



# LiveText™

## OPERATOR'S MANUAL



**NewTek**  
[www.newtek.com](http://www.newtek.com)

Revised – April 26, 2015

Trademarks: NewTek, TriCaster, TriCaster XD, TriCaster 8000, TriCaster TCXD8000, TCXD8000, TriCaster 860, TriCaster TCXD860, TCXD860, TriCaster 460, TriCaster TCXD460, TCXD460, TriCaster 410, TriCaster TCXD410, TCXD410, TriCaster Mini, TriCaster 40, TriCaster TCXD40, TCXD40, TriCaster 855, TriCaster TCXD855, TCXD855, TriCaster 455, TriCaster TCXD455, TCXD455, TriCaster EXTREME, TriCaster 850 EXTREME, TriCaster TCXD850 EXTREME, TCXD850 EXTREME, TriCaster 450 EXTREME, TriCaster TCXD450 EXTREME, TCXD450 EXTREME, TriCaster 850, TriCaster TCXD850, TCXD850, TriCaster 450, TriCaster TCXD450, TCXD450, TriCaster 300, TriCaster TCXD300, TCXD300, TriCaster PRO, TriCaster STUDIO, TriCaster BROADCAST, TriCaster DUO, 3PLAY, 3Play, 3Play 4800, 3PXD4800, 3Play 440, 3PXD440, 3Play 820, 3PXD820, 3Play Mini, 3Play 425, 3PXD425 3Play 330, 3PXD330, TalkShow, TalkShow VS100, ProTek, ProTek Care, ProTek Elite, iVGA, SpeedEDIT, IsoCorder, LiveText, DataLink, LiveSet, TriCaster Virtual Set Editor, TriCaster VSE, LiveMatte, TimeWarp, VT, VT[3], VT[4], V[T5], Video Toaster, Toaster, Inspire 3D, 3D Arsenal, Aura, LightWave, LightWave 3D and LightWave CORE are trademarks, service marks, and registered trademarks of NewTek. All other brand names, product names, or trademarks belong to their respective holders.



VERSION 2

## TABLE OF CONTENTS

<b>TRICASTER SUPPLEMENT .....</b>	<b>1</b>
1.1 Sessions, Projects and Display .....	1
1.2 Files/Filebin.....	2
1.3 Naming Stand-in Images .....	3
1.4 Manual Chapter Numbering.....	3
<b>2 INTRODUCTION.....</b>	<b>5</b>
2.1.1 Manual Organization .....	5
<b>3 GETTING STARTED .....</b>	<b>7</b>
3.4 A Simple Example.....	7
3.5 Using LiveText Templates.....	11
<b>4 TITLING TOOLS.....</b>	<b>15</b>
4.1 LiveText Overview.....	15
4.2 Output Aspect (4:3 or 16:9?) .....	16
4.3 Project Page Management .....	16
4.3.1 The Pages Panel .....	17
4.4 File Menu .....	18
4.5 The Tool Panel.....	18
4.5.1 Text and Drawing .....	18
4.5.2 Alignment.....	22

<b>4.6</b>	<b>The Motion Panel .....</b>	<b>23</b>
4.6.1	Speed Control .....	24
4.6.2	End Behavior .....	24
<b>4.7</b>	<b>Control Panel Tabs .....</b>	<b>24</b>
4.7.1	View .....	25
4.7.2	Text and Drawing .....	26
4.7.3	The Color Tab .....	28
4.7.4	The Style Tab .....	31
4.7.5	The Filebin .....	31
4.7.6	The Layer Tab .....	32
<b>4.8</b>	<b>Options and Keyboard Control .....</b>	<b>34</b>
<b>5</b>	<b>FILE MANAGEMENT .....</b>	<b>35</b>
<b>5.2</b>	<b>File Exports.....</b>	<b>35</b>
5.2.1	File Menu .....	36
<b>5.3</b>	<b>Filebin Features.....</b>	<b>38</b>
<b>6</b>	<b>APPENDIX A – KEYBOARD SHORTCUTS.....</b>	<b>43</b>
<b>8</b>	<b>INDEX.....</b>	<b>51</b>
<b>9</b>	<b>CREDITS.....</b>	<b>52</b>

# TRICASTER SUPPLEMENT



LiveText is an integrated component of TriCaster's software suite, and provides unique capabilities in that context. In consequence, its operations and interface vary in a few respects as compared to a standalone installation.

Among these distinctive characteristics is LiveText's recognition of TriCaster sessions, export of TriCaster Title Pages (.cxml files), as well as support for its hardware output options. This supplement will acquaint you with these important details.

**WHEN LIVETEXT IS INTEGRAL TO TRICASTER, NO FURTHER INSTALLATION OR REGISTRATION STEPS ARE REQUIRED.**

## 1.1 SESSIONS, PROJECTS AND DISPLAY

LiveText *projects* are launched from the **Session Page** in TriCaster's **Startup Screen**. After creating a new session or opening an existing one, click the **Graphics** icon on the rotating function selector ring. This reveals options and links at right.

LiveText uses the current session settings for output to TriCaster video outputs, new projects (created within the LiveText **File** menu or from the **Session Page**) and bitmap file exports. If you use the File menu to **Open** a project whose settings do not correspond to the current session settings, TriCaster will attempt to display it on its hardware video outputs if possible.

LiveText sends output from the canvas to TriCaster's outputs continuously while running. For this reason, the **Live Display** pane and associated tools that appear at upper-right (above the Pages Panel) in LiveText standalone do *not* appear in TriCaster's LiveText interface.

When LiveText is running, TriCaster’s video outputs (rows 1-3) will all conform to the session format. That is, if the project is HD, the SDI outputs will all be HD, and the analog outputs will be Component HD.

Likewise when the project is SD, the SDI outputs will all be SD. As there are multiple connection options for analog SD video, please refer to the following table in this case:

Row Number	SDI	Analog BNC 1	Analog BNC 2	Analog BNC 3
1	SD	Y	Pb	Pr
2	SD	Composite	Y	C
3	SD	Composite	Y	C

*Note: It is possible to use LiveText’s File menu to open a project that does not correspond to the current session settings. TriCaster will attempt to provide video output, but it’s possible that a given monitor may not display it correctly.*

## 1.2 FILES/FILEBIN

LiveText’s file dialogs (for File>Open, File>Add, File>Save and Save As) have pre-configured **QuickTabs** pointing to the following default paths *for the current session*.

*Note: the\_Quicktab links\_refer to ‘session-dependent’ paths, thus are not permanent. That is, for a given session, the path the Quicktab refers to is established at launch time. For this reason, the TriCaster version of LiveText does not support user-added Quicktabs.*

LiveText’s **File** menu has two special items – **Send Current Page to Live**, and **Send All Pages to Live**. As you would expect, these creates files for use in the Live Desktop, and store them in the correct place(s) for easy access.

Titles prepared in LiveText can be either still or motion pages. When you send a *still* page to **Live**, it becomes a **Title Page** file, with the characteristic filename extension “.cgxml”. Title Page files can be edited in the Live Desktop’s **Media Players**. **Send Current Page to Live** will automatically store these files in the D:Media\Titles\sessionname\projectname folder.

Motion pages (scrolls and crawls) sent to **Live** are stored as bitmap animation files (with an .avi file extension), suitable for playback in Live Desktop’s **DDR**. These are sent to the session folder inside TriCaster’s main **Clips** folders. Motion page content cannot be edited in the **Live Desktop**.

When you select **Send All Pages to Live**, each page in the project is exported in turn to the appropriate format and location. This means they are readily accessible in the Live Desktop’s **Media Browser** afterward, for easy addition to a **Media Player** playlist. Title Page icons will appear grouped under their project names in the Media Browser’s **File Pane** when you select the session name in the **Location List** at left.

### 1.3 NAMING STAND-IN IMAGES

Among other things, the **Title Editor** in TriCaster’s **Media Players** (DDR, Stills and Titles) allows you to substitute a different image for stand-in (or “placeholder”) images in Title Pages (.cgxml) exported from LiveText. Details on replacing stand-in images are found in the TriCaster manual.

When creating title pages for this purpose in LiveText, you may find it saves you time to add the string “\_placeholder” somewhere in the filename of images you prepare for this purpose. For example, you might name an image “headshot\_placeholder.png”, or “\_PLACEHOLDER\_crest.jpg”. Images named in this manner will automatically appear as stand-in images (unlocked) in the Title Pages you export to TriCaster using the **Send to Live** options in LiveText’s **File** menu.

*NOTE: Images with Shadow or Edge options enabled cannot serve as ‘stand-in images’. Also, image-mapped (textured) objects cannot serve stand-ins. (Drag the placeholder image onto the canvas from the File bin rather than texturing and object).*

### 1.4 MANUAL CHAPTER NUMBERING

You may notice that a few chapter or section numbers seem to be missing in this edition of the LiveText manual. This is deliberate, so that reference numbers for the documentation for the TriCaster and standalone installations will be the same. (Certain sections, such as details of registration and installation, are irrelevant for TriCaster and thus omitted from this version of the manual.)





## 2 INTRODUCTION



LiveText greatly extends the live production environment, providing a new level of creativity, confidence, and professionalism!

Users of compatible live production systems (like NewTek's famous TriCaster™ family) are the primary beneficiaries. LiveText multiplies creative opportunities and brings new depth to production capabilities.

### 2.1.1.1 MANUAL ORGANIZATION

While powerful, LiveText is quite intuitive. If you have some basic familiarity with graphics applications, much of it will come naturally. Or, if you're familiar with the similar titling capabilities as a result of experience with other NewTek products, you'll feel right at home.

Chapter 3 (Getting Started) will help you connect LiveText to your live production network. Next, in Chapter 4 (Titling Tools) you'll explore LiveText's title page creation and management tools. Chapter 5 explains how to use LiveText titles in your live production environment (as well as other applications.)

