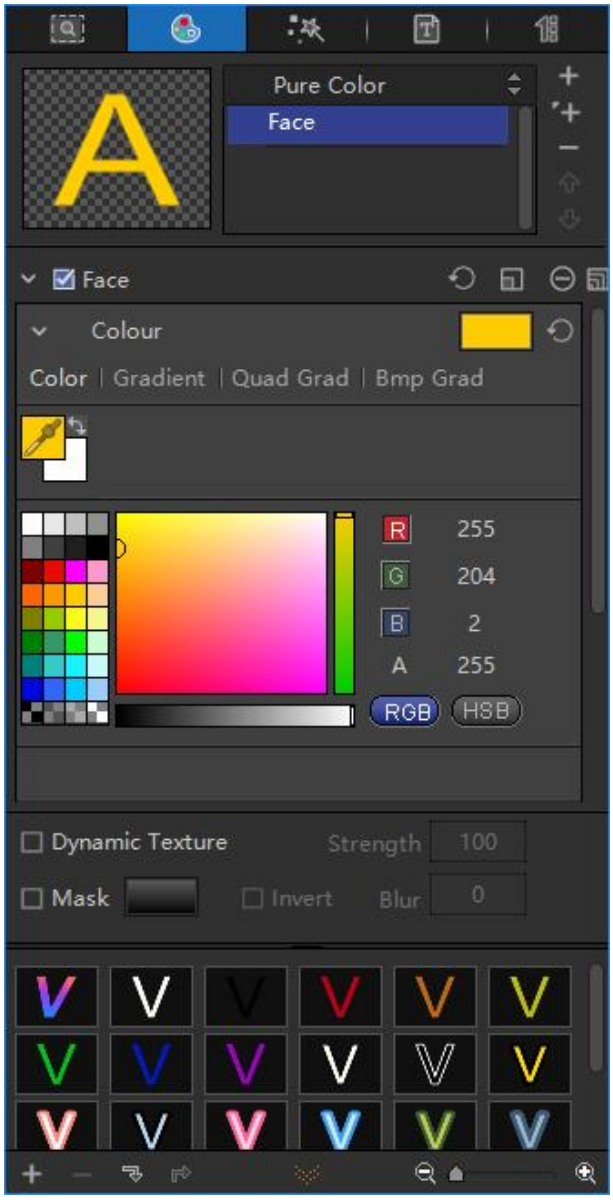




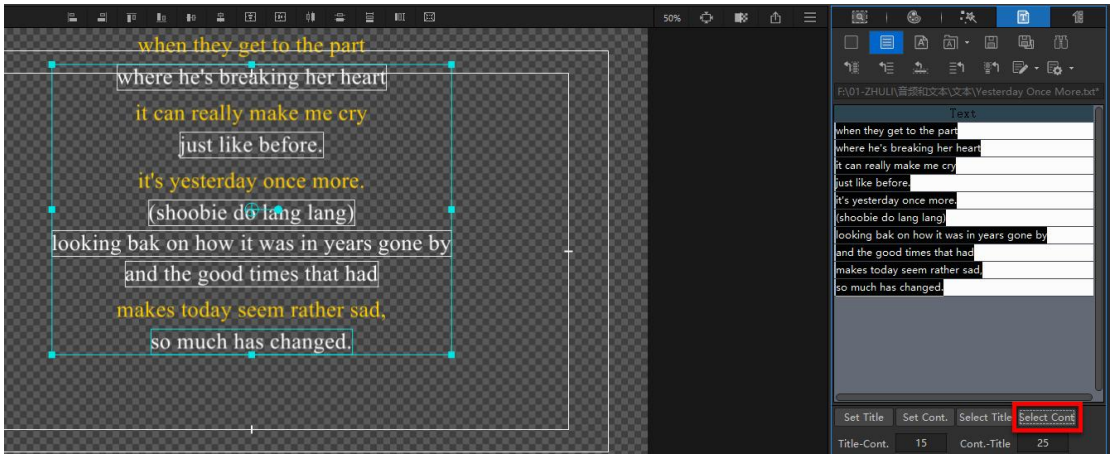
3) Coloring Properties Settings of Content

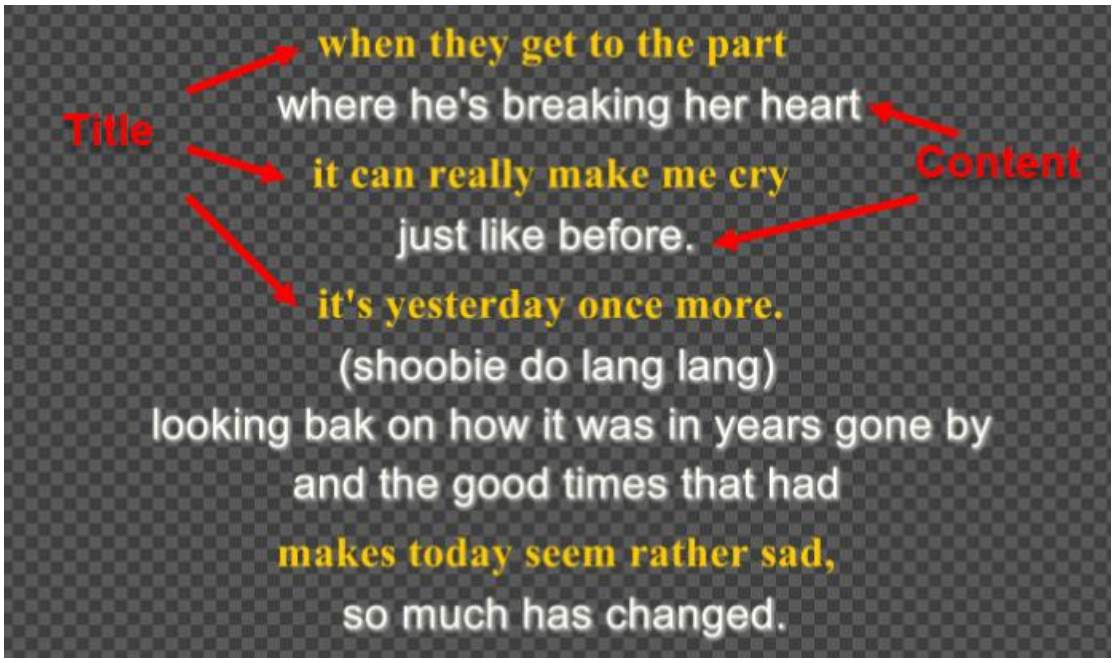
Click on Select Title in the Text List, then go to coloring properties interface and select the proper colors.





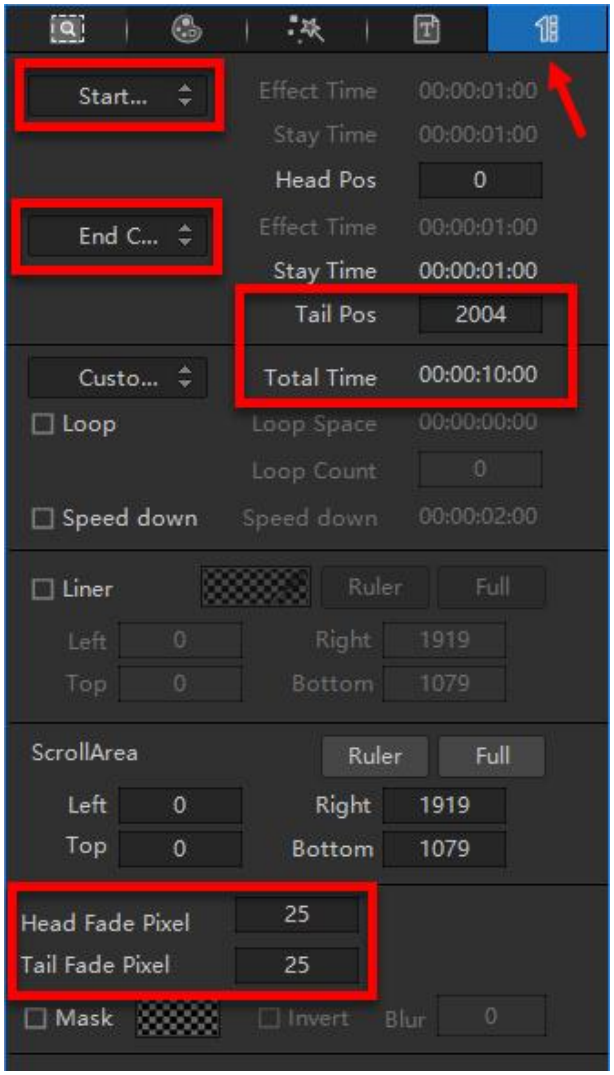
Click on Select Cont button in the Text List, then go to coloring properties interface and select the proper colors. After finishing the coloring settings of title and content, it will show like below:





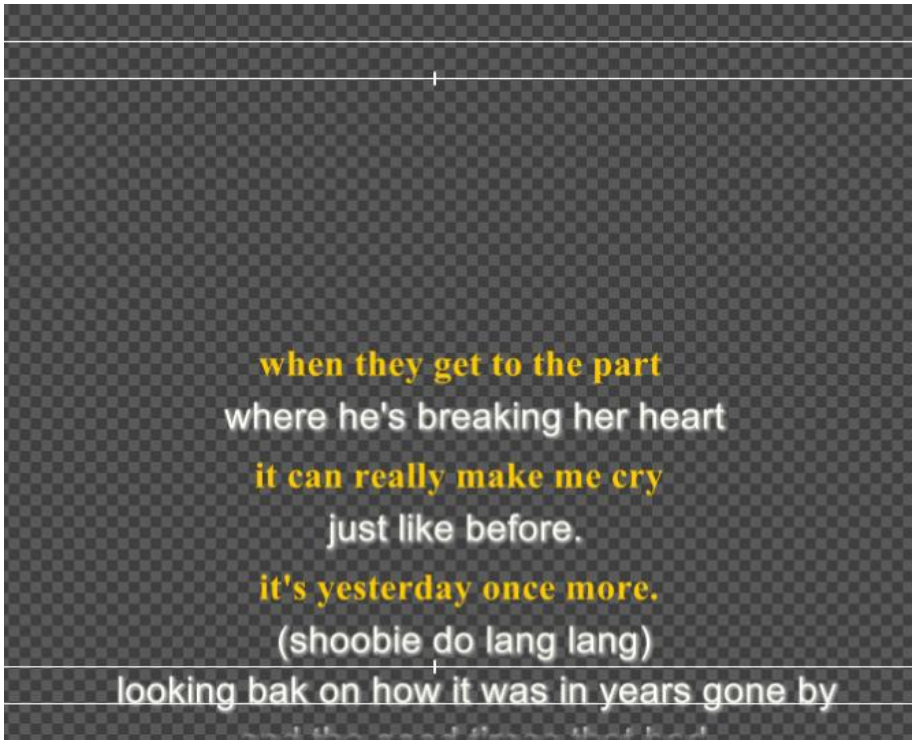
5.3. Properties Settings of Roll

Go to Roll Parameters Panel and set relevant parameters. Set Play Time and relevant parameters as well as Roll In/Out Pattern, Stay Area, Background bar, or Mask.



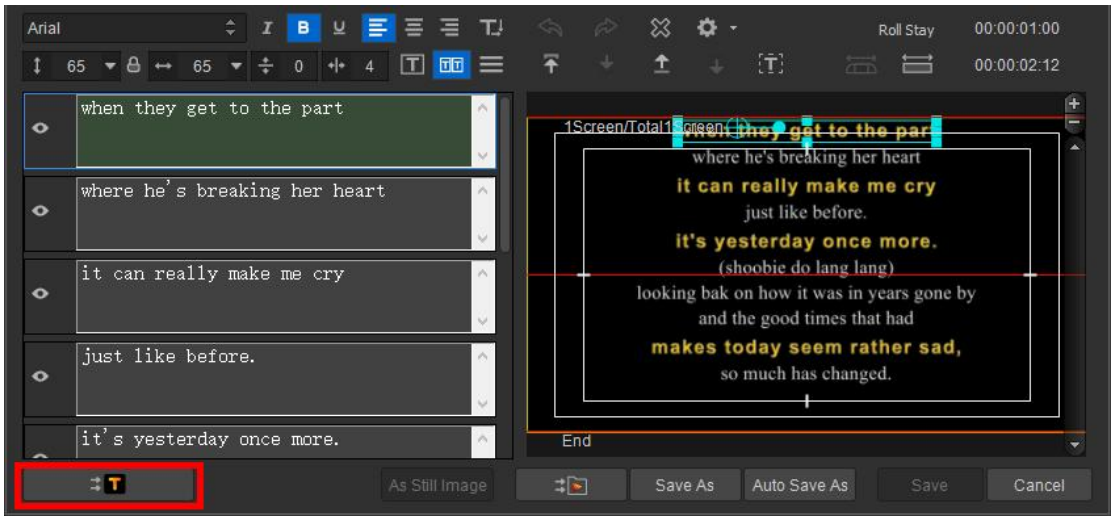
5.4. Save Roll to NLE System

After completing Roll, close VisTitle and save to NLE system. You can preview the roll.



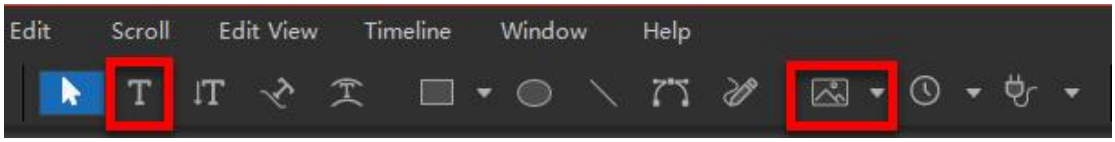
5.5. Modify the Roll

If you need to modify the roll, you can do it in the same way you modify titles. If you need to edit more functions, you can click the highlighted button to enter the main program of VisTitle to edit.

