



Release Notes

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

TitleMotion only runs when it is launched from Adobe Premiere. You cannot run TitleMotion by starting it from WindowsNT Explorer unless Premiere is already running.

You can choose to install TitleMotion as a stand-alone program by selecting the stand-alone option during installation. If you select this option, TitleMotion runs separately from your NLE.

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Interlock Device

The green interlock device, also known as a dongle, must be installed on one of the parallel ports on your system whenever TitleMotion is running. TitleMotion does not open unless the dongle is present.

If necessary, the dongle can be added to a chain of devices on a parallel port.

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

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

Windows NT and 2000 Drivers

To install the TitleMotion software, you need to have administrator privileges so that the drivers can be installed.

Installation Folder

When you install TitleMotion, it automatically registers itself in the Windows registry for launch from Premiere. TitleMotion cannot be installed and run from a network drive.

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

Saving Files

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

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

Multiple Effects

To create multiple concurrent effects, create several title clips and place them on separate video lines in the timeline.

Hardware Control

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

Realtime Playback

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

Animation clips and Video Filters are always rendered.

Opening TitleMotion

To use TitleMotion within Premiere, select File→New→Inscriber TM Title... to create a new title clip. The title appears as a clip in the Project window.

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

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

To create a title clip:

- 1 Select File→New→Inscriber TM Title... to launch TitleMotion
- 2 Select an effect from the Layout Type drop-down list and create your title.
- 3 Choose File→Save to Premiere or click on the disk icon on the toolbar to return to Premiere. The new title clip appears in the Project window. If you want to edit a graphic later, double-click on the title clip.

Backgrounds

You can select the frame of video that appears as a background in TitleMotion by changing the "scrubber" position on the timeline. If you don't have your scrub bar over the background video, the background in TitleMotion appears black.

When you play back the timeline, the sample frame or filler pattern is replaced by the source clip.

Inscriber text is anti-aliased to be viewed over a background. If you do not put a clip background in the timeline, the text appears jagged or distorted. To solve this problem, use a black or white TGA image as a background clip on the timeline, or create a full black background on the Background tab in the CG.

Known Premiere 6.0 Issues

Premiere and RT2000

You cannot import multiple .icg files or folders into the Premiere bin.

This problem will be addressed in a future version of TitleMotion.

Opening TitleMotion

To use TitleMotion within Premiere, select Project→Create→Inscriber TM Effect to create a new title clip. The title appears as a clip in the Project window.

If you put a title on Video Track 1, it will be treated like a 24-bit image, with no video transparency. To composite the title with media on other tracks, place the clip on any video track except track 1. Inscriber automatically creates clips with the Video Transparency set to Alpha key.

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

To create a title clip:

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

Transition Effects

Roll and **crawl** transitions may need to have blank lines or spaces added to the ends to make them roll or crawl off the screen properly.

Roll and Crawl Speeds

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

Backgrounds

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

Premiere and RT2000

You cannot import multiple .icg files or folders into the Premiere bin.

Error Messages

ADMPlugin Error

If you see an ADMPlugin Error when you try to start TitleMotion, try one of these three solutions.

- 1 Make sure that the Premiere Plug-ins folder is in \\Program Files\\Adobe\\Premiere 5.x.
- 2 Disable the im-eps.prm plug-in, and then determine if too many TrueType fonts are active.
 - Locate the im-eps.prm file in \\Program Files\\Adobe\\Premiere 5.x.
 - Disable the file by naming it im-eps.dis.
 - Try starting Premiere. If Premiere starts, reduce the number of active TrueType fonts.
 - Rename im-eps.dis to im-eps.prm.
- 3 Uninstall and then reinstall Premiere 5.x.
 - Select Start→Programs→Adobe→Premiere 5.x→Uninstall Premiere 5.x.
 - Follow the instructions for uninstalling Premiere.
 - Restart your computer.
 - Reinstall Premiere 5.x.

Will Not Work In Windows 98

If you see a “will not work in Windows 98” error message when you begin to install TitleMotion, you can ignore the error message. This error message only appears in older versions of TitleMotion.

Roll and Crawl Issues

Jerky Rolls

If you experience jerky rolls and you are not using a full DigiSuite, try rendering your rolls or else pick a roll speed that your hardware can easily and accurately deal with.

Changing Roll and Crawl Length

A Premiere 5.1 problem results in jerky motion and only displays the first half the roll or crawl if you try to adjust the length of a roll or crawl by changing it on the timeline. This problem has been fixed in Premiere 6.0, and Inscriber suggests that the best solution to this problem is to upgrade to the latest version of Premiere.