An Appendix provides information on handy keyboard shortcuts (for the truly adventurous, keep reading long enough, and you'll even ultimately stumble across our names!)

**NOTE: A FEW OPERATIONAL DETAILS VARY WHEN LIVETEXT OPERATES AS AN INTEGRATED COMPONENT OF TRICASTER™ LIVE PRODUCTION SYSTEMS. SEE THE 'TRICASTER SUPPLEMENT' AT THE BEGINNING OF THIS MANUAL FOR DETAILS.**



### 3 GETTING STARTED



This chapter will help you establish a network connection between LiveText™ and your (compatible) live production system.

We will review recommended networking procedures and connection troubleshooting.

#### NotesA SIMPLE EXAMPLE

Let's try creating a simple title page:

1. Click the **T in Text and Drawing**, then click in the **Canvas** to set the insertion point.

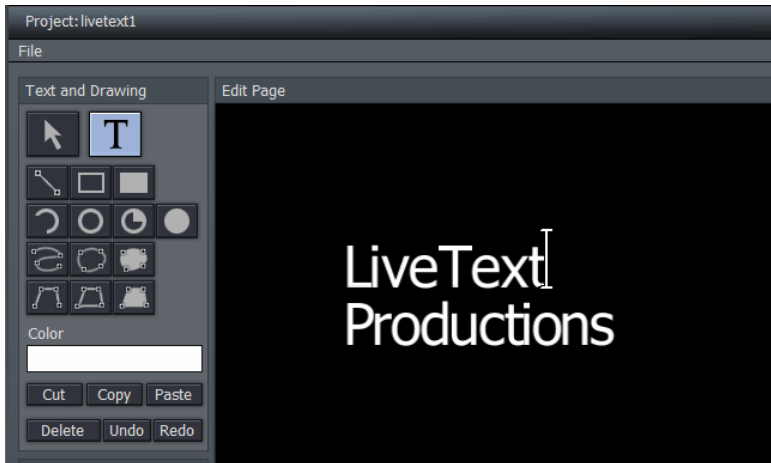


Figure 7

2. Type "LiveText", press Enter, then type "Productions"

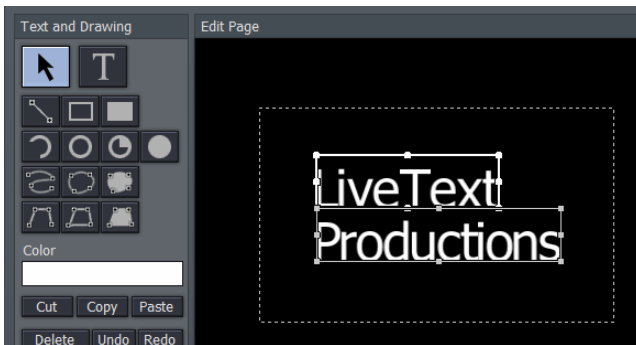


Figure 8

3. Click the **Arrow** (Select) button, and drag out a box (marquee) to surround both lines of text on the **Canvas**, selecting them (Figure 8).

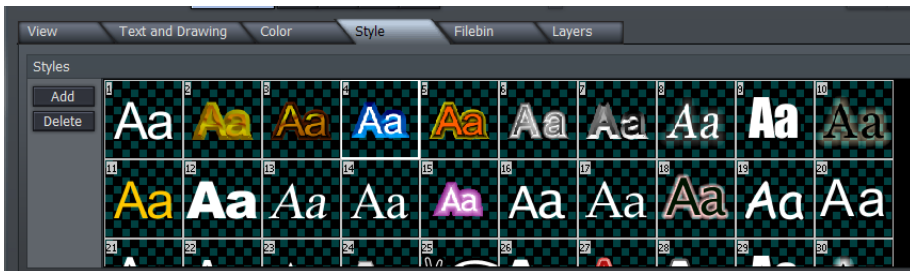


Figure 9

4. Click the **Style** tab (below the **Canvas**), and then click thumbnail number 4 in the Styles bin area. This will immediately add color and beveling to the (selected) text you entered previously.



Figure 10

5. Click the **View** tab, and turn on **Safe Area**, to help compose your page

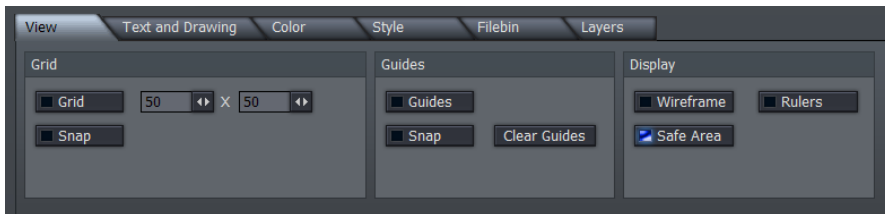


Figure 11

6. Next, click both the **Vertical** and **Horizontal Center** buttons in the **Alignment** section of the **Tool Panel**, centering the text on the **Canvas**.

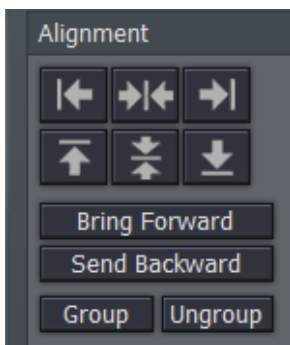


Figure 12

7. With both lines of text still selected, click **Group** (in the Alignment section) to link them together.



Figure 13

8. Then drag a corner point of the grouped text to make it larger (use your judgment, using the Safe Area overlay as a guide – the inner rectangle denotes the traditional ‘text safe’ margin.)
9. Click the **Filled Rectangle** button in **Text and Drawing**

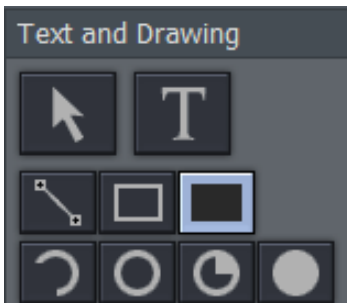


Figure 14

10. Click thumbnail number 6 in the **Styles** tab, and drag out a rectangle in the Canvas that completely covers your text.

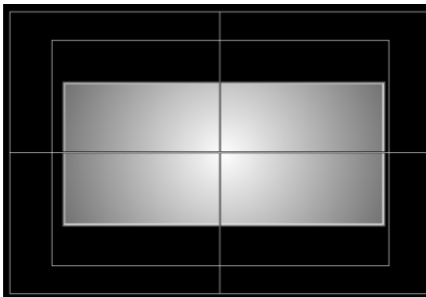


Figure 15

11. Select the rectangle (using the **Arrow** tool), and click **Send Backward** in the Alignment section



Figure 16

12. Go on to adjust **Tracking**, **Leading** in the tabbed **Text** and **Drawing** controls beneath the Canvas, and finish up by adding a **Shadow** to your text.



Figure 17

### 3.5 USING LIVETEXT TEMPLATES

A large number of gorgeous and very useful Text Templates are included with LiveText, to speed you on your way. You can easily modify these to suit your own production designs.



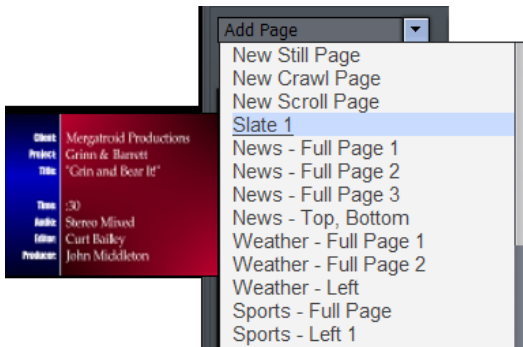


Figure 18

1. Select **Add Page** from the drop-down menu in the Pages panel at right
2. As you slide your mouse down the list, notice that a thumbnail fly-out keeps pace showing a preview for each template
3. Select Slate 1, loading that template into the Canvas for modifications

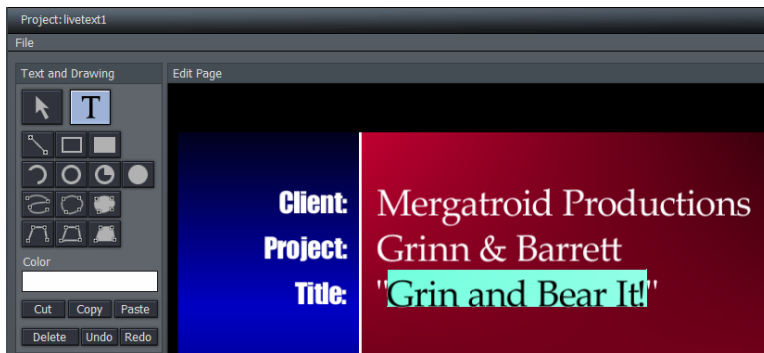


Figure 19

4. Click the **T** button (Text), and slide your mouse around over the text fields in the **Canvas**
5. Notice that a black outline surrounds each text line in turn. Select the text inside one of these outlines, and change it to suit your need.



Figure 20

Congratulations, with LiveText you're a CG artist. Could it be *any* easier? 😊



## 4 TITLING TOOLS



Designing and managing great looking still and animated text and graphics for your productions is easy with LiveText. It's deep professional character generation tools will provide a clean, professional looking result you'll be proud to broadcast!

### 4.1 LIVETEXT OVERVIEW

The main panel is dominated by the large central **Canvas**, which provides an interactive display of the current project page.

The column at left is a **Tool Panel** for creating and editing visual elements, including text. LiveText's **File** menu is above this column.

The **Motion Panel** is located just below the Canvas. It permits you to create animated scrolls or crawls.

Right beneath the Motion Panel is the tabbed **Control Panel**, which gives you control over attributes of text and graphic objects.

