



This Release Note explains how to run TitleMotion with your Adobe Premiere desktop video system. The Last Minute Updates section at the end of the Release Notes covers additional information about TitleMotion.

TitleMotion only runs when it is launched from Adobe Premiere. It does not run as a stand-alone program unless you select the stand-alone option during installation. TitleMotion does not open if you attempt to start the program from WindowsNT Explorer when Premiere is not running.

Summary

Interlock Device

The green interlock device (dongle) must be installed on a parallel port whenever the program is running. TitleMotion does not open unless the dongle is present.

Installation Directory

You can install this program into any directory on your local system. It will not run from a network drive.

The plug-in files must go in your Premiere\Plug-ins directory. You may be asked to locate this directory during the install if the proper directory cannot be determined from the Windows registry.

Launching

There are two ways to open TitleMotion from inside Premiere. To create a new title clip, choose Project>Create-Inscriber TM Effect. To add a title as a filter, right-click on a filter in the timeline and choose Filters. From the Available list, select Inscriber Effect and click on Add>>.

Transitions

TitleMotion offers four types of transitions: stills, rolls, crawls, and animations. Select the layout type you want from the drop-down list on the TitleMotion CG toolbar.

Backgrounds

If you create a filter, a frame from the selected clip appears as the background in the TitleMotion preview window. If you create a new title clip, TitleMotion fills the background with a filler pattern.

Saving Files

Click on the File Save button on the TitleMotion toolbar, or choose File-Save to Premiere to save your file. If you are creating a title clip, you must give the file a name.

If you created a filter, the title appears on top of the clip when you return to Premiere. If you created a title clip, the title appears in the Project window.

Video Tracks

Put title clips on tracks V2 to V99 to preserve transparency. If you put a clip on track V1, it is converted to 24-bits without alpha.



Roll and Crawl Speeds

When you create a roll or crawl clip, Inscriber/CG sets the clip duration to a value that will result in smooth playback. If you check the Settings dialog, you will see a list of other smooth speeds. To change the default speed, use the Clip Speed dialog in Premiere.

Multiple Effects

To create multiple concurrent effects, create one Filter for each effect you want, or create several title clips and place them on separate video lines in the timeline.

Hardware Control

TitleMotion does not control video hardware, when running as a Premiere plug-in. The Take option in TitleMotion is not enabled.

Realtime Playback

If you are running on realtime hardware roll, crawl and still title clips are played back without rendering. Animation clips are always rendered. Filters are always rendered. If you stack roll, crawl, and still clips, they are rendered as well.

You may have to edit an animation clip to force it to render.

Interlock Device

The interlock device, also known as a dongle, must be installed on one of the parallel ports on your system. It can be added to a chain of devices if necessary.

TitleMotion checks the interlock device on boot and repeatedly while the program is running. You cannot launch the program without the device in place; if you remove it, the program will quit without warning.

Inscriber Technology will replace a damaged or defective interlock device, no matter what the cause of the damage. Do not throw away a damaged device - the block is your proof of ownership. Inscriber Technology will not supply a new interlock device unless the old one is returned. If you lose the device, you must purchase a new package. Interlock devices are not sold separately. **THERE ARE NO EXCEPTIONS TO THIS POLICY.**

Windows NT Driver

This device requires a driver for WindowsNT. The driver is installed in \WinNT40\system32\drivers. You must have administrator privileges to install the device. If you do not have the proper privileges, the driver installation will fail and TitleMotion will not run.

Reboot using an account with system administrator privileges and manually install the driver from a command prompt:

```
c:\tm35\hinstall /i
```

Windows95/98 Driver

This device requires a driver for Windows95/98. It will be copied to your \Windows\system directory by the install program. You must restart Windows95/98 after the driver installation.

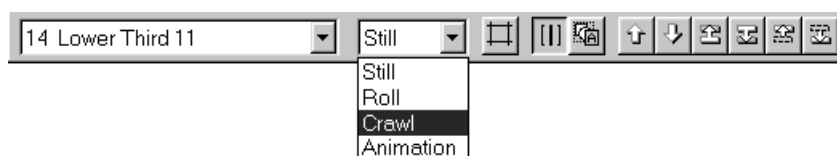
Installation Directory

You can install TitleMotion in any directory on any local drive. It automatically registers itself in the Windows registry for launch from Premiere.

