

# Visionary Editor

## Software Manual



think ahead.

 TRILITHIC



## Trilithic Company Profile

Trilithic is a privately held manufacturer founded in 1986 as an engineering and assembly company that built and designed customer-directed products for telecommunications, military, and industrial customers. From its modest beginnings as a two-man engineering team, Trilithic grew over the years and broadened its offerings of RF and microwave components by adding broadband solutions to its product line. This was accomplished with the acquisition of components manufacturer Cir-Q-Tel and instruments manufacturer Texscan.

Today, Trilithic is an industry leader providing telecommunications solutions for major broadband, RF, and microwave markets around the world. As an ISO 9000:2001 certified company with over 40 years of collective expertise in engineering and custom assembly, Trilithic is dedicated to providing quality products, services, and communications solutions that exceed customer expectations.

Trilithic is comprised of five major divisions:

- **Broadband Instruments and Systems**  
Offers test, analysis, and quality management solutions for the major cable television systems worldwide.
- **RF Microwave Components**  
Provides components and custom subsystems for companies specializing in cellular, military, and other wireless applications.
- **Emergency Alert Systems**  
Leading supplier of government-mandated emergency alert systems used by broadcast TV, cable TV, IPTV, DBS, and radio stations.
- **XFTP**  
Offers a specialty line of field technical products for cable operators and technicians, as well as a line of products for installing electronics in the home of the future.
- **Network Services**  
Provides network data management and support services to safeguard and protect your network and data by employing certified, experienced, and dedicated network engineers.

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# Chapter 1

## General Information

### Helpful Website

The following website contains general information which may be of interest to you:

<http://www.trilithic.com>

Trilithic's website contains product specifications and information, tips, release information, marketing information, Frequently Asked Questions (FAQs), bulletins, and other technical information. You can also check this website for product updates.

### Where to Get Technical Support

Trilithic technical support is available Monday through Friday from 8:00AM to 5:00PM EST. Callers in North America can dial 1-317-895-3600 or 1-800-344-2412 (toll free). International callers should dial 1-317-895-3600 or fax questions to 1-317-895-3613. You can also e-mail technical support at [EASysupport@trilithic.com](mailto:EASysupport@trilithic.com).

For quicker support response when calling or sending e-mail, please provide the following information:

- Your name and your company name
- The technical point of contact (name, phone number, e-mail address)
- The Visionary Editor software's version number
- A detailed description of the problem you are having, including any error or information messages

## How this Manual is Organized

This manual is divided into the following chapters:

- Chapter 1, “General Information,” provides Trilithic contact information and describes how this operation manual is structured.
- Chapter 2, “Introduction,” introduces the Visionary Editor program and discusses its purpose and capabilities.
- Chapter 3, “Software Installation,” describes the steps necessary to install the Visionary Editor software and the host computer requirements.
- Chapter 4, “Configuration,” describes the steps necessary to configure the Visionary Editor program.
- Chapter 5, “Software Operation,” includes a instructions for creating, editing, saving, and uploading custom video overlay pages.

## Conventions Used in this Manual

This manual has several standard conventions for presenting information.

- Connections, menus, menu options, and user entered text and commands appear in **bold**.
- Section names, web, and e-mail addresses appear in *italics*.



NOTE

***A NOTE is information that will be of assistance to you related to the current step or procedure.***



CAUTION

***A CAUTION alerts you to any condition that could cause a mechanical failure or potential loss of data.***

## Chapter 2

# Introduction

### What is the Visionary Editor Program?

The Visionary Editor program is a software application used to create and upload video overlay pages to the Visionary SDI Overlay System. Pages are comprised of static text, crawling text, boxes, images, and audio. The Visionary Editor program allows operators to create custom video overlay pages with graphics and text; save multiple messages for later distribution; then upload the message to remotely-installed Visionarys. Delivery of the video overlay pages to the Visionarys is triggered by the operator.

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### Prerequisites

#### Minimum Computer System Requirements

Computer equipment required to install the Visionary Editor software:

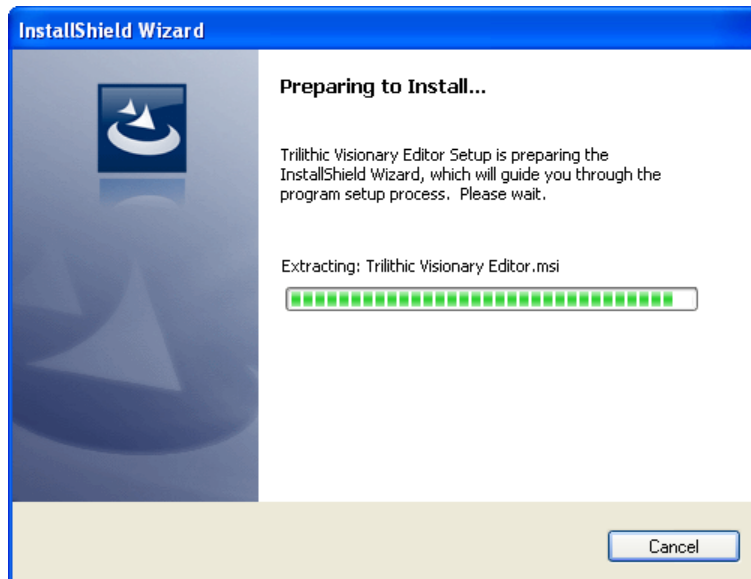
- 1 GHz processor or faster
- 512 MB memory or greater
- Microsoft® Windows XP® or later operating system
- Network connection
- 50 MB of available hard drive space

### Installing the Visionary Editor Software

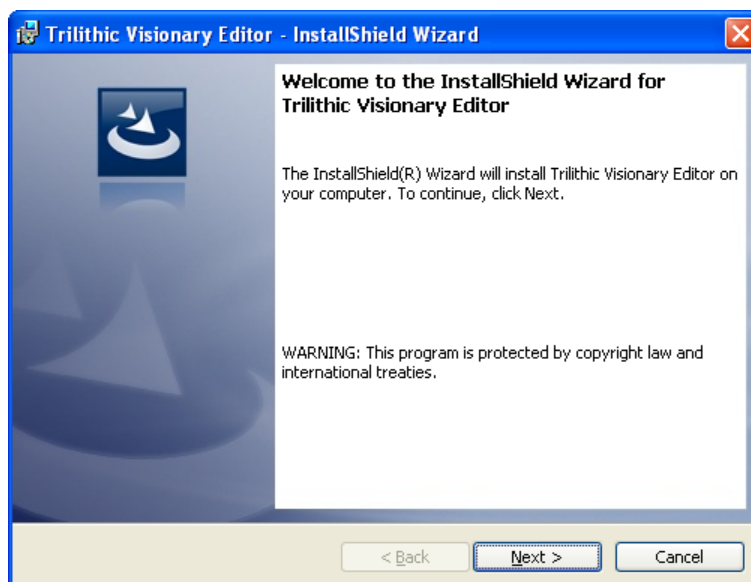
1. Depending on which operating system you are installing the Visionary Editor software on, you may need to log in as the system administrator.
2. Insert the Visionary Editor software CD into the appropriate drive.
3. If Autorun is enabled for the CD-ROM drive, the Visionary Editor setup program will start automatically. If the setup program does not start, click the Windows **Start** button, then select **Run** and type **[drive]:\setup.exe**, then click the **OK** button (substitute the appropriate drive letter in the command line, in place of **[drive]**).
4. Depending on which operating system you are installing the Visionary Editor software on, the “Open File - Security Warning” dialog box may appear. If this dialog box appears, click the **Run** button.



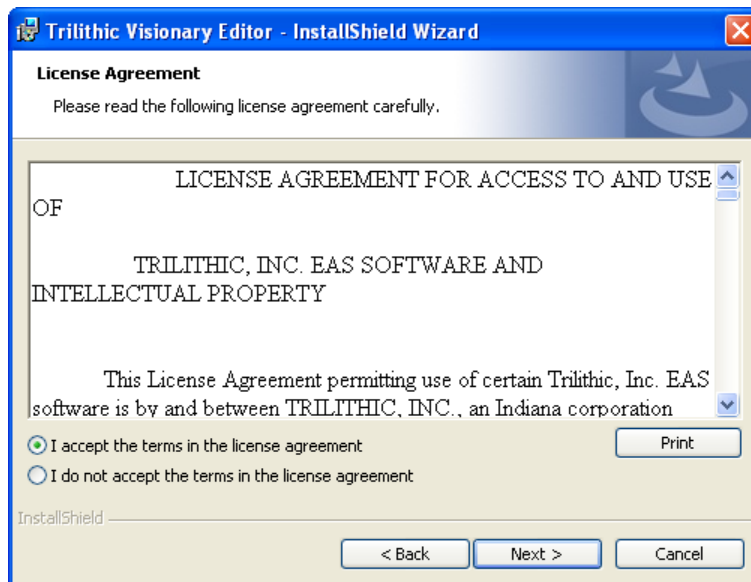
5. The “Preparing to Install...” window will appear momentarily to indicate the status of the software’s installation.



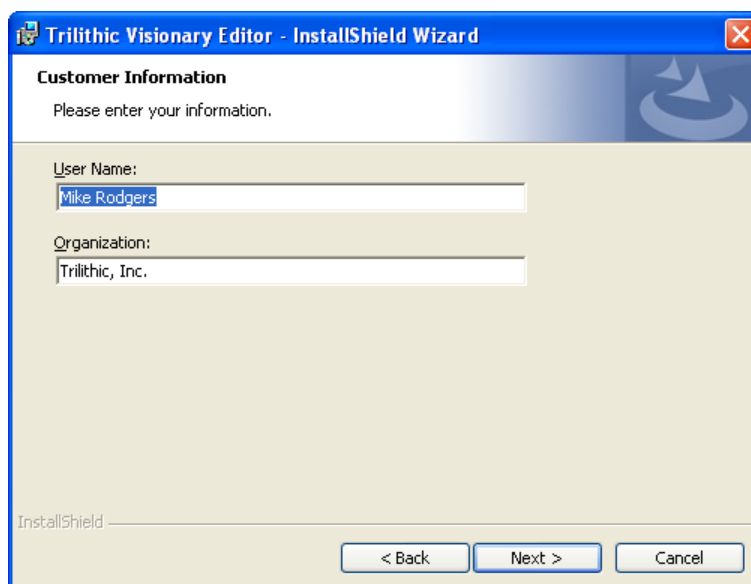
6. The “Welcome to the InstallShield Wizard for Trilithic Visionary Editor” window will appear. Click the **Next** button to continue with the installation.