Finally, a column on right of the Canvas provides multi-page management (the **Pages** panel) of your project, file **Load**, **Save** and **Export** functions, and at the top – the all important **Live Preview** pane (not shown when LiveText is integrated in TriCaster™).



Figure 21

## 4.2 OUTPUT ASPECT (4:3 OR 16:9?)

You may be wondering whether you need to consider the image aspect of your LiveText projects.

LiveText 2.0 projects are effectively aspect independent. The **Canvas** where you prepare your title pages is *always* 16:9. When exporting title pages as bitmap (image) files for external use, you manually choose the resolution and image aspect from the export dialog. When you choose 4:3, only the center part of 16:9 title pages will be exported. The **Safe Area** overlay has 4:3 page edge and text safe lines to make this easy to visualize.

## 4.3 PROJECT PAGE MANAGEMENT

LiveText projects consist of one or more *pages*. If you want one main introductory title, another title for a station ID, an animated list of scrolling credits for the end, and so on – each of these is created as a separate page within the whole project.

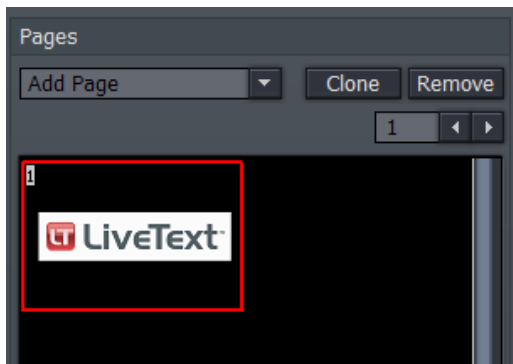


Figure 22

Completed pages may be exported (using **Export Current Page** or **Export All Pages** in the **File** menu) for use in other programs supporting .cg files (including NewTek's SpeedEDIT and VT[5]), as image (.PNG) or animation (.avi) files, or as Title Pages (.cgxml) compatible with TriCaster XD systems.

Exported .cg files can be further processed externally to become Custom Templates, or even LiveSets - see Section 5.2.1.3.)

Entire projects can also be saved and re-loaded later, allowing you to work with one design for one production while a completely different look for another is only a few clicks away.

*Note: Project and page files (.cg files) created with earlier versions of LiveText came in 4:3 and 16:9 formats. If you load one of these older files into LiveText 2.0, you will be asked whether you wish to load it as 4:3 (centered on the page), or as 16:9 (filling the screen).*

---

### 4.3.1 THE PAGES PANEL

The **Pages** panel at the right of the **Canvas** displays a thumbnail image of each page in the current project, and provides page management tools. A new project will show one (empty) page. When a project has multiple pages, the thumbnail for the one currently selected for editing in the Canvas is surrounded by a white border.

*A (red border) indicates the page currently assigned as LiveText's **Live** output.*

Jump to a specific page in your project by entering the page number in the **Page** field. Or you can cycle up or down through the pages by clicking on the neighboring arrow buttons. Click a page thumbnail in the **Pages** panel to edit it (displaying it in the **Canvas**,) or double-click it to send it out **Live**.

---

#### 4.3.1.1 CLONE AND REMOVE

Clicking the **Clone** button copies the currently highlighted page, inserting the copy below that page.

*Hint: Clone permits you to quickly and easily ensure pages conform to a particular graphic theme or format – just Clone an adequate number for you needs, then modify them individually.*

Clicking **Remove** deletes the currently selected page from the project (careful, there is no Undo for this action.)

---

#### 4.3.1.2 ADD PAGE

You click the small arrow button beside **Add Page** to insert another page into your project. New pages are added under the current page (and of course, they are not sent out as Live until you want them to be).

The drop-down menu reveals a number of types of pages you can add. The uppermost choices represent new blank pages of various types.

*Hint: You can also quickly add blank pages simply by clicking repeatedly in an empty black area of the thumbnail column – each click adds one empty page.*

This drop-down menu is home to a long list of professionally designed templates, ready and waiting for your modifications.

As you scroll over the entries, a fly out thumbnail representation appears to make choosing something just right for your needs easy.

*Hint: Another selection in the **Add Pages** menu permits you to “Add Page to Templates List.” This lets you store the currently highlighted pages as LiveText templates, for quick access and consistent styling using templates of your own design.*

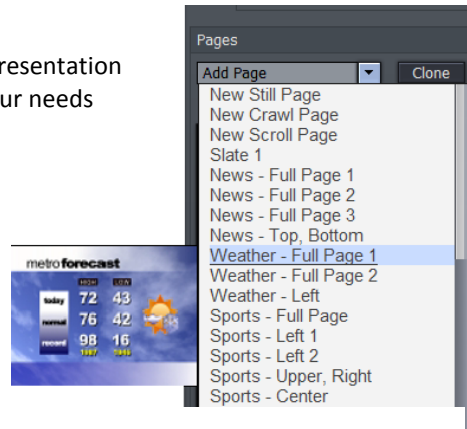


Figure 23

## 4.4 FILE MENU

The **File menu** is in the upper-left corner of the LiveText desktop, and contains project and page file management tools. These functions are considered in Chapter 5, File Management.

## 4.5 THE TOOL PANEL

The **Tool Panel** situated left of the **Canvas** provides the basic tools to create the text and graphic elements of your title page compositions, establish their relationships to one another if any, and set their primary attributes.

### 4.5.1 TEXT AND DRAWING

#### T (Text)

Click on the T (Text) button to activate the text function. Before you enter text, this button must be highlighted. Click in the Canvas and an I-beam icon starts blinking. This is your Canvas cursor. When you type, the I-beam is the insert point for the text. You can move the I-beam anywhere on the Canvas by clicking it with your mouse and dragging it around or just clicking your mouse on another spot in the Canvas.

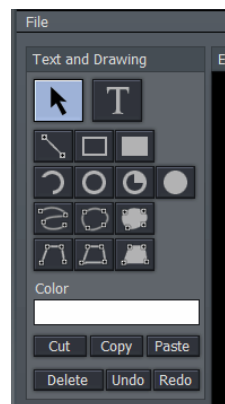


Figure 24

To edit the characters of any existing text, click your cursor anywhere on the line of text, and drag your mouse to select letters or whole words (selected character will be highlighted.)

*Hint: Use the **End** and **Home** keys on your keyboard to navigate to the beginning and end of text lines. If you mistyped, you can use the **Backspace** key to erase or the keyboard **arrow** keys to go back or forth on the line or up and down between lines.*

## Arrow (Selection)

Clicking on the **Arrow** button activates the Selection tool (and switches off the Text tool). This selects the whole line, not just parts of it. If you have just typed something in, clicking the Arrow will create a box around what you typed. Select the line by clicking anywhere on it.

When you roll your mouse over the box, the cursor changes form. When it becomes a two-headed arrow, you can click to grab an edge of the box and drag it in or out to resize the text. When the cursor sprouts four arrowheads, you can click and grab the whole box to move it around the Canvas. Hold down the **Shift** key over a corner of a selected object and a curved arrow cursor indicates you may now drag to rotate it.

---

### 4.5.1.1 GRAPHIC SHAPE TOOLS



**Figure 25**

The area immediately below the Arrow and T(Text) buttons is home to a number of tools used to create shapes. Each shape is initially a separate graphic object.

The tools are very easy to use, and just as easy to edit at any time after their creation, whether simply to adjust their position, or to add or modify much more elaborate treatments.

For the most part, shapes are easily created by clicking one of the buttons, and dragging the cursor in the Canvas. The shape responds interactively to your movements, and is created when you release the mouse button.

## Line

To make a straight line, you simply click in the Canvas where you want the line to begin and then drag the mouse to where you want the line to end.

## Rectangle

The Rectangle button creates outlines of four-sided objects.



**Filled Rectangle**

This tool works just like the Rectangle tool except it fills in shape with the same color as the outline.

**Arc**

The second row contains variations of ellipses. With the first, you can create segments of arcs. Click the mouse in the Canvas and drag to establish the radius of the arc, releasing the button when you are happy. Then click and drag again to define the extent of the arc. Release the button to complete it.

**Oval**

The Oval works just like the Rectangle tool. Click and drag in the Canvas to draw out your shape.

**Filled Arc**

The Filled Arc operation is the same as the Arc tool (see above). The only difference is that the arc created is filled in. Think of the Filled Arc as the pie chart tool.

**Filled Oval**

This tool works like the Filled Rectangle.

**Spline**

This tool and its siblings create freeform spline curve shapes. Click in the Canvas and release the mouse to establish the starting point. Move to another spot on the screen and click again to establish a second node through which the spline will pass. Continue to add nodes until you are satisfied, then double-click to end the curve.

**Closed Spline**

The technique for the Closed Spline is similar to the Spline: click in the Canvas, release the mouse, move to the next spot and click again, etc... With this tool though, nodes are automatically connected to the first (anchor) point to create an enclosed object. When you're finished, simply double-click.

**Closed Filled Spline**

This tool works just like the Closed Spline tool except it fills in shape with the same color as the outline.

**Polygonal Line**

This tool functions like the Spline except it doesn't create a curve between the nodes. You click in the Canvas to establish your anchor point, release the mouse and move to your next spot, and click to create a node. A straight line will connect the two points. Move and click again and a line

will connect this point with the previous one. With this tool, a sharp angle is maintained at the intersection of the lines. You double-click at the last point to finish.

### Polygon

This tool works like the Polygonal Line, except as soon as you create the first node, it's connected to the anchor point, automatically creating an enclosed object.

### Filled Polygon

This tool works just like the Polygon tool except it fills in shape with the same color as the outline.

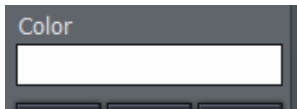


Figure 26

**Color** - The large color well below the drawing tools permits you to set a base color for the objects you create using the tools. Left click it to open the Color Picker panel, or right click and drag to use an eye dropper cursor to pick a color from the screen.

