

# DEKO500

Character Generator  
Value, Performance, Reliability  
User's Guide

PPN: 253000-USRMAN Revision B



280 N. Bernardo, Mountain View, CA 94043

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**PINNACLE PART NUMBER: 253000-USRMAN Revision B**

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# Introduction

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## WELCOME!

This is the User's Guide for Deko500, a full-color video character generator from Pinnacle Systems, Inc. Based on the Windows NT operating system, Deko500 offers unprecedented performance in a broadcast-quality character generator, including:

- The highest picture quality available for television graphics

- The ease of use and networking capabilities of Windows NT

- The power of a word processor, a page layout program and a "slide show" presentation program, in a single application

Like a word processor, Deko500 offers a variety of tools for typing text and for selecting fonts and styles.

Like a page layout program, Deko500 allows total flexibility in positioning text and full-color graphic elements on the screen.

Like a presentation program, Deko500 plays back a series of graphic pages using a wide range of real-time effects, including rolls and crawls.

We think you'll be pleased with Deko500's quality, power and flexibility. Our goal is to make Deko500 the number one video character generator. If you have any suggestions for features to include in future software releases, we would very much like to hear from you. See *How to Contact Pinnacle Systems, Inc.*, page 7.

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## HOW TO USE THIS MANUAL

The *Deko500 User's Guide* is a reference manual that describes the operation of Deko500. The *User's Guide* is derived largely from Deko500's on-line Help screens—you'll find pretty much the same information in both places.

One difference between this manual and the on-line Help is how we define new terms and keywords. In the on-line Help, new terms appear in green—you click on a term with the mouse to see its definition. In the *User's Guide*, there is no green and no mouse. So, whenever a new term is defined, we show it in ***bold italic*** type.

Please refer to the Glossary for a definition.

You need not read the *User's Guide* cover to cover. Most chapters are arranged as a series of step-by-step "To do" instructions, such as "To add an edge" or "To rotate selected text." A good approach is to read through the Table of Contents to get an idea of Deko500's capabilities, then refer to specific sections as necessary.

We strongly suggest, however, that you read the chapter, *An Overview of Deko500*. It provides an overall description of Deko500's user interface and operating philosophy.

Hardware issues, including installation and setup of Deko500, are covered separately, in the *Deko500 Installation Guide*.

If you're familiar with other Windows applications like Word or WordPerfect, we think you'll find using Deko500 easy and natural. If you know Windows, but not Windows NT, you have nothing to worry about—their operation is almost identical.

If you're new to Windows, we suggest that you pick up a book on the subject to familiarize yourself with the basic Windows concepts. For the most part, this User's Guide assumes a working knowledge of Windows.



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## HOW TO CONTACT PINNACLE SYSTEMS

Pinnacle Systems, Inc.  
280 N. Bernardo  
Mountain View, CA 94043

### **What to do before you call:**

Whenever you contact Pinnacle Systems for technical support, please have the following information available:

- Product name and software version number
- Product serial number (in the Help menu, choose About)
- Type of computer hardware you are using
- Precise description of problem and attempted solutions
- Exact wording of any error messages

### **Pinnacle Systems Technical Support by Phone:**

Pinnacle Systems technical support for the Deko product line is available 8:00am to 8:00pm Eastern time, Monday through Friday.

Phone: (650) 237-1800

### **Information and Technical Support on the Internet:**

For the latest information on Deko upgrades, visit our website at:  
[www.pinnaclesys.com](http://www.pinnaclesys.com).

Our e-mail address for technical support is:  
[broadcast-support@pinnaclesys.com](mailto:broadcast-support@pinnaclesys.com).

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## STARTING WINDOWS NT

### To start Windows NT:

1. Turn on the power to the PC. The computer monitor shows a series of diagnostic screens, then displays the Windows NT startup screen. Press Ctrl+Alt+Delete to log on.
2. Enter your user name and password, then press Enter. If you don't have a user name, log on as user Deko500. This user name is installed at the factory and does not require a password.

### Notes

*Once you log on, you will see the Windows NT Program Manager. This is the main screen of Windows NT, from which you can launch any application program, including Deko500. You must be privileged as a System Administrator or Power User to run Deko500. For more information about Windows NT, refer to the Windows NT documentation supplied with Deko500.*

---

## STARTING DEKO500

### To start Deko500:

1. Close or minimize windows, if necessary, to access the start-up screen of your desktop.
2. Do one of the following:  
*Double-click* the Deko500 program icon.



Hold Ctrl and press Tab as necessary to activate the Deko500 program group, use the cursor keys to highlight the Deko500 program icon, then press Enter.

### To start Deko500 automatically, every time you boot up Windows NT:

1. From the Options menu, choose Preferences.
2. Choose Common at the top of the Preferences dialog box.
3. Check *On re-boot, automatically log on to NT*.
4. Enter your user password.
5. Press Enter or *click* OK.

### Note

*To use the auto-login feature, you must be privileged as a System Administrator and must also supply a password. Please refer to the Windows NT documentation for details.*

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## To start Deko500 automatically, every time you log on:

In the Windows NT Program Manager, hold Ctrl down and *drag* the Deko500 program icon into the Startup group. Refer to your Windows NT documentation for more information.

---

## EXITING DEKO500

### To exit Deko500 and return to the Program Manager:

Do one of the following:

Double-click the *control icon* at the left end of the Deko500 program *title bar*, or choose Close from the control icon menu.

From the File menu, choose Exit.

### To have Deko500 prompt before exiting:

1. From the Options menu, choose Preferences.
2. Choose Prompts at the top of the Preferences dialog box.
3. Check *Prompt before exiting Deko500*.

### To use other applications without exiting Deko500:

1. Do one of the following:

Click the minimize button in the upper-right corner of the Deko500 *application window*.



Choose Minimize from the control icon menu.

Hold Alt down and press Tab repeatedly to switch to other open applications.

2. When you are ready to return to Deko500, double-click the Deko500 icon.

---

## EXITING WINDOWS NT

### To log off from Windows NT:

1. Exit Deko500.
2. In the Windows NT Program Manager, do one of the following:  
Press Ctrl+Alt+Delete, then choose Logoff.  
  
Double-click the control icon at the left end of the Program Manager title bar, then choose Log off.  
  
From the File menu, choose Logoff.
3. Click OK to log off. After you log off, Windows NT remains active, allowing you or another user to log back on. Shared files are still accessible from other networked workstations.

## To shut down Windows NT:

1. Exit Deko500.
2. In the Windows NT Program Manager, do one of the following:
  - Press Ctrl+Alt+Delete, then choose Shutdown.  
  
Double-click the control icon at the left end of the Program Manager title bar, then choose Shutdown.  
  
From the File menu, choose Shutdown.
3. Click OK to shut down Windows NT. Don't turn off the power to your computer until a message on the screen tells you it's OK to do so. Once shut down, Windows NT must be restarted before you or another user can log back on. Shared files are not accessible from other networked workstations.

## Overview of Deko500

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### THE DEKO500 DESKTOP

All creation and playback of Deko500 graphics is done using the mouse and keyboard to interact with the various controls and windows on Deko500's *desktop*.

The appearance of the desktop depends on the current *layout*, as selected from the Window menu.

---

### ABOUT GRAPHIC FILES

The main function of Deko500 is the creation and display of graphic files. You create a Deko500 *graphic*, including text and background elements, in a Program window. Once created, a graphic may be saved on disk in a *graphic file*.

A graphic consists of one or more *layers* and a *background*. Each layer can be text or a geometric shape—a rectangle or an ellipse. See *Graphics and Layers*.

Each character of text is rendered in a particular *style*, which specifies its *font* and *look*. Each geometric shape is rendered in a particular look. See *Creating Styles*.

Deko500 provides a variety of tools for typing, justifying, positioning, sizing and otherwise editing text and shapes. See *Composing Text*.

Graphic files may be recalled from disk individually—"opened," in Windows terminology. You can play back a series of graphic files by entering them into a *sequence*. See *Effects and Sequences*.

---

### THE PROGRAM WINDOW

All graphics are created in a Program window.

The *Program* window shows the current on-air graphic. The contents of this window match Deko500's video output, with the addition of a cursor, safe-title lines and other markers. There is only one Program window.

---

## CREATING A GRAPHIC

### To create a Deko500 graphic:

1. Activate a Program window. If desired, clear any previous graphic by pressing F8 once, or press F8 twice to clear the background, too.
2. Use the cursor keys or click the mouse to position the *text cursor*.
3. Type any desired text.
4. Use any of Deko500's compositional tools to select fonts and styles, add geometric shape or text layers, position layers, etc.
5. Save the graphic, by choosing Save Graphic As (F12) from the File menu.

---

## SAVING A GRAPHIC FILE

### To save a graphic under a new name:

1. Activate the graphic window (F5).
2. From the File menu, choose Save Graphic As (F12).
3. In the dialog box, *navigate* to the drive and directory where you will store the file.
4. Type a new file name in the File Name *text box*, then click OK or press Enter.

### Note

*Deko500 automatically attaches “.dko” to the file name. Do not type a different extension.*

**To save a modified graphic:**

1. Activate the graphic window.
2. From the File menu, choose Save Graphic (Ctrl+S or Alt+F12) to replace the previous version of the .dko file.

**To save a graphic under a different video standard:**

1. From the File menu choose Save Graphic As (F12).
2. In the Save Graphic As dialog box, choose Options.
3. Do one of the following:
  - In the Video Standard text box, select NTSC.
  - In the Video Standard text box, select PAL.
  - In the Video Standard text box, select custom, then enter Horizontal pixel and Vertical pixel values.
4. Click OK or press Enter.

### To specify whether or not to save character glyphs:

1. From the File menu choose Save Graphic As (F12).
2. In the Save Graphic As dialog box, choose Options.
3. Select whether to save graphic files with pre-rendered *glyphs* Always, Never or If not already in pre-rendered style.
4. Click OK or press Enter.

#### Note

*Graphic files that include a large font or complicated look occupy more disk space when saved with character glyphs, but can be retrieved faster.*

### To save a fully rendered bitmap with a graphic file:

1. From the File menu choose Save Graphic As (F12).
2. In the Save Graphic As dialog box, choose Options.
3. Check Save rendered bitmap, for faster recall.
4. Click OK or press Enter.

#### Note

*Graphic files that are saved with pre-rendered bitmaps occupy more disk space, but can be retrieved much faster.*

### To save a graphic with an automatic comment:

1. From the File menu choose Save Graphic As (F12).
2. In the Save Graphic As dialog box, choose Options.
3. Check Add automatic comment, based on text in file.
4. Click OK or press Enter. Deko500 will automatically fill in the comment field with the content of the graphic's first text field.

### To use file compression when saving TIFF and Targa files:

1. From the File menu choose Save Graphic As (F12).
2. In the Save Graphic As dialog box, choose Options.
3. Under When saving TIFF and Targa files, check Use file compression.
4. Click OK or press Enter.

### To save TIFF and Targa files with alpha channel:

1. From the File menu choose Save Graphic As (F12).
2. In the Save Graphic As dialog box, choose Options.
3. Under When saving TIFF and Targa files, check Save with alpha channel (32-bit).
4. Click OK or press Enter.



---

## OPENING A GRAPHIC FILE

### To open a graphic file:

1. From the File menu, choose Open (Ctrl+O or F9).
2. In the Open dialog box, navigate to the drive and directory that contain the file.
3. Choose the file from the File Name list box or type the file name in the File Name text box, then click OK or press Enter.

### Notes

*The next time you call up the File Open dialog box, Deko500 will prompt you with the name of the next file in the current directory. Use the cursor up and down keys to scroll through other file names.*

*Deko500 can import several file types, including text files (.txt), Windows Bitmap files (.bmp), TIFF files (.tif), Targa files (.tga) JPEG files (.jpg), Graphics Factory stills (.gf) videoDesigner stills (.tv), Kseries/ Presto ppic files (.20k), and Pinnacle (.g) files created in FlashFile, Lightning or Genie.*

### Warning

*Unlike many Windows applications, Deko500 does not always open a new window when you open a file. If a graphic (Program) window is already open, Deko500 will open a graphic into that window, replacing the previous file. Be sure to save any modified file before opening another file in the same window.*

### To browse for graphic files to add to a sequence:

1. Activate the Sequence window (F11).
2. Do one of the following:
  - From the Sequence menu, choose Browse for Files (Ctrl+L).
  - Select Browser from the View window (Ctrl+L).
3. Double-click a thumbnail to enter it into the sequence

### To open a graphic recorded under a different aspect ratio:

1. From the File menu, choose Open (Ctrl+O or F9).
2. In the dialog box, choose Options.
3. Choose one of the following in the File Open Options dialog box:

#### **For native (.dko) files of non-native aspect ratio:**

Clip to fit.

Scales a 4 x 3 graphic to fit a 16 x 9 screen horizontally, but chops off part of the top and bottom.

Chops off part of the left and right sides of a 16 x 9 graphic, leaving a 4 x 3 center.  
Pad to fit.

Centers a 4 x 3 graphic, padding the right and left sides.  
Shrinks a 16 x 9 graphic to fit horizontally, padding the top and bottom.  
Scale to fit.

Stretches a 4 x 3 graphic horizontally, but not vertically, to fit the full 16 x 9 screen.

Compresses a 16 x 9 graphic horizontally, but not vertically, to fit the 4 x 3 screen.

**For non-native (not .dco) files:**

Scale to full screen

Adjusts width and height and does not maintain pixel aspect ratio.

Square pixels, preserve height

Adjusts width to maintain aspect ratio of pixels assumed to be square.

Square pixels, preserve width

Adjusts height to maintain aspect ratio of pixels assumed to be square.

4. Click OK or press Enter.
5. In the Open dialog box, navigate to the drive and directory that contain the file.
6. Choose the file from the File Name list box or type the file name in the File Name text box, then click OK or press Enter.

**Note**

*Clip to fit and Pad to fit maintain the graphic's original aspect ratio. Scale to fit distorts it.*

**To re-open the graphic file in the active window:**

From the File menu, choose Revert.

## To transfer a GF/Halo/Kseries/Presto image to Deko500:

1. <Record> the GF/Halo image as a still or Kseries/Presto as ppic.
2. Insert a compatible disk formatted for DOS into one of the GF/Halo drives.
3. <Do> dos export. Export the GF/Halo still to the DOS disk as a DOS file with a .gf extension for GF or .20k for Kseries/Presto.
4. Remove the disk from the GF/Halo drive and insert it into a drive on the PC running Deko500.
5. From the File menu, choose Open, then navigate to the drive and directory that contain the.gf file or .20k file.
6. Choose the file from the File Name list box or type the file name in the File Name text box, then click OK or press Enter.

### Note

*You can reverse this process to transfer graphics from Deko500 to GF/Halo.*

*Only graphic files (still, targa, tiff and dko, g and bmp) can be shared. Text files are not compatible.*

---

## KEYING

Using Deko500's built-in keyer, you can key text and graphics over live video. Or, you can use Deko500's linear key output to key text and graphics downstream, using a switcher.

### To turn Deko500's keyer on:

1. Connect an input video signal to Deko500. See *Video Inputs* in the *Deko500 Installation Guide*.
2. From the Options menu, choose Hardware Settings then Input Selection, and select an input video source.
3. From the Channel menu, choose Keyer On.

### To turn Deko500's keyer off:

From the Channel menu, choose Keyer Off.

### To output only the key of a graphic:

From the Channel menu, choose Show Key Output.

### To output only the key of a graphic:

From the Channel menu, choose Show Key Output.

---

## FRAME GRABBING

### To set grab options:

In the Channel menu, click Grab Options, then click to select or de-select options from the drop-down menu. A checkmark next to an option indicates that it is selected.

#### **Grab With Key**

Select to enable frame grabbing video input with key. This option must be selected to enable frame grabbing of shaped input video.

#### **Input Video Is Shaped**

Select to enable frame grabbing of shaped input video. This selection is not available if Grab With Key is not selected.

### To grab a frame of video:

1. Connect an input signal to Deko500. See *Video Inputs* in the *Deko500 Installation Guide*.
2. From the Channel menu, choose Frame Grab.

#### **Note**

*Use a digital input source for the highest quality frame grabbing.*

---

## SUPPRESSING MOTION

### To apply motion suppression when frame grabbing:

1. From the Channel Menu, choose Motion Suppress.
2. Check Motion Suppress When Grabbing.

### To apply motion suppression to the current background:

1. From the Channel Menu, choose Motion Suppress.
2. Check Motion Suppress Now.

### To specify motion suppression options:

1. From the Channel Menu, choose Motion Suppress.
2. Do one of the following:
  - Check Interpolate Scan Lines to specify interpolation between every other scan line.
  - Check Duplicate Scan Lines to specify duplication of every other scan line.
3. Check either Preserve Field 1 (odd field) or Preserve Field 2 (even field) to specify which field's scan lines to interpolate or duplicate.

## Composing Text

---

### SELECTING TEXT

#### To select a block of text:



*Drag* across, then down or up the text.



Use arrow keys (↑ → ↓ ←) to move the cursor to the beginning or end of the text block, then hold Shift and press arrow keys as necessary.

#### To select multiple blocks of text:



Hold Ctrl as you drag across, then down or up the text.



Choose Select More from the Edit menu. For each block of text, use arrow keys (↑ → ↓ ←) to move the cursor to the beginning or end of the text block, then hold Shift and press arrow keys to select the block.

#### To select a word:



*Double-click* the word.



Use arrow keys (↑ → ↓ ←) to move the cursor to the beginning or end of the word, then hold Shift and press right or left arrow.

#### To select all text in a text field:



From the top left of the text, drag across, then down the text.



Press Insert and Tab to the text field, or choose Select Field from the Edit menu.

### To select all text characters in a graphic:



Choose Select All (Ctrl+A) from the Edit menu.

### To select all text characters in the current style:



Choose Select Style from the Edit menu.

### To de-select text:



Click anywhere in the *text field*.



Press any arrow key (↑ → ↓ ←).

---

## SELECTING A TYPEFACE

### To select a typeface:

1. Select the text to which you will apply the new typeface. If no text is selected, Deko500 applies changes to the current style.
2. Do one of the following:
  - From the View menu, choose Browser, then choose Browse Typefaces from the File menu.
  - On the text bar, click the Typeface drop-down list box.
 
 In the Style window, choose Font, then click Browse.  
 In the Style window, choose Font, then click the Typeface drop-down list box.
3. Double-click a typeface on the browser or the drop-down list, or type the name of the typeface in the text box.

#### Note

*If you select a custom typeface, Deko500 automatically sets the font to the size at which no scaling will occur. You may then select any font size.*

### To select a typeface from a graphic:

1. Move the text cursor immediately to the right of a character in the desired typeface.
2. From the Text menu, choose Pick Font.

#### Note

*If you check “Cursor movement sets font and look” in the Options/Preferences/Cursor dialog box, the current style will always show the style of the character to the left of the text*

*cursor, unless a text character or layer is selected.*

---

## USING AN INTERNATIONAL CHARACTER SET

### To type a character from an international character set:

1. From the View menu, choose International.
2. In the *International window*, click the *Character Set* list box, then choose a character set from the drop-down list.
3. In the graphic window, position the *insertion point* where you wish to insert the character.
4. Click the desired character in the International window.

### Note

*Not all TrueType or Postscript fonts include every character in every character set. The International window displays a small box in place of any character that is not available in the current font.*

### To change the current keyboard layout:

1. From the View menu, choose Style.
2. In the Style window, choose Font, then click the Keyboard list box.
3. Type or scroll to the new keyboard layout.

### Notes

*Any keyboard layout installed in Windows NT is automatically available in Deko500. In the Windows NT Program Manager, double-click Main, Control Panel, then International. Refer to Windows NT documentation for more detailed information.*

*Deko500 supports most alphabet-based languages as well as several ideographic languages. For the following languages, you must install the local version of Windows NT: Arabic, Chinese, Hebrew, Japanese, Korean, and Thai.*

---

## BOLD AND ITALIC

### To change normal text to bold:

1. Select the text to be changed, or select nothing to change the *current style*.
2. Do one of the following:  
Press the bold button on the *text bar* (Ctrl+B).



Activate the *Style window*, select Font at the top of the Style window, then check Bold.

3. To change text back to normal, unpress the bold button or uncheck Bold.

### To change normal text to italic:

1. Select the text to be changed, or select nothing to change the current style.
2. Do one of the following:  
Press the italic button on the text bar (Ctrl+I).



Activate the Style window, select Font at the top of the Style window, then check Italic.

3. To change text back to normal, unpress the italic button or uncheck Italic.

---

## UNDERLINING TEXT

### To underline text:

1. Select the text to be underlined, or select nothing to add an underline to the current style.
2. Press the underline button on the text bar (Ctrl+U).



To change text back to normal, unpress the underline button.

---

## ROTATING TEXT

### To rotate text using the keyboard:

1. In the Options menu, choose Transform/Rotate & Skew (Ctrl+R).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).



3. Select the text to rotate.
4. Hold down Alt and press either the down arrow (↓) to rotate the selected text clockwise, or the up arrow (↑) to rotate counterclockwise.

### To rotate text using the mouse:

1. Click the rotate/skew button in the Tools window.



2. Select the text to rotate.
3. Move the pointer near the dotted line surrounding selected text, so that the pointer becomes the rotation tool.



4. Drag to rotate selected text.

### To specify a numerical value for rotation:

1. Select the text to rotate. If no text is selected, Deko500 applies changes to the current style.
2. Activate the Style window.
3. Choose Font at the top of the Style window.
4. Double-click the Rotation text box, then type or scroll to a value. Negative values set counterclockwise rotation of the selected text, and positive values set clockwise rotation.

---

## SKEWING TEXT

### To skew text using the keyboard:

1. In the Options menu, choose Transform/Rotate & Skew (Ctrl+R).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).
3. Select the text to skew.
4. Hold down Alt and press either the right arrow (→) to skew the selected text clockwise, or the left arrow (←) to skew counterclockwise.

### To skew text using the mouse:

1. Click the rotate/skew button in the Tools window.



2. Select the text to skew.
3. Move the pointer over the top-right-corner handle of the selected text, so that the pointer becomes the skewing tool.



4. Drag the handle to skew selected text.

### To specify a numerical value for skewing:

1. Select the characters to skew. If no text is selected, Deko500 applies changes to the current style.
2. Activate the Style window.
3. Choose Font at the top of the Style window.
4. Double-click the Skew text box, then type or scroll to a value. Negative values skew text counterclockwise, and positive values skew text clockwise.

#### Note

*Skew can be used to italicize text to angles different from the default italic angle.*

---

## SMALL CAPS

### To change lower case text to small upper case text:

1. Select the text to be capitalized, or select nothing to change the current style.
2. Do one of the following:  
Press the small caps button on the text bar.



In the Style/Font window, check Small Caps.

To change text back to normal, unpress the small caps button or uncheck Small Caps.

---

## CHANGING TEXT CASE

### To change the first character of each word to upper case:

1. Select the text to be changed, or select nothing to change all text in the current *text field*.
2. From the Text menu, choose Capitalize.

### To change selected text to upper case:

1. Select the text to be changed, or select nothing to change all text in the current text field.
2. From the Text menu, choose Upper Case.

### To change selected text to lower case:

1. Select the text to be changed, or select nothing to change all text in the current text field.
2. From the Text menu, choose Lower Case.

---

## CHANGING THE TEXT FIELD BOX

### To change the text field box, using the keyboard:

1. From the Options menu, choose Transform/Move (Ctrl+M).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).
3. Select a text field.
4. Hold Alt down and press arrow keys (↑↓→←) to move the text field box up, down, left or right.

### To change the text field box, using the mouse:

1. Click the move button in the *Tools window*.



2. Select a text field.
3. Position the pointer near the border or a handle of the field, so that the pointer becomes the moving tool or a sizing tool.



4. Drag to move or size the text field box.

### Important

*When you size the text field box, Deko500 does not scale the text along with the box. The text remains the same size, but wraps differently to fit within the box. To scale the text along with the box, see [Scaling a Layer](#).*

---

## SCALING TEXT

### To scale text using the keyboard:

1. In the Options menu, choose Transform/Scale & Width (Ctrl+W).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).
3. Select the text for scaling.
4. Hold down Alt and press either the up or down arrow (↑↓) to increase or decrease text size, or the right or left arrow (→←) to increase or decrease text width.

## To scale text using the mouse:

1. Click the scaling button in the Tools window.



2. Select the text for scaling.
3. Move the pointer to a handle on any side or corner of selected text, so that the pointer becomes one of the scaling tools.



4. Drag a handle either outward to increase or inward to decrease text size.

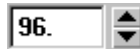
Corner handles control height and width together; middle handles on the right or left control width only; and middle handles on the top or bottom control height only.

Hold Ctrl down while dragging a corner handle to preserve the aspect ratio of the text — height and width scale together.

## To specify a numerical value for font size:

1. Select the text to scale. If no text is selected, Deko500 applies changes to the current style.
2. Do one of the following:

On the text bar, double-click the Size text box.



In the Style/Font window, then double-click the Size text box.

3. In the text box, type or scroll to a new font size.
4. Press Enter to apply the new size.

---

## CHARACTER SPACING (KERNING)

### To kern text using the keyboard:

1. In the Options menu, choose Transform/Kerning & Leading (Ctrl+K).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).
3. Select the characters to *kern*.
4. Hold down Alt and press either the right arrow (→) to widen the space between selected characters, or the left arrow (←) to reduce character spacing.

### To kern text using the mouse:

1. Click the kerning/leading button in the Tools window.



2. Select the characters to kern.
3. Move the pointer to a handle at either side of the selected text, so that the pointer becomes the kerning tool.



4. Drag the handle either outward to widen spacing between characters or inward to decrease character spacing.

### To specify a numerical value for kerning:

1. Select the characters to kern. If no text is selected, Deko500 applies changes to the current style.
2. Activate the Style window.
3. Choose Font at the top of the Style window.
4. Double-click or Tab to the Kerning text box, then type or scroll to the desired value. A positive kerning value increases space between characters; a negative value decreases the space. To use default kerning, specify a value of zero.

---

## CHARACTER WIDTH

### To change character width using the keyboard:

1. In the Options menu, choose Transform/Scale & Width (Ctrl+W).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).
3. Select the characters to change.
4. Hold Alt down and press either the right arrow (→) to widen characters, or the left arrow (←) to decrease character width.

### To change character width using the mouse:

1. Click the scale button in the Tools window.



2. Select the characters to change.
3. Move the pointer to a handle on either side of selected text, so that the pointer becomes the widening tool.



4. Drag the handle either outward to widen characters or inward to decrease character width.

### To specify a numerical value for character width:

1. Select the characters to change. If no text is selected, Deko500 applies changes to the current style.
2. Activate the Style window.
3. Choose Font at the top of the Style window.

4. Double-click or Tab to the Width % text box, then type or scroll to a percentage of normal character width.



---

## ROW SPACING (LEADING)

### To change *leading* using the keyboard:

1. In the Options menu, choose Transform/Kerning & Leading (Ctrl+K).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).
3. Select the text for leading.
4. Hold down Alt and press either the up arrow (↑) to increase the space between rows of selected text, or the down arrow (↓) to decrease space.

### To change leading using the mouse:

1. Click the kerning/leading button in the Tools window.  

2. Select the text for leading.
3. Move the pointer to a handle above or below selected text, so that the pointer becomes a leading tool.  

4. Drag the handle downward to increase the space between rows, or upward to reduce row spacing.

### To specify a numerical value for leading:

1. Select the text for leading. If no text is selected, Deko500 applies changes to the current style.
2. Activate the Style window.
3. Choose Font at the top of the Style window.
4. Double-click the Leading text box, then type or scroll to the desired value. A positive value increases the space between rows; a negative value decreases it. The default value is zero.

---

## TYPING ON A CURVE

### To activate the Baseline Edit window:

Do one of the following:

From the Layer menu, choose Edit Baseline (to activate the Baseline Edit window).

If the Baseline Edit window is open but not active, check Baseline Edit in the Window menu.