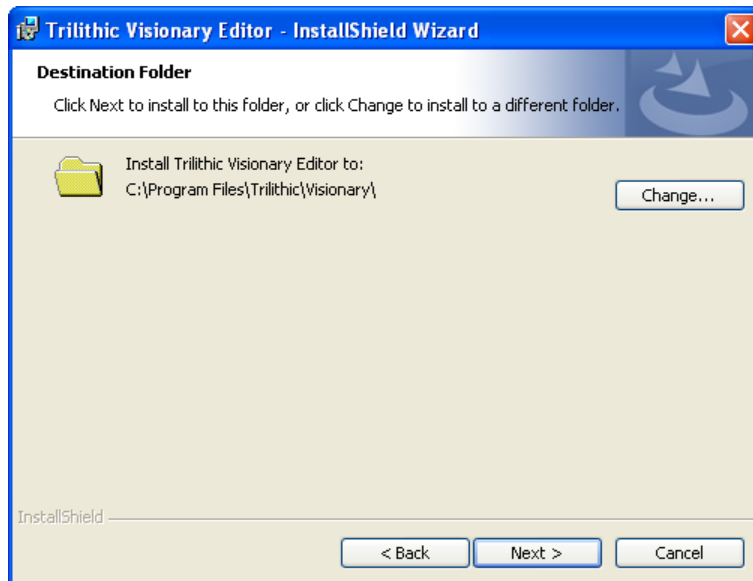
7. The “License Agreement” window will appear. To continue with the installation, select the radio button which corresponds with acceptance of the license agreement, then click the **Next** button.



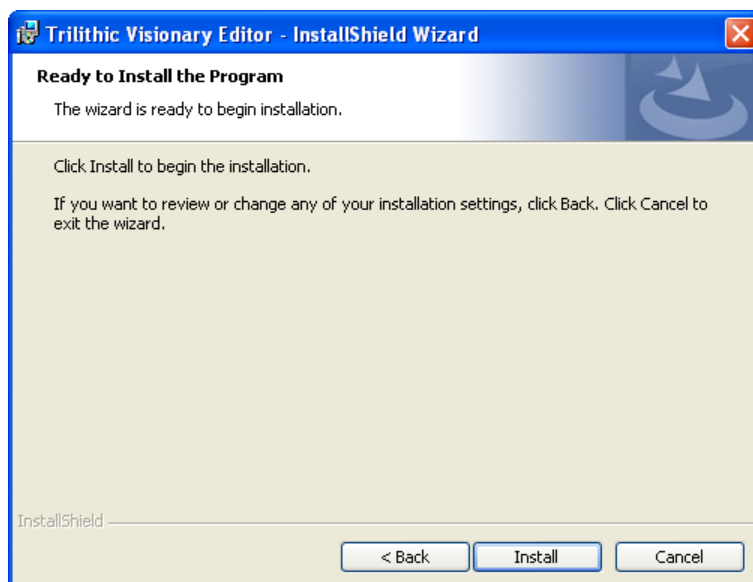
8. The “Customer Information” window will appear. Enter the User Name and Organization name which correspond to the individual who will use the software. Click the **Next** button continue; click the **Back** button to return to the “License Agreement” window.



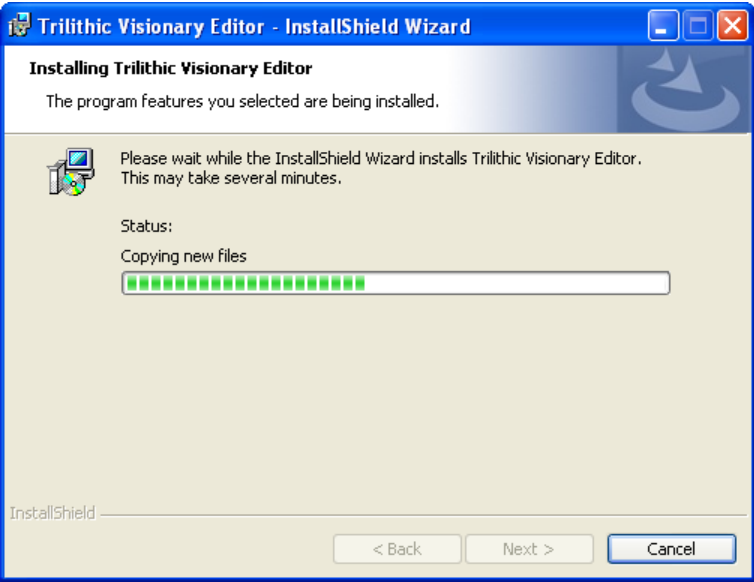
- The “Destination Folder” window will appear. The default location in which the Visionary Editor software will be installed is displayed. To install the software in a file location other than the default, click the **Change** button and select a different directory; otherwise click **Next** to accept the default directory in which to install the Visionary Editor software.



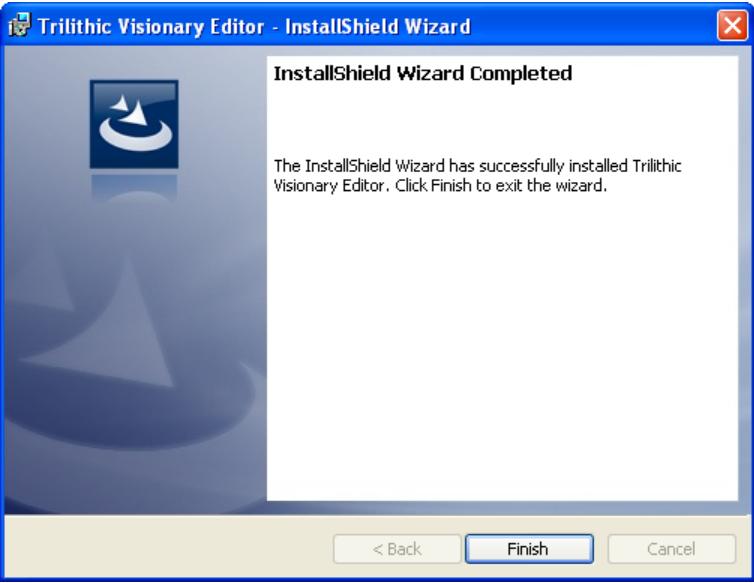
- The “Ready to Install the Program” window will appear next. This window confirms the settings for the Visionary Editor installation. If the information shown is correct, click the **Next** button. To change the installation settings, click the **Back** button.



11. The “Installing Trilithic Visionary Editor” window will momentarily appear to indicate the status of the software’s installation.



12. The “InstallShield Wizard Completed” window will appear. Click the **Finish** button to exit from the installer. The Visionary Editor installation is now complete.



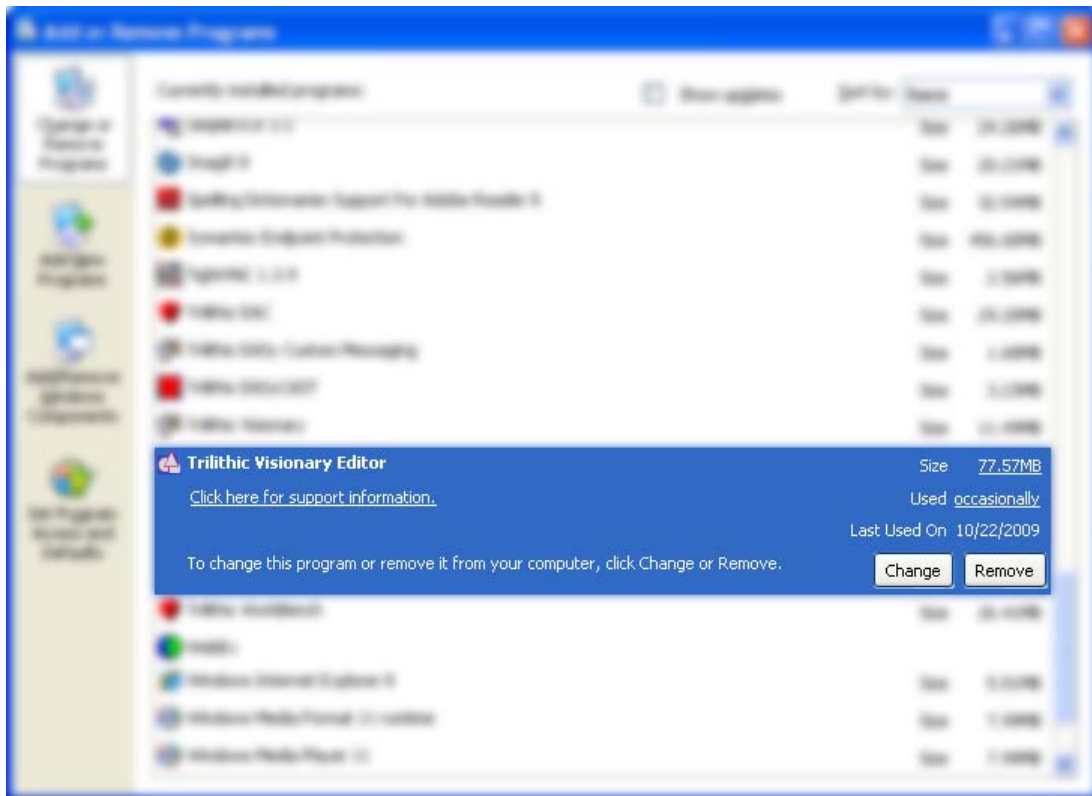
## Software Updates

To update the Visionary Editor software, the new version of the software can be installed over the existing version. Follow the procedure outlined in **Chapter 3: Installation, Installing the Visionary Editor Software** to install the updated version of the software.