***Note:** Extensive control over color is provided in the **Color** section of the tabbed **Control Panel** discussed a bit further on in this chapter.*

#### 4.5.1.2 OBJECT MANAGEMENT

Completing this section are essential basic editing tools: **Cut**, **Copy**, **Paste**, **Delete**, **Undo**, and **Redo**. The traditional Windows keyboard shortcuts also work:

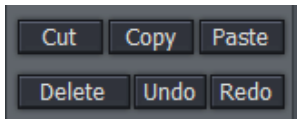


Figure 27

- Cut — **Ctrl + x**
- Copy — **Ctrl + c**
- Paste — **Ctrl + v**
- Delete — **Delete** key

- Undo — **Ctrl + z**
- Redo — **Ctrl + y**

---

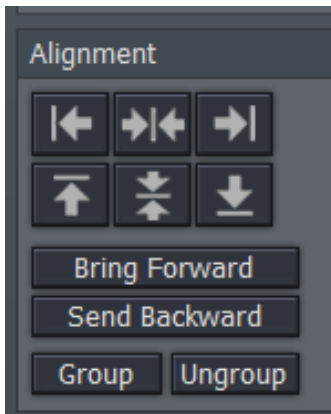
### 4.5.2 ALIGNMENT

The alignment panel permits quick and easy positioning and re-ordering of objects on the Canvas.

---

#### 4.5.2.1 HORIZONTAL JUSTIFICATION

The top row of buttons in this section control horizontal justification buttons, aligning text as are commonly found in word processing programs.



**Left Justify** - aligns your text to begin just inside the left edge of the Text Safe Area

**Center** - aligns the center of the line(s) with the center of the Text Safe Area.

**Right Justify** - aligns your text so the end of the line(s) is just inside the right edge of the Text Safe Area.

Figure 28

---

#### 4.5.2.2 VERTICAL JUSTIFICATION

Each of the buttons in the next row justifies your text within the vertical Safe Text area of the screen.

**Top** - aligns your text just below the upper limit of the Text Safe Area.

**Center** - centers your text vertically in the Text Safe Area.

**Bottom** - aligns your text just above the lower limit of the Text Safe Area.

### 4.5.2.3 DEPTH CONTROL

Text and objects in the Canvas which occupy the same space are normally displayed in the order created – first items to the rear, as it were, with newer object in front. The depth controls in this section permit you to modify this order. Select an object (or line of text) and click once to move one step relative to other objects.

**Bring Forward** – move the selected item forward

**Send Backward** – move the selected item back

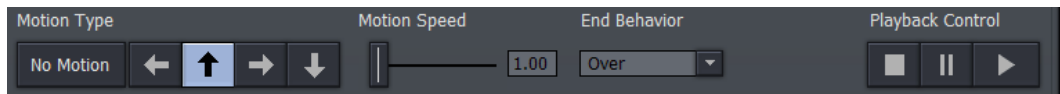
***Note:** The **Layers** section of the tabbed **Control Panel** (discussed in Section 0) provides an alternative (and often more convenient method) of re-ordering objects and text.*

### 4.5.2.4 GROUP /UNGROUP

Even though each line of text and graphic object is really a separate entity, you can select multiple lines and **Group** them together to respond to modifications in unison.

The **UnGroup** button undoes the union. Hold down the Ctrl key while clicking multiple items or lines of text and press the **Group** button. The bounding boxes are now replaced by a single bounding box. Hit **UnGroup** again, and the lines become separate entities once more.

## 4.6 THE MOTION PANEL



**Figure 29**

The **Motion Panel** contains the tools to create both scrolls and crawls. This is where you control the direction, speed and behaviors of your crawls and scrolls.

The **No Motion** button and **Direction arrows** are self-explanatory. If you want a text **crawl** from left to right, pick the right pointing arrow. For a **scroll** moving up, choose the up arrow, etc.

---

### 4.6.1 SPEED CONTROL

In the **Motion Speed** field, choose a specific rate of motion in units of ‘pixels per frame.’

*Fun with math: For a text crawl across an NTSC format screen, knowing that the screen is 720 pixels and there are roughly 30 frames per second, you can readily work out a suitable value. To have an object or text item crawl from one side to the other in four seconds, 720 divided by 120 (30 frames per each of the 4 seconds) equals 6.*

If motion pages move too quickly, motion may not appear smooth. A common preference is for a line of text to take about seven seconds to travel from the bottom of the screen to the top. You may wish to test the speed out on a TV monitor to see if it suits you.

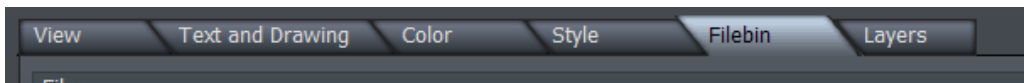
---

### 4.6.2 END BEHAVIOR

The **End Behavior** setting in the **Motion Panel** determines what happens when an animated page runs its full course.

- **Over** tells the CG to scroll or crawl the page once, and then stop when the page has left the screen.
- **Stop** tells the CG to scroll or crawl the page once and then to hold on the last line of text.
- **Loop** tells the CG to loop the page continuously.
- **Loop + Frame** tells the CG to loop the page continuously and to place a blank frame between loop repetitions.

## 4.7 CONTROL PANEL TABS



**Figure 30**

Near the bottom of the screen (beneath the Motion Panel) is the multi-tab **Control Panel**. The individual panels provide precise command of countless text and graphic object attributes, organization, and management.

---

### 4.7.1 VIEW

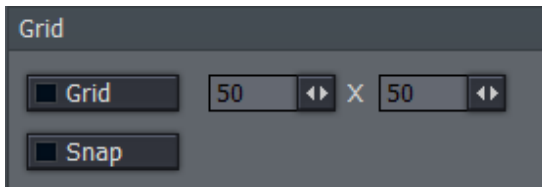


Figure 31

The View tab reveals three sections, **Grid**, **Guides** and **Display**. These all add one or another type of overlay to the **Canvas** above, as an aid to composing your graphic and text pages on. As you would expect, none of the overlay elements appear in the final output.

---

#### GRID



Define a grid to help you align objects on the Canvas in specific arrangements.

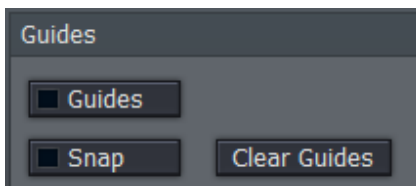
The two numeric entry fields with associated mini-sliders adjust the width and height of cells in the grid.

Figure 32

The **Grid** switch toggles the grid overlay on/off. Enabling **Snap** effectively makes the lines of the grid *somewhat* magnetic - you are not restricted to placing items exclusively along the grid lines, but the cursor is drawn toward them, making it easy to do so if you wish.

---

#### GUIDES



This feature is somewhat similar, in that it offers overlaid lines and a similar Snap feature. However, rather than displaying a full grid, you define where the lines will go – add just one guide line, or as many as you like.

Figure 33

To add a Guide, **Rulers** must be enabled in the Display section. Click in the calibrated ruler display, (horizontal or vertical), and drag the cursor across the Canvas. Release the mouse

button when the new Guide is positioned where you want it to go. If you hover the cursor above a Guide, it becomes a double-headed arrow that you can drag change the Guide's position.

Use **Clear Guides** to remove all existing Guides from the screen.

## DISPLAY

---

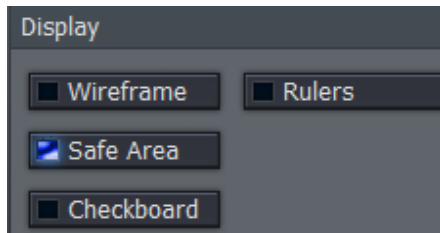


Figure 34

Traditional television displays crop the image area of video somewhat.

For this reason, it's customary to allow a certain amount of 'safe area' on the margins of the screen – to make sure that important text displays or action are not inadvertently cut off for viewers.

The **Safe Area** switch in the **Display** pane enables an overlay on the **Canvas**. The lines make it easy for you to create your title pages with these *overscan* limitations in mind. Inner rectangles mark the 4:3 **Text Safe** area and outer boundaries, while the outermost lines show the edge of the entire 16:9 page.

For very complex pages, it can be useful to enable the **Wireframe** switch. While enabled, this removes opaque color from objects on the Canvas window, leaving only an outline through which other items can be seen.

**Checkerboard** replaces the default black **Canvas** background with two-tone checks (these do not appear in exported title pages, of course). Finally, the **Rulers** option provides another level of precision when preparing your title pages by adding calibrated scales to the display. (And, as noted a moment ago, you add Guides to the Canvas using the Rulers.)

---

### 4.7.2 TEXT AND DRAWING

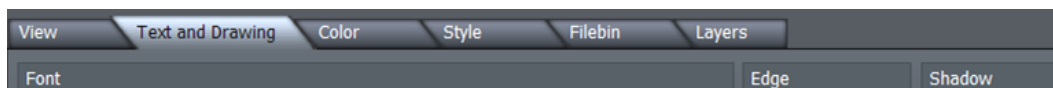


Figure 35

This tab provides primary control over all text and graphic object attributes.

#### 4.7.2.1 FONT AND ORIENTATION

### FONT

The drop-down **Font** menu allows you to choose from your installed typefaces. **Bold**, **Italic**, and **Underline** buttons are to its right, along with another *basic* face color well.

The **Width** and **Height** controls are locked proportionally when the neighboring **Lock Aspect Ratio** control is lit up. **Rotate** adjusts the exact degree of rotation (on the Z axis.)

**Tracking** adjusts the amount of space between neighboring pairs of letters.

*Hint: You can also adjust tracking interactively in the Canvas. Place the cursor between letters and hold down the Alt key while using the arrow keys to add or reduce spacing.*

**Leading** adjusts the amount of vertical space between text lines. Multi-select the lines you wish to adjust using CTRL + click (or by dragging a rectangle around them in the preview window), and raise or lower the Leading value to suit your need.