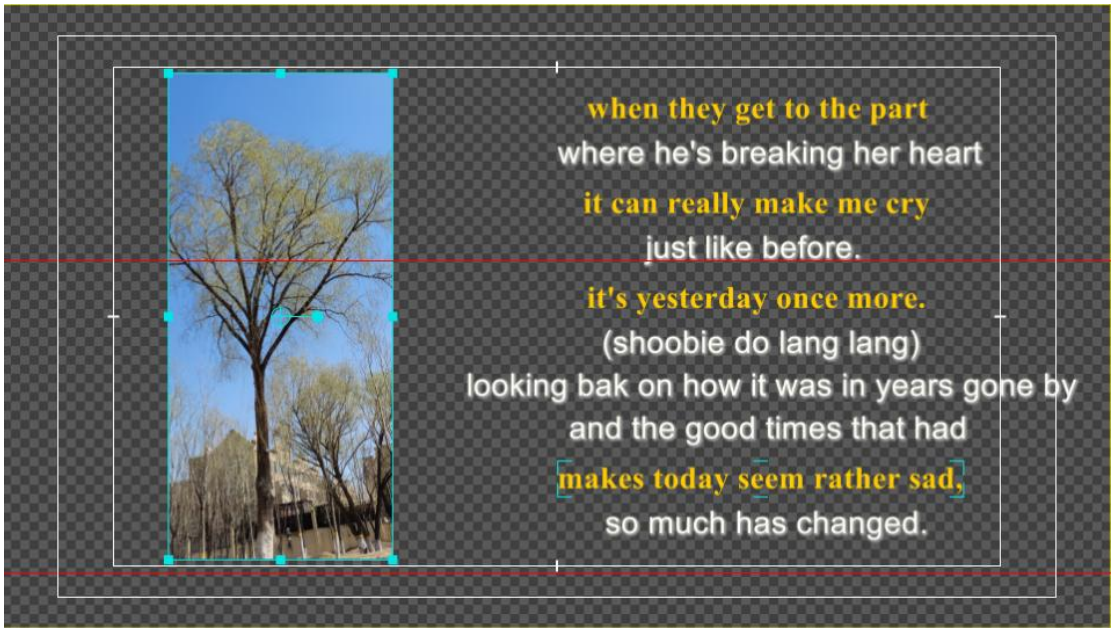


5.6. Create General Roll

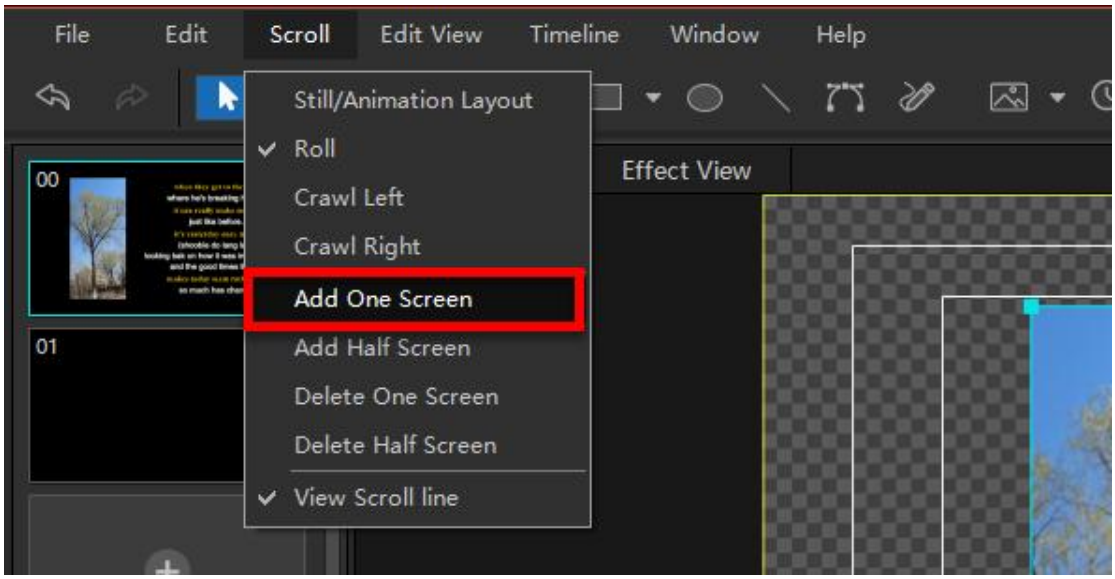
After launch Roll, click or button in the menu bar of object.



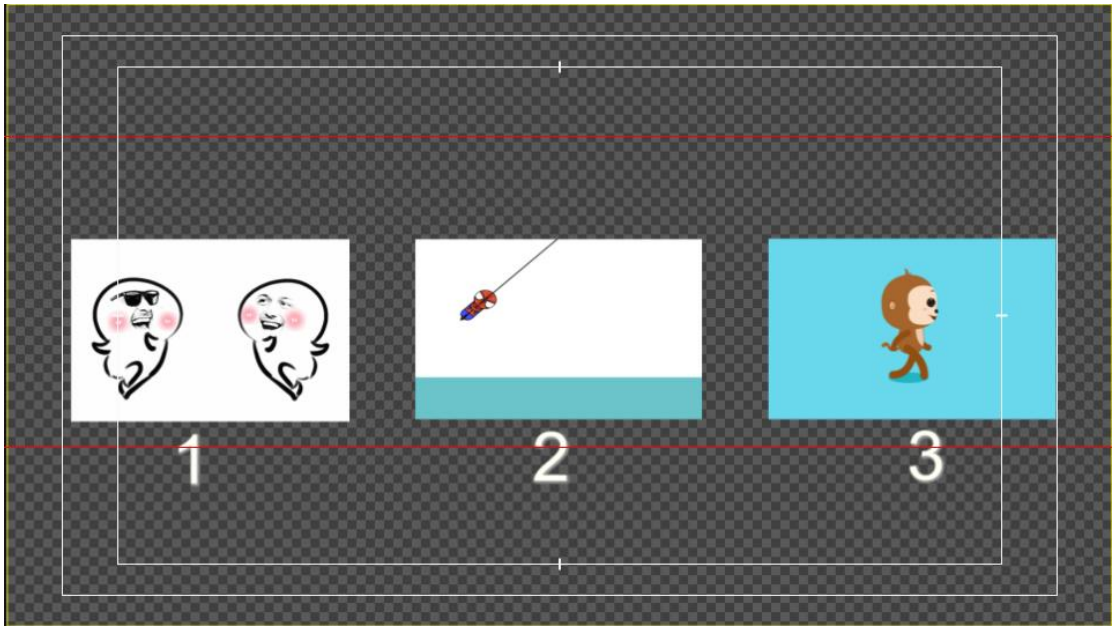
Create objects in the editing area as shown below. Set the objects in right position.



Click “Add One Screen” button in the Scroll menu.



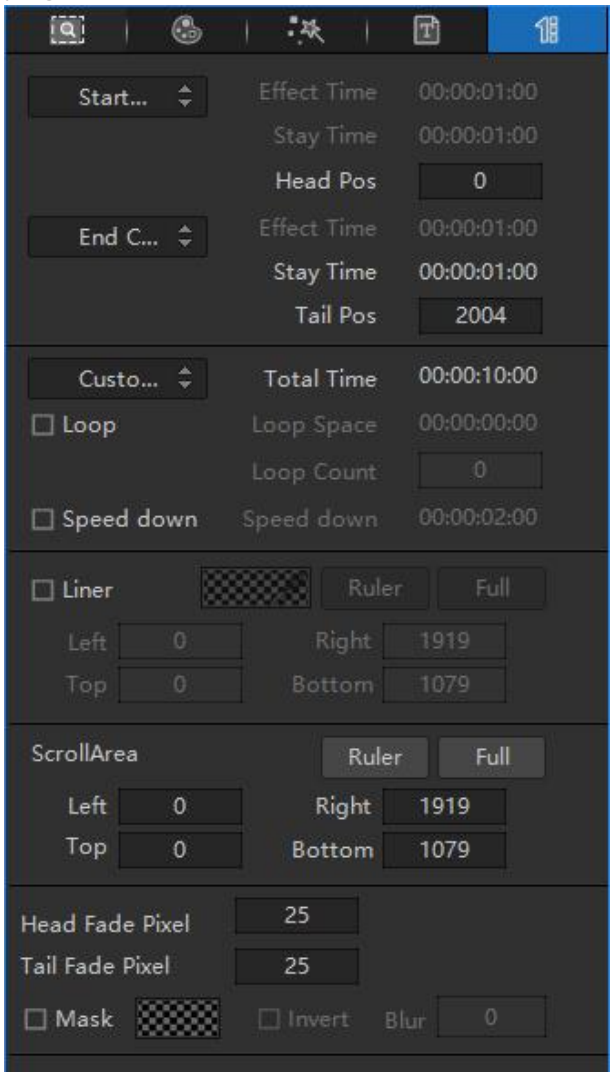
Create text or objects in the next screen as shown below.



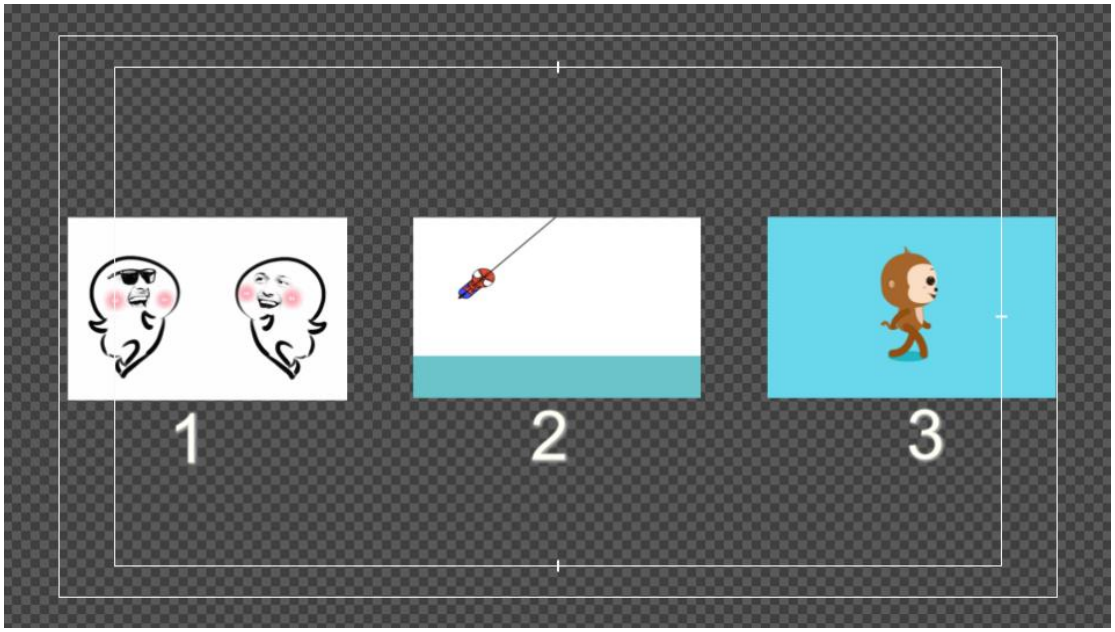
Click “Add a Screen” button again and create text in the third screen, please see the following picture.

Click “Add a Screen” button, create text, and click shortcut key “C” to center the content.

Set relevant parameters in the Roll Properties Panel at the actual requirements of the TV program.



After the roll is done, close VisTitle and save to NLE systems. You can move the timeline to preview.


1
2
3

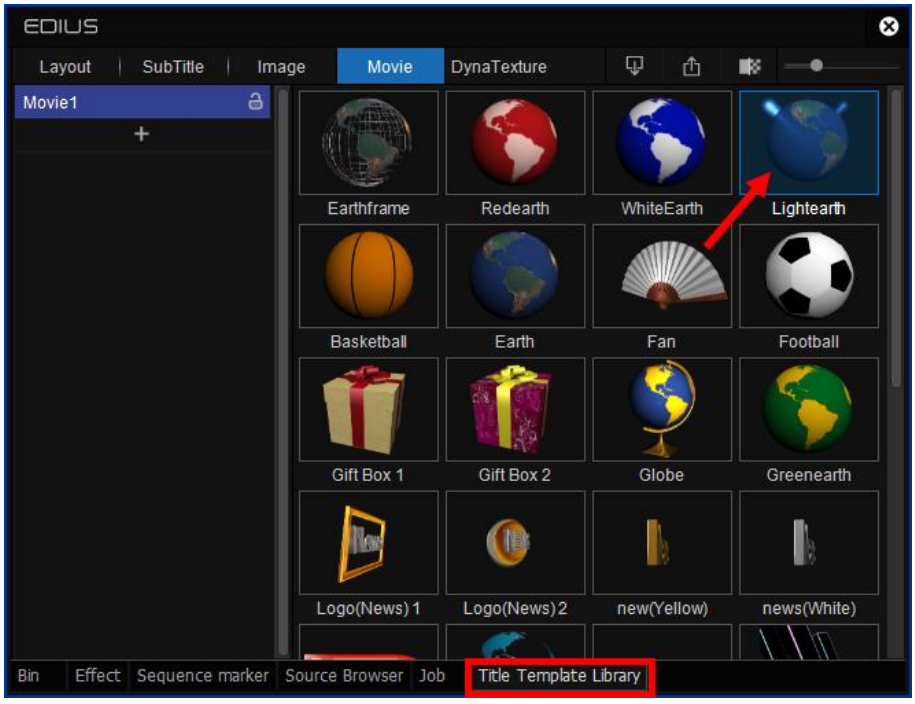
Chapter Six Apply Movie File

Abundant movie templates are embedded in VisTitle Template Library, just as spinning Earth, football, and gesture movie. How to apply VisTitle movie files in NLE systems is mainly stated in this chapter.

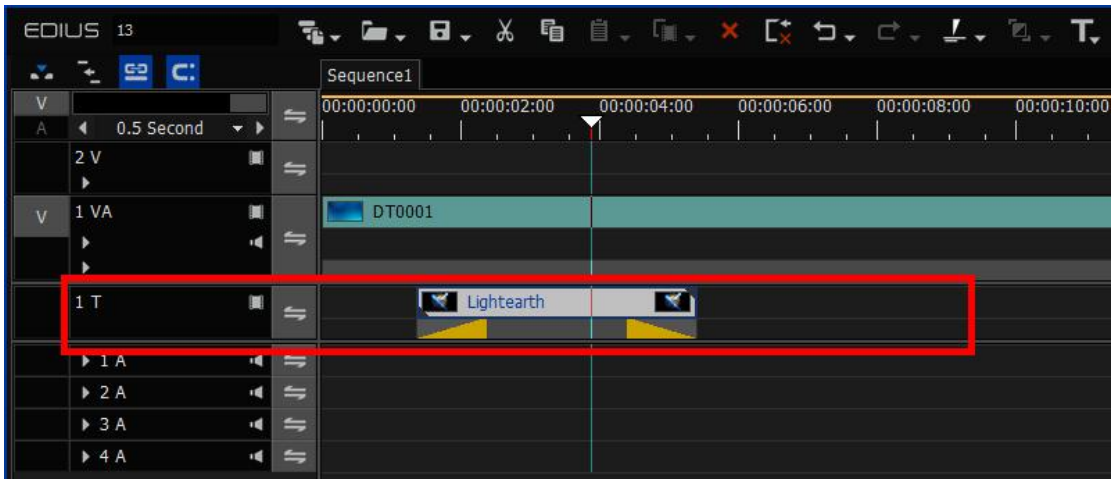
6.1. Apply Movie File in EDIUS

After clicking “Title Template Library” in EDIUS Bin window, you can apply VisTitle movie template in the following steps.

1) Click “Title Template Library” in EDIUS Bin window and switch to Movie tab.

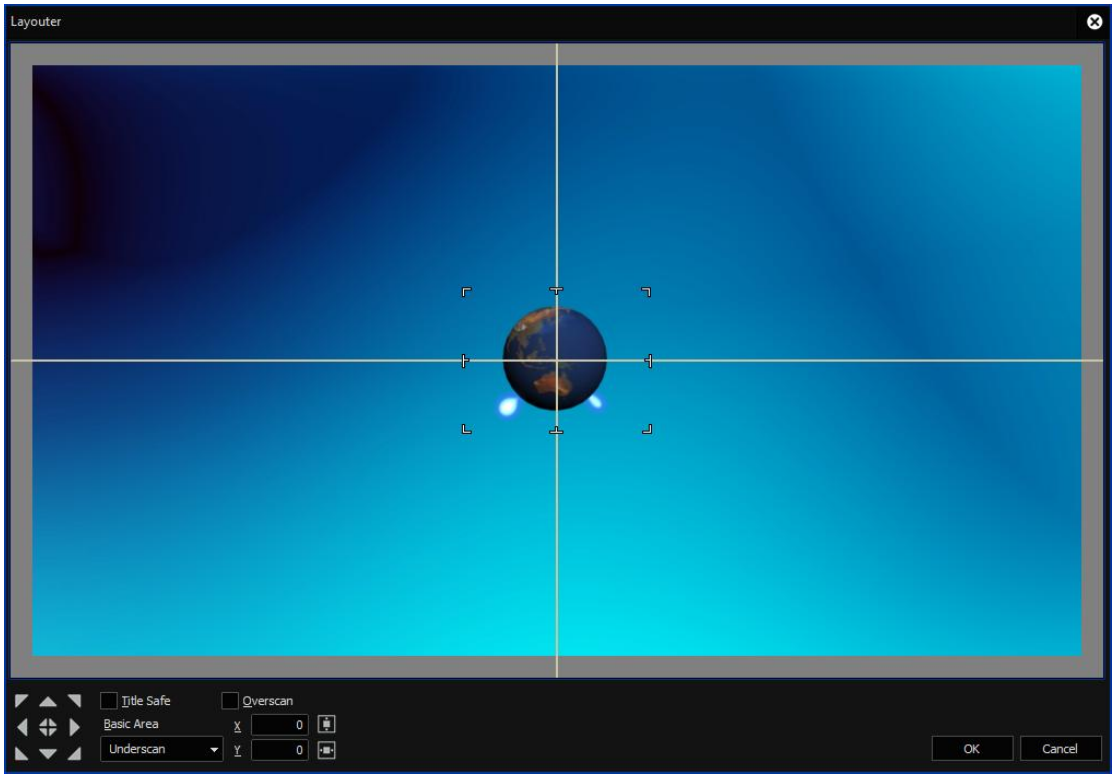


2) Drag the movie to EDIUS title track.