## Removing the Visionary Editor Software

The Windows **Add or Remove Programs** utility can be used to remove the Visionary Editor software.

1. Open the Add or Remove Programs utility by clicking the Windows **Start** button, then the **Control Panel** program group.
2. From the control panel, click the **Add or Remove Programs** icon. A program list similar to the one shown below will be displayed:



3. In the program list, scroll to find **Trilithic Visionary Editor**.
4. To remove the program, select the program by clicking on it once, then click the **Remove** button.
5. A pop-up window will appear, confirming your decision to remove the Visionary Editor program. Click the **Yes** button to remove the Visionary Editor program; click the **No** button to cancel the program deletion.

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# Chapter 4

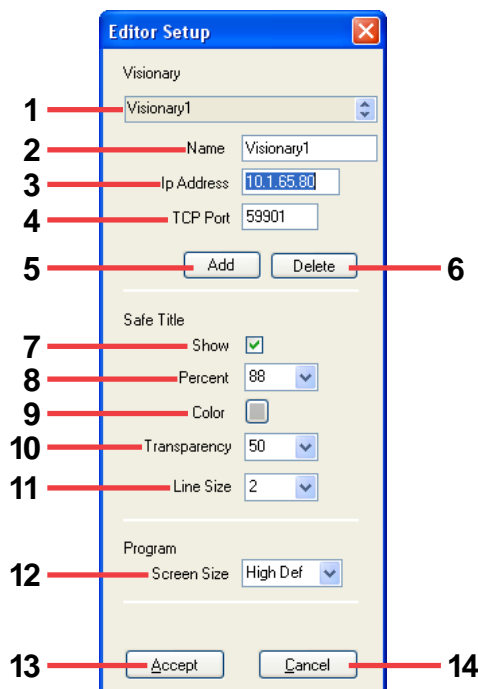
## Configuration

### Overview

The Visionary Editor program can communicate with as many as 1000 Visionarys, or it can be configured to communicate with a single Visionary. Before custom messages and graphics can be sent to the Visionary and ultimately to the subscribers, communication information, screen resolution, and safe title area should be configured for all Visionarys.

### Configuring a Visionary

For a Visionary to work in conjunction with the Visionary Editor program, the program must be configured to communicate with the Visionary. To configure a Visionary, click the **File** menu, then click the **Setup** option.



In the pop-up window, enter the following configuration parameters:

1. **(Select) Name** - Select a Visionary to be edited, if multiple configurations exist.
2. **(Edit) Name** - Enter a name for the remote Visionary, which should be easily recognizable and intuitively associated with the particular Visionary.
3. **IP Address** - Enter the IP address of the Visionary.

4. **TCP Port** - Enter the TCP port number that the Visionary has been configured to monitor for commands. The default value is 59901.
5. **Add** - After entering the **Name**, **IP Address**, and **TCP Port**, click the **Add** button to add the Visionary and continue with the Visionary configuration.
6. **Delete** - Click the Delete button to delete the selected Visionary. If the Visionary Editor program is configured to communicate with Visionaries, select the Visionary to be deleted in box 1.
7. **Show (Safe Title)** - Select this check box to toggle the safe title border on or off.
8. **(Safe Title) Percent** - Use this control to set the percentage of the screen that is included within the safe title area. The size (as a percentage of the screen) can be selected from the **Percent** pull-down list, or a custom number can be entered in the **Percent** text box.
9. **(Safe Title) Color** - Click the **Color** box to open the **Color** window and select a different color for the safe title border on the screen.
10. **(Safe Title) Transparency** - This setting indicates the transparency of the safe title border. The percentage of transparency can be selected from the **Transparency** pull-down list, or a custom number can be entered in the **Transparency** text box.
11. **(Safe Title) Line Size** - Use this pull-down list to set the thickness of the safe title border. The line size, in pixels, can be selected from the **Line Size** pull-down list, or a custom number can be entered in the **Line Size** text box.
12. **Screen Size** - Use this pull-down list to select the resolution of the program stream that the page will appear on (high-definition or low-definition).
13. **Accept** - Click the **Accept** button to save the Visionary configuration parameters that have been entered.
14. **Cancel** - Click the **Cancel** button to abort the Visionary configuration procedure.

After all configuration parameters have been entered, click the **Accept** button to add the Visionary configuration. To abort the Visionary configuration procedure, click the **Cancel** button.

## Configuring Multiple Visionarys

The Visionary Editor software can interface with as many as 1000 remotely-installed Visionarys. To add a new device to the list of configured Visionarys, click the **File** menu, then click the **Setup** option. In the pop-up **Editor Setup** window, Click the **Add** button. A new Visionary will be added, and the text within the **Name** text box will be updated to indicate the new Visionary. Enter the configuration parameters for the new Visionary as described in [\*\*Chapter 4: Configuration, Configuring a Visionary\*\*](#). In the **Name** text box, enter a different name for the new Visionary than previously-entered names.

After all configuration parameters have been entered, click the **Accept** button to add the new Visionary to the list of devices that the Visionary Editor program communicates with. Click the **Cancel** button to abort the Visionary addition procedure.

## Editing a Visionary's Configuration

To edit the configuration parameters for a Visionary, click the **File** menu, then click the **Setup** option. In the pop-up **Editor Setup** window, select the named Visionary whose configuration will be edited (if more than one Visionary is configured). Edit the configuration parameters for the new Visionary as described in [\*\*Chapter 4: Configuration, Configuring a Visionary\*\*](#).

## Deleting a Configured Visionary

To delete a Visionary from the list of configured devices within the Visionary Editor program, click the **File** menu, then click the **Setup** option. In the pop-up **Editor Setup** window, select the named Visionary to be deleted, then click the **Delete** button. Click the **Accept** button or the **Cancel** button to close the **Editor Setup** window.

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# Chapter 5

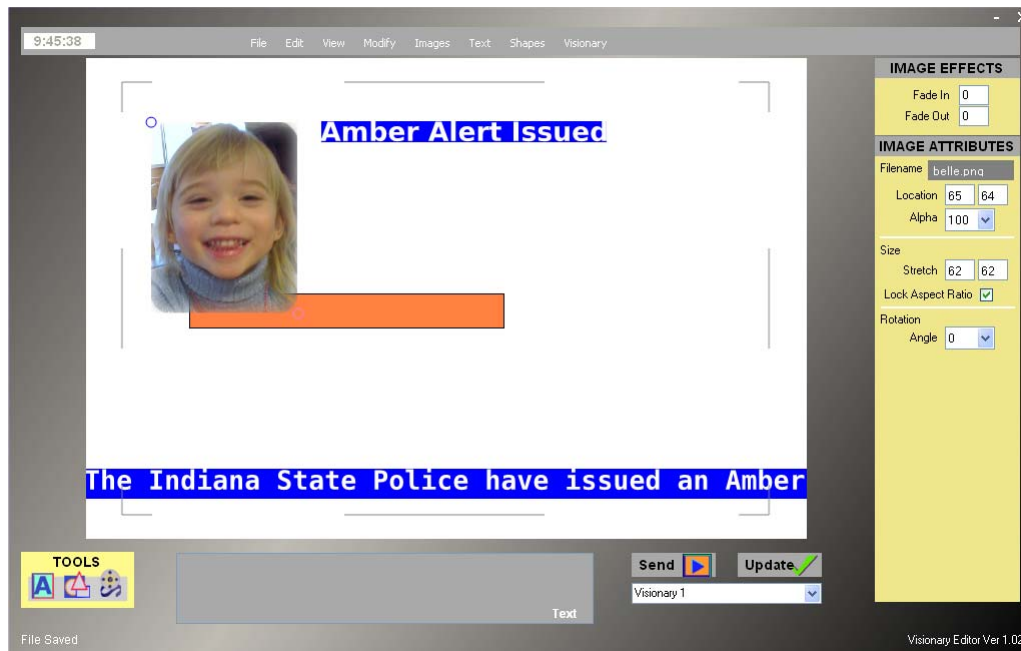
## Using the Program

### Overview

The Visionary Editor program is an intuitive application that allows operators to quickly and easily design, edit, and distribute custom video overlay pages to multiple Visionary devices. The following instructions provide detailed instructions in creating, saving, and uploading Visionary video pages.

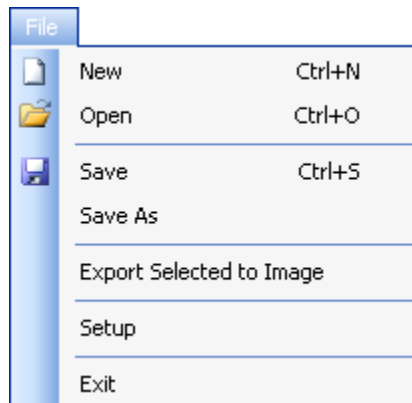
### Creating a Custom Page

The Visionary Editor software allows you to create, save, and upload video overlay pages. This is especially useful for recurring messages where a pre-saved graphic overlay page can be loaded and distributed with little or no editing. These pages are stored by the Visionary Editor program for later reference and repeated use.



## Creating a New Page File

If a file is currently open and you would like to create a new page file, click the **File** menu, then click the **New** menu option. This procedure will clear the Visionary Editor screen of all objects.

