MINDSET®

Video Producer User's Guide

Personal Computer System

100613-001

Design and Implementation by Gary Furr
and Kevin Furry

Video Examples by Gary Furr
and Kevin Furry

User's Guide by Gary Furr

100613-001

Contents

Details, Details, Details

Examples

Section 1

Introduction

Mindset Video Producer is a convenient, versatile editing tool for use with your Mindset Video Production System. It enables you to select and sequence computer graphics created with Mindset Designer, Lumena, and 4-Point Graphics Plus software, then overlay, or genlock, them on an external source video signal from a videotape or cassette, TV broadcast. laser disk, video camera, or another Mindset Personal Computer. Video Producer's scrolling, fading, and "pop-up" capabilities also give you control of how your computer graphics will appear over your source video images.

How To Use This Guide

Before you begin working with Video Producer, take a moment to skim through this guide to see how it's put together.

- Section 2, "Getting Started With Video Producer," explains how to make a backup copy of your Video Producer diskette and how to load the program into your system.

- Section 3, "Using Video Producer," is a step-by-step guide to the basic functions of the program.

- Section 4, "Details, Details, Details," describes some tips and techniques for combining Video Producer's functions to create a variety of special effects. This section also includes a summary of keyboard commands used with Video Producer and some cautions to keep in mind while working with the program.

- Section 5, "Examples," suggests some ways to work with the sample graphics files supplied on your Video Producer diskette in order to explore the capabilities of the program.

If you have little experience with computers, graphics programs, or video production, it's a good idea to follow the instructions in "Getting Started" and "Using Video Producer" step by step until you're comfortable with the program. Then experiment with the sample graphics files on your Video Producer diskette.

If you're accustomed to computer graphics and video production, you can consult "Getting Started" and then jump in -- though you may want to take at least a quick look at the rest of this guide, and try the examples in Section 5, to get an idea of Video Producer's capabilities.

For convenience, place this guide under the Options tab in your Mindset Personal Computer System Operation Guide.

Section 2

Getting Started With Video Producer

What You Need

To use Video Producer, you need the following items:

- A Mindset Video Production System, including an Expansion Unit with at least one disk drive and 224K RAM (minimum 256K total RAM with the System Unit), an external video source, and a composite monitor or TV.
- A Mindset Mouse, attached to the port on the right side of the keyboard.
- The Video Producer program diskette.
- A Mindset MS-DOS System Diskette (version 1.01 or later version).
- Two blank diskettes (double-sided, double density) for making a backup copy of the Video Producer program diskette and for copying the sample graphics files supplied on the program diskette.

In addition, you'll need some computer graphics images generated with Mindset Designer, Lumena, or 4-Point Graphics Plus to genlock to your external source video. When creating and saving these images, keep in mind that you must save them as full-screen images -- partial screens or windows will not be displayed properly with Video Producer. See the user's guide that came with the graphics creation software you're using for instructions on saving full-screen images.

Setting Up Your Video Production System

Your Mindset Video Production System Operation Guide provides complete instructions for setting up your system. Follow the steps described in "Setting Up the System for Composite Image Overlay" in Section 2 of that guide. At step 8, load MS-DOS into your system, then go on to the procedures described on the following pages.

NOTE: The instructions in this guide are based on the assumption that your system includes a Mindset Expansion Unit with two disk drives. If you have an Expansion Unit with one drive, see Appendix A of your MS-DOS Reference Manual for some guidelines on disk drive operations with your system.

Backing Up Your Video Producer Program Diskette

Before you start using your VIDEO PRODUCER diskette. it's a good idea to make a backup copy. To prevent unauthorized use, your original Video Producer diskette is protected in such a way that you must use it, rather than a backup copy, to load the program into your system. However, a backup copy will come in handy if, for example, you accidentally write over some of the files on your original.

After loading MS-DOS into your system, follow these steps:

1. Format a blank diskette. Use the default options -- that is, with the A> on the screen, and your blank diskette in drive B, type **FORMAT B:** and press RETURN.

   (At this time, you may want to format a second diskette -- you'll need it to copy the sample graphics files from your Video Producer program diskette.)

2. When the A> prompt reappears, use the MS-DOS DISKCOPY command to copy the Video Producer program diskette onto one of your newly formatted diskettes. Place a write-protect tab on your original. Type **DISKCOPY A: B:**, press RETURN, and follow the prompts that appear on your screen.

3. When your backup copy is complete, label it, attach a write-protect tab to it, and store it in a safe place.

(See your Introductory Guide to MS-DOS or MS-DOS Reference Manual for complete details on formatting and copying diskettes.)

