

Help File Authors

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The Crew

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Line Art Image

Line art images contain areas of solid black and white pixels.

Halftone Image

Halftone images contain black and white pixels arranged in a pattern to simulate grayscales.

Copy


The section of the image you have selected has been copied to a temporary file and will remain stored there until another copy operation is performed.

Copy to Clipboard

The section of the image you have selected has been copied to the Windows Clipboard. The copied area can now be pasted to any application supporting the Windows Clipboard function.

Drag and Drop

With this function you can move one or more files or items to another window or frame quickly by selecting them and then dragging them to their new destination.

When dragging an item, the mouse cursor will change to the  or



symbol to indicate that the item can be dropped onto the current location. If the mouse cursor turns to the



symbol, the item cannot be dropped onto the current location.

Selection with the mouse

The File Selector Window displays files in a small size so that you can easily select the files you want to include in a presentation. Files can be selected the same way the Windows File Manager works.

OK

Press the "OK" button to accept the current settings.

OK

Press the "OK" button to finish working with the current dialog.

Done

Press the "Done" button to finish working with the current dialog.

Cancel

Press the "Cancel" button to undo the settings made or to leave the dialog.

Help

This option shows the program's Help file index.

Info

This button shows the program information window containing copyright information and the version number for the actual program.

Power

Press the "Power" button to close the program window.

Exit

Press the "Exit" button to close the program window.

Password

When the check box beside Password is selected, the screen saver can only be de-activated when the correct password is entered in the text box.

Password

The Password button is used to access the Windows password dialog box.

Enter your personalized password and click on OK. To de-activate the screen saver you must enter this password when prompted by the dialog box to do so.

Add

The Add button is used to include a new item to the play list.

Add

The Add button is used to include a new transition to the play list.

Delete

Delete is used to remove the selected items from the play list.

Delete

Delete is used to remove the selected transition from the play list.

Edit

Edit is used to change the settings of the selected item.

Rename

Rename is used to rename the selected item of the play list.

Back Button

This button allows you to set the red positioning bar back one step.

Pause Button

Pressing this button halts the selected media. Press the Pause button again to continue.

Stop Button

Pressing this button stops the selected media.

Stop Button

Pressing this button stops the preview.

Play Button

Pressing this button plays the selected media from the current position indicated by the red bar of the Control Area.

Play Button

Pressing this button plays all transitions from the current position indicated by the highlighted entry of the play list.

Forwards Button

This button allows you to preset the red positioning bar.

File Information Area

This area shows the name and path of the selected media file.

File Information

Displays information about the selected media file.

Play List Area

This area shows all entries of the current play list.

Play List Area

This area shows all entries of the current play list. The individual transitions are used as intermediate steps to create the final video.

Display Order

The Display Order list box is used to select the order in which the items of the play list are displayed when the program is active. The following options are available:

Forward: Displays items in numerical order - i.e. starting with number 1.

Reverse: Displays items in reverse order - i.e. starting with the last item.

Play Order

The Play Order list box is used to select the order in which the items of the play list are played when the program is active. The following options are available:

Forward: Plays items in numerical order - i.e. starting with number 1.

Reverse: Plays items in reverse order - i.e. starting with the last item.

New

Clicking on the New button creates a new play list.

Play List

This window shows all entries in the current play list.

Open

Open is used to load an existing play list from the hard disk drive.

Save

The Save button is used to save the current play list to the hard disk drive.

Save as

The "Save as" button is used to save the current play list to the hard disk drive.

Top

The Top button moves an item in the play list window to the top of the list.

Up

The Up button moves an item in the play list window one step upwards.

Down

The Down button moves an item in the play list window one step downwards.

Bottom

The Bottom button moves an item in the play list window to the bottom of the list.

Loop

The "Loop" control is used to play a selection continuously until it is manually stopped.

Sound

The "Sound" control is used to turn the sound on or off.

Screen Mode

The "Screen Mode" control is used play a selection in full screen mode or in the program window.

Step Back

This button allows the track number to be set back one step.

Step Forward

This button allows the track number to be set forward one step.