The effect should be like this:

3) Select the movie on EDIUS timeline. Press “F7” to modify the play area.



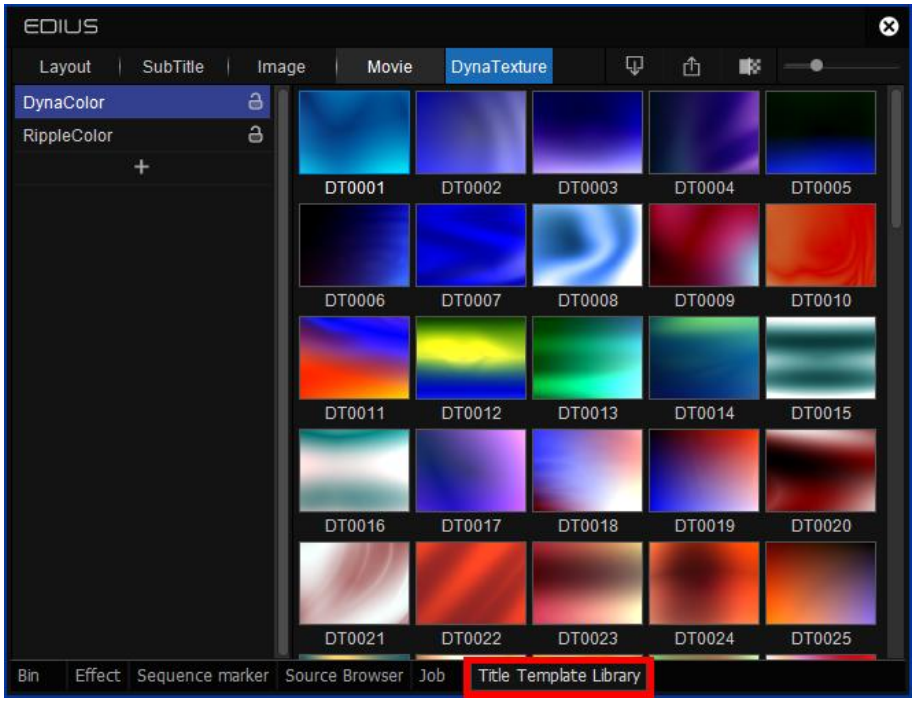
Chapter Seven Apply GPU Dynamic Texture

Abundant full-screen dynamic texture templates are embedded in VisTitle Template Library to generate fabulous television background. VisTitle allows real-time render to dynamic texture by GPU. How to apply dynamic texture in NLE system is introduced in this chapter.

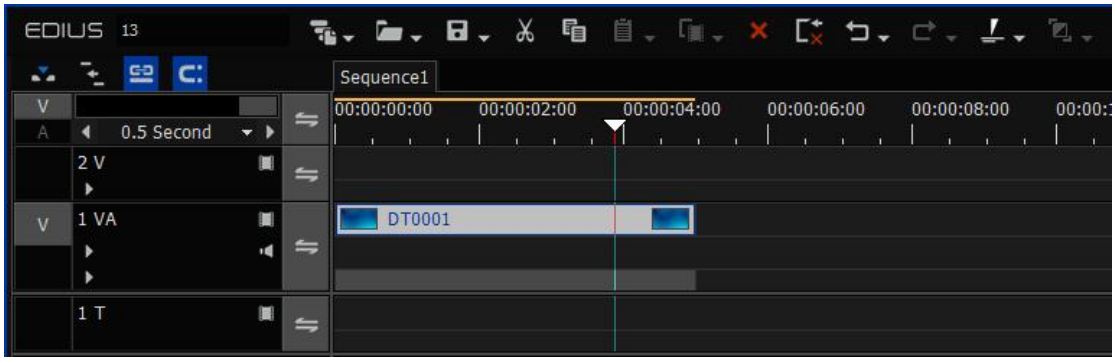
7.1. Apply Dynamic Texture in EDIUS

After clicking “Title Template Library” in EDIUS Bin window, you can apply dynamic texture template in the following steps.

1) Click “Title Template Library” in EDIUS Bin window and then click DynaTexture tab.



2) Drag the dynamic texture file onto the desires EDIUS video track.



3) Adjust the duration of the clip. The effect can be seen below:

Dynamic Texture
HEADING

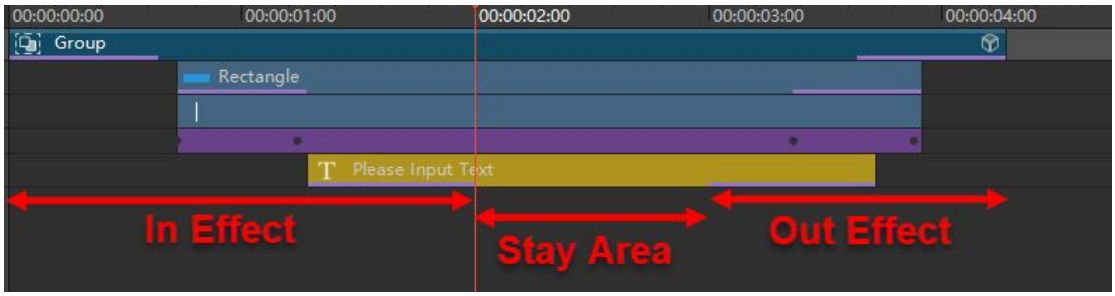
Chapter Eight Frequently-used Advanced Functions

8.1. Title Effect Stay Area

8.1.1. Concept of Effect Stay Area

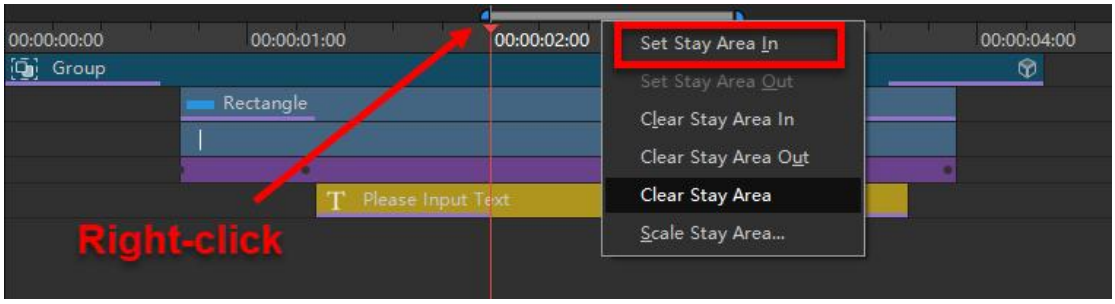
Generally, a title in TV program will be divided into three phase: In Screen, Stay, and Out of Screen. You can set effect regarding each phase. Normally, In Screen is a phase title appears gradually (e.g.apply Fade In effect). Stay phase emphasizes on the presenting of title (e.g. apply Flash or Flicker effect, etc.). Out of Screen is to show how the title disappears (e.g. apply Fade Out effect). In most TV shows, in and out screen duration is fixed, while stay duration will be adjusted as required.

"Effect Stay Area" in VisTitle refers to the stay duration of title. With title effect stay area set properly, you don't have to modify in & out effect duration; instead you just need to modify the duration of effect stay area when editing the general duration of title clip in NLE system, which makes it easier to meet the requirements of TV show producing.

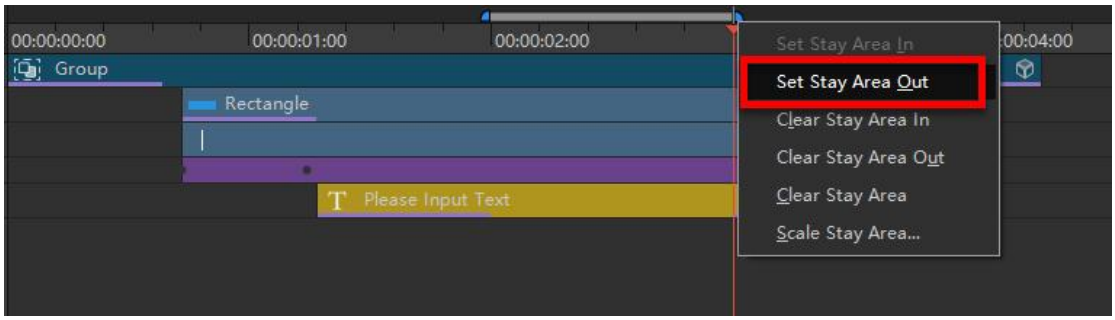


8.1.2. Add Effect Stay Area

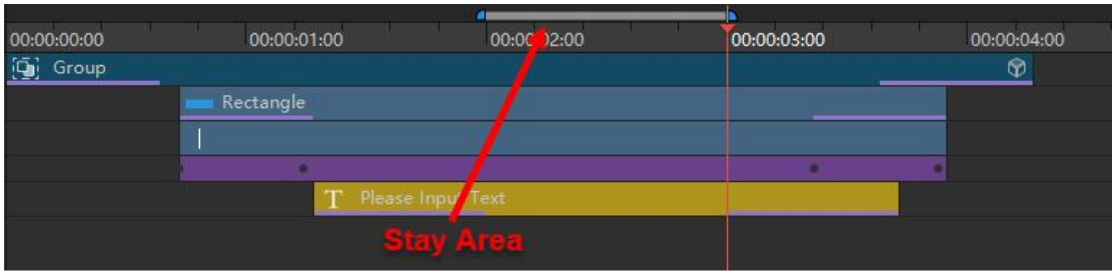
Create a title template with effect animation in VisTitle. Move the timeline ruler to where the in effect ends, where is also the stay area begins. Right-click on the top of timeline, then select “Set Stay Area In Point” in the drop-down menu. Please see below:



Move the timeline ruler to where the stay area ends, where is also the out effect begins. Right-click on the top of timeline, then select “Set Stay Area Out Point” in the drop-down menu. Please see below:



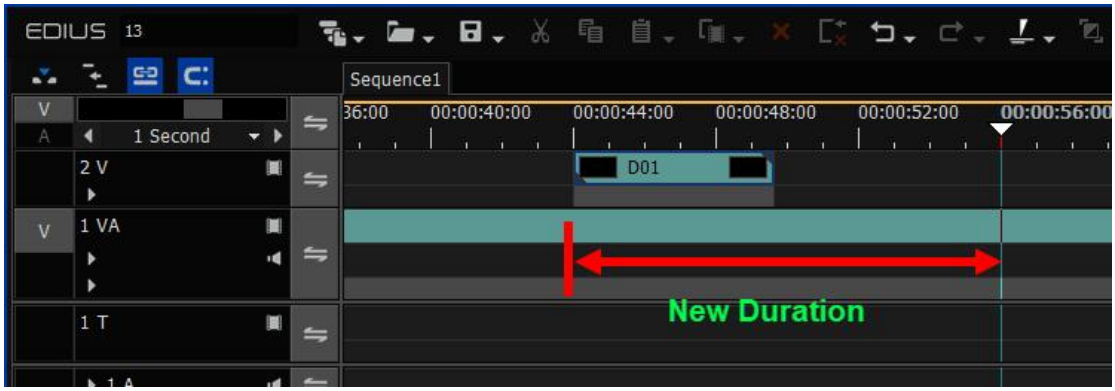
After adding stay area, it will be like follows:



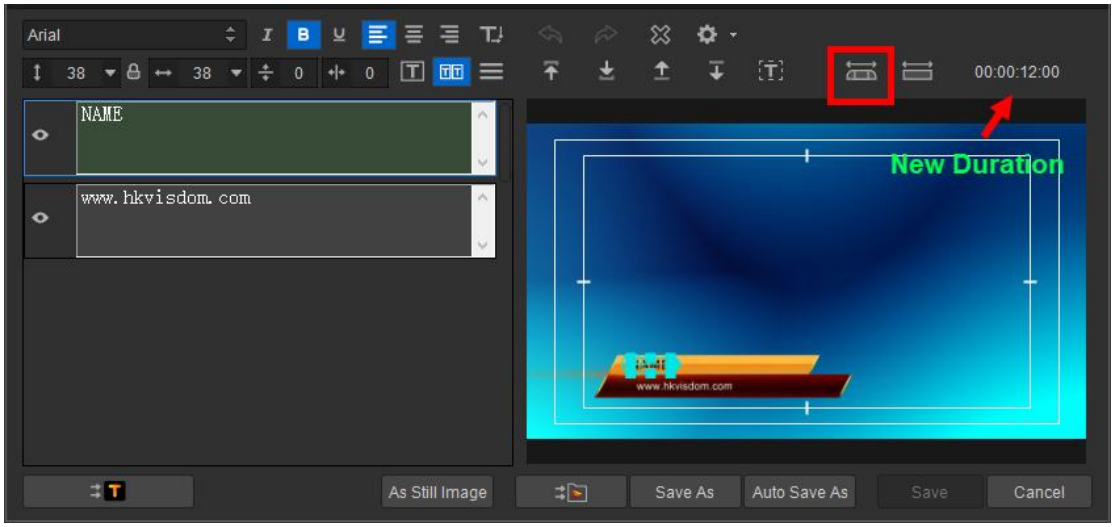
8.2. Application of Stay Area in NLE Systems

8.2.1. Apply in EDIUS NLE System

1) Create title including effect stay area on timeline of EDIUS. Then double-click title to enter title template editor dialog.
2) Click timeline with editor dialog open, then drag timeline ruler to your desired position.

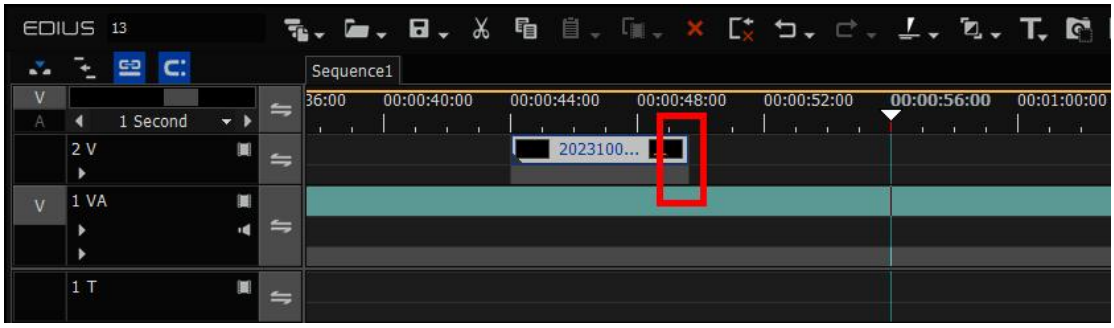


Or input a new duration in the highlighted area of the following picture.