### ORIENTATION

**Rotate** changes the orientation of text and drawing objects. **Hold During Motion**, when enabled, ensures that the selected object does not move as an element within **Scroll** or **Crawl** pages. **Do Not Render** prevents the image from being displayed as part of the page when displayed or rendered.

### ARC/LINE

The **Joint** menu options affect way corners of a drawn CG object are created – choose from **Round**, **Bevel**, or **Square**. Similarly, the **End** menu selection determines whether the ends of a line object terminate in a **Square**, **Round**, or **Point**.

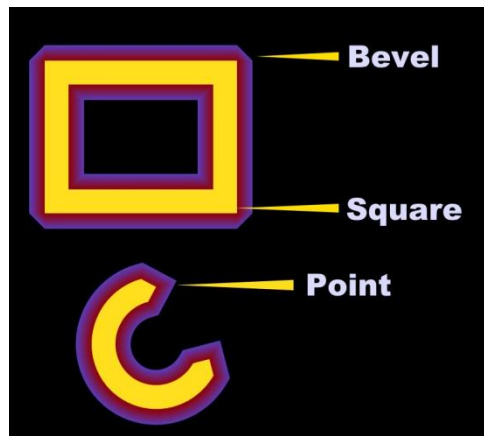


Figure 36



**Arc Start** and **End** values permit great precision for **Arc** and **Filled Arc** objects, and the **Thickness** value is pretty much self-explanatory.

## EDGE

---

**Edge** refers to a two-tone border that conforms to character or object shape. The way corners are painted is controlled by the drop-down menu – options are **Round**, **Square**, or **Bevel**.

The two boxes to the right of the menu are where you choose the colors for the inside and outside edges of the border applied around your objects. Inside color is the box on the left, outside color is on the right.

Click in the box to bring up the **Color Picker** panel, or right-click it to activate the Eyedropper tool to choose a color from the Canvas.

## SHADOW

---

**Shadow** options include **Cast**, **Drop**, and **Soft** (the numeric **Soft** setting is only relevant to the latter.) The **Italic** setting permits you to shear the Shadow independent of the ‘shadow-casting’ object, and the **X** and **Y** fields control the amount of offset for the shadow.

*NOTE: Images with Shadow option enabled cannot serve as ‘stand-in images’ (see Section 1.3).*

---

### 4.7.3 THE COLOR TAB

The Color tab provides the control over characteristics for coloring and texturing objects, including text.



Figure 37

---

#### 4.7.3.1 COLOR DESCRIPTION

Use the **Edit** menu to specify which aspect of a text line or graphic object you intend to modify.

There are three choices: **Fill** controls colors used in the body of the font or object. Choosing **Edge** or **Shadow** restricts modifications one of those characteristics.

**Type** permits you to choose between six different types of color (or image-based texture):

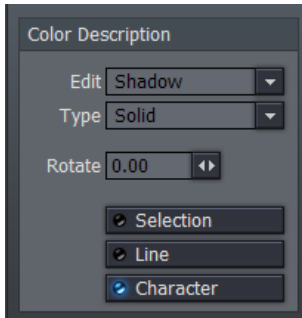


Figure 38

Choosing **Solid** for Type applies a single color to the surface (the one in the neighboring **Solid Color** pane). When you pick one of the middle four instead (**Linear**, **Corners**, **Angle**, or **Radial**), the current **Gradient** colors are applied.

**Linear** (Type) applies the Gradient in a straight left-to-right pattern. **Corners** will apply the gradient color starting at the upper left corner diagonally, sweeping around to the bottom right.

**Angle** applies the Gradient starting at 3 o'clock and rotating counterclockwise.

**Radial** applies the Gradient starting at the center of the surface and emanating to the edge.

**Texture** applies an image map (specified using the **Image** drop-down menu in the **Solid Color** Pane at right) to the surface.

Adjusting the **Rotate** value changes the application angle for the gradient or texture, when active.

## SELECTION, LINE & CHARACTER

---

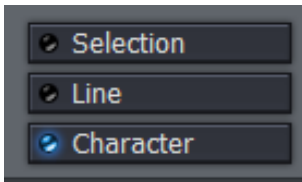


Figure 39

If you have multiple lines of text on a page, you can choose how the color, gradient, or texture will be applied.

**Selection** fits your settings to selected characters or objects (including multiple selections.) **Line** applies them independently to each line of text, while **Character** applies the texture independently to each character.

*Note: In reality, each text line is always a separate object. If you select just part of a text line (in the Canvas while in T(Text) mode (whether by dragging the mouse or using Shift with the arrows keys), and apply different settings, the line will split into two objects to accommodate your wishes. You may want to use the Group function to permit you to continue treating the line as a single object subsequently.*

### 4.7.3.2 THE GRADIENT PANEL

The gradient panel provides awesome color control, allowing you to create and apply many beautiful effects.

#### GRADIENT PRESETS

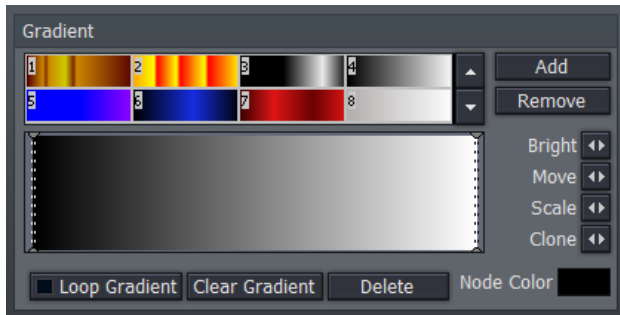


Figure 40

The upper section of the Gradient Panel contains a goodly number of presets, represented visually.

Scroll up and down through the selections using the arrow buttons at right, and simply click a gradient you like to activate it (replacing the content of the gradient edit pane below.)

Use **Add** to send the current gradient to the presets list, or **Remove** to clear a preset.

The dotted vertical lines in the gradient preview pane mark the nodes of specific color values that define the gradient. You can drag these left or right interactively, or select one by clicking directly on it, and **Move** it using the mini-slider control at right. The display updates immediately to show the results of the changes you make.

**Add** a new node by double-clicking in the gradient preview. Delete a selected node using the **Delete** button, and set its color using the **Node Color** well. You can also separately adjust the **Bright(ness)** of nodes using the mini-slider at right.

To multi-select nodes for certain operations, you can click them one at a time with the Ctrl key depressed or drag out a marquee around them right in the editor (a shaded box shows the selection zone in this case.) With one or more nodes selected, each time you drag the **Clone** slider, another set of duplicate nodes is created. You can also clone one or more nodes by holding down Ctrl and dragging left or right in the gradient preview pane. **Scale** expands or contracts the distance between multi-selected nodes.

**Clear Gradient** lets you start fresh, while **Loop Gradient** allows the gradient to repeat itself, so that the color at one end loops seamlessly to the opposite end (this control has no effect when nodes exist at each end of the gradient.)

---

#### 4.7.4 THE STYLE TAB

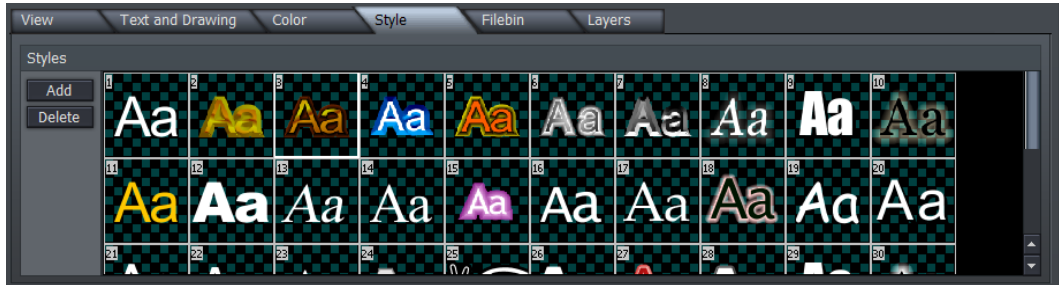


Figure 41

The **Style** tab allows you to add gorgeous and complex treatments to your text and graphic objects with a single click. It is also a great way to ensure consistency for the title slates you use in your productions!

To apply a Style preset, simply select a line of text or an object in the Canvas, and then click a representative thumbnail in the Styles pane. Create your own custom look, and add it to the Styles list using **Add**, and of course, remove those you don't care for using **Delete**.

---

#### 4.7.5 THE FILEBIN

You can drag image, .cg or .TXT file icons right onto the **Canvas** directly from this **Filebin**. (Loading a .CG file in this manner replaces the current project.)

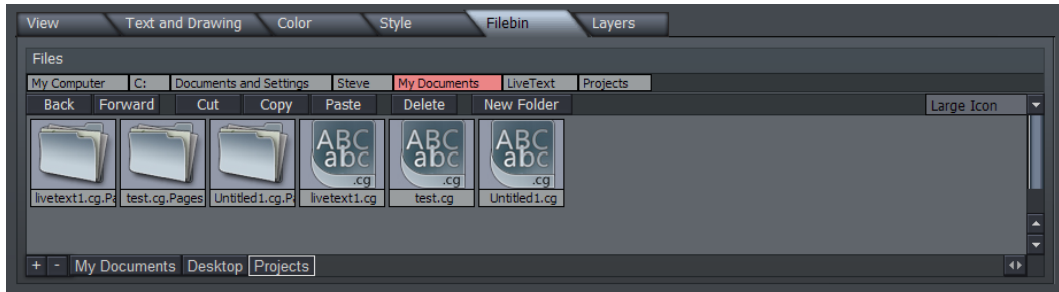


Figure 42

Above the file window is a menu with navigation and file management buttons at left, and a file icon preference menu at right. More detail on the various features of the Filebin can be found in Chapter 5 - File Management.