### To draw a curved baseline:

1. Select the layer whose baseline you wish to modify.
2. Activate the Baseline Edit window.
3. Do one of the following:  
In the Baseline menu, check Draw Curve.  
Click the curve drawing tool button in the Tools window.



4. Position the drawing tool where you will begin the curve, and *drag* the mouse to draw the curve.

### To draw a line-segment baseline:

1. Select the layer whose baseline you wish to modify.
2. Activate the Baseline Edit window.
3. Do one of the following:  
In the Baseline menu, check Draw Curve.  
Click the curve drawing tool button in the Tools window.



4. Click to begin the line, then move the drawing tool to the desired end point and click again. Repeat this step as desired to draw multiple line segments.
5. To break the line, move the cursor out of the Baseline Edit window.

### To use a rectangle or ellipse as a baseline:

1. Select the layer whose baseline you wish to modify.
2. Activate the Baseline Edit window.
3. Click the rectangle or ellipse button in the Tools window, then drag the cursor in the Baseline Edit window to define the rectangle or ellipse.
4. Once you release the mouse button, you will be in Edit Curve mode. Drag points as desired to edit the baseline.

#### Note

*Holding Ctrl as you drag the cursor maintains a square or round baseline.*

### To apply a baseline:

Once you have drawn or edited the baseline as desired, do one of the following:

To apply the baseline and remain in baseline edit mode, choose Apply Baseline (Enter) from the Baseline menu.

To apply the baseline and close the Baseline Edit window, choose Accept Baseline (Alt+Enter) from the Baseline menu.

### To delete or insert a point on a baseline:

1. If not already in the Baseline Edit mode, choose Edit Baseline from the Layer menu.
2. In the Baseline menu, check Edit Curve.
3. Do one of the following:
  - Click the point you wish to delete, then choose Delete Selected Point (Delete) from the Baseline menu.
  - Choose Insert Point (Insert) from the Baseline menu, then click on the curve where you wish to insert the point.

### To reverse the direction of the baseline:

1. If not already in the Baseline Edit mode, choose Edit Baseline from the Layer menu.
2. In the Baseline menu, choose Reverse Baseline.

### To change the type of a point on the baseline:

1. In the Baseline menu, check Edit Curve.
2. Click the point to select it.
3. In the Baseline menu, do one of the following:
  - Check Move To, for a point that begins a new section of the baseline.
  - Check Line To, for a point connected to the previous point by a straight line.
  - Check Bezier, for a point connected to the previous point by a Bezier curve.

### To adjust the continuity between two Bezier curves:

1. In the Baseline menu, check Edit Curve.
2. Click the point shared by the two curves.
3. In the Baseline menu, do one of the following:
  - Check Cusp for no continuity. The *control points* on either side of the shared point move independently.
  - Check Smooth for *C1 continuity*.
  - Check Symmetric for *C2 continuity*.

### To cancel changes to a baseline:

1. Do one of the following:
  - To cancel all changes and exit the Baseline Edit window, choose Cancel from the Baseline menu.
  - If Undo is enabled, you can choose Undo (Ctrl+Z) from the Edit menu, for each change you wish to undo.



---

## CUTTING AND PASTING TEXT

### To cut or copy text:

1. Select the text to be cut or copied.
2. Do one of the following:
  - To cut selected text, from the Edit menu, choose Cut (Ctrl+X), or click the cut button on the text bar.



To copy selected text, from the Edit menu, choose Copy (Ctrl+C), then Selected, or click the copy button on the text bar.



### To paste text:

1. Position the cursor where you will insert the text.
2. From the Edit menu, choose Paste (Ctrl+V), or click the paste button on the text bar.



### Notes

*When you cut or copy text, it is saved in the Windows NT clipboard.*

*Unlike moving text, cutting and pasting text changes the location of the text cursor. When you move text, the cursor appears in the original location of the text even after the text has been moved, but when you cut and paste text, the cursor follows the text.*

---

## DELETING TEXT

### To delete text:

1. Select the text to be deleted.
2. Choose Delete (Delete) from the Edit menu.

### To delete all text within a text field:

1. Select a text field.
2. From the Layer menu, choose Clear Text. The emptied layer remains in the graphic.

---

## FINDING AND REPLACING TEXT

### To find text within a graphic:

1. From the Edit menu, choose Find (Ctrl+F).
2. In the dialog box, type the text in the Find What text box.
3. If desired, check Match Case or Match Whole Word Only.
4. Choose Find Next (Ctrl+G) to find and select the next occurrence of the text.
5. Click Cancel to close the dialog box.

### To find and replace text within a graphic:

1. From the Edit menu, choose Replace (Ctrl+H).
2. In the dialog box, type original text in the Find What text box.
3. Type replacement text in the Replace With text box.
4. If desired, check Match Case or Match Whole Word Only.
5. Do one of the following:
  - Choose Find Next (Ctrl+G) to find and select the next occurrence of original text. Then choose Replace to remove and replace selected text, or Find Next to skip to the next occurrence of original text.
  - To find and replace all occurrences of original text, choose Replace All.
6. Click Cancel to close the dialog box.


---

## MOVING TEXT

### To move text using the keyboard:

1. In the Options menu, choose Transform/Move (Ctrl+M).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).
3. Select the text to move.
4. Hold down Alt and press arrow keys (↑↓→←) to move selected text up, down, right or left.

### To move text using the mouse:

1. Select the text to move.
2. Click the move button in the Tools window.  

3. Move the pointer near the dotted line surrounding selected text, so that the pointer becomes the moving tool.



4. Drag to move selected text in any direction.

### Note

*Unlike cutting and pasting text, moving text does not change the location of the text cursor. When you cut and paste text, the cursor follows the text, but when you move text, the cursor appears in the original location of the text even after the text has been moved.*

If no text is selected:

Alt + ↓ moves the cursor row and all lower rows down.

Alt + ↑ moves the cursor row and all lower rows up.

Alt + → moves all characters from the cursor to the end of the row (or tab field) to the right.

Alt + ← moves all characters from the cursor to the end of the row (or tab field) to the left.

---

## JUSTIFYING TEXT

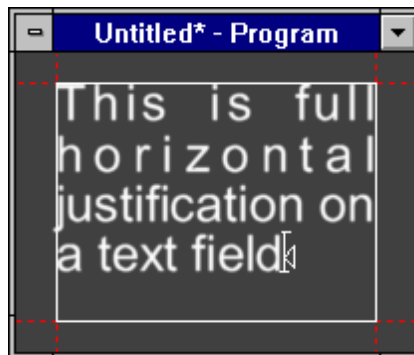
### To justify text using the mouse:

1. Select the text, or select nothing to justify the entire field of text.
2. Do one of the following:  
On the text bar, click the appropriate justification button to alter horizontal justification, vertical justification, or both, then choose the desired setting.

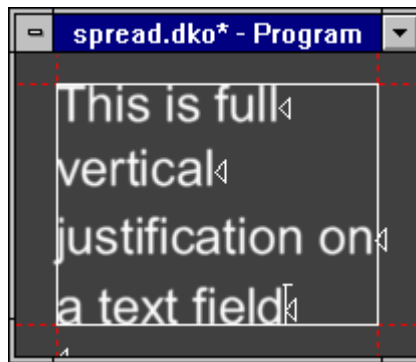


From the Text menu, choose Justify, then select a setting for horizontal justification, vertical justification or both. The choices are self-explanatory, except for full and spread justification.

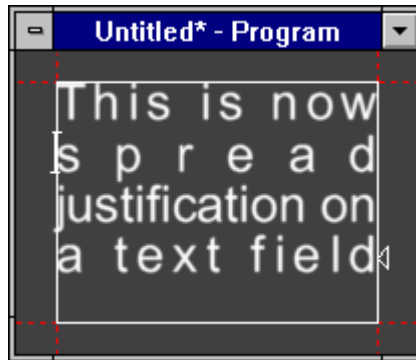
**Full horizontal justification** makes selected text, except any row with a newline character (hard return), flush with the left and right sides of the text field box.



**Full vertical justification** makes the top and bottom lines of selected text flush with the top and bottom of the field box.



*Spread justification* makes all lines of selected text flush with both the left and right sides of the text field box. To do this, space is inserted between words and between letters, as controlled by the Spread % in the Style/Layers window.



### To justify text using the keyboard:

1. Select the text, or select nothing to justify the entire field of text.
2. Hold Ctrl down and press one of the numbers on the numeric keypad to justify selected text in the corresponding position of the selected text field.

**7**

Top left

**8**

Top center

**9**

Top right

**4**

Middle left

**5**

Middle center

**6**

Middle right

**1**

Bottom left

**2**

Bottom center

**3**

Bottom right

**0**

Justification off

### Notes

*If you select only some of the text in a field, that text will be justified in a separate field.*

---

## TAB STOPS

### To set a tab stop:

1. Position the cursor where you will insert the tab stop.
2. From the Text menu, choose Tab Set.
3. Choose an alignment (Right, Left, Center or Decimal) from the drop-down menu.
4. The current tab settings for a text field are displayed at the bottom of the text field box, using the following markers:

Left: [      Right: ]      Center: □      Decimal: ▮

5. Whenever you Tab to a tab stop, a similar tab marker is displayed to the left of the first character at the tab stop.

### To clear a selected tab stop:

1. Tab to the tab stop.
2. From the Text menu, choose Tab Clear.

### To clear all tabs within a layer:

From the Text menu, choose Tab Clear All.

### To move a tab stop:

1. Position the cursor to the left of the tab stop.
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).
3. Do one of the following:  
In the Options menu, select Transform, then Move.  
Click the move button in the Tools window.



4. Hold Alt and use the right or left arrow keys (→ ←) to move the tab stop.

### To cut or copy a tab stop:

1. Select the tab stop you wish to cut or copy.
2. Do one of the following:  
To remove the selected tab stop from its current position, choose Cut (Ctrl+X) from the Edit menu, or click the cut button in the Tools window.



To copy and leave the selected tab stop intact, choose Copy (Ctrl+C), then Tabs, from the Edit menu, or click the copy button in the Tools window.



### To paste a cut or copied tab stop:

1. If necessary, open the file into which you will paste the tab stop.
2. Position to text cursor where you will insert the cut or copied tab stop.
3. From the Edit menu, choose Paste (Ctrl+V), or click the paste button in the Tools window.



### To change the decimal tab character:

1. From the Options menu, choose Preferences.
2. At the top of the dialog box, choose Common.
3. In the Decimal tab char text box, type a new decimal tab character.
4. Choose OK or press Enter.

### To display or hide tab markers:

1. From the Options menu, choose Preferences.
2. In the dialog box, under Markers, check or uncheck Tab stops.

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## USING UNDO

### To undo the previous action(s):

From the Edit menu, choose Undo (Ctrl+Z) for each action you wish to undo. The Edit menu tells you what will be undone.

### To redo undone actions:

From the Edit menu, choose Redo (Ctrl+Y) for each action you wish to redo. The Edit menu tells you what will be redone.

### To enable or disable Undo:

In the Edit menu, check or un-check Undo enabled.

### Notes

*The default setting is Undo enabled. Undo uses several megabytes of space on your hard drive and may slow some Deko500 operations. Disabling Undo frees space on your hard drive and may speed up Deko500's performance.*

*You cannot disable Undo, then enable Undo and use it to undo actions performed while it was disabled.*

*Undo will not undo changes to a macro or custom typeface, and is disabled during sequence playback. When you play a sequence, Deko500 resets the Undo buffer so that no previous*

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*actions can be undone.*

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## Creating Styles

### SPECIFYING A FONT

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#### ABOUT FONTS

A *font* is a single typeface in a particular size and orientation. In Deko500, the current font and the current look make up the current style.

Deko500 supports alphabet-based fonts as well as fonts of several ideographic languages. For the following languages, you must install the local version of Windows NT: Arabic, Chinese, Hebrew, Japanese, Korean, and Thai.

The preceding *Composing Text* chapter described how to select and manipulate a font interactively. This section describes how to use the controls in the *Style/Font Window* to change the attributes of the current font.

Later sections describe how to install TrueType or Postscript fonts and how to create a *Custom Typeface*.

#### To change the attributes of the current font:

Do one of the following:

Use the text bar to choose the current typeface, size, bold, italic and justification rules.

Use the Style/Font Window to control all aspects of the current font.

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#### THE STYLE/FONT WINDOW

#### To display the Style/Font Window:

1. In the View menu, Choose Style (F6).
2. Click Font at the top of the Style window.



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## Controls in the Style/Font Window:

### **Typeface**

The name of the current typeface. Click this box to call up a list of available typefaces. The list includes TrueType and Postscript fonts as well as Deko500 Custom Typefaces. The latter are indicated by the word “(deko)” after the typeface name.

### **Browse**

Opens the *Typeface Browser window*, showing the current font and a sample of each available typeface. Double-click a typeface sample to select it.

### **Size**

The height of the current font, in *screen units*.

### **Width**

Percent of normal width. Enter a percent less than 100 to condense the font, or greater than 100 to expand it.

### **Bold**

Selects a bold version of the current typeface. If no bold version is available, this item is dimmed.

### **Italic**

Selects an italic version of the current typeface. If no italic version is available, this item is dimmed.

### **Small Caps**

Turns all lower case characters into small upper case characters.

### **Leading**

Controls the spacing between rows of text. A value of zero produces the default row spacing. Values greater than zero increase the space between rows; values less than zero decrease it.

### **Kerning**

Controls the spacing between characters. A value of zero produces the default kerning. Values greater than zero increase the space between characters; values less than zero decrease it.

### **Rotation**

Controls the angle of the baseline, in degrees.

### **Skew**

Controls the amount of skew applied to the characters. This is independent of the italic setting.

### **Spacing**

Chooses the type of character spacing for the font:

#### **proportional**

Characters are spaced according to their widths.

#### **monospace**

All characters are forced to have the same widths.

**digits**

The digits 0-9 are monospace, but all other characters are proportional.

**Note**

*For many typefaces, there is no difference between “proportional” and “digits” spacing. In other words, the fonts were designed with monospaced digits.*

**Keyboard**

Selects the keyboard language layout for typing with the font.

**Orientation**

Determines field orientation, i.e. left-to-right, top-to-bottom, etc.

**Note**

*Right-to-left is available only for Arabic or Hebrew, and top-to-bottom and top-to-bottom-rotated are available only for Chinese, Japanese or Korean.*

**Pre-rendered style**

Indicates that this style was previously rendered and saved so it can be typed quicker.

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## INSTALLING TRUETYPE AND POSTSCRIPT FONTS

### To install a TrueType or Postscript font:

1. Close or minimize windows as necessary to access the start-up screen of your desktop.
2. Click the Start button in the bottom lefthand corner of the screen, then click Settings, then Control Panel.
3. Double-click Fonts.



4. Select the fonts to install. Refer to help for the Fonts dialog box for detailed help with font installation.

**Note**

*Once fonts have been installed in Windows NT, you must restart Deko500 before those fonts are available in Deko500.*

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## COPYING AND PASTING A FONT

### To copy and paste a font:

1. Select text whose font you wish to copy.
2. From the Edit menu, choose Copy (Ctrl+C), then Font.
3. Select the text or position the cursor where you will apply the font.
4. From the Edit menu, choose Paste (Ctrl+V), or click the paste button on the text bar.

**Note**

*When you copy a font, it is saved in the Windows NT clipboard.*

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**CUSTOM TYPEFACE**

The Custom Typeface feature enables you to create custom characters for use in Deko500 graphics

**To open a *Custom Typeface* window:**

Do one of the following:

From the Window menu, choose Select Layout, then Typeface Edit.

From the View menu, choose Custom Typeface.

From the File menu, choose Open, navigate to the drive and directory containing an existing custom typeface, then press Enter or click OK.

**To import an active graphic as a character into a custom typeface:**

1. Activate the Program window and open the graphic you wish to import as a character.
2. Activate the Custom Typeface window and optionally open an existing custom typeface.
3. Click or use arrow keys to select the character.
4. From the File menu, choose Import Character.

**To import a graphic file as a character into a custom typeface:**

1. Activate the Custom Typeface window and optionally open an existing custom typeface.
2. Click or use arrow keys to select the character.
3. From the File menu, choose Import Character From File.
4. In the dialog box, navigate to the drive and directory that contain the file that will become the custom character.
5. Type the file name in the File Name text box or choose it from the File Name list box, then click OK or press Enter. Deko500 copies the file into the selected character.

**Note**

*Deko500 can import several file types to use as custom characters, including Deko500 graphics (.dko), Windows bitmap files (.bmp), Graphics Factory stills (.gf), videoDesigner stills (.tv), JPEG files (.jpg), TIFF files (.tif) and Targa files (.tga).*

## To change pin location and set width of a character:

1. In the Custom Typeface window, double-click the character you wish to edit. Deko500 displays the character in its own window.
2. In the character window, type in or scroll to X and Y values for the character's *pin location*.
3. Type in or scroll to a Width value for the character's *set width*.
4. To close the character window, double-click its control icon.

### Note

*Multiple character windows can be open at one time.*

## To specify custom typeface properties:

1. Activate the Custom Typeface window and open the custom typeface.
2. In the Custom Typeface window, click Properties.
3. Edit properties as desired, then click OK.

## Custom Typeface Properties

### Font size

The default size of the typeface, i.e. the size at which no scaling will occur.

### Cap height

The height of upper case characters, as a percentage of the font size.

### Ascender

The maximum distance of character ascenders from the baseline, as a percentage of the font size.

### Descender

The maximum distance of character descenders from the baseline, as a percentage of the font size.

### Underline size

Underline height, as a percentage of the font size.

### Underline position

Underline position, relative to character position, as a percentage of the font size.

### Space width

Space between characters, specified as a percentage of the font size.

### Number width

Number width, specified as a percentage of the font size.

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## SPECIFYING A LOOK

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### ABOUT LOOKS

This section describes how to control the current style's look. The look controls everything about the way a text character looks, including colors, edges, shadows, etc.

A look consists of a list of details. Each detail is a face, edge, frame, shadow, or underline, and has its own set of attributes which dictate color, size, shape, etc.

A look coupled with a font makes up a style.

### To change the attributes of the current look:

Do one of the following:

Use the text bar to turn on and off the first face, edge, shadow, underline and frame of a look, and to choose colors for each.

Use the Style/Look Window to control all aspects of the current look, including additional edges, shadows, etc.

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### THE STYLE/LOOK WINDOW

### To display the Style/Look Window:

1. In the View menu, Choose Style (F6).
2. Click Look (Alt+L) at the top of the Style window.

### Controls in the Style/Look Window:

#### Details

The list of details for the current look. The selected detail is highlighted, and its attributes are displayed in the lower half of the window.

Details come in these flavors:

#### Edge

An edge around the character. The edge is based on details above it in the list of details.

#### Face

The face of the character. Most looks have only a single face, which is usually the first detail in the list of details.

#### Frame

A frame behind the character.

#### Shadow

A shadow of the character. The shadow is based on details above it in the list of details. A look can have up to two shadows.

**Underline**

An underline below the character. A look can have only one underline.

**Frame**

A frame behind the character. A look can have up to two frames.

**Add**

Adds a new detail to the current look. A pop-up menu lets you choose which kind of detail to add. The new detail is added after the selected detail.

**Delete**

Deletes the selected detail.

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**FACE****To add or remove a face:**

1. Select the text to change. If no text is selected, a face is added to or removed from the current style.
2. Click the face button on the text bar to toggle the face on or off.

**To change the color of a face:**

1. Select the text to change. If no text is selected, Deko500 applies changes to the current style.
2. Do one of the following:  
Click the shader button next to the face button on the text bar (only for the first face of a look).



Open the Style window (F6), select Look (Alt+L) at the top of the Style window, click on the appropriate face detail, then click the Shader button.

3. In the Shader window, choose a Color, Ramp or Texture.

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## To change other attributes of a face:

1. Select the text to change. If no text is selected, Deko500 applies changes to the current style.
2. Activate the Style window.
3. Choose Look (Alt+L) at the top of the Style window.
4. In the Details list, choose the face. Deko500 displays face attributes in the lower half of the Style window.

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## FACE ATTRIBUTES

### Hide

Check this box to hide the face. A hidden face can still affect other details, based on its Priority and the “From previous detail” settings of other details.

### Shader

Opens the Face Shader window. Use the Face Shader to apply a color, ramp or texture to the face.

### Blur

Controls the amount of blur, from 0 (no blur) to 100.

### Priority

Determines whether the face appears in front of or behind other details. By default, Deko500 assigns a priority to each detail so that they render from front to back, in the order they appear in the Details list. Use Priority to change the rendering order. Priority ranges from 0 (closest to viewer) to 1000 (farthest from viewer).

Priority also controls the rendering order of overlapping details from different styles.

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## EDGE

### To add or remove an edge:

1. Select the text to change. If no text is selected, an edge is added to or removed from the current style.
2. Click the edge button on the text bar to toggle the edge on or off.



This button controls only the first edge of a look.

### To add additional edges:

1. Activate the Style window.
2. Choose Look at the top of the Style window.
3. Next to the Details list, choose Add, then choose Edge from the popup menu. The edge is added after the selected detail.

## To change the color of an edge:

1. Select the text to change. If no text is selected, Deko500 applies changes to the current style.
2. Do one of the following:  
Click the shader button next to the edge button on the text bar (only for the first edge of a look).



Open the Style window (F6), select Look at the top of the Style window, click on the appropriate edge detail, then click the Shader button.

3. In the Shader window, choose a Color, Ramp or Texture.

## To change other attributes of an edge:

1. Select the text to change. If no text is selected, Deko500 applies changes to the current style.
2. Activate the Style window.
3. Choose Look at the top of the Style window.
4. In the Details list, choose the edge. Deko500 displays Edge Attributes in the lower half of the Style window.

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## EDGE ATTRIBUTES

### Hide

Hides the edge. A hidden edge can still affect other details, based on its Priority and “To next detail” settings.

### Shader

Opens the Edge Shader window. Use the Edge Shader to apply a color, ramp or texture to the edge.

### Blur

Controls the amount of blur, from 0 (no blur) to 100.

### Shape

Specifies the shape of the edge:

#### round

creates a rounded edge.

#### square

creates a rectangular edge.

### Type

Specifies the type of edge:

#### outer

creates an edge that extends outward from the outer edge of the edged detail.



**inner**

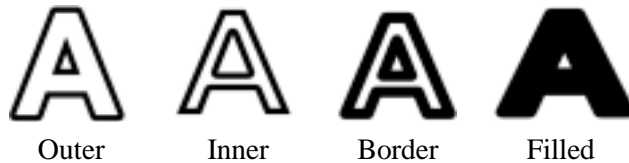
creates an edge that extends inward from the outer edge of the edged detail.

**border**

creates an edge that extends both outward and inward from the outer edge of the edged detail.

**filled**

creates an edge that extends outward from the outer edge of the edged detail; the inside is filled with the edge color.

**Size**

Controls the size of the edge, from 0 (no edge) to 100 (very large edge).

**Priority**

Determines whether the edge appears in front of or behind other details. By default, Deko500 assigns a priority to each detail so that they render from front to back, in the order they appear in the Details list. Use Priority to change the rendering order. Priority ranges from 0 (closest to viewer) to 1000 (farthest from viewer).

Priority also controls the rendering order of overlapping details from different styles.

**From previous detail**

Specifies which other details in the look provide the shape on which this edge is based:

**face**

produces an edge based only on the face detail.

**frame**

produces an edge around the first frame detail above the edge in the Details list.

**previous**

produces an edge based on the “To next detail” setting of the detail immediately above the edge in the Details list.

**underline**

produces an edge around the first underline above the edge in the Details list.

**To next detail**

Determines what this edge will send to the detail immediately below it in the Details list:

**previous**

sends whatever was sent to the edge from the detail above it.

**merged**

sends the combinations of the edge and whatever was sent to the edge from the detail above it.

**this**

sends the edge only.

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## SHADOW

### To add or remove a shadow:

1. Select the text to change. If no text is selected, a shadow is added to or removed from the current style.
2. Click the shadow button on the text bar to toggle the shadow on or off.



This button controls only the first shadow of a look.

### To add additional shadows:

1. Activate the Style window.
2. Choose Look at the top of the Style window.
3. Next to the Details list, choose Add, then choose Shadow from the popup menu. The shadow is added after the selected detail.

## To change the color of a shadow:

1. Select the text to change. If no text is selected, Deko500 applies changes to the current style.
2. Do one of the following:  
Click the shader button next to the shadow button on the text bar (only for the first shadow of a look).



Open the Style window (F6), select Look at the top of the Style window, click on the appropriate shadow detail, then click the Shader button.

3. In the Shader window, choose a Color, Ramp or Texture.

## To change other attributes of a shadow:

1. Select the text to change. If no text is selected, Deko500 applies changes to the current style.
2. Activate the Style window.
3. Choose Look at the top of the Style window.
4. In the Details list, choose the shadow. Deko500 displays Shadow Attributes in the lower half of the Style window.

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## SHADOW ATTRIBUTES

### Hide

Hides the shadow. A hidden shadow can still affect other details, based on its Priority and “To next detail” settings.

### Shader

Opens the Shadow shader window. Use the Shadow Shader to apply a color, ramp or texture to the shadow.

### Blur

Controls the amount of blur, from 0 (no blur) to 100.

### Angle

Controls the angle that the shadow is offset from the detail(s) being shadowed. An angle of zero produces a shadow directly above the shadowed detail.

**Type**

Determines the type of shadow:

**drop**

creates a single shadow of the detail being shadowed.

**deep**

creates a thick shadow, as if the detail were extruded.



Drop

Deep

**Distance**

Controls the distance of the shadow from the shadowed detail(s).

**Priority**

Determines whether the shadow appears in front of or behind other details. By default, Deko500 assigns a priority to each detail so that they render from front to back, in the order they appear in the Details list. Use Priority to change the rendering order. Priority ranges from 0 (closest to viewer) to 1000 (farthest from viewer).

Priority also controls the rendering order of overlapping details from different styles.

**From previous detail**

Specifies which other details in the look provide the shape on which this shadow is based:

**face**

produces a shadow based only on the face detail.

**previous**

produces a shadow based on the “To next detail” setting of the detail immediately above the shadow in the Details list.

**frame**

produces a shadow of the first frame detail above the shadow in the Details list.

**underline**

produces a shadow of the first underline above the shadow in the Details list.

**To next detail**

Determines what this shadow will send to the detail immediately below it in the Details list:

**previous**

sends whatever was sent to the shadow from the detail above it.

**this**

sends the shadow only.

**merged**

sends the combination of the shadow and whatever was sent to the shadow from the detail above it.

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**UNDERLINE****To add or remove an underline:**

1. Select the text to change. If no text is selected, an underline is added to or removed from the current style.
2. Click the underline button on the text bar to toggle the underline on or off.



This button controls only the first underline of a look.

**To change the color of an underline:**

1. Select the text to change. If no text is selected, Deko500 applies changes to the current style.
2. Do one of the following:  
Click the shader button next to the underline button on the text bar (only for the first underline of a look).



Open the Style window (F6), select Look at the top of the Style window, click on the appropriate underline detail, then click the Shader button.

3. In the Shader window, choose a Color, Ramp or Texture.

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## To change other attributes of an underline:

1. Select the text to change. If no text is selected, Deko500 applies changes to the current style.
2. Activate the Style window.
3. Choose Look at the top of the Style window.
4. In the Details list, choose the underline. Deko500 displays Underline Attributes in the lower half of the Style window.

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## UNDERLINE ATTRIBUTES

### Hide

Hides the underline. A hidden underline can still affect other details, based on its Priority and “To next detail” settings.

### Shader

Opens the Underline Shader window. Use the Underline Shader to apply a color, ramp or texture to the underline.

### Blur

Controls the amount of blur, from 0 (no blur) to 100.

### Shape

Specifies the shape of the underline:

#### round

produces an underline with rounded corners.

#### square

produces an underline with rectangular corners.

### Height

Controls the height of the underline. The default value is 100 percent.

### Width

Specifies an additional amount of underline that extends beyond the width of underlined text. A value of zero produces an underline that exactly matches the width of underlined text.

### V offset

Specifies a vertical offset from the underline’s normal position. Negative values move the underline down, and positive values move it up.