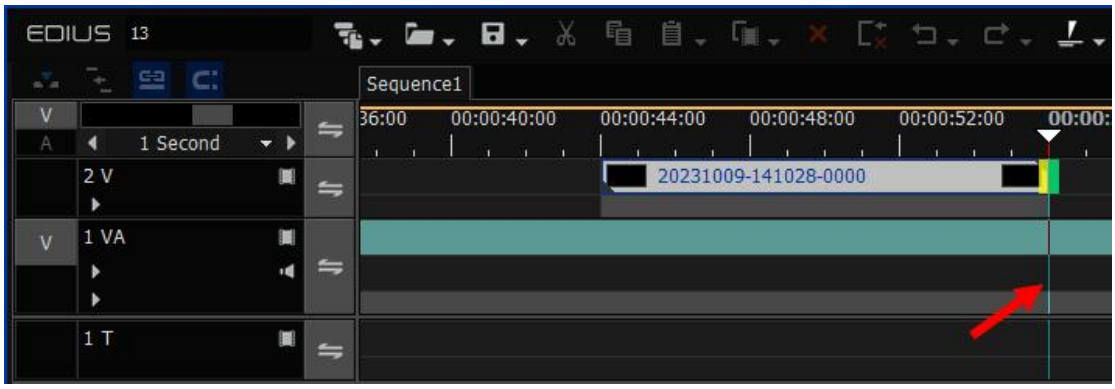
3) Click button in the editor dialog to scale the stay area of the template.

4) Save and exit to EDIUS as follows：



Note: when we expand the play duration of clip, EDIUS will not renew the clip to the new duration we just set. Manual operation is needed after that.

5) Drag the out point of the clip on the timeline to adjust the duration.



8.3. Creation and Application of Absolute Time Code of Subtitle

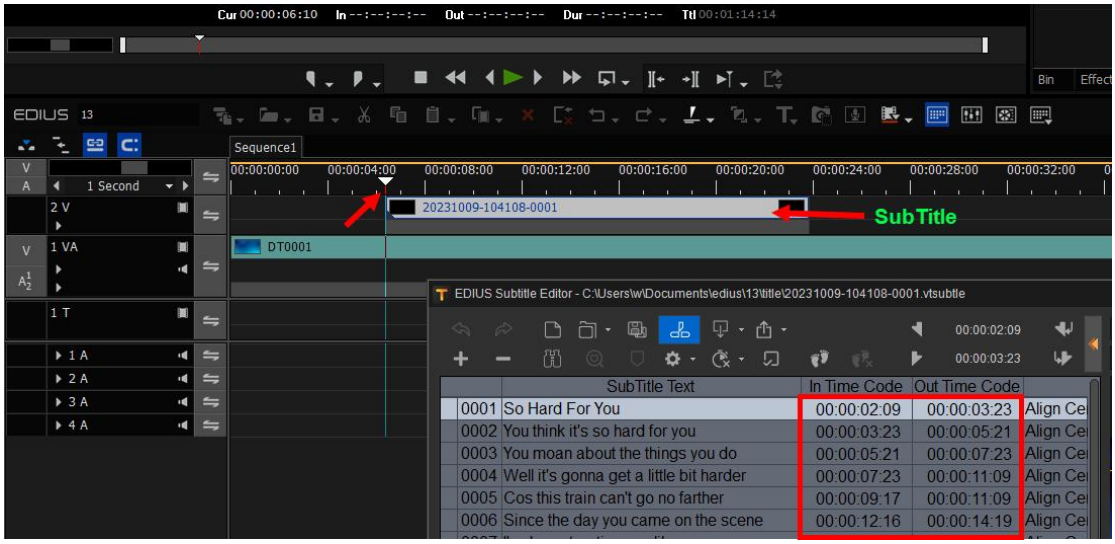
8.3.1. Distinctions between Absolute Time Code and Relative Time Code

Absolute Time Code - Based on start time code of NLE timeline. Absolute time code is mostly applied in importing, exporting, and subtitle time code file exchanging with a third software.
Relative Time Code - Based on in point of subtitle clip on the timeline. Relative time code is the most common recording mode of subtitle in NLE system. The movement of subtitle clip on NLE timeline will not affect the time code of subtitle, which makes it more convenient to modify subtitle and corresponding video & audio clip as a whole.

Take subtitle editing in EDIUS for example, subtitle clip in point on timeline is 00:00:03:00. The same subtitle file is reflected in absolute time code and relative time code as shown below:

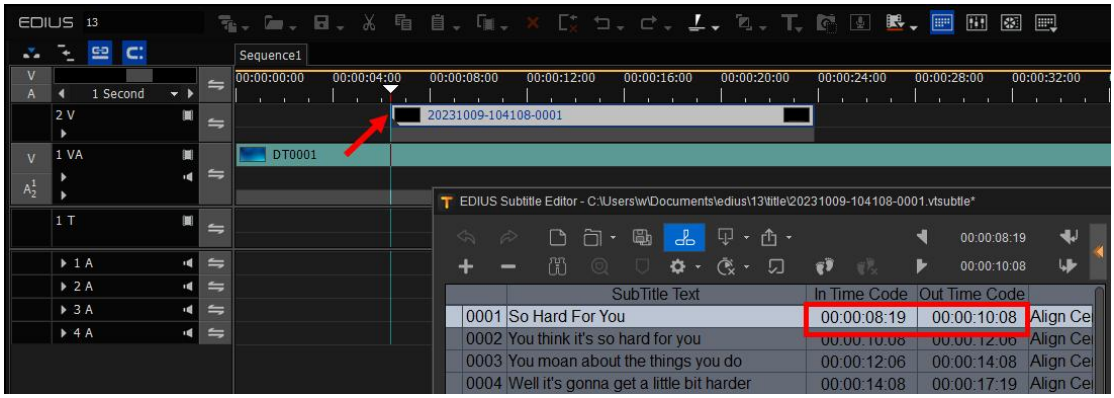
Relative Time Code

Time code of first subtitle sentence is 00:00:02:14 as shown below. That is relative time code.



Absolute Time Code

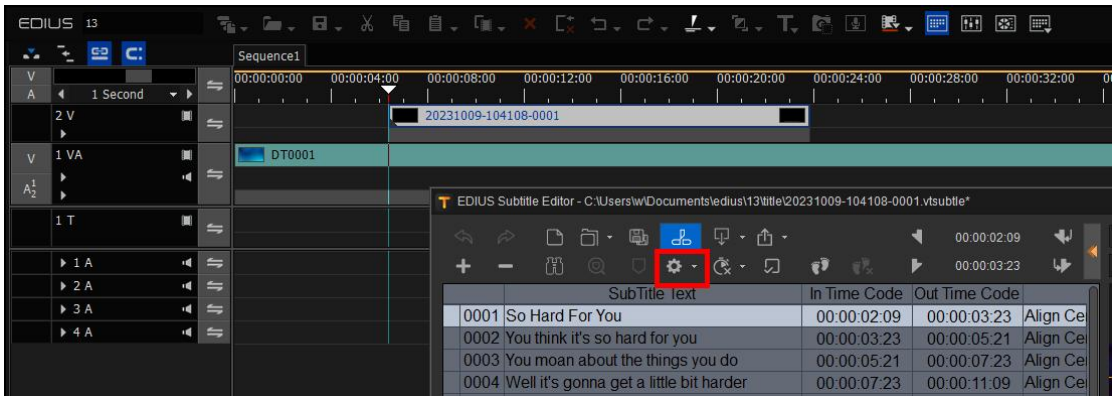
After set it as absolute time code, time code of first subtitle sentence turns out to be 00:00:08:19, added by 00:00:05:10.



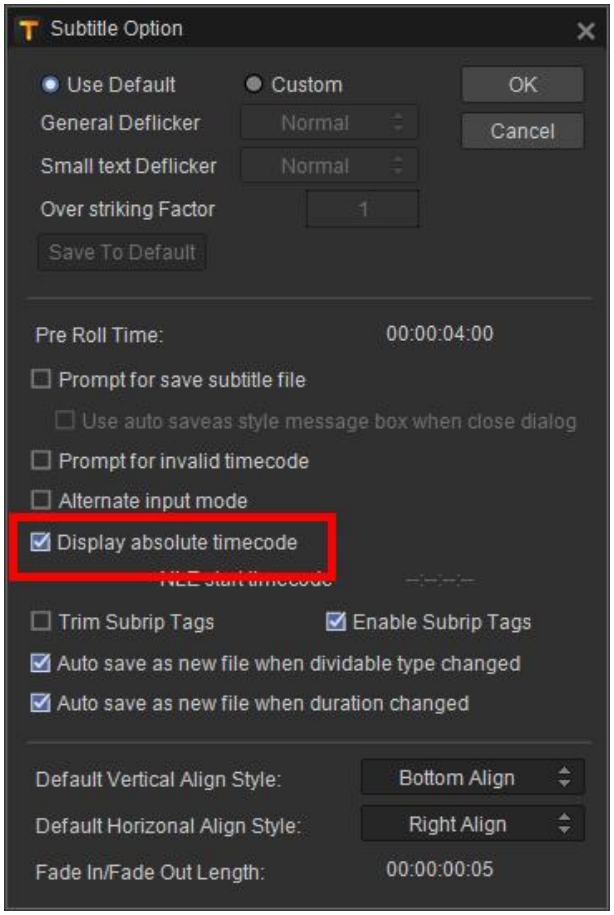
8.3.2. Apply in EDIUS NLE System

8.3.2.1. Create Absolute Time Code of Subtitle

1) Add VisTitle subtitle in EDIUS. Then enter the subtitle editor dialog and record the subtitle, as shown below:

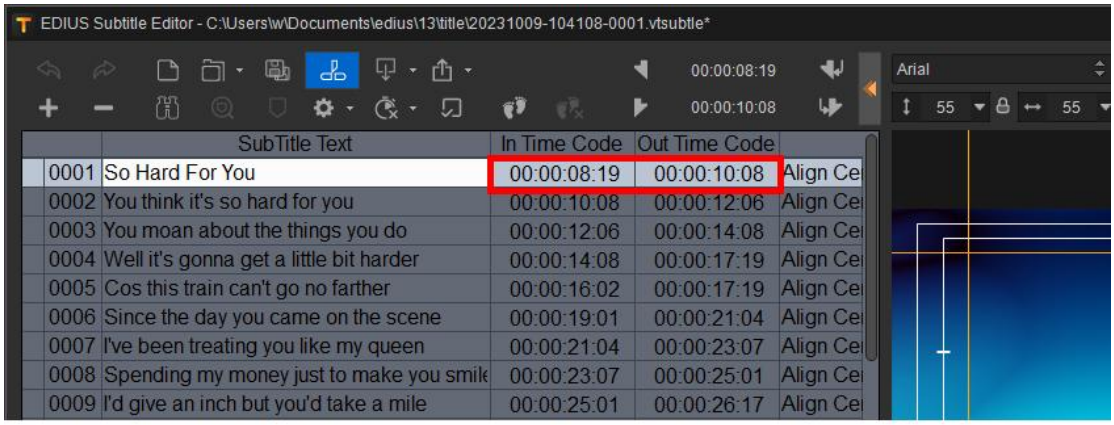


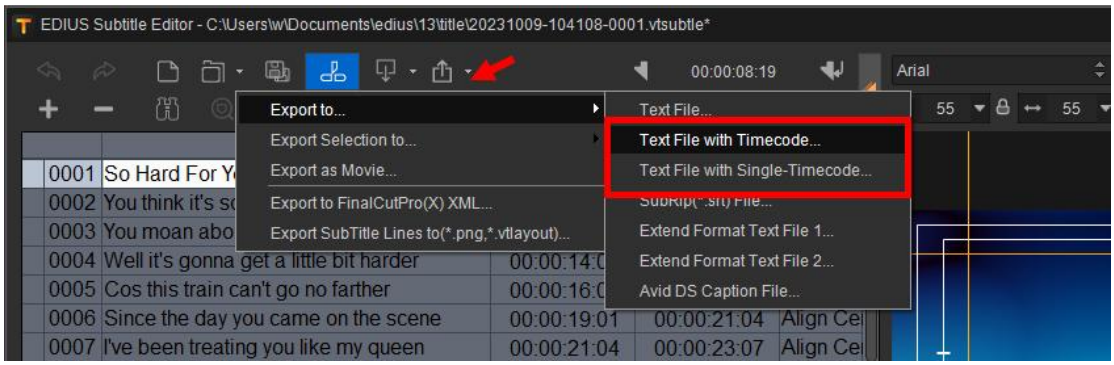
2) Click “Option” highlighted in the above picture. Then click “Show Absolute Time Code” in the subtitle menu bar. Click “OK” and close the window.



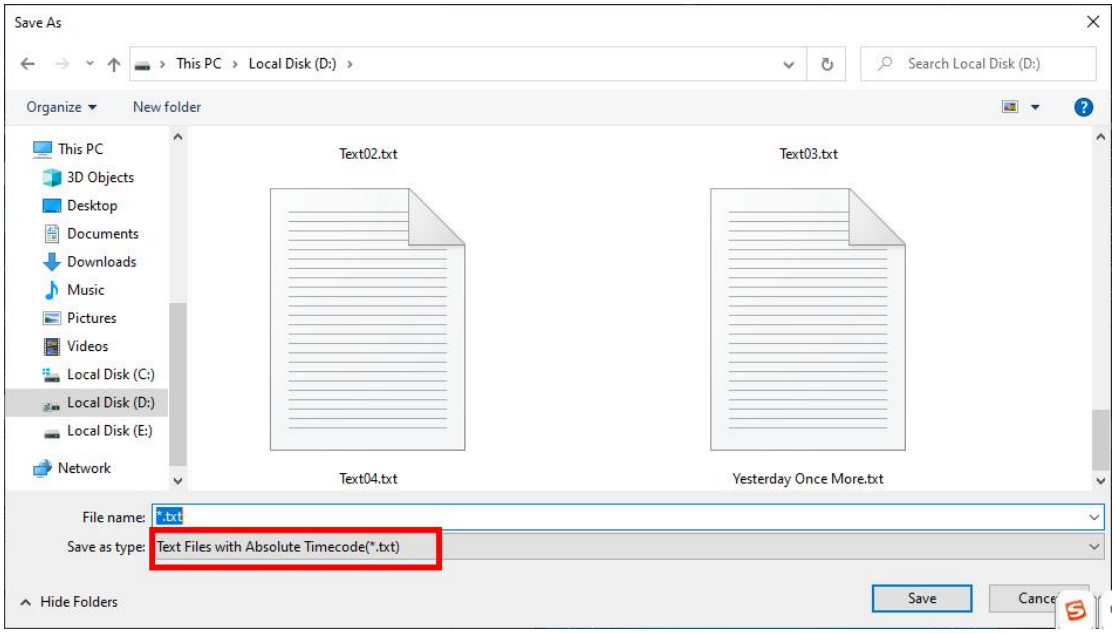
Note: VisTitle can obtain start time code of EDIUS timeline automatically. You don't have to set NLE start time code manually.

3) After setting up all the options, subtitle time code will be absolute time code. Then click the drop-down menu of “Export” button, and click the file with time code in the menu.



