VisTitle Quick guide

Foreword 4 -
System Requirements 4 -
Minimum Configuration 4 -
Recommended Configuration 4 -
Recommended Configuration (3D) 4 -
Warning 5 -
- 5 -
Chapter One Installation and Activation 6 -
1.1. Installation 6 -
1.2. Software Activation 11 -
1.2.1 Activate During Installation 11 -
1.2.2 Activate After Installation 12 -
1.2.3 Forget Serial Number and Activate 13 -
1.2.4 Activate Plugins Package 14 -
1.3. VisTitle Deactivation 16 -
1.4. Run as Standalone 18 -
1.5. VisTitle Plug-in 19 -
1.5.1. NLE System - EDIUS 19 -
Chapter Two Quick Start 20 -
2.1. VisTitle Quick Use in EDIUS 20 -
Chapter Three Create Titles 22 -
3.1. Create Titles with Title Templates 22 -
3.1. Create Titles with Title Templates 22 - 3.1.1. Use Title Templates in EDIUS
3.1.1. Use Title Templates in EDIUS 22 -
3.1.1. Use Title Templates in EDIUS
3.1.1. Use Title Templates in EDIUS - 22 - 3.2. Edit Titles - 22 - 3.2.1. Text and Properties - 23 -
3.1.1. Use Title Templates in EDIUS - 22 - 3.2. Edit Titles - 22 - 3.2.1. Text and Properties - 23 - 3.2.2. Title Layout Option - 23 -
3.1.1. Use Title Templates in EDIUS - 22 - 3.2. Edit Titles - 22 - 3.2.1. Text and Properties - 23 - 3.2.2. Title Layout Option - 23 - 3.3. Create New Title - 24 -
3.1.1. Use Title Templates in EDIUS- 22 -3.2. Edit Titles- 22 -3.2.1. Text and Properties- 23 -3.2.2. Title Layout Option- 23 -3.3. Create New Title- 24 -3.3.1. Create Title Templates in EDIUS- 24 -3.3.2. Create Title in VisTitle Main Program- 25 -Chapter Four Create Subtitle- 30 -
3.1.1. Use Title Templates in EDIUS- 22 -3.2. Edit Titles- 22 -3.2.1. Text and Properties- 23 -3.2.2. Title Layout Option- 23 -3.3. Create New Title- 24 -3.3.1. Create Title Templates in EDIUS- 24 -3.3.2. Create Title in VisTitle Main Program- 25 -
3.1.1. Use Title Templates in EDIUS- 22 -3.2. Edit Titles- 22 -3.2.1. Text and Properties- 23 -3.2.2. Title Layout Option- 23 -3.3. Create New Title- 24 -3.3.1. Create Title Templates in EDIUS- 24 -3.3.2. Create Title in VisTitle Main Program- 25 -Chapter Four Create Subtitle- 30 -
3.1.1. Use Title Templates in EDIUS- 22 -3.2. Edit Titles- 22 -3.2.1. Text and Properties- 23 -3.2.2. Title Layout Option- 23 -3.3. Create New Title- 24 -3.3.1. Create Title Templates in EDIUS- 24 -3.3.2. Create Title in VisTitle Main Program- 25 -Chapter Four Create Subtitle- 30 -4.1. Create Subtitle in EDIUS- 30 -
3.1.1. Use Title Templates in EDIUS- 22 -3.2. Edit Titles- 22 -3.2.1. Text and Properties- 23 -3.2.2. Title Layout Option- 23 -3.3. Create New Title- 24 -3.3.1. Create Title Templates in EDIUS- 24 -3.3.2. Create Title in VisTitle Main Program- 25 -Chapter Four Create Subtitle- 30 -4.1. Create Subtitle in EDIUS- 30 -4.2. Create Subtitle- 31 -
3.1.1. Use Title Templates in EDIUS- 22 -3.2. Edit Titles- 22 -3.2.1. Text and Properties- 23 -3.2.2. Title Layout Option- 23 -3.3. Create New Title- 24 -3.3.1. Create Title Templates in EDIUS- 24 -3.3.2. Create Title in VisTitle Main Program- 25 -Chapter Four Create Subtitle- 30 -4.1. Create Subtitle in EDIUS- 30 -4.2. Create Subtitle- 31 -4.2.1. Subtitle Text Editing- 31 -
3.1.1. Use Title Templates in EDIUS- 22 -3.2. Edit Titles- 22 -3.2.1. Text and Properties- 23 -3.2.2. Title Layout Option- 23 -3.3. Create New Title- 24 -3.3.1. Create Title Templates in EDIUS- 24 -3.3.2. Create Title in VisTitle Main Program- 25 -Chapter Four Create Subtitle- 30 -4.1. Create Subtitle in EDIUS- 30 -4.2. Create Subtitle- 31 -4.2.1. Subtitle Text Editing- 31 -4.2.2. Text Properties Editing- 35 -
3.1.1. Use Title Templates in EDIUS- 22 -3.2. Edit Titles- 22 -3.2.1. Text and Properties- 23 -3.2.2. Title Layout Option- 23 -3.3. Create New Title- 24 -3.3.1. Create Title Templates in EDIUS- 24 -3.3.2. Create Title in VisTitle Main Program- 25 -Chapter Four Create Subtitle- 30 -4.1. Create Subtitle in EDIUS- 30 -4.2. Create Subtitle in EDIUS- 31 -4.2.1. Subtitle Text Editing- 31 -4.2.2. Text Properties Editing- 35 -4.2.3. Recoding Subtitles- 37 -
3.1.1. Use Title Templates in EDIUS- 22 -3.2. Edit Titles- 22 -3.2.1. Text and Properties- 23 -3.2.2. Title Layout Option- 23 -3.3. Create New Title- 24 -3.3.1. Create Title Templates in EDIUS- 24 -3.3.2. Create Title in VisTitle Main Program- 25 -Chapter Four Create Subtitle- 30 -4.1. Create Subtitle in EDIUS- 30 -4.2. Create Subtitle in EDIUS- 31 -4.2.1. Subtitle Text Editing- 31 -4.2.2. Text Properties Editing- 35 -4.2.3. Recoding Subtitles- 37 -4.2.4. Modify Time Code- 39 -4.2.6. Mark- 40 -
3.1.1. Use Title Templates in EDIUS- 22 -3.2. Edit Titles- 22 -3.2.1. Text and Properties- 23 -3.2.2. Title Layout Option- 23 -3.3. Create New Title- 24 -3.3.1. Create Title Templates in EDIUS- 24 -3.3.2. Create Title I Templates in EDIUS- 24 -3.3.2. Create Title in VisTitle Main Program- 25 -Chapter Four Create Subtitle- 30 -4.1. Create Subtitle in EDIUS- 30 -4.2. Create Subtitle- 31 -4.2.1. Subtitle Text Editing- 31 -4.2.2. Text Properties Editing- 35 -4.2.3. Recoding Subtitles- 37 -4.2.4. Modify Time Code- 39 -4.2.5. Trace- 39 -
3.1.1. Use Title Templates in EDIUS- 22 -3.2. Edit Titles- 22 -3.2.1. Text and Properties- 23 -3.2.2. Title Layout Option- 23 -3.3. Create New Title- 24 -3.3.1. Create Title Templates in EDIUS- 24 -3.3.2. Create Title in VisTitle Main Program- 25 -Chapter Four Create Subtitle- 30 -4.1. Create Subtitle in EDIUS- 30 -4.2. Create Subtitle in EDIUS- 31 -4.2.1. Subtitle Text Editing- 31 -4.2.2. Text Properties Editing- 35 -4.2.3. Recoding Subtitles- 37 -4.2.4. Modify Time Code- 39 -4.2.6. Mark- 40 -
3.1.1. Use Title Templates in EDIUS - 22 - 3.2. Edit Titles - 22 - 3.2.1. Text and Properties - 23 - 3.2.2. Title Layout Option - 23 - 3.3. Create New Title - 24 - 3.3.1. Create Title Templates in EDIUS - 24 - 3.3.2. Create Title in VisTitle Main Program - 25 - Chapter Four Create Subtitle - 30 - 4.1. Create Subtitle in EDIUS - 30 - 4.2. Create Subtitle in EDIUS - 30 - 4.2. Create Subtitle - 31 - 4.2.1. Subtitle Text Editing - 31 - 4.2.2. Text Properties Editing - 35 - 4.2.3. Recoding Subtitles - 37 - 4.2.4. Modify Time Code - 39 - 4.2.5. Trace - 39 - 4.2.6. Mark - 40 - 4.2.7. Subtitle Effect - 41 -

Contents

4.3.2. Export Selection to	44 -
4.3.3. Export as Movie	44 -
4.3.4. Export to FinalCutPro(X) XML	48 -
4.3.5. Export Subtitle Lines to (*.png,*.vtlayput)	52 -
4.4. SRT Import and Export on EDIUS Timeline	53 -
4.4.1. Export SRT File	53 -
4.4.2. Import SRT File	55 -
4.5. Create New Subtitle Template	56 -
4.5.1. General Subtitle Template	57 -
4.5.2. Subtitle Template with Effect Stay Area	59 -
4.6. Subtitle File Trim	61 -
4.6.1. Subtitle Trim in EDIUS	61 -
Chapter Five Create Rolling Title	63 -
5.1. Select the Roll Type	63 -
5.2. Create Text Roll	63 -
5.3. Properties Settings of Roll	68 -
5.4. Save Roll to NLE System	69 -
5.5. Modify the Roll	70 -
5.6. Create General Roll	70 -
Chapter Six Apply Movie File	75 -
6.1. Apply Movie File in EDIUS	75 -
Chapter Seven Apply GPU Dynamic Texture	77 -
7.1. Apply Dynamic Texture in EDIUS	77 -
Chapter Eight Frequently-used Advanced Functions	79 -
8.1. Title Effect Stay Area	79 -
8.1.1. Concept of Effect Stay Area	79 -
8.1.2. Add Effect Stay Area	79 -
8.2. Application of Stay Area in NLE Systems	80 -
8.2.1. Apply in EDIUS NLE System	80 -
8.3. Creation and Application of Absolute Time Code of Subtitle	82 -
8.3.1. Distinctions between Absolute Time Code and Relative Time Code	82 -
8.3.2. Apply in EDIUS NLE System	83 -
8.4. Create Title in Batch with Save As	86 -
8.4.1. Apply Save As in EDIUS NLE System	88 -
8.5. H264/H265 Importer	90 -
Chapter Nine FAQ	93 -
9.1. General Questions	93 -
9.2. FAQ Regarding EDIUS	96 -
Appendix 1 Subtitle Text Format	97 -
Single Line Text File	97 -
Double Line Text File	98 -
Text File with Time Code	99 -
Text File with Single Time Code	100 -
SubRip File(SRT)	100 -

Extend Format Text File 1	102 -
Extend Format Text File 2	103 -
Avid DS Caption File	104 -
Appendix 2 Frequently-used Shortcut Key	106 -
Shortcut Key regarding Title Editing in NLE Systems	106 -
VisTitle Shortcut Key	107 -

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.

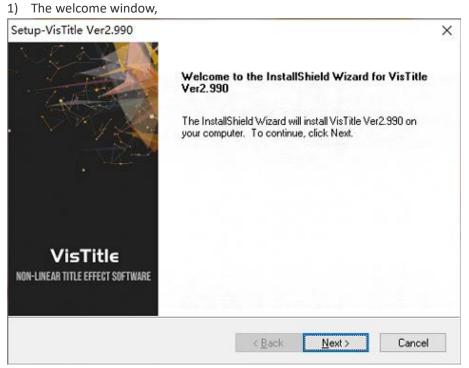
1.1. Installation

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



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

Register VisTitle	VisTitle
You have not registered VisTitle get a better experience.	e, please register first if you want to NON-LINEAR TITLE EFFECT SOFTWARE
	be detected. Please connect the computer to internet and ate the software (34 letters or digits).
Serial Number	
	mber via email, please enter the correct email address for sure the email is available for further use, and remember it
Your name	
E-mail	
tallShield	
	< Back Next> Cancel
Select language, then clic	ck Nex button.
etup-VisTitle Ver2.990	
etup-VisTitle Ver2.990 Setup Type	
tup-VisTitle Ver2.990	VisTitle
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s	
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s	Suits your needs. NON-LINEAR TITLE EFFECT SOFTWARE
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s	Suits your needs. NON-LINEAR TITLE EFFECT SOFTWARE
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s Please specify language you pre	Suits your needs. NON-LINEAR TITLE EFFECT SOFTWARE
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s Please specify language you pre English German	Suits your needs. NON-LINEAR TITLE EFFECT SOFTWARE
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s Please specify language you pre English	Suits your needs. NON-LINEAR TITLE EFFECT SOFTWARE
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s Please specify language you pre English German	Suits your needs. NON-LINEAR TITLE EFFECT SOFTWARE
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s Please specify language you pre English German	Suits your needs. NON-LINEAR TITLE EFFECT SOFTWARE
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s Please specify language you pre English German	Suits your needs. NON-LINEAR TITLE EFFECT SOFTWARE
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s Please specify language you pre English German	Suits your needs. NON-LINEAR TITLE EFFECT SOFTWARE
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s Please specify language you pre English German French	Suits your needs. NON-LINEAR TITLE EFFECT SOFTWARE
etup-VisTitle Ver2.990 Setup Type Select the setup type that best s Please specify language you pre English German	Suits your needs. NON-LINEAR TITLE EFFECT SOFTWARE

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).

Setup-VisTitle Ver2.990	×
Choose Destination Location Select folder where setup will install files.	VisTitle NON-LINEAR TITLE EFFECT SOFTWARE
Install VisTitle Ver2.990 to: C:\VisTitle	Change
InstallShield	< Back Next > Cancel
5) Ready to install,	
Setup-VisTitle Ver2.990	×
Ready to Install the Program The wizard is ready to begin installation.	Vistitle NON-LINEAR TITLE EFFECT SOFTWARE
Click Install to begin the installation. If you want to review or change any of your i the wizard.	nstallation settings, click Back. Click Cancel to exit
InstallShield	< Back Install Cancel

Click "Install". The installation proceeds automatically.

Setup-VisTitle Ver2.990	×
Setup Status	VisTitle NON-LINEAR TITLE EFFECT SOFTWARE
The InstallShield Wizard is installing VisTitle Ver2.990	
Installing	
C:\VisTitle\VxMXFSplit\Wrap.dll	
InstallShield	Cancel

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

Setup-VisTitle Ver2.990	>
Setup Type Select the setup type that best suits your needs.	VisTitle NON-LINEAR TITLE EFFECT SOFTWARE
Select the features you want to install, and deselect t Click Next to continue.	he features you do not want to install.
DirectX	
istallShield	Back Next > Cancel

Setup-VisTitle Ver2,990			×
Setup Type Select the setup type that b	est suits your needs.	Vis Non-Linear title effect so	Title OFTWARE
Select the features you wan Click Next to continue.	nt to install, and deselect t Please wait while installi	he features you do not want to i	nstall.
InstallShield	<	Back Next >	Cancel
Setup-VisTitle Ver2.990			
	InstallShield Wiza The InstallShield Wiz Ver2.990, Click Finis	ard has successfully installed Vi	sTitle
VisTitle NON-LINEAR TITLE EFFECT SOFTWARE			

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

< Back

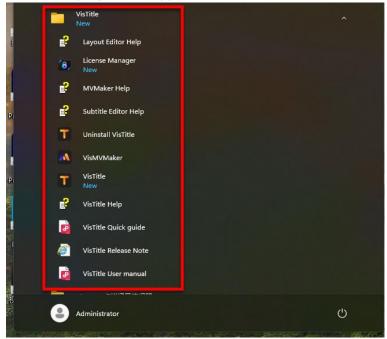
Finish

Cancel



- "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.

Setup-VisTitle Ver3.000		×
Register VisTitle You have not registered VisTitle, ple get a better experience.	ease register first if you want to NON-LINEAR TITLE EFFECT SOFTWAR	
Software authorization cannot be de enter the serial number to activate th	etected. Please connect the computer to internet and he software (34 letters or digits).	
Serial Number		
	r via email, please enter the correct email address for the email is available for further use, and remember it	
Your name		
E-mail		
nstallShield		
	< Back Next > Cance	4

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

Register VisTitl	e			N N	isTitle
You have not re get a better exp		tle, please registe		to	ECT SOFTWARE
		be detected. Ple vate the software		e computer to inte jits).	ernet and
Serial Number	XUE		Y		
software activat	ion. And make			correct email add ther use, and rem	
	ion. And make				
software activat	ion. And make				
software activat Your name	ion. And make	sure the email is			
software activat Your name	ion. And make	sure the email is			

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".

T VisTitle - 3.0.0.0(6	4bit)				×
computer to i	States of the second	ot be detected. F ter the serial nur ;)	A DE LA REAL PROVINCE OF	201 AV 2	
XUF			N	Paste	
correct email	address for so	I number via em oftware activatior use, and remer	n. And make		
Your name	zl				
E-mail	239	om			
Forget the serial n	umber? Autom	atically activated	d Activ	ate now	Exit

2、 Activation is done.