### Spaces

Underlines the spaces between words.

**Priority**

Determines whether the underline appears in front of or behind other details. By default, Deko500 assigns a priority to each detail so that they render from front to back, in the order they appear in the Details list. Use Priority to change the rendering order. Priority ranges from 0 (closest to viewer) to 1000 (farthest from viewer).

Priority also controls the rendering order of overlapping details from different styles.

**To next detail**

Determines what this underline will send to the detail immediately below it in the Details list:

**previous**

sends whatever was sent to the underline from the detail above it.

**this**

sends the underline only.

**merged**

sends the combination of the underline and whatever was sent to the underline from the detail above it.

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**FRAME****To add or remove a frame:**

1. Select the text to change. If no text is selected, a frame is added to or removed from the current style.
2. Click the frame button on the text bar to toggle the frame on or off.



This button controls only the first frame of a look.

**To add additional frames:**

1. Activate the Style window.
2. Choose Look at the top of the Style window.
3. Next to the Details list, choose Add, then choose Frame from the popup menu. The frame is added after the selected detail.

## To change the color of a frame:

1. Select the text to change. If no text is selected, Deko500 applies changes to the current style.
2. Do one of the following:  
Click the shader button next to the frame button on the text bar (only for the first frame of a look).



Open the Style window (F6), select Look at the top of the Style window, click on the appropriate frame detail, then click the Shader button.

3. In the Shader window, choose a Color, Ramp or Texture.

## To change other attributes of a frame:

1. Select the text to change. If no text is selected, Deko500 applies changes to the current style.
2. Activate the Style window.
3. Choose Look at the top of the Style window.
4. In the Details list, choose the frame. Deko500 displays Frame Attributes in the lower half of the Style window.

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## FRAME ATTRIBUTES

### Hide

Hides the frame. A hidden frame can still affect other details, based on its Priority and “To next detail” settings.

### Shader

Opens the Frame Shader window. Use the Frame Shader to apply a color, ramp or texture to the frame.

### Blur

Controls the amount of blur, from 0 (no blur) to 100.

### Shape

Determines the shape of the frame:

#### round

creates a frame with rounded corners.

#### square

creates a frame with rectangular corners.

### Height

Specifies the height of the frame.

### Width

Specifies the width of the frame.



**H offset**

Offsets the frame horizontally relative to the detail being framed.

**V Offset**

Offsets the frame vertically relative to the detail being framed.

**Descenders**

Lowers the bottom of the frame to accommodate lower case descender characters like g, j and y.

**Spaces**

Frames the spaces between words.

**Priority**

Determines whether the frame appears in front of or behind other details. By default, Deko500 assigns a priority to each detail so that they render from front to back, in the order they appear in the Details list. Use Priority to change the rendering order. Priority ranges from 0 (closest to viewer) to 1000 (farthest from viewer).

Priority also controls the rendering order of overlapping details from different styles.

**To next detail**

Determines what this frame will send to the detail immediately below it in the Details list:

**previous**

sends whatever was sent to the frame from the detail above it.

**this**

sends the frame only.

**merged**

sends the combination of the frame and whatever was sent to the frame from the detail above it.

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## CUTTING AND PASTING DETAILS AND LOOKS

### To cut or copy a detail:

1. Activate the Style window.
2. Choose Look at the top of the Style window.
3. In the Details list, click on the detail you wish to cut or copy.
4. Do one of the following:
  - To remove the selected detail from its current position, choose Cut Detail (Ctrl+X) from the Edit menu, or click the cut button in the Tools window.



To copy and leave the selected detail intact, choose Copy Detail (Ctrl+C) from the Edit menu, or click the copy button in the Tools window.



### To paste a detail into a Details list:

1. If necessary, open the Style file into which you will paste the detail.
2. Click on the detail in the Details list where you will insert the cut or copied detail.
3. From the Edit menu, choose Paste Detail (Ctrl+V), or click the paste button in the Tools window.



### To copy and paste a look:

1. Select text whose look you wish to copy.
2. From the Edit menu, choose Copy (Ctrl+C), then Look.
3. Select the text or position the cursor where you will apply the look.
4. From the Edit menu, choose Paste (Ctrl+V), or click the paste button on the text bar.



### Note

*When you copy a look, it is saved in the Windows NT clipboard.*

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## SPECIFYING A SHADER

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### ABOUT SHADERS

To apply color to text or graphics, Deko500 uses a *shader*.

Each detail in a look (face, edge, frame, shadow or underline) has its own shader. The shader determines how color is applied to the detail.

Deko500 shaders come in three flavors:

A *color shader* produces a detail with a single, solid color.

A *ramp shader* produces a detail with a four-color ramp and an optional highlight.

A *texture shader* produces a detail with a *bitmap* texture.

Any detail can have any kind of shader. For instance, a face can have a color shader, an edge a ramp shader, and a shadow a texture shader, all within a single look.

Multiple occurrences of the same type of detail within a look do not have to have the same type of shader. For example, a look with three edges can have a different shader for each edge.

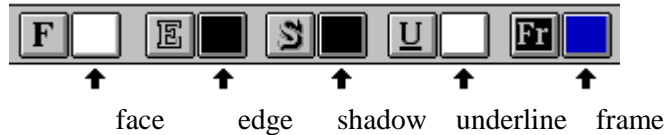
You can use the same type of shader on multiple details within a graphic. In addition, each graphic's background has its own shader. Using the background shader, you can make a solid, ramped or textured background for any graphic.

Shaders are specified in the *Shader window* (F7). Any shader can be stored as a *preset shader*. The preset shaders can be saved in a .shd file for future use.

## ACTIVATING A SHADER

### To activate a shader for the current look's first face, edge, shadow, underline or frame:

Click the appropriate detail shader button on the text bar.



#### Note

*If you click the shader button for a detail that is not in the Details list, Deko500 automatically adds the detail.*

### To activate the background shader:

Click the background-shader button (Ctrl+F7) on the text bar.



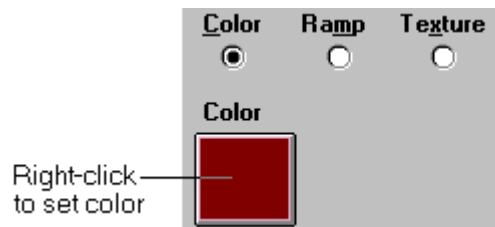
### To activate the shader for any detail in the current style:

1. Activate the Style window.
2. In the Style window, click the desired detail in the Details list box.
3. In the Style window, click the Shader button.

## APPLYING A COLOR

### To apply a solid color to a detail:

1. Activate the detail's shader.
2. At the top of the Shader window, choose Color. The Color button near the top of the window displays the detail's current color.



3. Use the color picker to pick a color.
4. When you are satisfied with the color, right-click the Color button to set the detail's shader to that color. The color is automatically applied to the detail.

## APPLYING A RAMP

### To apply a ramp to a detail:

1. Activate the detail's shader.
2. At the top of the Shader window, choose Ramp. The Sample box near the top of the window displays the detail's current ramp.



3. For each of the four colors in the ramp, click the color button, use the color picker to pick a color, then right-click the color button to set it to that color.
4. Choose Options and specify ramp options as desired.

### To apply highlighting to a ramp:

1. Follow above instructions for applying a ramp.
2. Click the Hilite button, then use the color picker to pick a color for the highlight.
3. When you are satisfied with the color right-click the Hilite button to set it to that color.
4. Check the Hilite box to turn the highlight on.
5. Choose Options and specify highlight options as desired.

## RAMP OPTIONS

### Group

Specifies how the ramp should be applied:

#### letter

applies the ramp individually to each letter.

#### word

applies the ramp to each word.

#### row

applies the ramp to each row of text.

#### page

applies the ramp to the entire page of text.

### Opacity

Controls overall transparency of the ramp, in addition to any transparency in the individual colors of the ramp. Enter a value for ramp opacity from zero (transparent) to 100 percent (opaque).

**H Scale**

Determines the width of the ramp relative to the group. For settings less than 100 percent, only part of the ramp is applied to the group.

**V Scale**

Determines the height of the ramp relative to the group. For settings less than 100 percent, only part of the ramp is applied to the group.

---

## HIGHLIGHT OPTIONS

**Highlight Size**

Specifies the size of the highlight relative to the height of the ramp, up to 100 percent.

**Highlight Angle**

Specifies the angle (-360 to 360) of the highlight. An angle of zero produces a horizontal highlight.

**Highlight H Offset**

Specifies the horizontal position of the highlight in the ramp. Negative values offset the highlight to the left, positive values to the right.

**Highlight V Offset**

Specifies the vertical position of the highlight in the ramp. Negative values offset the highlight down, positive values up.

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## APPLYING A TEXTURE

**To apply a texture to a detail:**

1. Activate the detail's shader.
2. At the top of the Shader window, choose Texture.



3. Do one of the following:
  - In the File Name text box, type name of the texture file.
  - Press Browse, then double-click a thumbnail in the *Texture Browser*.
4. Specify texture options as desired.

**Notes**

*The Sample box in the Shader window displays the current texture.*

*The texture is copied from its file, in its original size, and “pasted” onto the detail. The texture’s size does not change — the larger the detail, the greater the area of texture that is applied to it.*

*In addition to Deko500 (.dko) graphics, Deko500 can import Windows bitmap files (.bmp), Graphics Factory stills (.gf), videoDesigner stills (.tv), JPEG files (.jpg), TIFF files (.tif), Targa files (.tga) and Pinnacle (.g) files created in FlashFile, Lightning or Genie, to use as textures.*

*Multiple Deko500 graphics can use the same texture file.*

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## TEXTURE OPTIONS

### File Name

The name of the texture file.

If you check the File Name check box (the default), Deko500 saves only the name of the texture file when saving the graphic. Any changes you make to the texture file will be reflected in the graphic as well.

If you un-check File Name, Deko500 copies the bitmap from the original texture file and saves it as part of the graphic. The word “unnamed” appears in the File Name text box to indicate that the texture is being stored with the graphic. The graphic will increase in size by approximately the size of the texture file. Any subsequent changes you make to the original texture file will not affect the texture bitmap saved with the graphic.

Details using textured shaders can save only the name of the texture file; they cannot store an unnamed texture.

### Group

Specifies how the ramp should be applied:

#### **letter**

applies the texture individually to each letter.

#### **word**

applies the texture to each word.

#### **row**

applies the texture to each row of text.

#### **page**

applies the texture to the entire page of text.

### Opacity

Controls the texture’s opacity, from zero (transparent) to 100 (opaque).

### H offset

Offsets the texture relative to its horizontal alignment.

### V offset

Offsets the texture relative to its vertical alignment.

**H Alignment**

Specifies how the original texture is aligned with the selected detail(s), depending on the Group setting:

**left**

aligns the left edge of the texture with the left edge of the group.

**center**

aligns the center of the texture with the center of the group.

**right**

aligns the right edge of the texture with the right edge of the group.

**V Alignment**

Specifies how the original texture is mapped onto the selected detail(s), depending on the group setting:

**top**

aligns the top of the texture with the top of the group.

**middle**

aligns the middle of the texture with the middle of the group.

**baseline**

aligns the middle of the texture with the baseline of the group.

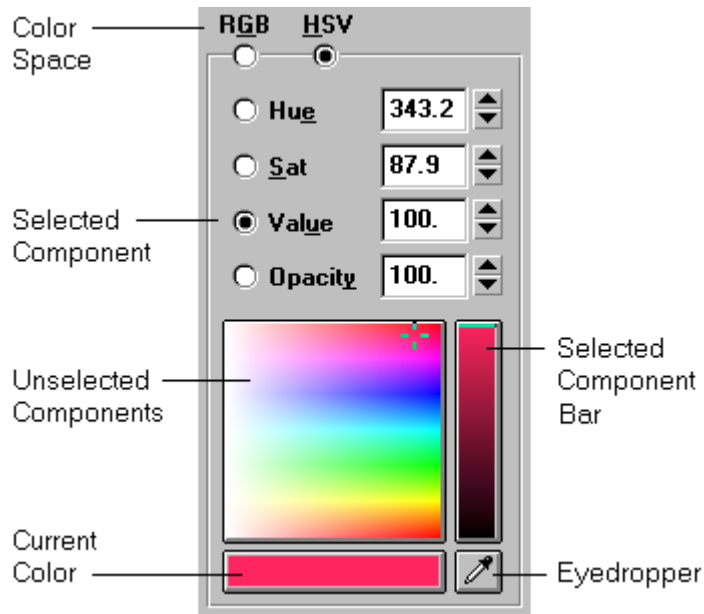
**bottom**

aligns the bottom of the texture with the bottom of the group.



## THE COLOR PICKER

Use Deko500's **color picker** to pick colors for the color shader and ramp shader.



### RGB

Selects the RGB color space. Click a color on the palette, or enter numerical values up to 100 percent for each of red, green and blue.

### HSV

Selects the HSV color space. Click a color on the palette, or enter numerical values to specify:

#### Hue

the spectral shade of the color, represented by an angle (0-360) around the color wheel or vector scope.

#### Sat

the color's saturation, its percentage of pure color. Black, white and gray have zero saturation. A 100 percent saturated color is pure color—it contains no white or gray.

#### Value

the brightness of the color, represented by the maximum of either red, blue or green. While not a true luminance amount, Value is closely related to the brightness of a color.

### Opacity

Controls the translucence of the color. An opacity of zero produces a completely transparent color, while 100 percent is completely opaque.

### Selected Component

Selects the color component RGB or HSV to display in the Selected Component Bar. In the picture above, Value is the selected component. If Opacity is selected, Deko500 displays a gray scale in the Selected Component Bar.

### Un-selected Components

The large square displays the two un-selected RGB or HSV components. In other words, if Value is the Selected Component, this square shows Hue along the vertical axis and Saturation along the horizontal axis. If Opacity is the Selected Component, Deko500 displays a gray scale in this square.

### Current Color

Shows the current color, the color whose numerical values appear above.

### Eyedropper

Enables selection of a color directly from the desktop.

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## PICKING A COLOR

### To pick a color:

1. Choose a color space by selecting RGB or HSV.
2. Use the color picker to pick a color, or enter numerical amounts for Red, Green and Blue or Hue, Saturation and Value. Enter an amount for Opacity, if desired.
3. To deposit the color into a color shader or ramp shader, right-click on one of the color buttons near the top of the Shader window.

### To pick a color from anywhere on the desktop:

1. Move the mouse pointer over the eyedropper button, then press and hold the left mouse button down.



The cursor changes to an *eyedropper*.



2. Keep holding the left mouse button down, and move the eyedropper cursor anywhere on the desktop. With the mouse pointer over the desired color, release the mouse button.

## USING PRESET SHADERS

The 18 Preset Shader buttons appear at the bottom of the Shader window. Any type of shader may be assigned to any preset.



### To apply a preset shader to a detail:

1. Activate the detail's shader.
2. In the Shader window, click the preset button.

### To assign the current shader to a preset shader button:

Do one of the following:

Right-click the preset shader button.

Activate the Shader window (F7), then choose **Preset Shader Set** from the Shader menu and select a preset shader from the drop-down menu.

### To save the current preset shaders:

1. Activate the Shader window (F7).
2. From the File menu choose Save Preset Shaders (Ctrl+S or Alt+F12) or Save Preset Shaders As (F12).
3. To name the file, navigate in the Save As dialog box to the drive and directory where you will store the file, type a name in the File Name text box, then click OK or press Enter.

### Note

*When you save a preset shader file, Deko500 automatically attaches “.shd” to the file name. Do not type a different extension.*

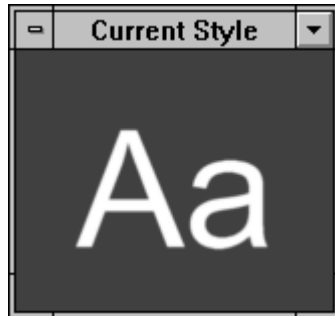
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## WORKING WITH STYLES

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### THE CURRENT STYLE WINDOW

The *Current Style window* shows the current style.



This window shows the current font and look, in the actual size they would appear if typed in the default Program window. If you are creating a style with a very large font, you can enlarge the window to accommodate the larger sample characters.

#### To move the Current Style window:

1. In the Window menu, make sure Freeze is not checked.
2. Move the *selection cursor* over the window's title bar.
3. Drag the window anywhere on the desktop.

#### To re-size the Current Style window:

1. In the Window menu, make sure Freeze is not checked.
2. Move the selection cursor anywhere over the border of the window. The cursor becomes a sizing cursor.



3. Drag the border to change the window's size.

#### To return the Current Style window to its original position:

1. Move the selection cursor over the window's title bar.
2. Drag the window offscreen left. The window will pop back to its original spot in the lower left corner.

---

## SAVING A STYLE

### To save an unnamed style or to rename a style:

1. Activate the Style window (F6).
2. Choose Save Style As (F12) from the File menu.
3. In the dialog box, navigate to the drive and directory where you will store the file.
4. Type a file name in the File Name text box, then click OK or press Enter.

#### Note

*When you save a style file, Deko500 automatically attaches “.sty” to the file name. Do not type a different extension.*

### To save a modified style:

1. Activate the Style window (F6).
2. Choose Save Style (Ctrl+S or Alt+F12) from the File menu. Deko500 replaces the previously saved version of the file.

---

## COPYING AND PASTING A STYLE

### To copy and paste a style:

1. Select text whose style you wish to copy.
2. From the Edit menu, choose Copy (Ctrl+C), then Style.
3. Select the text or position the cursor where you will apply the style.
4. From the Edit menu, choose Paste (Ctrl+V), or click the paste button on the text bar.



#### Note

*When you copy a style, it is saved in the Windows NT clipboard.*

---

## ASSIGNING A STYLE TO A STYLE PRESET

### To assign the current style to a preset style button:

1. If the *Preset Style window* is not visible, choose Preset Styles (Alt+F7) from the View menu.
2. Right-click the *preset style* button.

---

### To pick up a style from a graphic and assign it to a preset style button:

1. Activate a graphic window.
2. Move the text cursor immediately to the left of a character in the desired style.
3. Select the character or choose Pick Style from the Text menu. The style of that character is now the current style.
4. Right-click the preset button.

**Note**

*If “Moving cursor sets font and look” is checked in the Options/Preferences/Cursor dialog box, you can omit step 3.*

### To pick up multiple styles from a graphic and assign them to preset style buttons:

1. Activate a graphic window.
2. From the Text menu, choose Pick Presets. Deko500 assigns the first style in the graphic to the first preset button, the next style to the second preset button, and so on.

---

## RETRIEVING A STYLE

### To select a preset style for typing:

1. Activate the Preset Style window (Alt+F7).
2. Click on one of the eight preset styles. That style is now the current style.

### To retrieve a style from a preset styles (.pst) file:

1. Activate the Preset Style window (Alt+F7).
2. Choose Open (Ctrl+O or F9) from the File menu.
3. In the dialog box, navigate to the drive and directory that contain the preset styles file.
4. Type the file name in the File Name text box or choose it from the File Name list box, then click OK or press Enter.
5. In the Preset Style window, click a preset button. That preset is now the current style.

---

### To retrieve a style from a style (.sty) file:

1. Activate the Style window (F6).
2. Choose Open (Ctrl+O or F9) from the File menu.
3. In the dialog box, navigate to the drive and directory that contain the style file.
4. Type the file name in the File Name text box or choose it from the File Name list box, then click OK or press Enter. The style in the .sty file is now the current style.

---

## SAVING PRESET STYLES

### To save the eight preset styles in a Presets file:

1. Activate the Preset Style window (Alt+F7).
2. Choose Save Preset Styles As (F12) from the File menu.
3. In the dialog box, navigate to the drive and directory where you will store the file.
4. Type a new file name in the File Name text box, then click OK or press Enter.

#### Note

*When you save a preset style file, Deko500 automatically attaches “.pst” to the file name. Do not type a different extension.*

### To save modified preset styles:

1. Activate the Preset Style window (Alt+F7).
2. Choose Save Preset Styles (Ctrl+S or Alt+F12) from the File menu. Deko500 replaces the previously saved version of the file.

---

## SAVING A PRE-RENDERED STYLE

### To save the current style as a pre-rendered style:

1. Activate the Style window (F6).
2. From the File menu choose Render and Save Style.
3. In the dialog box, navigate to the drive and directory where you will store the file.
4. Type a file name in the File Name text box, then click OK or press Enter.

### Notes

*When saving a pre-rendered style, Deko500 renders each character in the style's font using the style's look. For complicated styles, this can take several minutes.*

*A pre-rendered style file occupies more disk space than a normal style file. However, when you type pre-rendered characters, they appear on screen more quickly than characters that must be rendered "on the fly" as they are typed.*

*Pre-rendered styles are indicated at the bottom of the Style/Font window by a check next to Pre-rendered Style, and in the Preset Style window by an (R) in front of the typeface name.*



# Graphics and Layers

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## VIDEO STANDARD

You can create Deko500 graphics in standard 4 x 3 aspect ratio or in the wider 16 x 9 aspect ratio used for some feature films, music videos and commercials. The default video standard is standard NTSC.

### To change the aspect ratio:

From the Options menu, select Hardware Settings, then choose 4 x 3 or 16x9.

### To change the current video standard:

1. Right-click the Windows desktop, choose Properties from the drop-down menu, then click the Pinnacle tab.
2. Click the Setup button, then choose PAL or NTSC.
3. Close all dialog boxes and windows and re-start Windows NT.

### Notes

*When you change the video standard, Deko500 automatically changes related input/output settings (number of scan lines, pedestal, blanking width, etc.).*

*If this is the first time you are switching to a new standard, you must recalibrate all levels and delays—Deko500 maintains a separate set of values for each standard.*

---

## ABOUT LAYERS AND BACKGROUNDS

Each graphic consists of a background and one or more layers.

### The layers:

A **layer** is one element of a Deko500 graphic. A graphic can have an unlimited number of layers. Each layer is one of two types:

a text layer—also called a text field

a geometric shape layer—a rectangle or an ellipse

Layers are rendered in order from front to back, starting with the first layer. Using the Layer menu, layers may be selected, reordered, hidden, moved, rotated, scaled, etc.

### **The background:**

Behind the final layer is the **background**, a full-screen rectangle that is either off or on.

When off, the background is effectively transparent. This is where “live video” shows through when Deko500 graphics are keyed over external video.

When on, the background’s shader determines its color. Like all Deko500 shaders, the background can be a solid color, a ramp or a texture.

---

## THE BACKGROUND

### To turn the background on:

Do one of the following:

Click the background button on the text bar.



In the Layer menu, check Show Background.

### To turn the background off:

Do one of the following:

Click the background button on the text bar.

From the Edit menu, choose Clear Background (Ctrl+F8).

In the Layer menu, un-check Show Background.

### To apply a color, ramp or texture to the background:

1. Follow the above instructions to turn on the background.
2. Activate the Background Shader window (Ctrl+F7).
3. Select a color, ramp, or texture shader.

### To open a graphic directly into the background:

1. Activate a graphic window.
2. From the File menu, choose Replace Background (Ctrl+F9).
3. In the dialog box, navigate to the drive and directory that contain the file.
4. Choose the file from the File Name list box or type the file name in the File Name text box, then click OK or press Enter.

### To turn the background into a layer:

In the Layer menu, choose Background to Layer.

#### Notes

*The background turns into a full-screen rectangle, but keeps the shader it had as a background. The graphic now has a transparent background.*

*If the background is an unnamed texture, you cannot turn it into a layer.*

### To replace the background key with luminance from a graphic file:

1. Activate a graphic window.

2. From the File menu, choose Replace Background Key.
3. In the dialog box, navigate to the drive and directory that contain the graphic file.
4. Choose the file from the File Name list box or type the file name in the File Name text box, then click OK or press Enter.

**Note**

*This is useful if your graphic has a “companion” graphic in which the luminance represents the key of the original.*

---

## ADDING A TEXT FIELD

### To add a text field to a graphic, using the keyboard:

From the Layer menu choose Add Text Field. Deko500 adds a text layer based on the boundaries of the *safe title area*.

### To add a text field to a graphic, using the mouse:

1. Click the add-text-field button in the Tools window.



2. In the graphic, the cursor becomes a text layer cursor.



3. Drag the cursor to define the text field box.

**Notes**

*Holding Ctrl as you drag the cursor maintains a square field box.*

*Deko500 always adds a new text field as the foremost layer.*

### To create a new field or fields for selected text:

Select the text you wish to move to a new field or fields.

Do one of the following:

To put selected text into a single new field, choose Text to Field from the Text menu.

To create a new field for each discrete group of selected text, choose Text to Multiple Fields from the Text menu.

## To specify text field properties:

1. Select the text field.
2. Do one of the following:
  - From the Layer menu, choose Properties.
  - Open the Style window (F6) and choose Layer at the top of the window.
3. Specify text field properties as desired.

---

## TEXT FIELD PROPERTIES

### **Box**

Defines the text field box. All values refer to the original text field box, before any transformation — scaling, rotation or skewing.

#### **Left, Top**

The left and top edges of the text field box, in screen units.

#### **Width, Height**

The width and height of the text field box.

#### **Aspect**

The ratio of width to height.

#### **Fixed aspect**

Maintains the text field's aspect ratio, whenever the width or the height changes.

### **Transform**

Defines how the text field box is transformed from its original position:

#### **H Scale, V Scale**

Horizontal and vertical scale factors.

#### **Rotation**

Text field rotation in degrees.

#### **Skew**

Text field skew amount.

#### **H Origin, V Origin**

The center of rotation.

### **Same priority as previous layer**

Specifies that the current layer appears in the same plane as the layer in front of it. In other words, Deko500 renders this layer as if it were part of the layer in front of it.

### **Hidden**

Hides the text field.

**More**

Displays more Text Field Properties.

**Justification**

Specifies default justification for text within the text field:

**Horizontal**

Justifies text between the left and right edges of the text field.

**Vertical**

Justifies text between the top and bottom of the text field.

**Spread %**

When Horizontal justification is set to “spread,” specifies how much additional space to add between the letters within a word, compared to the space added between words.

**Word wrap**

Automatically wraps words to the next row, as necessary, to keep text within the text field box.

**Auto-scaling****None**

No automatic text scaling.

**Scale to fit box**

Scales text to exactly fit the text field.

**Shrink to fit box**

Scales text down, if necessary, to fit within the text field.

**Text initialization**

Determines how the text field is initialized when its graphic is opened.

**String**

A text string to display in the field or the name of a macro file.

**Usage**

Specifies whether Deko500 use text, a macro (which must return a string), or data in an .aut file, or requests data from an automation host to initialize the field.

**Macro**

Uses a macro, which must return a string.

**Query**

Causes the Automation interface to request updates from the host at user-specified intervals.

**Replace**

Replaces the graphic's replace fields with the data in an automation (.aut) file.

**Update freq**

Specifies how often, in seconds, to run a macro or request data from an automation host.

---

**ADDING A RECTANGLE LAYER****To add a rectangle to a graphic, using the keyboard:**

From the Layer menu choose Add Rectangle. A rectangle layer is added at the center of the screen.

**To add a rectangle to a graphic, using the mouse:**

1. Click the rectangle button in the Tools window.



In the graphic, the cursor becomes a rectangle cursor.



2. Drag the cursor to define the rectangle.

**Notes**

*Holding Ctrl as you drag the cursor maintains a square rectangle.*

*Deko500 always adds a new rectangle as the foremost layer.*

---

**ADDING AN ELLIPSE LAYER****To add an ellipse to a graphic, using the keyboard:**

From the Layer menu choose Add Ellipse. An ellipse layer is added at the center of the screen.

**To add an ellipse to a graphic, using the mouse:**

1. Click the ellipse button in the Tools window.



2. In the graphic, the cursor becomes an ellipse cursor.



3. Drag the cursor to define the ellipse.

**Notes**

*Holding Ctrl as you drag the cursor constrains the ellipse to a circle.*

*Deko500 adds a new ellipse as the foremost layer.*

---

## SPECIFYING LAYER PROPERTIES

### To specify properties of a layer:

1. Select the layer.
2. Do one of the following:
  - From the Layer menu, choose Properties
  - Open the Style window (F6) and choose Layer at the top of the window.
3. Specify layer properties as desired.