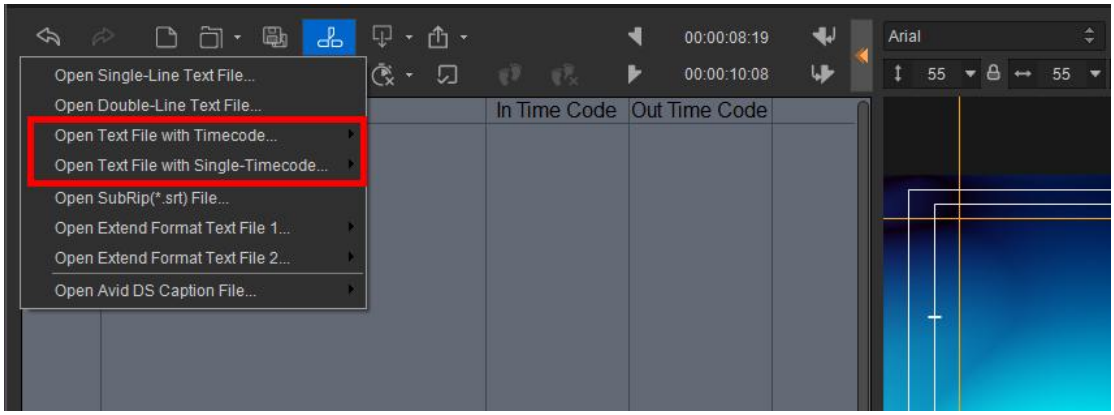


4) Input file name at the Save As window, then click “Save”.

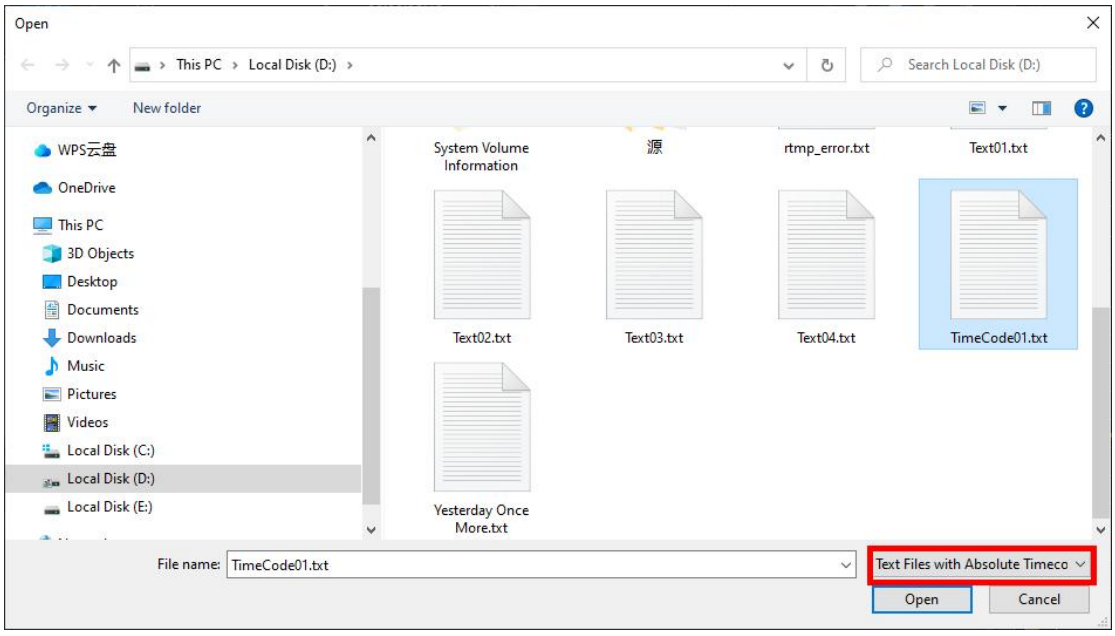


8.3.2.2. Application of Absolute Time Code

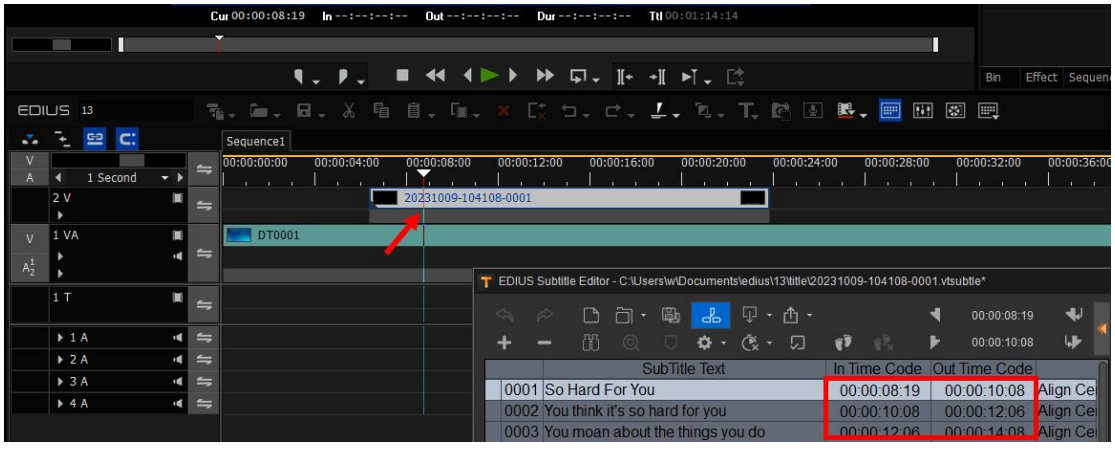
1) Add VisTitle subtitle to the timeline of EDIUS. Double-click the subtitle to enter subtitle editor dialog. Then click “Import” button.



2) Select “Open Files with Time Code” in the options, then browse the files in the Open Window. After that, click “Open”.



3) It will be like the following picture after importing. The program will display in/out time code and subtitle clip in point position of 00:00:08:19 on NLE timeline in absolute time code.



8.4. Create Title in Batch with Save As

While designing TV program, we usually create title in batch with a single title template, such as

name introduction, scene introduction, etc. The feature of this kind of templates is that the template style is the same, yet the text in template differs. We can create this kind of templates in batch quickly with VisTitle. There are several application methods as follows:

1) **Drag or select a certain title template from title template library and apply to multiple positions on NLE timeline.**

   Create title template in advance and save to Title Template Library in VisTitle. Then select the template from template library and apply it to multiple positions on NLE timeline. Each time the template is applied, it will be automatically saved as a new file name. This avoids the situation when you modify one template, other templates will be affected. It turns out that the template in different positions on timeline is independent from one another. Others will not be affected when one is modified.

2) **Copy a title on the timeline and paste it to another position of the timeline.**

   The title pasted to new position is actually a quotation of the origin title clip. They point to the same title file. If you modify properties of the title and save, then all title clips of this particular title file on timeline will be modified.

   【Application Example】

   A person appears multiple times in TV program and the introduction title should be loaded each time.

   a. Select or drag a name title template from template library to the timeline or Bin Window of NLE system.
   b. Replace the content of the template by that person's introduction.
   c. Drag the title from Bin Window of NLE system to multiple positions on the timeline; or just copy the title clip on timeline and paste it to other positions of the timeline.
   d. If there is mistaken content in the title, modify any title clip and save. Meanwhile the title clip in other positions on the timeline will be updated.

3) **Copy a title on the timeline and paste it to another position of the timeline. Enter title editor dialog for modification. Then save or automatically save as new clip.**

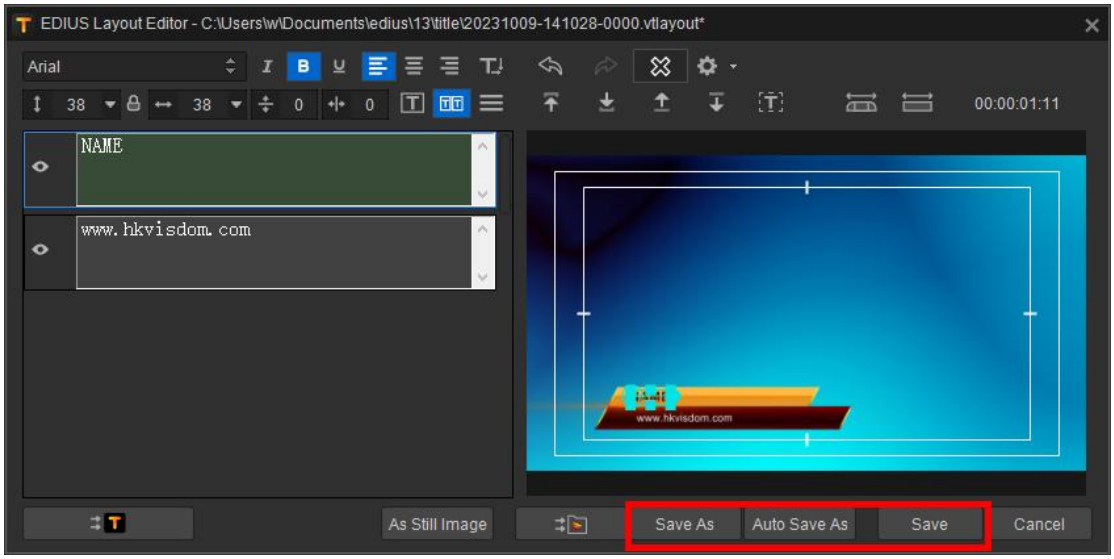
   The title pasted to new position is the same title clip with the origin title. They point to the same title file. But if you select "Save As" or "Auto Save As" after modifying the new-paste title, it will become a new title clip. But the origin title will not be affected.

   【Application Example】

   A TV program needs different introduction title with same template and different contents.

   a. Select a name title template from template library and save it to timeline or Bin Window of NLE system.
   b. Place the title template on the position where figure 1 appears on timeline. Then replace the content of title by figure 1's introduction. After that select "Save As" or "Auto Save As".
   c. Copy figure 1 title to the position where figure 2 appears. Then replace the content of figure 1 title by figure 2's introduction. After that select "Save As" or "Auto Save As". Figure 2 title will turn out to be a new title clip irrelevant with figure 1 title.
   d. Likewise, you can create different introduction titles on different position of NLE timeline.

Introduction of Save, Save As, and Auto Save As panel in title editor dialog is listed below.



Save As: save as a new title file and requires inputting file name manually.

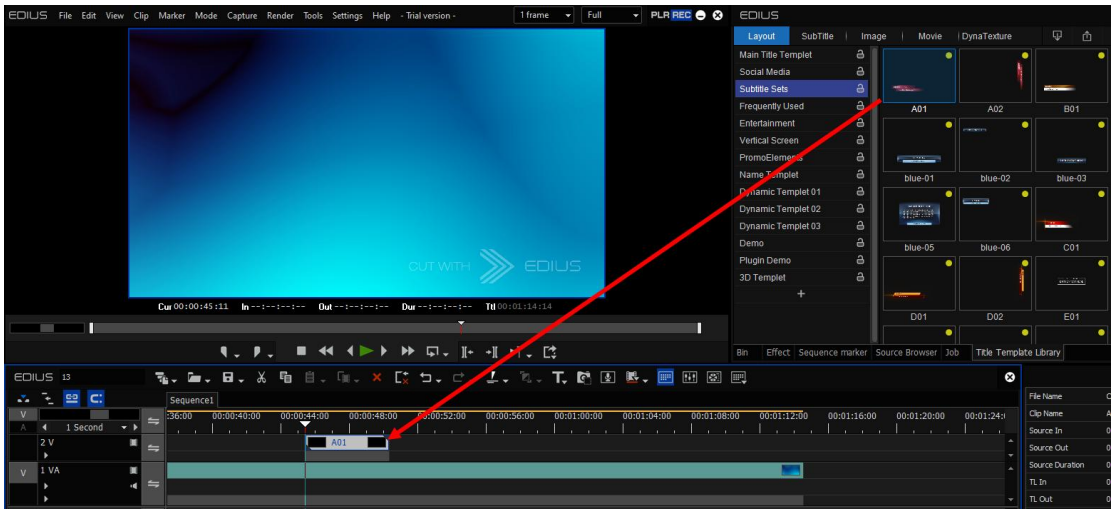
Auto Save As: save as a new title file, and file name is generated by the software automatically.

Save: cover origin content of the title. The file name will not be changed.

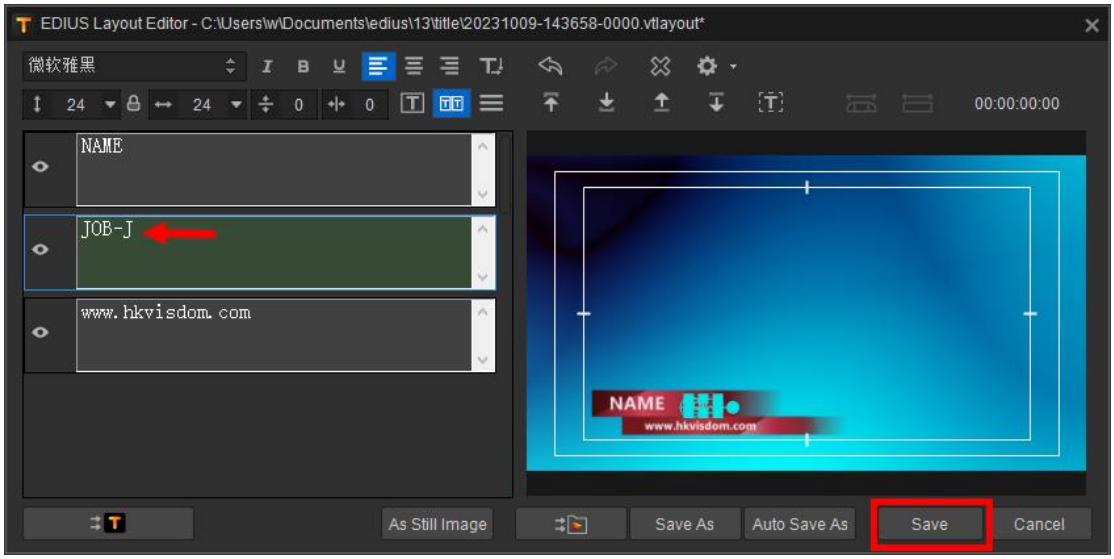
Next, we will introduce how to apply Save As function of VisTitle in NLE systems.

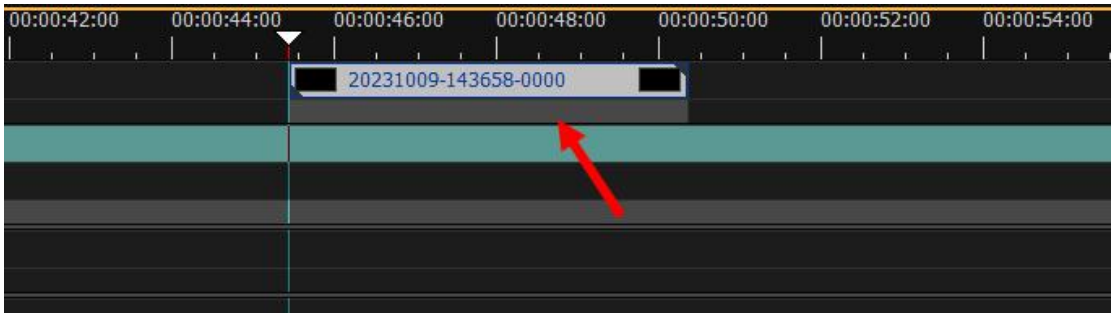
8.4.1. Apply Save As in EDIUS NLE System

1) Open Title Template Library in EDIUS Bin window. Then drag a template onto EDIUS timeline. The name of title template “A01” stays the same after dragging.