The installation program must install the plug-in files in the Premiere\Plug-ins directory. The installation program will attempt to locate the proper directory using information in the Windows registry. If it cannot locate Premiere, you will be prompted for a directory location.

Transition Effects

TitleMotion offers four types of Transitions: still, roll, crawl, and animation. Select the transition type from the Layout Type drop-down list on the toolbar.



Still images display a static title graphic over your video clip.

Roll transitions scroll a page of text from the bottom to the top of a video window. You may need to put some blank lines at the end of the roll to make the text roll off the top of the screen at the end. TitleMotion tries to find a clip duration that provides smooth playback. You can change the roll speed in the timeline. With some hardware, you can just drag the clip to a new length to change the roll duration and speed. With other hardware, you must right-click on the clip and use the Speed options to change the roll duration.

Crawl transitions display a line of text in a thin window. You may need to put spaces at the end of the crawl file to make the text disappear at the end of the crawl. TitleMotion tries to find a clip duration that provides smooth playback. You can change the crawl speed in the timeline. With some hardware, you can just drag the clip to a new length to change the crawl duration and speed. With other hardware, you must right-click on the clip and use the Speed options to change the crawl duration.

Animation transitions move the text and graphic objects you create in the CG editor in 3D space. Create the objects in the CG Editor and then click on the Animation button to switch to the FX Editor and create the motion paths.

Launching TitleMotion

You can use two ways to add TitleMotion titles to your project: apply a Filter to a clip on the timeline, or create a title clip by selecting Project>Create-Inscriber TM Effect.

Filter: The title is added to the video clip and composited with it for a preview or movie. Use this option when you want more than one simultaneous effect.

Video Filters are rendered, whether you are using realtime hardware or not.

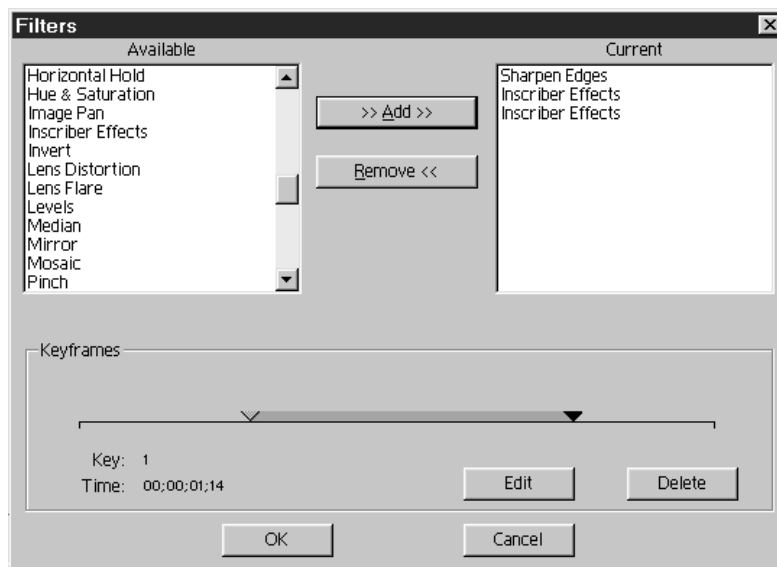
Title Clip: The title appears as a clip in the Project window. Use this option when you want to use another transition, like a fade or wipe, to display a still title.

If you put a title on Video Track I, it will be treated like a 24-bit image, with no video transparency. To composite the title with media on other tracks, place the clip on any video track except track I. Inscriber automatically creates clips with the Video Transparency set to Alpha key.

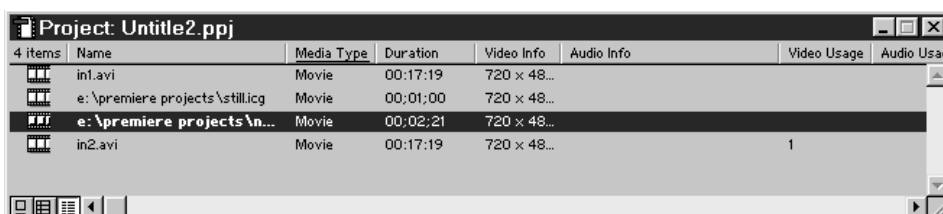
On realtime hardware, the final compositing occurs in realtime so rendering is not required unless you stack titles on top of one another.