---

## LAYER PROPERTIES

### Box

Defines the box surrounding the ellipse or rectangle. All values refer to the original box, before any transformation — scaling, rotation or skewing.

#### Left, Top

The left and top edges of the ellipse or rectangle, in screen units.

#### Width, Height

The width and height of the ellipse or rectangle.

#### Aspect

The ratio of width to height.

#### Fixed aspect

Maintains the shape's aspect ratio, whenever the width or the height changes.

### Transform

Defines how the box is transformed from its original position.

#### H Scale, V Scale

Horizontal and vertical scale factors.

#### Rotation

Rotation in degrees.

#### Skew

Skew amount.

#### H Origin, V Origin

The center of rotation.

### Same priority as previous layer

Specifies that the current layer appears in the same plane as the layer in front of it. In other words, Deko500 renders this layer as if it were part of the layer in front of it.



**Hidden**

Hides the layer.

**Lock**

Prevents selection or modification of the layer.

---

**SELECTING A LAYER****To select a layer in the active graphic:**

Do one of the following:

Click on an ellipse, rectangle or the box around a text field.

Page Up or Page Down to the layer.

Choose the layer from the list at the bottom of the Layer menu.

**To select the layer in front of the currently selected layer:**

Do one of the following:

Activate the graphic window and press Page Up.

From the Layer menu, choose Select Previous Layer (Alt+Page Up).

**To select the layer behind the currently selected layer:**

Do one of the following:

Activate the graphic window and press Page Down.

From the Layer menu, choose Select Next Layer (Alt+Page Down).

**To select all layers in the active graphic:**

Choose Select Layers from the Edit menu.

**To select multiple layers in the active graphic:**

1. Check the Select More toggle in the Edit menu.
2. Use one of the above methods to select each layer individually.

---

**CLEARING A GRAPHIC****To clear the layers from the active graphic:**

From the Edit menu, choose Clear Layers (F8). Deko500 replaces the layers with a single, empty text field.

---

**To clear the background from the active graphic:**

From the Edit menu, choose Clear Background (Ctrl+F8).

**To clear the layers and the background from the active graphic:**

From the Edit menu, choose Clear All (press Alt+F8 or press F8 twice in rapid succession).

**To have Deko500 prompt you to save modified files before clearing them:**

1. From the Options menu, choose Preferences.
2. Choose Prompts at the top of the Preferences dialog box.
3. In the Prompts dialog box, check Prompt to save before clearing or opening window.

---

**CLEARING OR DELETING A LAYER****To delete a layer:**

1. Select the layer.
2. From the Layer menu, choose Delete Layer.

**To delete all layers:**

From the Edit menu, choose Clear Layers (F8).

**Note**

*Clear Layers replaces all the layers in the graphic with a single, empty text field. The Background remains intact.*

**To clear text from a text field:**

1. Select a text field.
2. From the Layer menu, choose Clear Text. The empty text field remains in the graphic.

---

## CUTTING AND PASTING LAYERS

### To cut or copy a layer:

1. Select the layer to be cut or copied.
2. Do one of the following:  
To cut the selected layer, from the Edit menu, choose Cut (Ctrl+X), or click the cut button on the text bar.



To copy the selected layer, from the Edit menu, choose Copy (Ctrl+C), then Selected, or click the copy button on the text bar.



### To paste a layer:

1. If you are moving the layer to a different file, open the destination file.
2. Select a layer.
3. From the Edit menu, choose Paste (Ctrl+V), or click the paste button on the text bar.



Deko500 pastes the cut or copied layer directly in front of the selected layer.

---

## APPENDING A GRAPHIC TO SECOND GRAPHIC

### To append one graphic to another graphic:

1. Open the first graphic file.
2. From the File menu, choose Append Layers (Alt+F9).
3. In the dialog box, navigate to the drive and directory containing the second graphic file.
4. Choose the file from the File Name list box or type it in the File Name text box, then click OK or press Enter.

#### Note

*Deko500 appends the second graphic's layers behind the layers of the first graphic. The second graphic's background is not used.*

---

## REORDERING LAYERS

### To move a layer forward or backward in a graphic:

1. Select the layer.
2. From the Layer menu, choose one of the following:
  - Send Back One Layer (Ctrl+-)**  
Swaps the layer with the layer behind it.
  - Bring Forward One Layer (Ctrl++)**  
Swaps the layer with the layer in front of it.
  - Send to Back (Alt+-)**  
Makes the layer the backmost layer, just in front of the background.
  - Bring to Front (Alt++)**  
Makes the layer the frontmost layer.

---

## PASTING LAYERS TO THE BACKGROUND

### To combine all layers in the active graphic:

From the Layer menu, choose Layers to Background.

**Note**

*Deko500 copies the layers to combine them in the background. The original layers remain until you choose Clear Layers (F8) from the Edit menu.*

---

## COMBINING TEXT FIELDS

### To combine multiple text fields into a single text field:

1. Select the text fields you wish to combine. Hold Ctrl and drag the mouse to select the fields.
2. From the Layer menu, choose Text to Field.

**Note**

*Deko500 combines the fields into a single, new field.*

---

## MOVING A LAYER

### To move a layer using the keyboard:

1. From the Options menu, choose Transform/Move (Ctrl+M).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).

3. Select the layer.
4. Hold down Alt and press arrow keys (↑↓→←) to move the layer up, down, left or right.

### To move a layer using the mouse:

1. Click the move button in the Tools window.



2. Select the layer.
3. Position the pointer near the border of the layer, so that the pointer becomes the moving tool.



4. Drag to move the layer in any direction.

### To specify numerical values for layer position:

1. Select the layer.
2. Activate the Style window.
3. Choose Layer at the top of the Style window.
4. In the Style window, enter values for Left, Top, Width and Height.

---

## JUSTIFYING A LAYER

### To justify a rectangle, ellipse, or text layer:

1. Select the rectangle, ellipse, or text layer.
2. Do one of the following:
  - On the text bar, click the appropriate justification button to alter horizontal justification, vertical justification, or both, then choose the desired setting.



From the Text menu, choose Justify, then select a setting for horizontal or vertical justification or both.

Hold Ctrl down and press one of the numbers on the numeric keypad to justify the rectangle or ellipse in the corresponding position of the Program window.

<b>7</b> Top left	<b>8</b> Top center	<b>9</b> Top right
<b>4</b> Middle left	<b>5</b> Middle center	<b>6</b> Middle right
<b>1</b> Bottom left	<b>2</b> Bottom center	<b>3</b> Bottom right
	<b>0</b> Justification off	

---

## ROTATING A LAYER

### To rotate a layer using the keyboard:

1. From the Options menu, choose Transform/Rotate & Skew (Ctrl+R).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).
3. Select the layer.
4. Hold down Alt and press either the down arrow (↓) to rotate the layer clockwise, or the up arrow (↑) to rotate it counterclockwise.

### To rotate a layer using the mouse:

1. Click the rotate button in the Tools window.



2. Select the layer.

3. Position the pointer near the border of the layer, so that the pointer becomes the rotation tool.



4. Drag to rotate the layer.

### To specify a numerical value for rotation:

1. Select the layer.
2. Activate the Style window.
3. Choose Layer at the top of the Style window.
4. Double-click the Rotation text box, then type or scroll to a value.

---

## SCALING A LAYER

### To scale a layer using the keyboard:

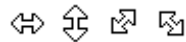
1. From the Options menu, choose Transform/Scale & Width (Ctrl+W).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).
3. Select the layer.
4. Hold down Alt and press either the up or down arrow (↑↓) to increase or decrease layer size, or the right or left arrow (→←) to increase or decrease layer width.

### To scale a layer using the mouse:

1. Click the scale button in the Tools window.



2. Select the layer.
3. Position the pointer over a handle on any side or corner of the layer, so that the pointer becomes a scaling tool.



4. Drag to scale the layer.

### To specify a numerical value for layer scaling:

1. Select the layer.
2. Activate the Style window.
3. Choose Layer at the top of the Style window.
4. In the Style window, enter values for H Scale and V Scale.

#### Note

*When you scale a text field, Deko500 scales all text within the field. To change the size of the text field without scaling the text, change the Box value in Text Field Properties.*



---

## SKEWING A LAYER

### To skew a layer using the keyboard:

1. From the Options menu, choose Transform/Rotate & Skew (Ctrl+R).
2. In the Options menu, choose Transform and set increment of change to Coarse or Fine (Ctrl+spacebar).
3. Select the layer.
4. Hold down Alt and press either the right arrow (→) to skew the selected layer clockwise, or the left arrow (←) to skew counterclockwise.

### To skew a layer using the mouse:

1. Click the skew and rotate button in the Tools window.  

2. Select the layer.
3. Position the pointer over the top-right-corner handle of the selected layer, so that the pointer becomes the skewing tool.  

4. Drag the handle to skew the layer.

### To specify a numerical value for skewing:

1. Select the layer.
2. Activate the Style window.
3. Choose Layer at the top of the Style window.
4. Double-click the Skew text box, then type or scroll to a value.



# Effects and Sequences

---

## ABOUT DEKO500 EFFECTS

You can play back graphic files individually or in series, using a variety of effects.

### **Transitional Effects**

A Transitional Effect replaces the on-air (Program) graphic with another (Preview) graphic.

#### **clear**

Clears the layers, background or all of the Program graphic.

#### **cut**

The Preview graphic replaces the Program graphic.

#### **dissolve**

The Program graphic fades out as the Preview graphic fades in.

#### **push up/down/left/right**

The Preview graphic pushes the Program graphic offscreen.

#### **repeat thru**

Repeats the previous effect on each subsequent file up to the specified file.

#### **slide up/down/left/right**

The Preview graphic slides on top of the Program graphic.

#### **slideoff up/down/left/right**

The Program graphic slides off to reveal the Preview graphic.

#### **wipe up/down/left/right**

The Program graphic is wiped off in place, revealing the Preview graphic.

**Text Effects** operate primarily on text fields:

#### **roll**

Text scrolls continuously up the Program graphic, bottom to top.

**crawl**

Text moves continuously across the Program graphic, right to left.

**reveal**

Text is typed onto the Program graphic, one character, word or row at a time.

**Macro Effect**

One additional, powerful effect, **command**, is available with the Automation option. The command effect runs the macro specified in the File Name column during sequence playback.

---

## CREATING A SEQUENCE

### To open a *Sequence window*:

Do one of the following:

From the Windows menu, choose Select Layout, then Sequence Playback.

From the View menu, choose Sequence (F11).

### To create a sequence:

1. Activate the Sequence window.
2. From the Sequence menu, choose Clear Sequence, if necessary, to clear all *events*.
3. Use the Tab or arrow keys to move to the various fields, enter the following information for each event in the sequence:

**Control/Time**

Controls the timing of the event:

**(blank)**

Starts as soon as the previous event is done.

**pause**

Waits for a GPI trigger, right mouse click, or a Pause Sequence (Pause) or Play Sequence (Alt+Enter) command before playing.

**delay**

Pauses "Time" fields before playing.

**stop**

Stops the sequence, returning control to the user. To resume playback, choose Play Sequence (Alt+Enter).

**skip**

Skips to the next event. This is useful for inserting a comment.

**loop**

Repeats subsequent events “Time” times, until an “end” is encountered. Loops can be nested.

**end**

Ends the current loop.

**go to**

Skips to event number in “Time” field.

**Effect**

See *About Deko500 Effects* for descriptions of effects.

**Layers**

The graphic element, e.g. layers, background, row, etc., on which to perform the effect. Options depend on the specified effect. Leave this column blank to perform the effect on the entire graphic.

**File Name**

The name of the graphic file on which to perform the effect. Press Ctrl+L or click the Browse button to select the file from the *Graphic Browser window*.

**Rate**

The rate at which Deko500 performs the effect, as specified here or with Sequence/Playback Rate.

**Units**

The unit of measurement for rate.

**To save a sequence:**

1. Activate the Sequence window.
2. From the File menu, choose Save Sequence As (F12).
3. In the dialog box, navigate to the drive and directory where you will store the file.
4. Type a file name in the File Name text box, then click OK or press Enter.

**Note**

*When you save a sequence, Deko500 automatically attaches “.seq” to the file name. Do not type a different extension.*

**To append a sequence to the active sequence:**

1. Activate the Sequence window in which you will insert the second sequence.
2. From the File menu, choose Append to Sequence.
3. In the Append Sequence dialog box, navigate to the drive and directory that contain the sequence (.seq) file you wish to append.

4. Choose the file from the File Name list or type it in the File Name text box, then click OK or press Enter.

---

## COMPOSING ROLLS

### To compose a graphic for a “roll” effect:

1. Activate a graphic window (F5).
2. In the Text menu, select Vertical Scrolling. A scrollable graphic can be higher than one screen height.
3. Compose the text for the roll, scrolling down as necessary.
4. Save the graphic.

### To run a roll effect:

1. Activate the Sequence window (F11).
2. Enter the graphic’s file name, specify “roll” as the effect, and enter a playback rate.
3. Press Alt+Enter to run the effect.

### To adjust duration or spacing for smooth roll playback:

1. Activate the Sequence window (F11).
2. From the Sequence menu, choose Smooth Roll Playback Adjustment, then select one of the following from the drop-down menu:
  - None**—Turns off Smooth Roll Playback Adjustment. Deko500 will not suggest any adjustments.
  - Full and Half Vertical Resolution Rates**—Deko500 suggests adjustments based on acceptability of full and half vertical resolution rates. Allows some aliasing.
  - Only Full Vertical Resolution Rates**—Deko500 suggests adjustments based on acceptability of full vertical resolution rates only. Allows only clean rates.
3. Choose OK or press Enter.

### Note

*When you enter a playback rate for a roll effect, Deko500 displays any suggested adjustments in a dialog box. You can choose to decrease or increase duration of the roll or original line spacing of the graphic. Line spacing adjustments are not offered when they would not be effective, e.g. if the document is non-scrollable or if you choose a page-per-second rate.*

---

## COMPOSING CRAWLS

### To compose a graphic for a "crawl" effect:

1. Activate a graphic window (F5).
2. In the Text menu, select Horizontal Scrolling.
3. Compose the text for the crawl. If you are composing more than one row of text to crawl, use the Enter key to create up to three additional rows.
4. Save the graphic.

### Notes

*By default, text composed without horizontal scrolling selected crawls across the bottom of the screen.*

*You can create multi-row crawls of up to four rows of text*

### To run a crawl effect:

1. Activate the Sequence window (F11).
2. Enter the graphic's file name, specify "crawl" as the effect, and enter a playback rate.
3. Press Alt+Enter to run the effect. See *Creating a Sequence*.

### To crawl text across a specific row of the screen:

1. Follow the above instructions for composing a graphic for a "crawl" effect.
2. Before you save the graphic, move the cursor to the top row of text. Press Alt+↓ to move the text down to the desired screen location.
3. Follow the above instructions for running the crawl effect.

---

## BROWSING FOR GRAPHICS IN A SEQUENCE

### To browse for graphic files to add to a sequence:

1. Activate the Sequence window (F11).
2. Do one of the following:
  - From the Sequence menu, choose Browse for Files (Ctrl+L).
  - Select Browser from the View window (Ctrl+L).
3. Double-click a thumbnail to enter it into the sequence.

## To automatically advance to the next event while browsing for graphics to put into a sequence:

1. Activate the Sequence window (F11).
2. In the Sequence menu, select Auto Advance From Browser.

### Note

*If the next event is empty, Deko500 duplicates the last event.*

---

## SELECTING EVENTS

### To select a single event:

Do one of the following:

Double-click the event number.

Use arrow keys (↑↓) to position the cursor on the event, then hold Shift and press the down arrow (↓).

### To select multiple events:

Do one of the following:

Drag the mouse across the event numbers.

Use arrow keys (↑↓) to position the cursor on the first or last event you wish to select, then hold Shift and press an arrow key (↑↓) to highlight the events.

### To select all events from the current to the first event:

Do one of the following:

Press Shift+Home.

Press Ctrl+Shift+Home.

### Note

*Which keys you press depends on how you have “Home and End key behavior” set in Options/Preferences/Cursor.*

### To select all events from the current to the last event:

Do one of the following:

Press Shift+End.

Press Ctrl+Shift+End.

### Note

*Which keys you press depends on how you have “Home and End key behavior” set in Options/Preferences/Cursor.*

---

## CUTTING AND PASTING EVENTS

### To cut or copy an event or group of events:

1. Select an event or group of events.
2. Do one of the following:  
To cut events, choose Cut Events (Ctrl+X) from the Edit menu, or click the cut button on the text bar.



To copy events, choose Copy Events (Ctrl+C) from the Edit menu, or click the copy button on the text bar.



### To paste events into a sequence

1. Position the cursor at the event where you will insert cut or copied events.
2. From the Edit menu, choose Paste Events (Ctrl+V), or click the paste button on the text bar.



---

## INSERTING AND DELETING EVENTS

### To insert a blank event above the *current event*:

Choose Insert Event (Alt+Insert) from the Sequence menu.

### To delete the current event:

Choose Delete Event (Alt+Delete) from the Sequence menu.

### To delete a group of events:

1. Select the group of events to be deleted. See *Selecting Events*.
2. Press Delete.

---

## PLAYING A SEQUENCE

### To specify the starting event:

1. Activate the Sequence window.
2. Press the up or down arrow (↑↓) to move the cursor to an event.  
Deko500 always begins a sequence with the *current event*.

### To play a sequence:

1. Activate the Sequence window.
2. Do one of the following:  
Click the play button in the Sequence window.



Choose Play Sequence (Alt+Enter) from the Sequence menu.

In the Sequence window, the play button lights up green to indicate that sequence playback is in progress.



---

## PAUSING SEQUENCE PLAYBACK

### To pause sequence playback:

- Do one of the following:
- Click the pause button in the Sequence window.



Choose Pause Sequence (Pause) from the Sequence menu..

The play button light goes off and the pause button lights up yellow to indicate that a sequence has been paused.



### To specify a pause in a sequence:

In the Control column, select pause.

During playback, Deko500 pauses the sequence and displays the message "Sequence paused. Press Alt+Enter to continue."



## To resume a paused sequence:

Do one of the following:

Right-click the mouse.

Click the pause button in the Sequence window.



Choose Pause Sequence (Pause) from the Sequence menu.

Choose Play Sequence (Alt+Enter) from the Sequence menu.

Click the play button in the Sequence window.



Use a GPI trigger.

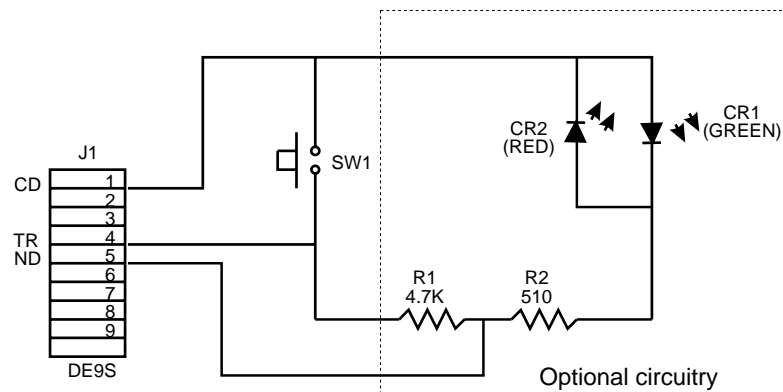
The pause button light goes off and the play button lights up green.



## USING A GPI TRIGGER

### To connect a GPI trigger:

1. Connect the triggering device to an available com port, if it is not already connected. Refer to the figure below.
2. Restart Deko500.



### To enable GPI triggering:

1. Activate the Sequence window (F11).
2. From the Sequence menu, choose GPI Settings.
3. In the GPI Trigger Settings dialog box, check GPI Enabled, enter the Com port name (e.g. COM2), then choose OK.

---

## STOPPING SEQUENCE PLAYBACK

### To stop sequence playback:

Do one of the following:

Press Esc.

Click the stop button in the Sequence window.



Choose Stop Sequence Playback (Ctrl+Pause) from the Sequence menu.

# User Preferences

---

## DEKO500 LAYOUTS

Deko500 offers six standard layouts for creating, editing and playing back graphics and macros:

**Graphic Compose**

To compose text and graphics.

**Style Edit**

To create and edit styles.

**Sequence Playback**

To control the playback of a series of graphic files.

**Macro Edit**

To create and edit macros.

**Macro Record**

To see a macro as it is being recorded.

**Typeface Edit**

To create and edit user-defined custom typefaces.

---

## USER PREFERENCES

### To specify preferences:

1. From the Options menu, choose Preferences.
2. In the dialog box, select the tab for the type of preferences you wish to specify: Common, Prompts, Paths, Cursor, Marker or Advanced.

**Note**

*Hardware settings are described in the Deko500 Installation Guide.*

### To save current preferences:

In the Options menu, check Save Settings Now.

---

## To automatically save current preferences each time you exit Deko500:

In the Options menu, check Save Settings on Exit.

## To reset preferences to factory default settings:

1. From the Options menu, choose Preferences.
2. In the dialog box, choose the type of preference you wish to change: Common, Prompts, Paths, Cursor, Markers or Advanced.
3. In the dialog box, choose Set this page to defaults, then click OK or press Enter.

## To reset all preferences, hardware settings or software settings to factory defaults:

1. From the Options menu, choose Factory Defaults.
2. Select the type of settings you wish to change:
  - User Preferences** as set in Options/Preferences
  - Hardware Settings** as set in Options/Hardware Settings
  - Software Settings**, which includes all program settings not explicitly set in Hardware Settings or Preferences — current preset styles and shaders, window freeze status, etc.
3. Click OK or press Enter.

---

## COMMON PREFERENCES

### **Starting Layout**

The desktop layout that appears each time you start Deko500.

### **Color used where graphic is transparent**

The color Deko500 uses to fill all transparent areas of a graphic (areas filled with live video when the Deko500 keyer is turned on). The default color is dark gray. To select a new color, click the color button.

### **Decimal tab char**

The character that Deko500 uses as a decimal point when decimal-aligning rows of text. The default decimal tab character is a period.

### **On re-boot, automatically log on to NT**

Check this box to have Deko500 automatically started whenever you re-boot Windows NT. You must enter your password for this feature to work properly.

### **Keyboard**

If you have the FastAction Keyboard option, you can choose to enable the FastAction function keys or use the function keys as you would on a standard keyboard. You can also choose to enable the numeric keypad for FastAction access to reading in graphic files.

---

## PROMPTS PREFERENCES

### **Prompt to save before clearing or opening a window**

Prompts you to save a modified graphic or macro before clearing it or opening a file into it.

### **Prompt to save before closing a window**

Prompts you to save any modified file before closing its window or exiting Deko500.

### **Prompt if file not found**

Displays an error prompt any time Deko500 cannot find a graphic, style, or custom typeface file used in a graphic. If this option is not selected, Deko500 skips missing files during sequence playback, and displays missing textures as solid black.

### **Prompt before exiting Deko500**

Prompts you for verification each time you attempt to exit the program.

**Prompt on file open if name matches but extension does not**

Prompts you to verify that you wish to open a file if the file name you entered has an extension that does not match the file type for the currently active window.

**Prompt if a graphic is being converted from a different video standard or file format**

Displays a prompt any time you try to open a graphic file recorded in a different resolution. This can happen if the graphic was recorded under a different video standard (PAL, NTSC, PAL 16x9, or NTSC 16x9) or imported from another file format (Windows bitmaps, Targa files, etc.).

Although Deko500 automatically converts these graphics to the current resolution, the conversion process takes time, which can slow recall time and sequence playback. You may want to re-record these files in the current resolution using the Save As (F12) command from the File menu.

---

## PATHS PREFERENCES

**Current Directory**

Specifies the three *current directories* based on file types:

**graphics (.dko), sequences (.seq), automation (.aut)  
styles (.sty), preset styles (.pst), shaders (.shd)  
macros (.mcr)**

**Search Path**

Specifies the three directory *search paths* based on file types:

**graphics (.dko), sequences (.seq), automation (.aut)  
styles (.sty), preset styles (.pst), shaders (.shd)  
macros (.mcr)**

---

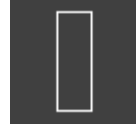
## CURSOR PREFERENCES

### Text cursor style

Controls how the text cursor is displayed, as an I - beam or as a box. Does not affect how the cursor functions.



I - beam cursor



Box cursor

### Cursor movement

Determines how the cursor moves:

#### By pixels

The cursor moves in 1-pixel (fine) or 10-pixel (coarse) increments. The status bar displays current dot and line position with the origin at the top left corner. The number of pixels on the full screen depends on the video standard: 720x486 for NTSC or 720x576 for PAL.

#### By screen units

The cursor moves in screen units. Increments are independent of the current video standard, and equal either 1/500 (fine) or 1/50 (coarse) of screen height. The status bar displays current x and y coordinates, with the origin at the center of the screen.

To select “coarse” or “fine”, choose Transform/Coarse or Fine (Ctrl+spacebar) from the Options menu.

### Show text cursor

Shows or hides the text cursor.

### Moving cursor sets font and look

Automatically changes the current style, whenever you move the text cursor, to reflect the style of the character to the left of the cursor.

### Home and End key behavior

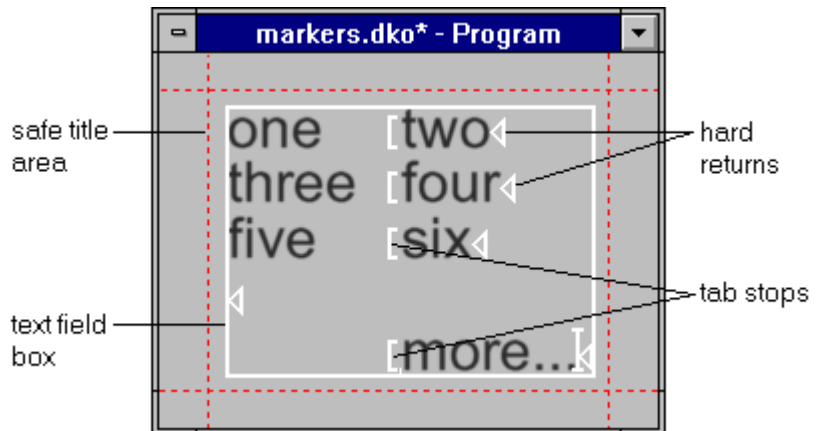
Determines whether the Home and End keys behave as they typically do in Windows applications, or as they do on a traditional television character generator.

<u>KEY</u>	<u>CHAR. GENERATOR</u>	<u>WINDOWS</u>
Home	sends cursor to beginning of text field	sends cursor to start of row
Shift+Home	selects text from cursor to beginning of text field	selects text from cursor to beginning of row
Ctrl+Home	sends cursor to beginning of row	sends cursor to beginning of text field
End	sends cursor to right of last character in text field	sends cursor to end of row
Shift+End	selects text from cursor through last character in text field	selects text from cursor through end of row
Ctrl+End	sends cursor to end of row	sends cursor to right of last character in text field

## MARKER PREFERENCES

### Show

Specifies whether to display (checked) or hide (unchecked) the following markers:



### Safe title area (% from edge of screen)

Specifies the top, bottom, right and left of the *safe title area*. Values represent a percentage of the distance from the specified edge of the screen to the opposite edge.



---

## ADVANCED PREFERENCES

### Resolution

Specifies screen units, the number of vertical measurement units per screen. Typical (but not mandatory) settings are 486 for NTSC and 576 for PAL. This is a reference number only, not related to the pixel resolution of the output *frame buffer*. You can set it to any convenient value.

### Text rendering

Specifies a time limit for Deko500 to render text. If Deko500 is unable to fully render text within this time, it automatically substitutes low-resolution text. Low-resolution text appears jaggy on the desktop monitor, without details (such as edges and shadows). Once Deko500 has finished rendering, it replaces the low-resolution text with the fully rendered text

### Note

<p><i>Deko500 never displays low-resolution text on video output, only on the desktop.</i></p>
--

### Word wrap enabled

Enables word wrap automatically for all new text fields.