	×
Software authorization cannot be detected. Please connect the computer to internet and enter the serial number to activate the software (XUPK-Q: XUPK	
In order to Activation is successful! correct en e email is a	
Your narr E-m:	
Forget the serial number? Automatically activated Activate now Ex	it

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.

	×
Tip: this authorization will expire after 27 days. You can enter the serial number to activate the software now or after the trial licens expires	No. of Control of Cont
	Paste
In order to retrieve the serial number via email, please enter the correct email address for software activation. And make sure the email is available for further use, and remember it	
Your name	
E-mail	
Continue trial Activate now	Exit

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.

	×
Software authorization cannot be detected. Please connect the computer to internet and enter the serial number to activate the software T VisTitle - 3.0.0.0(64bit)	
20020	Paste
Activation is successful! In order t correct er email is ٤	e Ie
Your nar OK	
Forget the serial number? Automatically activated Activate no	ow Exit

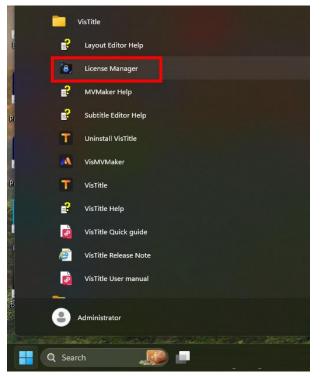
Note: Automatic activation can only be successful if the machine has been authorized for this software and hardware information of the computer remains exactly the same.

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".



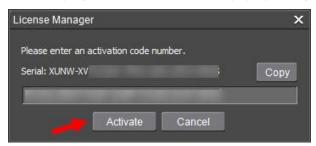
2) Select Plug-in Package in "License Manager" window, and click "Activate Plugin" option.

Product Name	Serial Number		Version	Language	Expiration
VisTitle	NUK		2.x	English	Perman
Plug-in Pack	Karaoke, Hand Writing, 3D Particle,	2	2.x	English	Unactivat
	× .				

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".

License Manager				×
Deactivate	Deactivale Upgrade Activate Plugin Co	opy Serial		
Product Name	Serial Number	Version	Language	Expiration
VisTitle	XU .	2.x	English	Perman
Plug-in Pack	Karaoke, Hand Writing, 3D article, 2	2.x	English	Unactivat
	License Manager Please make sure VisTitle is closed before Continue to activate plugin? Yes	activation. No	×	

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



5) Plug-in activation is done.

License Manager	×
PlugIn activation succeed	led!
0	к

• Two Options of Plug-in Activation

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

File Edit Scroll Edit View Timeline Window Help	
६ 🖉 T T २ X 🗆 • 🛛 🚺	🖾 - O - Ö 🗾
COLLECTION Effect View Effect View Text Ker Text Pat Image S 2D Strol Image F Shadow	tor Transform lel t e riting icle 1 To 3D

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.

File Edit Scroll	Edit View Timeline Window Help	
🖘 🖉 💽 T	パントー (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	2 7 - 0 - 5
••	Edit View Effect View	Magic CompositeText Kerning/Leading AnimationText Path AnimationImage Slide Show2D Stroke AnimationImage Four-point DeformationShadow2D Vector Transform3D Model3D TextKaraokeHandWriting3D Particle2D Path To 3D3D Chart

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.

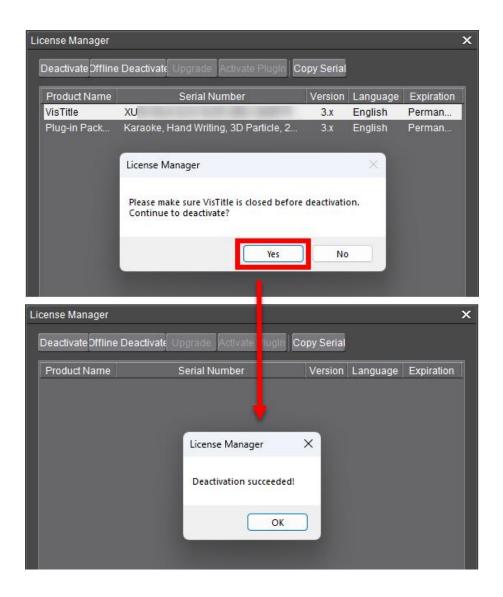
1) Click Windows Start button, select "VisTitle" in the menu, and then choose "License Manager".

v	
	Video Editor
-	VisTitle
P	Layout Editor Help
6	License Manager
P	MVMaker Help
3	Subtitle Editor Help
	Uninstall VisTitle
M	VisMVMaker
	VisTitle
2	VisTitle User manual
	Voice Recorder
w	
8	Administrator
-	📲 Q Search 🛛 🔣 🖿 🧮 💽 🕮

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

eactivate ffline	Deactivate Upgrade Activate Plugin Co	opy Serial		
Product Name	Serial Number	Version	Language	Expiration
VisTitle	XUI	3.x	English	Perman
Plug-in Pack	Karaoke, Hand Writing, 3D Particle, 2	3.x	English	Perman

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.

EDIUS					8
Layout SubTitle	Ima	age Movie	DynaTexture	₽ ₫	B -•
Main Title Templet	a			•	
Social Media	a				
Subtitle Sets	а	-	T .		<u>.</u>
Frequently Used	a	A01	A02	B01	B02
Entertainment	a		-	•	
Vertical Screen	a				
PromoElements	a	1014		THE REAL PROPERTY.	
Name Templet	a	blue-01	blue-02	blue-03	blue-04
Dynamic Templet 01	a	•	•	•	
Dynamic Templet 02	a				
Dynamic Templet 03	a				
Demo	a	blue-05	blue-06	C01	C02
Plugin Demo	a			0	
3D Templet	a			Interestica.	1100 10 M
Layout15	a		4		
+		D01	D02	E01	E02
				•	
Bin Effect Sequence	marker S	ource Browser Job	Title Template I	ibrary(Ctrl + F12)	

2) Launch EDIUS , click III 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.

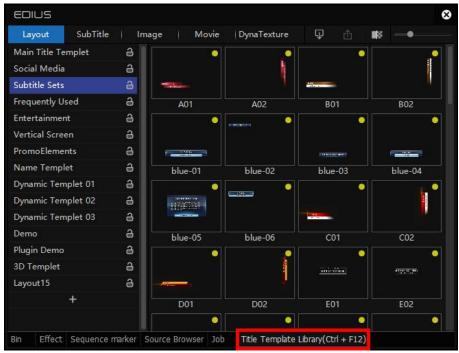
[<u>*</u> □. <i>□. <u>↓</u>. ½.</i>	T. C. Exact State of the contract of the contr	
00:00:48:00 00:00:52:00	Create title in 1T track	00:01:04:00 00:01:08:00
	Cre <u>a</u> te Title in New Title Track	
	Color Bars	
	Color Matte QuickTitler	
	VisTitle Express	

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.

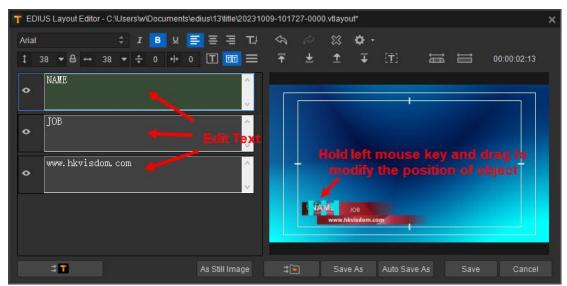
2.1. VisTitle Quick Use in EDIUS

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



 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.

	u e			
EDI			1	▙▖▙▖₿▖▓▝▙▕▋▖▓▖▓▕▌▖▖▖▓▖▆▖ዸ▖▁▖▖
	🔁 🕮 C:			序列1
V			4	00:00:00:00 00:00:04:00 00:00:08:00 00:00:12:00 00:00:16:00 00:00:20:00
	 1 Second 	- >	-	
	2 V		5	A01
V	1 VA	×		DT0001
	:	•	\$	
	1 T		\$	Double Click
	▶ 1 A	•	\$	
	▶ 2 A		5	
	1.2.4		-	



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.

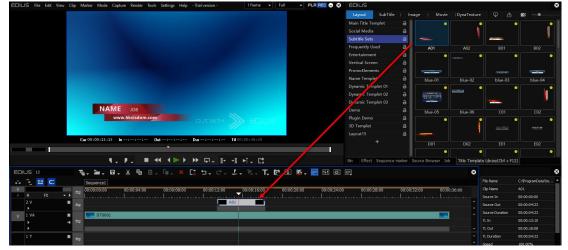
Chapter Three Create Titles

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.

T EDIUS Layout Editor - C:Userslw/Documents/edius/13/title/202310 Arial $\begin{array}{cccccccccccccccccccccccccccccccccccc$	Tool Button Set Play D	× uration 00:00:02:13
NAME JOB JOB Text List vww.hkvisdom.com	Edit Screen	
Control Button	JOB www.hkvisdom.com	

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.

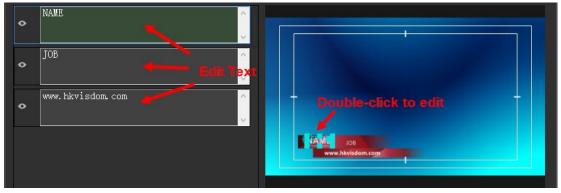
- 3) Text List lists title object that can be edited.
- 4) Control Button allows you to Exit, Save, Save As, or move to the main editing program.
- 5) Edit Screen preview templates, object size, and position editing.
- 6) Set Play Duration set layout play duration with scale all or scale stay area only.

3.2.1. Text and Properties

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

Arial						\$	I	в	¥	=	≡	≡	τJ
1	38	٠	₿	↔	38	-	*	0	+ +	0	T	00	≡

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.

T Layout Option			×
Use Default	Custom		OK
General Deflicker	High	\$	Cancel
Small text Deflicker	High	\$	
Over striking Factor	2		
Save To Default			
🗹 Auto save as new	file when layou	t type ch	anged
🗹 Auto save as new	file whe <mark>n d</mark> urat	ion chan	ged
🗌 Use auto saveas s	tyle message t	oox wher	i close dialog

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.

T VisTitle Express			×
Layout ha	d been changed	d, save it?	
Auto SaveAs	<u>S</u> ave	<u>N</u> o	<u>C</u> ancel

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

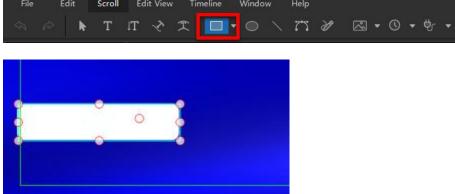
Click **D** button in EDIUS, then click VisTitle Express. The main program of VisTitle will start in seconds. Then you can create titles in it.

00:00:48:00 00:00:52:00	Create title in 1T track	- 00:01:04:00 00:01:08:00
	Cre <u>a</u> te Title in New Title Track	l
	Color Bars Color Matte	
	QuickTitler VisTitle Express	

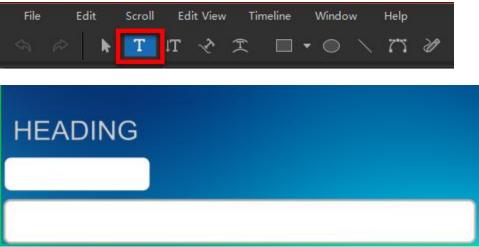
3.3.2. Create Title in VisTitle Main Program

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.

HEADING	
Subheading	
Create Object	
Click button, the hold the left mouse key in the editing area to create a re	ctangle. 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.

			*	Ē	1 1	18	
			ure Coloi ace		¢	+ '+ -	
		8					
🛩 🗹 Fa	ice			Ð	6	0 ₪	
	Colour			L		Ð	
Color	Gradien	nt Quad	Grad I	3mp Gra	d		
4							
				R (D		
)		
				B (A 2) 55		
				RGB) (F	ISB)		
						1	
				- T -			
□ Dvna	- mic Text	ure	Stren				
	- mic Text				00 0		
					00		
					00		
					00		
					00		
					00		
					00		
			wert	igth 1 Blur 1 V V	00		
			wert	igth 1 Blur 1 V V	00		
	 V V<		wert	ngth 1 Blur V V V	00		
	 V V<		wert	ngth 1 Blur V V V	00		
 Mask ✓ ✓<td></td><td></td><td>wert</td><td>ngth 1 Blur V V V</td><td>00</td><td></td><td></td>			wert	ngth 1 Blur V V V	00		
 Mask ✓ ✓<td>VVVVVVNN<!--</td--><td></td><td>wert</td><td>ngth 11 Blur 2 V V V</td><td>00</td><td></td><td></td></td>	VVVVVVNN </td <td></td> <td>wert</td> <td>ngth 11 Blur 2 V V V</td> <td>00</td> <td></td> <td></td>		wert	ngth 11 Blur 2 V V V	00		

• 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.

Q	1	۵	:2	ŧ	1		個
~ 🗹	3D Tra	nsform	0	0	Ð	Θ 🖬	
0		Trai	nslate	0	0	0	1.
Q		Rot	ate X	۵		0	1.
O		Rot	tate Y			0	1.
Q		Rot	tate Z			0	1.
0	8	So	ale X	^		100	1.
O	8	S	cale Y	۵		100	1.
0		S	cale Z	۵		100	1.
0		Pi	vot X	۵		0	1.
O		P	ivot Y			0	1.
O		P	ivot Z	۵		0	1.
0	1	ranspa	iren		•	100	1.
~ 🗹	2D Pan		0	C	Ð		۳ ۵
		Dire	ection	Lef	t to F	light 🗘	
⊙ ⊲•	♦ ♦	Pe	rcent 🛦			0	1.
1							
In	Stay	Out	+	I		0	88
√ Geo	metry						88 N
20) Pan		Elfoci			Efi	
20) Stretcl	h					
Lir	near Dit	her					
Re	egion Di	the					
Ex	plode						
	tersect						
	iddle Sc	ale					
♀ Ligh							
	line						
	ar Glow		1000000		9 BS		
Le	ns Flare						l

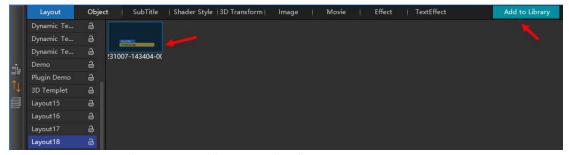
00:00:00:00	00:00:01:00	00:00:02:00	00:00:03:00	00:00:04:00	00:00:05:0
Rectang	le				
T Heading	i l				
- Ree	ctangle				
T Su	bheading				
T SE	uncauniy				

Move the timeline to preview.

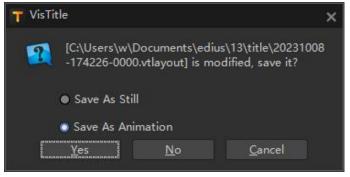
HEADING		
ding		

HEADING	
Subheading	

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.

EDIUS				8
Layout SubTitle Imag	e Movie	DynaTexture	₽ <u>1</u> I	K -•
SubTitle1				
SubTitle2 🔒				
+				
	001	002	003	004
				_
	005	006	007	008
		1		
	-			
	009	010	011	012
	i una		-	
	013	014	015	016
Bin Effect Sequence marker So	ource Browser J	ob Title Template	Library	

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.

EDI	US 13	ন	. .	χ 🖬	İ. M.	× Ľ; ↔.	Ċ. <u>.</u> .	🖻 - T, 🖸
	🔁 🖴 С:		Sequence1					
V A	◀ 0.5 Second	→ →	00:00:00:00 0	0:00:02:00	00:00:04:00	00:00:06:00	00:00:08:00	00:00:10:00
	2 V	■ =	00)1				
v	1 VA	# ~	DT0001					
	1 T	■ \$						
	▶ 1 A	4 =			ř.			

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.

4 +	A ≤ 1			⊊ <mark>ró∯B</mark> a & Ω	()		f f	۹ 🖡	Arial Text Edit Bar $1 55 \bullet 0 \leftrightarrow 55 \bullet 0 \leftrightarrow 3$ T $$
			Text	Editing A					- Subtitle Edit View -
Cut In/	/Cut Out 🗘	8			► Reco	ond Parced 17:00	≓ĭ		
a 1} }	00:00:10:00				00:00:15:0 Tin	o T			00:00:20:00

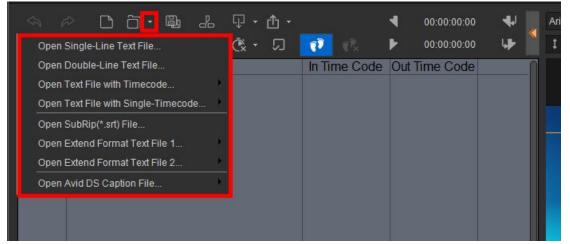
This interface includes several parts:

- 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

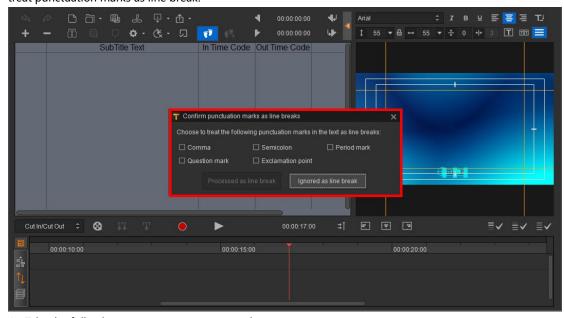
Click "Open" button and select the text format (as for the text format supported, please refer to the detailed instruction in Attachment 2).