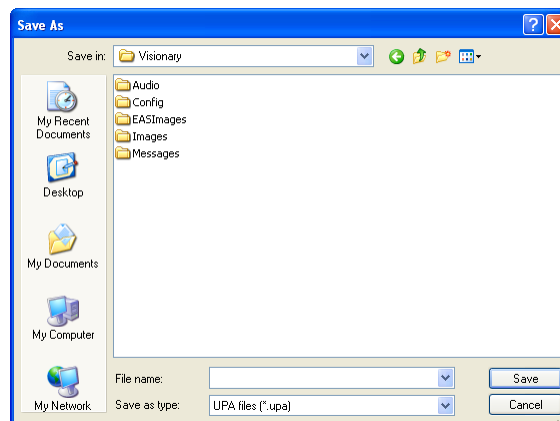


## Opening an Existing Page File

Page files that have been previously created and saved can be opened for editing. To open an existing page file, click the **File** menu, then click the **Open** menu option. The file is displayed in the Visionary Editor window.

## Saving a Page File

A page file can be saved for editing at a later time, or to be loaded to the Visionary and displayed to viewers. To save the current screen as a page file, click the **File** menu, then click the **Save** option. The **Save As** dialog box will open; select a location and save the page file.



## Editing Page Attributes

The individual properties for a page within the Visionary Editor program can be edited and customized.

**PAGE EFFECTS**

1 — Fade In 0

2 — Fade Out 0

**PAGE ATTRIBUTES**

3 — Repeats 0

4 — Delay 1 (sec)

Audio

5 — Filename None

6 — Repeats 1

7 — Pause 0 (sec)

8 — Delay 0 (sec)

**Canvas**

9 — Color 100

10 — Image File None

11 — Layout Corner

1. **Fade In** - This is the time, in seconds, in which the video overlay page will “fade in” from transparent to opaque.
2. **Fade Out** - This is the time, in seconds, in which the video overlay page will “fade out” from opaque to transparent.
3. **(Page) Repeats** - Enter the number of times the entire video overlay page will be repeated, including repeated text crawls and repeated audio messages. As an alternate means to enter the number of times the audio file is repeated, left-click in the **(Page) Repeats** text box and while holding the mouse button, drag the mouse from left to right to set the number of times the page is repeated.
4. **(Page) Delay** - Enter the number of seconds to wait before repeating the entire page. The delay starts when the previous page has been removed. As an alternate means to enter the audio delay, left-click in the **(Page) Delay** text box and while holding the mouse button, drag the mouse from left to right to set the page delay time.

5. **(Audio) Filename** - This is the file name of the selected audio message. To select an audio file, click within the **(Audio) Filename** text box, then select an audio file. The audio file must be in WAV format.
6. **(Audio) Repeats** - Enter the number of times that the audio message will be repeated. As an alternate means to enter the number of times the audio file is repeated, left-click in the **Repeats** text box and while holding the mouse button, drag the mouse from left to right to set the number of times the audio file is repeated.
7. **(Audio) Pause** - Enter a number in the **(Audio) Pause** text box to set the delay time between repeated audio messages. As an alternate means to enter the delay time between repeated playing of the audio file, left-click in the **Pause** text box and while holding the mouse button, drag the mouse from left to right to set the audio pause time.
8. **(Audio) Delay** - This is the time, in seconds, that the audio message will be delayed when the page is displayed. This feature is typically used to time an audio message to coincide with a text crawl. As an alternate means to enter the audio message delay time, left-click in the **(Audio) Delay** text box and while holding the mouse button, drag the mouse from left to right to set the audio message delay time.
9. **Color** - Click the **Color** box to open the **Color** window and select a different color for the canvas (background). The canvas color is shown only on the Visionary Editor program's screen and not displayed on the video stream when the video overlay page is uploaded to the Visionary.

To change the **transparency** of the canvas color, left-click in the **Color** box and while holding the mouse button, drag the mouse from left to right to set the canvas transparency.
10. **Image File**- This is the file used as a background image for the canvas. To select an image file, click the **Filename** text box, then select the image file to be used as the canvas's background. The background image is shown only on the Visionary Editor program's screen and not displayed on the video stream when the video overlay page is uploaded to the Visionary.
11. **Layout** - This control box determines the display properties for the background image. Selecting **Corner** from the pull-down list will push the background image to the top-left corner of the canvas; selecting **Center** will place the image in the center of the canvas; selecting **Stretch** will scale the background image to fit the entire canvas.

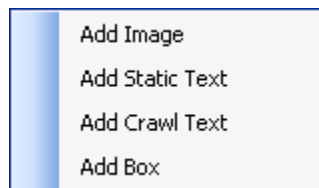
## Creating Screen Objects

The Visionary allows an operator to create custom messages which can be overlaid on the video stream. The operator can create static text, crawl text, logo, and graphic overlays.



NOTE

***Each of the methods for placing screen objects will be discussed individually in the following sections. As an alternate means to place screen objects, right-click on the canvas and select the desired menu option from the pop-up menu. The screen object will be placed with the top-left corner of the object at the same point where the initial click was made on the canvas.***



### Images

To add an image, click the **Images** menu, then click the **Add Image** option to place an image on the screen. From the Open file dialog box, browse to the location where the image to be inserted is stored, then select the image. Click the **Open** button to place the image; click the **Cancel** button to abort the image placement operation. By default, the image is placed at the top-left corner of the screen.



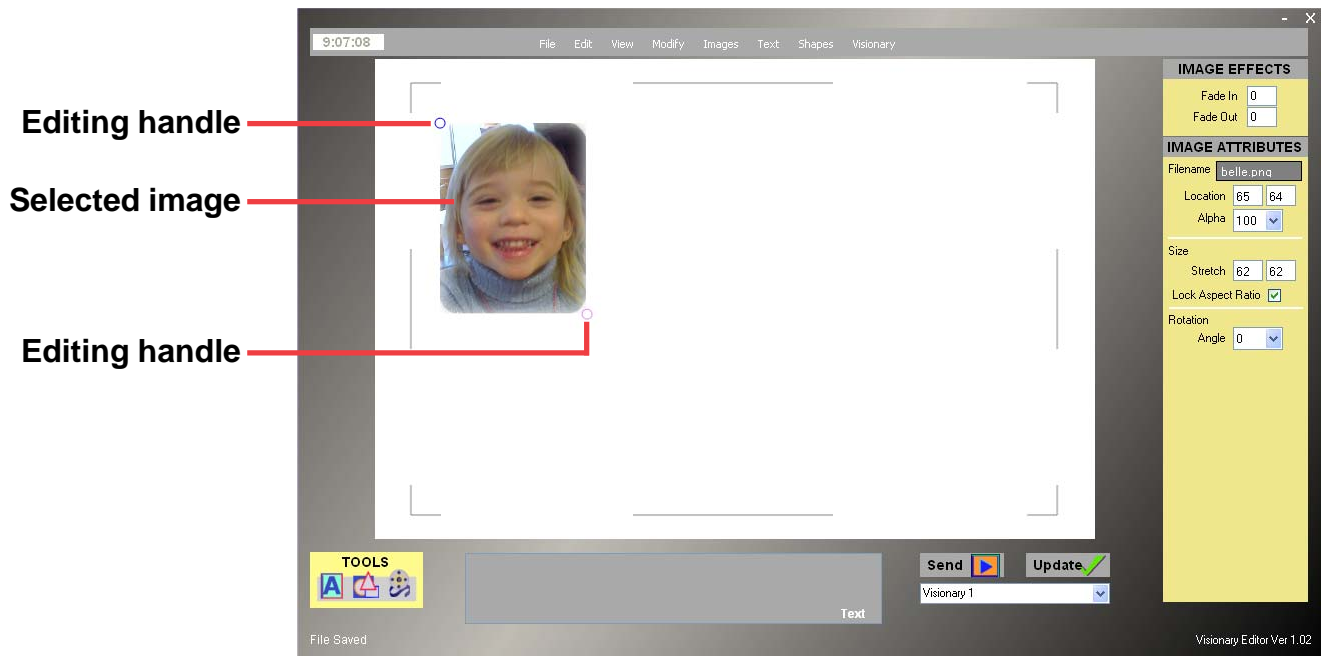
NOTE


***BMP, JPG, PNG, and TIF formatted image files are supported by the Visionary.***



NOTE

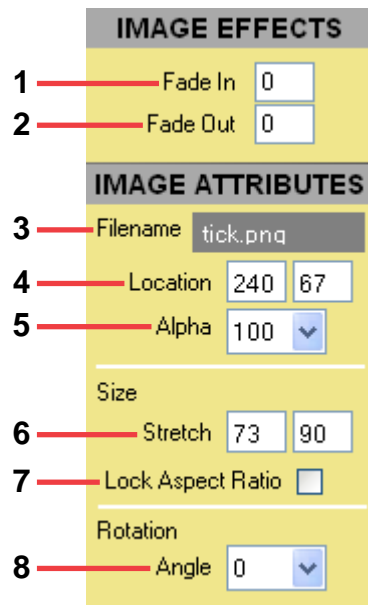
***As an alternate means to place images, right-click on the canvas and select the Add Image menu option from the pop-up menu. The image will be placed with the top-left corner of the image at the same point where the initial click was made on the canvas.***



 **NOTE** *The size of the image is referenced in points. As a reference, an image with pixel dimensions of 486 (h) x 720 (w) will appear as a full-screen image in low-definition; an image with pixel dimensions of 486 (h) x 852 (w) will appear as a full-screen image in high-definition.*

After an image has been placed, the properties of the image can be edited using the control panel at the right side of the screen. The image must be selected by single-clicking on it before the **Image Effects** and **Image Attributes** control panels are available. Selecting an image on the canvas will display a small circle (handle) at the top-left and bottom-right corner of the image to indicate the selection. The image can be scaled by clicking and dragging either of these “handles.”