### Font size based on

Deko500 allows you to specify whether to base font size on row height or cap height.



# Managing Files

---

## OPENING FILES

### To open an existing file:

1. From the File menu, choose Open (Ctrl+O or F9).
2. In the Open dialog box, navigate to the drive and directory that contain the file.
3. Choose the file from the File Name list box or type the file name in the File Name text box, then click OK or press Enter.
4. The next time you call up the File Open dialog box, you will be prompted with the name of the next file in the *current directory*. Use the cursor up and down keys to scroll through other file names.

### Warning

*Unlike many Windows applications, Deko500 does not always open a new window when you open a file. If a window of the appropriate type is already open, Deko500 opens the file into that window, replacing the previous file. Be sure to save any modified file before opening another file in the same window.*

### To open a new file:

1. Activate a window for the type of file you wish to open.
2. From the File menu, choose New (Ctrl+N). This command varies depending on what type of window is active. For example, if a Style window is active, the command is New Style.

### Note

*When you open a new file, it is opened into a new window. Other open files remain open behind the new file.*

*Deko500 only allows one Program Window to be open at a time. You may have two open preset Style Windows. Sequence, Macro, or Custom Typeface allow multiple open windows.*

### To re-open the current file:

From the File menu, choose Revert.

---

## To open one of the four most recently opened files:

Choose a file from the list near the bottom of the File menu.

---

## CLOSING FILES

### To close the file in the active window:

1. Save the file, if desired.
2. Do one of the following:  
Double-click the control icon in the upper left corner of the *active window*.

From the File menu, choose Close (Ctrl+F4). This command is different for each type of file. For example, if a Style window is active, the command is Close Style.

### To close all open files and exit Deko500:

1. Save any files, if desired.
2. Do one of the following:  
Double-click the control icon in the upper left corner of the Deko500 application window.

From the File menu, choose Exit (Alt+F4).

### To have Deko500 prompt to save modified files before closing them:

1. From the Options menu, choose Preferences.
2. In the Deko500 Preferences dialog box, choose Prompts.
3. Select "Prompt to save before closing," then click OK or press Enter.

---

## SAVING FILES

Deko500 always saves the file in the active window.

Deko500 automatically attaches the standard extension to the file name. For example, a macro file named myfile is saved as myfile.mcr.

Standard extensions in Deko500 include:

Deko Graphic (.dko)	Macro (.mcr)
Preset Styles (.pst)	Sequence (.seq)
Preset Shader (.shd)	Custom Typeface (.fac)
Style (.sty)	

An asterisk (\*) next to a file name on a window's title bar indicates that the file has been modified since it was last saved.

When you save a file under a new name, Deko500 prompts with the name of the most recently saved file and appends a numeric suffix. Use up or down arrows to increment or decrement this number.

---

### To save an untitled file or to save a file under a new name:

1. From the File menu choose Save As (F12). This command varies depending on what type of window is active. For example, if a Style window is active, the command is Save Style As.
2. In the dialog box, navigate to the drive and directory where you will save the file.
3. Type a file name in the File Name text box, then click OK or press Enter.

### To save an existing file:

From the File menu, choose Save (Ctrl+S or Alt+F12). Deko500 replaces the previous version of the file.

---

## DELETING FILES

### Warning

*This procedure permanently erases files from your computer's disk drive.*

### To delete a file or group of files:

1. From the File menu, choose Delete File (Ctrl+Delete).
2. In the dialog box, navigate to the drive and directory that contain the file(s).
3. Choose the file(s) from the File Name list box or type the file name in the File Name text box, then click OK or press Enter.
4. Click OK or press Enter to confirm the deletion.

---

## SHARING FILES

If Deko500 is networked to other computers, you can share files with other users on the network. Using File Manager, you can make any directory a shared directory, allowing other users to access all files in that directory. By default, a directory is not shared unless you explicitly share it, or one of its parent directories is already shared.

For more information, please refer to *Sharing a Directory* in File Manager Help.

---

## CREATING A DIRECTORY

### To create a directory:

1. From the File menu choose Create Directory.
2. In the dialog box, navigate to the drive and directory where you will add the new directory.
3. Type a directory name in the Directory Name text box, then click OK or press Enter.

**Note**

*When you create a new directory, the new directory does not automatically become the current directory.*

# Working with Macros

## INTRODUCTION TO MACROS

---

### COMMANDS AND MACROS

A *command* is an instruction to Deko500 to perform a specific function.

The Deko500 user interface (menus, shortcut keys, etc.) implicitly executes commands. Every time you strike a key or select a menu item, you invoke a command that directs Deko500 to perform a function.

If you know the command name for the function you wish to perform, you can invoke the command explicitly by entering its name on the *Command Bar*.



For example, the command to clear the current graphic is `clear graphic`. Try it. Press F4 to select the Command Bar, type `clear graphic`, then press Enter.

Every command recognized by Deko500 is listed in the *Deko500 Commands* section of this manual and described in detail in the accompanying *Deko500 Command Reference*.

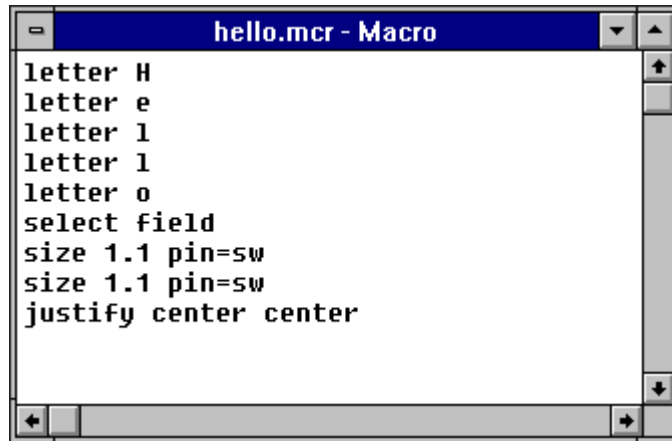
A *macro* is a sequence of Deko500 commands. You can name and store a macro by saving it in a file. You can invoke a macro in the same way you can invoke a command, by typing the macro name on the Command Bar and pressing Enter.

Once you learn Deko500's macro language, you will be able to write and edit macros directly in the *Macro window*. For now, you can follow the simple instructions in this section to quickly begin creating macros using Deko500's *macro recorder*.

---

## WORKING IN THE MACRO WINDOW

Whether writing a new macro or editing an existing macro, you will be working in the *Macro window*:



### To activate the Macro window:

Do either of the following:

From the Window menu, choose Layouts, then Macro Edit.

From the View menu, choose Macro (F2).

### To open a new macro file:

1. Activate the Macro window
2. From the File menu, choose New Macro (Ctrl+N)

### To open an existing macro:

1. From the File menu, choose Open (Ctrl+O or F9).
2. In the dialog box, navigate to the drive and directory that contain the macro file.
3. Choose the macro from the File Name list box or type the macro name in the File Name text box, then click OK or press Enter.

### Warning

*Unlike many Windows applications, Deko500 does not automatically open a new window when you open an existing macro. If the Macro window is already open, Deko500 opens the macro into that window, replacing any previous macro. Be sure to save any modified macro before opening another macro in the same window.*

### To append a macro to the active macro:

1. In the active Macro window, position the cursor where you will insert the second macro.



2. From the File menu, choose Append to Macro.
3. In the Append Macro dialog box, navigate to the drive and directory that contain the macro (.mcr) file you wish to append.
4. Choose the file from the File Name list or type it in the File Name text box, then click OK or press Enter

---

## USING THE MACRO RECORDER

---

### RECORDING A MACRO

#### To record a *macro*:

1. To turn the macro recorder on, do one of the following:  
Click the record button at the far right end of the text bar.



Choose Record Macro (Ctrl+F2) from the Macro menu.

On the text bar, the button lights up red to indicate that the macro recorder is on.



2. Use the keyboard and/or mouse to perform the sequence of actions that will constitute the macro.
3. To turn the recorder off, do one of the following:  
Click off the record button on the text bar.  
Choose Record Macro (Ctrl+F2) from the Macro menu.  
Press F2 to turn the recorder off and activate the Macro window.

#### To view the macro you just recorded:

Do one of the following:

From the Window menu, choose Select Layout, then Macro Edit.

From the View menu, choose Macro (F2).

---

### PLAYING A MACRO

#### To play the active macro:

Do one of the following:

Click the play button near the right end of the text bar.



Choose Play Macro (Alt+F2) from the Macro menu.

On the text bar, the play button lights up green to indicate that a macro is playing.



## Notes

*The name of the macro that is currently playing appears on the status bar.*

*If no Macro window or Sequence window is active, Deko500 plays the macro in the most recently activated Macro window.*

## To play a macro file:

1. If the **Command Bar** is not visible, choose Command Bar (F4) from the View menu.
2. Click the text box on the Command Bar.



3. Type the macro file name. You do not have to type the .mcr extension.
4. To specify macro parameters, click the Prompt button and edit parameters in the dialog box.
5. Click Play or Press Enter.

---

## PAUSING A MACRO

### To pause a macro:

Do one of the following:

Click the pause button near the right end of the text bar.



Choose Pause Macro (Pause) from the Macro menu.

On the text bar, the play button light goes off and the pause button lights up yellow to indicate that a macro in progress has been paused.



### To resume a paused macro:

Do one of the following:

Click the pause button near the right end of the text bar.



Choose Pause Macro (Pause) from the Macro menu.

On the text bar, the pause button light goes off and the play button lights up green.



## STOPPING MACRO PLAYBACK

### To cancel macro playback:

Do one of the following:

Click the stop button near the right end of the text bar.



Choose Stop Macro Playback (Ctrl+Pause) from the Macro menu.

---

## SINGLE-STEPPING A MACRO

### To advance a paused macro one step:

Do one of the following:

Click the play button at the right end of the text bar.



Choose Play Macro (Alt+F2) from the Macro menu.

The blinking cursor in the Macro window indicates where the macro is paused.

---

## EDITING A MACRO


### To open and edit a macro (.mcr) file:

1. Do one of the following, if necessary, to activate the Macro window:  
From the Window menu, choose Select Layout, then Macro Edit.  
From the View menu, choose Macro (F2).
2. From the File menu, choose Open (Ctrl+O or F9).
3. In the dialog box, navigate to the drive and directory that contain the macro file.
4. Choose the file from the File Name list or type it in the File Name text box, then click OK or press Enter.
5. Edit the macro as desired.

### Note

*You may import a text (.txt) file as a macro just by opening it in the Macro window.*

### To edit macro parameters:

1. If the **Command Bar** is not visible, choose Command Bar (F4) from the View menu.
2. Click the text box on the Command Bar.  

3. Type the macro file name.
4. Click the Prompt button on the Command Bar.
5. Specify parameters in the dialog box, then click OK or press Enter.

---

## SAVING A MACRO

### To save a macro under a new name:

1. Activate the Macro window.
2. From the File menu, choose Save Macro As (F12).
3. In the dialog box, navigate to the drive and directory where you will store the file.
4. Type a new file name in the File Name text box, then click OK or press Enter.

### Note

*When you save a macro, Deko500 automatically attaches ".mcr" to the file name. Do not type a different extension.*

**To save a modified macro:**

1. Activate the Macro window.
2. From the File menu, choose Save Macro (Ctrl+S or Alt+F12) to replace the previous version of the .mcr file.

---

**APPENDING TO A MACRO****To append a macro to the active macro:**

1. In the active Macro window, position the cursor where you will insert the second macro.
2. From the File menu, choose Append to Macro.
3. In the Append Macro dialog box, navigate to the drive and directory that contain the macro (.mcr) file you wish to append.
4. Choose the file from the File Name list or type it in the File Name text box, then click OK or press Enter.

---

**CONVERTING A GRAPHIC OR SEQUENCE INTO A MACRO****To convert a graphic or sequence into a macro:**

1. Open the graphic or sequence you wish to convert.
2. Do one of the following:
  - From the Macro menu, choose Convert Graphic to Macro.
  - From the Sequence menu, choose Convert Sequence to Macro.
3. Deko500 determines the sequence of macro commands needed to recreate the graphic or sequence and inserts them into the active macro.

**To view the macro:**

- Do one of the following:
- From the Window menu, choose Select Layout, then Macro Edit.
  - From the View menu, choose Macro (F2).

---

## MACRO PROGRAMMING LANGUAGE

The Deko500 Macro Programming Language combines many of the features of C and BASIC. It supports many standard programming constructs such as real and integer arithmetic, variables, arrays, objects, loops, conditional statements and subroutines.

Since each topic in this chapter builds upon information covered in previous topics, we suggest you read the topics in the order presented, especially if you are new to programming.

If you have done some programming, a quick review of this section may be all you need to start writing your own Deko500 macros.

---

## COMMANDS

**Commands** are the basic building blocks of any macro. In macros, commands are similar to the verbs, or action words, we use in speech.

A command is a direct instruction to Deko500 to perform a function. A Deko500 command may include alphanumeric characters and underscores (\_). The first character may not be a number. A few examples of valid commands are:

```
justify
rotate
str2num
edge_shader
```

Deko500 commands fall into several categories. Some categories correspond directly with items on the Deko500 menu bar (e.g., File, Edit, Channel, Layer, Macro, Sequence, etc.). Other categories exist for commands that are language specific, such as program flow commands (e.g. `if`, `while`, `return`) and mathematical functions (e.g., `sqrt`, `cosine`).

The *Deko500 Commands* section in this manual lists all Deko500 commands by category.

---

## COMMAND SYNTAX

Earlier, we compared commands to verbs. Just as adverbs modify a verb, **parameters** modify a command.

Each command's parameters are specified in an order particular to that command. The example below shows the usual order of parameters for the `justify` command:

```
justify [horizontal=] [vertical=]
```

In addition to a specific position, each parameter has a name, a **keyword**, such as "horizontal", "vertical", etc. Because each parameter has a specific position in command declaration, however, using a keyword to assign a value is necessary only when the parameter is specified out of its usual order.

Even then, you may abbreviate a keyword to only as many characters as necessary to avoid ambiguity.

Here are several possible variations of the `justify` command:

```
justify                                default (unchanged) justification
justify left bottom                    horizontal left; vertical bottom
```

```
justify vertical=top    top vertical justification;
                       horizontal unchanged

justify v=top          top vertical justification;
                       horizontal unchanged
```

Most parameters are *optional parameters*; they have *default values* and do not require specification unless you are assigning new values to them.

The `justify` command has two optional parameters.

```
justify [horizontal=] [vertical=]
```

Brackets are a convention used throughout this manual and in on-line help to indicate that a parameter is optional. Do not use brackets when writing an actual macro.

A *required parameter* has no default value, so you must specify its value. The `file_open` command is a command with a required parameter:

```
file_open name=
```

You must supply the name of the file to satisfy the name parameter:

```
file_open myfile
```

A command and its parameters normally occupy one line of a macro, and a space separates one parameter from the next. If a command and its parameters do not fit on one line, a backslash (`\`) at the end of the line indicates that the command continues on the next line:

```
file_save [name=] [comment=] [type=] [number=] \
[channel=] [-all] [glyphs=] [-bitmap] \
[-auto_comment] [-compress]
```

Note that the second and third lines are indented. This is just a matter of good penmanship; indentation and blank lines do not affect macro execution, but make the macro easier to read and edit.

Use semicolons (`;`) to separate multiple commands that appear on one line:

```
type "Hello there";newline
```

As in the above example, if a parameter value is a string that includes a space, enclose the value in quotation marks.

## PARAMETERS

Parameters fall into several categories based on value type.

### Real

A *real parameter* specifies any numeric value, whole or fractional, e.g. 3, 9.7, -0.9, etc.

Very large or small real values may be expressed in exponent form. For example,  $2.5e-10$ .

An example of a real parameter is the `input` parameter of the `sqrt` (square root) command:

```
sqrt input=
```

**Integer**

An *integer parameter* specifies a whole number value, either positive or negative, e.g., 3, 12967, -14, 0, etc.

If you specify a real value for an integer parameter, Deko500 ignores the fractional component.

An example of an integer parameter is the `number` parameter of the `select_style_preset` command, which sets the current style from the list of preset styles:

```
select_style_preset [number=]
```

**Switch**

A *switch parameter* specifies a parameter that is either true or false. A true parameter is either preceded by a hyphen (-) or followed by =1, while a false parameter is either preceded by -no or followed by =0.

The following illustrates examples of the `all` switch parameter of the `tab_clear` command:

```
tab_clear -all           or           tab_clear all=1
tab_clear -noall        or           tab_clear all=0
```

**String**

A *string parameter* specifies one or more alphanumeric characters (e.g., a letter, word or sentence).

A string that contains spaces or non-alphanumeric characters must be enclosed in quotation marks.

A typical string parameter is the `name` parameter of the `file_open` command, which opens the file specified by name:

```
file_open name=
```

For example, to open the file named "my file", the value of the parameter would be the string, "my file":

```
file_open "my file"
```

**Choice**

A *choice parameter* specifies one item from a list of possible choices.

Both parameters of the `justify` command are choice parameters:

```
justify [horizontal=] [vertical=]
```

Possible choices for `horizontal` are: `left`, `right`, `center`, `full`, `spread`, `off` and `unchanged`; and for `vertical`: `top`, `bottom`, `center`, `full`, `baseline`, `off` and `unchanged`.

**Object**

An *object parameter* specifies an object, a collection of values that is treated as a single item. Typical objects in Deko500 include colors, shaders, ellipses, rectangles, boxes, fonts and looks.

The `letter` command, which adds a letter to a text field, includes two object parameters, `font` and `look`:

```
letter [character=] [font=] [look=] [tx=]\
      [ty=] [code=] [insert=] [-show] [-attach]
```



The `font` parameter specifies an object created by the `font` command, and the `look` parameter specifies an object created by the `look` command.

You create an object with a command. For example, the `rgb` command creates a color object:

```
rgb red= green= blue=
```

The elements of an object correspond exactly with the of the command that created it. The parameters of the `rgb` command represent the amounts of red, blue and green that make up the color.

You can assign an object to a variable:

```
$gold = rgb 100 100 0
```

You can specify an object parameter with an embedded command, using parentheses:

```
ramp top_left=(rgb 60 60 0)
```

## Accessing Object Elements

To access an element to edit its value or to assign it to a variable for use elsewhere, use the element operator.

To edit `$gold` to re-specify the amount of green:

```
$gold:green = 80
```

To assign the green element of `$gold` to the variable `$grn`:

```
$grn = $gold:green
```

### List

A **list parameter**, also known as a **repeating parameter**, specifies a list of one or more values. Depending on the command, the values on the list may or may not be of the same type. A command can have no more than one list parameter, which is usually the last parameter.

The `message` command has a list parameter that specifies a list of strings to output on the Status Bar:

```
message list=
```

```
message "Enter" "file" "name" "of" $song
```

---

## VARIABLES

In Deko500, a *variable* name can include any upper or lower case alphanumeric character as well as the special character, underline (`_`). The first character is always a dollar sign (`$`), and the character immediately after the dollar sign cannot be a number.

To make macros easier to read and understand, it's a good idea to use variable names that are readily associated with the values they represent. For example, it's easy to guess what these variables are used for:

```
$age
```

```
$name
```

```
$phone
```

You do not explicitly declare a variable's data type; the data type is determined when a value is assigned to the variable.

These examples illustrate how variable assignment determines data type:

`$i = 1`  
*Integer*

`$XY = 3.5` *Real*

`$message = "Goodbye Cruel World"` *String*

If you try to use an uninitialized variable, Deko500 stops executing the command or macro and displays an error prompt.

A variable may be an element of an **array**, in which case its name is the name of the array followed by a subscript that identifies its location in the array. A subscript must be an integer or an expression that returns an integer.

For example, an array named `$table` might include these elements:

```
$table[3]
$table[42]
$table[$count+1]
$table[9999]
```

Deko500 allocates array elements as needed. The subscripted variables in the above example will occupy only four variable slots, not ten thousand.

By default, most variables are *local variables*. A local variable is allocated temporarily during macro playback, then deleted automatically when the macro stops. One macro cannot reference a second macro's local variables, even if the second macro is a subroutine of the first.

*Global variables* must be declared with the `global` command, and can be shared among multiple macros. Once declared, a global variable remains until you either delete it by using the `free` command, or exit Deko500.

Deko500 has a set of built-in global variables, known as *system variables*, which provide information about the state of your system. System variables are preceded by the at-sign symbol (`@`), and are often referred to as *at-sign variables*.

Some system variables are read-only; you cannot change their values. Examples of read-only system variables are `@lines` and `@dots`, which describe the current video standard, and the pre-defined colors `@red`, `@blue` and `@green`.

Other system variables may be assigned values. For example, the system variable `@wordwrap` can be set to 0 to disable word wrap, or 1 to enable it

---

## OPERATORS

In the previous topic, you saw that variable assignment is indicated by the equal sign (`=`), which is just one of many symbols, known as *operators*, that represent operations performed on data.

The Deko500 Macro Programming Language uses a subset of the operators available in C, as well as a few additions specific to Deko500.

*Arithmetic operators* perform mathematical operations within expressions:

Operator	Expression	Operation
+	<code>\$a + \$b</code>	adds <code>\$a</code> and <code>\$b</code>
-	<code>\$a - \$b</code>	subtracts <code>\$b</code> from <code>\$a</code>
*	<code>\$a * \$b</code>	multiplies <code>\$a</code> by <code>\$b</code>
/	<code>\$a / \$b</code>	divides <code>\$a</code> by <code>\$b</code>
%	<code>\$a % \$b</code>	calculates remainder of <code>\$a/\$b</code>
-	<code>-\$a</code>	negates the value of <code>\$a</code>

You can perform arithmetic operations on one-character strings by adding or subtracting integer values to the character. For example, the expression `"A"+1` has the value `"B"`.

Using single quotation marks in an expression yields the numerical value of the character key. For example, `'A'+1` has the value `66`.

**Comparison operators** compare values and determine whether an *expression* is true or false. An expression is any combination of variables, commands and operators that results in a single value.

An expression is true if its value is non-zero; it is false if its value is 0.

Operator	Expression	Value
==	\$a == \$b	True if \$a equals \$b
>	\$a > \$b	True if \$a is greater than \$b
>=	\$a >= \$b	True if \$a is greater than or equal to \$b
<	\$a < \$b	True if \$a is less than \$b
<=	\$a <= \$b	True if \$a is less than or equal to \$b
!=	\$a != \$b	True if \$a does not equal \$b
!	!\$a	True if \$a is false (equals 0)
&&	\$a && \$b	True if both \$a and \$b are true
	\$a    \$b	True if either \$a or \$b is true

There is one *string operator*, for concatenation of strings:

Operator	Expression	Operation
%%	\$a %% \$b	joins string \$b to the end of string \$a

Strings can be compared for equality and inequality using the comparison operators == and !=.

Additional string operations are performed by commands. Please refer to the *Deko500 Commands* section of this manual.

The *index* and *element operators* allow direct access to values that are elements of arrays or elements of objects:

Operator	Expression	Data Accessed
[ ]	\$a[\$b]	item \$b of array \$a
:	\$a:\$b \$b	element of object \$a

**Bitwise operators** perform operations on integers based on bit position:

Operator	Expression	Operation
<<	\$a << 2	shifts \$a left by 2 bit positions
>>	\$a >> 4	shifts \$a right by 4 bit positions
~	~\$a	complements 1 bits to 0; 0 bits to 1
&	\$a & \$b	bitwise AND of \$a and \$b
	\$a   \$b	bitwise OR of \$a and \$b
^	\$a ^ \$b	exclusive OR of \$a and \$b

The **assignment operator** assigns a value to a variable, and may simultaneously perform other operations:

Operator	Expression	Operation
=	\$a = \$b	assigns the value of \$b to \$a
+=	\$a += 1	adds 1 to \$a, assigns total to \$a
-=	\$a -= 5	subtracts 5 from \$a, assigns total to \$a
*=	\$a *= 2	multiplies \$a by 2, assigns product to \$a
/=	\$a /= 2	divides \$a by 2, assigns quotient to \$a
%=	\$a %= 3	divides \$a by 3, assigns remainder to \$a
>>=	\$a >>= 4	shifts \$a right 4 bits
<<=	\$a <<= 4	shifts \$a left 4 bits
%%=	\$a %%= "ok"	concatenates "ok" to \$a, assigns string to \$a
&=	\$a &= 2	bitwise AND \$a and 2, assigns result to \$a
=	\$a  = 2	bitwise OR \$a and 2, assigns result to \$a
^=	\$a ^= \$b	bitwise exclusive OR \$a and \$b, assigns result to \$a

Deko500 uses the same order of operator precedence used by C:

[ ]	subscript, element
( )	parentheses
! ~ -	logical not, one's complement, unary minus
* / %	multiply, divide, modulo
+ -	plus, minus
<< >>	left shift, right shift
%%	concatenate strings
< <= > >=	comparisons
== !=	equality, inequality
&	bitwise AND
^	bitwise exclusive OR
	bitwise OR
&&	logical AND
	logical OR
= += -= etc.	assignments

Use nested parentheses to avoid ambiguity in expressions. For example:

```
$inc = ( ($i+1) * ($j+1) ) / 100
```

---

## COMMENTS

A *comment* is text within a macro that does not affect the function of the macro.

Comments make macros easier to analyze and edit, especially if the macro was written some time ago or written by another programmer. Many programmers consider a program incomplete without comments. You may find the same to be true of your macros.

A single-line comment starts with a pound sign (#). Deko500 ignores text to the right of the pound sign.

```
# This comment is on a line by itself.
```

```
command # This one shares a line with a command.
```

Another way to create a comment is to precede the comment with /\* and close it with \*/. Deko500 ignores text between /\* and \*/. This way, you can create multiple-line comments.

```
/* This is a multiple-line comment.
```

```
None of this text affects the function
```

```
of this macro; Deko500 ignores
```

```
every line of it */
```

---

## CONDITIONAL COMMANDS AND LOOPS

*Conditional commands* instruct Deko500 to execute specific commands only under certain circumstances. Deko500 supports the conditional commands `if`, `else` and `elseif`.

The `if` command includes a test expression, which evaluates to zero (false) or non-zero (true). A list of one or more commands, then an `end` command, follows the `if` command:

```
if expression=  
    # commands  
end
```

If the expression is true, Deko500 executes the commands between `if` and `end`.

The `if` command is often used with the `else` command:

```
if expression=  
    # commands  
else  
    # commands  
end
```

If the expression is true, Deko500 executes the commands between `if` and `else`; otherwise, the commands between `else` and `end` are executed.

You can introduce more conditional actions by nesting conditions...

```
if $a==1  
    type "Hello"
```

```

else
    if $a==5
        type "Good-bye"
    else
        type "Wish you were here"
    end
end

```

...or more elegantly by using the `elseif` command:

```

if $a==1
    type "Hello"
elseif $a==5
    type "Good-bye"
else
    type "Wish you were here"
end

```

Notice how indentation makes conditional statements easier to read. Indenting the commands between `if` and its corresponding `end` is a good practice.

**Loop** commands instruct Deko500 to execute a series of commands multiple times. Loop commands include `loop`, `while` and `for`.

The easiest way to define a loop is to use the `loop` command and specify the number of iterations:

```

loop [count=]
    # commands
end

```

The macro executes the command sequence between `loop` and `end` the number of times specified by the `count` parameter. After the loop, the macro continues with the first command after `end`.

If you do not supply a count, the loop will go on forever or until you cancel macro playback or use a conditional statement to end the loop.

The following macro types “hello” five times, then breaks out of the loop:

```

$a=1
loop
    type "hello";newline
    $a = $a+=1
    if $a>5
        break
    end
end

```

You also can break out of a loop with the `continue` command, which restarts a loop at the top without executing commands after `continue`.