Filter: Place a clip on a video timeline. Right click on the clip, choose Video-Filters, and select Inscriber Effects from the Available list. Click on the Add>> button to move the transition to the Current list. TitleMotion will launch automatically. Select a layout type from the Layout Type drop-down list and create your title.

Choose File-Save to Premiere or click on the Adobe icon on the toolbar to return to Premiere. If you want to edit a graphic later, open the Filter dialog again and double-click on the Inscriber Effect you want to edit. You can add more than one Inscriber Filter to a single clip. Just add more than one instance of the filter to the Current list.

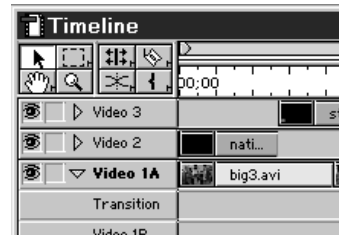


Title Clip: Choose Project>Create-Inscriber Effect to launch TitleMotion. Select an effect from the Layout Type drop-down list and create your title. Choose File-Save to Premiere or click on the disk icon on the toolbar to return to Premiere. The new title clip will appear in the Project window. If you want to edit a graphic later, double-click on the title clip.

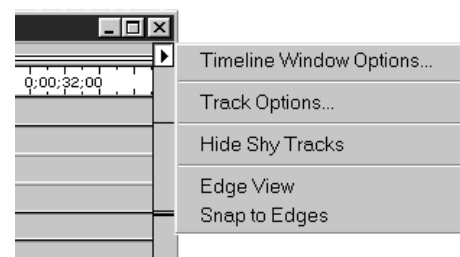


Video Tracks

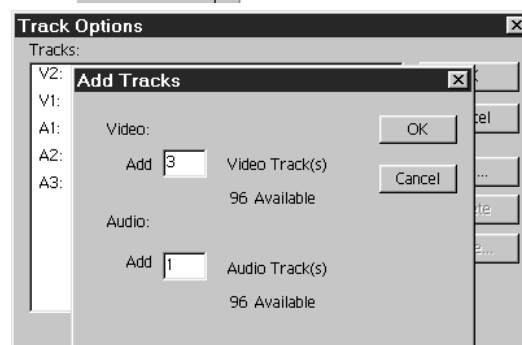
You must place the clip on Video Track 2 - 99 to composite a title clip with other media on your timeline. If you place the clip on track 1, it is treated as a 24-bit graphic and transparency information is lost.



To add more tracks to your timeline, click on the triangle below the exit button on the Timeline window title bar.



Choose Track Options from the Timeline window menu. Click on Add and type in the number of video tracks you want to add. Click on OK to close the Add Tracks dialog and on OK again to close the Track Options dialog.



Roll and Crawl Speeds

Not every roll or crawl speed results in smooth playback. Good playback speeds depend on the length of the file and your video resolution. TitleMotion sets a default roll or crawl speed that offers smooth playback. If you check the Roll or Crawl Settings dialog, you will see other good speeds.

With some hardware, you can change the default roll or crawl speed by making the clip longer or shorter by dragging it on the time line. This is restricted with some hardware. On those systems, use the Clip Speed dialog in Premiere. Right-click on the roll or crawl clip in the timeline and choose a new speed or duration. Some speeds you set in this dialog may result in jerky rolls or crawls.

Backgrounds

If you launch TitleMotion to create a title clip, you see a fill pattern in video transparent areas. You can change the fill pattern in the Preferences dialog. You must place the clip on a Video Track from 2 to 99 to composite a title clip with other media on your timeline. If you place the clip on Video Track 1, the clip is converted to 24-bit and transparency information is lost.

If you launch TitleMotion to create a Video Filter, you see a frame from the source clip in the background.



Saving Files

Click on File→Save to Premiere or click on the Save icon to save changes in TitleMotion as a part of the current Adobe Premiere project. Title clips are saved in .icg format. You will be prompted for a file name and location for the clip you just created.