2. Select the subtitle file and click Open.

Open					×
\leftarrow \rightarrow \checkmark \uparrow \blacksquare \rightarrow This PC \rightarrow Local Disk	(D:)		ٽ ~	,○ Search Local Disk (D:)	
Organize 👻 New folder				· ·	0
 OneDrive This PC 	^				^
3D Objects					
Desktop					
Documents					
👌 Music					
E Pictures					
Videos					
🏪 Local Disk (C:)					
🚛 Local Disk (D:)		Text02.txt	_	Text03.txt	
🕳 Local Disk (E:)					
i Network	~				~
File name: Text03.txt			~	Text Files (*.txt)	\sim
				Open Cancel	

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,

File	Edit	View						\$
We ha We ha We ha We ha We ha	ave big ave more ave more ave more ave mult	e compromise: e knowledge, e medicines, tiplied out p	out smaller f s, but less t but less jud but less hea possessions,	ime, gment,				
Ln 1, 0	Col 1				100%	Windows (CRLF)	UTF-8	

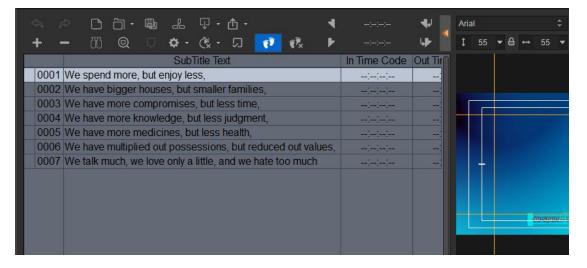
 $5\$ Choose "Processed as line break" , and the text will be divided into more lines.

👕 Confir	m punctuation	marks as line br	eaks		×
Choose	to treat the foll	owing punctuation	on marks i	in the text as line breaks:	
🗹 Com	ima	🗹 Semicolo	n	🗹 Period mark	
🗹 Que	stion mark	🗹 Exclama	tion point		
	Processed a	as line break	Ignor	ed as line break	

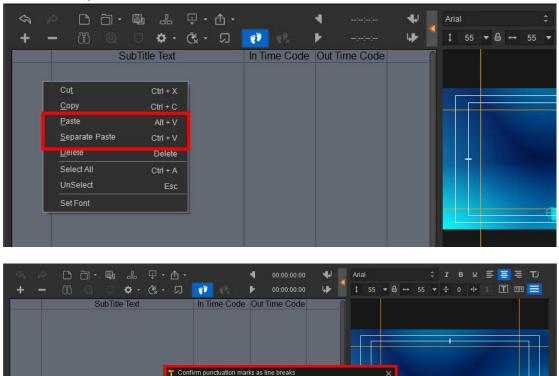
<> < < < < < < < < < < < < < < < < < <		•	₩.	Ari	al				\$
+ - ฿ © ♡ ✿・碊・♫	💓 🕅	•	. 🗣	1	55	- ₽	↔	55	-
SubTitle Text	In Time Code	Out Time Code	[
0001 We spend more	::::	::	Align Ce						
0002 but enjoy less	;;;		Align Cer						
0003 We have bigger houses	::		Align Cer						
0004 but smaller families			Align Cei						
0005 We have more compromises	::	STREET, STREET,	Align Cei						
0006 but less time	::	;;	Align Cei						
0007 We have more knowledge	;;		Align Ce		-				
0008 but less judgment	:::		Align Cei						
0009 We have more medicines	::		Align Cei						
0010 but less health	::		Align Cei						
0011 We have multiplied out possessions	::		Align Cei		_				Maria
0012 but reduced out values	:::		Align Cei						
0013 We talk much	:::		Align Cel						
0014 we love only a little			Align Cei						
Cut In/Cut Out 💠 🚷 📅 🐺 🔴	►	00:00:00:0	00 ⊐⊺	E	8 (=	3		
(00:00:00:00	00:00:05:00				00:	00:10:0	0		12

 $6\xspace{\space{1.5}}$ 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.



Choose to treat the following punctuation marks in the text as line breaks

a. pine

=1

8

1

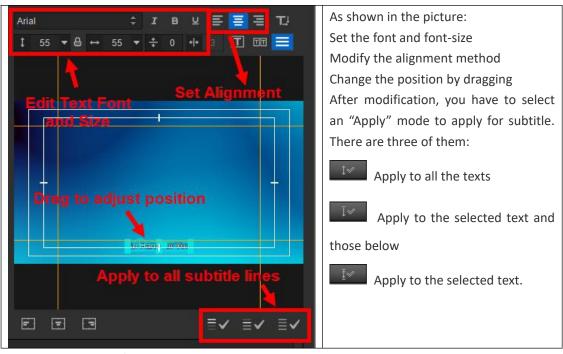
Note: When opening or importing SRT files, VisTitle will automatically detect time code errors and prompt the error line number, which will be marked in orange in subtitle list.

\$ ☆ ℃ ⌒・囁 匙 ♀・슙・	📲 нокон 📲 Аrial 🗘 и в и ह 🧮 ह Т.	
+ - 🛱 🔍 🗆 🏟 - 🛠	· 🕐 🖏 🕨 🗤 ेt 55 ▼ & ↔ 55 ▼ ÷ 0 ↔ 3 🗊 📼 🚍	
SubTitle Text	In Time Code Out Time Code	
0001 So Hard For You	00:00:02:09 00:00:03:23 Align Ce	
0002 You think it's so hard for you	00:00:03:23 00:00:05:21 Align Ce	
0003 You moan about the things you do	00:00:05:21 00:00:07:23 Align Cei	
0004 Well it's gonna get a little bit harder	00:00:07:23 00:00:11:09 Align Cel	
0005 Cos this train can't go no farther	00:00:09:17 00:00:11:09 Align Ce	
0006 Since the day you came on the scene		
0007 I've been treating you like my queen 0008 Spending my money just to make you smi		
0009 I'd give an inch but you'd take a mile	Or I Timecodes of 5,14 line is wrong!	
0010 (Well baby I've been thinking)		
0011 That I don't wanna be your saviour anymot		-
0012 I ain't gonna get vou what vou want		
0013 I'm here to tell you that it's not okay	00:00:24:24 00:00:29:04 Align Cel	
0014 I'm not your meal-ticket sucker just to pay		
Cut In/Cut Out 💠 🚷 📅 🗍 🔴		~
00:00:00	00:00:10:00	1
So Hard You thi	ink it's You moan abo Well it's gonna Cos this tr Since the day I	'v
A ∞ C C C . C . C . C . C . C . C . C . C	00:00:02:09 ◀↓ Arial	
+ - 🖞 🖉 🗋 😽 - 🖓		
+ - 🖞 🖉 🗋 😽 - 🖓		
+ - (f) Q C * · (* ·)	• • • • • • • • • • • • • • •	
+ - (f) Q · & · (k ·) SubTitle Text 0004 Well it's gonna get a little bit harder	•••••••••••••••••••••••••••••	
+ - ⊕ ⊕ ⊕ ⊡ ↔ ⋅ ↔ ∽ □ SubTitle Text outright of the minips you do 0004 Well it's gonna get a little bit harder 0005 Cos this train can't go no farther 0006 Since the day you can on the scene 0007 I've been treating you like any queen	• 00:00:03:23 • • • • • • • • • • • • • • •	
+ - ⊕ ⊕ ⊕ ⊡ ♥ · ♥ · ♥ · □ SubTitle Text outros rourmoan about the times you do 0004 Well it's gonna get a little bit harder 0005 Cos this train can't go no farther 0006 Since the day you can you fixe on the scene 0007 I've been treating you like on queen 0008 Spending my money just to make you smit	In Time Code Output/23 ↓↓ ↓ 55 ★ A ↔ 55 ★ 0 ↓ 3 T mail In Time Code Output/23 Auguree 00:00:07:23 00:00:17:23 Auguree 00:00:07:23 00:00:11:09 Align Ce 00:00:12:16 00:00:16:22 Align Ce 00:00:14:19 00:00:16:22 Align Ce iit 00:00:16:22 00:00:18:16	
+ - ⊕ ⊕ @ □ ✿ • ৫ • 5 SubTitle Text outs rou mean about the times you do 0004 Well it's gonna get a little bit harder 0005 Cos this train can't go no farther 0006 Since the day you can on the scene 0007 I've been treating you like by queen 0008 Spending my money just to make you smi 0009 I'd give an inch but you'd take a mile	In Time Code Out Time Code 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:12:16 00:00:14:19 00:00:16:22 00:00:18:16 00:00:18:16 00:00:20:07 00:00:18:16 00:00:20:07	
+ - ⊕ ⊕ ⊕ ⊡ ↔ · ↔ ∽ ∽ ⊂ SubTitle Text outrioan about the timings you do 0004 Well it's gonna get a little bit harder 0005 Cos this train can't go no farther 0006 Since the day you can on the scene 0007 I've been treating you like my queen 0008 Spending my money just to make you smi 0009 I'd give an inch but you'd take a mile 0010 (Well baby I've been thinking)	In Time Code 00000323 ↓ ↓ 55 • A ↔ 55 • ÷ 0 • ↓ 3 T 000 ≡ In Time Code 000007.23 000007.23 000007.23 000007.23 00.0007.23 00.00111:09 Align Ce 0000011:10 Align Ce 00.00012:16 00:00116:22 Align Ce 000016:22 Image: Ce 00:0014:19 00:0016:22 Align Ce Image: Ce Image: Ce 00:0016:16 00:0016:22 Align Ce Image: Ce Image: Ce 00:0016:22 00:0018:16 Align Ce Image: Ce Image: Ce 00:0016:22 00:0017:23 Align Ce Image: Ce Image: Ce Image: Ce 00:0016:22 Align Ce Image: Ce Image: Ce Image: Ce 00:0016:22 Align Ce Image: Ce Image: Ce Image: Ce 00:0016:22 Align Ce Image: Ce Image: Ce Image: Ce Image: Ce 00:0018:16 00:002:007 Align Ce Image: Ce Image: Ce Image: Ce Image: Ce 00:0012:007 Align Ce Image: Ce Image: Ce Image: Ce Image: Ce Image: Ce	
+ - (i)	In Time Code 00:00:03:23 ↓ ↓ ↓ 55 • € ↔ 55 • ÷ 0 • ↓ 3 T 000 ≡ In Time Code 00:00:07:23 00:00:07:23 Augn Ce 00:00:07:23 00:00:11:09 Align Ce 00:00:01:16 00:00:11:09 Align Ce 00:00:01:16 00:00:16:22 Align Ce 00:00:01:16:12 Align Ce 00:00:18:16 Align Ce 00:00:18:16 Align Ce 00:00:20:07 00:00:20:07 Align Ce 00:00:18:16 00:00:20:07 00:00:22:02 00:00:22:02 00:00:23:17	
H G G SubTitle Text OU03 Tou moan about the nimits you do O04 Well it's gonna get a little bit harder O005 Cos this train can't go no farther O006 Since the day you can't on the scene O007 I've been treating you like ny queen O008 Spending my money just to make you smi O009 I'd give an inch but you'd take a mile O010 (Well baby I've been thinking) O011 That I don't wanna be your saviour anymo O012 I ain't gonna get you what, ou want	In Time Code Out Time Code Align Cer 00:00:07:23 00:00:07:23 Align Cer 00:00:017:23 00:00:11:09 Align Cer 00:00:017:23 00:00:11:09 Align Cer 00:00:017:14:19 Align Cer 00:00:018:16 Olign Cer 00:00:18:16 Align Cer 00:00:18:16 Olign Cer 00:00:20:07 00:00:20:02 00:00:21:00 00:00:22:02 00:00:22:02 00:00:23:17 00:00:02:317 Olign Cer 00:00:02:317 Olign Cer	
Construction of the second secon	In Time Code Out0000323 ↓↓ ↓ 55 ◆ Å ↔ 55 ◆ ‡ 0 ↓ 3 T mail In Time Code Out00007.23 Out00007.23 Augur Cer 00:0007.23 00:0011109 Align Cer 00:0001216 00:0011109 Align Cer 00:0001419 00:016.22 Align Cer 00:0016:22 00:0018:16 Align Cer 00:0018:16 00:002:07 Align Cer 00:002:07 00:002:02 Align Cer 00:002:07 00:002:07 Align Cer 00:00:16:22 00:002:07 Align Cer 00:00:23:17 00:002:202 Align Cer 00:00:23:17 00:002:204 Align Cer 00:00:24:24 00:002:904 Align Cer	
+	In Time Code Out Time Code 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:24 00:00:14:19 Align Ce 00:00:16:22 00:00:18:16 00:00:20:07 00:00:22:02 00:00:22:02 00:00:23:17 00:00:24:24 00:00:29:04 v 00:00:27:17 00:00:27:17 00:00:29:04	
+ - (i) (i) (ii) (iii) (i	In Time Code 00000323 ↓↓ ↓	
+	In Time Code Out Time Code 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:23 00:00:07:24 00:00:14:19 Align Ce 00:00:16:22 00:00:18:16 00:00:20:07 00:00:22:02 00:00:22:02 00:00:23:17 00:00:24:24 00:00:29:04 v 00:00:27:17 00:00:27:17 00:00:29:04	
+ - (i) (i) (ii) (iii) (i	In Time Code 00000323 ↓↓ ↓	
Cutiwood of the second se	In Time Code 00000323 ↓↓ ↓ 55 • Å ↔ 55 • ÷ 0 • ↓ 3 T 000 ≡ In Time Code 0010007.23 0010017.23 Augur Ce 00.00017.23 0010011109 Aign Ce 00.00012.16 0010014.19 Aign Ce 00.00014.19 001016.22 Aign Ce 00.0014.19 000018.16 Aign Ce 00.002.007 00002.007 Aign Ce 00.002.018.16 001002.007 Aign Ce 00.002.202 00002.317 Aign Ce 00.002.217 00002.202 Aign Ce 00.002.217 00002.203 Aign Ce 00.002.2102 00002.217 Aign Ce 00.002.2021 00002.202 Aign Ce 00.002.2021 00003.12 Aign Ce 00.002.204 Aign Ce Aign Ce 00.002.204 Aign Ce Interminet 00.002.204 Aign Ce Interminet 00.002.204 00:003.12 Aign Ce 00:002.204 Interminet Interminet 00:002.204 00:003.12 Aign Ce 00:000.3012 Interminet	
+ - ₩ ♥ ♥ • • • • • • • • • • • • • • • • •	In Time Code Out000323 ↓↓ ↓ 55 ◆ A ↔ 55 ◆ C ↓ A IT Time Code In Time Code Out000321 U00000723 Augur Cer 00:0000321 U00000723 Out0000723 Augur Cer 00:0000917 Out000011109 Align Cer 00:001216 Out00011622 Align Cer 00:001622 Out001622 Align Cer 00:001622 Out000207 Align Cer 00:001622 Out000217 Align Cer 00:001622 Out000217 Align Cer 00:002317 Out0002202 Align Cer 00:002317 Out0002202 Align Cer 00:002202 Out002317 Align Cer 00:002217 Out00029.04 Align Cer 00:0029.04 Out003121 Align Cer 00:0029.04 Out003121 Align Cer 00:000000 Image Cer Image Cer	
Cut In/Cut Out	In Time Code Out000323 ↓↓ ↓ 55 ◆ A ↔ 55 ◆ C ↓ A IT Time Code In Time Code Out000321 U00000723 Augur Cer 00:0000321 U00000723 Out0000723 Augur Cer 00:0000917 Out000011109 Align Cer 00:001216 Out00011622 Align Cer 00:001622 Out001622 Align Cer 00:001622 Out000207 Align Cer 00:001622 Out000217 Align Cer 00:001622 Out000217 Align Cer 00:002317 Out0002202 Align Cer 00:002317 Out0002202 Align Cer 00:002202 Out002317 Align Cer 00:002217 Out00029.04 Align Cer 00:0029.04 Out003121 Align Cer 00:0029.04 Out003121 Align Cer 00:000000 Image Cer Image Cer	
+ - ₩ ♥ ♥ • • • • • • • • • • • • • • • • •	In Time Code Out000323 ↓↓ ↓ 55 ◆ A ↔ 55 ◆ C ↓ A IT Time Code In Time Code Out000321 U00000723 Augur Cer 00:0000321 U00000723 Out0000723 Augur Cer 00:0000917 Out000011109 Align Cer 00:001216 Out00011622 Align Cer 00:001622 Out001622 Align Cer 00:001622 Out000207 Align Cer 00:001622 Out000217 Align Cer 00:001622 Out000217 Align Cer 00:002317 Out0002202 Align Cer 00:002317 Out0002202 Align Cer 00:002202 Out002317 Align Cer 00:002217 Out00029.04 Align Cer 00:0029.04 Out003121 Align Cer 00:0029.04 Out003121 Align Cer 00:000000 Image Cer Image Cer	
+ - ₩ ♥ ♥ • • • • • • • • • • • • • • • • •	In Time Code Out000323 ↓↓ ↓ 55 ◆ A ↔ 55 ◆ C ↓ A IT Time Code In Time Code Out000321 U00000723 Augur Cer 00:0000321 U00000723 Out0000723 Augur Cer 00:0000917 Out000011109 Align Cer 00:001216 Out00011622 Align Cer 00:001622 Out001622 Align Cer 00:001622 Out000207 Align Cer 00:001622 Out000217 Align Cer 00:001622 Out000217 Align Cer 00:002317 Out0002202 Align Cer 00:002317 Out0002202 Align Cer 00:002202 Out002317 Align Cer 00:002217 Out00029.04 Align Cer 00:0029.04 Out003121 Align Cer 00:0029.04 Out003121 Align Cer 00:000000 Image Cer Image Cer	

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.