This macro uses such a loop to test for and skip odd numbers and, as a result, types only the even numbers from 1 through 10:

```
$a=0
loop 10
    $a = $a+=1
    if $a&1
        continue # skip odd numbers
    end
    type $a
end
```

**Conditional loop commands** define both the loop and its conditional test.

The `while` command continues looping as long as its test expression is true. Deko500 evaluates the test expression prior to each iteration of the loop, and as long as the result is true, continues the loop:

```
$a=1
while $a<=5
    type "hello";newline
    $a+=1
end
```

The `for` command, `for` makes an incremental loop, such as the one above, more concise:

```
for $a=1 $a<=5 $a+=1
    type "hello";newline
end
```

The initial expression `$a=1` is executed once. The test expression `$a<=5` is evaluated prior to each iteration of the loop; if the test result is true, the loop continues. The increment expression `$a+=1` is executed after each loop iteration.

---

## SUBROUTINES

To a user, there is no practical difference between Deko500's built-in commands and the macros that you write and store under file names. You can have one macro run another macro, simply by using the macro file name in the same way you would use a command.

When one macro "calls" another, the second macro is considered a *subroutine* of the first. You can call an existing macro as a subroutine or create one within your macro.

The `command` command defines a local subroutine, which ends with the `end` command.

The following macro creates, then runs the macros "boy" and "girl" as subroutines.

```
command boy
    type "It's a boy!"
end
```



```

command girl
    type "It's a girl"
end

if $name == "Amy"
    girl
elseif $name == "Meg"
    girl
elseif $name == "Mickey"
    boy
end

```

The subroutines “boy” and “girl” are local to this macro. When the macro ends, the subroutines, like the variables, vanish.

---

## RETURN VALUES

The `return` command directs Deko500 to stop the current macro or subroutine and return the value of its `expression` parameter to the macro that called it.

```
return [expression=]
```

For example, you might have a simple command called `test` that returns 1 if successful, or 0 if not:

```

command test
if $name == "Amy"
    return 1
else
    return 0
end

```

The subroutine `test` can then be called from another macro:

```

$result = test
if $result == 1
    type "It's a girl"
end

```

Here are a few examples of Deko500 commands that return values:

```
$squareroot = sqrt 4.
```

`sqrt` returns the real value 2.

```
$test = file_open "moon over miami"
```

`file_open` returns 1 if Deko500 successfully opens "moon over miami", or 2 if not.

```
$color = rgb 0 0 100
```

The `rgb` command creates and returns a color object that is then assigned to the variable `$color`.

---

## OBJECTS

An *object* is a data structure created by a command. Typical objects in Deko500 include colors, shaders, ellipses, rectangles, fonts and looks.

The elements of an object correspond exactly with the parameters of the command that created it. Consider the `rgb` command, which creates a color:

```
rgb red= green= blue=
```

The parameters represent the amounts (from 0 to 100) of red, blue and green that make up the color created by the `rgb` command.

You can assign an object to a variable:

```
$yellow = rgb 100 100 0
```

It is not necessary to assign objects to variables before passing them to other commands. You can specify an object parameter with an embedded command, indicated by parentheses:

```
ramp top_left=(rgb 100 100 0)
```

You can access any element of an object with the element operator (`:`), to edit the element's value or to assign it to a variable for use elsewhere.

To edit `$yellow` to make it a little less green:

```
$yellow:green = 80.
```

The green level of `$yellow` was 100. It is now 80.

To assign the green element of `$yellow` to the variable `$grn`:

```
$grn = $yellow:green
```

To determine the data type of an object, use the `objtype` command.:

```
objtype object=
```

## DATA TYPE CONVERSIONS

You may encounter situations in which you must convert a value of one data type to another data type. Use the following processes to convert various types of data.

### To convert an integer value to a real value:

Add the integer to 0.0 or multiply it by 1.0.

```
$a = 123
```

```
$b = $a*1.0
```

```
$b equals 123.0
```

### To convert a real value to an integer value:

1. Use the command: `integer`
2. `Deko500` truncates the real number. To round numbers accurately, add .5 to the real number.

```
$a = 12.7
```

```
$b = integer $a+.5
```

```
$b equals 13
```

### To convert a number value to a string:

Do one of the following:

Use the command: `num2str`

```
$a = 123.45
$b = num2str $a
$b equals "123.45"
    Concatenate a null string to the number

$a = 123.45
$b = $a%""
$b equals "123.45"
```

### **To convert a string to its numeric equivalent:**

Use the command: `str2num`

```
$a = "123"
$b = str2num $a
$b equals 123
```

### **To convert a string (up to 4 characters) to ASCII code (integer):**

Use the command: `str2ascii`

```
$a = "a"
$b = str2ascii $a
$b equals 97
```

### **To convert ASCII code (integer) to a string:**

Use the command: `ascii2str`

```
$a = 97
$b = ascii2str $a
$b equals "a"
```

### **To convert an object to a string:**

Use the command: `obj2str`

```
$a = @black
$b = obj2str $a
$b equals "yuv 16 0 0"
```

# Deko500 Options

---

## ABOUT DEKO500 OPTIONS

Deko500 options currently available for purchase include:

Automation	SportsWare
Chyron Import	StillDeko
FastAction Keyboard	

### To see what software options are enabled on your system:

From the Options menu, choose Enabled Options. A check mark next to an option indicates that it is enabled on your system. The FastAction Keyboard is a hardware option, not a software option, so do not be concerned that it does not appear in this window.

## AUTOMATION

The Automation option allows you to control Deko500 externally, in two ways:

By any external computer, using a serial input port. You can use macro commands to input and output arbitrary bytes and strings.

By a newsroom automation system, such as Basys, NewStar, Comprompter, AP News Wire or DCM

This option also includes timecode control, which allows you to control sequences via SMPTE timecode.

### Note

*The Automation option is not necessary to control Deko500 externally using Grass Valley Group protocols EMEM and PEGS.*

---

## THE AUTOMATION WINDOW

### To open the Automation window:

From the View menu, select Automation.

---

## Automation window fields:

**Automation Enabled**

Enables/disables the automation interface.

**Type**

The automation protocol.

**EMEM**

The protocol used with Grass Valley Group 200 and 300 switchers.

**DEKO**

The protocol used for NetDeko.

**PEGS**

The protocol used with Grass Valley Group editors.

**III**

The optional protocol for using non-Deko500 commands.

**ID**

Identifies your Deko500. If only one Deko500 is connected to the automation host, the ID setting is 1.

**Port**

The COM port or the name of the network pipe used for the automation interface.

**Status**

Current connection status and message history.

**Clear**

Clears the data in the Status box.

## To start Automation immediately every time you start Deko500:

1. In the Automation window, check Automation Enabled.
2. In the Options Menu, select Save Settings on Exit.

---

## AUTOMATION GRAPHICS

To use a Deko graphic with automation, you must define the graphic's layers to accept text data from the automation host. There are two ways a layer can accept automation data:

**Query**

A query field causes the Automation interface to request updates from the host at user-specified intervals.

**Replace**

A replace field gets its data from an automation (.aut) file. When you read an .aut file, Deko500 replaces the graphic's replace fields with the data in the .aut file.

## To define a layer for automation:

1. Open the Automation window, de-select Automation Enabled, then close the window.
2. Select the layer.
3. From the Layer menu, choose Properties.
4. At the bottom of the Text dialog box, click More.
5. Under Text Initialization, click the Usage text box, then do one of the following:
  - Select query, then enter an update frequency.
  - Select replace.

### Note

*For a description of other Text Initialization options, see Text Field Properties.*

*The query update frequency specifies the number of seconds between requests to the automation host for updates. If update frequency is set to zero, the automation interface will issue the request only once, when the file is opened.*

---

## TIMECODE CONTROL

### To specify timecodes to begin and end an effect:

1. Open the sequence file.
2. In the Control column of the Sequence Window, choose tcode.
3. In the In Time column, do one of the following:
  - Press Alt+Shift+I to enter the current input timecode.
  - Type a timecode.
4. In the Out Time column, do one of the following:
  - Press Alt+Shift+O to enter the current output timecode.
  - Type a timecode.

### To set intime to outtime:

1. Open the Sequence file.
2. In the Sequence Window, select the event.
3. From Timecode Menu, choose Set Intime to Outtime.

### To set outtime to intime:

1. Open the Sequence file.
2. In the Sequence Window, select the event.
3. From Timecode Menu, choose Set Outtime to Intime.

---

### To offset in/out times:

1. Open the sequence file.
2. In the Sequence window, choose Add Offset to In/Out Times.
3. In the dialog box, enter the amount of time to add or subtract.
4. Choose whether to add or subtract the offset time, then click OK or press Enter.

### To find event closest to current output timecode:

1. Open the Sequence file.
2. From the Timecode menu, choose Find Event Closest to Timecode.

### To specify timecode settings:

1. From the Timecode menu, choose Timecode Settings.
2. Change Com Port and Drop Frame Mode settings as desired.
3. Click OK or press Enter.

---

## DATABASE CONNECTION

The Automation option includes a dynamic feature that enables Deko500 to read and display information from a database. This means you can set up a layer to query a database and display the value of a field within that database.

A database query differs from Deko500's existing query feature, which sends inquiries to a newsroom automation system. Database queries send inquiries to database files, which may be stored on a local system drive or accessed by a LAN or WAN.

To use the database connection feature, you must have the ODBC driver installed to support the database source. The ODBC driver is automatically installed during installation and setup of your database software package. You must also specify a data source name (DSN).

### To view installed ODBC drivers:

1. Click Start at the bottom of your desktop, choose Settings, then double-click Control Panel.
2. Double-click the ODBC icon to open the ODBC Data Source Administrator dialog box.



3. Click the ODBC Drivers tab.

## To specify a DSN:

1. Click Start at the bottom of your desktop, choose Settings, then double-click Control Panel.
2. Double-click the ODBC icon to open the ODBC Data Source Administrator dialog box.
3. Click one of the following:
  - User DSN**  
to create a data source which is visible only to you and can only be used on the current machine.
  - System DSN**  
to create a data source which is visible to all users on the current machine.
  - File DSN**  
to create a data source which allows you to connect to a data provider and which can be shared by multiple users who have the correct driver installed.
4. Click the Add button, select the driver for which you want to set up a data source, then click Finish.
5. Type in a Data Source Name.
6. Click the Select button, navigate to the database file, then click OK. Click OK two more times to close the dialog box.

## To set up a layer to query a database:

1. Select the layer.
2. From the View menu, select Database to open the Database window.
3. In the window, choose a Database Name, then check the Connect box.
4. Choose a Table In Database.
5. Specify a record within that table, by selecting a Field Name and entering a Field Value for that field.
6. In Display Field, choose the field whose data to display in the layer.
7. Enter a value in the Frequency box to specify how many seconds to wait between requests to the data source for updates. If Frequency is set to zero, the automation interface will issue the request only once.
8. Click Create Query.



---

## DATABASE WINDOW OPTIONS:

**Database Name**

A database name defined in the ODBC Data Source Administrator.

**Connect**

Connects Deko500 to the specified database.

**Table In Database**

A table within the database.

**Field Name**

The field used to identify a data record within the database.

**Field Value**

A value of the specified Field Name field. This can be "hard-coded" as a specific value, or you can enter the variable, `$FieldValue`, then use the Command Bar to update the value of the variable. See the topic, *To use a variable Field Value*, later in this section.

**Display Field**

The field whose value to display in the layer.

**Create Query**

Associates this database query with the current layer.

**Read Query**

Reads query associated with the current layer into the Database window. Select a layer that has been previously set up for database query, then use this button to display options already specified for that layer in the Database window.

### To use a variable Field Value (`$FieldValue`):

1. From the View menu, select Command Bar to open the command bar at the bottom of the desktop.
2. Click the text box on the command bar and type `$FieldValue=n` (where `n` is the value), then click Play.
3. Set up a graphic layer to query a database, and choose `$FieldValue` in the Field Value in the Database window.

## CHYRON IMPORT

The Chyron Import option gives you the ability to read Chyron Inifit family files and work with them in the Deko500 environment. The members of the Infinite family include Maxine, Max, Winifit, and Inifit. These files come in two flavors:

**message**

Message directories contain message and RGBA files that Deko500 can read into a Program window. These files usually refer to fonts, which you can associate with True Type fonts for viewing and editing within Deko500.

**machine**

Machine directories contain logo font files that Deko500 can convert into Deko custom typeface (.fac) files.

### To open the Chyron Import window:

1. Insert the Chyron disk into the appropriate drive and close the drive door.

2. Activate a Program window.
3. From the View menu, choose Chyron import.

### **To import a Chyron message file:**

1. Open the Chyron Import window.
2. Navigate to the drive and directory that contain the message file.
3. Double-click the file name to open the file in the active Program window.

#### **Note**

*Once you have imported a Chyron message file, you can save it as a Deko (.dko) file. The sample file, Chyron2.dko, is a Chyron message file with logo fonts that was saved as a .dko file.*

### **To map a Chyron bitmap font onto a TrueType font:**

1. Open the Chyron Import window.
2. Navigate to the drive and directory that contain the message file.
3. Click the file name to open its Font Mapping list in the window.
4. Double-click an item in the Font Mapping list to open the list of available fonts.
5. Select a TrueType font, then click Accept to add the font to the mapping file for the current Deko500 session.

### **To save the current font mapping file for future Deko500 sessions:**

1. In the Chyron Import window, click Details.
2. Click Save.
3. Enter a name for the mapping file, then click Save.
4. Click OK or press Enter. Deko500 saves the font mapping file as a text (.txt) file.

### **To open a font mapping file:**

1. In the Chyron Import window, click Details.
2. Click Open, then navigate to the mapping file.
3. Double-click the file name, or click Open.
4. Click OK or press Enter.

### **To convert a Chyron logo font into a custom typeface:**

1. Open the Chyron Import window.
2. Navigate to the drive and directory that contain the machine file. Note that the file description appears.

3. Double-click the file name to open and import the file into a Custom Typeface window.
4. From the File menu, choose Save Custom Typeface As.
5. Navigate to the drive and directory where you will store the file.
6. Type a new file name in the File Name text box, then click OK or press Enter.

## FASTACTION KEYBOARD

The FastAction Keyboard (FAK) enables you to perform common tasks in Deko500 with a single keystroke. It is designed for use in real-time on-air environments, where speed is critical. Based on a standard PC 101 keyboard, the FAK provides additional keys for one keystroke accessibility to many of Deko500's functions. The FAK also provides an alphanumeric display so you can enter or view the filename of the next graphic to be read.

An enhanced version of the standard PC keyboard, the FAK works like a standard keyboard when using other Windows applications. It provides the standard PC 101 keyboard layout, function keys (F1 - F12), and numeric keypad.

The function keys can be enabled to access the functions engraved on the keycap (i.e., F9=Bold, etc.). The enhanced function keys mirror the text bar functions on the Deko500 desktop.

The numeric keypad can be enabled to provide FastAction access to reading files. You can quickly call up graphics with numerical filenames by typing the filename on the numeric keypad. The alphanumeric display shows the filename as it is being typed, then advances to display the next sequential file.

---

## ENABLING THE FASTACTION KEYBOARD

### To enable/disable FastAction function keys (F1 - F12):

1. From the Options menu, choose Preferences, then Common.
2. Under Keyboard click FastAction Function Keys.
  1. Click OK or press Enter.

#### Note

*When the FastAction Function Key box is checked, the F1 - F12 keys access the functions engraved on the keycaps, which mirror Deko500 text bar functions. When the box is unchecked, the keys function as on a standard Deko500 keyboard.*

### To enable the FastAction numeric keypad:

1. From the Options menu, choose Preferences, then Common.
2. Under Keyboard click Enhanced.
3. Click OK or press Enter.

#### Note

*Once enabled, the numeric keypad provides FastAction access*

*to reading files.*

*To quickly call up graphics with numerical filenames, type the filename on the keypad and press Read. The display shows the filename as it is being typed, and advances to the sequential file when you press Read.*

*The keyboard will display any alphanumeric filename, but only numeric filenames can be entered on the numeric keypad. To read in any filename, pressing Clear to clear the display, then press Read. In the Read dialog box, type the filename.*

---

## SPECIAL FASTACTION KEYBOARD FUNCTION KEYS

### **Browse Graphics**

Activates/deactivates the Graphic Browser Window.

### **Browse Typeface**

Activates/deactivates the Typeface Browser Window.

### **Center Row**

Toggles centering on current cursor row.

### **Char**

In conjunction with arrow keys, moves, scales, rotates, skews, or kerns characters, depending on which tool is selected.

### **Clear**

Clears the alphanumeric display.

### **Clear Preview**

Does not apply to Deko500.

### **Clear Program**

Erases the graphic in the Program window.

### **Cmd**

Activates the macro or command bar.

### **Color 1 - Color 8**

Selects the face shader for the current style from the first eight preset shader chicklets.

### **Delete File**

Deletes file open in the active window.

### **Font**

Activates the Style/Font Window.

### **Help**

Activates Deko500 Online Help.

### **Justify**

Activates the Justify dialog box.

**Kern**

Selects the kerning tool.

**Layer**

In conjunction with arrow keys moves, scales, rotates, skews or kerns layers, depending on which tool is selected.

**Learn**

Turns macro learn mode on.

**Look**

Activates Style/Look Window.

**Lower Third**

Justifies text in current field as a lower third.

**Macro Edit**

Activates the Macro Edit layout.

**Move**

Selects the move tool.

**Pause**

Pauses sequence playback.

**Pick Style**

Picks up the style of the character the cursor is on.

**Play**

Starts a sequence playback.

**Preview**

Does not apply to Deko500.

**Print Screen**

Provided for standard PC keyboard.

**Program**

Activates the Program Window.

**Read**

Reads in the file shown in the alphanumeric display or, if the display is cleared, activates the read dialog box. Functions as the Enter key when Enhanced Keyboard is off.

**Read Preview**

Does not apply to Deko500.

**Read Program**

Reads the graphic whose filename appears in the alphanumeric display into the Program window.

**Redo**

Undoes Undo.

**Rot/Skw**

Selects the Rotate/Skew tool.

**Row**

In conjunction with the arrow keys, moves, scales, rotates, skews or kerns rows, depending on which tool is selected.

**Save File**

Saves the file open in the active window.

**Scale**

Selects the Scaling tool.

**Scroll Lock**

Provided for standard PC keyboard.

**Seq Edit**

Activates the Sequence Playback layout.

**Shader**

Activates the current Shader Window.

**Stop**

Stops a sequence playback.

**Style 1 - Style 8**

Selects preset styles from the currently active Preset Window.

**Tab Set**

Sets a tab stop at the current cursor position.

**Undo**

Undoes changes to the current graphic, style, style presets, shader, or sequence. If the most recent action is not reversible, Undo is unavailable.

## SPORTSWARE

The SportsWare option includes two powerful features to enhance fast-track character generation: Macro Autoplay and Pops.

---

### ABOUT MACRO AUTOPLAY

Macro Autoplay automatically plays macros when they are opened. Autoplay macros, such as the samples we've included, have as their first line:

```
#autoplay
```

If you have the SportsWare option, when you open one of these macros, it will play automatically. If you want Deko500 to automatically play *any* macro that you open, all you have to do is follow a one-time process to enable macro autoplay.

#### To enable Macro Autoplay:

1. In the Options menu, choose Preferences.
2. In the Preferences dialog box, choose Common, then check Automatically play macros when opened.

3. Click OK or press Enter.
4. In the Options menu, choose Save Settings Now.

---

## ABOUT POPS

The Pops feature allows you to create and “pop” a text selection onto an open graphic. These text selections are saved as text files or as special graphic files, which you can use like any other graphic file. You can even specify pop files, including text (.txt) files, in sequences.

There are three ways to pop text onto the CG page:

### **text pop**

pops in text only (from a .txt file) at the cursor position. Text is rendered in the current style. For example, during a baseball game, you can pop stats into a lower third.

### **style pop**

pops in text and font at the cursor position. This works like a text pop, except it renders text in the stored style associated with the pop rather than the current style.

### **place pop**

pops in text and style onto a specific position of the graphic, regardless of where the cursor is. You can, for instance, pop “Final Results” in the center of an on-air election graphic, even if the cursor is at the top of the page.

---

## CREATING POPS

### **To create a text pop:**

1. Open a word processing program.
2. Type the text.
3. Navigate to the drive and directory where you will store the file and save the file as a text (.txt) file.

### **To create a style pop:**

1. Activate a Program window.
2. Choose a preset style or create a new style for the text.
3. Type the text.
4. Select the text, *not* the layer.
5. Navigate to the drive and directory where you will store the file, and type a name in the File name text box.
6. Choose Save Selection.

### **To create a place pop:**

1. Activate a Program window.
2. Create a layer for the text or use the default layer.
3. Choose a preset style or create a new style for the text.

4. Type the text.
5. Select the layer, *not* the text.
6. Navigate to the drive and directory where you will store the file, and type a name in the File name text box.
7. Choose Save Selection.

**Note**

*When you use Save Selection to save a graphic, the Graphic browser indicates next to the graphic file name that the graphic is a pop file. Likewise, the File Info section of the File Open dialog box will tell you if a file is a pop file.*

---



---

## USING POPS

### To pop text onto a graphic using a text pop or style pop:

1. Open the graphic file and position the cursor or select the layer where you will pop in the text.
2. From the File menu, choose Open (F9).
3. In the dialog box, navigate to the drive and directory containing the text pop (.txt) or style pop (.dtk) file.
4. Choose the file from the File Name list box or type it in the File Name text box, then click OK or press Enter.

**Note**

*Deko500 pops the text into the current or selected layer of the graphic, then automatically selects the next layer behind it. It does not create a new layer for the pop.*

### To place pop text onto a graphic:

1. Open the graphic file onto which you will pop the text.
2. From the File menu, choose Open (F9).
3. In the dialog box, navigate to the drive and directory containing the place pop (.dtk) file.
4. Choose the file from the File Name list box or type it in the File Name text box, then click OK or press Enter.

**Note**

*Deko500 creates a new layer for the place pop in front of the current or selected layer, then automatically activates the layer behind the previously current or selected layer..*

---

## STILLDEKO

The StillDeko option integrates Deko500 with Lightning, Pinnacle's high performance, network based, image storage and management system for on-air broadcast and production. This means you can open and edit a Lightning image in Deko, or store Deko files in a Lightning database.

---

### SETTING UP LIGHTNING INTEGRATION

Deko500 must be networked and the hard drive where your databases will reside must be set up for file sharing, for StillDeko to work properly. If your Deko is not networked or if you are unsure, check with your network administrator.

#### To set up file sharing on the hard drive:

1. Exit Deko500, then at the bottom left corner of the desktop, click Start, Programs, Windows Explorer.
2. Right-click the drive where you will store Lightning databases (probably C:), then choose Sharing.
3. Under the Sharing tab, click the New Share button.
4. Type the drive designation letter, such as c, in the Share Name text box, then click OK twice.

#### To install Lightning:

1. Connect the Lightning dongle to the parallel port on the back of your Deko. If you have any other dongle already connected, connect the Lightning dongle to the back of the already connected dongle.
2. Insert the Lightning CD in your Deko's CD drive.
3. In the bottom left corner of desktop, click Start, then Run.
4. Click the Browse button and navigate to the Setup.exe file on the Lightning CD, then click OK.
5. Follow the on-screen prompts to complete the installation. During the installation, you will be prompted to choose Lightning or Lightning Browse. Choose Lightning Browse.
6. Once the installation is complete, you must shut down and re-start your Deko. From the desktop, click Start, then Shut Down, and select Restart.
7. From the desktop, click Start, Programs, Lightning Browse.

Lightning prompts you to enter the Options Enable password. Refer to the *Important Notice*, included with your Deko documentation, for the password (which is case sensitive). Enter the password and click OK. This will activate your enabled Lightning options and open the Lightning Browser.

---

### To create and open a database:

1. Open Lightning Browse.
2. In the File menu, click Advanced, then Create New Database.
3. Enter your Deko's System Name. If you don't know what it is, open the Control Panel (Start, Settings, Control Panel) and double-click Network.
4. Enter a Name for the database.
5. Enter a Database Path, unique to the new database, that contains the full path name of the directory where the new database will reside.
6. Lightning automatically enters other field values for you. Just click Create.
7. From the File menu, choose Open, navigate to the new database (.pff) file, then click Open.

### To set up a default database:

1. In the Lightning Browser Tree, navigate to the database, then right-click the database name.
2. In the drop-down menu, click Set Default Database.

---

## OPENING LIGHTNING IMAGES

### To open a Lightning image from Deko:

1. In Deko, activate a graphic (Program) window.
2. From the File menu, choose Open From Lightning.
3. In the Open From Lightning dialog box, double-click the anywhere on the image data line.

#### Note

*You can re-sort images alphanumerically by StillNum, Date, Title, Category, User, or Memo, by clicking the appropriate sort button.*

---

## To use the Lightning Browser:

1. Hold Alt and use the Tab key to find Lightning, then release Alt to open the Lightning Browser. The Lightning Browser can be set in the View menu to display thumbnail images in several sizes; with or without file details; and with or without the Tree, for quick navigation to other open databases.
2. To edit an image detail other than Date, double-click the detail, edit it, then press Enter.
3. Right-click a thumbnail image, then choose Title in the drop-down menu to open the image in the active Deko graphic window.

### Note

*You can drag and drop an image from the Lightning Browser right into the Deko Program window.*

---

## CONNECTING TO A REMOTE LIGHTNING SYSTEM

To access Lightning databases on another system in your network, you must first connect to that system. After you follow this one-time connection process, the other system will always appear in the Lightning Browser Tree.

### To connect to a remote Lightning system:

1. From Lightning's File menu, choose Open.
2. In the Open dialog box, click Network Neighborhood.
3. Double-click the remote system name, the exported drive (usually D), the Lightning directory, then the database (.pff) file you wish to open.
4. Exit and re-start Lightning.

---

## STORING IMAGES IN A LIGHTNING DATABASE

### To save a Deko graphic to a Lightning database:

1. Start Deko and open the graphic in an active Program window.
2. From the Deko File menu, choose Save To Lightning.
3. In the Save To Lightning dialog box, the default Number is the first unused number, either within the database or at the end of the workspace, depending on Database options set in Lightning under Preferences. You can change this value or edit any of the file details, which default to the details of the last saved image.
4. Click OK. The image now appears in the Lightning Browser.

### Note

*You can drag and drop one or more images from Windows Explorer into the Lightning Browser.*

# Menus

---

## BASELINE

### **Accept Baseline**

Applies the baseline to the selected layer of the current graphic and closes the Baseline Edit window.

### **Apply Baseline**

Applies the baseline to the selected layer of the current graphic.

### **Bezier**

Changes the selected point to a Bezier point. The section from the previous point to this point is now a curve.

### **Cancel**

Cancels changes to the Baseline and closes the Baseline Edit window.

### **Cusp**

Specifies no continuity between the Bezier curve control points on either side of the selected point.

### **Delete Selected Point**

Deletes the selected point from the baseline.

### **Draw Curve**

Enables the curve drawing tool for drawing in the Baseline Edit window.

### **Edit Curve**

Enables the curve editing tool for changing the existing baseline in the Baseline Edit window.

### **Insert Point**

Activates the “insert point” mode, in which you can insert points by clicking on the baseline where you wish to insert them.

### **Line to**

Changes the selected point to a “line to” point. Deko500 draws a straight line from the previous point to the line to point.

### **Loose Fit**

Filters out “wobbles” caused by an unsteady drawing hand, for a smoother curve.

### **Move to**

Changes the selected point to a “move to” point. A move to point begins a new section of the baseline.

**Next Point**

Selects the next baseline point after the currently selected point.

**Prev Point**

Selects the baseline point previous to the currently selected point.

**Reverse Baseline**

Switches the beginning and end points of the baseline, so that text travels on the opposite side of the curve and in the opposite direction.

**Smooth**

Specifies C1 continuity between two Bezier curves that share the selected point.

**Symmetric**

Specifies C2 continuity between two Bezier curves that share the selected point.

**Tight Fit**

Specifies that Deko500 will not filter out a curve's "wobbles" caused by an unsteady drawing hand.

---

**CHANNEL****Color Bars**

Displays color bars in the active graphic window.

**Four Field Grab**

Grabs 2 frames (4 fields) from an input video source and averages them.