Track

This display shows the current track.

Time

This display shows the actual time of the current track.

Name

This display shows the name and path of the current media file.

Preview Area

This area shows a preview of the selected video.

Preview Area

This area shows a preview of the current transition.

Start

The "Start" button is used to create a video based on the current settings.

1. Click on the "Start" button on the Control panel.
2. A dialog will appear showing the progress in the creation of the video.

Info

The Info button is used to display information on the selected video.

Start Offset

This option allows the starting point within the selected video to be set.

End Offset

This option allows the end within the selected video to be set .

Duration

This option allows the duration within the selected video starting with the Start Offset to be set.

Video Control Area

This area shows offsets, duration and the current position within the selected video. Set the red bar to the position you want to see.

Video Control

This control allows you to change offsets and the duration within the selected video. Use the mouse to move or resize the Video Control.

Back Button

This button allows you to set the red positioning bar back one step. The red bar can be set in 25 steps.

Pause Button

Pressing this button halts the selected video or animation. Press the Pause button again to continue.

Stop Button

Pressing this button stops the selected video.

Play Button

Pressing this button plays the selected video from the current position indicated by the red bar of the Video Control Area.

Forward Button

This button allows you to preset the red positioning bar. The red bar can be set in 25 steps.

Set Start

Pressing this button sets the starting point while playing the selected video.

Set End

Pressing this button sets the end point while playing the selected video.

Test

Pressing this button allows you to watch the edited sequence of the selected video.

Replace

This option allows the selected video to be replaced with a new one.

Preview Area

This area shows a preview or the the edited sequence of the selected video. It is also used to set the size and position of the selected video.

Preview Area

This area shows a preview of the selected video.

Display Size

The Display Size is used to change the size of the selected video. Use the Custom option and the Preview Area to set the video to any arbitrary size.

Preview

This area shows a preview of the currently selected video frame.

Open

The Open command is used to load a new video file.

Type

Allows you to choose the image type, either full color or 256 colors, in which the actual frame will be saved.

Frame Number

This text edit box shows the number of the currently selected video frame. Type a number to get the desired frame or use the frame selector below to browse through the video.

Frame Selector

The frame selector is used to select a frame while stepping through the video. The selected frame is shown in the Preview area.

Image Type

Allows you to choose the image type in which the wallpaper will be saved.

The following types are supported:

16 Colors, 256 Colors and True Color

Image Type

Allows you to choose the image type in which the image will be saved.

The following types are supported:

256 Colors and True Color

Image Size

Determines the image size in which the wallpaper will be saved. Use Aspect Ratio to keep the original proportions of the video frame.

Export

The Export button is used to add a video frame to the Files Available list in the main window. Selected files will be saved into the Windows directory in the BMP file format in the size and image type selected. The converted images can now be selected from the Files Available list box for inclusion in the Wallpaper list.

Import

When the Import button is activated, a dialog box will appear on the screen where video frames can be converted for use as wallpaper.

Image Type

Allows you to choose the image type in which the video will be saved.

The following types are supported:

256 Colors and True Color

File Type

Allows you to choose the file type in which the video will be saved.

The following types are supported:

Video for Windows (AVI)

Image Size

Allows you to choose the image size in which the video will be saved.

Frames

Allows you to choose the number of frames in which the video will be saved. The more frames are being chosen, the smoother will be the resulting morph effect.

Frames

Sets the number of frames per second for the final video. The higher the number of frames per second, the smoother the video will appear when it is played back.

Preview

This area shows a preview of the currently selected video morph.

Display Image

This option lets you watch the transformation of the image while previewing the morphing process. If this option is swwitched on, you will get a clear preview of the morphing process. However, this option is very time consuming.

Display Mesh

This option lets you watch the transformation of the area settings while previewing the morphing process.

Size

The size of the video is displayed here. Select a standard size or the "Custom" setting.

Aspect Ratio

The "Aspect Ratio" check box is activated when "Custom" is selected. The aspect ratio can be maintained or by deactivating the check box, any size can be entered in the text box.

