


COMMUNICATION

First of all, we wish you a lot of fun with MoviePack and its large variety of features.

At one stage you will probably have some questions about MoviePack, will need a solution to a problem or will want to make a suggestion to our developers. Being a registered user certainly has its advantages!

 How can you contact us?

▶ **Registration**

E-mail: registration@aist.com
Fax: ++49 8636 9835-60

▶ **Suggestions/comments**

E-mail: beta@aist.com
Fax: ++49 8636 9835-60

▶ **Bug-reports or "complaints"**

E-mail: support@aist.com
Fax: ++49 8636 9835-60

▶ **Orders**

E-mail: sales@aist.com
Fax: ++49 8636 9835-22 or -23

▶ **Press**

E-mail: press@aist.com
Fax: ++49 (0) 8636 9835-22 or -23

▶ **News, downloads (updates), reports, MoviePack FAQs**

Internet: <http://www.aist.com>
The 6th Day!

Communication

Addresses

We look forward to you contacting us. We're working at full speed to make MoviePack the best it can be while offering you the best service possible. However, with over 100,000 participants in our "The 6th Day!" event, this is not always possible. Please understand that we cannot respond to each enquiry immediately. In urgent cases, however, we will do our best to help you as quickly as possible.

With best regards, your AIST Team

INSTALLATION

The 6th Day!

- ▶ Start Windows and close down all active Windows programs.
- ▶ Insert the CD-ROM "The 6th Day!" into your CD-ROM drive.
- ▶ If your **AutoRun** function is activated, the language option page will appear automatically after loading.
- ▶ If your **AutoRun** function is deactivated, please select "Start.exe". This will also take you to the same page.
- ▶ Before you do anything else, you should explore the **Interactive CD**. You will find lots of interesting and useful information on installing MoviePack, on our hardware and our partners as well as on our "The 6th Day!" event.
- ▶ After clicking on the button **Installation MoviePack** please select the language of your choice. Begin the installation process by clicking on OK.
- ▶ If the Intel Indeo 5 Codec is not installed on your system yet, install it by clicking on **Installation Intel Indeo 5**. You need this codec to view our sample videos.
- ▶ After successful installation, close down your computer and restart Windows.
- ▶ Now you can start MoviePack via the Windows Start menu. We wish you lots of fun getting to know and working with MoviePack.

DOCUMENTATION

PDF files on the CD-ROM

Documentation is constantly updated in the Beta version and can be found on the interactive CD-ROM in the form of Pdf files.

GENERAL

Please take some time to browse through our CD-ROM. You will find a lot of interesting information about MoviePack as well as information on the products of associated hardware manufacturers.

- ▶ OpenGL graphic cards offers!
- ▶ Video board offers!

We'd be glad to market your great transitions, fantastic compositings and spectacular object behaviours. Save your creations and send them to us via the Internet.

- ▶ The best ones will win a prize.

CD-ROM

Prizes

TIPS & TRICKS

- ▶ Via the menu **File**, open the dialog box with the command **Open**. In the dialog box, select your CD-ROM drive, Directory "Samples" and the Sub-Directory as stated in the tutorial.
- ▶ That's mostly due to the OpenGL graphic card. Change the resolution in **Properties** (click with the right mouse button on the Windows interface, select the tab **Properties**). Experiment with the different resolutions. If that does not solve your problem, try to obtain the original driver of the OpenGL chip set and install it. We are at your disposal via Internet or fax for advice and help.
- ▶ If you operate with Windows NT, make sure you have service pack 4 installed on your system. With Windows 95 and 98, please make sure you have the latest system-DLLs installed (MoviePack takes care of that for you automatically). If you install a new video board, for example, after having installed MoviePack, these new system DLLs could be overwritten which will cause problems. Solution: reinstall MoviePack again.

How to load a sample file? (file.m3)

Can't get MoviePack to run after calling it up?

Unexplained crashes

Browser-Window

- ▶ Proceed as follows in the **Browser-Window**: Firstly select one of the basic objects (film and video, effects, transitions etc.). After that, you will get to your desktop step by step (directory structure of your hard drive). Now, look for the file in question in the drive dialog window and load it. If you quit MoviePack, this setting is saved, so you don't have to repeat this process every time you load MoviePack. In future, it will be possible to load the file directly in the drive dialog window without having to pre-select an object. Classification (video, image or DIB-sequence) will then take place automatically.

Rendering

- ▶ The render setup has to be adjusted for each new project. In future, this will take place for all projects with a so-called default button. Generally, all these settings are saved along with the project, meaning if you open project A which you had previously rendered with a setting of 320 x 240, this setting is saved.

Album

- ▶ The standard album contains a whole lot of ready-made transitions and behaviours. You can generate new albums or expand the existing one.

Timeline and Timegraph


- ▶ If the default setting leaves you with too little space on your screen, you can change this with a right mouse click on the **Timeline** or the **Timegraph** via the **Setup**-dialog. Change to **Track size = small**. The fastest results are achieved by setting the **Track format** to **None**. This means that there will be no thumbnails displayed in the tracks.