Below is a description of each setting within the control panel:



1. **Fade In** - This is the time, in seconds, in which the image will “fade in” from transparent to opaque.
2. **Fade Out** - This is the time, in seconds, in which the image will “fade out” from opaque to transparent.
3. **File Name** - This is the file name of the selected image. With an image selected, click the **Filename** text box to browse for a new image. When the **Open** button is clicked in the **Open** dialog window, the new image will replace the selected image on the canvas.
4. **Location** - This the (X,Y) location, in points, of the selected image. The top-left corner of the image is referenced by the location coordinates.
5. **Alpha** - This setting indicates the transparency of the selected image. The percentage of transparency can be selected from the **Alpha** pull-down list, or a custom number can be entered in the **Alpha** text box. As an alternate means to enter the alpha (transparency), left-click in the **Alpha** text box and while holding the mouse button, drag the mouse from left to right to set the image transparency.
6. **(Size) Stretch** - This is the size of the selected image. The first text box indicates the width (as a percentage of the original image width); the second text box indicates the height (as a percentage of the original image height). As an alternate means to enter the size of the image, left-click in either of the **(Size) Stretch** text boxes and while holding the mouse button, drag the mouse from left to right to set the size of the image.

7. **Lock Aspect Ratio** - Select this box to constrain the height and width of the image so the image is scaled proportionately. Selecting this check box also constrains the proportions of the image as it is scaled with the mouse, via click and drag.
8. **Rotation Angle** - This control box allows the selected image to be rotated. The degrees of rotation (in a clockwise direction) can be selected from the **Rotation** pull-down list, or a custom number can be entered in the **Rotation** text box. As an alternate means to rotation angle of an image, left-click in the **Angle** text box and while holding the mouse button, drag the mouse from left to right to set the rotation angle.

Images can be edited via *click and drag*, in addition to editing with the control panel. The following operations can be performed via *click and drag*, after the image has been selected:

- **Move** - Left-click on the image then drag it to a new location. The location (X,Y) of the image will update in the control panel after the image has been moved.
- **Resize** - Left-click on the “handle” at the top-left corner or bottom-right corner of the image then drag the handle to resize the image. The size (width, height) of the image will update in the control panel after the image has been resized.
- **Rotate** - Hold the **Shift** key and left-click on the image and drag to rotate the image. The rotation angle (in degrees) of the image will update in the control panel after the image has been rotated.
- **Transparency** - Right-click on the image and drag the mouse up or down to change the transparency of the image.

Editing handles are available when image is selected

Left-click and drag to move image

Hold Shift key, left-click and drag to rotate image

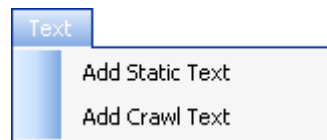


Right-click and drag to change image transparency

Left-click and drag either editing handle to resize image

## Text

To add text, click the **Text** menu, then click either the **Add Static Text** option or the **Add Crawl Text** option. By default, the text is placed in the top-left corner of the screen. Static text can be moved to any location on the screen by clicking on the text and dragging it to the new location. Crawl text can only be moved on the vertical plane of the screen by clicking on the text and dragging it to the new location.



NOTE

***As an alternate means to place text, right-click on the canvas and select the Add Static Text or Add Crawl Text menu option from the pop-up menu. The text will be placed with the top-left corner of the text string at the same point where the initial click was made on the canvas.***



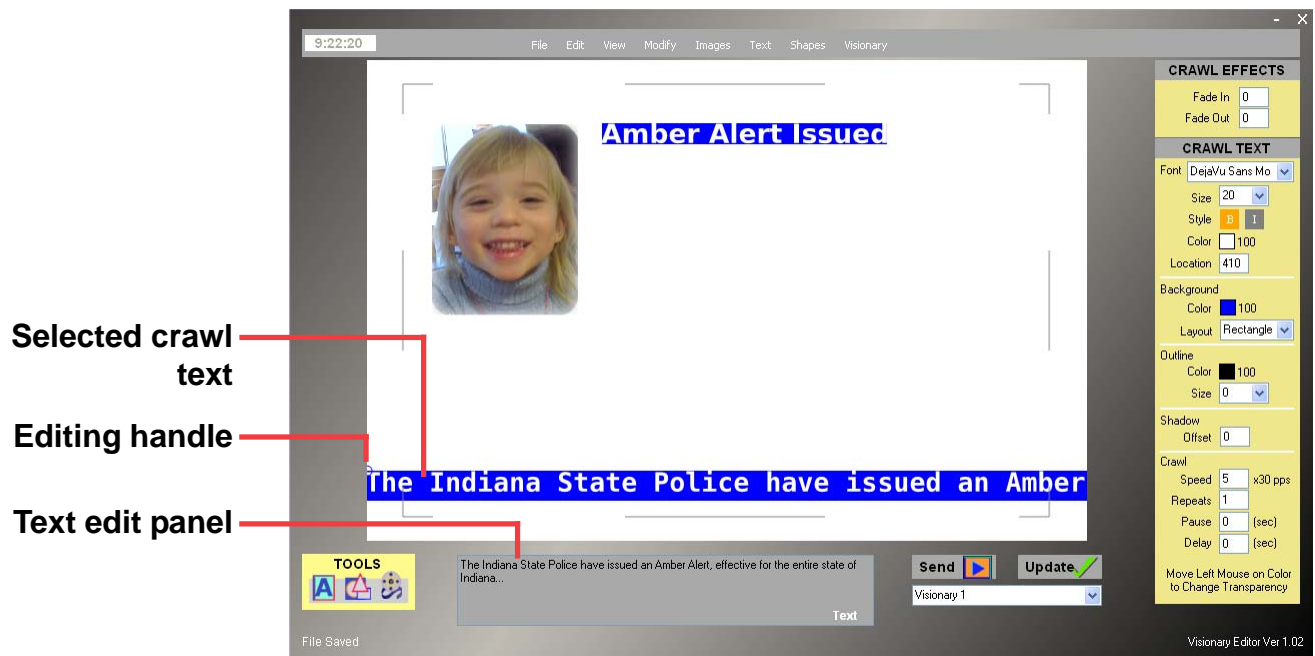
NOTE

***A maximum of 2 crawl text strings can be placed on the canvas at the same time.***

Once a static text string has been placed on the canvas, it can be edited. To edit the text string, select by left-clicking on the text string. Edit “handles” will appear at the top-left corner and bottom-right corner of the text string, and the selected text will appear in the edit window at the bottom of the Visionary Editor screen. Static text can also be edited by double-clicking on the text string then edit the text directly on the canvas. The static text string can be edited in the edit window at the bottom of the screen. When finished editing the static text string, left-click on any open area on the canvas to deselect the static text string.



A crawl text string can be edited similarly to the static text string. Select the crawl text string by left-clicking on the crawl text string. An edit “handle” will appear at the top-left corner of the crawl text string, and the selected text will appear in the edit window at the bottom of the Visionary Editor screen. The crawl text string can only be edited in the window at the bottom of the screen. When finished editing the crawl text string, left-click on any open area on the canvas to deselect the crawl text string.



After the text has been placed and edited, the properties of the text can be edited using the control panel at the right side of the Visionary Editor screen. The text must be selected by single-clicking on it before the **Text Effects**, **Text Attributes**, **Crawl Effects**, or **Crawl Text** control panels are available. Selecting a static text string on the canvas will display a small circle (handle) at the top-left corner and bottom-right corner of the text string to indicate the selection. Selecting a crawl text string on the canvas will display a small circle (handle) at the top-left corner of the text string to indicate the selection. Following is a description of each setting within the control panels:

### TEXT EFFECTS

1 — Fade In

2 — Fade Out

### TEXT ATTRIBUTES

3 — Font

4 — Size

5 — Style  B  I

6 — Color

7 — Location

Background

8 — Color

9 — Layout

Outline

10 — Color

11 — Size

Shadow

12 — Offset

Move Left Mouse on Color to Change Transparency

### CRAWL EFFECTS

Fade In

Fade Out

### CRAWL TEXT

Font

Size

Style  B  I

Color

Location

Background

Color

Layout

Outline

Color

Size

Shadow

Offset

Crawl

13 — Speed  x30 pps

14 — Repeats

15 — Pause  (sec)

16 — Delay  (sec)

Move Left Mouse on Color to Change Transparency



NOTE

***When a static text string is selected, the left-side control panel will appear in the Visionary Editor window. When a crawl text string is selected, the right-side control panel will appear with four additional options which control the crawl text animation.***

1. **Fade In** - This is the time, in seconds, in which the text will “fade in” from transparent to opaque.
2. **Fade Out** - This is the time, in seconds, in which the text will “fade out” from opaque to transparent.
3. **Font** - This is the font name for the selected text. Click the **Font** pull-down list to select a different font for the selected text string. To select additional fonts which are not included in the **Font** list, select the **...Configure Fonts...** option from the pull-down list. Refer to **Chapter 5: Using the Program, Creating Screen Objects, Text, Font Configuration** for additional instruction in adding fonts to the **Font** list.
4. **(Font) Size** - This is the size, in points, of the selected text. Click the **Font Size** pull-down list to select a different font size for the text string. As an alternate means to set the font size, left-click in the **(Font) Size** text box and while holding the mouse button, drag the mouse from left to right to set the font size.
5. **(Font) Style** - Click **B** to apply a bold-face type style to the selected text; click **I** to apply an italic-face type style to the selected text. The **B** and **I** buttons will display an orange highlight state when the selected text has had bold or italics type styles applied.
6. **(Font) Color** - Click the **(Font) Color** box to open the **Color** window and select a different text color.

To change the **transparency** of the text, left-click in the **(Font) Color** box and while holding the mouse button, drag the mouse from left to right to set the text transparency.

7. **(Font) Location** - This the (X,Y) location, in points, of the selected text. The top-left corner of the text string is referenced by the location coordinates. As an alternate means to set the location of the text string, left-click in either of the **(Font) Location** text boxes and while holding the mouse button, drag the mouse from left to right to set the location of the text string.
8. **(Background) Color** - Click the **Background Color** box to open the **Color** window and select a different color to appear behind the text.