Frames per Second

The number of frames per second for the preview video is displayed here. The default value is 15 frames per second. A faster video preview can be made when the number of frames per second is set to a low number (e.g. 5).

Frames per Second

Sets the number of frames per second for the final video. The maximum number of frames per second is 30.

Create temporary file

When selected, the video preview will be written into a temporary file.

Selected Area

This list box is used to select the area for the video file - either the complete project or the selected area only. To check the effect of a short sequence in a video, the setting "Selected Area" should be used.

Project Name

Displays the name of the project file. When a new project is opened, the Construction window (Untitled) will automatically appear.

Time Line

When creating a new video file, the time line is used to accurately place media files in the various tracks on the Construction window. The scale displayed on the time line is the current setting displayed in the "time scale" list box. If the current scale is set to "1 frame", then a single frame will be displayed between two points on the time line; if the current scale is set to "15 frames", then 15 frames will be displayed together as a single frame on the time line. The time line is a very useful when editing a video file.

Preview Area

A selection can be made for the video preview in the preview area.

Video Tracks

The video tracks are used for video, animation, and image files.

Transitions Track

The transition track is used for transition effects between video track 1 and video track 2.

Text Track

The text track is used to display the text which was created in the text window.
Hier legen Sie den Text ab, den Sie im Textfenster erzeugt haben.

Audio Tracks

The audio tracks are used for audio files.

Frequency Curve

The frequency curve of a sound file is displayed in the blue area on the top half of the sound track.

Volume Control

The volume of a sound file can be modified in this area of the sound track. To change the volume, click on the thin line running through the middle of this area. A square will appear which can be dragged up or down to adjust the volume accordingly.

Time Scale

This list box is used to select the time scale for the time line. Settings ranging from 1 frame to a maximum of 1 minute can be made. The default setting is 2 seconds. The selected scale is displayed on the time line on the top of the Construction window.

Scroll Bars

Click on the scroll bars or on the scroll arrows to move the display in the Construction window to the left or to the right.

Compression

Select the desired compression method from the list box.

Quality

The quality value supported by the compression method is displayed here.

Key Frames

The number of key frames supported by the selected compression method is displayed here. For example, if 15 is displayed in the text box, the complete frame will be compressed and saved every fifteenth frame. Only the changes in the following 14 frames in relation to the key frame will then be compressed and saved in the video file.

Color Depth

The color depth supported (8, 16 or 24 bit) is dependent on the selected compression method.

Half Frames

This function is supported only by hardware which can split the lines in a video image in even and odd lines (half frames). The result is a doubling of the number of frames in the video creating a very smooth effect.

First Line

Selection box for half frames. If the setting "Even Lines" is selected, then the first half frame will contain even lines and the second half frame the odd lines.

Background

This option allows you to choose the background color of the text.

Foreground

This option allows you to choose the color of the text.

Face Color

This option allows you to choose the color of the front side of the text.

Side Color

This option allows you to choose the color of the sides of the text.

Text

This field allows you to edit the text. The text can be as long as 512 characters and allows carriage returns. Carriage returns can be entered by typing in Ctrl+¶ or Ctrl+m.

Text

Text can be entered and edited in the text field. Text blocks can contain carriage returns which can be created by using the keyboard combinations Ctrl+¶ or Ctrl+m.

Sample

This field shows a preview of what the text will look like.

Font

This section allows you to change the font of the text. The Font Selector shows all available fonts installed under Windows.

Size

This section allows you to change the size of the text. The available sizes depend on the selected font.

Style

This section allows to change the style of the text. The available types are: **Bold**, *Italic*.

Edit Text

With this tool changes to the selected text can be made.

Create new text

With this tool new text can be added.

Delete Text

With this tool all selected text can be deleted.

Align text to left margin

This tool is used to align text to the left margin.

Center Text

This tool is used to center text within the text block.

Align text to right margin

This tool is used to align text to the right margin.

Create scrolling text

This tool is used to create scrolling text, for example, for use at the end of a video clip.

Scroll bar

Preview the scrolling text.

Text field

Text can be dragged to the Construction Window from the text field.