When you return to Premiere, the clip you just created appears in the bin. TitleMotion remains loaded in memory for faster startup the next time you need it.

Multiple Effects

To create multiple effects, launch TitleMotion as a Filter and apply several filters to a clip or create Title clips and place them on multiple video tracks.

Hardware Control

TitleMotion does not control video hardware, when running as a Premiere plug-in. The Take option in TitleMotion is not enabled.

Realtime Playback

If you are running on realtime hardware roll, crawl and still title clips are played back without rendering. If you stack roll, crawl, and still clips, they are rendered as well.

Animation clips and Video Filters are always rendered.

Forcing a Render on Animation Clips

Some realtime playback engines identify title clips as never needing rendering, even if they contain animation data. As a result, animations created as title clips (.icg files) will not render and will not play back in sequence. This does not affect animations created as filters on a clip; they always render.

The solution is to modify the clip so that it will be marked to render by the playback engine. The easiest way to force the clip to render is the following:

- 1 Add the animation clip to the timeline.
- 2 Apply an Inscriber Effects video filter to the clip. This will open TitleMotion again.
- 3 Add a text line with one blank spaces to the layout.
- 4 Save the layout and return to the timeline.

The animation clip will now be marked to render by the playback engine. The blank text line will not interfere with the animation playback.

Matrox RT2000

Matrox just released Matrox Video Tools Service Pack I for RT2000 V1.0 (www.matrox.com/videoweb/support/rt2000/download/rt_download.htm) which allows Inscriber to take advantage of the real-time capabilities of the RT2000. With TitleMotion 4.2, stills are real-time, but rolls, crawls, and animations need to be rendered.

You should note that TitleMotion 3.5 is compatible with the RT2000 but does not take advantage of the RT2000's real-time capabilities.

This section covers important information that you need to be aware of when running this version of TitleMotion.

Languages

Glyph Processing (Arabic, Hebrew, Thai)

This release of TitleMotion does not fully support glyph processing. Full support for glyph processing will follow in an updated release.

Double-Byte (Japanese, Chinese, Korean)

Inscriber recommends that you use the custom IME setting if you are using double-byte languages with the extended text styles. Otherwise, you may encounter problems scaling or rendering your fonts.

To select the custom IME setting, select File→Preferences→Character Generator and then check the Use Custom IME option.

Windows 98 and ATI Video Cards

If you are using TitleMotion under Windows 98 with an ATI video card, you must be in at least 24-bit color or the TitleMotion workspace may become a semi-transparent blue. This problem is a Windows 98 resolution issue and only affects the display of the TitleMotion workspace. Your output is not affected by this color shift.

Large Text Size in Crawls

Crawls that use a large text size use a large amount of memory and may either display incorrectly or crash your system. If the text size in your crawl is larger than three quarters of the screen or more, you may experience problems. Inscriber recommends keeping the text size in crawls to less than three quarters of the screen.

New Fonts

Make sure that you have Windows NT administrator privileges before trying to install TitleMotion. If you do not have administrator privileges, the fonts included with TitleMotion cannot be installed properly. In some cases, this may mean that your system administrator must log on to your machine in order to install TitleMotion.

Once you install TitleMotion, make sure that you reboot your system to register all of the new fonts. Microsoft recommends that you reboot after any install to update the registry settings properly.

MMX Processor

Inscriber recommends that you run TitleMotion on a system with an MMX processor. A number of features, including the extended text styles, require an MMX processor.

RT2000: Changing Stills to Animations

If you are using an RT2000, you cannot change a still to an animation, roll, or crawl by double-clicking on the still in your Premiere timeline. Instead, you need to follow these steps:

- 1 Launch TitleMotion from within Premiere.
- 2 Import your still into TitleMotion. The still file should have a .icg extension.
- 3 Change the still to an animation and make any other changes to the animation.
- 4 Save the animation.

Because of the way the RT2000 drivers interpret TitleMotion files, you need to make changes of this type manually, by launching TitleMotion and importing the still yourself. You can change between animation, roll, and crawl effects, but you cannot change a still to an animation type without following the procedure above.