If you accidentally write over any files on your original Video Producer diskette, use the MS-DOS DISKCOPY command to copy Video Producer from your backup copy onto your original.

If your original becomes damaged, you may still be able to load the program from the backup copy. To load the program from the backup copy, however, you must place the damaged original in the default drive of your system. Then make sure you specify the non-default drive when you load the program (that is, if drive A is the default drive, type **B:VIDEO** to load the program).

Making a System Diskette From Your Video Producer Program Diskette

You'll probably want to make your Video Producer Diskette into a system diskette so that, for everyday use, you'll be able to load Video Producer without first having to load MS-DOS. This is done by copying a few DOS system files from your MS-DOS System Diskette. Here's how:

1. With MS-DOS loaded, the A> prompt on your screen, and your MS-DOS System Diskette in drive A, remove the write-protect tab from your Video Producer diskette and insert it in drive B. Then type **SYS B:** and press RETURN.

2. When the A> prompt reappears, type **COPY COMMAND.COM B:** and press RETURN.

(For complete details on transferring MS-DOS system files, see your MS-DOS Reference Manual.)

Your Video Producer program diskette now contains the DOS files needed to "boot" your system directly - without your having to load MS-DOS first.

Copying the Sample Graphics Files From Your Video Producer Program Diskette

If you wish to work with the sample graphics files supplied on your Video Producer program diskette, it will be more convenient to have them on a separate data diskette while you're working with the program. This way, you'll be able to access the sample files from one disk drive while leaving your program diskette in the other drive.

To copy the files, follow these steps:

1. With MS-DOS loaded, Video Producer program diskette in drive A, and the A> prompt on the screen, type **COPY EX*.PIX B:** and press RETURN.

2. When the copying process is complete, remove the data diskette from drive B and label it.

(For complete details on copying files, see your Introductory Guide to MS-DOS.)

Loading Video Producer

Here's how to load Video Producer into your system:

1. If you have not made your Video Producer diskette into a system diskette, you must first load MS-DOS into your system. When the A> prompt appears, place your original Video Producer diskette in drive A and, if you have one, a data diskette containing the graphics files you want to work with in drive B.

   If you have made your Video Producer diskette into a system diskette, simply place your Video Producer diskette in drive A and, if you have one, a data diskette containing the graphics files you want to work with in drive B, then turn on your system (or press ALT-RESET, if your system is already on).

2. With the A> prompt on your screen, type **B:** and press RETURN. This tells Video Producer that your graphics files are in drive B. The B> prompt appears.

3. Type **A:VIDEO** and press RETURN. The program loads and in a few moments the Video Producer Selection Screen appears.

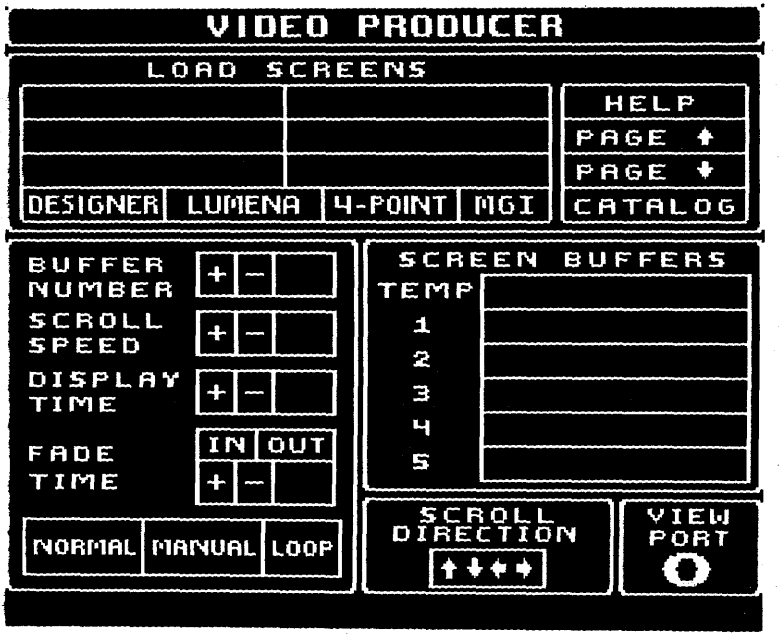
To return to MS-DOS from Video Producer, press ALT and F1 simultaneously.