When dragging text to the text track, make sure to drag the text block from outside the marked text block.

Selected Text

Selected text can be moved and aligned within the text field.

Transparent

This check box is used to turn transparent text on or off.

Center Vertical

This button is used to center text vertically within the frame.

Center Horizontal

This button is used to center text horizontally within the frame.

Preview Window

Video, sound and animation files can be played in the Preview Window.

Edit

Video, sound and animation files can be edited in either the Preview Window or in the Construction Window.

Media file

Name of the selected media file.

Starting point

This button is used to set the starting point of the video clip.

End point

This button is used to set the end point of the video clip.

Play

This button is used to start playing the media clip. Click on the button again to stop playing the media clip.

Start

Shows the starting point of the media clip.

Single frame backward

This button is used to move back one position on the media file.

Scroll bar

The scroll bar is used to move the starting point to a desired location on the media clip.

Single frame forward

This button is used to move forward one position on the media file.

End

Shows the end point of the media clip.

Counter

This field shows the current frame position.

Playing time

This field shows the playing time of the selected media file.

Selected area

This field shows the complete clip length or the selected area.

Frames

This field shows the total number of frames in the media clip.

Track

Auf dieser Leiste kann an den Anfang oder das Ende des Regiefensters gescrollt werden.

Edit video track

1. Move:

Click on the media file and move it to the right or to the left (the mouse cursor will change into a white hand symbol). Two vertical lines appear showing the start and end points for easy placement of the media clip on the time line.

2. Cut:

Click on the left or right edge of the clip to select it. The mouse cursor changes into a double-headed arrow. The media clip can now be shortened or lengthened as desired (up to the maximum file length).

3. Time scale

More exact editing of a video can be carried out if a low scale is used.



If a video file contains a sound track, the sound track can be selected and deleted from the Construction window with the



button.

Edit transition track

Can be moved, shortened or lengthened as desired.

Edit text track

Can be moved, shortened or lengthened as desired.

Edit sound file

Can be moved, shortened or lengthened as desired.

Image

Pressing this button loads a background image.

Color Settings

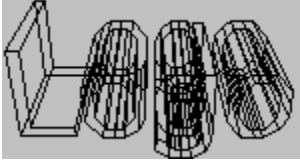
This control is used to set the background color of the final video.

Rotations

This field is used to set the number of full turns for the current text.

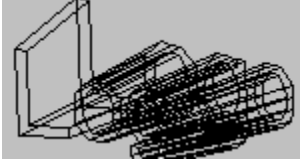
Rotate around the x-axis

Use this tool to rotate the text along the x-axis.



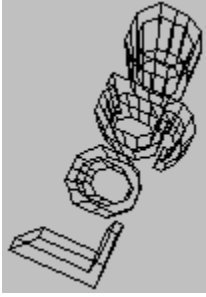
Rotate around the y-axis

Use this tool to rotate the text along the y-axis.



Rotate around the z-axis

Use this tool to rotate the text along the z-axis.



Direction

Use this tool to change the direction of the rotation.

Move along the x-axis

Use this tool to move the text along the x-axis (left to right).

Move along the y-axis

Use this tool to move the text along the y-axis (top to bottom).

Move along the z-axis

Use this tool to move the text along the z-axis (back to front).

Horizon

This button is used to switch the display of the horizon on or off.



It is possible to change the location of the horizon by clicking on it and moving it with the mouse.

Model

This button switches the text view from solid mode to wire frame mode and vice versa. Use the wire frame mode for faster editing. If necessary, change the "Points per curve" (under Options) to 1 for faster display.

Light Direction

This button is used to set the direction of light. This setting effects colors and shadows.

Background Image

This button is used to switch the display of the background image on or off.

Font depth

This control is used to set the depth or length of the text.

Space depth

This control is used to set the depth of the space the text is moving in.

Points per curve

This control is used to set the shape of curves within a text. The higher the number, the better the display of letters like C, O or G. However, calculating all the points takes a lot of time. It is there recommended to use a low setting (1-3) for editing and to change the setting only just before you create the final video.

New

"New" is used to create a new project. The new project is automatically given the name "[Untitled]".