**Frame Grab**

Grabs a frame (2 fields) from an input video source.

**Keyer Freeze**

Freezes input video.

**Keyer Off**

Turns off Deko500's built-in keyer.

**Keyer On**

Turns on Deko500's built-in keyer.

**Keyer Test**

Displays a test pattern in the Program window. Use this pattern to help time Deko500's video and key outputs at a downstream keyer or switcher.

**Keyer Thaw**

Un-freezes input video.

**Offline**

Disables video output.

**Read Next (F10)**

Reads the next graphic in the current directory into the Program window.

**Show Key Output**

Shows key in the Program window.

**Single Channel**

Enables single-channel video output.

---

**EDIT**
**Clear All** (Alt+F8)

Clears the active Graphic or Macro.

**Clear Background** (Ctrl+F8) 

Replaces the current background of the active graphic with a transparent background.

**Clear Baseline**


Clears the active Baseline Edit window.

**Clear Layers** (F8)


Removes all layers from the active graphic and replaces them with a single, empty text field. Does not affect the graphic's background.

**Clear Selected Text**


Removes selected text from the active graphic.

**Copy** (Ctrl+C)  **Font**


Copies the selected or current font to the clipboard.

**Copy** (Ctrl+C)  **Look**


Copies the selected or current look to the clipboard.

**Copy** (Ctrl+C)  **Selected**


Copies selected text to the clipboard.

**Copy** (Ctrl+C)  **Style**


Copies the selected or current style to the clipboard.

**Copy** (Ctrl+C)  **Tabs**


Copies the selected tabs to the clipboard.

**Copy Color** (Ctrl+C) 


Copies the current color to the clipboard.

**Copy Detail** (Ctrl+C) 


Copies the selected detail in the active Style window to the clipboard.

**Copy Events** (Ctrl+C) 


Copies selected events from the active Sequence window to the clipboard.

**Copy Shader** (Ctrl+C) 

Copies the active shader to the clipboard.

**Cut** (Ctrl+X) 

Removes the selected text from a file and copies it to the clipboard.

**Cut Detail** (Ctrl+X) 

Removes the selected detail from the active style and copies it to the clipboard.

**Cut Events** (Ctrl+X) 

Removes selected events from the active Sequence window and copies them to the clipboard.

**Delete Events** (Delete)

Deletes selected events from the active Sequence window.

**Find** (Ctrl+F)


Searches the active graphic or macro for a user-specified character string.

**Find Next** (Ctrl+G)


Searches the active graphic or macro for the next occurrence of a user-specified character string. To redefine the current search string, choose Find from the Edit menu.

**Paste** (Ctrl+V) 

Inserts a copy of clipboard contents at the insertion point.

**Paste Detail** (Ctrl+V) 

Inserts a cut or copied detail from the clipboard into the active Style window.

**Paste Events** (Ctrl+V) 

Inserts cut or copied events from the clipboard into the active Sequence window.

**Paste Still Names**

Inserts cut or copied still names into the active Sequence window.

**Redo** (Ctrl+Y)

Restores changes that have been canceled using Undo.

**Replace** (Ctrl+H)

Replaces an existing character string with a new character string.

**Select All** (Ctrl+A)

Selects all text in all layers of the active graphic.

**Select Field**

Selects all text in the current field.

**Select Layers**

Selects all layers in the active graphic.

**Select More**

Activates the “select more” mode, in which you can cumulatively select layers or characters randomly.

**Select Style**

Selects from the active graphic all text in the current style.

**Undo** (Ctrl+Z)

Undoes changes to the current graphic, style, style presets, shader or sequence. If the most recent action is not reversible, Undo is grayed out.

**Undo enabled**

Enables Undo. See *Using Undo*.



---

**FILE****1, 2, 3, 4**

Opens one of the four most recently opened files.

**Append Layers (Alt+F9)**

Appends the layers in a graphic file to the active graphic.

**Append to Macro**

Appends a macro file to the active macro.

**Append to Sequence**

Appends a sequence file to the active sequence.

**Change Directory**

Changes the browsing directory.

**Close (Ctrl+F4)**

Closes the active window.

**Copy Directories**

Opens a dialog box for copying directories to a different drive or parent directory.

**Copy Files**

Opens a dialog box for copying files to a different directory.

**Create Directory**

Creates a new directory. The new directory does not automatically become the current directory.

**Delete File**

Deletes a file.

**Delete Selected File**

Permanently erases the selected file from your computer's disk.

**Exit**

Closes all Deko500 windows and ends the current Deko500 session.

**Import Character**

Imports the graphic from the Program window into the active Character window of the current custom typeface.

**Import Character From File**

Imports a file into the active Character window of the current custom typeface.

**Import Chyron**

Opens the Chyron Import dialog box for reading Chyron message files or converting Chyron machine files to Deko custom typefaces.

**Information**

Provides file information, such as location, creation date and time, for the active file.

**New (Ctrl+N)**

Opens a new window.

**Open (Ctrl+O) (F9)**

Opens an existing file.

**Open From Lightning**

Opens a graphic from the Lightning Browser into a Deko graphic window.

**Print (Ctrl+P)**

Prints the active graphic or macro. Print is available only if you have installed a printer using the Windows NT Print Manager. Refer to your Windows NT documentation for details.

**Print Setup**

Controls current printer settings.

**Render and Save Style**

Renders and saves the current style as a pre-rendered style (.sty) file.

**Replace Background (Alt+F10)**

Replaces the active graphic's background with a user-specified texture file.

**Replace Background Key (Alt+F10)**

Replaces the active graphic's background key with a user-specified texture file.

**Replace Layers (Alt+F10)**

Replaces the active graphic's layers with layers from a specified graphic (.dko) file. The background remains intact.

**Revert**

Re-opens the current file.

**Save (Ctrl+S) (Alt+F12)**

Saves the active file. Overwrites the previous version of the same file.

**Save As (F12)**

Saves the active file under a user-specified name. Overwrites any existing file with the same file name.

**Save To Lightning**

Saves the active graphic to the current Lightning database.

## HELP

**About Deko500**

Displays your Deko500 software version and ID numbers as well as Deko500 copyright information.

**Help Contents**

Opens the Deko500 Help Window.

**Tool Tips**

Turns on and off Deko500's *tool tips*.

**Using Help**

Provides instructions for using Deko500's on-line Help.

## LAYER

**1,2,3,...**

Selects a layer in the current graphic.

**Add Ellipse**



Adds an ellipse to the current graphic, as the frontmost layer.

**Add Rectangle** 

Adds a rectangle to the current graphic, as the frontmost layer.

**Add Text Field** 

Adds a text field to the current graphic, as the frontmost layer.

**Background to Layer**

Turns the background of the active graphic into a layer.

**Bring Forward One Layer**

Swaps the selected layer with the layer in front of it.

**Bring to Front**

Brings the selected layer to the frontmost position.

**Clear Text**

Removes all characters from the selected text layer, but leaves the layer in the graphic.

**Delete Layer**

Removes the selected layer and its contents.

**Edit Baseline**

Activates the Baseline Edit window. See *Typing on a Curve*.

**Layers to Background**

Combines and copies all layers into the background. Original layers remain until you clear them.

**Properties**

Displays the Layer Properties window. Allows a user to view or change properties of the selected layer in the current graphic.

**Select Next Layer** (Alt+Page Down)

Selects the layer behind the currently selected layer.

**Select Previous Layer** (Alt+Page Up)

Selects the layer in front of the currently selected layer.

**Send Back One Layer**

Swaps the selected layer with the layer behind it.

**Send to Back**

Sends the selected layer to the backmost position.

**Show Background**

Toggles the background on and off.

---


## MACRO

**Convert Graphic to Macro**


Converts the current graphic into its equivalent macro. Playback of the resulting macro recreates the graphic.


**Convert Sequence to Macro**


Converts the current sequence into its equivalent macro. Playback of the resulting macro recreates the sequence.

**Pause Macro** (Pause) 

Pauses or resumes playback of the currently playing macro.

**Play Macro** (Alt+F2)   
Plays the current macro.

**Record Macro** (Ctrl+F2)   
Toggles the macro recorder on or off.

**Stop Macro Playback** (Ctrl+Pause)   
Stops playback of the currently playing macro.

---

## OPTIONS

### Enabled Options

Provides a list of Deko500 options. Marked check boxes indicate enabled options.

### Factory Defaults

Resets Deko500 options to their original (factory default) settings.

### Hardware Settings

Opens the Deko500 Hardware Settings dialog box. See *Hardware Settings*.

### Preferences

Allows a user to customize Deko500's configuration. See *User Preferences*.

### Save Settings Now

Saves Deko500's current settings.

### Save Settings on Exit

Saves changes to Deko500 option settings automatically, every time you exit Deko500.

**Transform Coarse** (Ctrl+spacebar toggles Coarse and Fine)

Selects coarse increment. Causes Alt+arrow keys to transform the selected text or layer in large increments.

**Transform Fine** (Ctrl+spacebar toggles Coarse and Fine)

Selects fine increment. Causes Alt+arrow keys to transform the selected text or layer in small increments.

**Transform Kerning & Leading** (Ctrl+K) 

Selects "kerning and leading" mode. In this mode, Alt+→ and Alt+← affect the spacing between characters of selected text (kerning), and Alt+↑ and Alt+↓ affect the spacing between rows (leading).

**Transform Move** (Ctrl+M) 

Selects "move" mode. In this mode, Alt+arrow keys moves the selected text or layer. If no text or layer is selected, Alt + → and Alt + ← move all characters from the text cursor through the end of the row, right or left. Alt + ↑ and Alt + ↓ move the cursor row and all rows beneath it up or down.

**Transform Rotate & Skew** (Ctrl+R) 

Selects "rotate and skew" mode. In this mode, Alt+↑ and Alt+↓ rotate the selected text or layer, and Alt+← and Alt+→ skew it.

**Transform Scale & Width** (Ctrl+W) 

Selects “scale and width” mode. In this mode, Alt+↑ and Alt+↓ scale the selected text or layer, and Alt+← and Alt+→ change its width.

---

**PRESETS****Pick Pick Font**

Applies the font of the character to the left of the text cursor to the current style.

**Pick Pick Look**

Applies the look of the character to the left of the text cursor to the current style.

**Pick Pick Presets**

Assigns each of up to eight styles in the current graphic to a preset style button.

**Pick Pick Style**

Applies the style of the character to the left of the text cursor to the current style.

**Preset Style Select** (Shift+F1 through Shift+F8)

Selects the current style from a list of presets. A check mark indicates the current style.

**Preset Style Set**

Assigns the current style to one of eight user-specified preset styles. A check mark indicates the current style.

**Reset to Defaults**

Resets the active Preset Style window to its default styles.

---

**SEQUENCE****Auto Advance From Browser**

Causes the current event to be advanced to the next event, after a graphic file has been entered into a sequence from the browser.

**Browse for Files** (Ctrl+L)

Opens the Graphic Browser window, also referred to as the “browser”, used to add graphic (.dco) or typeface (.fac) files to a sequence.

**Clear Sequence**

Removes all events from the active Sequence window.

**Delete Event** (Alt+Delete)


Deletes the current event from the active sequence.

**GPI Settings**

Displays current GPI Trigger settings.

**Insert Event** (Alt+Insert)


Inserts a blank event above the current event of the active sequence.

**Pause Sequence** (Pause) 

Pauses or resumes sequence playback.

**Playback Rate**

Specifies the playback rate of the selected event in the current sequence.

**Play Sequence** (Alt+Enter) 


Sequentially performs the events in the active Sequence window. Sequence playback begins with the current event, indicated by its highlighted event number.

**Play Sequence From Nearest Timecode** (Alt+Enter)

Finds the event closest to the current timecode and sequentially performs the events in the active Sequence window, beginning with that event.

**Smooth Roll Playback Adjustment**


Specifies that Deko500 either accepts playback rates or suggests adjustments to achieve half or full resolution rate, or full resolution rates only.

**Stop Sequence Playback** (Ctrl+Pause or Esc) 

Stops playback of the current sequence.

---


## SHADER

**Background** 

Shows or hides the current graphic's background. A check mark means the background is currently being shown.

**Background Shader**

Displays the current graphic's background shader in the Shader window.

**Edge** 

Adds or removes the first edge in the current look.

**Edge Shader**

Displays the edge shader for the first edge in the current look. If there is no edge in the current look, Deko500 automatically adds one.

**Face** 

Adds or removes the first face in the current look.

**Face Shader**

Displays the face shader for the first face in the current look. If there is no face in the current look, Deko500 automatically adds one.

**Frame** 

Adds or removes the first frame in the current look.

**Frame Shader**

Displays the frame shader for the first frame in the current look. If there is no frame in the current look, Deko500 automatically adds one.

**Preset Shader Select**

Selects the current shader from the list of current preset shaders.

**Preset Shader Set**

Assigns the current shader to a preset shader button.

**Reset to Defaults**

Resets the active Shader window to its default values.

**Set Ramp Bottom Left Color**

Deposits the current color into the bottom left corner of the current ramp shader.

**Set Ramp Bottom Right Color**

Deposits the current color into the bottom right corner of the current ramp shader.

**Set Ramp Hilite Color**

Deposits the current color into the current ramp shader's highlight.

**Set Ramp Top Left Color**

Deposits the current color into the top left corner of the current ramp shader.

**Set Ramp Top Right Color**

Deposits the current color into the top right corner of the current ramp shader.

**Set Shader Color**

Deposits the current color into the current color shader.

**Shadow** 

Adds or removes the first shadow in the current look.

**Shadow Shader**

Displays the shadow shader for the first shadow in the current look. If there is no shadow in the current look, Deko500 automatically adds one.

**Underline** 

Adds or removes the first underline in the current look.

**Underline Shader**

Displays the underline shader for the first underline in the current look. If there is no underline in the current look, Deko500 automatically adds one.

---

## STYLE

**Pick Pick Font**

Applies the font of the character to the left of the text cursor to the current style.

**Pick Pick Look**

Applies the look of the character to the left of the text cursor to the current style.

**Pick Pick Presets**

Assigns each of up to eight styles in the current graphic to a preset style button.

**Pick Pick Style**

Applies the style of the character to the left of the text cursor to the current style.

**Preset Style Select** (Shift+F1 through Shift+F8)

Selects the current style from a list of presets. A check mark indicates the current style.

**Preset Style Set**

Assigns the current style to one of eight user-specified preset styles. A check mark indicates the current style.

**Reset to Defaults**

Resets the active Style window to its default values.

---

**TEXT****Capitalize**

Changes the first character of each word of selected text to upper case. If no text is selected, capitalizes all text in the current text field.

**Center Row**

Horizontally centers the current row of text.

**Exchange Down**

Exchanges the current row of text with the row below it.

**Exchange Up**

Exchanges the current row of text with the row above it.

**Horizontal Scrolling**

Turns horizontal scrolling on or off for the active graphic.

**Justify**

Sets the justification rules for the current text field.

**Lower Case**

Changes every character of selected text to lower case. If no text is selected, affects all text in the current text field.

**Pick Pick Font**

Applies the font of the character to the left of the text cursor to the current style.

**Pick Pick Look**

Applies the look of the character to the left of the text cursor to the current style.

**Pick Pick Presets**

Assigns each of up to eight styles in the current graphic to a preset style button.

**Pick Pick Style**

Applies the style of the character to the left of the text cursor to the current style.

**Preset Style Select (Shift+F1 through Shift+F8)**

Selects the current style from a list of presets. A check mark indicates the current style.

**Preset Style Set**

Assigns the current style to one of eight user-specified preset styles. A check mark indicates the current style.

**Tab Clear**

Clears the tab stop at the cursor location in the current text field.

**Tab Clear All**

Clears all tab stops in the current text field.



**Tab Set**

Sets a tab stop at the cursor location in the current text field.

**Text to Field**

Puts all selected text into a single new field.

**Text to Multiple Fields**

Puts each discrete group of selected text into its own new field.

**Upper Case**

Turns every character of selected text to upper case. If no text is selected, affects all characters in the current text field.

**Vertical Scrolling**

Turns vertical scrolling on or off for the active graphic.

**Word Wrap**

Turns word wrap on or off. A check mark means that word wrap is currently on.

---

**TIMECODE****Add Offset to In/Out Times**

Specifies an amount of time to add or subtract to in/out times.

**Find Event Closest to Timecode**

Detects which event of the open sequence is closest to the current output timecode.

**Set Intime to Current Timecode**

Specifies the current output timecode in the In Time column of the Sequence window.

**Set Intime to Outtime**

Copies the current In Time timecode to the Out Time column of the Sequence window.

**Set Outtime to Current Timecode**

Specifies the current output timecode in the Out Time column of the Sequence window.

**Set Outtime to Intime**

Copies the current Out Time timecode to the In Time column of the Sequence window.

**Timecode Settings**

Specifies the com port and drop frame mode settings for timecode control.

---

**VIEW****Automation**

Displays or hides the Automation window, for viewing or specifying Deko500 automation options. A check mark indicates that the Automation window is displayed on the desktop.

**Browser** (Ctrl+L = display, Alt+F4 = close)

Displays or hides the browser, used for selection of graphic (.dco) or typeface (.fac) files. A check mark indicates that the browser is displayed on the desktop.

**Chyron Import**

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Opens the Chyron Import window for reading in Chyron message files or converting Chyron machine files into Deko custom typefaces. A check mark indicates that the Chyron Import window is displayed on the desktop.

**Command Bar** (F4 = display)

Displays or hides the Command Bar. A check mark indicates that the Command Bar is displayed on the desktop.

**Current Style**

Displays or hides the Current Style window. A check mark indicates that the Current Style window is displayed on the desktop.

**Custom Typeface**

Displays or hides the Custom Typeface window. A check mark indicates that the Custom Typeface window is displayed on the desktop.

**Database**

Displays or hides the Database window, used for specifying ODBC automation. A check mark indicates that the Database window is displayed on the desktop.

**International**

Displays or hides the International window, used for typing characters from international character sets. A check mark indicates that the International window is displayed on the desktop.

**Macro** (F2 = display, Alt+F4 = close)

Displays or hides the Macro window. A check mark indicates that a Macro window is displayed on the desktop.

**Preset Styles** (Alt+F7 = display, Alt+F4 = close)

Displays or hides the Preset Style window. A check mark indicates that a Preset Style window is displayed on the desktop.

**Program** (Alt+F6 = display, Alt+F4 = close)

Displays or hides the Program graphic window. A check mark indicates that the Program window is displayed on the desktop.

**Sequence** (F11 = display, Alt+F4 = close)

Displays or hides the Sequence window. A check mark indicates that the Sequence window is displayed on the desktop.

**Shader** (F7 = display, Alt+F4 = close)

Displays or hides the Shader window. A check mark indicates that the Shader window is displayed on the desktop.

**Status Bar**

Displays or hides the status bar. A check mark indicates that the Status Bar is displayed on the desktop.

**Stills**

Displays or hides the Stills window, which contains thumbnail images of graphics included in the current sequence. A check mark indicates that the Stills window is displayed on the desktop.

**Style** (F6 = display, Alt+F4 = close)

Displays or hides the Style window. A check mark indicates that a Style window is displayed on the desktop.

**Text Bar**

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Displays or hides the text bar. A check mark indicates that the text bar is displayed on the desktop.

**Tools**

Displays or hides the Tools window. A check indicates that the Tools window is displayed on the desktop.

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## WINDOW

**1, 2, 3...**

Activates one of the currently open windows.

**Auto Cascade**

Toggles auto-cascade mode on and off. A check next to Auto Cascade indicates that it is on. In auto-cascade mode, Deko500 automatically arranges windows so that windows of the same type overlap and each title bar is visible. If you activate a window while in auto-cascade mode, it automatically becomes the frontmost window.

**Cascade**

Arranges open windows so that multiple windows of the same type overlap and each title bar is visible. Cascade is available only when Auto Cascade is checked in the Window menu.

**Freeze Windows**

Locks windows in their current position. A check next to Freeze Windows indicates that windows are frozen. To un-freeze windows so you can move them about on the desktop, un-check Freeze Windows.

**Reset Current Layout**

Returns windows to their default positions in the current layout.

**Select Layout**

Lists standard desktop layouts to choose from. A check next to a layout indicates that it is the current layout.



## Shortcut Keys

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### WINDOW SELECTION

Background Shader	Ctrl+F7
Browser	Ctrl+L
Command Bar	F4
Graphic	F5
Macro	F2
Preset Styles	Alt+F7
Program	Alt+F6
Sequence	F11
Shader	F7
Style	F6
Next Window	Ctrl+Tab
Close Window	Ctrl+F4

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### BACKGROUND AND LAYERS

Clear Layers	F8
Clear Background	Ctrl+F8
Clear Layers and Background	Alt+F8 or F8 F8
Bring Layer Forward One	Ctrl + (plus key)
Send Layer Back One	Ctrl + (minus key)
Bring Layer To Front	Alt + (plus key)
Send Layer To Back	Alt + (minus key)
Next Layer	Alt+PageUp
Previous Layer	Alt+PageDown
Append Layers (Alt Read)	Alt+F9
Replace Layers	Alt+F10
Replace Background	Ctrl+F9

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### CHANNEL CONTROL

Transfer and Read Next File	F10
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**CUT AND PASTE**

Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V

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**FILES**

Open (Read)	F9 or Ctrl+O
Save As (Record)	F12
Save (Alt Record)	Alt+F12 or Ctrl+S
Read Next	F10
New	Ctrl+N
Delete File	Ctrl+Delete
Create Directory	Ctrl+F12
Print	Ctrl+P

---

**FIND AND REPLACE**

Find	Ctrl+F
Find Next	Ctrl+G
Replace	Ctrl+H

---

**FORMATTING TEXT**

Bold	Ctrl+B
Italic	Ctrl+I
Underline	Ctrl+U

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**JUSTIFYING TEXT**

Justification Off	Ctrl+NumPad0
Bottom Left	Ctrl+NumPad1
Bottom Center	Ctrl+NumPad2
Bottom Right	Ctrl+NumPad3
Middle Left	Ctrl+NumPad4
Middle Center	Ctrl+NumPad5
Middle Right	Ctrl+NumPad6
Top Left	Ctrl+NumPad7
Top Center	Ctrl+NumPad8
Top Right	Ctrl+NumPad9

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**MACRO**

Record Macro	Ctrl+F2
Play Macro	Alt+F2
Pause Macro	Pause
Cancel Macro Playback	Ctrl+Pause

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**MISCELLANEOUS**

Help	F1
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Undo	Ctrl+Z
Exit Deko500	Alt+F4

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### **PRESET STYLES**

Preset Style 1	Shift+F1
Preset Style 2	Shift+F2
Preset Style 3	Shift+F3
Preset Style 4	Shift+F4
Preset Style 5	Shift+F5
Preset Style 6	Shift+F6
Preset Style 7	Shift+F7
Preset Style 8	Shift+F8

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### **SELECTING TEXT**

Select Character	Shift+arrow keys
Select All	Ctrl+A

---

### **SEQUENCE**

Pause Sequence	Pause
Cancel Sequence	Ctrl+Pause
Play Sequence	Alt+Enter

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### **TRANSFORMING TEXT/LAYERS**

Kerning Mode	Ctrl+K
Move Mode	Ctrl+M
Rotate Mode	Ctrl+R
Scale/Width Mode	Ctrl+W
Toggle Coarse/Fine	Ctrl+spacebar

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# F1 - F12 Keys

<b><u>F1</u></b>	<b><u>F2</u></b>	<b><u>F3</u></b>
Help	Macro	Swap
<b>Shift+</b> Style 1	Style 2	Style 3
<b>Alt+</b>	Macro Play	
<b>Ctrl+</b> Help On	Macro Record	Transfer
<b><u>F4</u></b>	<b><u>F5</u></b>	<b><u>F6</u></b>
Cmd	Graphic	Style
<b>Shift+</b> Style 4	Style 5	Style 6
<b>Alt+</b> Exit Deko		Program
<b>Ctrl+</b> Close Window		Pick Style
<b><u>F7</u></b>	<b><u>F8</u></b>	<b><u>F9</u></b>
Shader	Clear	Read (Open)
<b>Shift+</b> Style 7	Style 8	
<b>Alt+</b> Preset Styles	Clear All	Append Layers
<b>Ctrl+</b> Bgd Shader	Clear Bgd	Read Bgd
<b><u>F10</u></b>	<b><u>F11</u></b>	<b><u>F12</u></b>
Read Next	Seq	Record (Save As)
<b>Shift+</b>		Record (Save As)
<b>Alt+</b> Replace Layers	Style Edit	Save
<b>Ctrl+</b> Graphic	Compose	Create Directory



# Glossary

## **active window**

The active window is the window with a highlighted (usually blue) title bar. A window must be active for you to perform tasks in it.

To open and activate a window, choose the window type from the View menu.

To activate a window that is already open, select it from the list at the bottom of the Window menu, or click anywhere on the window.

## **application window**

In Windows NT, an application window is the window frame surrounding the application workspace on the desktop.

Deko500's application window is its main window, with "Deko500" on the title bar. When Deko500 is active, this title bar is highlighted, usually in blue (unless you've changed the Windows NT color scheme).

## **arithmetic operator**

An arithmetic operator is a symbol (+, -, \*, /, %) that performs a mathematical operation, such as addition, subtraction, multiplication, or division, within an expression.

## **array**

An array is a set of data values. In Deko500, elements of an array are referenced as variables that include the array name and an index number (which must be an integer or an expression that returns an integer), e.g. `$a[0]`, `$a[2+3]`, and `$a[9999]`.

## **assignment operator**

The assignment operator is a symbol (=, +=, -=, etc.) that assigns a value to a variable. For example, `$a = 3`.

## **at-sign variable**

An at-sign variable, so called because its initial character is always @, is a pre-defined global system variable that is always accessible to commands and macros.

### Automation window

The **Automation window** shows automation options.



### background

The background is the backmost part of a graphic. It is a full-screen rectangle located behind the last layer, furthest from the viewer.

The background can be turned on and off. When off, it is transparent — live video “shows through” the background when you use a keyer.

When the background is on, the background shader determines its color. Like all Deko500 shaders, the background can be a solid color, a ramp or a texture.

### bitmap

A bitmap is a set of numerical values specifying the colors of the pixels in a graphic image.

### bitwise operator

A bitwise operator is a symbol ( $\ll$ ,  $\gg$ ,  $\sim$ ,  $\&$ ,  $|$ ,  $\wedge$ ) that performs an operation on an integer value based on bit position.

### C1 continuity

C1 continuity is a smoothness setting that maintains a straight line between two connected Bezier curves. If you move one control point, the control point on the other side of the shared point will move in concert to maintain the linear connection.

### C2 continuity

C2 continuity produces the smoothest continuity between two connected Bezier curves. This setting maintains a straight line between the curves, as well as equal distance from control point to the shared point for each curve. If you move one control point, the other one will move in concert to maintain the equidistant, linear connection.

### character set

A character set is a set of 256 characters in a TrueType or Postscript font. A font may contain more than 256 characters, but Windows NT can access only 256 at a time. By choosing a character set, you are choosing which 256 characters you wish to use.

Not all character sets are supported by every font. See Using an International Character Set.

### choice parameter

A choice parameter specifies one item from a list of possible choices. For example, both parameters of the justify command are choice parameters:

justify [horizontal=] [vertical=]

Possible choices for horizontal are: left, right, center, full, spread, off and unchanged; and for vertical: top, bottom, center, full, baseline, off and unchanged.

### click

To click the mouse, position the selection cursor over the desired item on the screen and tap the left mouse button once.

### clipboard

The clipboard is the Windows NT temporary holding area for text or other data that has been cut or copied from a Deko500 graphic, macro, style or sequence.

When you cut or copy a selection, it replaces any previous contents of the clipboard.

When you paste, you are pasting the contents of the clipboard. You can paste multiple times without re-cutting or re-copying—the contents of the clipboard remain the same until you cut or copy something different.

Since most Windows NT applications support the clipboard, it is possible to cut and copy a selection from one Windows NT application—a word processor or a spreadsheet program, for example—and paste it into another Windows NT application.