Problems with the Selection

- ▶ If pressing the **delete** button doesn't result in the deletion of the object, select something different, then go back to the object you want to delete and press the **Del** key. Alternatively, you can choose **Edit / Delete**.


WHAT'S NEW IN MOVIEPACK

Some graphic cards (especially older ones) do not support all OpenGL drivers. An alternative to this fast display is the Direct3D interface. A renderer for display on the Canvas has been integrated for trial use. You can choose the **AIST Direct3D-Renderer** via the menu **Tools / Options / Renderer**.

Most of Adobe Premiere, After Effects and Photoshop plug-ins can be used with MoviePack. Select **Options** in the menu **Tools**. Select the tab **File Locations** and click on **Plug-Ins**; a new path for your plug-ins can be inserted by clicking on the button . Then shut down MoviePack and restart it. The new effect groups containing the integrated Plug-Ins appear in **Effects** in the **Browser** window.

Clips with sound can be implemented via the menu **Tools / Options / Source Fields**. Here, always select **Insert to Sound** or **Confirm by Pasting**. Result: MoviePack will ask you during each clip import, whether and in which field order you wish to import the clip and whether you wish to import the sound as well. You can import any kind of audio file into the sound section.

There is no need to render the clips you use in the A/B-roll again. As long as you don't apply effects to these objects, only those scenes where you've introduced a transition are rendered. While testing this function, please make sure that the codec and the resolution of all the source files is identical with that of the output files. Playing videos direct from the **Timeline** is possible with Powerplay. As with Intelli-Rendering, only the scenes which have been modified are re-rendered in Powerplay. Furthermore, if you decide to make more changes later on, only the modifications are re-rendered, i.e. everything which has already been rendered need not be rendered again. A right mouse click on the Video-Control Window calls up these two options.

The preview of a video or sound file can be activated /deactivated with the button . While using the Mouse-Over-Preview you would only have to "park" the mouse-cursor on the file in question for approx. 1 second in order to run the video or sound.

When starting Beta2, you will notice the changed appearance of the windows right away. We have completely re-designed window-management. Now it is not only possible to dock windows or release them

Direct 3D Renderer

Adobe Host

Audio

Intelli-Rendering

Mouse-Over in the Browser Window


New Window Management

(float), you can also integrate windows into each other. For example, if you want to integrate both **Timegraph** and **Timeline** in one window, a right mouse click on the upper bar of the **Timegraph** is sufficient. A selection menu appears. Choose the command **Attach to** then **Timeline**. Now two little icons appear in this window-bar, enabling you to switch back and forth between the contents of both windows (short cut: **Ctrl & Tab**).

It is also possible to combine several windows via **Drag & Drop**. For that, click on the window-icon of the window you would like to integrate with another window. Drag the window-icon to the top bar of the second window. Position the mouse exactly above the new top bar. Now the mouse cursor will change to + and you can release the mouse-button. Similarly, the windows can be separated by removing the symbol of the "upper" window.



Tools / Customize / Windows position opens the default window position setup.

Albums

MoviePack enables you to open an unlimited number of albums. Click onto **Open** in the menu **File** or create a new album by clicking on **New** or the button  .

With a right click on the top bar, you can combine several albums.

Timeline/Timegraph

By pressing **Ctrl** +  or **Ctrl** +  the CTI moves from the beginning / end of the object to the previous / next keyframe. The Timeslider can be moved using the mouse wheel.

Copying objects

Objects can be copied either by pressing **Ctrl** + **Drag & Drop** in the **Timeline**, or by using the combination **Ctrl** + **C** and **Ctrl** + **V**.

Quicktime

Native Quicktime support (rendering and import).

Preview

By clicking on **Render / Preview control** you can decide how your animation will be portrayed in the preview. Among the fantastic options are "Auto repeat" or "Ping-pong" (right mouse click on the **Preview** window.)

A new window, **Video Control**, has been added to the Canvas.

Video Control



The red button in the symbol list starts a preview rendering for the selected length of the clip (please refer to the manual). The clip, including sound, is rendered for this specific period of time. You can run the clip by clicking on the **Play** button. This preview enables you to present the clip on a TV monitor connected with your PC. By clicking on the **Monitor** button, you can display the present content of the Canvas on the TV-monitor.

If you use FAST's AV- or DV - Master, this feature can already be used by copying the file „MP_TV_SET.ini“ (under „CDROM-drive:\Drivers\AV-Master“, „... \DV-Master1“ or „... \DV-Master2“ resp.) to your Windows directory, e.g. „C:\Windows“ or „C:\Winnt“. There are two different INI-versions for DV-Master, depending on the codec you use. For the DVCS-codec select the INI-file in „DV-Master1“, if you are using the DVSD-codec select the INI-file in „DV-Master2“.

Important for AV-/DV-Master Users

Additional video capture boards will be added over time. The INI-files you'll need can be found on our homepage www.aist.com. For further information on new Beta features, please refer to the Beta CD-ROM under „Installation“ or to our homepage.

Additional Information