Creating a new project:

1. Select "New" from the "File" menu.
2. If any changes have been made to a former project since it was last saved, the message "Save changes to (filename) before closing?" will appear.
3. A new project will be created. The filename "[Untitled]" will appear in the program window title bar.

Open

"Open" is used to open an existing project from any drive or directory.

To open a project:

1. Select "Open" from the "File" menu.
2. All files in the current directory will be displayed.
3. If necessary, change the drive/directory to locate the desired file.
4. Double click on the filename to open.

Save

After a project has been edited, it can be saved to the hard disk using the "Save" function. The project will be saved using the current filename displayed in the title bar of the program.

To save a project:

1. Select "Save" from the "File" menu.
2. The current project will be saved to the existing filename.
3. You may now continue editing the project or open a new one.



If many edits are made to a project, it should be saved to disk at regular intervals.

Exit

The "Exit" button is used to close the program window.

To exit the program:

1. Click on the "Exit" button on the Control panel.
2. If any changes have been made to a project since it was last saved, the message "Save changes to (filename) before closing?" will appear.
3. If no changes have been made, the program window will be closed and you will return to the Program Manager.

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To save a project:

1. Select "Save" from the "File" menu.
2. The current project will be saved to the existing filename.
3. You may now continue editing the project or open a new one.



If many edits are made to a project, it should be saved to disk at regular intervals.

Save As

"Save As" is used to save the current project to a new filename or in a different directory.

To use the "Save As" command:

1. Select "Save As" from the "File" menu.
2. Choose the directory and subdirectory you wish to save the project in.
3. Enter a filename by typing in the text box or select an existing filename from the list box.
4. Click on OK.



If a file of the same name already exists in the chosen location, a warning message will appear.

Exit

"Exit" is used to close the program window.

To exit the program:

1. Select "Exit" from the "File" menu.
2. If any changes have been made to a project since it was last saved, the message "Save changes to (filename) before closing?" will appear.
3. If no changes have been made, the program window will be closed and you will return to the Program Manager.

Before you start

Read the "Readme" file

Make sure you read the "Readme" file for the latest release notes which could not be included in this document.

Hardware Requirements

For best results, the following system configuration is recommended:

- IBM compatible PC/AT 80486
- 4 Mb RAM (minimum)
- 8-16 Mb RAM (recommended)
- VGA or Super VGA video adapter
- 40-120 MB hard disk
- Mouse
- XA compatible CD-ROM drive

Software Requirements

MICROSOFT-DOS 3.1 or higher

MICROSOFT-Windows 3.1 or higher

Help File Shortcuts

This Help File supports the following keyboard commands:

ESC key	Exit the Help File
HOME key	Main Index
LEFT ARROW key	Previous Topic
UP ARROW key	Previous Topic
RIGHT ARROW key	Next Topic
DOWN ARROW key	Next Topic
PAGE UP key	Back

Driver Requirements

To be able to use "Video for Windows" on your computer, the necessary driver must be installed.

To find out whether the "Video for Windows" driver is already installed, look under "Drivers" in the Windows Control panel (located in the 'Main' group in the Program Manager). If it does not appear in the "Drivers" dialog box then "Video for Windows" must be installed.

To be able to utilize the full sound capabilities of "Video for Windows", a compatible sound board and associated drivers must be installed in your computer.

Index

This option shows the Help file index of the program.

To display the Help file:

1. Select "Index" from the "Help" menu.
2. The Help file will appear.
3. Select the desired topic from the list provided or use the Search function to locate a particular topic.

Info

This option shows the program information window containing copyright information and the version number for the actual program.

To see the program information window:

1. Select "Info" from the "Help" menu.
2. The program information window will appear.
3. Click on OK to close the dialog box and to return to the program window.



Video Logo Generator Help File

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Introduction

Welcome to the Video Logo Generator!

With the Video Logo Generator you can create moving 3D logos from text fonts. Save your creation to disk as an AVI video file for use in desktop presentations, screen savers or for inclusion in your own home video productions.