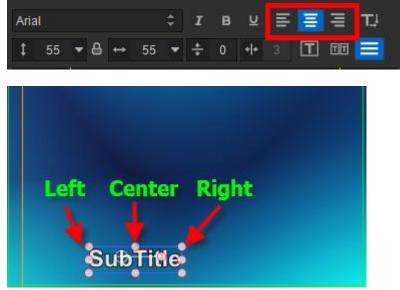


The general picture of alignment method:

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

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.

0005 Cos this train can't go no farther	00:00:09:17 0	0:00:11:09 Alig	n Cei			
0006 Since the day you came on the scene	00:00:12:16 0	0:00:14:19 Alig	n Cei			
0007 I've been treating you like my queen	00:00:14:19 0	0:00:16:22 Alig	n Cei			4
0008 Spending my money just to make you smile	00:00:16:22 0	0:00:18:16 Alig	n Cei			
0009 I'd give an inch but you'd take a mile	00:00:18:16 0	0:00:20:07 Alig	n Cei			
0010 (Well baby I've been thinking)	00:00:20:07 0	0:00:22:02 Alig	n Cei			
0011 That I don't wanna be your saviour anymore	00:00:22:02 0	0:00:23:17 Alig	n Cei	30	Handl. or Yo	
0012 I ain't gonna get you what you want	00:00:23:17 0	0:00:24:24 Alig	n Cei	. Click"Ap	ply to all"	Button to
0013 I'm here to tell you that it's not okay	00:00:24:24 0	0:00:29:04 Alig	n Cei	apply to	all the sul	btitles
0014 I'm not your meal-ticket sucker just to pay y	00:00:27:17 0	0:00:29:04 Aliq	n Cei			
Cutincho@witch@o Ciploring 20Se	lect a templat	te and 00:00:02:09	;: 1 €			≣√ ≡√
Systitle Shader Style	/					■ •
assic a						
Neon a			\mathbf{V}			λ
Solid A V	V.	V	V	V.	. .	
PureColor a 018 019	020	021	022	023	024	025
		X7.5			024	

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.

Press SPACE or left mouse button for next line,						2 E 🧮 E T)
ENTER/ALT or right mouse button to next step, 'K' for pause/play, and ESC to quit.				‡ 55 ▼ 음	↔ 55 ▼ ‡ 0 +	• 3 🔳 🖬 🔜
SubTitle Text	In Time Code	Out Time Code	<u> </u>			
0001 So Hard For You	:::::	::	Align Ce			
0002 You think it's so hard for you	::		Align Cei			
0003 You moan about the things you do	::		Align Ce		1	
0004 Well it's gonna get a little bit harder			Align Cer			
0005 Cos this train can't go no farther		iii	Align Cei			
0006 Since the day you came on the scene			Align Cel			
0007 I've been treating you like my queen	::		Align Cel	-		+
0008 Spending my money just to make you smile	::		Align Ce			
0009 I'd give an inch but you'd take a mile	:::		Align Ce			
0010 (Well baby I've been thinking)		;;;	Align Ce			
0011 That I don't wanna be your saviour anymore		;;;	Align Ce		Ar Saup Ar Yo	
0012 I ain't gonna get you what you want	::		Align Ce			
0013 I'm here to tell you that it's not okay	::	ii	Align Cei			
0014 I'm not your meal-ticket sucker just to pay y			Alian Cei			
Cut In/Cut Out 💠 🚷 👯 🐺 📕						
Rec	ord					
00:00:00:00	00:00:05:00			00:00:10:00		
						1

Attention:

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

T Subtitle Option			×
Use Default	Custom		OK
General Deflicker			Cancel
Small text Deflicker			
Over striking Factor			
Save To Default			
Pre Roll Time:		00:00:04:0	00
🗌 Prompt for save sut	otitle file		
🗆 Prompt for invalid ti	mecode		
🗹 Alternate input mod	e		
🗌 Display absolute tin			
NLE star	rt timecode		
Trim Subrip Tags	🗹 Er	able Subrip	o Tags
🗹 Auto save as new fil	le when dividab	le type cha	nged
🗹 Auto save as new fi	le when duratio	n changed	
Default Vertical Align	Style:	Bottom A	Align ‡
Default Horizonal Alig	n Style:	Right A	lign ‡
Fade In/Fade Out Len	gth:	00:00:00:0	05

4.2.4. Modify Time Code

\$ \$ 10 ℃ □ • ₺ ₽ • ₺ •		4 00:00:19:22	₩.	Arial 🗘	л в ⊻ 🗄 🧮 🗄 ТЈ
+ - ∰ © □ \$ - \$ □	47 (18%)	▶ 00:00:21:12	- 🕩 🔪	\$ 55 ▼ 台 ↔ 55 ▼	÷ 0 ++ 3 🔳 💷 🚍
SubTitle Text Modify - 0001 So Hard For You Imeed 0002 You think it's so hard for you Imeed 0003 You moan about the things you do 0004 0004 Well it's gonna get a little bit harder 0005 0005 Cos this train can't go no farther 0006 0006 Since the day you came on the scene 0007 0007 Ive been treating you like my queen 0008 0008 Spending my money just to make you smike	00:00:00:21 00:00:04:06 00:00:05:16 00:00:06:21 00:00:07:22 00:00:11:13	2 00:00:04:06 A 6 00:00:05:16 A 6 00:00:06:21 A 1 00:00:07:22 A 2 00:00:11:13 A 3 00:00:12:11 A	Align Ce Align Ce Align Ce Align Ce Align Ce Align Ce Align Ce Align Ce Align Ce		-
0009 I'd give an inch but you'd take a mile 0010 (Well baby I've been thinking) 0011 That I don't wanna be your saviour anymore 0012 I ain't gonna get you what you want 0013 I'm here to tell you that it's not okay	00:00:14:24	4 00:00:17:16 A 9 00:00:19:22 A 2 00:00:21:12 A : A	Align Cei Align Cei Align Cei Align Cei Align Cei	fast strettweek	1271 mountain annan
0014 I'm not your meal-ticket sucker just to pay v Hold left mouse k				Offset time code	
Cut In/Cut Out Cut In/Cut Out	in/out po	oint 00:00:21:14	‡⊺ 00:20:00 at I don		≣✓ ≣✓ ≣✓ 00:00:25:00

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+ \uparrow/\downarrow 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.

		•	₩ 📕	Arial		
+ - 🛱 🔍 🗘 · 🗘 -	💓 🦗	<u>اجمعیہ</u>	ч р 💧	\$ 55	- ₽ +	→ 55 •
SubTitle Text 💋	In Time Code	Out Time Code	e 🕺			
0001 when they get to the part]]]]]]	Align Ce			
0002 where he's breaking her heart	::		Align Cei			
0003 it can really make me cry			Align Cer			
0004 just like before.	;;		Align Cer			
0005 it's yesterday once more.	;;		Align Cei			
0006 (shoobie do lang lang)	::		Align Cer			
0007 looking bak on how it was in years gone b	y::::		Align Cer	-		
0008 and the good times that had	;;		Align Cer			
0009 makes today seem rather sad,	;;		Align Cei			
0010 so much has changed.	::	::	Align Cer			
						direm (i

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

2、 The modified line will be marked in orange.

		•	.	Arial				
🕇 🗕 🗓 🔍 📿 🗘 🗘	🤨 🕅	►	4	1	55	• 8	↔ 5	5 🔻
SubTitle Text	In Time Code	Out Time Code						
0001 when they get to the part-add	111		Align Ce					
0002 where he's breaking her heart	!!!		Align Cei					
0003 it can really make me cry-trace			Align Ce					
0004 just like before.	:::		Align Ce					
0005 it's yesterday once more.			Align Ce					
0006 (shoobie do lang lang)		, estententen	Align Cei					
0007 looking bak on how it was in years gone by	[]]		Align Cei		4			
0008 and the good times that had-fine		and and and an	Align Ce					
0009 makes today seem rather sad,			Align Ce					
0010 so much has changed.	::		Align Cei					
							201	m the

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

\$\$ \$> \$\````````````````````````````````		•	📲 📕	Arial				¢
+ - 🛱 🔍 🗆 🌣 - 🎝	💓 🥵	b	🧈 🗣 🎽	1	55	- ₽	↔	55 🔻
Find Mark Text	In Time Code	Out Time Code	ſ					
0001 when they get to the part-add	!!!		Align Ce					
0002 where he's breaking her heart			Align Cel					
0003 it can really make me cry-trace			Align Ce	E F	-			
0004 just like before.	<u></u>		Align Cel					
0005 it's yesterday once more.	::	::	Align Cel					
0006 (shoobie do lang lang)			Align Cel					
0007 looking bak on how it was in years gone by			Align Cel		-			
0008 and the good times that had-fine			Align Cei					
0009 makes today seem rather sad,]]]		Align Cel					
0010 so much has changed.			Align Cer					
								an reall
					_			

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

		4		Arial		
+ - 🕅 🔍 🗆 🌞 - 🛱	🚺 🖏	<u>ا</u>	🧈 🗣 📩	\$ 55	- ⊖ +	55 👻
SubTitle Text	In Tir te Clear	Line Modify Flag	1			
0001 when they get to the part-add	And and a second second	ininim	Align Ce			
0002 where he's breaking her heart			Align Cei			
0003 it can really make me cry-trace		()	Align Ce			
0004 just like before.			Align Cei			
0005 it's yesterday once more.			Align Ce			
0006 (shoobie do lang lang)	;;;		Align Cer			
0007 looking bak on how it was in years gone by	::		Align Cer	-		
0008 and the good times that had-fine			Align Cei			
0009 makes today seem rather sad,			Align Ce			
0010 so much has changed.			Align Cei			
						an really

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.

~ ~ C C . B & . T. C.		• 00:00:12:16		Arial	
+ - 🗓 🔍 🔽 🌣 - 🔅 - 🎵	🔨 🖏	▶ 00:00:14:06	.	\$ 55	
Sub [†] Show EDIUS Mark	In Time Code	Out Time Code			
0001 when they get to the part-add	00:00:01:19	00:00:03:23	Align Cei		
0002 where he's breaking her heart	00:00:03:23	00:00:05:20	Align Cel		
0003 it can really make me cry-trace	00:00:05:20	00:00:07:12	Align Cer		
0004 just like before.	00:00:07:12	00:00:09:06	Align Cei		
0005 it's yesterday once more.	00:00:09:06	00:00:11:02	Align Cei		
0006 (shoobie do lang lang)	00:00:11:02	00:00:12:16	Align Cel		
0007 looking bak on how it was in years gone by	00:00:12:16	00:00:14:06	Align Ce	-	
0008 and the good times that had-fine	00:00:14:06	00:00:16:03	Align Cei		
0009 makes today seem rather sad,	00:00:16:03	00:00:17:19	Align Cei		
0010 so much has changed.	00:00:17:19	00:00:19:11	Align Cei		
					oktog bekom i

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

<> ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽ ₽		4 00:00:07:12	.	Arial				\$
🕂 🗕 🛱 🔍 🔽 🌣 - 🔅 - 🎵	💓 🕅	▶ 00:00:09:06	. up 🗋	1 8	55 🔻	- ₽	÷ 55	5 🔻
Find Mark Text	In Time Code	Out Time Code	0					
0001 when the get to the part-add	00:00:01:19	00:00:03:23	Align Cei					
0002 where he's breaking her heart	00:00:03:23	00:00:05:20	Align Cer					
0003 it can really make me cry-trace	00:00:05:20	00:00:07:12	Align Cei					
0004 just like before.	00:00:07:12	00:00:09:06	Align Cei					
0005 it's yesterday once more.	00:00:09:06	00:00:11:02	Align Cei					
0006 (shoobie do lang lang)	00:00:11:02	00:00:12:16	Align Cer					
0007 looking bak on how it was in years gone by	00:00:12:16	00:00:14:06	Align Cei					
0008 and the good times that had-fine	00:00:14:06	00:00:16:03	Align Cel					
0009 makes today seem rather sad,	00:00:16:03	00:00:17:19	Align Cel					
0010 so much has changed.	00:00:17:19	00:00:19:11	Align Cei					
								asî

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.

		~ D			♫ • ᠿ			4 00:00:16:0	13 📣 📕
	+ ·	- 80	Q 🔽	Ì ‡ -	Čx • 5	J 📢	🗾 🖏	• 00:00:17:1	9 🐶 🎽
			SubT	itle Text		In	Time Code	Out Time Cod	e 👔
	0001	when they	get to the	part-add	1	0	0:00:01:19	00:00:03:23	Align Cei
makes today seem rather	0002	where he	s breaking	her hea	rt	0	0:00:03:23	00:00:05:20	Align Cei
makes today seem rather	0003	it can rea	ly make m	e cry-trad	ce	0	0:00:05:20	00:00:07:12	Align Cei
	0004	just like b	efore.			0	0:00:07:12	00:00:09:06	Align Cei
Cur 00:00:16:03 In:: Out:: Dur		it's yester				0	00:00:09:06	00:00:11:02	Align Cei
	100010000000000000000000000000000000000	(shoobie	0	57			0:00:11:02	00:00:12:16	Align Cer
					years gon	eby 0	0:00:12:16	00:00:14:06	Align Cer
९, १, ■ << < >> > ⇒ > ⇒ ⋤		and the g					0:00:14:06	00:00:16:03	
		makes to			d,	1.1	0:00:16:03	00:00:17:19	
‱, ‱, ⊌, X % % % %, >, d, ±,∕	0010	so much l	has change	ed.		0	0:00:17:19	00:00:19:11	Align Cer
Sequence1									
➡ 20231010-103631-0000	ć								Ų
DT0001	Cut In/	Cut Out 🗘	8					00:00:16	
	Cut In/	Cut Out 🗘	8				•	00:00:16	:03

4.2.7. Subtitle Effect

Click "Subtitle Play Type" in subtitle recording control panel.

Cut In/Cut Out 💲	8			00):00:16:03
Cut In/Cut Out					-
Fade In/Fade Out	0:00:10:00			00:00:15:00	[
Use Template FX	erda	(shoobie	looking ba	and the goo	makes too
B					

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.

⊤ Subtitle Option			×
Use Default General Deflicker	Custom Normal	Can	
Small text Deflicker Over striking Factor			
Save To Default			
Pre Roll Time:		00:00:04:00	
🗆 Prompt for save sut	otitle file		
Prompt for invalid ti	mecode		
🗌 Alternate input mod	e		
🗌 Display absolute tin	necode		
NLE star	t timecode		
🗌 Trim Subrip Tags	🗹 E	nable Subrip Tags	5
🗹 Auto save as new fil	le when divida	ble type changed	
🗹 Auto save as new fil	le when duratio	on changed	
Default Vertical Align S	Style:	Bottom Align	\$
Default Horizonal Alig	n Style:	Right Align	\$
Fade In/Fade Out Leng	gth:	00:00:00:05	

- 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.