To change the **transparency** of the background, left-click in the **(Background) Color** box and while holding the mouse button, drag the mouse from left to right to set the transparency of the background color.

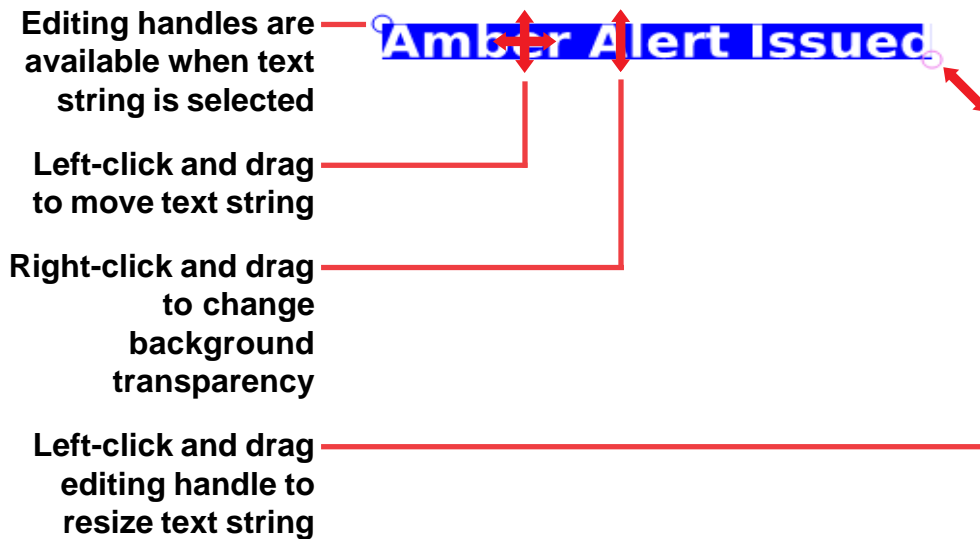
9. **(Background) Layout** - Use this pull-down list to select whether or not there will be a background behind the text. Select the **Rectangle** option to cause a colored background to appear behind the text; select the **None** option to cause the text to directly overlay on the screen.
10. **(Outline) Color** - Click the **Outline Color** box to open the **Color** window and select a color with which to outline each character in the selected text string.  
  
To change the **transparency** of the text outline color, left-click in the **(Outline) Color** box and while holding the mouse button, drag the mouse from left to right to set the transparency of the text background.
11. **(Outline) Size** - Use the **Outline Size** pull-down list to select the thickness of the outline around each character in the text string. For no outline, set the value to **0**. As an alternate means to set the outline size, left-click in the **(Outline) Size** text box and while holding the mouse button, drag the mouse from left to right to set the outline size.
12. **(Shadow) Offset** - Enter a number in the **(Shadow) Offset** text box to set the distance of the shadow from the text string. For no shadow, set the value to **0**. As an alternate means to set the shadow offset, left-click in the **(Shadow) Offset** text box and while holding the mouse button, drag the mouse from left to right to set the shadow offset.
13. **(Crawl) Speed** - Enter a number in the **(Crawl) Speed** text box to set the speed at which the text crawls across the screen. The value is measured in 30 pixels per second (PPS x 30). As an alternate means to set the crawl speed, left-click in the **(Crawl) Speed** text box and while holding the mouse button, drag the mouse from left to right to set the crawl speed.
14. **(Crawl) Repeats** - Enter the number of times that the crawl text will be displayed. As an alternate means to set the number of crawl repeats, left-click in the **(Crawl) Repeats** text box and while holding the mouse button, drag the mouse from left to right to set the number of crawl repeats.
15. **(Crawl) Pause** - Enter a number in the **(Crawl) Pause** text box to set the delay time between repeated crawls. As an alternate means to set the crawl pause, left-click in the **(Crawl) Pause** text box and while holding the mouse button, drag the mouse from left to right to set the number of seconds for the crawl pause.
16. **Crawl Delay** - This is the delay, in seconds, between when the page is first displayed and when the text begins to crawl.

Static and crawl text can be edited via *click and drag*, in addition to editing with the control panel. The following operations can be performed via *click and drag*, after the text has been selected:

- **Move** - Click on the text string then drag it to a new location. The location (X,Y) of the text will update in the control panel after the text has been moved. Static text can be

moved to any location on the screen; crawl text can only be moved vertically on the screen.

- **Resize** - Click on the “handle” at the top-left corner or bottom-right corner of the static text string then drag the handle to resize the text. The size (in points) of the text will update in the control panel after the text string has been resized. Static text can be resized via *click and drag*; crawl text can only be resized in the control panel.
- **Background Transparency** - Right-click on the text string and drag the mouse up or down to change the transparency of the text background.

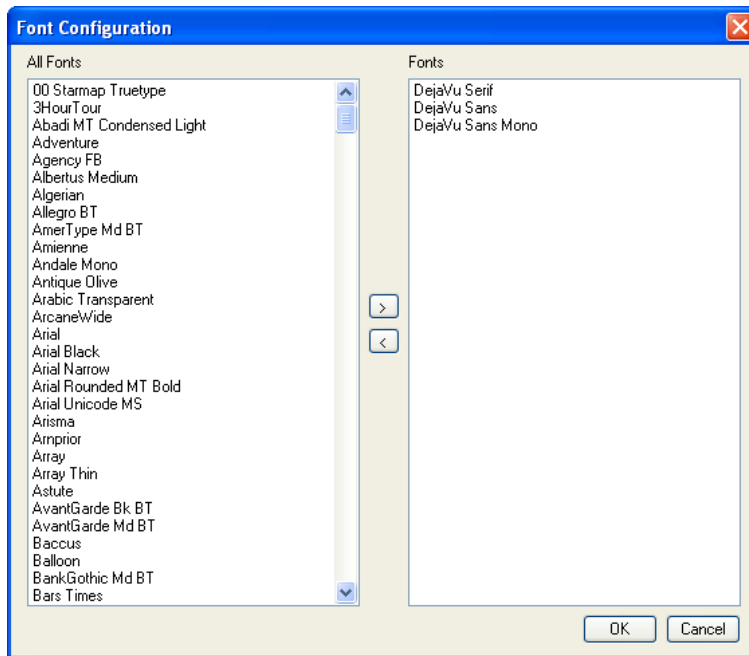


### *Font Configuration*

By default, the Visionary Editor program is configured with three fonts for static and crawl text. Additional fonts can be added to the Visionary Editor program’s font list, however the font files must also be added to the Visionary’s internal memory. Refer to the ***Font Configuration*** section in the ***Visionary Hardware Installation and Configuration*** manual for instructions in uploading font tiles to the Visionary.

Following is the process to configure the Visionary Editor program to recognize and display additional fonts:

1. Select a text string on the Visionary Editor’s canvas to display the **Text Attributes** control panel.
2. From the Font pull-down list, select the **...Configure Fonts...** menu option. The Font Configuration window will be displayed.



In the **All Fonts** (left side) column, all fonts that are installed on the Visionary Editor program's host computer are displayed. In the **Fonts** (right side) column, all fonts that are configured in the Visionary Editor program are displayed.

3. To add a font to the Visionary Editor's configuration, select the font in the **All Fonts** (left side) column by left-clicking on the font name. Click the  button between the columns to copy the font to the **Fonts** (right side) column.
4. To remove a font from the Visionary Editor's configuration, select the font in the **Fonts** (right side) column by left-clicking on the font name. Click the  button between the columns to remove the font from the **Fonts** column.
4. Click the **OK** button to load the font configuration changes to the Visionary Editor program; click the **Cancel** button to abort the font configuration.

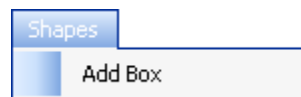



NOTE

***Fonts used in the Visionary Editor program must be loaded to the Visionary. Refer to the Visionary Hardware Installation and Configuration manual for instructions in uploading fonts to the Visionary.***