The Video Logo Generator is easy to use. Text can be added in the font, size and color of your choice. Animate the text using transitions to rotate it, zoom in or out or to move it in any direction across the screen. A selected color or an image file can be used as a background to make the 'flying font' more effective.

Once the transitions have been defined, a preview can be made before creating the final AVI video file.

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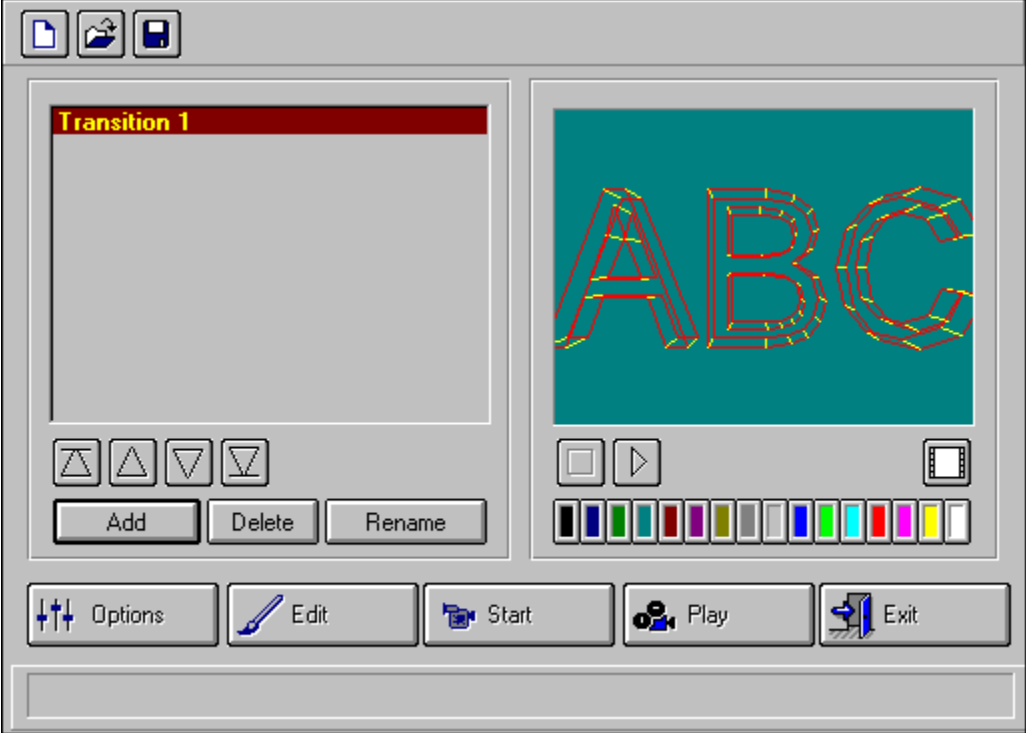
[Index](#)

[Info](#)