	> D D -	≞ & ₽·ඪ <mark>·</mark>			• 00:00:16:03	₩	Ari	al				-
+ -	- 81 Q	Export to			• 00:00:17:19	4	1	55	- 8	++	55	•
		Export Selection to	۴.	9	Out Time Code							
0001	when they get t	Export as Movie		,	00:00:03:23	Align Cer						
0002	where he's bre	Export to FinalCutPro(X) XML			00:00:05:20	Align Cer						
0003	it can really ma	Export SubTitle Lines to(*.png,	*.vtlayout)		00:00:07:12	Align Cer		-				
0004	just like before.		00:00:07:12		00:00:09:06	Align Cer	-					
0005	it's yesterday on	ce more.	00:00:09:06		00:00:11:02	Align Cei						

4.3.1. Export to

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

<> /> 스 스 · · · · · · · · · · · · · · · · ·		🖣 00:00:16:03 📢 🚽 🗛	rial				
🕂 — 🕅 🔘 Export to	•	Text File	55	- 8	++	55	-
Export Selection to	•	Text File with Timecode					
0001 when they get Export as Movie		Text File with Single-Timecode					
0002 where he's bre Export to FinalCutPro(X) XML		SubRip(*.srt) File					
0003 it can really ma Export SubTitle Lines to(*.png	,*.vtlayout)	Extend Format Text File 1					
0004 just like before.	00:00:07:1	Extend Format Text File 2					
0005 it's yesterday once more.	00:00:09:0	Avid DS Caption File					
0006 (shoobie do lang lang)	00:00:11:02	00:00:12:16 Align Cel					
0007 looking bak on how it was in years gone b	y 00:00:12:16	00:00:14:06 Align Cel	-				
0008 and the good times that had-fine	00:00:14:06	00:00:16:03 Align Ce					

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

ave As			×
\leftrightarrow \rightarrow \checkmark \uparrow \blacksquare \rightarrow This PC \rightarrow Le	ocal Disk (D:) >	✓ Č Ø Search Local	Disk (D:)
Organize 🔻 New folder			• •
This PC	Text02.txt	Text03.txt	^
🇊 3D Objects			
E Desktop			
Documents			
Downloads			
J Music			
Pictures			
Videos			
Local Disk (C:)			
Local Disk (D:)			
Local Disk (E:)			
Atwork	Text04.txt	Yesterday Once More.txt	Ų
		resteries once more the	
File name: Text 05			~
Save as type: Text Files (*.txt)			~
 Hide Folders 		Save	Cancel

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

4.3.2. Export Selection to

· · · · · · · · · · · · · · · · · · ·		•	00:00:16:03	. ₩		Aria	all				
+ - 🕅 🔍 Export to	: :	•	00:00:17:19	4		1	55	. €	6 ↔	55	•
Export Selection to		Text	File								
0001 when they get t Export as Movie		Text	File with Timecoo	le							
0002 where he's bre Export to FinalCutPro(X) XI	ML	Text	File with Single-T	imecod	e						
0003 it can really ma Export SubTitle Lines to(*.p	ong,*.vtlayout)	SubF	Rip(*.srt) File								
0004 just like before.	00:00:07:1	Exter	nd Format Text Fi	le 1		F					
0005 it's yesterday once more.	00:00:09:0	Exter	nd Format Text Fi	le 2							
0006 (shoobie do lang lang)	00:00:11:C	Avid	DS Caption File								
0007 looking bak on how it was in years gone	by 00:00:12:16	00	0:00:14:06 A	lign C	ei		-				

"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.

A A D D.	து ஃ ♀・☆・		• 00:00:16:03	- + I		Aria	il)				
+ – 🕅 Q	Export to		b 00:00:17:19	• 🕨		t	55	*	A ↔	55	-
	Export Selection to	e	Out Time Code		n						
0001 when they get 1	Export as Movie	9	00:00:03:23	Align Ce							
0002 where he's bre	Export to FinalCutPro(X) XML	3	00:00:05:20	Align Ce							
0003 it can really ma	Export SubTitle Lines to(*.png,*.vtlayout)	D	00:00:07:12	Align Ce		Г	-				
0004 just like before.	00:00:07:1	2	00:00:09:06	Align Ce		-					

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

T Export as Mov	rie		×
Save as Mov	ie		
Save Image	by Steps		
Scan Mode	FirstFieldTop	\$	🗹 Have Pixel Ratio
Codec	VisTitle	Movie	¢ @
VisTitle Movie F			
🕅			5
		_	
CA	- Q		Close

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.

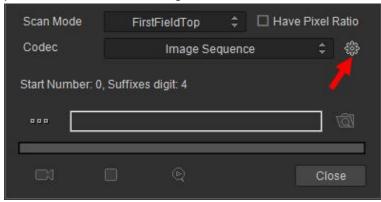
T Export as Movie		×
Save as Movie		
Save Image by	Steps	
Scan Mode	FirstFieldTop 🚽	🗌 Have Pixel Ratio
Codec	FirstFieldTop	÷ 🕸
VisTitle Movie Fi	SecondFieldTop Prograssive	
•••		<u></u>
		Close

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

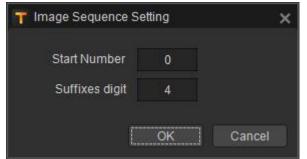
⊤ Export as Movi	e	×
Save as Movie		
Save Image b	y Steps	
Scan Mode	FirstFieldTop ‡	🗆 Have Pixel Ratio
Codec	VisTitle Movie	۵ 🗧
VisTitle Movie F	VisTitle Movie	
	Image Sequence	
•••	QuickTime Movie	<u>d</u> a
	Q	Close

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.

Scan Mode	Fi	rstFieldTop	¢C] Have Pixel	l Ratio
Codec		QuickTim	ie Movie	¢	÷
Codec: PNG	i, Depth: 32	bits, Quality: I	Medium		
••• [
		~			
EX.		Ð		CI	ose

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

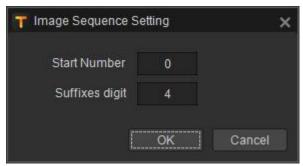
Movie Settings	Standard Video Compression Settings	
✓ Video	Compression Type: PRG	~
Settings? Depth: Millions of Colors+ Quality: Medium Frame rate: 25 Size? Size?	Motion Frame Rate: 25 v fps Key Frames: Automatio Devery frames O All	Data Rate Data Rate: @Automatic Restrict to Optimized for: Bownload
Allow Transcoding	Frame Reordering	
Sound Settings? Format: Integer (Little Endian) Sample rate: 48,000 MH Sample size: 16-bit Channels: Stereo (L.R)	Compressor Depth: Millions of Colors*	Freview
✓ Prepare for Internet Streaming Fast Start ✓ Settings? OK Cancel	Filter: Best V	
	?	OK Cancel

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.

🏮 Save Image b	y Steps	
Scan Mode		🗧 🗌 Have Pixel Ratio
Codec	Image Sequ	Jence 👙
	o	
Start Number: 0,	Suffixes digit: 4	@

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.

can Mode	FirstFieldTop	🗘 🗆 Ha	ve Pixel Ratio
odec	Image Se	equence	\$ 畿
D:\00.p	000		