### color shader

A color shader is used to apply a solid color to a detail. You specify the color in terms of Red, Green and Blue amounts, or in terms of Hue, Saturation and Value. A color also has an opacity, from 0 (transparent) to 100 percent (opaque).

### command

A command is an instruction, optionally modified by parameters, to Deko500 to perform a specific function.

### command bar

The command bar allows direct entry of Deko500 commands and macros. Press F4 to call up the command bar, type the name of a command or macro, then press Enter or click Play. Click Close to close the command bar.



### comment

A comment is a string of text that is used to annotate a macro, but does not affect the function of the macro.

### comparison operator

A comparison operator is a symbol (`==`, `>`, `>=`, `<`, `<=`, `!=`, `!`, `&&`, `||`) that compares two values to determine whether a specified relationship between them, such as equality, is true or false.

If an expression is true, its value is non-zero; if false, its value is zero.

### conditional command

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A conditional command tells Deko500 to execute a block of statements based on whether a test expression is true or false.

**conditional loop command**

A conditional loop command defines both a loop and the test that determines whether to iterate or exit the loop.

**control icon**

Use the control icon to move, close or change the size of a window. Click the icon to display a menu of these options. Double-click it to close the window.

**control point**

A control point is the point at either end of a Bezier curve or a line segment. In Deko500, you can move control points to change the curvature or length of a baseline segment.

**creation station**

A creation station is a workstation where you can create, edit and store graphics, but which does not contain video input/output hardware.

### current directory

The current directory is the directory in which files are saved and from which files are opened.

Deko500 maintains four different current directories based on file types:

custom typefaces (.fac)

graphics (.dko), sequences (.seq), automation (.aut)

styles (.sty), preset styles (.pst), shaders (.shd)

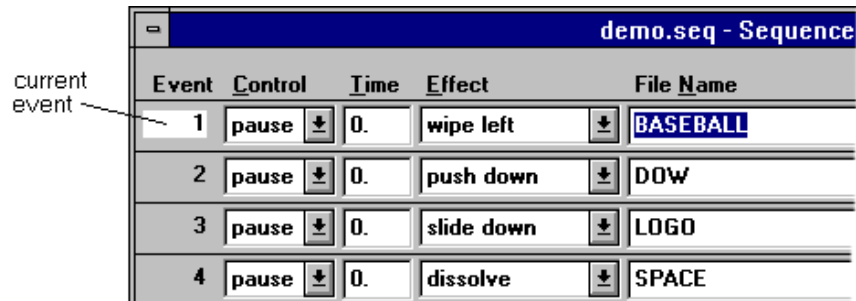
macros (.mcr)

The current directories are remembered whenever you exit Deko500, and restored when you restart Deko500.

### current event

The current event of a sequence is the event you are editing or playing back.

Deko500 indicates the current event by highlighting its event number.



Event	Control	Time	Effect	File Name
1	pause	0.	wipe left	BASEBALL
2	pause	0.	push down	DOW
3	pause	0.	slide down	LOGO
4	pause	0.	dissolve	SPACE

### current style

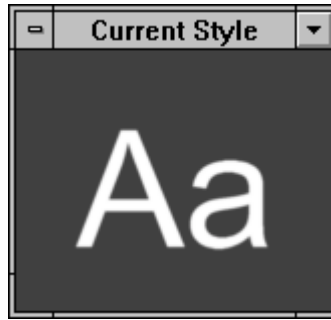
The current style is based on current Font and Look settings in the Style window. Deko500 displays the current style in the Current Style window. Any text you type in a graphic appears in the current style.

When text is selected, the current style becomes the style of the first character of selected text.

When a layer is selected, the current style becomes the style of the layer.

### Current Style window

The Current Style window shows the current style.



### custom typeface

A custom typeface is a typeface made in Deko500 for typing graphical (logo) characters.

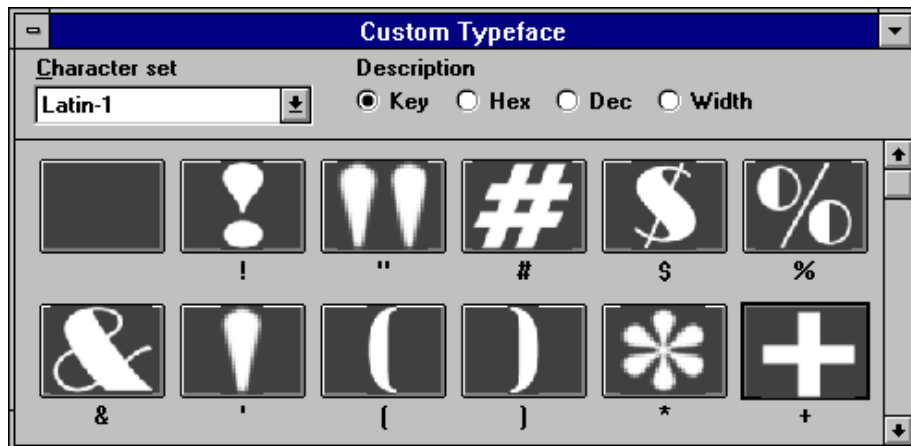
You create a custom typeface by importing graphics and assigning each graphic to a key. Custom Typeface characters can be typed, positioned, scaled, and even given looks like normal TrueType characters.

### Custom Typeface window

The Custom Typeface window shows the currently open custom typeface.

### default value

A default value is the value that Deko500 uses for a parameter with no explicitly specified value.



### desktop

Desktop is the Windows NT term for everything appearing on your computer's color monitor — windows, icons, cursors, buttons, etc.

### detail

A detail is one element of a look. It controls how a font is rendered. There are five kinds of details: face, edge, shadow, underline and frame.

**double-click**

To double-click, move the selection cursor over the desired item on the screen and tap the left mouse button twice in rapid succession without moving the cursor.

**drag**

To drag the mouse, press and hold the left mouse button down and move the mouse in the desired direction.

Release the mouse button to stop dragging.

**element operator**

An element operator (:) accesses a value that is an element of an object.

**event**

An event is one element of a sequence. It describes the playback of a single graphic file using an effect.

**expression**

An expression is a combination of variables, commands and operators that results in a single value.

**eyedropper**

The eyedropper is a button used to pick colors from anywhere on the desktop. It is located in the Shader window, on the color picker.

**font**

A font is a typeface of specified size, shape and orientation.

**frame buffer**

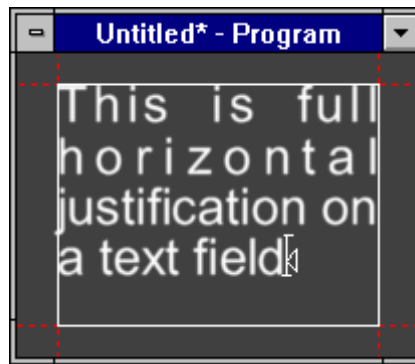
A frame buffer is an area of computer memory that produces an output picture, which can be viewed on a monitor.

A frame buffer consists of an array of pixels, short for “picture elements.” Each pixel is assigned separate amounts of red, green, blue and transparency, from 0 to 255.

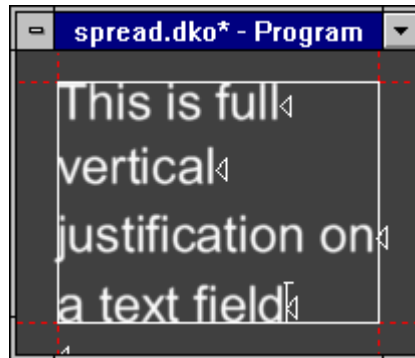
The number of rows and columns of pixels determines the resolution of the frame buffer. In NTSC, Deko500’s frame buffer has 720 pixels in each of 486 rows. In PAL, it has 720 pixels in each of 576 rows.

**full justification**

Full horizontal justification makes selected text, except any row with a newline character (hard return), flush with the left and right sides of the text field box.



Full vertical justification makes the top and bottom lines of text flush with the top and bottom of the field box.



### **global variable**

A global variable can be shared among different macros. Global variables remain active until explicitly deleted using the `free` command or until Deko500 is exited.

### **glyph**

The word glyph comes from the Greek “glyphe,” meaning a pictograph or other symbolic character or sign.

In Deko500, glyphs are actual renderings of characters, in a particular style (font and look).

Deko500 normally renders characters as you type them. For a style with a large font or complicated look, you can increase the speed of typing by pre-rendering the style.

### **graphic**

A graphic is one video page of text and/or background art, created and displayed using Deko500. A graphic is created in the Program window and can be saved on disk as a graphic file.



### Graphic Browser window

The Graphic Browser window, also referred to as the “browser”, shows thumbnails of all the graphics in the current directory. Depending on how it is invoked, this window shows graphics that will be read into Program, put into a sequence, or used as texture shaders.

You can size and position the browser anywhere, to see as many thumbnails as you like.



### graphic file

A graphic file is a Deko500 graphic that has been saved on disk with a file name and the ".dko" extension, for example, "mypict.dko".

### history

The history is a drop-down list of commands that have been executed since the last time Deko500 was rebooted.

### index operator

An index operator ( [ ] ) accesses a specific value from an array variable.

**insertion point**

In a text field, the insertion point is indicated by the text cursor. As you type, Deko500 inserts each character into text at the insertion point, and shifts the insertion point to the right.

To move the text cursor, use arrow keys (↑ → ↓ ←) or click on a new position.

**integer parameter**

An integer parameter specifies a whole number value, either positive or negative, e.g. 3, 12967, -174, 0, etc.

if you specify a real value for an integer parameter, Deko500 ignores the fractional component of the value.

An example of an integer parameter is the number parameter of the select style preset command, which sets the current style from the list of preset styles:

select style preset (number =)

**International window**

The International window shows all the characters in the current character set. Click any character to insert it into the active graphic.

**kerning**

Kerning refers to the spacing between the characters within a word. The higher the kerning amount, the more space between characters. A negative kerning amount tightens the spacing between characters.

**key signal**

A key signal is a black-and-white video signal that, when used with a keyer, tells the keyer how to combine two video signals. Deko500 outputs both a full-color video output and a black-and-white key signal.

Let's say you're keying Deko500 graphics over live video from a camera. You feed the video and key outputs from Deko500 to a keyer (which could be Deko500's own internal keyer), and also the camera output. Where the key signal is white, the keyer inserts Deko500's output (the "fill" signal). Where the key signal is black, the keyer inserts the camera output (the "key" signal). Where the key signal is gray — somewhere between black and white — the keyer mixes the Deko500 and camera outputs.

**keyword**

A keyword is a name used in command syntax to refer to a specific command parameter. Every command parameter has a keyword.

**layer**

A layer is one element of a Deko500 graphic. A layer is either a text layer, a rectangle layer or an ellipse layer.

A graphic can have any number of layers. Layers are rendered from front to back.

**layout**

The layout is the arrangement of windows and toolbars on the desktop. Deko500 provides several pre-configured layouts for composing, editing and playing back graphics and macros.

**leading**

Leading refers to the spacing between rows of text. The higher the leading amount, the more space there is between rows.

“Leading” rhymes with “wedding.”

**linear key signal**

A linear key signal varies from black to white, including intermediate gray shades. This is in contrast (no pun intended) to a hard key signal, which has areas of either black or white but no gray.

A linear key signal is required for keyed graphics to look properly anti-aliased over background video. Your switcher must be capable of handling linear key.

**list parameter**

A list parameter, also known as a repeating parameter, specifies a list of one or more values. Depending on the command, the values on the list may or may not be of the same type.

A command can have no more than one list parameter, which is usually the last parameter.

**local variable**

A local variable is used exclusively in the current macro, and is deleted when the macro ends. By default, user-defined variables are local variables.

One macro cannot reference a second macro's local variables, even if the second macro is a subroutine of the first.

**look**

A look controls everything about the way a text character looks—colors, edges, shadows, etc. A look is made up of a list of details.

**loop**

A loop is a section of a macro that is repeated a specified number of times during playback.

**macro**

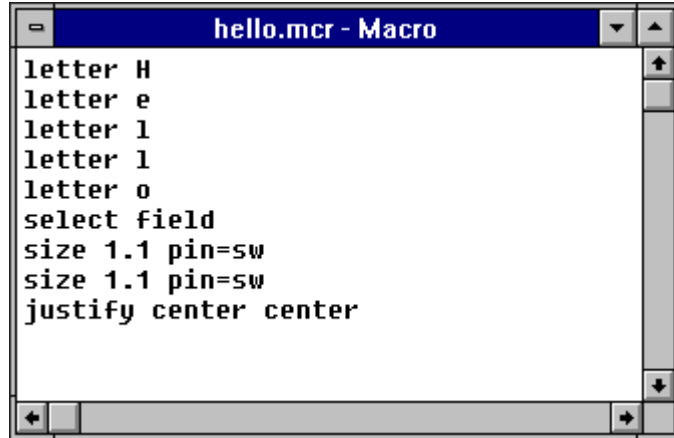
A macro is a series of Deko500 commands that can be saved in a macro file and played back on demand. You can use the macro recorder to record a macro, or you can edit a macro as a text file.

**macro recorder**

The macro recorder is used to play macros and to record actions to create macros.

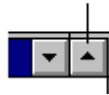
**Macro window**

A Macro window is a window in which you can open and edit Deko500 macro files.

**maximize button**

The maximize button appears on the right side of a window's title bar. Clicking this button enlarges the window to its maximum size.

maximize button

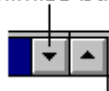
**menu bar**

The menu bar appears near the top of Deko500's application window, under the title bar. Clicking on any entry brings up a pull-down menu of commands. Click on a command to perform it. Commands followed by an ellipsis (...) bring up an additional window for more information to be entered.

**minimize button**

The minimize button appears on the right side of a title bar.

minimize button



Clicking this button reduces the window to its smallest size, usually an icon at the bottom of the screen. For example, clicking the minimize button in Deko500's title bar reduces Deko500 to its application icon. To restore Deko500, double-click the icon.

**navigate**

To navigate around a dialog box, use Tab and Shift+Tab to move between fields, or click on the desired field. The up and down arrow keys (↑↓) scroll through the items in a list.

Double-click a directory to select it.

Double-click a file name to open the file.

**object**

An object is a discrete data structure, that stores a collection of values to be treated as a single item. An object is created by a command and can be used by other commands as a parameter.

Typical Deko500 objects include colors, shaders, ellipses, rectangles, boxes, fonts and looks.

**object parameter**

An object parameter specifies a collection of values that is treated as a single item, i.e. an object. For example, `color=(rgb 100 0 0)`.

Typical objects in Deko500 include colors, shaders, ellipses, rectangles, boxes, fonts and looks.

The letter command, which adds a letter to a text field, includes two object parameters, font and look:

```
letter  [character=]      [font=]
        [look=]         [tx=]

[ty=] [code=] [insert+] [-show] [-
attach]
```

The font parameter specifies an object created by the font command, and the look parameter specifies an object created by the look command.

An object is created by a command, such as font or look, and its components correspond with the parameters of the command that created it.

For example, the rgb object has four components, red, green, blue and opacity. To access a component of an object, use the : operator.

**operator**

An operator is a symbol or other character that indicates an operation performed on one or more values. Some examples are the arithmetic operators, + and -, or the assignment operator, =.

**optional parameter**

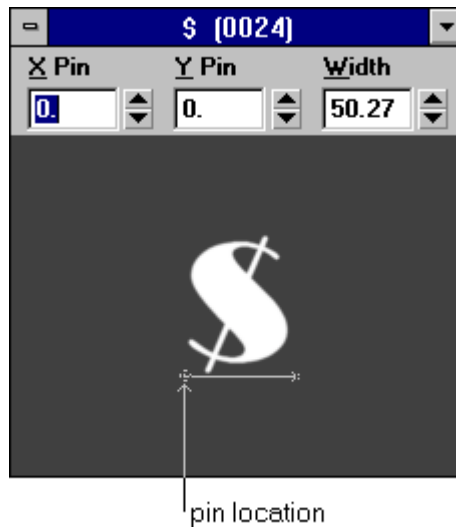
An optional parameter always has a default value. Deko500 uses the default value unless your command specifies a different value.

**parameter**

A parameter is a command modifier, and may be optional or required.

**pin location**

A character's pin location determines how it will be placed relative to the baseline of the current row. The Y value indicates the baseline of the character, and the X value indicates the left edge of the character.

**pre-rendered style**

A style that has been completely rendered and saved on disk. You may pre-render a complicated style for faster typing response.

**preset shader**

A preset shader is a shader that has been stored in one of the 18 shader presets at the bottom of the Shader window. All 18 preset shaders may be saved in a shader presets file.

**preset style**

A preset style is a style that has been saved in one of the eight preset style buttons in the Preset Style window.

**Preset Style window**

The Preset Style window shows the eight preset styles in the current Preset Style (.pst) file. Click a style to choose it for typing.



**Program window**

The Program window shows the current on-air graphic. The contents of this window match Deko500's video output, with the addition of a cursor, safe-title lines and other markers.

**ramp shader**

A ramp shader, or color gradient, is a type of Deko500 shader, used to apply color to a detail. You specify the colors at the four corners of the detail, and Deko500 creates the ramp by interpolating those colors across the interior of the detail. Ramp shaders have an optional highlight color, which produces a line across the ramp.

**real parameter**

A real parameter specifies any numeric value, whole or fractional, e.g. 3, 9, 7, -0.9, etc.

Very large or small real values can be expressed in exponent form. accepts a real number value. For example, 2.5e-10.

An example of a real parameter is the input parameter of the sqrt (square root) command:

```
sqrt      input=
```

**repeating parameter**

A repeating parameter accepts a list of values, which may or may not be of the same type.

**required parameter**

A required parameter has no default value. Your command must specify a value for the parameter.

**resolution**

Deko500 specifies resolution in screen units, which are user-definable in Options/Preferences/Advanced/Resolution. The default value for screen units is 486 in NTSC and 576 in PAL.

**restore button**

The restore button appears on the right side of a window's title bar. Clicking this button restores the window to its size before it was minimized or maximized.

**right-click**

To right-click, position the selection cursor over the item on the screen and tap the right mouse button once.

**safe title area**

The safe title area is the area of the screen considered safe for graphics. Anything outside this area may be clipped by an overscanning monitor.

The safe title area is only a reference; it does not prevent typing outside its boundaries.

You can specify the top, bottom, right and left boundaries of the safe title area. Values represent a percentage of the distance from the specified edge of the screen to the opposite edge.

The text field box defaults to the dimensions of the safe title area.

### **screen space**

Screen location is indicated on the status bar, expressed as either world space or screen space.

World space, or resolution-independent space, is measured in arbitrary units, selected by the user.

Screen space is a literal representation of the video frame buffer. Screen space varies with the video standard: in NTSC 4x3, there are 720 horizontal pixels (called dots) and 486 vertical pixels (called lines). These values can be found in @dots and @lines.

In Options/Preferences, choose Cursor Movement by Pixels for screen space.

### **screen units**

Screen units are the units Deko500 uses for the height of a typeface and for the location of text and shapes in a graphic.

Screen units are user-definable, in Options/Preferences/Advanced/Resolution. Once you set the number of vertical units, the number of horizontal units is automatically set to 4/3 of that amount.

For convenience, the default value for screen units is 486 in NTSC and 576 in PAL, which equals the number of visible scan lines in each video standard.

### **search path**

If Deko500 does not find a file in a current directory, it searches each directory in the appropriate search path. There are three different search paths based on file type:

graphics (.dko), sequences (.seq), automation (.aut)  
styles (.sty), preset styles (.pst), shaders (.shd)  
macros (.mcr)

### **selection cursor**

The selection cursor is used for pointing to objects on the desktop and clicking or dragging them.



### **sequence**

A sequence is a list of events that controls the playback of a series of Deko500 graphic files.



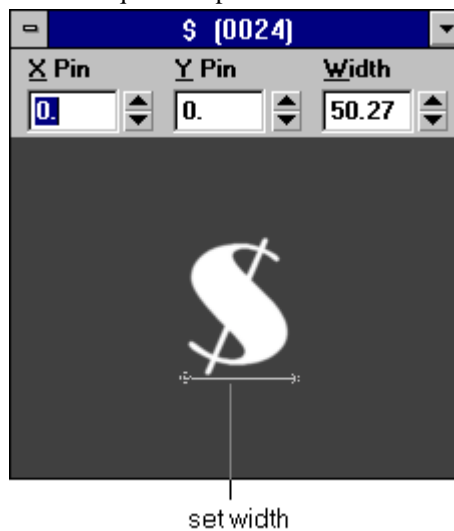
### Sequence window

The Sequence window shows the current sequence.



### set width

A character's set width determines how much horizontal space the character occupies when typed. A character's set width plus its pin location equals the pin location of the character to its right.



### shader

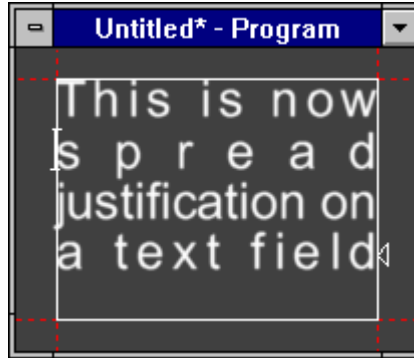
The shader controls the color — solid, texture, or ramp — of a detail or a background.

### Shader window

The Shader window shows the current face, edge, shadow, underline, frame or background shader.

### spread justification

Spread justification makes all lines of text flush with both the left and right sides of the text field box. To do this, space is inserted between words and between letters, as controlled by the Spread % in the Style/Layers window.

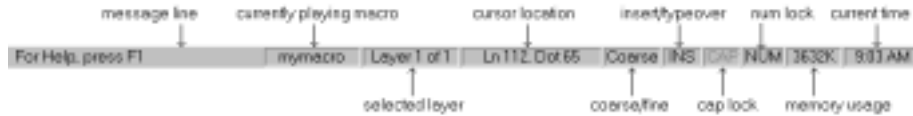


### sprite

A sprite is a smaller element within a graphic or graphic element. For example, in a multi-row layer, each row is an individual sprite.

### status bar

The status bar shows Deko500's current status.



### string

A string is set of characters, such as a word or sentence. A string that includes spaces or non-alphanumeric characters must be defined within quotation marks, e.g. "Hello there."

### string operator

A string operator is a command or symbol that operates on character strings. Most string operations are performed by commands.

### string parameter

A **string parameter** specifies one or more alphanumeric characters (e.g. a letter, word or sentence).

A string that contains spaces or non-alphanumeric characters must be enclosed in quotation marks.

**style**

A style consists of a font and a look.

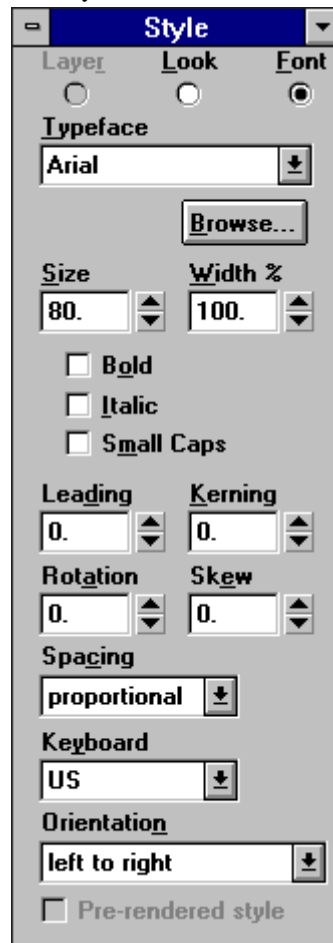
A font is a typeface of specified size, shape and orientation.

A look controls how Deko500 renders a font character. Each look is comprised of a list of details. Each detail is a face, edge, frame, shadow, or underline, and has its own set of attributes which dictate its color, size, shape, etc.

Deko500 provides a variety of tools for specifying attributes of fonts and looks, to create new styles or to revise existing styles.

**Style window**

The Style window shows the current style's font and look.

**subroutine**

A subroutine is a macro that is used as a command within another macro.

**switch parameter**

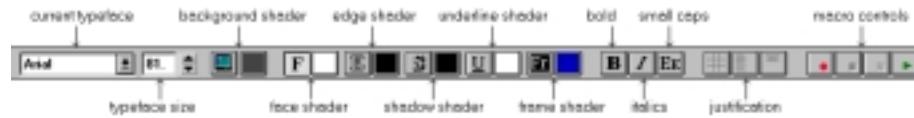
A switch parameter specifies a parameter that is either true or false. A true parameter is either preceded by a hyphen (-) or followed by =1, while a false parameter is either preceded by -no or followed by =0.

**system variable**

A system variable, sometimes called an “at-sign variable” because its initial character is always @, is a built-in global variable that is always accessible to commands and macros.

**text bar**

The text bar is the toolbar at the top of the Deko500 desktop, under the menu bar, which controls many common text functions.

**text box**

Text boxes are Windows NT controls in which you type or otherwise enter information.

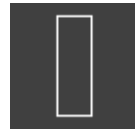
**This is text in a text box |**

**text cursor**

The text cursor shows where in a text field the next typed character will be inserted. The text cursor is shaped like an I-beam or a rectangle, depending how you have your cursor preference set.



I - beam cursor



Box cursor

**text field**

A text field is one layer of text in a Deko500 graphic. A text field is defined by its text field box, which controls word wrapping and justification. A text field has a default style (font and look).

Characters in a text field may extend beyond the text field box. The box is used for alignment, not clipping.

**texture shader**

A texture shader is used to apply a pattern to a detail. The pattern is actually a bitmap that is “cut” from another graphic file and “pasted” onto the detail.

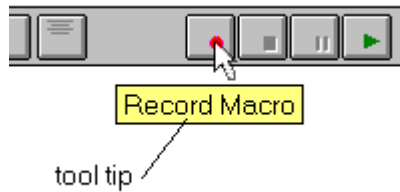
**title bar**

The title bar is the bar at the top of any Windows NT application window, including Deko500's. This bar is highlighted whenever an application is active.



### tool tips

Tool tips are those little yellow pop-up windows that appear if you hold the selection cursor over a toolbar button for a brief moment. They explain what each button does. You can turn tool tips on and off from the Help menu.



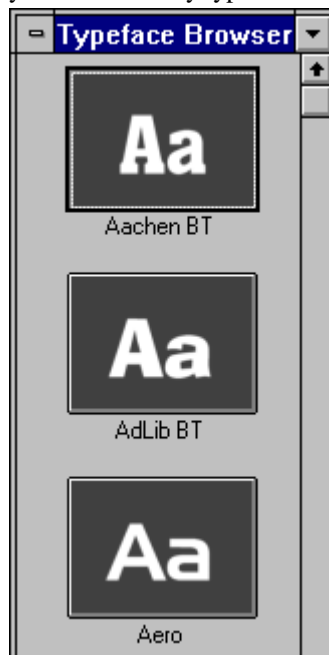
### Tools window

The Tools window contains several push buttons for creating, editing and transforming text fields and layers. To show the Tools window, choose Tools from the View menu.



### Typeface Browser window

The Typeface Browser window shows you a sample of each installed TrueType or Postscript font or each custom typeface in the current directory. The current font is always displayed at the top of the window. The window can be sized and positioned so that you can see many typefaces at once.



### variable

A variable is a place holder of a value that may change. A user-defined variable always has \$ as its first character. For example, \$a, \$frequency, \$winner.

**world space**

Screen location is indicated on the status bar, expressed as either world space or screen space.

Screen space is a literal representation of the video frame buffer, and varies with the video standard.

World space, or resolution-independent space, is measured in arbitrary units, selected by the user. For a 4x3 aspect ratio, the default world space is 6.0 vertical units that range from -4 to +4 across the screen, and 8.0 horizontal units that range from -3 to +3 bottom to top. The point (0.0) is in the center of the screen.

In Options/Preferences, choose Cursor Movement by Screen Units for world space.

You can set world space units to any convenient value. In Options/Preferences/Advanced, enter the number of full screen vertical units, and Deko500 derives the number of horizontal units automatically by multiplying the height by the aspect ratio. The current number of vertical units is stored in the system variable `@resolution`.



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