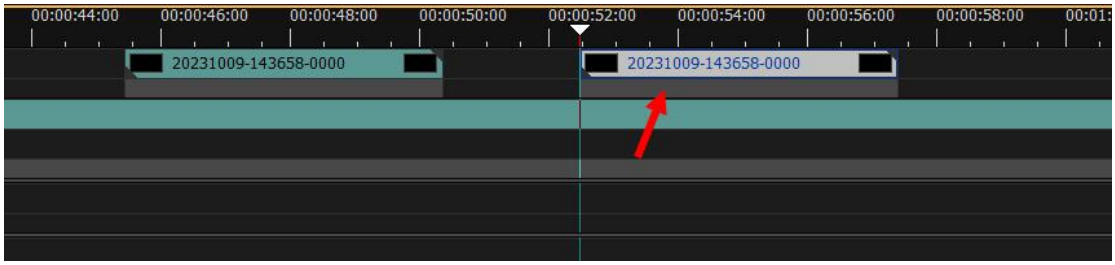


2) Double-click the title template and modify the introduction content. After that save and exit. VisTitle detects that the title clip originates from template library and automatically save the title file as **file.

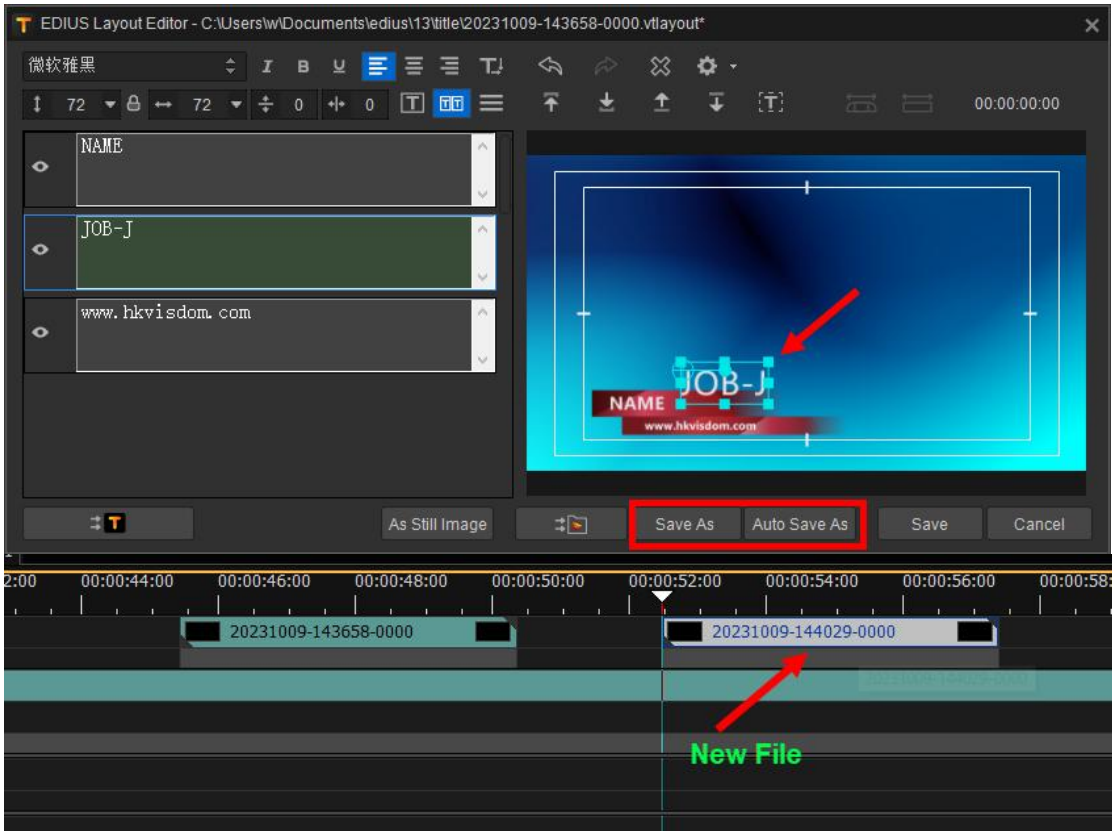




3) Copy the title and paste it to a different position on EDIUS timeline. At this time, the two titles are the same.



4) Double-click the title pasted and edit. After modification, select “Save As” or “Auto Save As”. Then two titles on timeline will be irrelevant to each other as shown below.

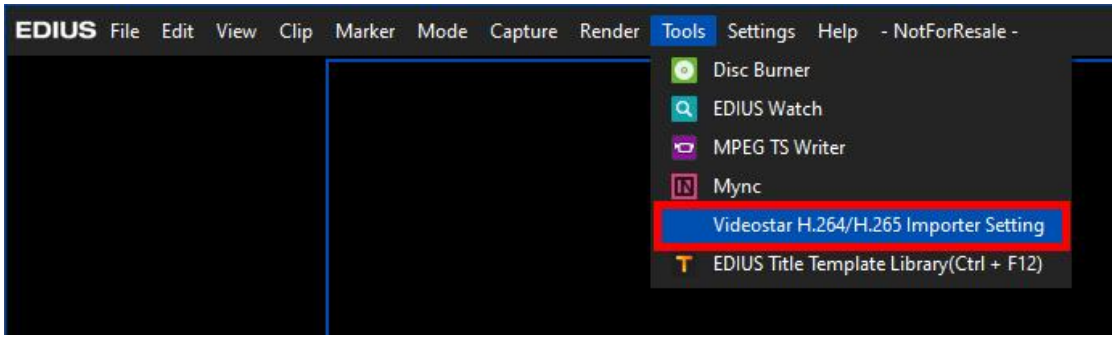


Note: if you select “Save” after modification, then two titles will be the same with new content.

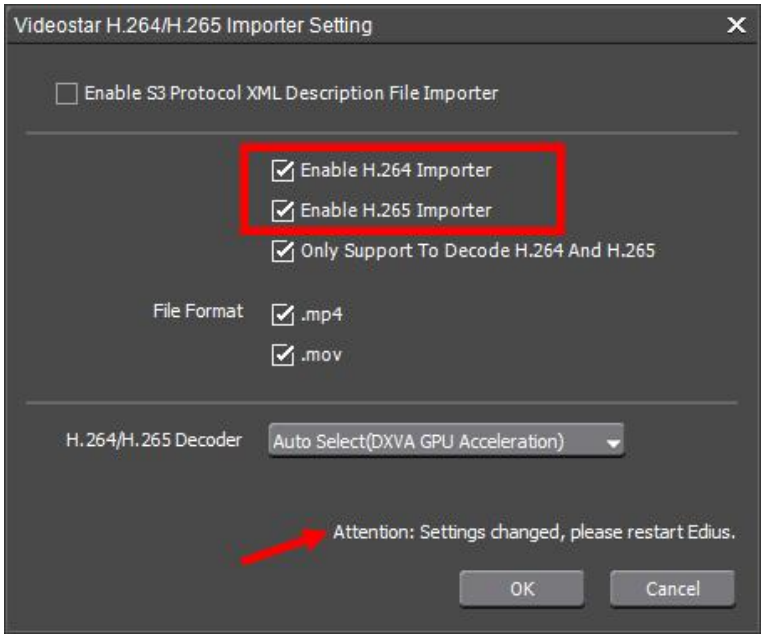
8.5. H264/H265 Importer

The H.264/H.265 importer enables hardware acceleration when importing H.264 and H.265 encoded *.mp4 and *.mov files. After enabling the option, the target encoded files will be automatically decoded with this importer; after disabling the option, the target encoded files will be decoded with EDIUS' decoder.
The following is how to operate.

1) Start EDIUS, select "Videostar H.264/H.265 Importer Setting" in drop-down menu of Tools.

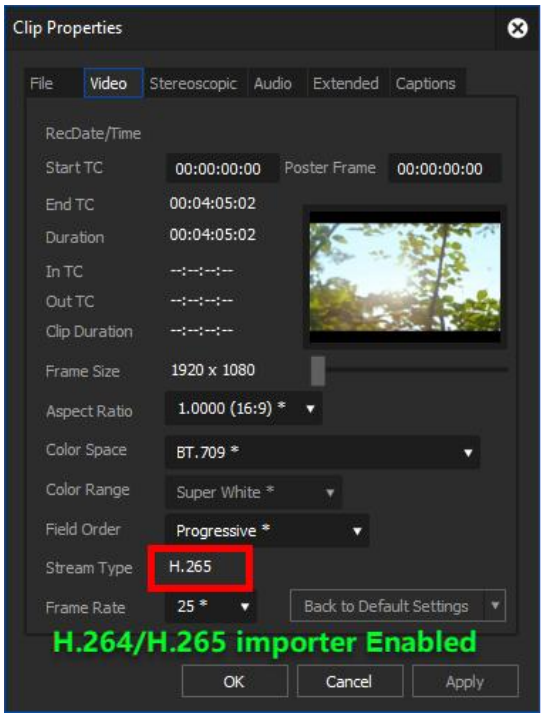


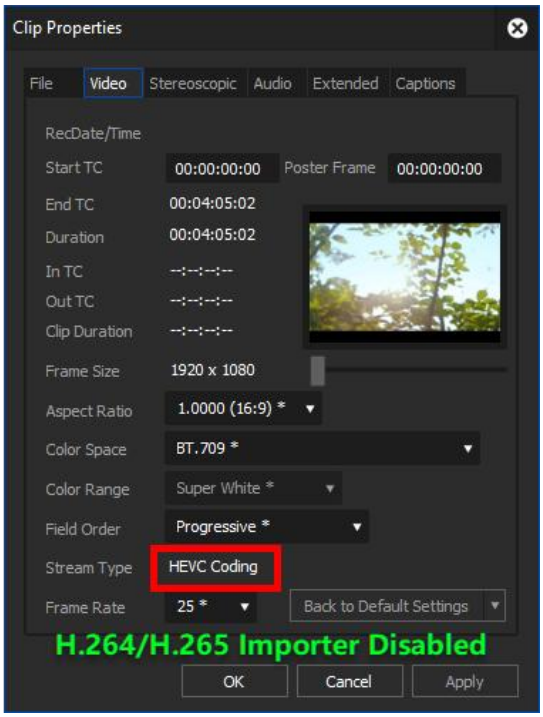
2) Check "Enable H.264 Importer" and "Enable H.265 Importer" as needed. GPU acceleration is selected by default. You can modify the decoder settings, and click "OK" button.

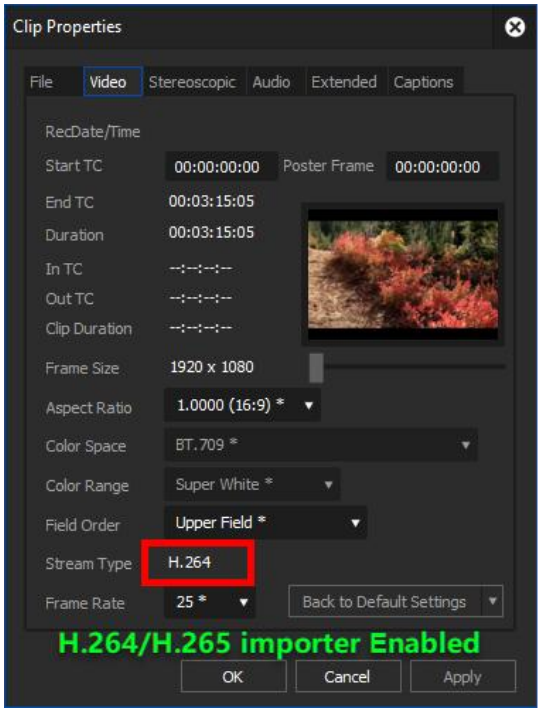


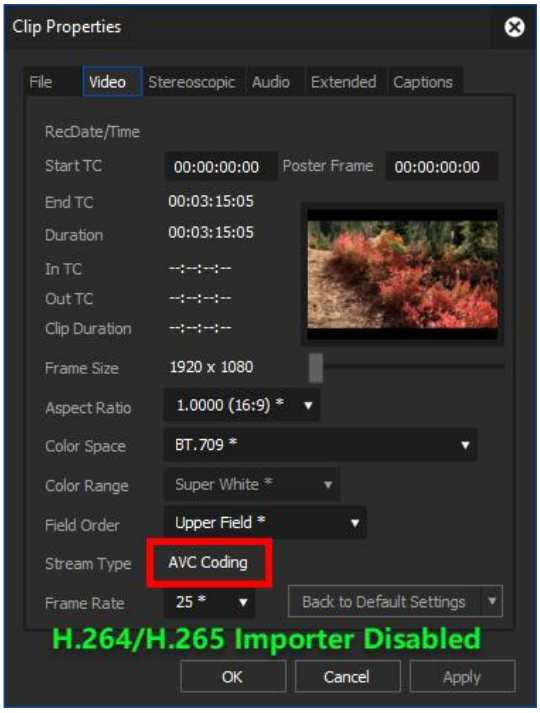
Note: *Videostar H.264/H.265 decoder will take effect after restarting EDIUS.*

3) After importing, the clip properties tab will be displayed as shown in the pictures below.