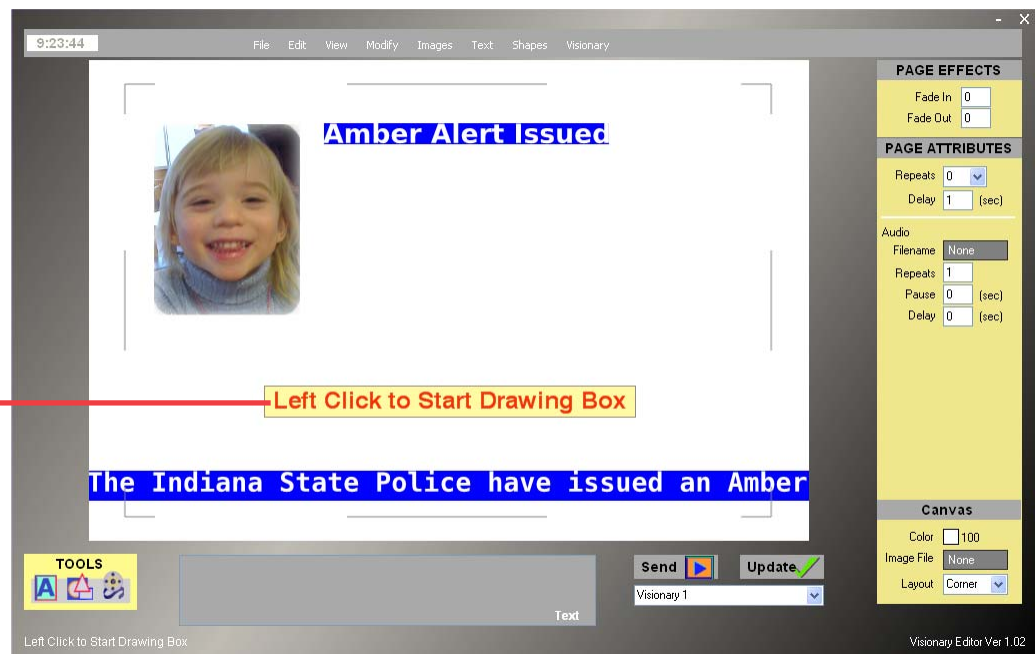
## Boxes

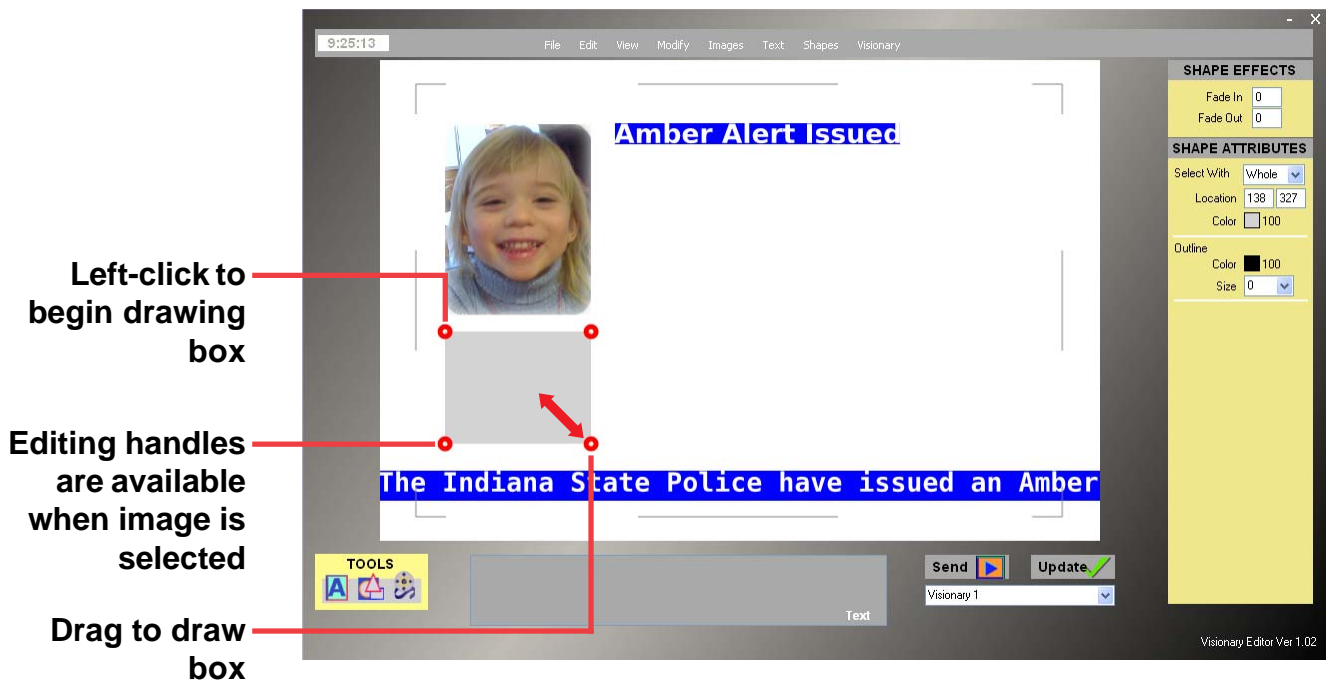
To add a box, click the **Shapes** menu, then click the **Add Box** option to place a square or rectangular box on the screen. A temporary message will appear on the screen with the text, **Left Click to Start Drawing Box**. Click the mouse where the top-left corner of the box should be placed. Click and drag with the left mouse button to draw the box. The initial click location on the screen will be the top-left corner of the box; drag the pointer down and to the right to define the shape of the box. Release the mouse button to place the box on the screen.



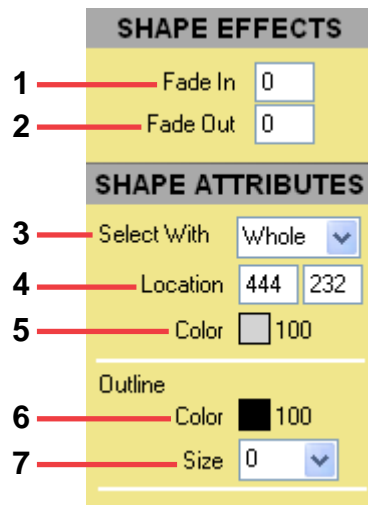
 **NOTE** *As an alternate means to place boxes, right-click on the canvas and select the Add Box menu option from the pop-up menu.*

Temporary message containing instructions to draw box





After the box has been placed, the properties of the box can be edited using the control panel at the right side of the screen. The box must be selected by single-clicking on it before the **Shape Effects**, and **Shape Attributes** control panels are available. Following is a description of each setting within the control panels:



1. **Fade In** - This is the time, in seconds, in which the box will “fade in” from transparent to opaque.
2. **Fade Out** - This is the time, in seconds, in which the box will “fade out” from opaque to transparent.
3. **Select With** - Select the **Outline** option from the pull-down list to display the box only as an “outlined” shape; select the **Whole** option to display the box as a “filled” shape.
4. **Location** - This the (X,Y) location, in points, of the selected box. The top-left corner of the box is referenced by the location coordinates.
5. **Color** - Click the **Color** box to open the **Color** window and select a different text color for the box.

To change the **transparency** of the box, left-click in the **Color** box and while holding the mouse button, drag the mouse from left to right to set the transparency of the box.

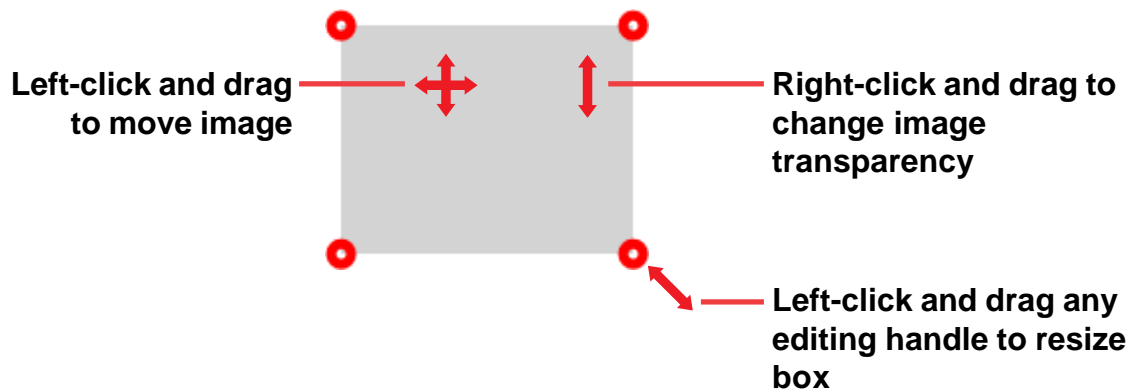
6. **(Outline) Color** - Click the **(Outline) Color** box to open the **Color** window and select a color with which to outline the selected box.

To change the **transparency** of the box outline, left-click in the **(Outline) Color** box and while holding the mouse button, drag the mouse from left to right to set the transparency of the box outline.

7. **(Outline) Size** - Use the **(Outline) Size** pull-down list to select the thickness, in pixels, of the outline around the box. For no outline, set the value to **0**.

Boxes can be edited via *click and drag*, in addition to editing with the control panel. The following operations can be performed via *click and drag*, after the box has been selected:

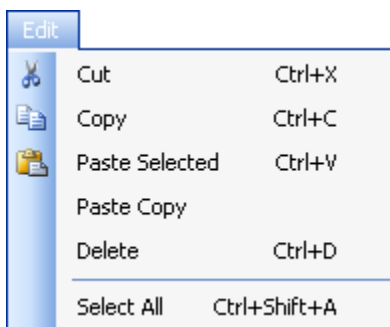
- **Move** - Click on the box then drag it to a new location. The location (X,Y) of the box will update in the control panel after the box has been moved.
- **Resize** - Click on any one of the “handles” at any of the corners of the box then drag the handle to resize the box. The size (width, height) of the box will update in the control panel after the box has been resized.
- **Transparency** - Right-click on the box and drag the mouse up or down to change the transparency of the box.



## Editing Screen Objects

Once images, text, or boxes have been placed on the screen, the individual properties for each object can be edited. Each object type can be edited via *click and drag* after the object is selected, or via the control panel at the right side of the screen. For detailed instructions in editing an object, refer to **Chapter 5: Software Operation, Creating Screen Objects, Images, or Text, or Boxes.**

Screen objects may also be edited through the cut, copy, and paste commands. The cut, copy, and paste commands are available through the **Edit** menu in the Visionary Editor program.



A description of each of the commands and their respective shortcut keys follows. After the screen object is selected, any of the following commands may be used.