---

#### 4.7.6 THE LAYER TAB

The **Layer** tab provides a convenient way to select various text and CG objects on the **Canvas**, modify their relative 'depth' or alignment, and more.

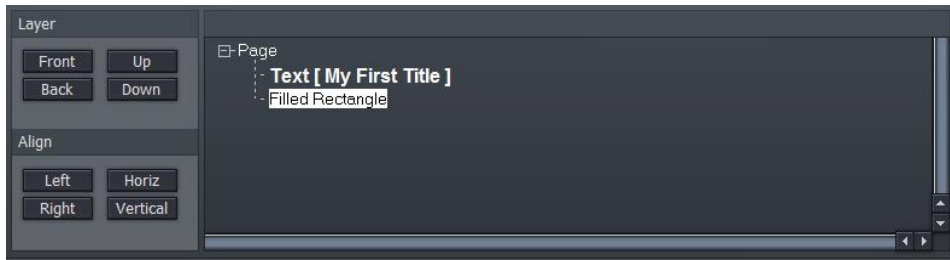


Figure 43

At times the **Canvas** can become rather cluttered, making it tricky to select text lines or objects directly by clicking. The final tab provides a convenient alternative. Each item in your current page is represented by an individual line in the **Layers** tab.

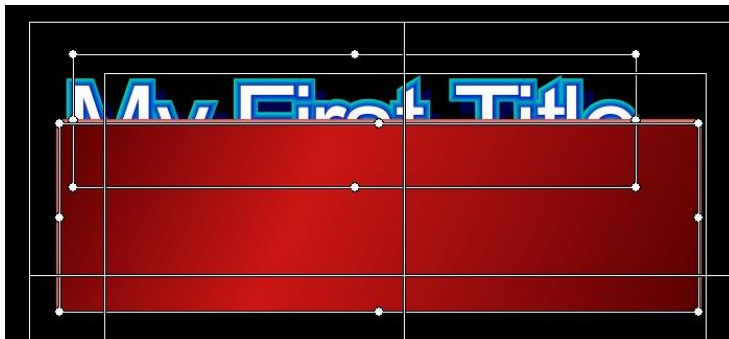


Figure 44

Consider the situation above showing a line of text that, unfortunately, is occluded by a rectangle object. Re-ordering layers is a simple matter in the **Layers** tab.

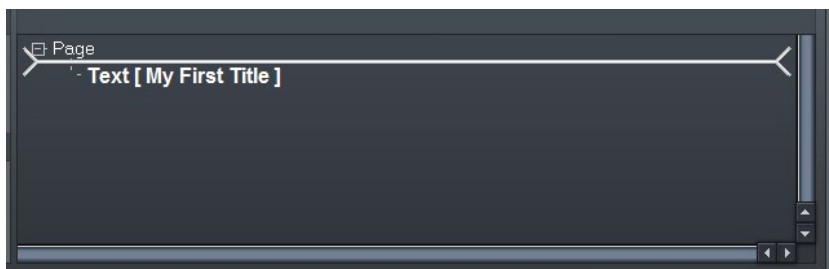


Figure 45

Simply drag the line for the rectangle above the text line with the mouse. The insertion point where the current selection will be dropped when you release the mouse is shown by a thick white line.

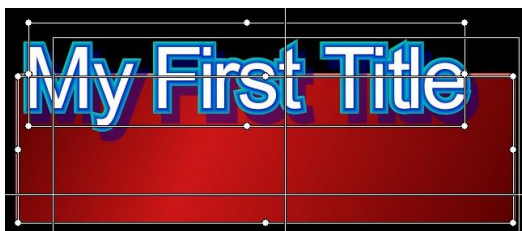


Figure 46

Objects nearest the top of the list will appear further back in the result – appearing behind objects that appear lower down in the Layers list.

Multi-select objects by dragging a box around them in the Canvas window, and click a button in the **Align** section to line them up.

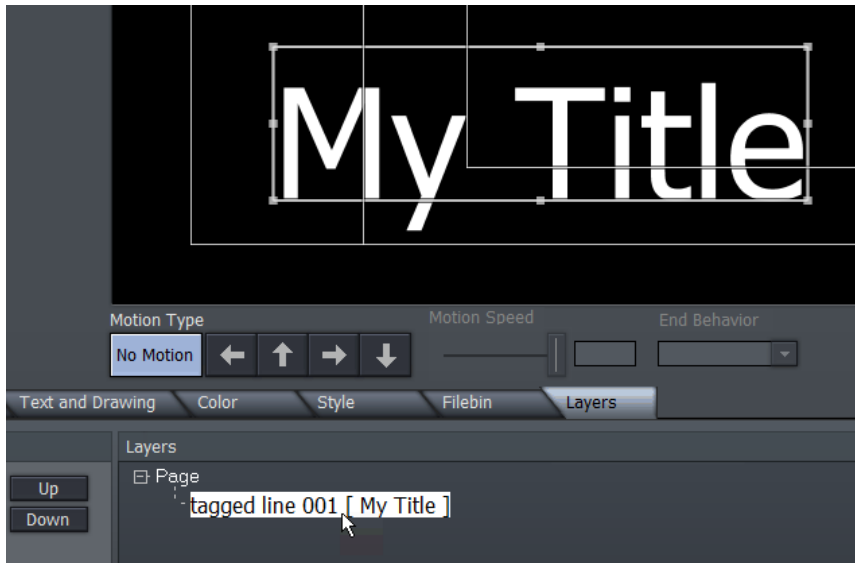
*The last object selected will be brightly highlighted in the Layer tab, and will be the one that other objects align to.*

#### 4.7.6.1 TAGGING LAYERS

The NewTek Developer Library provides tools that permit third-party developers to extend TriCaster's integrated titling capabilities in powerful ways.

For example, a custom external application might be prepared that could update specific text lines and images on a title page, then display it. Text lines or images in title pages may be targeted using their object indices, but a friendlier method of identifying objects is to use 'tags'.

Tags are custom nicknames given to individual items on the title page to make it easy to identify and address them. Though not visible in the TriCaster interface (apart from within the LiveText application), tags can thus be very useful.



**Figure 47**

To add custom tags to objects on a title page, use the **Layer** tab. Simply double click on an entry in the Layer tab and type in the tag (Figure 47).

## 4.8 OPTIONS AND KEYBOARD CONTROL

An extensive list of **Keyboard Shortcuts** is available (for example, pressing Alt + F2 toggles the Safe Area overlay in the Canvas on and off.) Press F1 to view shortcuts (please see also Appendix A – Keyboard Shortcuts).

## 5 FILE MANAGEMENT



Title pages and projects created in LiveText can be utilized in a surprising number of ways. Going ‘direct to air’ in a live production is amazing enough, but there are also many other benefits to LiveText, too!

This chapter explores the options available, whether in connection with immediate live display or for other purposes. As well, it explains the many convenient and useful features available in LiveText’s file windows.

### 5.2 FILE EXPORTS

LiveText pages exported as bitmap format files (.png, .avi) can be used creatively in the **DDR** and **Picture** modules of compatible live broadcast systems (such as TriCaster).

LiveText also exports **Title Page** files (.cgxml) for use in the **Media Players** (DDR, Stills, Titles) found in the **Live Desktop** of TriCaster TCXD series systems.

Image and animated pages (both bitmap and .cg formats) exported from LiveText can also be used in connection with SpeedEDIT 2 video editing projects.

**CGXML Title Page Notes:** *TriCaster live Title Page format (.cgxml) presently supports almost every attribute that LiveText offers – but there are a few exceptions.*

*For example, multiple font properties on one text line are not supported, which means in turn that different words on a single line cannot be different colors, or use different typefaces. Of course you can achieve the same effect by using additional text objects as necessary.*

*For similar reasons, text entered as paragraphs is automatically split into multiple lines in .cgxml Title Page files. (Supplemental support for paragraph text is provided in current LiveText versions for use with TriCaster Advanced Edition. This allows long text strings, and even multiple paragraphs, to wrap correctly inside the bounding box defined by your text entry on the LiveText canvas.)*



---

### 5.2.1 FILE MENU

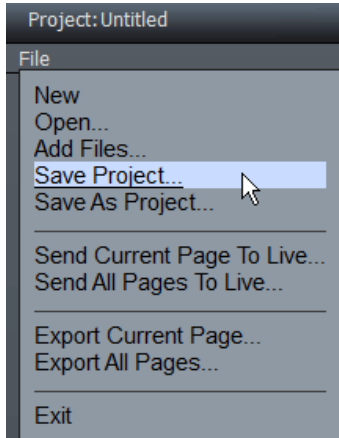


Figure 52

The **File menu** is in the upper left corner of the LiveText desktop. It contains project and page file management tools. Projects and (editable pages) are stored as \*.cg files.

Choosing **New** clears the current project, and opens a new blank one. (LiveText's custom file explorer is discussed in detail shortly, in Section 5.3).

**Open** also clears the current project, replacing it with another a .cg file (a LiveText project) you have previously created and saved (see the note in Section 4.3 re: legacy LiveText projects).

---

#### 5.2.1.1 ADD FILES (IMPORTING)

**Add Files** can be used to add an image or even a text file (see below) to the current LiveText page. Alternatively, you can change the file suffix in the file requester to show files ending in ".txt".

This permits you to import long lists of textual data prepared in standard ASCII text format and saved as a .txt file. This feature will be discussed a bit later, in Section 5.3.1.6.

*Note: You may find it preferable to add files using the Layers tab (discussed next) to drag files onto the Canvas. At the time of writing, 'adding' a .cg file replaces the current project.*

### 5.2.1.2 PROJECT (SAVE AS)

Save the current project with all of its component pages as a LiveText project file (.cg). Saved files may be reloaded later of course, and may also be compatible with selected CG applications in the NewTek family.

This latter option opens up possibilities similar to those discussed next under **Export Current Page**.