Section 3

Using Video Producer

Each part of the Video Producer selection screen, illustrated on the next page, gives you control over the video production process. You select the operation you want by moving the arrow-shaped cursor to the corresponding box on the screen, by means of your Mindset Mouse, and pressing the left button on the mouse.

Try moving the cursor around as you become familiar with the selection screen.


VIDEO PRODUCER
LOAD SCREENS
HELP
PAGE
PAGE
DESIGNER
LUMENA
4-POINT
MGI
CATALOG
BUFFER NUMBER
SCROLL SPEED
DISPLAY TIME
FADE TIME
IN
OUT
NORMAL
MANUAL
LOOP
SCREEN BUFFERS
TEMP
1
2
3
4
5
SCROLL DIRECTION
VIEW PORT

LOAD SCREENS: This area displays the names of the graphics files on your data diskettes and enables you to load them into Video Producer.

HELP: The HELP window displays onscreen help messages when you need information about some function of Video Producer.

CATALOG CONTROL: The PAGE UP and PAGE DOWN windows assist you in looking through the CATALOG of files on your data diskettes in order to select the files you want to load into Video Producer.

The SCREEN BUFFERS hold up to five graphics screens -- the ones you want to use to create your video productions. Files may be loaded into these buffers in any order you choose, giving you complete control over your productions.

The BUFFER CONTROL area allows you to set the values that govern the scrolling speed and display time of each individual screen buffer. You can add a further dimension to your special effects by using fading on any or all screen buffers.

SCROLL DIRECTION: For each set of screen buffers, you can choose a scroll direction for your video viewing.

The VIEW PORT is your gateway to the Graphics Display Screen, where you view the screen buffers being overlaid on your source video image.

Previewing Your Filenames

Note that when you load Video Producer, the word DESIGNER is highlighted on the Selection Screen and that up to six filenames from your data diskette are displayed in the filename windows.

If you've created the screens that you're about to load with a graphics product other than DESIGNER:

- move the cursor to the name of the product, and
- press the left button on the mouse.

Notice that the highlighting moves from DESIGNER to the new product name. You're now ready to begin loading your screens into Video Producer.

To the right of the filenames listed on the Selection Screen are several windows that will assist you in loading the screens you want:

- The HELP window will give you onscreen help if you need it.
- The PAGE UP window allows you to see the next six filenames from your data diskette.
- The PAGE DOWN window allows you to see the previous six filenames.
- The CATALOG window allows you to change data diskettes and view a catalog of the filenames on the new diskette.

Loading Your Screens

To load your graphics screens into the screen buffers in Video Producer:

- move the cursor to the filename that you want to load, and
- press the left button on the mouse.

Video Producer loads that file from your data diskette, lists its name in the temporary (TEMP) screen buffer area, and highlights the filename.

Video Producer always loads a file into the temporary screen buffer. If you load another file before you move the first file to one of the five permanent numbered screen buffers, Video Producer will place the new file into the temporary screen buffer and over write the first file. So always remember to move any file you want to work with from the temporary buffer into a permanent buffer before you load another file.

Organizing Your Screen Buffers

When you view your screens on the Graphics Display Screen, Video Producer also always processes the screen buffers in order from 1 to 5. So that you have all the freedom you need, Video Producer allows you to move the screen buffers around and place any file into any buffer.

When a file is loaded into the temporary screen buffer, its name is highlighted, signifying that you can either:

- move the file into one of the five other screen buffers, or

- go to the Graphics Display Screen and preview the file just loaded.

To move the file from the temporary screen buffer to one of the other five screen buffers, or to move any highlighted file to any other screen buffer, while the filename is highlighted:

- move the cursor into the window of the screen buffer where you want the file to be placed, and

- press the left button on the mouse.

The highlighted filename is moved to the new screen buffer window.

To highlight a filename other than the one that's currently highlighted:

- press the R key on the keyboard to remove the highlighting, then

- move the cursor to the filename that you want to highlight, and

- press the left button on the mouse.

This method can be used to move filenames around in the screen buffer windows until you have the screen buffers set up the way you want them prior to going to the Graphics Display Screen.

Previewing a Screen

It's easy to preview screen buffers with Video Producer. If you want to load a graphics or text screen to see how it will look or blend in when overlaid on your video source, first make sure that the screen buffer window showing the name of the file you want to preview is highlighted, and then:

- press the G key on the keyboard to enable genlocking,
- move the cursor into the VIEW PORT window, and
- press the left button on the mouse.

Video Producer displays the file in the selected screen buffer on the Graphics Display Screen. Press the left button on the mouse again to return to the Video Producer Selection Screen.