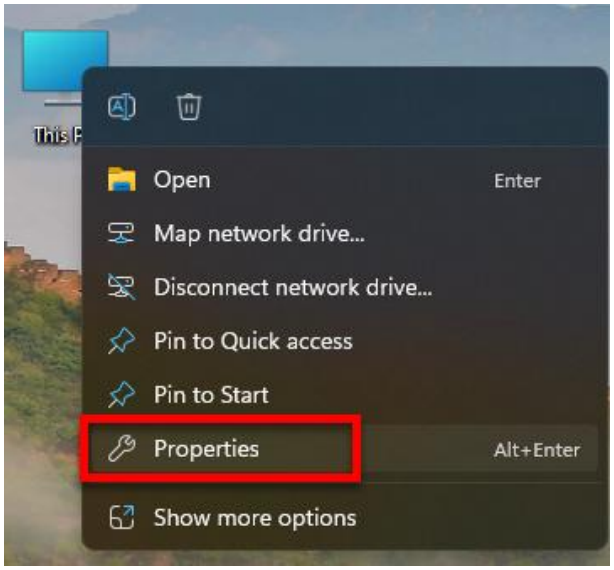

Clip Properties
File
Video
Stereoscopic
Audio
Extended
Captions
RecDate/Time
Start TC
00:00:00:00
Poster Frame
00:00:00:00
End TC
00:03:15:05
Duration
00:03:15:05
In TC
--:--:--:--
Out TC
--:--:--:--
Clip Duration
--:--:--:--
Frame Size
1920 x 1080
Aspect Ratio
1.0000 (16:9) *
Color Space
BT.709 *
Color Range
Super White *
Field Order
Upper Field *
Stream Type
H.264
Frame Rate
25 *
Back to Default Settings
H.264/H.265 importer Enabled
OK
Cancel
Apply


Clip Properties
File
Video
Stereoscopic
Audio
Extended
Captions
RecDate/Time
Start TC
00:00:00:00
Poster Frame
00:00:00:00
End TC
00:03:15:05
Duration
00:03:15:05
In TC
--:--:--:--
Out TC
--:--:--:--
Clip Duration
--:--:--:--
Frame Size
1920 x 1080
Aspect Ratio
1.0000 (16:9) *
Color Space
BT.709 *
Color Range
Super White *
Field Order
Upper Field *
Stream Type
AVC Coding
Frame Rate
25 *
Back to Default Settings
H.264/H.265 Importer Disabled
OK
Cancel
Apply

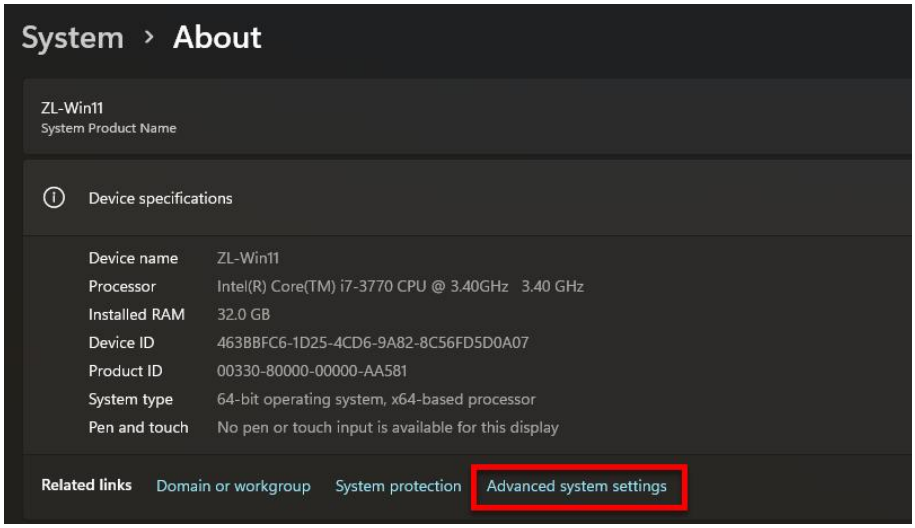
Chapter Nine FAQ

9.1. General Questions

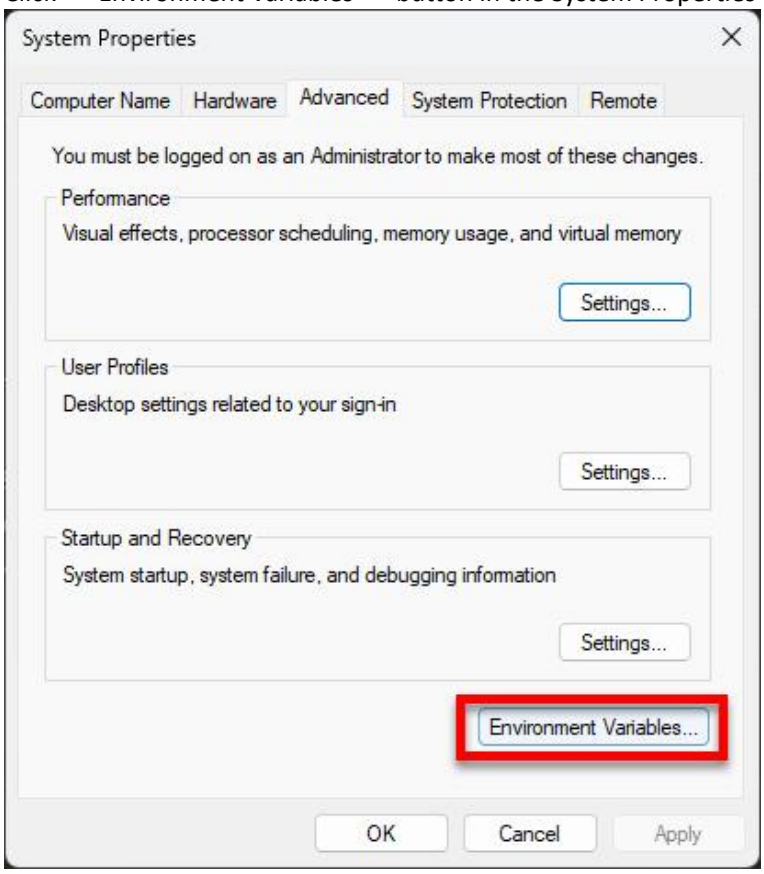
1) **VisTitle can't be loaded in NLE system. Neither can it run as standalone.**
   Please check whether the dongle is damaged and if the dongle is connected properly with the main board. Then ensure that the dongle corresponds to the version of VisTitle. After that please try to pull out the dongle and reinsert it again to restart the software.
2) **While applying dynamic texture, the dynamic texture rendering turns out to be blank or incorrect.**
   Please reinstall **Microsoft DirectX**. Open the "**directx" folder in VisTitle CD. Double-click "DXSETUP.exe" in it. Then install with all the default options. After installation, restart VisTitle and apply dynamic texture again.**
3) **VisTitle can run as standalone, but cannot be loaded as plugin to NLE systems.**
   Check the Environment Variables in Operating System. The installation path of VisTitle is included in the Path variable. Please see the following picture:
   Right-click on the icon of Computer on the desktop. Then click "Property" option.



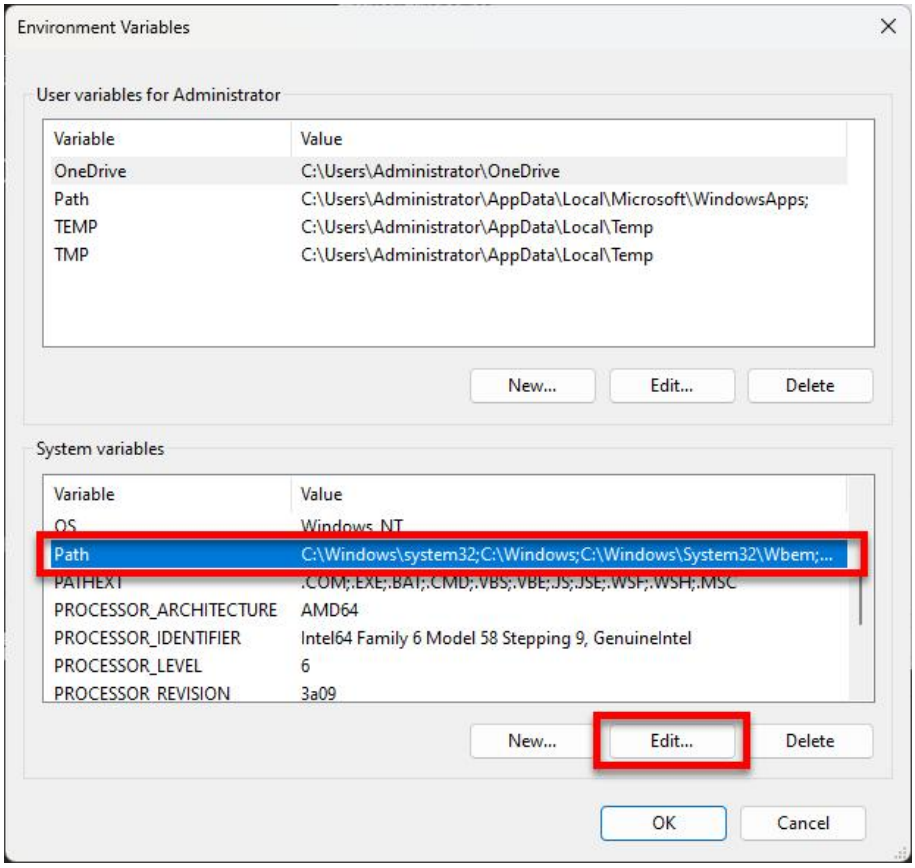
Click "Advanced System Settings" option in the system interface.



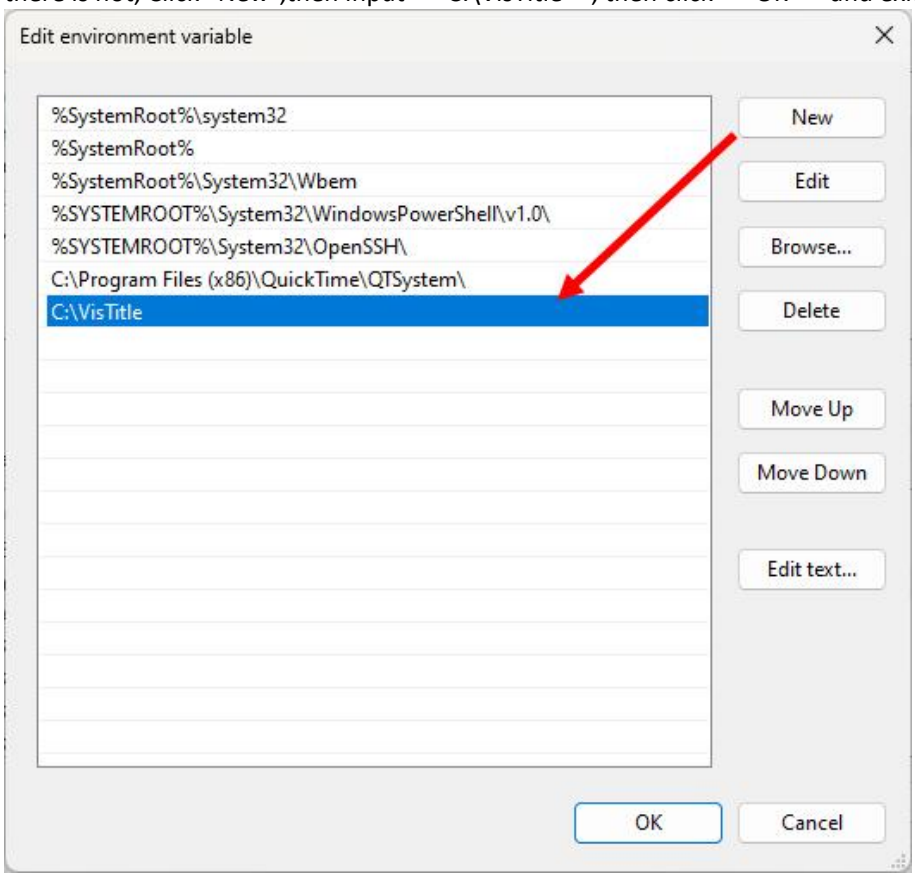
Click “Environment Variables” button in the System Properties interface.



Find “Path” of the system variables in Environment Variables window, then click “Edit” button.



There will be VisTitle install path such as "C:\VisTitle" in the Variable Values as shown below. If there is not, Click "New",then input "C:\VisTitle", then click "OK" and exit.



4) Antivirus software warns about suspicious program.

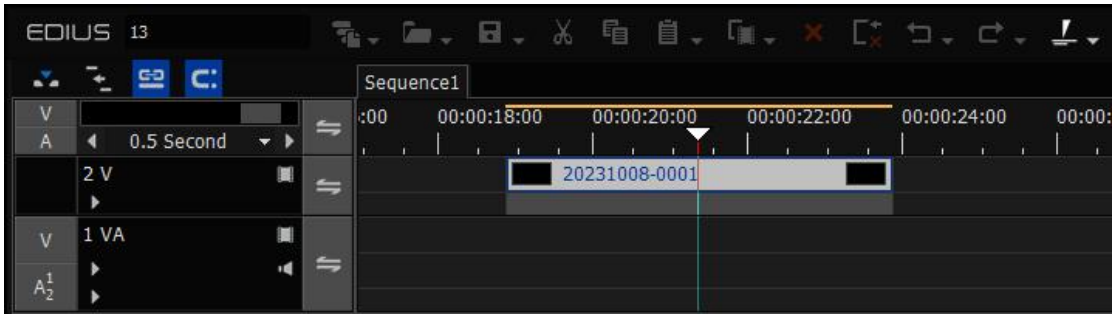
To protect the copyright, the program of VisTitle is encrypted. The encryption codes might be regarded as virus or auspicious program by antivirus software. If it happens, please choose to trust VisTitle program (VisTitle.exe). Normally, we will submit our program to 360, Kingsoft and other antivirus official website for authentication before announcing a new version of VisTitle. After authentication, these antivirus software will not prompt those warnings. Therefore, please update your antivirus software timely to avoid such warnings.

9.2. FAQ Regarding EDIUS

1) Title Template Library do not pop out after pressing Ctrl+F12.

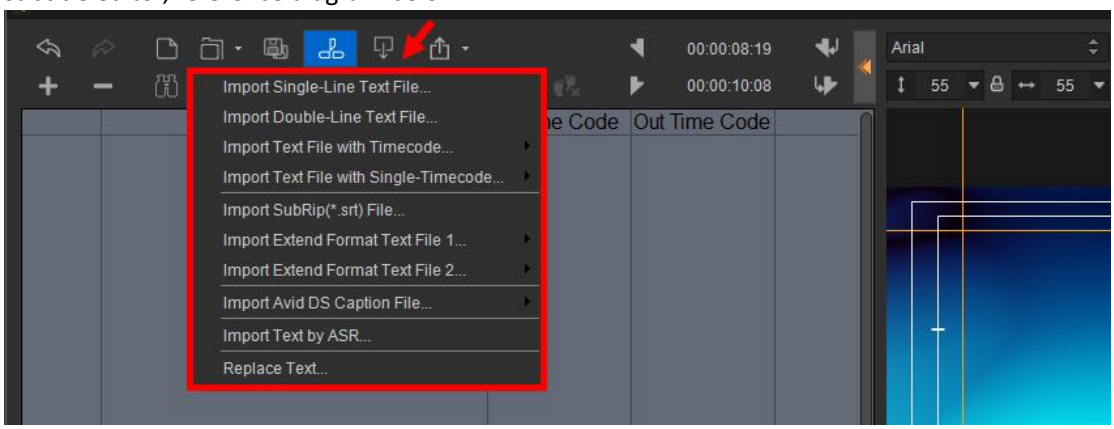
This is because of the incorrect position of Title Template Library window in certain situation (e.g. User's computer was connected with double monitors. After changing to single monitor, the Title Template Library window still displays in the other invisible monitor). Just press Ctrl＋Shift＋F12. It will reset the Title Template Library to the default position.

2) When you create a title on the timeline of EDIUS, the timeline ruler will jump to the middle of the new-built clip. This is EDIUS default behavior, and you can't work around it.



Appendix 1 Subtitle Text Format

VisTitle support multiple subtitle file formats, such as, single line text, double line text, text file with time code, srt file, etc. You can open or import, export these format subtitle file in VisTitle subtitle editor, reference diagram below:



Single Line Text File

This file does not contain any time code, only a line by line text file.

[Purpose]

Customer import it to VisTitle subtitle editor, and record the time code in EDIUS timeline, then export video with subtitle.

[Format]

text line 1 – This is the first subtitle line

text line 2 – This is the second subtitle line

……

NOTE: If some subtitle sentence have two or more line text, you have to use "\\"symbol to split it, VisTitle can recognize it.

[Sample]

"

What do you want from me

Do you think I know\\something you don't know

I'm not the one you need

What do you want from me

Anything you want

You can own everything you see

……

"

[Video Sample]

Double Line Text File

This file does not contain any time code, only a line by line text file. But VisTitle use two line text as one subtitle sentence.

[Purpose]

Customer import it to VisTitle subtitle editor, and record the time code in EDIUS timeline, then export video with subtitle. This format is very rare used.

[Format]

text line 1-1
text line 1-2 } This is the first subtitle line

text line 2-1
text line 2-2 } This is the second subtitle line

……

NOTE: If some subtitle sentence have three or more line text, you have to use “\\”symbol to split it, VisTitle can recognize it. If subtitle sentence has only one line text, then please fill a blank line.

[Sample]

“

Don't you see men now make
fowls with no feathers?
} This is the first subtitle line

It's been a long time now...
-The fowls have no feathers.
} This is the second subtitle line

--[blank line in here]
} This is the third subtitle line

They just grow up naked!
So how they make fowls lay?