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

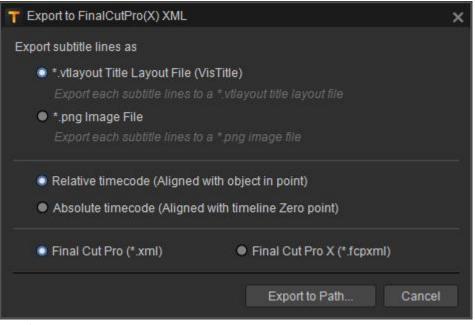
4.3.4. Export to FinalCutPro(X) XML

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...".
```

	> 🗅	٦·	🖏 L 🖓 · 🚹 · 🚝			d 00:00:16:03	- .		Aria					
+ •	- ധ	Q	Export to	ł.		▶ 00:00:17:19	· •		1	55	₹ 6	3 ↔	55	•
			Export Selection to	Þ	e	Out Time Code		n						
0001	when they	get 1	Export as Movie		9	00:00:03:23	Align Ce							
0002	where he	's bre	Export to FinalCutPro(X) XML		3	00:00:05:20	Align Ce							
0003	it can rea	lly ma	Export SubTitle Lines to(*.png,*.vtlag	yout)	D	00:00:07:12	Align Ce		Ĩ	_				
0004	just like b	efore.	00	0.00.07.1	2	00:00:09:06	Align Ce							

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.

~ 名称	修改日期	类型	大小
🚨 0011.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
🔒 0012.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
📔 0013.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
📔 0014.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
📔 0015.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
📔 0016.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
📔 0017.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
📔 0018.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
🔓 0019.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
칠 0020.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
🔒 0021.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
🔒 0022.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
🔓 0023.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
칠 0024.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
📔 0025.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
📔 0026.vtlayout	2023/8/11 15:06	VisTitle Layout File	144 KB
20230811-112457-0001.xml	2023/8/11 15:06	Microsoft Edge	51 KB

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

🕂 🗕 🛱 🔍 🔍 👘 🕂	💎 🚓 🕨 00:00:03:23 🧤 🎽 55 ▾ 🗄 ↔ 55 ▾ 💠 0 🕂 3 🔳 🖽 🚍
SubTitle Text	In Time Code Out Time Code
0004 Well it's gonna get a little bit harder	00:00:07:23 00:00:11:09 Align Ce
0005 Cos this train can't go no farther	00:00:09:17 00:00:11:09 Align Ce
0006 Since the day you came on the scene	00:00:12:16 00:00:14:19 Align Cel
0007 I've been treating you like my queen	00:00:14:19 00:00:16:22 Align Cel
0008 Spending my money just to make you smile	00:00:16:22 00:00:18:16 Align Ce
0009 I'd give an inch but you'd take a mile	
0010 (Well baby I've been thinking)	
0011 That I don't wanna be your saviour anymore	0(Timecodes of 5,14 line is wrong!
0012 I ain't gonna get you what you want	Do you want to continue?
0013 I'm here to tell you that it's not okay	
0014 I'm not your meal-ticket sucker just to pay y	
0015 You never really cared for friends	O(Yes No
0016 Little more than a means-to-the-end	00.00.00.12 00.00.01.21 /mgir cer
0017 You won't be happy 'til they call you famous	00:00:31:21 00:00:33:01 Align Ce
Cut In/Cut Out 💠 🚱 🎹 🎹 🔴	
a ,	
00:00:00:00 So Hard You thin	00:00:05:00 00:00:10:00 (
So Hard You thin	k it's You moan abo Well it's gonna Cos this tr Since the day Iv
1 îu	
and the second se	

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.

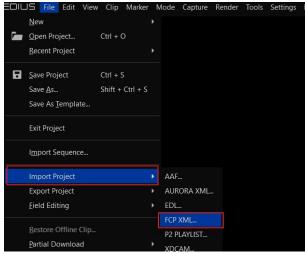
Subtitle line is output in the form of "*.png + absolute timecode". After importing the XML into DaVinci NLE, the subtitle line will be displayed in the form of a picture, as shown in the figure below, and each subtitle line will be displayed on the timeline by its time code. In this way, EDIUS can make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

EDI	JS		- ┗- B - X 唱 自 ℡、 X Cx つ - C - Y - ℡ T, D N M M
	🍾 🖴 C:		Sequence1 20201113-102817-0000
V	✓ 5 Seconds	, ≒	20:00:21:00 00:00:42:00 00:01:03:00 00:01:24:00 00:01:45:00 00:02:06:00 00:02:27:00 00:0
	3 V ▶	■ =	
	2 V ▶	⊑	20201113-102817-0000
V	1 VA		
A ₂ ¹	۱.	⊲ ≒	Splitted Subtitle Line
A2	•		Original Subtitle Clip
	1 T	≝ ≒	When exporting relative timecode, start point is aligned
	▶ 1 A	< ≒	with the original in point of subtitle
	▶ 2 A	∢ ≒	

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.

s 🖉 🗅 🗇 -	B) & ₽•₫÷		1	00:00:02:09	4		Aria	al)				
+ – 🛱 🔍	Export to	N.	ļ	00:00:03:23	4		t	55	•	e ↔	55	•
	Export Selection to	* e		Out Time Code		n						
0001 So Hard For Y	Export as Movie	Ð		00:00:03:23	Align Ce	2						
0002 You think it's so	Export to FinalCutPro(X) XML			00:00:05:21	Align Ce	2						
0003 You moan abo	Export SubTitle Lines to(*.png],*.vtlayout)		00:00:07:23	Align Ce	21	Γ	ir.				
0004 Well it's gonna ge	et a intile oit narder	00:00:07:23		00:00:11:09	Align Ce	21						
0005 Cos this train car	n't go no farther	00:00:09:17		00:00:11:09	Align Ce	21						

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

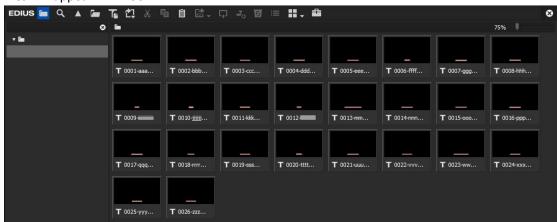
2. In the pop-up export window, set the export method and range of subtitle lines, export image data of subtitle lines, and choose whether to add all exported subtitle lines file to EDIUS Bin automatically.

T Export SubTitle Lines	×
Export subtitle lines as	
*.vtlayout Title Layout File (VisTitle)	w.
Export each subtitle lines to a *.vtla	iyout title layout file
*.png Image File Export each subtitle lines to a *.png	g image file
Export all subtitle lines	Export selected subtitle lines only
Add all exported subtitle lines file t	o EDIUS Bin
	Export to Path Cancel

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).

or\Desktop\00\20230811-1124	57-0002			
名称	修改日期	类型	大小	
0011.vtlayout	2023/8/11 15:15	VisTitle Layout File	144 KB	
0012.vtlayout	2023/8/11 15:15	Vis⊺itle Layout File	144 KB	
0013.vtlayout	2023/8/11 15:15	Vis⊺itle Layout File	144 KB	
0014.vtlayout	2023/8/11 15:15	Vis⊤itle Layout File	144 KB	
0015.vtlayout	2023/8/11 15:15	Vis⊺itle Layout File	144 KB	
0016.vtlayout	2023/8/11 15:15	Vis⊤itle Layout File	144 KB	
0017.vtlayout	2023/8/11 15:15	Vis⊺itle Layout File	144 KB	
0018.vtlayout	2023/8/11 15:15	Vis⊤itle Layout File	144 KB	
0019.vtlayout	2023/8/11 15:15	Vis⊺itle Layout File	144 KB	
0020.vtlayout	2023/8/11 15:15	Vis⊺itle Layout File	144 KB	
0021.vtlayout	2023/8/11 15:15	Vis⊺itle Layout File	144 KB	
0022.vtlayout	2023/8/11 15:15	Vis⊤itle Layout File	144 KB	
0023.vtlayout	2023/8/11 15:15	Vis⊺itle Layout File	144 KB	
0024.vtlayout	2023/8/11 15:15	Vis⊤itle Layout File	144 KB	
0025.vtlayout	2023/8/11 15:15	Vis⊺itle Layout File	144 KB	
0026.vtlayout	2023/8/11 15:15	VisTitle Layout File	144 KB	

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.

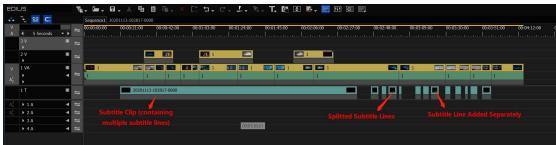
4.4. SRT Import and Export on EDIUS Timeline

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.

EDIU	S File Edit View	Clip Marker	Mod	le Capture Render
	<u>N</u> ew			
6	<u>O</u> pen Project	Ctrl + 0		
	<u>R</u> ecent Project		*	
8	<u>S</u> ave Project	Ctrl + S		
	Save <u>A</u> s	Shift + Ctrl + S		
	Save As <u>T</u> emplate			
	Exit Project			
	I <u>m</u> port Sequence			
	Import Project			
	Export Project		•	SubRip SRT
	<u>F</u> ield Editing			AAF
				EDL
	Restore Offline Clip			
	Partial Download			
	Create Proxy			

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).

Export S	ubTitle SRT file
Select exp	ort track had all wanted subtitle data
	✓ Including *.vtsubtitle SubTitle Clip (VisTitle) ■ Including *.vtlayout Title Layout Clip (VisTitle
Select exp	ort timeline range
	 The entire timeline
	Between in and out point
	Export Cancel

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.

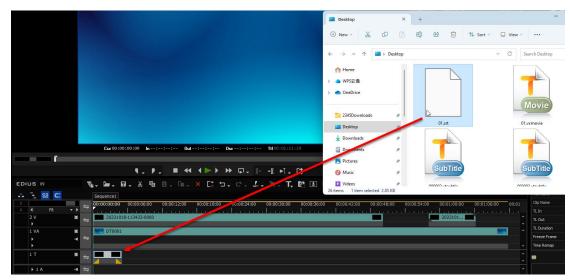
AND A REAL PROPERTY AND A	- × [☆ ┶- ↩- ┴- ヘュ- T, [ᡭ ④ 懸- ▦ ☷ ◙ ▦
Sequence1 Sequence2 20230815-160	222-00003 00:00:20:00 00:00:25:00 00:00:30:00 00:00:35:00 00:00:40:00 00:00:45:00 00:00:50:00 00:00:55:00
⇒ 20230815-160227-0000	Export SubTitle SRT file The following clips on the selected export tack have timecode error. The 1 clip(20230815-160227-0000) has the following timecode error.
➡ 02	Timecodes of 5,14 line is wrong!
5	Yes

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.

< /> < ▷ □ · · · · · · · · · · · · · · · · · ·		00:00:02:12	₩	Arial			📑 🗉 🗔
+ - 🕅 Q 🗾 💀 🐼 🗸	👔 🦗 I	00:00:04:22	🛛 🦊 🎽	‡ 59 -	⊕ ↔ 55 •	+ 0 ++	3 🔳 🔟 🧮
SubTitle Text	In Time Code	Out Time Code	n n				
0001 when i was young i'd listen to the radio	00:00:02:12	00:00:04:22	Align Lef				
0002 waiting for my favorite songs	00:00:04:22	00:00:07:13	Align Lef				
0003 when they played i'd sing along,	00:00:07:13	00:00:08:21	Align Lef			4	
0004 it make me smile.	00:00:12:24	00:00:16:04	Align Lef				
0005 those were such happy times and not so lo	00:00:16:04	00:00:18:17	Align Lef				
0006 how i wondered where they'd gone.	00:00:18:17	00:00:21:02	Align Lef				
0007 but they're back again just like a long lost fi	00:00:21:02	00:00:24:02	Align Lef				+
0008 all the songs i love so well.	00:00:26:11	00:00:29:05	Align Lef				
0009 every shalala every wo'wo	00:00:29:05	00:00:33:09	Align Lef				
0010 still shines.	00:00:33:09	00:00:36:06	Align Lef				
0011 every shing-a-ling-a-ling	00:00:36:06	00:00:38:20	Align Lef		wh	en i was young fo	OTALE ENTONEER
0012 that they're starting	00:00:38:20	00:00:41:04	Align Lef				
0013 to sing so fine	00:00:41:04	00:00:44:05	Align Lef				
0014 We spend more, but enjoy less.	00:00:59:10	00:01:00:05	Alian Lef				
Cut In/Cut Out 💠 🐼 🔢 🐨 🔴	►	00:00:00)o ⊐1				≣ ✓ ■ ■ ■
a 00:00:00	00:00:05:00			00:00:1	0.00		
when i was youn	waiting for my	favor when					make me smile.

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

EDIUS	09		7	4、 🖦 - 日、 X 時 自、 ほ、 X、 は、 ロ、 ビ、 ジ、 T、 🖄 困 🕺 - 🧮 🖽 🛛 📖
				Sequence1
V A		•		00:00:00:00 00:00:06:00 00:00:12:00 00:00:18:00 00:00:24:00 00:00:30:00 00:00:36:00 00:00:42:00 00:00:48:00 00:00:54:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:01:00:00 00:00:00:00:00:00:00:00:00:00:00:
2 V				20231018-113433-0000
V 1VA		×		📰 DT0001
A ₂		۰۹		
1 T		×		
▶ 1		•		
▶ 2		۰۹		
→ 3		۰۹		
▶ 4		۰۹		

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 t	he text											
Clic	k T	button	and inp	ut any text	. After o	done, pre	ess "ES	C" to	exit.				
	File	Edit	Scroll	Edit Viev	v Tin	neline	Windo	w	Help				
ŝ		k	Т	S TI	Ĩ	-	\bigcirc		77	ð			
			المحمد										
	0	-		-	Ln								
	Sub	blit	le	Text	K-1								
Tex	t settings	in Text 1	oll Bar,	e.g. set fon	t, font-	size, etc.							
Ť.	mes New Rom			‡ 106 - ₿		II BU	* * 0	I 🖪	¥ Ξ	= =	T DD	≡ ੮੫	¥

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.

Q	6		*	Ē	1	
<u> </u>		1 (A) (A)	ure Color ice		Ì	+ + - 0 0
👻 🗹 Face				0	<u>ا</u>	Э б
 ✓ Col Color G 		Quad	Grad E	3mp Grac		C
				R 2: G 14 B 23 A 25 RGB H	15 15 15	1
□ Dynami □ Mask						
V	V	V	V	V	V	
V	V	V	V	\mathbb{V}	V	
V	V	V	V	V	V	
+ - •	₹ 🕫			Q 🔺		Q

3) Add Text Effect

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

In	Stay	Out	+		0	
SI	hine		733333			
St	tar Glow	r –	Elfoc		EIT OCI	
Le	ens Flare					
St	tripe					
S	parkle	Î				
Li	near Lig	ht	0.000000	8888		
R	adial Lig	ht				
In	nage Lig	jht				
La	aser					
∼ Wa	rp FX					
Le	ens					
W	/orm Ho	le				
Si	wirl					
R	ipple					
Ci	ircle Len	IS				
Pa	age Curl	li -				
Pa	age Turr	n				
W	lave					

↑≡	i <u>e</u> i iq	•	00:00:00:00 00:00:01:00	00:00:02:00 00:00:03:00 00:00:04:00
•	✓ T Text	® 8	T SubTitle	
0	> 🕅 3D Transform	≡ ∂		
0	> fx Image Light	≡ ∂		
	> fx Image Light	≡ ∂		

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.

-	enen			template to the	morary						
	Layout	Obje	ct SubTitle	Shader Style 3D Transform	Image	Movie	Effect	TextEffect	Add to Library	18	-•
	SubTitle1										1
	SubTitle2										I
	SubTitle3	a	231007-144303-00								I
in the second se											I
·											I
1											I
											I
											I

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.

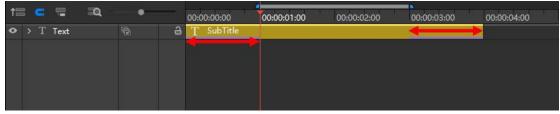
†≣ 🧲 🖫 🔍	•	00:00:0	00:00 00:00:01:00	00:00:02:00	00:00:03:00	00:00:04:00	00:00:05:00
◆ > T Text	Ø	a Ts	SubTitle				

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

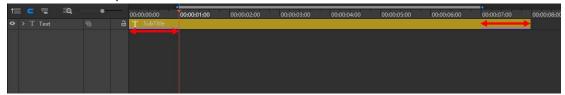


2) If you set the stay area of the template, then when applying the template, the duration of subtitle effect will stay in the defined area, as shown below:

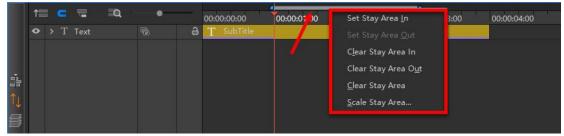
Before scaling, the duration of subtitle sentence is 4 seconds, duration of in/out effect is 1 second, and duration of stay area is 2 seconds.



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.

	Layout	Object	SubTitle	Shader Style	3D Transform	Image
	SubTitle1	a [1	
	SubTitle2	8				
	SubTitle3	a 310	07-145336-0(2)	31007-144303-0	(
÷	+					
B						

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.