NOTE: Always enable genlocking (by pressing the G key) before viewing a source or executing a series of scrolling or fading screens. When you return to the Video Producer Selection Screen, you can turn off genlocking by pressing the G key again.

Setting the SCROLL DIRECTION

The SCROLL DIRECTION affects the scrolling direction of all five screen buffers. When Video Producer is first loaded, the upward vertical scrolling direction is highlighted, indicating that the overlaid graphics or text screen will begin appearing at the bottom of the Graphics Display Screen and scroll toward the top of the screen. If you want to scroll your screen buffers in another direction, simply:

- move the cursor arrow to the SCROLL DIRECTION arrow you want, and
- press the left button on the mouse.

The new SCROLL DIRECTION arrow is highlighted.

Setting the Buffer Control Parameters

Video Producer lets you set the SCROLL SPEED and DISPLAY TIME, and select FADE IN and/or FADE OUT, for each screen Buffer in your video production. By changing these parameters, you can control a wide range of special graphics effects.

Each of these parameters is discussed in detail in the following pages.

Each buffer control parameter has two windows to help you set the value you want. To change a parameter value:

- move the cursor into the plus (+) sign window to increase the value, or the minus (-) sign window to decrease the value, and

- press the RETURN key or the left button on the mouse.

By holding down the RETURN key and using it as a repeating key, you can change the parameter values more rapidly.

Just release the key when you reach the parameter value you want.

BUFFER NUMBER

As you change the BUFFER NUMBER you'll notice that the range of the BUFFER NUMBER is from one (01) to five (05).

When you first load Video Producer, the screen BUFFER NUMBER is set to one (01). After you load your first file into the temporary (TEMP) screen buffer, you can transfer the file to any of the five permanent screen buffers as described in "Organizing Your Screen Buffers."

If you transfer a file to any screen buffer other than number one (01), notice that the BUFFER NUMBER changes to match the screen buffer number.

Be sure that you set the buffer number that you want before setting any of the other buffer control parameter values for that buffer number.

SCROLL SPEED

The SCROLL SPEED is a rate of speed that determines how fast a screen will move from the time it begins to appear on the Graphics Display Screen until it's fully displayed. If two consecutive screens

are assigned SCROLL SPEEDs, the SCROLL SPEED of the second screen governs how fast the first screen exits the Graphics Display Screen.

When you initially load Video Producer, the SCROLL SPEED for each screen BUFFER NUMBER is set to zero (00). A SCROLL SPEED of zero (00) means no scrolling -- the screen will "pop up". Actual scrolling values range from one (01 - slowest scroll) to 98 (fast scroll) and the special case of 99 (fastest scroll).

You'll need to experiment with SCROLL SPEED to get a feeling for the values you used to use to create various effects. Setting the SCROLL SPEED to a value of one (01) will cause a full screen to scroll vertically into place in approximately 30 seconds and horizontally into place in approximately 55 seconds. A setting of 99 for the SCROLL SPEED will scroll a full screen vertically into place in approximately 12 seconds and horizontally into place in approximately 24 seconds.

If you set the SCROLL SPEED to a value of zero (00), the screen will effectively "pop up" onto the Graphics Display Screen and remain in place for the length of time set in the DISPLAY TIME window. With a SCROLL SPEED between one (01) and 99, your screen will scroll onto the Graphics Display Screen and pause for the length of time set in the DISPLAY TIME window for that specific screen BUFFER NUMBER.

DISPLAY TIME

The DISPLAY TIME is the amount of time that each screen will pause or remain on the Graphics Display Screen before the next screen begins to scroll or pop into view. When you first load boot up Video

Producer, the DISPLAY TIME for each screen BUFFER NUMBER is set to zero (00).

If you've set the SCROLL SPEED between one (01) and 99 for a specific screen BUFFER NUMBER, , a DISPLAY TIME of zero (00) means that there will be no pause between the scrolling motion of this screen and the action of the next screen. If the SCROLL SPEED and DISPLAY TIME are both set to zero (00), that screen BUFFER NUMBER will be passed over completely in your video production.

As with the SCROLL SPEED, you'll need to experiment with the DISPLAY TIME to get a feeling for the values required to create various effects. Setting the DISPLAY TIME to a value of one (01) will cause a pause of less than one second. A setting of 99 for the DISPLAY TIME will cause a pause of approximately 10 seconds.