Dialogs

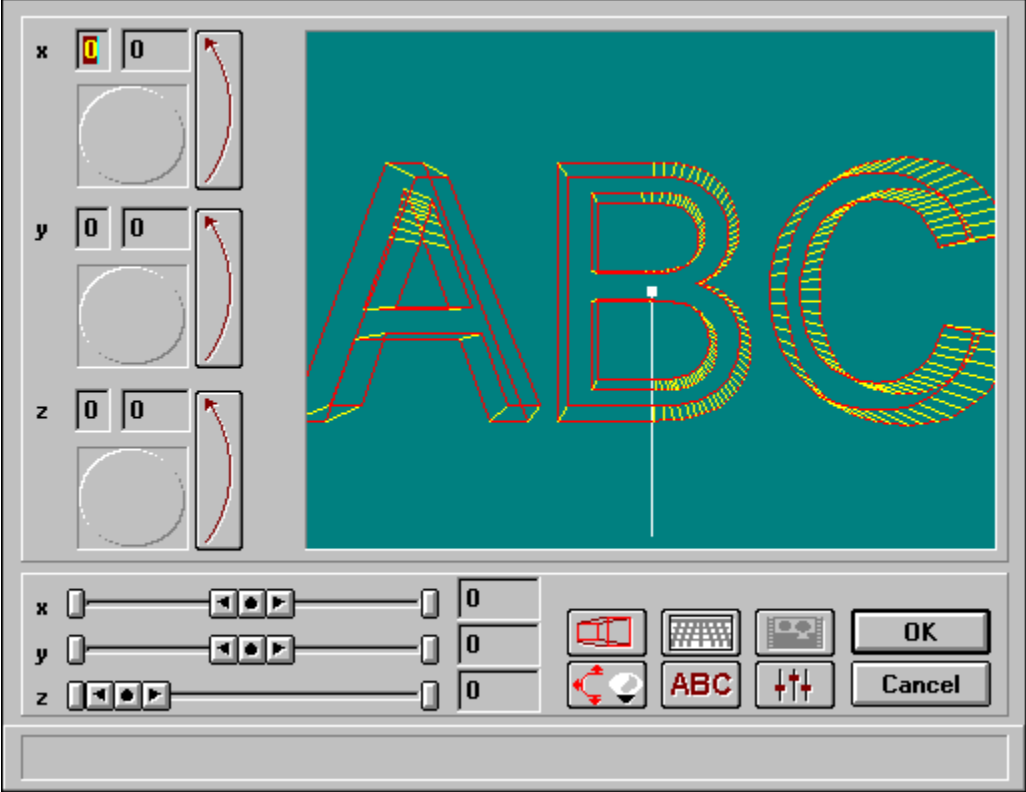
[Control Panel](#)
[Video Options](#)
[Video Preview](#)

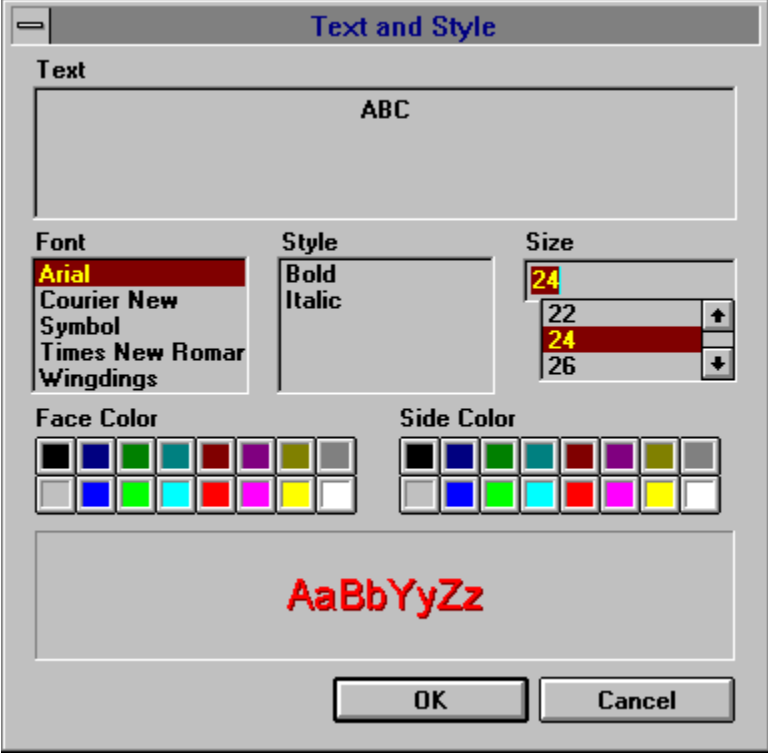
[Edit Panel](#)
[Text Dialog](#)
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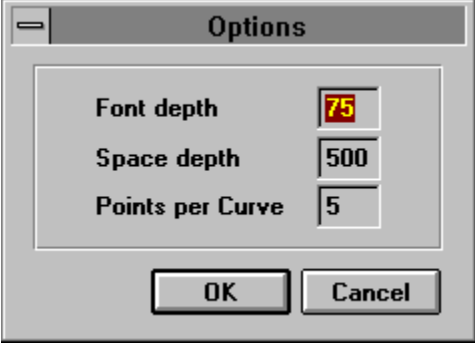












Creating a Video Logo

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Trademark Information

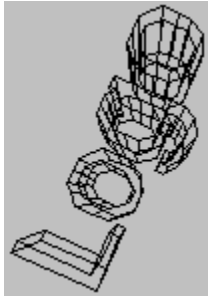
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Video Logo Generator is a trademark of Software Dynamics GmbH.