EDIL	JS 13		i. – – I	Θ, χ (ì i, i.,	× [* ⊅.	Ċ. <u>/</u> . ₪.
	🛬 🖴 C:		Sequence1				
V A	 ◀ 0.5 Second 2 V 	<mark>,</mark> , ⇔	00:00:00:00	00:00:02:0 , ,	0 00:00:14.00	00:00:06:00	00:00:08:00 00:00:
v	• 1 VA		DT0001				
A ₂ ¹	, 1 Т	~ ا ^ر					

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.

EDI	US 13		-	▙▖┢▅▖曰▖炎톱▕▌▖░▖╳Ľ҉⇒・⊂▖▁▖▚▖T
	🍾 🖴 C:			Sequence1
			=	00:00:00:00 00:00:02:00 00:00:04:00 00:00:06:00 00:00:08:00 00:00:10:
A	 0.5 Second 	- >	_	<u>la calena) e 📶 e 📶 e calena i e calena</u>
	2 V		\$	001 001 001
	•		7	
	1 VA			DT0001
	F		5	
A_2^1	۱.			
	1 T			
		-	4	

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.

	> D D • 🖏 🛃 🖓 • đ								4	00:00:16:22	4	۱ I	\rial							
+ •	- W		Q	¥ *	Ē	\Box	(Ť		۲.	00:00:18:16	ų	۲	t	55	• 6	} ↔	55	-		
		S	ubTd	e Text			In Tin	ne Code	Out	Time Code										
0001	So Hard	For You	1				00:0	0:02:09	00	0:00:03:23	Align	Cei								
0002	You think	So Hard For You 🥖 /ou think it's so hard for you						0:03:23	00	0:00:05:21	Align	Cei								
0003	You moar	n about	the th	nings y	ou do		00:0	0:05:21	00	0:00:07:23	Align	Cei	T							
0004	Well it's g	jonna g	et a li	ttle bit	harder		00:0	0:07:23	00	0:00:11:09	Align	Cei	-							
0005	Cos this t	Vell it's gonna get a little bit harder Cos this train can't go no farther						0:09:17	00	0:00:11:09	Align	Cei								
0006	Since the	Since the day you came on the scene						0:12:16	00	0:00:14:19	Align	Cei								
0007	I've been	treating	g you	like my	queen		00:0	0:14:19	00	0:00:16:22	Align	Cei		1						

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

EDI	US	13			1 T		8 . X	1	Ĩ∎ , X	[<mark>*</mark> ↔ •	₫ - 1	- 🗳 - T.	, 🖸 🖳 📕	s - 🧰 🖽	s e	
	-+-	52	C:			Sequence1										
V A	4	1 Sec	ond	- >	=	00:00:00:00	00:00:04:0	0:00:08	3:00 00:00):12:00 (00:00:16:00	00:00:20:00	00:00:24:00	00:00:28:00	00:00:32:00	00:00:36:
	2 V ▶				Jľ	202310	09-104108-00	01			20	023100 9- 104108	-0001			
v	1 VA			M		DT0001										
A_2^1	•			•4	4											
	1 T			X	4											
	▶ 1	A		•4	đ											

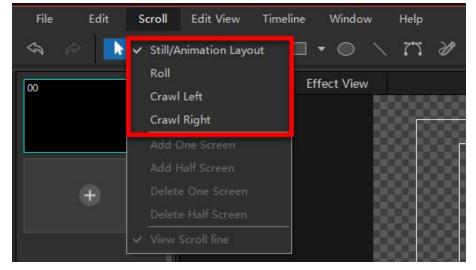
3) The subtitle clip is cut into two independent files. The in point play effect of right subtitle clip is the same with original subtitle clip.

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.

<u>[]</u>		3			Ē	18				
		. 🖄	۵.		ij	œ				
1	•1≣	<u>. †.</u>	≣⁴ו	≣ •1	- 🗐	ē				
F:\01-ZH	HULI\]	音频和文	本\文本\		day Onc	e More.txt*				
			Text			ſ				
when they get to the part										
where h	where he's breaking her heart									
it can re	ally m	l <mark>a</mark> ke me	cry ┥	-						
just like	befor	e.								
it's yeste	erday	once m	ore. 🗲	-						
(shoobi	e do l	ang lan	g)							
looking	bak c	on how i	t was in	years	gone by					
and the	good	times t	hat had							
makes t	A	1000 A.2004 (1915)	0.4545.01.0450	d, 🔶	-					
so much	has (changed	4.							
	1									
	L									
Set Tit	tle	Set Cor	nt. Sele	ect Titl	e Select	t Cont				
Title-Co	ont.	0	Cor	ntTitle	e 0					
ContC	ò	0	Ho	r. Appl	y Ver.	Apply				
Tem				=≎						
The text list in current layout										

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.

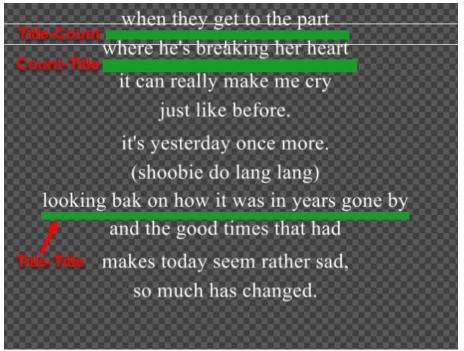
1≣ <u>2</u> ≣1	±1 E≱ - E≱ -
F:\0 -ZHU Create Line by line	e Text Jay Once More.txt*
Text	
when they get to the part	
where he's breaking her hear	
it can really make me cry just like before.	
it's yesterday once more.	
(shoobie do lang lang)	
looking bak on how it was in	years gone by
and the good times that had	
makes today seem rather sac so much has changed.	
so maan nas enangea.	
and the good tin makes today sec so much has cha	te me cry ce more, g lang) now it was in years gone by nes that had m rather sad, inged.
Edit View Effect View	when they get to the part where he's breaking her heart it can really make me cry just like before. it's yesterday once more. (shoobie do lang lang) looking bak on how it was in years gone by and the good times that had makes today seem rather sad, so much has changed.
20300300000	so inden has changed.

2) Text Spacing

In the text editor dialog, set the title-content spacing, content-title spacing, content-content

spacing. Then click on Ver. Apply

and the good times that had							
makes today seem rather sad,							
so much has changed.							
Set Title	Set Cont.	Select Title	Select Cont				
Set Title Title-Cont.	Set Cont.	Select Title ContTitle					
Title-Cont.	15	ContTitle	25				
		ContTitle					

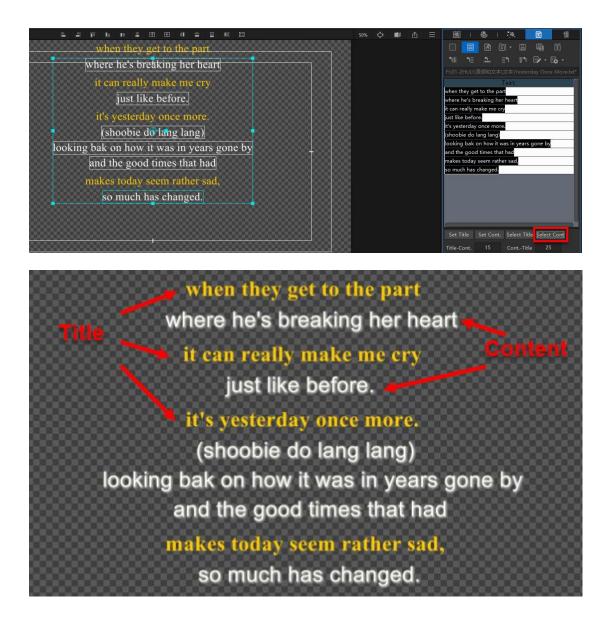


3) Coloring Properties Settings of Content

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

when they get to the part where he's breaking her heart it can really make me cry just like before. it's yesterday once more. (shoobie do lang lang) looking bak on how it was in years gone by and the good times that had makes today seem rather sad, so much has changed.
Image: Second
-> ☑ Face • □ □ □ □
✓ Colour
Color Gradient Quad Grad Bmp Grad
B 2
A 255
Dynamic Texture Strength 100
🗖 Mask 🔲 🗇 Invert Blur 0
V V V V + - ⇒ ▷ ⊗ Q ▲ Q

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:



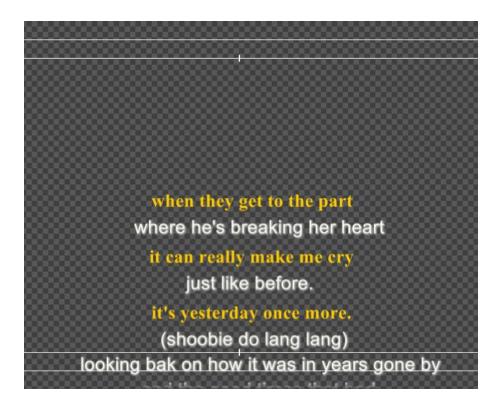
5.3. Properties Settings of Roll

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.

9 6	1 24 1	T 11					
Start 💲		00:00:01:00					
<u> </u>	Stay Time	00:00:01:00 🔥					
·	Head Pos	0					
End C 💲	Effect Time	00:00:01:00					
	Stay Time	00:00:01:00					
	Tail Pos	2004					
Custo ‡	Total Time	00:00:10:00					
🗆 Loop	Loop Space	00:00:00:00					
🗌 Speed down	Speed down	00:00:02:00					
🗆 Liner !	Ruler						
Left 0	Right						
Top 0	Bottom						
ScrollArea	Ruler	Full					
Left 0	Right	1919					
Top 0	Bottom	1079					
Head Fade Pixel 25							
Tail Fade Pixel 25							
🗆 Mask 🐹	🗌 Invert 🛛 Bl	lur 0					

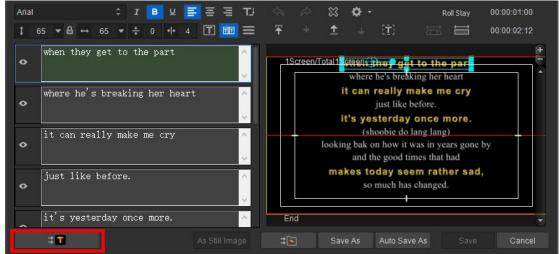
5.4. Save Roll to NLE System

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

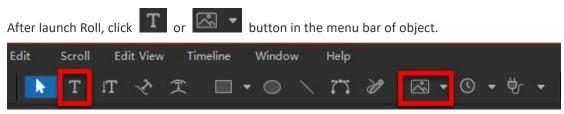


5.5. Modify the Roll

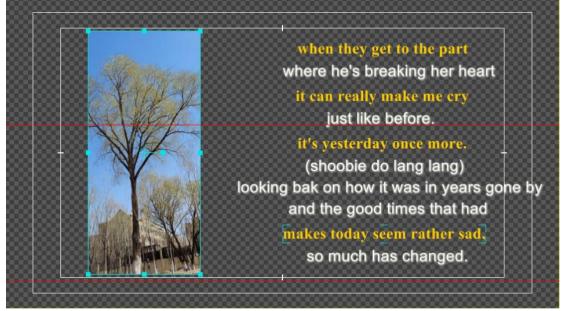
If you need to modify the roll, you can do it in the same way you modify titles. If you need to edit more functions, you can click the highlighted button to enter the main program of VisTitle to edit.



5.6. Create General Roll



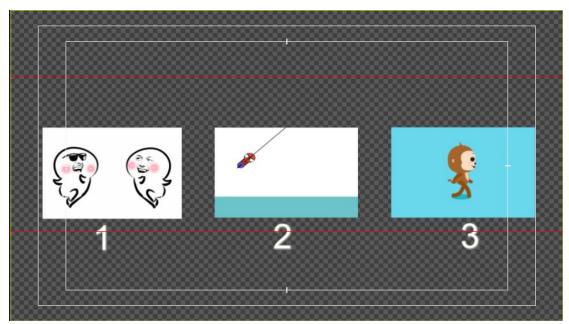
Create objects in the editing area as shown below. Set the objects in right position.



Click "Add One Screen" button in the Scroll menu.

File Edit	Scroll Edit View Timeline Window Help	
SA @	Still/Animation Layout 🔲 🔻 🔘 🛝 🎊 🖾	• @
1 th such as the second s	Crawl Left Crawl Right	
01	Add Half Screen Delete One Screen Delete Half Screen View Scroll line	

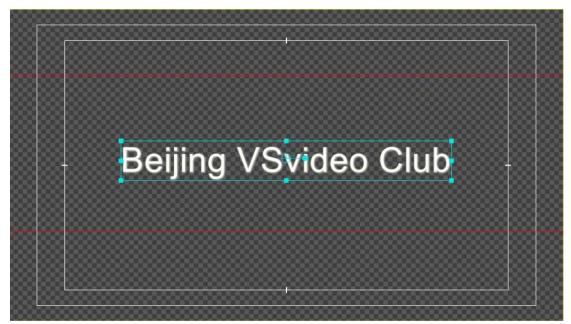
Create text or objects in the next screen as shown below.



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



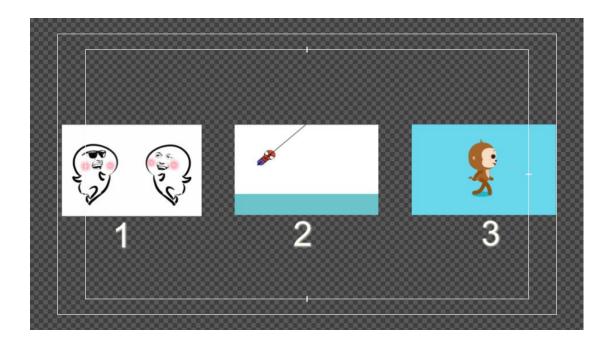
Click "Add a Screen" button, create text, and click shortcut key "C" to center the content.



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

	3- - : *	ξ	Ē	18
Start	Effect		00:00:01:	00
	Stay		00:00:01:	00
	Hea	id Pos	0	
End C	€ Effect		00:00:01:	00
	Stay	y Time	00:00:01:	00
	Τa	ail Pos	2004	
Custo	‡ Tota	l Time	00:00:10:	00
🗆 Loop		Space	00:00:00:	00
		Count		
🗆 Speed dow	n Speed		00:00:02:	00
🗌 Liner				
Left (Right		
		ottom		
ScrollArea		Ruler	Full	
Left ()	Right	1919	
Top () Bo	ottom	1079	
Head Fade Pixe	I 25			
Tail Fade Pixel	25			
🗆 Mask 🕅	🗱 🗆 Inv			

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

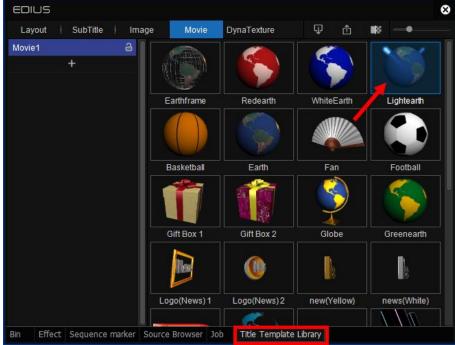


Chapter Six Apply Movie File

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.

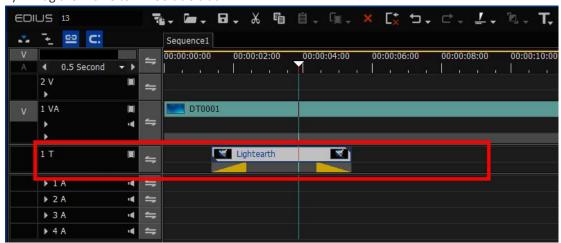
6.1. Apply Movie File in EDIUS

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.

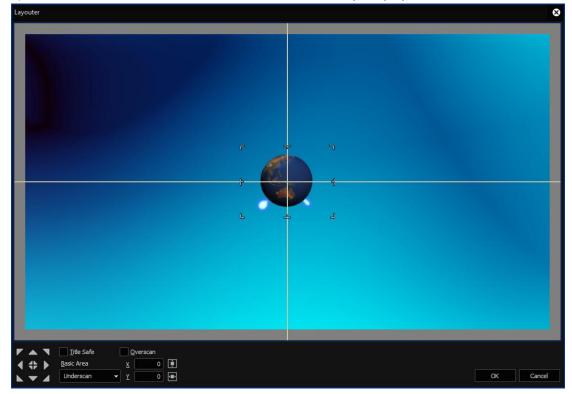
2) Drag the movie to EDIUS title track.



The effect should be like this:



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

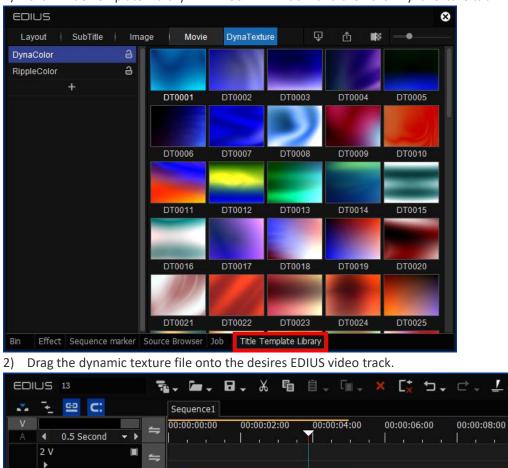


Chapter Seven Apply GPU Dynamic Texture

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.

EDI	US 13		-	- 6		۵	÷	χı	1		, C _{iii}		×	۲ *	ţ	-			1	•	۳.,	
	🔁 😫 C:			Seque	ence1																	
V	↓ 0.5 Second		đ	00:00:	00:00		00:00	0:02:0	0	00:	00:04:	00	00: 	:00:0	6:00		00:0	0:0	8:00		00:0	0::
	2 V	M	4				<u>.</u>															
v	1 VA	# ۲	ł		DT00	01																
	1 T		4																			

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



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.

00:00:00	00:00:01:00	00:00:02:00	00:00:03:00	00:00:04:00
🗓 Group				Ŷ
	Rectangle			
			• •	•
	T Please Inp	ut Text		
•	n Effect	+ Stay Are	ea Out El	fect

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:

00:00:00:00	00:00:01:00	00:00:02:00	Set Stay Area <u>I</u> n	00:00:04:00
C Group	Rectangle		Set Stay Area <u>O</u> ut Clear Stay Area In Clear Stay Area O <u>u</u> t	<u>•</u>
	T Please	Input Text	Clear Stay Area	
Right	-click		<u>S</u> cale Stay Area	

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:

00:00:00:00	00:00:01:00 00:00:02:00	Set Stay Area <u>I</u> n	00:04:00
🗓 Group	_	Set Stay Area <u>O</u> ut	
		C <u>l</u> ear Stay Area In	-
		Clear Stay Area O <u>u</u> t	
	T Please Input Text	<u>C</u> lear Stay Area	
		<u>S</u> cale Stay Area	

After adding stay area, it will be like follows:

00:00:00:00	00:00:01:00	00:002:00	00:00:03:00	00:00:04:00
🗓 Group				Ŷ
	💻 Rectangle			
				•
	T Please I	npu ^r Text		
	Sta	iv Area		

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.

ED	IUS 13		▙▖┣▖▐▌,▓▕▋▕▋▖▝▓▖▓▕▌▖	<u>.</u> . 🖻
	🔁 😫 C:		Sequence1	
V A	 ✓ 1 Second 2 V ✓ 	••) ⇔		0:00:56:00
v	1 VA			
	1 T	■ =	New Duration	

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

Arial		
NAME www.hkvisdom.com	~ ~	+ New Duration
		PAR Average and a second secon
: 1	As Still Image	Save As Auto Save As Save Cancel

- 3) Click button in the editor dialog to scale the stay area of the template.
- 4) Save and exit to EDIUS as follows:

EDI	US	13			i - 🗖	- 6	• %	fi 🗎	÷ [#	- ×	E Ľ	ţ,	□, •		۲.	Т.	G
	+-	52 C:			Sequen	ce1											
				-	36:00	00:00:4	40:00	00:00:44:	00 0	0:00:48	:00	00:00:5	2:00	00:00:	56:00	00:01	00:
	4	1 Second		ľ				1						Y.			
	2 V		M	4				20	23100								
v	1 VA		.4	-													
	•													4			
	1 T			=													

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.

ED	IUS 1	3		Ţ	i - 🗀	. 8.	Ж	r _{li}	İ .	ſ∭ .	х	\mathbb{L}_{x}^{*}	₽.	¢,	<u>!</u> .
	-	S C			Sequen	ce1									
V	•	1 Second	-)	ŧ	36:00	00:00:40:	00	00:00:• .	44:00	00:00	0:48:0	0	00:00:5	52:00	00:00
	2 V		×	=					202310	09-1410	28-00	00			
v	1 VA) - 4	JI.											
_														1	
	1 T		M	÷										<u>.</u>	

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

Creation and Application of Absolute Time Code of 8.3. **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:

Cur 00:00:06:10 In --:--:--Out --:--:-- Dur --:--: Ttl 0 П **!** . . - ↓ + + ▶ - C EDIUS 13 🚣 🖕 🐂 T, 🖻 🖭 🛃 📖 + 92 C: Sequence1 :00:00:00 00:00:16:00 00:00:32:00 00:00:08:00 00:00:12:00 0:00:24:00 00:00:28:00 1 Second . . 2 V SubTitle 1 VA DT0001 . T EDIUS Subtitle Editor - C:\Users\w\Documents\edius\13\title\20231009-104108-0001.vtsubtle 白 向・風 品 🖓・仏・ 4 4. ▶ 1 A . 19 -▶ 3 A 0001 So Hard For You 00:00:02:09 00:00:03:23 Align Ce ▶ 4 A -You think it's so hard 00:00:03:23 0003 You moan about the things you do 00:00:07:23 0004 Well it's gonna get a little bit harder 00:00:07:23 00:00:11:09 Align Ce Align Ce 0005 Cos this train can't go no farther 00:00:11:09 0006 Since the day you came on the sce 00:00:12:16 00:00:14:19 Align Ce

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.

EDI	US	13		1	. .	₿. Ū∭.	×	C* 5	. C.	<u>!</u> .	. E	r. 🖻		-		
	-+-	92 C:			Sequence1											
V		2012 A 101 A		-	00:00:00:00 00:00:04:00	00:00:08:00	00:00):12:00	00:00:16	:00	00:00:20:00	00:0	0:24:00	00:00	:28:00	0:00:32:00
A	₹ 2 V	1 Second				20231009-10	4108.000	1 1	1 1 1		<u> , , </u>	÷-			l	
	2 V			4		20231009-10	+106-000	1	_	_	_	_				
v	1 VA				E DT0001											
	١.		-4	5												
A ₂ ¹						T EDIUS S	Subtitle E	ditor - C:\U	sers\w\Doc	uments	edius\13\title	20231009	-104108-0	001.vts	ubtle*	
	1 T			≒				b òr		2	₽-₫			4	00:00:08:	19 🕂
	▶ 1	A	•4	ł		+ -	- 1	n 0	0.1	¢ - 1	Č - Д	e7		F	00:00:10:0)8 🦊 🚺
	▶ 2	A		=				30-90.	SubTitle	Text	20112 10.553	In Ti	me Code	e Out	Time Cod	e
	▶ 3	A		4		0001	So Ha	rd For Yo				-	00.08.19		0:00:10:08	and a second sec
	▶ 4	А	•4	\$		0002	You thi	nk it's so	hard for	you		00.	00.10.00	2	0.00.12.00	
						0003	You mo	ban abou	t the thin	gs you	ı do	00:	00:12:00	5 00	0:00:14:08	Align Cer