--[blank line in here]
} This is the fourth subtitle line

And the fowl don't get mated
by a rooster?
Yeah! All them things...
-Who eats those eggs?

……

“

[Video Sample]

Text File with Time Code

This file has two time code for each subtitle sentence, start TC and end TC, it indicates when subtitle line in and when subtitle line out. Both start TC and end TC should be located in same text line. This format is used frequently.

[Purpose]

Used to exchange subtitle file between different application, such as EDIUS and other DVD creator or some subtitle workshop.

[Format]

[StartTC][SPACE][EndTC][SPACE][text line 1]
[StartTC][SPACE][EndTC][SPACE][text line 2]
……

NOTE: “\\”symbol can be used to split two or more line text .

[Sample]

“

00:00:02:15 00:00:05:10 Don't you see men now make\\fowls with no feathers?

00:00:06:01 00:00:09:05 It's been a long time now...\\-The fowls have no feathers.

00:00:10:05 00:00:11:24 They just grow up naked!

00:00:12:11 00:00:13:22 So how they make fowls lay?

00:00:14:04 00:00:16:05 And the fowl don't get mated\\by a rooster?

00:00:16:11 00:00:18:11 Yeah! All them things...\\-Who eats those eggs?……

“

Text File with Single Time Code

This file has one time code for each subtitle sentence, start TC only, it indicates when subtitle line in. VisTitle will regard its next line start TC as its end TC.

[Purpose]

Used to exchange subtitle file between different application, such as EDIUS and other DVD creator or some subtitle workshop.

[Format]

[StartTC][Space] [text line 1]

[StartTC][Space] [text line 2] *-- this line’s start TC is the end tc of text line 1*

……

NOTE: “\\”symbol can be used to split two or more line text .

[Sample]

“

00:00:02:15 Don't you see men now make\\fowls with no feathers?

00:00:06:01 It's been a long time now...\\-The fowls have no feathers.

00:00:10:05 They just grow up naked!

00:00:12:11 So how they make fowls lay?

00:00:14:04 And the fowl don't get mated\\by a rooster?

00:00:16:11 Yeah! All them things...\\-Who eats those eggs?

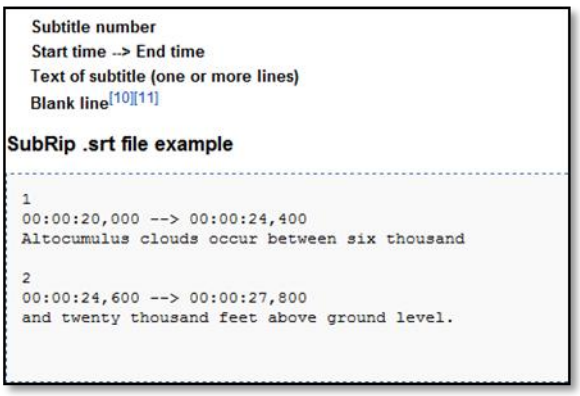
“

SubRip File(SRT)

SubRip (SubRip Text) files are named with the extension .srt, and contain formatted plain text. The time format used is hours:minutes:seconds,milliseconds. The decimal separator used is the comma.

[Purpose]

Please reference this web link: http://en.wikipedia.org/wiki/SubRip



[Format]

[Subtitle number]

[Start TC] --> [End time]

[Text of subtitle (one or more lines)]

[Blank line]

[Sample]

“

1

00:00:02,600 --> 00:00:05,400

Don't you see men now make

fowls with no feathers?

2

00:00:06,039 --> 00:00:09,200

It's been a long time now...

-The fowls have no feathers.

3

00:00:10,200 --> 00:00:11,959

They just grow up naked!

4

00:00:12,439 --> 00:00:13,879

So how they make fowls lay?

5

00:00:14,159 --> 00:00:16,200

And the fowl don't get mated

by a rooster?

6

00:00:16,439 --> 00:00:18,439

Yeah! All the things...

-Who eats those eggs?

“

Extend Format Text File 1

It is a text file with start TC and end TC, and formatted with some rules. VisTitle support this format according to suggestion from customer in European.

[Purpose]

Please reference this weblink:

http://forum.grassvalley.com/forum/showthread.php?t=16843&highlight=subtitle

[Format]

[Consecutive subtitle number][TAB][Start TC][Tab][End time]

[Text of subtitle (one or more lines)]

[Blank line]

[Sample]

“

001 00:00:02:15 00:00:05:10

Don't you see men now make

fowls with no feathers?

002 00:00:06:01 00:00:09:05

It's been a long time now...

-The fowls have no feathers.

003 00:00:10:05 00:00:11:24

They just grow up naked!

004 00:00:12:11 00:00:13:22

So how they make fowls lay?

005 00:00:14:04 00:00:16:05

And the fowl don't get mated

by a rooster?

006 00:00:16:11 00:00:18:11

Yeah! All them things...

-Who eats those eggs?

“

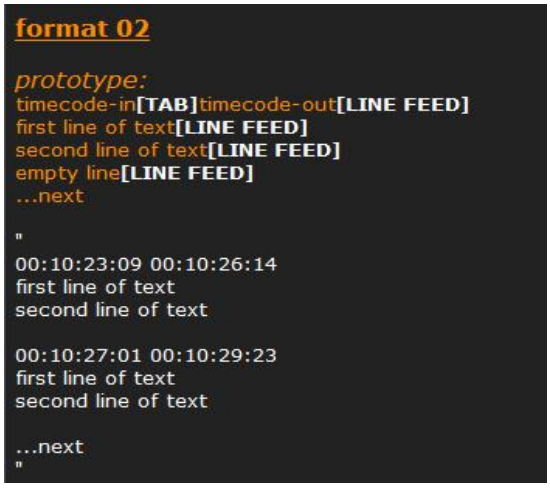
Extend Format Text File 2

It is a text file with start TC and end TC, and formatted with some rules. VisTitle support this format according to suggestion from customer in European.

[Purpose]

Please reference this weblink:

http://forum.grassvalley.com/forum/showthread.php?t=16843&highlight=subtitle



[Format]

[Start TC][TAB][End time]

[Text of subtitle (one or more lines)]

[Blank line]

[Sample]

“

00:00:02:15 00:00:05:10

Don't you see men now make

fowls with no feathers?

00:00:06:01 00:00:09:05

It's been a long time now...

-The fowls have no feathers.

00:00:10:05 00:00:11:24

They just grow up naked!

00:00:12:11 00:00:13:22

So how they make fowls lay?

00:00:14:04 00:00:16:05

And the fowl don't get mated

by a rooster?

00:00:16:11 00:00:18:11
Yeah! All them things...
-Who eats those eggs?
“

Avid DS Caption File

Avid DS Caption is a file format defined by Avid. Avid DS Caption file includes subtitle time code, text, and some format information.
Note: VisTitle only supports importing text and time code information of Avid DS Caption file and ignores the format information.
【Purpose】
Please read detailed instructions in the following website:
http://avid.force.com/pkb/articles/en_US/troubleshooting/en274573?popup=true&NewLang=en&DocType=1078
【Format】
<begin subtitles> -- Fixed Mark
[Start Time Code] [Tab] [End Time Code]
[Subtitle Text Line (a Single Line or Multiple Lines)]
[Blank Line]
……
<end subtitles> -- Fixed Mark
【Sample】
“
<begin subtitles>
01:00:02:15 01:00:05:10
Yeah! All them things...
-Who eats those eggs?

01:00:06:01 01:00:09:05
And the fowl don't get mated
by a rooster?

01:00:10:05 01:00:11:24
They just grow up naked!

01:00:12:11 01:00:13:22
They just grow up naked!

01:00:14:04 01:00:16:05
It's been a long time now...
-The fowls have no feathers.

<end subtitles>
“

Appendix 2 Frequently-used Shortcut Key

General Shortcut Key:

F1 – On-line Assistance

Ctrl + Z – Cancel Last Operation

Ctrl + Shift + Z – Regain Last Operation

Shortcut Key regarding Title Editing in NLE Systems

Application Orders	**Shortcut Key**	Remarks
Title Template Library		
Open/Close Title Template Library	**Ctrl +F12 or Ctrl+Shift+F12**	Only works when connected to EDIUS
Layout Editor Dialog		
Save and Exit	**Ctrl + S**	
Auto Save as	**Ctrl + Shift + S**	
Save to EDIUS Clip Library	**Ctrl + B**	Only works when connected to EDIUS
Open VisTitle	**Ctrl + T**	
Open Title Parameter Option	**Ctrl + Shift + O**	
Subtitle Editor Dialog		
Save and Exit	**Ctrl + S**	
Save as and Exit	**Ctrl + Shift + S**	
Open Title Parameter Option	**Ctrl + Shift + O**	
Hide/Show Preview Window	**V**	
Show Timeline Only	**T**	
Subtitle Entry Point Modulations on Timeline	**I**	Must click on the line to be modified in the timeline.
Subtitle Exit Point Modulations on Timeline	**O**	Must click on the line to be modified in the timeline.
Offset All Subtitle Sentences	**J**	
Record Subtitle	**Space-bar, Enter, Alt**	
End Recording	**ESC**	
Pause from Recording	**K**	

VisTitle Shortcut Key

Application Order	Shortcut Key	Remarks
Global		
Start New Project	**Ctrl + N**	
Save Project	**Ctrl + S**	
Open Project	**Ctrl + O**	
Project Initialization	**Ctrl + Shift + N**	
Save Project AS	**Ctrl + Shift + S**	Open independently
Save Dynamic Project	**Alt + S**	
Project Auto Save As Dynamic	**Alt+ Shift + S**	
Export Current Layout As Video	**Ctrl + E**	
Export Current Layout As Picture	**Ctrl + I**	
Auto Save As	**Ctrl + Shift + S**	
Save to EDIUS	**Ctrl + Shift + E**	Only works when connected to EDIUS
Project Settings	**Ctrl + Shift + P**	
System Options	**Ctrl + Shift + O**	
Switch From Library to Timeline Window	**Ctrl + Tab**	
Reset Coloring Properties	**Ctrl + F10**	
Reset Text Properties	**Ctrl + F9**	
Reset Edit Interface	**Ctrl + F8**	
Roll Edit Model	**F11**	
Template Edit Model	**F12**	
Effect Edit Model	**F10**	
Image/Text Edit Model	**F9**	
Show Edit View Only	**F8**	
Clip Library	**F3**	
Hide/Show Font Properties	**Ctrl + F**	
Help	**F1**	
About	**Ctrl+F1**	
Layout		
Delete	**Delete**	
Paste	**Ctrl + V**	
Cut	**Ctrl + X**	
Copy	**Ctrl + C**	

Move to Bottom	**End**	
Move to Top	**Home**	
Move Down	**Page Down**	
Move Up	**Page Up**	
Timeline		
Delete	**Delete**	
Ungroup	**Ctrl + U**	
Group	**Ctrl + G**	Select two objects at least
Set Object Duration	**Ctrl + D**	
Play/Pause	**Space**	
Set Out Point as Last Frame	**Shift +]**	
Set In Point as First Frame	**Shift + [**	
Align In Point	**]**	
Align Out Point	**[**	
Align In Point to the Current Timeline Ruler	**Ctrl + I**	
Align Out Point to the Current Timeline Ruler	**Ctrl + O**	
Add a Frame to the Out Point of the Object	**K**	
Delete a Frame from the Out Point of the Object	**J**	
Add a Frame to the Out Point of the Effect	**Ctrl + K**	
Delete a Frame from the Out Point of the Effect	**Ctrl + J**	
Move the Key Frame Forward	**Shift +.**	Must select corresponding key frame or effect.
Move the Key Frame Backward	**Shift +,**	
Move the Effect Backward	**Ctrl + .**	
Move the Effect Forward	**Ctrl + ,**	
Move the Objects Backward	**.**	
Move the Objects Forward	**,**	
Expand Track	**E**	
Move to Last Level	**Ctrl + Home**	Supports multiple targets operations, with reverse sequence to the layers in editing area.
Move to Top Level	**Ctrl + End**	
Move Down a Level	**Ctrl + Page Up**	
Move Up a Level	**Ctrl + page Down**	
Last Frame	**Shift + End**	
First Frame	**Shift + Home**	
Select the Next Key Point of Objects	**Down**	The in/out point is a key point.

Select the Previous Key Point of Objects	**Up**	
To the Out Point of Selected Object	**Ctrl + Right**	When multiple objects are selected, in point should be the minimum one, and the out point should be the maximum one.
To the In Point of Selected Object	**Ctrl + Left**	
Latter Key Point	**End**	
Former Key Point	**Home**	
Latter Frame	**Right**	
Former Frame	**Left**	
Move to Latter Marked Point	**Shift + Page down**	
Move to Former Marked Point	**Shift + Page up**	
To Out Point	**W**	
To In Point	**Q**	
Clear all Marked Points	**Alt + Shift + M**	
Clear In/Out point	**X**	
Clear In Point	**Alt + I**	
Clear Out Point	**Alt + O**	
Mark Point	**M**	
Set In Point	**I**	
Set Out Point	**O**	
To Out Point of Selected Object	**Ctrl + Right**	
To In Point of Selected Object	**Ctrl + Left**	
Latter In/Out Point	**End**	
Former In/Out Point	**Home**	
Unselected	**Esc**	
Select All	**Ctrl + A**	
Visible/Invisible	**V**	
Locked/Unlocked	**L**	
Paste To	**Shift + V**	Shift + V masks the selected effect, and Ctrl + V creates a new effect.
Paste	**Ctrl + V**	
Paste All	**Ctrl + Shift + V**	
Copy All	**Shift + C**	
Cut	**Ctrl + X**	
Copy	**Ctrl + C**	
Editing View		
Delete	**Delete**	

Play	**Space**	
Center Pivot	**Ctrl + M**	
Establish String	**F2**	Apply to create text quickly.
Start Guidance Line Automatically	**G**	
Ruler	**Tab**	
Origin Media Object	**O**	
Transparency Tool	**A**	Only works in effect editing view.
3D Rotation Tool	**R**	
3D Scale Tool	**S**	
3D Movement Tool	**T**	
3D Selecting Tool	**M**	
Video Through Mix	**Shift + T**	
Normal Mix	**Ctrl + T**	
Boolean And	**Shift + -**	
Boolean Or	**Shift + =**	
Boolean Minus	**Ctrl + -**	
Boolean Plus	**Ctrl + =**	
Vertical Equidistance	**.**	Select three objects at least.
Horizontal Equidistance	**,**	
Vertical Alignment	**Shift + **	
Horizontal Alignment	****	
Align Bottom	**Shift +]**	
Align Top	**Shift +[**	
Align Right	**]**	
Align Left	**[**	
Horizontally Center Screen	**H**	
Vertically Center Screen	**V**	
Center Screen	**C**	
Full Screen	**F**	
Move to Last Level	**Ctrl + End**	
Move to First Level	**Ctrl + Home**	
Move Up a Level	**Ctrl +Page Down**	
Move Down a Level	**Ctrl + Page Up**	
Magnify	**Ctrl + Num+**	
Shrink	**Ctrl + Num-**	
Adjust Size	**=**	
Unselected	**Esc**	
Select All	**Ctrl + A**	
Cut	**Ctrl + X**	
Paste	**Ctrl + V**	
Copy	**Ctrl + C**	
Make Path-group	**Ctrl + P**	

Ungroup	**Ctrl + U**	
Group	**Ctrl + G**	
Mask/Unmask Object	**Shift + V**	
Lock/Unlock Object	**L**	