Creating Transitions

In order to create movement of the text logo, some thought must first be given to the number of transitions required and the steps required to achieve the desired result.

The Video Logo Generator requires at least two transitions to be able to generate a video file. To create a more complex logo, a higher the number of transitions must be created to achieve the desired effect.

To add a transition to the transition list when creating a new video logo or to add a transition to an existing list, click on the "Add" button.



The transition names as displayed in the transition list can be renamed with the "Rename" button to provide an overview of the functionality of each transition.

Editing Transitions

Each new transition should be edited after it is included in the transition list.

Modifications to the text, such as changes made to the text type, size etc. are made globally within a project. This means that each transition within a project contains the same text and only the position of the text can be changed within each transition.


To edit a transition:

1. Select the desired transition in the transition list.
2. Click on the "Edit" button with the mouse.
3. Change the position of the text with the options available in the [Edit panel](#).

Loading a Background Image

Background images in the Video Logo Generator can be loaded in the BMP graphic file format. All color depths such as 16 color, 256 color and 24-bit color are supported. When including a background image in a video logo, consideration should be given to the [output format of the final video](#). The background image should be chosen accordingly so as not to unnecessarily increase the amount of data which must be written into the video file which can affect the speed considerably.

To load a background image:

1. Click on the  button with the mouse.
2. All files in BMP format in the current drive/directory will be display.
3. If necessary, change the drive and/or directory to locate the desired file.
4. Double-click the filename to open.
5. The selected background image will appear in the Preview area.

Previewing a Video Logo

In some circumstances, the generation of a video clip can be quite time consuming. In this case, it is recommended to make a quick preview with the Preview function before writing the final video file to disk.

Any changes made within a project, for example changing the position of the text in one transition or changing the font means that the output video must be re-generated.

The Preview function provides an overview of the complete video logo and displays it as a wire frame model. This is a fast way of checking whether all transitions and settings for the video logo are the way you want them.

The following buttons can be used to make a preview:



Click on this button to start the preview from the selected position in the list.



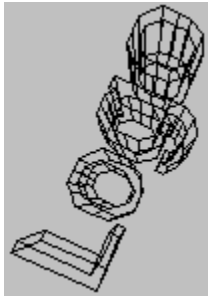
Click on this button to stop the preview.

Writing a Video Clip

The last step when creating a video logo is to generate the final output video and save it to disk.




The filename and the directory where the output file will be written is the same as for the project file. The project must therefore be saved to the hard disk before the video file can be generated. If this has not been done, a warning message will appear requesting you to save the project file to disk before attempting to generate the video file.

1. Click on the "Start" button to begin generation of the video file.
2. The final video can be viewed in the [Video Preview](#) dialog box. Click on the "Play" button to start the video.



Depending on the [options chosen for the output video](#), the amount of time required to generate the output video file can be very long and the amount of disk space required high.

Tips

1. When loading a background image, the horizon should be set in the [Edit panel](#) to correspond to the image. The position of the horizon can be modified by clicking on it with the mouse and dragging it to the desired location. The horizon can be turned on or off with the  button.
2. It is possible to adjust the contours of text with the "Points per Curve" setting which can be accessed by clicking on the  button in the Edit panel. The higher the number, the better the display of letters such as C, O or G. However, calculating all the points takes a lot of time. It is therefore recommended to use a low setting (1-3) for editing and previewing a video logo and to change the setting to a higher number just before the final output video is to be written.
3. Text is displayed in the edit panel either as a wire frame model or a solid model by clicking on the  button. The wire frame model provides a much faster display of the text than the solid model. If necessary, the text display can be speeded up substantially by reducing the "Points per Curve" setting to 1 in the [Options](#) dialog box.