FADE TIME

When Video Producer is first loaded, the FADE TIME is set to zero (00), and neither the IN window nor the OUT window is highlighted. For any specific screen BUFFER NUMBER, you can select FADE IN, FADE OUT, or both. If you select both FADE IN and FADE OUT, the FADE TIME setting will affect both processes equally.

As with the other buffer parameter controls, you use the plus and minus windows to increase or decrease the value of the FADE TIME. To select FADE IN, FADE OUT, or both:

- move the cursor into either the IN or the OUT window, and
- press the left button on the mouse.

Video Producer highlights your selection. Your IN/OUT selections, along with the FADE TIME, must be set for each screen BUFFER NUMBER individually, so the behavior of each screen can be controlled separately.

If you change your mind about selecting either FADE IN or FADE OUT:

- move the cursor into the highlighted window, and
- press the left button on the mouse.

Video Producer removes the highlighting from the window.

FADE TIME is separate from and additive to DISPLAY TIME, and independent of SCROLL SPEED. FADE TIME begins when a graphics screen is fully displayed on the Graphics Display Screen. So, if you have the SCROLL SPEED for a graphics screen set between one (01) and 99, and the FADE IN TIME set between one (01) and 99, the screen will scroll onto the Graphics Display Screen fully and then blank out before the FADE TIME will cause it to fade back into view. If the DISPLAY TIME is also set between one (01) and 99, then after the FADE IN has been completed, your graphics screen will pause for the DISPLAY TIME before the next screen becomes active.

As you experiment with SCROLL SPEED, DISPLAY TIME, and FADE TIME you'll discover an almost limitless number of ways to combine these values to create special effects. You'll probably use fading more often with a SCROLL SPEED setting of zero (00), since this causes the graphics screen to fade into view. But using SCROLL SPEED and DISPLAY

TIME in different combinations with FADE TIME will allow you to create many more possibilities with your video graphics.

Changing Display Modes

The display modes for Video Producer appear at the bottom of the buffer control area of the Video Producer Selection Screen. When you first load Video Producer, the NORMAL display mode is selected. In the NORMAL mode Video Producer processes your graphics screens automatically according to the buffer control parameters you've set for each one. You can also select either the MANUAL or LOOP display modes depending on your needs during your video production session. Only one display mode may be active at any time.

MANUAL MODE

Normally, Video Producer moves from one screen buffer to the next according to the setting of the SCROLL SPEED, DISPLAY TIME and FADE TIME. However, in order to provide as much flexibility as possible, Video Producer allows you to select the MANUAL display mode. When you select the MANUAL display mode, Video Producer highlights the MANUAL window. When you go to the Graphics Display Screen, the screen in buffer number 1 will either scroll or "pop up" onto the display screen, depending on the setting of the SCROLL SPEED. After being displayed fully, the Graphics Display Screen will pause until you press the spacebar on the keyboard to activate the next screen buffer.

After the screen in buffer number 5 has been displayed, press the left button on the mouse to return to the Selection Screen. You can leave the MANUAL display mode by selecting either the NORMAL or LOOP display mode.

LOOP MODE

There may be times when you want to run through the screen buffers more than once. For this case, Video Producer provides a LOOP display mode so that you can continualy "loop" through all the screens in the buffers. If you select the LOOP mode, when you go to the Graphics Display Screen, the screen in buffer number 1 will automatically begin its display, either scrolling or "popping up" onto the display screen, followed in due course by the next screen, and so forth.

After screen buffer 5 has been displayed, buffer number one will again begin its display. To stop the continuous LOOP display and return to the Selection Screen, simply press the left button on the mouse twice, once to stop the action and again to return to the Selection Screen. You can leave the LOOP display mode by selecting either the NORMAL or MANUAL display mode.

Previewing Your Video Production

The VIEW PORT in the lower right corner of the Video Producer Selection Screen is the portal through which you can go to the Graphics Display Screen to view your graphics screens overlaid on your external source video image.

You can view the screens in the SCREEN BUFFERS one at a time prior to setting all five buffers into motion. While a SCREEN BUFFER window is highlighted, move the cursor into the VIEW PORT and press the left mouse button to go to the Graphics Display Screen. You'll then see the graphics or text screen in that SCREEN BUFFER overlaid on the external video image.

When you want to return to the Video Producer Selection Screen, simply press the left button on the mouse again.

Running Your Video Production

When you've adjusted all the buffer control values for each screen in your Screen Buffers and set the DISPLAY MODE you want, you're ready to run your video production. Follow these steps:

- If any of the SCREEN BUFFERS is highlighted, press the R key to remove the highlighting, then
- move the cursor into the VIEW PORT,
- press the G key on the keyboard, if necessary, to enable genlocking,
- press the left button on the mouse, and
- at the point in your external video source program where you want to begin your graphics overlay, press the right button on the mouse to begin the action.