						0004	Well it	s gonna	get a little	e bit ha	arder	00:	00:14:08	3 00):00:17:19	Align Cei

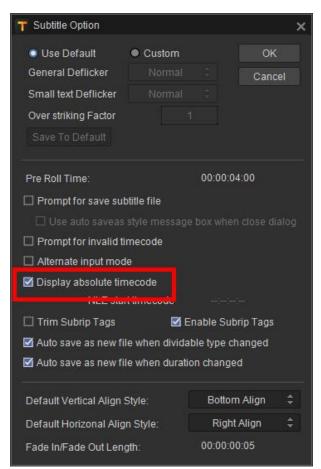
8.3.2. Apply in EDIUS NLE System

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:

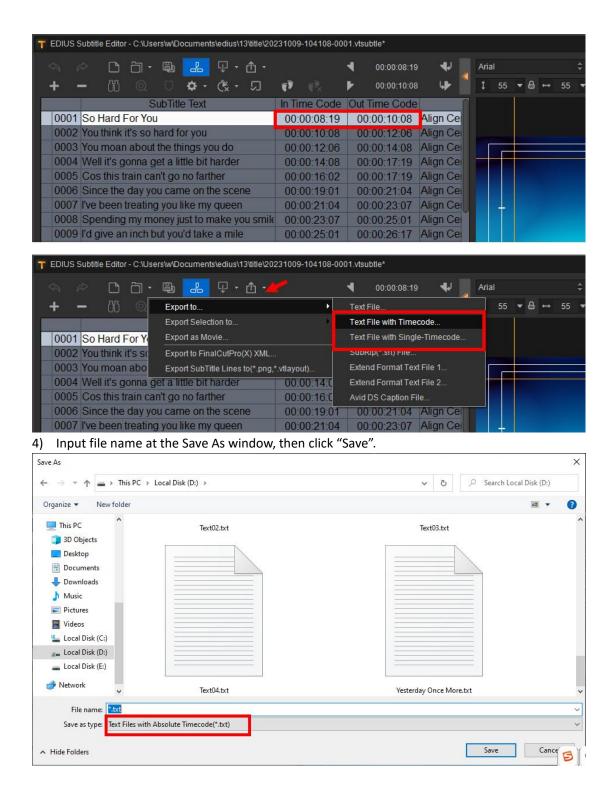
	-	59 C:			Sequence1							
V A	4	1 Second	- >	ŧ	00:00:00:00 00:00:04:00	00:00:08:00	00:00:12:00	00:00:16:0	00 00:00:20:00	00:00:24:00	00:00:28:00	00:00:32:00
	2 V			4		20231009-104	108-0001					
v	1 VA				DT0001							
	×.		•4	Ŧ								
						T EDIUS S	Subtitle Editor - C:	Users\w\Docur	ments\edius\13\title\20	231009-104108-00	001.vtsubtle*	
	1 T			\$		4		• 🖏 🗖	- ① - ① -		• 00:00	:02:09 📢
	▶ 1	A	ı¢	Jî		+ •	- 8 0	0 4	⊁ - ĝ- IJ	₹7 <u>₹</u> %	▶ 00:00	:03:23 🕨
	▶ 2	A	•4	5				SubTitle le	ext	In Time Code	Out Time O	ode
	▶ 3	A	•4	=		0001	So Hard For			00:00:02:09	00:00:03	and the second se
	▶ 4	A	•4	\$			You think it's s		ou	00:00:03:23		
						0003	You moan abo	but the thing	s you do	00:00:05:21	00:00:07	23 Align Cel
						0004	Well it's gonn	a dot a little	hit hardor	00:00:07:23	00:00:11	:09 Align Cel

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.



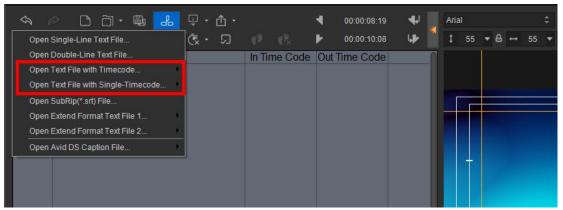
Note: VisTitle can obtain start time code of EDIUS timeline automatically. You don't have to set NLE start time code manually.

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.

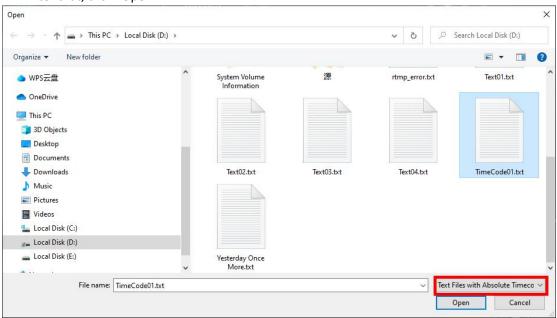


8.3.2.2. Application of Absolute Time Code

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.

	C	ur 00:00:08:19 In:: Out:: Dur: Ttl 00:01:14:14	
		¶↓₽↓ ■ ◀◀ ◀►ኑ ፦ ⋤↓∦- +∐ ⊢∐↓ [☆	Bin Effect Sequen
EDIUS 13	1	🔐 🖆 🖬 . X 🖷 📋 . 🗽 X . 🖾 th. ct. 🚛 N. T. 🖄 🗷 💁 🖬 🐼	I.
🗠 🔁 🖴 😋		Sequence1	
V A ◀ 1 Second ▼ ▶		00:00:00:00 00:00:04:00 00:00:08:00 00:00:12:00 00:00:16:00 00:00:20:00 00:00:24:00 00:00:28:00 00:0	0:32:00 00:00:36:00
2 V 📓	⇔	20231009-104108-0001	
V 1 VA 🔳		DT0001	
A ¹	4		
1 T		T EDIUS Subtitle Editor - C:/Users\w/Documents\edius\13\title\20231009-104108-0001.vtsubtle	*
	\$		0:00:08:19 🛛 🐳 📗
▶1A •4	J,	• 4 約 👣 C + 3) 🖓 - 4 🗍 – +	0:00:10:08 📭 🎽
▶ 2 A · · •	\$	SubTitle Text In Time Code Out Tim	e Code
► 3 A · · •	≒		0:10:08 Align Ce
▶ 4 A • ◀	\$):12:06 Align Cei
		0003 You moan about the things you do	

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.
- 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.

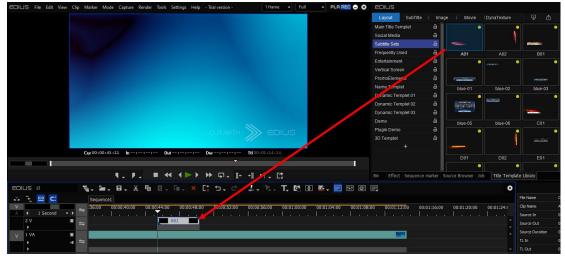
Arial 🗘 I 🖪 🗵 🧮 🚍 🗔 T2 🔩 🔗 💥 🌣 -	
	60:00:01:11
► NAME	
www.hkvisdom.com	
	+
www.hvisidom.com	
	As Save Cancel

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.

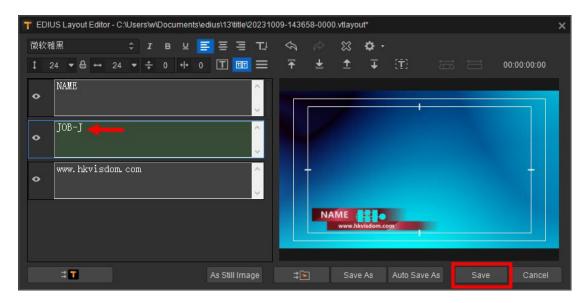
Next, we will introduce how to apply Save As function of VisTitle in NLE systems.

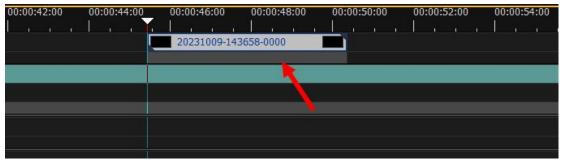
8.4.1. Apply Save As in EDIUS NLE System

 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.



 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.

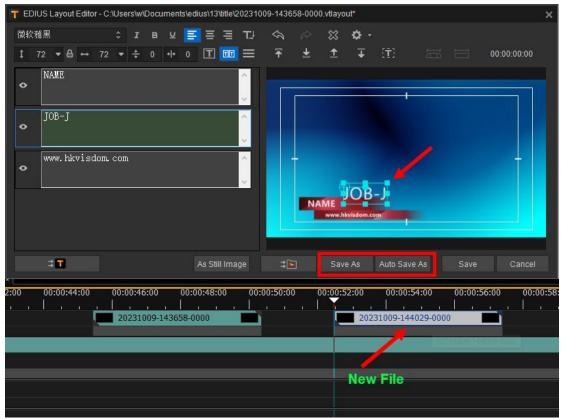




3) Copy the title and paste it to a different position on EDIUS timeline. At this time, the two titles are the same.

00:00:44:00	00:00:46:00	00:00:48:00	00:00:50:00	00:00:52:00	00:00:54:00	00:00:56:00	00:00:58:00	00:01:
	20231009-143	658-0000		202	31009-143658-000			
					-			

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.



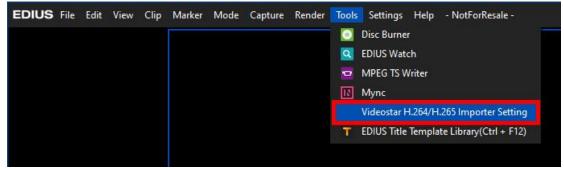
Note: if you select "Save" after modification, then two titles will be the same with new content.

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.

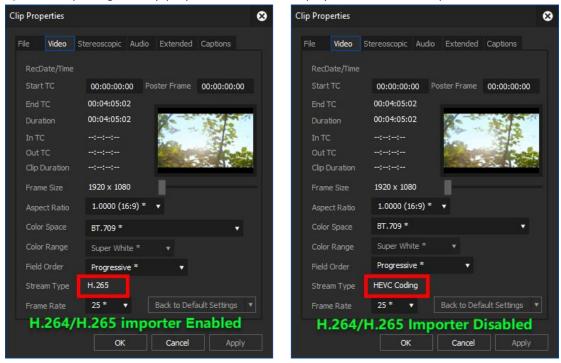


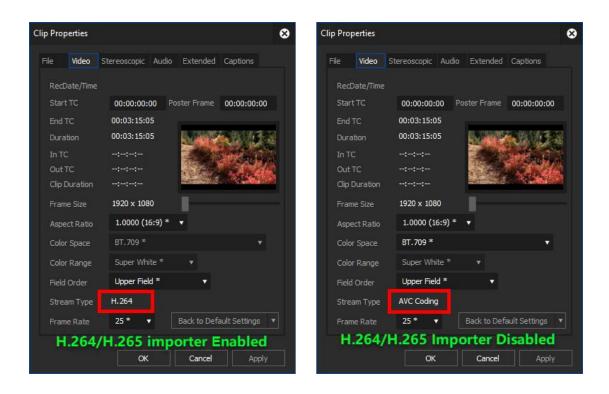
2) Check "Enable H.264 Importer" and "Enable H.265 Importer" as needed. GPU acceleration is selected by default. You can modify the decoder settings, and click "OK" button.

Videostar H.264/H.265 Importer Setting X				
Enable S3 Protocol X	ML Description File Importer			
	🗹 Enable H.264 Importer			
	🗹 Enable H.265 Importer			
	☑ Only Support To Decode H.264 And H.265			
File Format	√ .mp4			
	vom. 🗹			
H.264/H.265 Decoder	Auto Select(DXVA GPU Acceleration) 🛛 🗸			
	Attention: Settings changed, please restart Edius.			

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.





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.

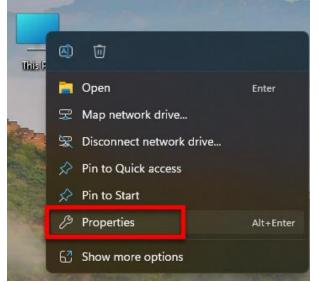
2) While applying dynamic texture, the dynamic texture rendering turns out to be blank or incorrect.

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.

System > About
ZL-Win11 System Product Name
① Device specifications
Device name ZL-Win11 Processor Intel(R) Core(TM) i7-3770 CPU @ 3.40GHz Installed RAM 32.0 GB Device ID 4638BFC6-1D25-4CD6-9A82-8C56FD5D0A07 Product ID 00330-80000-00000-AA581 System type 64-bit operating system, x64-based processor Pen and touch No pen or touch input is available for this display Related links Domain or workgroup System protection
Click "Environment Variables" button in the System Properties interface.
Computer Name Hardware Advanced System Protection Remote You must be logged on as an Administrator to make most of these changes. Performance Visual effects, processor scheduling, memory usage, and virtual memory Settings
User Profiles
Desktop settings related to your sign-in Settings
Startup and Recovery System startup, system failure, and debugging information Settings
Environment Variables
OK Cancel Apply

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

Variable	Value			
OneDrive	C:\Users\Administrator\OneDrive			
Path	$\label{eq:c:Users} C: Users \ Administrator \ AppData \ Local \ Microsoft \ Windows \ Apps;$			
TEMP	C:\Users\Administrator\AppData\Local\Temp			
TMP C:\Users\Administrator\AppData\Local\Temp				
	New Edit Delete			
	Value			
Variable				
Variable OS	Value			
Variable OS Path PATHEXT	Value Windows NT C:\Windows\system32;C:\Windows;C:\Windows\System32\Wbem; .COM;:EXE;.BAT;.CMD;.VBS;:VBE;JS;JSE;:WSF;.WSF;.MSC			
Variable OS Path PATHEXT PROCESSOR_ARCHITECTURE	Value Windows NT C:\Windows\system32;C:\Windows;C:\Windows\System32\Wbem; .COM;:EXE;.BAT;.CMD;.VBS;:VBE;JS;JSE;:WSF;.WSF;.MSC AMD64			
Variable OS Path PAIHEXT PROCESSOR_ARCHITECTURE PROCESSOR_IDENTIFIER	Value Windows NT C:\Windows\system32;C:\Windows;C:\Windows\System32\Wbem; .COM;:EXE;.BAT;.CMD;:VBS;:VBE;JS;JSE;:WSF;:WSF;:MSC AMD64 Intel64 Family 6 Model 58 Stepping 9, GenuineIntel			
stem variables Variable OS Path PATHEXT PROCESSOR_ARCHITECTURE PROCESSOR_IDENTIFIER PROCESSOR_LEVEL PROCESSOR_LEVEL	Value Windows NT C:\Windows\system32;C:\Windows;C:\Windows\System32\Wbem; .COM;:EXE;.BAT;.CMD;:VBS;.VBE;JS;JSE;:WSF;:WSH;.MSC AMD64 Intel64 Family 6 Model 58 Stepping 9, GenuineIntel 6			
Variable OS Path PAIHEXT PROCESSOR_ARCHITECTURE PROCESSOR_IDENTIFIER	Value Windows NT C:\Windows\system32;C:\Windows;C:\Windows\System32\Wbem; .COM;:EXE;.BAT;.CMD;:VBS;:VBE;JS;JSE;:WSF;:WSF;:MSC AMD64 Intel64 Family 6 Model 58 Stepping 9, GenuineIntel			

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.

%SystemRoot%\system32	New
%SystemRoot%	I VEVV
%SystemRoot%\System32\Wbem	Edit
%SYSTEMROOT%\System32\WindowsPowerShell\v1.0\	
%SYSTEMROOT%\System32\OpenSSH\	Browse
C:\Program Files (x86)\QuickTime\QTSystem\	
C:\VisTitle	Delete
	Move Up Move Dow
	Edit text

4) Antivirus software warns about suspicious program.

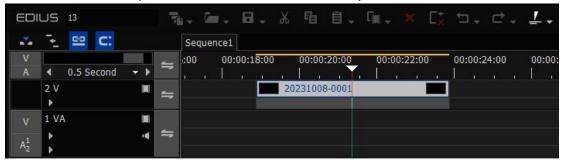
To protect the copyright, the program of VisTitle is encrypted. The encryption codes might be regarded as virus or auspicious program by antivirus software. If it happens, please choose to trust VisTitle program (VisTitle.exe). Normally, we will submit our program to 360, Kingsoft and other antivirus 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.

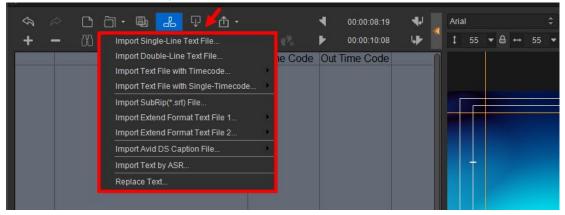
2) When you create a title on the timeline of EDIUS, the timeline ruler will jump to the middle of the new-built clip. This is EDIUS default behavior, and you can't work around it.



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]

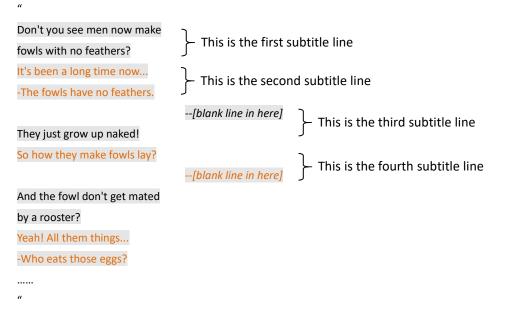
Customer import it to VisTitle subtitle editor, and record the time code in EDIUS timeline, then export video with subtitle. This format is very rare used.

[Format]

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

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]



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

Subtitle number Start time --> End time Text of subtitle (one or more lines) Blank line^{[10][11]}

SubRip .srt file example

1 00:00:20,000 --> 00:00:24,400 Altocumulus clouds occur between six thousand 2 00:00:24,600 --> 00:00:27,800 and twenty thousand feet above ground level.

[Format]

[Subtitle number] [Start TC] --> [End time] [Text of subtitle (one or more lines)] [Blank line]

[Sample]

"

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]

u

Please reference this weblink:



[Format]

[Consecutive subtitle number][TAB][Start TC][Tab][End time] [Text of subtitle (one or more lines)] [Blank line]

[Sample]

u

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...

Extend Format Text File 2

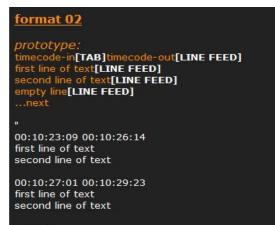
It is a text file with start TC and end TC, and formatted with some rules. VisTitle support this format according to suggestion from customer in European.

[Purpose]

u

Please reference this weblink:

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



...next

[Format]

[Start TC][TAB][End time] [Text of subtitle (one or more lines)] [Blank line]

[Sample]

u

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	Ctrl +F12 or Ctrl+Shift+F12	Only works when connected			
Library		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	Т				
Subtitle Entry Point	1	Must click on the line to be			
Modulations on Timeline		modified in the timeline.			
Subtitle Exit Point	0	Must click on the line to be			
Modulations on Timeline		modified in the timeline.			
Offset All Subtitle Sentences	J				
Record Subtitle	Space-bar, Enter, Alt				
End Recording	ESC				
Pause from Recording	К				

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	Alt+ Shift + S				
Dynamic					
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	Ctrl + Tab				
Timeline Window					
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				
Сору	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	Ctrl + I	
Timeline Ruler		
Align Out Point to the	Ctrl + O	
Current Timeline Ruler		
Add a Frame to the Out Point	К	
of the Object		
Delete a Frame from the Out	J	
Point of the Object		
Add a Frame to the Out Point	Ctrl + K	
of the Effect		
Delete a Frame from the Out	Ctrl + J	
Point of the Effect		
Move the Key Frame Forward	Shift +.	Must select corresponding
Move the Key Frame	Shift +,	key frame or effect.
Backward		
Move the Effect Backward	Ctrl + .	
Move the Effect Forward	Ctrl + ,	
Move the Objects Backward	•	
Move the Objects Forward	7	
Expand Track	E	
Move to Last Level	Ctrl + Home	Supports multiple targets
Move to Top Level	Ctrl + End	operations, with reverse
Move Down a Level	Ctrl + Page Up	sequence to the layers in
Move Up a Level	Ctrl + page Down	editing area.
Last Frame	Shift + End	
First Frame	Shift + Home	
Select the Next Key Point of	Down	The in/out point is a key
Objects		point.

Select the Previous Key Point	Up	
of Objects		
To the Out Point of Selected	Ctrl + Right	When multiple objects are
Object		selected, in point should be
To the In Point of Selected	Ctrl + Left	the minimum one, and the
Object		out point should be the
		maximum one.
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	Shift + Page up	
Point		
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	Μ	
Set In Point	I	
Set Out Point	0	
To Out Point of Selected	Ctrl + Right	
Object		
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
Paste	Ctrl + V	effect, and Ctrl + V creates a
		new effect.
Paste All	Ctrl + Shift + V	
Copy All	Shift + C	
Cut	Ctrl + X	
Сору	Ctrl + C	
	Editing View	
Delete	Delete	
<u> </u>	I	1

Play	Space	
Center Pivot	Ctrl + M	
Establish String	F2	Apply to create text quickly.
Start Guidance Line	G	
Automatically		
Ruler	Tab	
Origin Media Object	0	
Transparency Tool	Α	Only works in effect editing view.
3D Rotation Tool	R	
3D Scale Tool	S	
3D Movement Tool	т	
3D Selecting Tool	Μ	
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	1	
Align Bottom	Shift +]	
Align Top	Shift +[
Align Right]	
Align Left	[
Horizontally Center Screen	Н	
Vertically Center Screen	V	
Center Screen	С	
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	
Сору	Ctrl + C	
Make Path-group	Ctrl + P	

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