Note: If you are using a Premiere 5.x version with an RT2000 board, this problem can only be corrected by upgrading to the latest version of Premiere.

You can work around this problem on other systems by bypassing Adobe's synthetic filter, which requires tricking Premiere into believing that your roll or crawl is really a still (static) layout.

- 1 Create a new Inscriber effect by selecting Project→Create→Inscriber Effect.

- 2 Create a still layout with just one blank space in it, and save back to Premiere.
- 3 In Premiere, put the new clip on the timeline and then double-click on the Inscriber clip on the timeline to open TitleMotion again.
- 4 Your still layout opens for editing. Delete the blank space and then create your roll or crawl as you normally would.
- 5 Save your roll or crawl back to Premiere.

You can now manipulate the roll or crawl on the timeline without losing the second half of your clip. However, if you save your project and return to it later, after having worked on other projects in the meantime, roll and crawl clips created this way may revert to a one frame size. You may need to adjust their length again if this occurs.

Animation Issues

Black Boxes Around Animations

If you are experiencing black boxes appearing around your animations, try one of these solutions:

- use the animation as a clip instead of a filter
- rerender the .mov or the default .avi back to a .avi

Blank Animation Output

Depending on your hardware, some animations are not forced to render when added to the Premiere timeline, resulting in blank animation output. To correct this problem, you need to add an empty Inscriber filter to the animation clip.

- 1 Right-click on the animation and select Filters→Inscriber Effect.
- 2 Press the Spacebar or the ENTER key to add blank content to the filter and save back to Premiere.
- 3 Render the area of the animation clip.

Importing .icg Files

If you attempt to import .icg files directly into Premiere 5.x, Premiere either crashes or corrupts your project. This problem has been fixed in Premiere 6.0, and Inscriber suggests upgrading your software.

However, you can safely import a .icg into Premiere 5.x by launching TitleMotion, importing the .icg into TitleMotion, and then saving it back to Premiere.

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

Languages

Glyph Processing (Arabic, Hebrew, Thai)

In order to take advantage of any of the above languages, you must be using a version of Windows which corresponds to the appropriate language. For example, to create Arabic titles, you must be running Arabic Windows and have Arabic TrueType fonts.

While Inscriber does support glyph-processed languages, they still have some limitations within our software:

- text on a spline and text in a box are not supported on glyph-processed lines
- small caps are not supported on glyph-processed lines
- roman and glyph-processed text must be typed on separate lines and be formatted with separate styles
- filenames must use roman characters.

Double-Byte (Japanese, Chinese, Korean)

In order to take advantage of any of the above languages, you must be using a version of Windows which corresponds to the appropriate language. For example, to create Japanese titles, you must be running Japanese Windows and have Japanese TrueType fonts.

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

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

Windows 2000

All of our products will continue to use code-page access for language support. This means that native language versions of Windows 2000 are required for support for Non-Roman characters. The multi-language version of Windows 2000 (which is only available through Microsoft's large corporation sales program) uses Unicode and is NOT supported.



Windows 98: Instability Issues

If you are running TitleMotion under Windows 98 with the acceleration setting at full, you may experience some instability. You can eliminate this instability by modifying your acceleration settings.

To change your acceleration settings:

- 1 Open the Control Panel by selecting Start→Settings→Control Panel.
- 2 Double-click on System to open the System Properties dialog.
- 3 Switch to the Performance tab.
- 4 Click on the Graphics button located in the lower middle of the tab.
Windows displays the Advanced Graphics Settings dialog. You should see a Hardware acceleration slider on the tab. The default setting for the Hardware acceleration is full.
- 5 Move the Hardware acceleration slider to reduce the acceleration setting a few notches.
You should not set the hardware acceleration to None, since it may cause instability with other PC components.
- 6 Select OK and exit the System Properties and Control Panel.

Windows 98: ATI Video Cards

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

Large Text Size in Crawls

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

New Fonts

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

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

MMX Processor

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

Sample Registry vs. Inscriber Templates

Earlier versions of TitleMotion referred to a sample registry, which was a collection of Inscriber CG layouts that could be used and modified within TitleMotion. However, since Windows also has a registry, Inscriber has renamed its sample registry and now uses a Template Manager. See the readme.txt for information on adding your old Inscriber templates to TitleMotion.