Video Producer begins to process each screen buffer according to the values set in the SCROLL SPEED, DISPLAY TIME, and FADE TIME windows for each screen BUFFER NUMBER. If you want to stop the action at any time on the Graphics Display Screen prior to the processing of the last screen buffer, press the left button on the mouse once. To repeat the action beginning again at screen one (01), press the right button on the mouse.

To return to the Video Producer Selection Screen during the processing of the screen buffers, press the left button on the mouse twice, once to stop the action and once to return. If Video Producer has completed the display of the last screen buffer, press the left button on the mouse just once to return to the Selection Screen.

If you've set the SCROLL SPEED for all five screen buffers at 99, you must wait until all the screens have been processed before pressing the left mouse button to return to the Selection Screen.

Section 4

Details, Details, Details

Video Production Tips and Techniques

This section describes some tips and techniques for combining Video Procuser's scrolling, display, and fading capabilities to achieve a variety of effects in your video productions. Of course, you'll find many more combinations on your own.

In all the examples discussed here, it's assumed that the SCROLL DIRECTION is vertically from the bottom of the screen to the top.

* Screen Popping

If the SCROLL SPEED for a screen is set at zero (00) the screen will not actually scroll onto the Graphics Display Screen. Instead it will "pop up" and remain on the screen for the specific DISPLAY TIME set for it. If the DISPLAY TIME for a screen is set at zero (00) there will be no pause in the display of the screen -- the settings of the next screen will govern whether it scrolls off the Graphics Display Screen or is simply replaced by the next screen.

If both the SCROLL SPEED and DISPLAY TIME for a screen are set at zero (00), the screen will not be displayed at all.

* **Screen Scrolling**

If the SCROLL SPEED for a screen is set at a value between 01 and 99, the screen will appear at one edge of the Graphics Display Screen and scroll onto it at the set rate. When fully displayed, the screen will pause for it's assigned DISPLAY TIME, if that value is set between 01 and 99. If the DISPLAY TIME is set at zero (00) there will be no pause -- the next screen buffer will be processed immediately. If the next screen buffer has a SCROLL SPEED set at other than zero (00), that screen will begin to scroll onto the Graphics Display Screen, effectively "pushing" the old screen.

If the new screen has a SCROLL SPEED of zero (00), the new screen will "pop up" onto the Graphics Display Screen and remain there for it's assigned DISPLAY TIME.

* **Mixing Popping and Scrolling**

By combining SCROLL SPEED and DISPLAY TIME in various ways you can achieve a wide range of special effects. For example, if you want to display a screen for a period of time, then "blank" it and scroll on the next screen, three screens must be used to accomplish this effect. The first screen must have a SCROLL SPEED of zero (00) and a DISPLAY TIME between 01 and 99. The

second screen must be a blank screen with a SCROLL SPEED of zero (00) and a DISPLAY TIME between 01 and 99 depending on the length of delay you want between the first and third screens. The third screen must have a SCROLL SPEED between 01 and 99; its DISPLAY TIME will depend on the effect you want after it comes into view.

To make use of this technique, you should have a blank screen stored on your data diskette (under a name such as BLANK) which you can use to "blank" out a previous screen.

* **Split Screens**

You can also use screen content to create special effects. For example, you might visually divide the Graphics Display Screen in half both vertically and horizontally, ending up with four quadrants -- say (A), (B), (C) and (D). You could "build" a full display one quadrant at a time, having each of them "pop up" individually and remain on the Graphics Display Screen until after (D) appeared. Here's how:

Your first screen must contain only the (A) graphics and have a SCROLL SPEED of zero (00) and a DISPLAY TIME between 01 and 99.

The second screen must contain the (A) graphics plus the (B) graphics and have a SCROLL SPEED of zero (00) and a DISPLAY TIME between 01 and 99.

The third screen must contain the (A) and (B) graphics plus the (C) graphics and have a SCROLL SPEED of zero (00) and a DISPLAY TIME between 01 and 99.

The fourth screen must contain the (A), (B),and (C) graphics plus (D) graphics and a SCROLL SPEED of zero (00) with a DISPLAY TIME between 01 and 99.

If you then added a fifth, blank screen with a SCROLL SPEED between 01 and 99, the overall effect would be that (A), (B), (C), and (D) would "pop up" individually, then scroll off the Graphics Display Screen a period of time equal to the DISPLAY TIME setting for the fourth screen.