### 5.2.1.3 EXPORT CURRENT PAGE

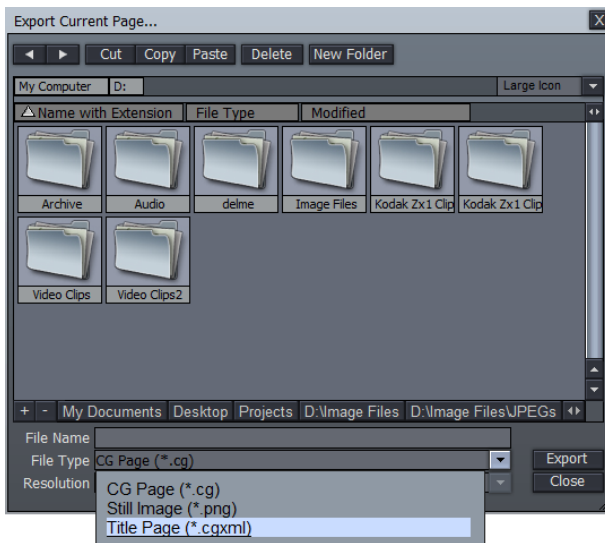


Figure 53

**Export Current Page** can export a single **CG Page** (.cg is LiveText's project file format), convert the highlighted page into a **Still Image** file format (.png file format), or a **Title Page** file (.cgxml) for live production use with TriCaster systems. If the current page is a motion page (Scroll or Crawl), the **File Type** options include **CG Page** and **Video for Windows** (.avi file format).

You can choose common NTSC or PAL video resolutions when saving either still or animated files using the **Resolution** menu options.

Exported page types (other than .cg) can be added to the playlist of a **DDR** module (or **Picture** module) on selected live production systems, and applied via the **Overlay** module; or you may use them in non-linear editing applications. If the page(s) contain transparent areas, the transparency will be retained.

Project files (.cg) can be imported into compatible software, or re-imported into LiveText. When loaded into selected titling applications (such as the TriCaster's **Edit Text**), it is possible to use those application's own native export features to create **Text Templates** or even **LiveSet™** shots for creative use.

*An example of using LiveSet™ for a CG purpose would be to apply an ever-present station ID overlay ('bug') to the program stream. (Using a LiveSet shot for this chore leaves the system's Overlay section free for other purposes.)*

---

#### 5.2.1.4 EXPORT ALL PAGES

This export feature works much like **Export Current Page**. The primary difference is that all pages comprising the current project are exported.

The **Title Page** (.cgxml) file export type does not support motion pages – hence if you choose that alternative, LiveText will automatically prepare .avi clips for any motion pages encountered as it exports the project pages.

If the current page when you select **Export Current Page** is a still, the **File Type** menu offers export as Still Image (\*.png). Nevertheless, LiveText will again automatically prepare .avi clips for any motion pages encountered as it exports the project pages.

### 5.3 FILEBIN FEATURES

LiveText features custom file browsing features used in connection with loading and saving various file types. Two file browsers are provided – the one used in connection with File menu selections, and the main Filebin - a tabbed panel underneath LiveText's Canvas and Motion Control pane.



Figure 54

For the most part, although the layout of the two file panes varies slightly, the features are quite similar, and you should quickly become comfortable with them.

### 5.3.1.1 VIEW OPTIONS

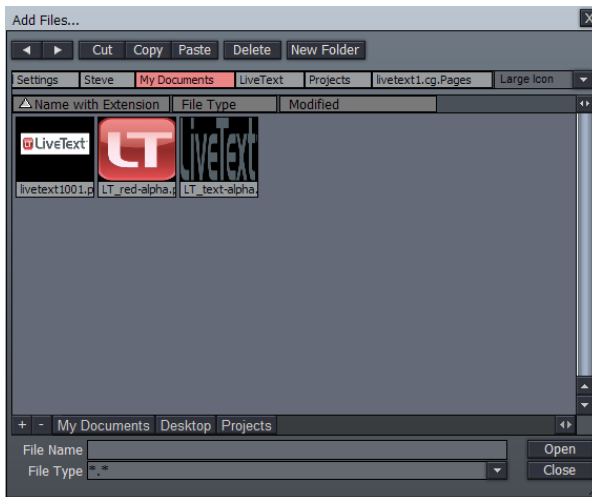


Figure 55

The largest part of either file browser is the file list window.

In the default view (and several of the optional ones) you will see a large thumbnail image icon to represent any image file.

This view can be personalized to suit your need or taste in several ways.

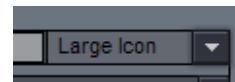


Figure 56

A drop-down menu in the upper-right corner of the pane controls the appearance of items in the file list window. By default this menu is set to **Large Icon**. You can use this menu to radically alter the appearance and features of the panel. Try the different view options out, and you'll quickly see how they affect the display.

The only view option that requires a little longer explanation is the **Details** view (**Details Only** is similar, but minus the file icon.) The Details view gives you a lot of in-depth information about your files.

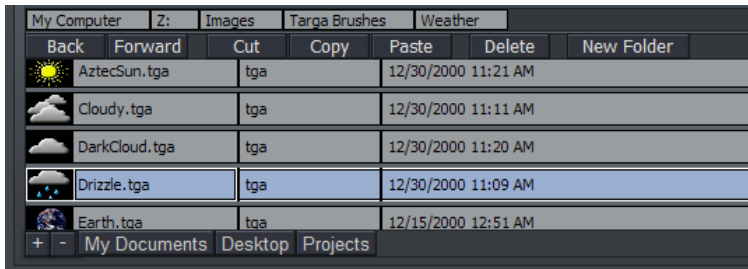


Figure 57 – Filebin tab, Details View

### 5.3.1.2 NAVIGATION

In standard fashion, double-click a folder or drive shown in the file list window to enter it, displaying its content.

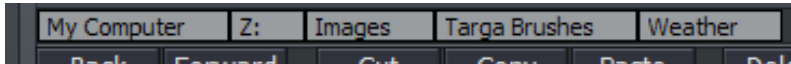


Figure 58

Above the file list pane, a row of rectangular text boxes appears (Figure 58) as you navigate down into your directory structure. These text boxes show the directory path of the current view. Click directly on a text box to jump back to that drive or folder location.

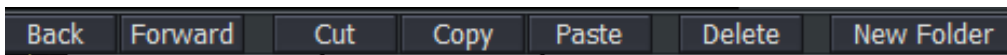


Figure 59

Nearby you will find buttons labeled **Back** and **Forward** (or triangular forward and back gadgets.) These work just like the similar features found in an internet web browser.

## THE HOTLIST

---

If you have a folder you frequently access, you can add it to the **Hotlist** at the bottom of file windows. Navigate to the folder you want to add, and press the ‘+’ sign at left corner (click the ‘-’ sign to remove the current Hotlist button.)

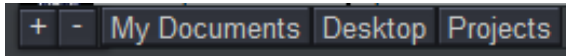


Figure 60

When you right-click directly on a **Hotlist** button, a two-item menu pops up. You can **Remove** the selected entry, or **Rename** it. The Rename option creates a ‘nickname’ for the current folder, and refreshes the Hotlist to display it. (If your list is wider than the bin, there is a scroll gadget lower right.)

---

### 5.3.1.3 CUT, COPY, PASTE, DELETE

**Cut**, **Copy**, **Paste** and **Delete** buttons are also located here. These operate on the currently selected items in the file list window.

*Of course, the common keystroke shortcuts also work in the usual manner (CTR+c for Copy, CTRL+v for Paste, CTRL+x for Cut, and the DEL key to Delete a file.)*

The **New Folder** button creates a new directory at the current level, and pops up a small dialog allowing you to change its name on creation. Alternatively, you can create a New Folder from the menu that appears when you right-click in an empty spot in the file list window.

---

### 5.3.1.4 FILE SELECTION

As you’d expect, simply clicking a file in the file list window selects it. If you click one file and then hold Shift down when you click another, you can select all the files in between. Or, click multiple files (in any order) while holding down the CTRL key to select a number of files which are not next to each other in the file list.

---

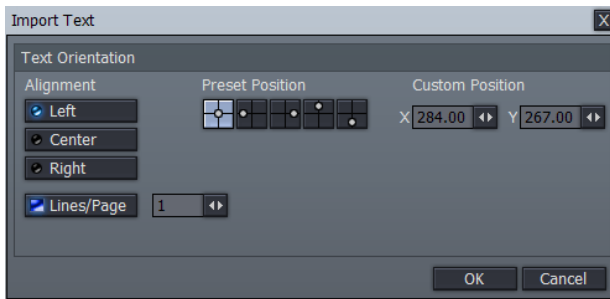
### 5.3.1.5 FILEBIN OPERATIONS

The tabbed **Filebin** panel (under the **Canvas**) is unique in that it has no ‘add’ or ‘save’ (etc.) buttons. Really, *this* Filebin is intended for quick and convenient interactive use. Simply drag a

file onto the Canvas to load or import it. When the file is a .cg file, the current LiveText project will be completely replaced by the import. On the other hand, if you drag an image file into the Canvas, it is added to the current page.

Text files (in standard ASCII .txt format) are a special case. Dragging a text file onto the Canvas (or importing one using the File menu) triggers a powerful feature, described next.

#### 5.3.1.6 IMPORT TEXT



If you drag an (ASCII) file onto the Canvas from the tabbed Filebin, the **Import Text** panel pops up.

This panel offers numerous controls over the manner in which the lines of text in the file are treated on import, and how multiple pages will be generated as necessary for them.

**Figure 61**

You can create a new page for each line of text, or form a single long page containing multiple lines. As well, you can control placement of the text on the newly created page(s) using the **Alignment**, **Preset** or **Custom Position** buttons.