<u>Command</u>	<u>Description</u>	<u>Shortcut</u>
Cut	Removes the selected screen object from the canvas and copies the screen object to the clipboard	Ctrl + X
Copy	Copies the selected screen object to the clipboard without removing the screen object from the canvas	Ctrl + C
Paste Selected	Duplicates a selected screen object on the canvas	Ctrl + V
Paste Copy	Places the object from the clipboard (that was previously cut or copied) to the same location as where the original screen object had been cut/copied	n/a
Delete	Removes a selected screen object from the canvas without copying the screen object to the clipboard	Ctrl + D
Select All	Selects all screen objects on the canvas	Ctrl + Shift + A

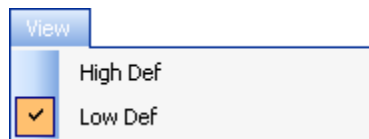


***Multiple screen objects can be selected by holding the Shift key while clicking on multiple objects.***

NOTE

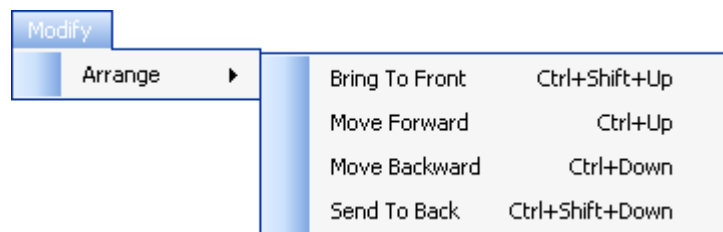
## Changing the Screen Resolution

The Visionary Editor program's screen aspect ratio must be changed to match the aspect ratio of the video stream. To change the Visionary Editor program's screen aspect ratio, click the **View** menu, then select the **High Def** menu option for a 16:9 aspect ratio, or the **Low Def** menu option for a 4:3 aspect ratio.



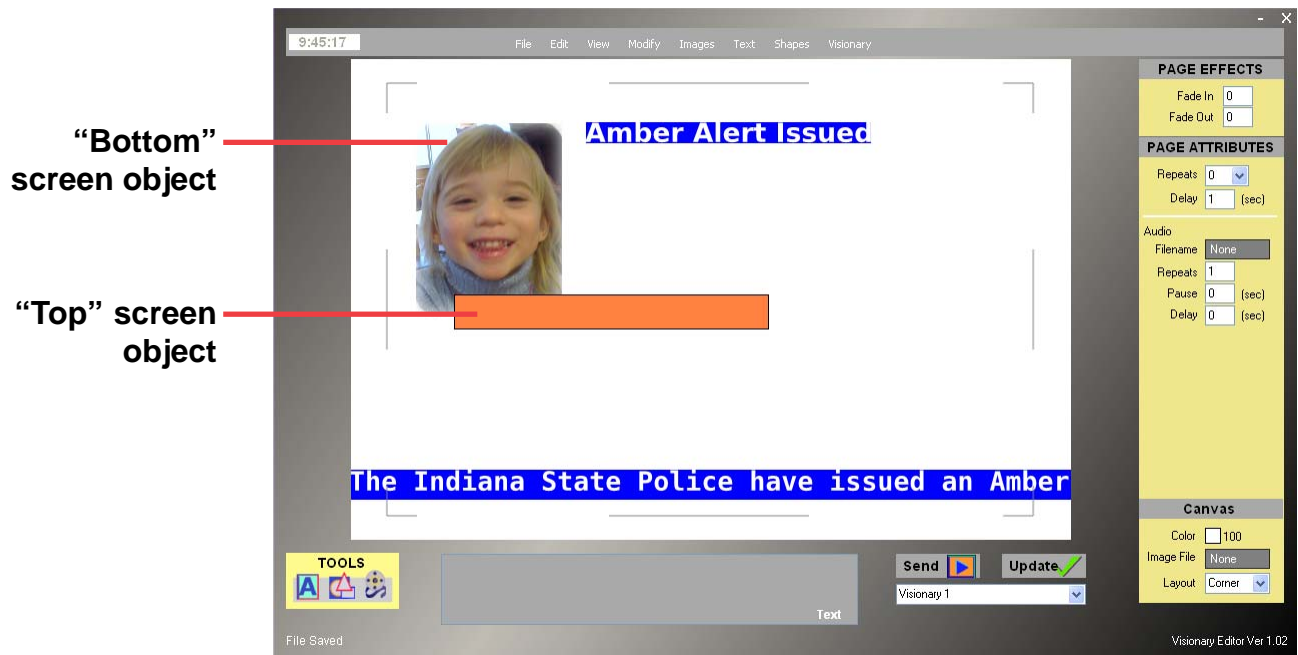
## Changing the Layer Order of Objects

As multiple screen objects (static and crawl text, images, and boxes) are placed on the screen in the Visionary Editor program, they are placed in a layered order. The first screen object placed is on the bottom layer, with successive objects being placed on top of the first object. The layer order of screen objects can be changed to alter the appearance of screen objects. To change the layer order of an object, the object first must be selected by clicking on it once. Click the **Modify** menu, then click the **Arrange** menu option to display the layer options.



A description of each of the commands and their respective shortcut keys follows. After the screen object is selected, any of the following commands may be used.

<u>Command</u>	<u>Description</u>	<u>Shortcut</u>
Bring to Front	Moves a screen object to the front of the layering order, causing it to display on top of all other screen objects	Ctrl + Shift + ↑
Move Forward	Moves a screen object forward in the layering order by one layer position	Ctrl + ↑
Move Backward	Moves a screen object backward in the layering order by one layer position	Ctrl + ↓
Send to Back	Moves a screen object to the back of the layering order, causing it to display behind all other screen objects	Ctrl + Shift + ↓

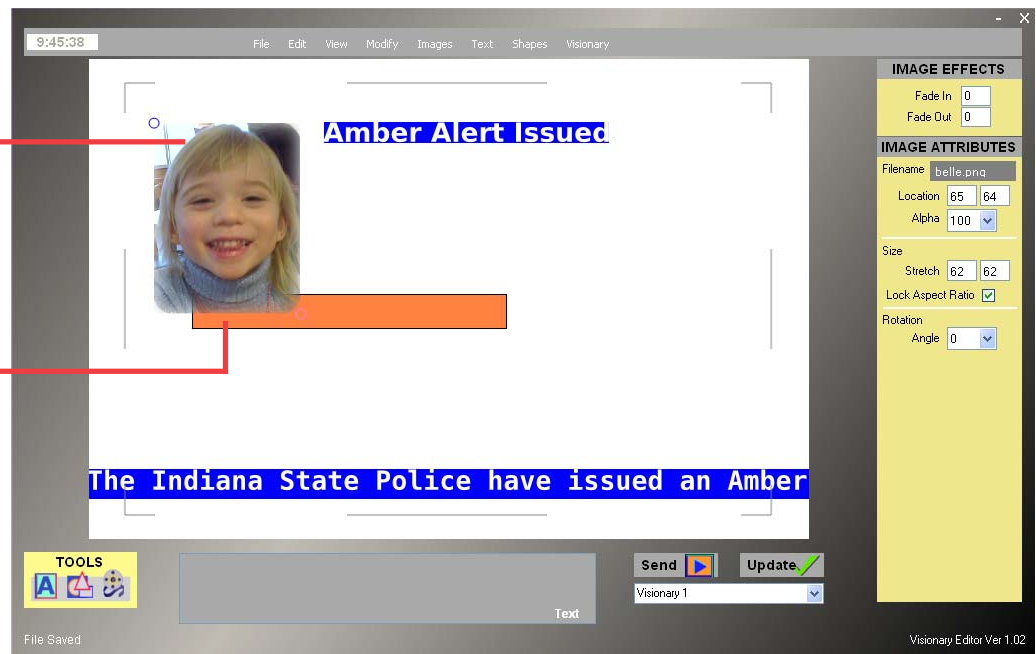


Refer to the following example for an illustration of changing the layering order of screen objects:

1. Select the photograph by clicking on it once. When the photograph is selected, the blue "handle" on the top-left corner of the box will be displayed (the red "handle" at the bottom-right corner of the photograph is hidden "below" the orange rectangle).
2. Click the **Modify** menu; click the **Arrange** menu option; then click the **Bring to Front** menu choice. The selected photograph will be moved to the front of the layering order, as shown in the following illustration.

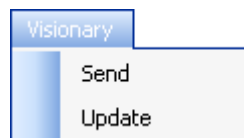
“Top” screen object

“Bottom” screen object

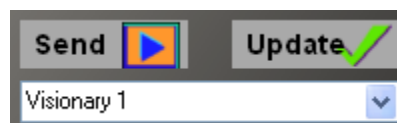


## Uploading Pages to the Visionary

After a graphic overlay page has been created, it must be uploaded to the Visionary(s) in order to be displayed. To send the graphic overlay page to the Visionary, click the **Visionary** menu, then click the **Send** menu option. The page will be sent to the selected Visionary. To update an existing page that has already been sent to the Visionary, click the **Update** menu option. Before a graphic overlay page can be sent, the Visionary which will receive the page must be selected from the pull-down list at the bottom of the Visionary Editor program window (shown below).



Alternately, the graphic overlay page can be sent to the Visionary by first selecting the target Visionary from the pull-down list at the bottom of the Visionary Editor window, then clicking the **Send** button. Once the graphic overlay page has been sent to the Visionary, it can be updated by clicking the **Update** button.





NOTE

***The Send button will upload the graphic overlay page to the Visionary. If no pages are waiting in queue, the page will be displayed immediately. If there are graphic overlay pages in queue, the page will be added to the end of the queue.***

If the displayed page contains transient objects (audio files or crawl text), the display of the graphic overlay page will cease to display after the crawl text and audio file are complete. If all screen objects are static, the graphic overlay page will continue to be displayed indefinitely, or until the **Update** button is clicked to clear the graphic overlay page from the Visionary. The update command will remove the current graphic overlay page from display. If a graphic overlay page is waiting in queue, it will be displayed after the **Update** button is clicked.



CAUTION

***EAS alerts are received by the Visionary with a higher priority than graphic overlay pages received from the Visionary Editor program, and will be displayed before graphic overlay pages. If an EAS alert is received by the Visionary while a graphic overlay page is being displayed, the EAS alert will overwrite the currently-displayed page.***

## Additional File Commands

### Export to Image

The Visionary Editor program allows screen objects (images, boxes, and text) to be exported as an image file. To export a screen object, select the object on the screen; click the **File** menu; click the **Export Selected to Image**; then select a file location and name for the exported file.

To export multiple screen objects as a single image file, hold the Shift key while clicking on multiple screen objects, then click the **File** menu; click the **Export Selected to Image**; then select a file location and name for the exported file.

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