* **Fading In and Out**

Video Procuder's fading capabilities add a whole new dimension to your special effects possibilities. You can specify fading at the beginning of a display sequence (IN), at the end of the sequence (OUT), or both. The FADE TIME is the same for both IN and OUT, and is independent of the DISPLAY TIME.

Any screen buffer can be set to FADE IN or OUT so long as the SCROLL SPEED and DISPLAY TIME are not both set to zero (00). With a DISPLAY TIME between 01 and 99 and a SCROLL SPEED of zero (00) (since this is a 'pop-in' situation), the FADE IN will begin as the screen buffer begins to display. The FADE OUT will begin after the DISPLAY TIME has elapsed and the screen begins to fade off of the Graphics Display Screen,

provided that the SCROLL SPEED for the next screen is also set to zero (00).

Because it's impossible to fade and scroll at the same time, if there is a SCROLL SPEED between 01 and 99 and the FADE IN is set with a value between 01 and 99, Video Producer will scroll the screen onto the Graphics Display Screen, "blank" it out and then fade it back in.

If a screen is also set to FADE OUT, the settings for the next screen will determine exactly how the screen behaves. For example, if one screen has a FADE OUT set between 01 and 99 and the next screen has a SCROLL SPEED set between 01 and 99, after the first screen has been displayed for its assigned DISPLAY TIME, it will fade out, pop back into view, and scroll off as the second screen scrolls onto the Graphics Display Screen.

Keyboard Commands

* Switching From RGB to Composite Video

If you have both an RGB monitor and a composite monitor or TV connected to your Mindset system, you may want to view your graphics in both modes. When first loaded, Video Producer is set to the composite mode. To switch to RGB from composite, or to composite from RGB, simply press the D key.

* **Removing Highlighting From Screen Buffers**

As long as one of the screen buffers is highlighted on the Video Producer Selection Screen, you'll be able to preview only the highlighted screen. Before you can start your actual video production on the Graphics Display Screen, none of the screen buffers must be highlighted. To remove the highlighting from any BUFFER filename, simply press the R key.

* **Genlock Preview Switching**

Video Producer uses the black color to set the key bit for graphics previewing. Normally, you would press the G key on the keyboard to enable genlocking just prior to going to the Graphics Display Screen in order to see the external source video image with your graphics screen overlaid. After first loading Video Producer, if you want to make sure that your external video signal is coming through, simply press the G key -- the external video image will appear through all the black windows on the Video Producer Selection Screen. To return to normal black background, press the G key again. Don't forget to press the G key to enable genlocking just prior to going to the Graphics Display Screen to view your graphics screens.

* **Using the RETURN Key**

While working with the Selection Screen, you can use the RETURN key as you would use the left button on the mouse. It's particularly convenient to use the RETURN key as a repeating key while setting the SCROLL SPEED, DISPLAY TIME, and FADE TIME values. Do not use the RETURN key or any other key on the keyboard while viewing the Graphics Display Screen; use only the buttons on the mouse or the spacebar when in MANUAL Mode.

* **Spacebar**

As mentioned previously, the spacebar is used to step through the screen buffers on the Graphics Display Screen while in the MANUAL Mode. After a SCREEN BUFFER has finished its display, it will pause until you press the spacebar to activate the next buffer.

* **Return to DOS**

If you want to return to DOS from the Video Producer Selection Screen, simply hold down the ALT key while you press the F1 key. Make sure that you have an MS-DOS diskette in your default disk drive.

Cautions

* Always load the Video Producer program diskette from drive A, and with your data diskette in drive B. With the B> prompt on the screen type **A:VIDEO.**

* If you have not copied the sample graphics screens supplied on your Video Producer program diskette onto a data diskette, as suggested in Section 2, "Getting Started With Video Producer," and you want to use those screens in a video production, remove the program diskette from drive A (after loading the program) and place it in drive B before attempting to load the screens into your system.

* To select a buffer for previewing other than the one currently highlighted in the SCREEN BUFFERS area of the Selection Screen, press the R key on the keyboard, then highlight the buffer you want to preview with the cursor and the left mouse button. If you highlight a filename in one of the SCREEN BUFFER windows, then move the cursor to another buffer window and press the left mouse button (without first pressing the R key), the highlighted file will be copied into the newly selected buffer, overwriting any file that's already there.