## 6 APPENDIX A – KEYBOARD SHORTCUTS

Show Keyboard Shortcuts	F1
-------------------------	----

---

### 6.1.1.1 FONT

Font Name (next/previous)	F5 (Shift +)
---------------------------	--------------

Font Size	F6 (Shift +)
-----------	--------------

Font Rotation	F7 (Shift +)
---------------	--------------

Font Tracking (Spacing)	F8 (Shift +)
-------------------------	--------------

---

### 6.1.1.2 TEXT

Increase/decrease Width by 5 pixels	Alt w (Shift +)
-------------------------------------	-----------------

Increase/decrease Height by 5 pixel	Alt h (Shift +)
-------------------------------------	-----------------

Increase/decrease Edge by 1 pixel	Alt k (Shift +)
-----------------------------------	-----------------

Increase/decrease Italic by 1 pixel	Alt i (Shift +)
-------------------------------------	-----------------

Increase/decrease Tracking by 1 pixel	Alt space (Shift +)
---------------------------------------	---------------------

Next/Previous Font	Alt f (Shift +)
--------------------	-----------------



---

### 6.1.1.3 CLIPBOARD

Select All	Ctrl a
------------	--------

Deselect All	Ctrl d
--------------	--------

Cut	Ctrl x
-----	--------

Copy	Ctrl c
------	--------

Paste	Ctrl v
-------	--------

Delete	Del
--------	-----

Redo	Ctrl y
------	--------

Undo	Ctrl z
------	--------

---

### 6.1.1.4 TEXT ENTRY

Select One character	Shift + L/R Arrow
----------------------	-------------------

Move curser to beginning	Home
--------------------------	------

Move curser to end	End
--------------------	-----

Select to the beginning	Shift + Home
-------------------------	--------------

---

Select to the end	Shift + End
Delete entire trailing word	Ctrl + Delete
Select entire line	Shift + Up/Down Arrow
Kerning by letter	Alt + L/R Arrow
Move and scale	LMB (Left Mouse Button)
Rotate and Spacing	LMB + Shift
Multi-Select by area	LMB + Drag
Multi-Select Individual Objects	LMB + Ctrl

#### 6.1.1.5 MODIFY TOOL

Nudge Up 1 pixel	Up Arrow
Nudge Down 1 pixel	Down Arrow
Nudge Left 1 pixel	Left Arrow
Nudge Right 1 pixel	Right Arrow
Nudge Up 10 pixels	Shift + Up Arrow

---

Nudge Down 10 pixels

Shift + Down Arrow

Nudge Left 10 pixels

Shift + Left Arrow

Nudge Right 10 pixels

Shift + Right Arrow

---

---

#### 6.1.1.6 ALIGNMENT

Left Safety

Alt l

Center Safety Alignment

Alt c

Right Safety

Alt r

Bottom Safety Alignment

Alt b

---

---

#### 6.1.1.7 LAYOUT

Align Left

Alt Shift l

Align

Alt Shift r

Align Top

Alt Shift t

Align Bottom

Alt Shift b

Align Horizontal Center

Alt Shift c

---

---

Align Vertical Center

Alt Shift v

---

---

#### 6.1.1.8 PAGE

Add a new page

Ctrl Insert

Delete Current Page

Ctrl Shift Delete

Clone Current Page

Ctrl Shift Insert

Move up the Page list

PageUp

Move down the Page list

PageDown

Move to top of Page list

Ctrl PageUp

Move to bottom of Page list

Ctrl PageDown

---

---

#### 6.1.1.9 SHADOW

Add (Sub) 1 to Shadow Offset X

Alt x (Shift +)

Add (Sub) 1 to Shadow Offset y

Alt y (Shift +)

Shadow Type (up/down)

Alt F5 (Shift +)

Shadow Size (raise/lower)

Alt F6 (Shift +)

---

Shadow Angle (raise/lower)

Alt F7 (Shift +)

Shadow Softness (raise/lower)

Alt F8 (Shift +)

---

#### 6.1.1.10 EDGE

Edge Type (up/down)

Ctrl F5 (Shift +)

Edge Size (raise/lower)

Ctrl F6 (Shift +)

---

#### 6.1.1.11 VIEW

Toggle Safe Area on and off

Alt s

---

#### 6.1.1.12 FILES/FILEBIN...

Open

Ctrl + O

Save

Ctrl + S

Save As

Ctrl + Shift + S

Add Files

Ctrl + I

New Folder

Ctrl + N

File Properties

Ctrl + D

Back	Backspace
Forward	Shift + Backspace
Selection...	
Select All	Ctrl + A
Deselect All	Ctrl + Shift + A
First Item	Home
Last Item	End
Previous Item	Left/Up Arrow
Next Item	Right/Down Arrow
Previous Item and Keep Current Selection	Ctrl + Left/Up
Next Item and Keep Current Selection	Ctrl + Right/Down
First Item and Keep Current Selection	Ctrl + Home
Last Item and Keep Current Selection	Ctrl + End
Select All Previous Items	Shift + Home
Select All Previous and Keep Current Selection	Ctrl + Shift + Home

---

Select All Following Items	Shift + End
----------------------------	-------------

Select All Following and Keep Current Selection	Ctrl + Shift + End
---	--------------------

---

---

#### 6.1.1.13 LIVE

Send current page to live	F9
---------------------------	----

Play current live motion page (toggles play and pause)	F10
--	-----

Pause current live motion page	F11
--------------------------------	-----

Stop current live motion page	F12
-------------------------------	-----

---

## C

Color Picker, 21, 28  
Colors  
    ColorPicker, 21, 28  
Cut, Copy, Paste, Delete, 21, 41

## F

Filebin, 48  
    Hotlist, 41  
*Files*  
    File Operations, 21, 41  
    *Undo/Redo*, 17, 21, 22, 44

## G

Grid and Guides, 25

## H

Hotlist, 41

## L

Loop, 24, 30

## P

Paragraph Text, 35

## S

Shadows, 11, 28, 47, 48

## T

Tags, 33  
Templates, 11, 38  
Titling  
    Grid and Guides, 25  
    Lock Aspect Ratio, 27  
    Templates, 11, 38

## V

Video  
    Shadows, 11, 28, 47, 48

## W

Windows  
    Color Picker, 21, 28



## 9 CREDITS

**Acknowledgments:** Tim Jenison, Jim Plant

**Engineering:** Andrew Cross, Alvaro Suarez, Brian Brice, Cary Tetrick, Charles Steinkuehler, Dan Fletcher, Gil Triana, Greg Heine, Jagannadh Malla, James Killian, Jan Uribe, Jarrod Davis, Jeremy Brosius, Jeremy Wiseman, John Perkins, Karen Zipper, Kevin Rouviere, Kirk Morger, Liviu Corsatea, Mahdi Mohajer, Masaaki Konno, Menghua Wang, Michael Joiner, Michael Watkins, Mike Murphy, Nathan Kovner, Naveen Jayakumar, Ryan Hansberger, Shawn Wisniewski, Steve Bowie, Todd Bryant, Troy Stevenson

**Additional thanks to:** NewTek Marketing and Sales  
NewTek Customer Service

This product uses the FreeImage library. This is licensed under the LGPL license (see link below).  
For the source, and the ability to change and recompile this component, please visit :  
<http://freeimage.sourceforge.net/>

This product uses the LAME library. This is licensed under the LGPL license (see link below).  
For the source, and the ability to change and recompile this component, please visit :  
<http://lame.sourceforge.net/>

This product uses the FAAC library. This is licensed under the LGPL license (see link below).  
For the source, and the ability to change and recompile this component, please visit :  
<http://www.audiocoding.com/>

This product uses the FFMPEG library. This is licensed under the LGPL license (see link below).  
For the source, and the ability to change and recompile this component, please visit :  
<http://www.ffmpeg.org/>

For a copy of the LGPL licence, please visit : <http://www.gnu.org/licenses/lgpl.html>  
Portions use Microsoft Windows Media Technologies. Copyright (c)1999-2011 Microsoft Corporation. All Rights reserved.

Copyright 2015 NewTek Inc., 5131 Beckwith Blvd. San Antonio, TX USA 78249. Trademarks: NewTek, TriCaster, TriCaster XD, TriCaster 8000, TriCaster TCXD8000, TCXD8000, TriCaster 860, TriCaster TCXD860, TCXD860, TriCaster 460, TriCaster TCXD460, TCXD460, TriCaster 410, TriCaster TCXD410, TCXD410, TriCaster Mini, TriCaster 40, TriCaster TCXD40, TCXD40, TriCaster 855, TriCaster TCXD855, TCXD855, TriCaster 455, TriCaster TCXD455, TCXD455, TriCaster EXTREME, TriCaster 850 EXTREME, TriCaster TCXD850 EXTREME, TCXD850 EXTREME, TriCaster 450 EXTREME, TriCaster TCXD450 EXTREME, TCXD450 EXTREME, TriCaster 850, TriCaster TCXD850, TCXD850, TriCaster 450, TriCaster TCXD450, TCXD450, TriCaster 300, TriCaster TCXD300, TCXD300, TriCaster PRO, TriCaster STUDIO, TriCaster BROADCAST, TriCaster DUO, 3PLAY, 3Play, 3Play 4800, 3PXD4800, 3Play 440, 3PXD440, 3Play Mini, 3Play 820, 3PXD820, 3Play 425, 3PXD425 3Play 330, 3PXD330, TalkShow, TalkShow VS100, ProTek, ProTek Care, ProTek Elite, iVGA, SpeedEDIT, IsoCorder, LiveText, DataLink, LiveSet, TriCaster Virtual Set Editor, TriCaster VSE, LiveMatte, TimeWarp, VT, VT[3], VT[4], V[T5], Video Toaster, Toaster, Inspire 3D, 3D Arsenal, Aura, LightWave, LightWave 3D and LightWave CORE are trademarks, service marks, and registered trademarks of NewTek. All other brand names, product names, or trademarks belong to their respective holders.