* Before you load screens into the SCREEN BUFFER windows. make sure that the name of the software product you used to create the screens on your data diskette is highlighted. When Video Producer is first loaded, DESIGNER is highlighted. If you have generated your screens with either Lumena or 4-Point Graphics Plus, or have saved some screens with MGI,

be sure to select the correct product name before loading the screens.

* When working with your graphics software prior to using Video Producer, remember that Video Producer processes only full graphics screens. For example, a WINDOW screen saved with DESIGNER will produce only a distorted display when viewed with Video Producer.

* In any single video production, it's always best to use screens that have all been generated with the same graphics creation software and using the same palette with that software. Because different graphics creation software products, such as Lumena and Designer, use different color palettes, combining screens created with different software in a video production will make for a marked change in color display when scrolling from one screen to another. The same phenomenon will take place if you use screens created with the same product but using different palettes, as is possible with Lumena or Designer. (The change is only noticeable during scrolling, when two screens created with different palettes must be displayed simultaneously.)

* The SCROLL SPEED of 99 is a special case. In order to facilitate the fastest scroll possible, the keyboard and mouse are disabled during this scroll. Never use the LOOP mode in combination with SCROLL SPEEDs of 99 -- you may be unable to interrupt the looping of your video production. Also, when using SCROLL SPEEDs of 99 in the MANUAL mode, do not attempt to stop the motion on the Graphics Display Screen until after the last buffer in your video production has completed its display.

* The keyboard commands are active only during the display of the Selection Screen. Do not press keys on the keyboard while viewing the Graphics Display Screen, except for the spacebar when you're using the MANUAL display mode.

* It's a good idea to keep a blank picture on each of your data diskettes. For your convenience, a blank screen for each of the four graphics creation software products supported by Video Producer has been included on your Video Producer program diskette, for you to copy to your data diskettes. All four screens have filenames beginning with the letters BLANK.

* The CATALOG size is limited with Video Producer to about 48 filenames. If you have more than 48 files on your diskette, you won't be able to load some of the screens.

* To load Video Producer if you have only one disk drive in your system, at the A> prompt type **VIDEO** and press RETURN. When the Video Producer Selection Screen appears, the filenames in the LOAD SCREENS window will be those from the Video Producer program diskette. Take the Video Producer diskette out of the drive, insert data diskette, containing the graphics files you want to work with, and select the CATALOG option on the Selection Screen to display the filenames from your data diskette.

Section 5

Examples

Example One

* Example One uses the files EXONE1.PIX, EXONE2.PIX, EXONE3.PIX, EXONE4.PIX, and EXONE5.PIX on the Video Producer program diskette. These sample screens were produced with Lumena.

When you're ready to load Video Producer, at the A> prompt simply type **VIDEO** and press RETURN -- the program diskette will be used as the data diskette also. The filenames listed above will be displayed along with all the other filenames on the program diskette.

Select LUMENA as the file type, then load the files listed above into the corresponding SCREEN BUFFER windows in order from 1 to 5 and set the SCROLL SPEED, DISPLAY TIME, and FADE TIME as shown in the table below.

SCREEN BUFFER	SCROLL SPEED	DISPLAY TIME	FADE IN	FADE OUT
EXONE1.PIX	01	70		
EXONE2.PIX	00	70		
EXONE3.PIX	00	70		
EXONE4.PIX	00	70		
EXONE5.PIX	00	70		

This example demonstrates scrolling a text screen onto the Graphics Display Screen, and after a short pause. "popping up" the last four screens, which have been divided into four quadrants. You might want to take a look at each of the screens individually to see how this effect was achieved.

Example Two

* Example Two uses the files EXTWO1.PIX, EXTWO2.PIX, EXTWO3.PIX, EXTWO4.PIX, and EXTWO5.PIX on the Video Producer program diskette. These sample screens were produced with Lumena.

When you are ready to load Video Producer, at the A> prompt simply type **VIDEO** and the program diskette will be used as the data diskette also. The filenames listed above will be displayed along with all the other filenames on the program diskette.

Select LUMENA as the file type, then load the files listed above into the corresponding SCREEN BUFFER windows in order from 1 to 5 and set the SCROLL SPEED, DISPLAY TIME, and FADE TIME as shown in the table below.

SCREEN BUFFER	SCROLL SPEED	DISPLAY TIME	FADE IN	FADE OUT
EXTWO1.PIX	98	00		
EXTWO2.PIX	98	00		
EXTWO3.PIX	98	00		
EXTWO4.PIX	98	00		
EXTWO5.PIX	98	00		

This example demonstrates how to chain all five screen buffers together to get the appearance of a continuous display.