plura

b r o a d c a s t

CGGold
User Manual

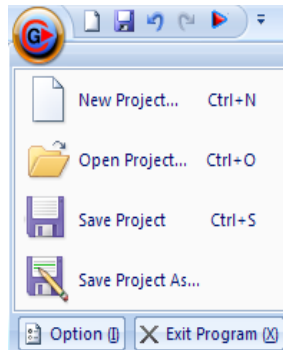**Version 1.5**

Contents
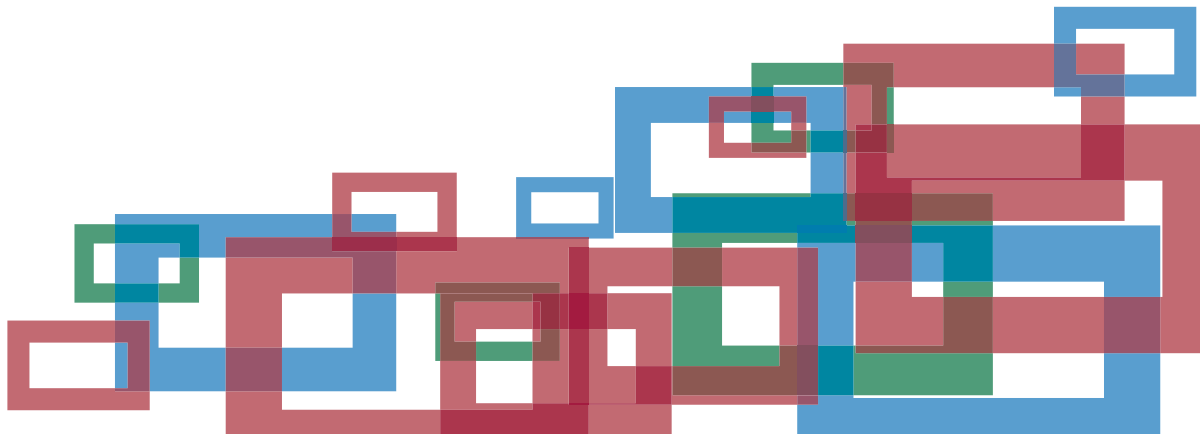
1. Project

1-1. Creating a New Project

Figure 1.1

To create new project, select 'New Project'
Or press 'CTRL+N' to create new project.

After creating new project, as it is shown in **Figure 1.1, Figure 1.2** will popup. You may select the location of the project folder and the project name.

Figure 1.2
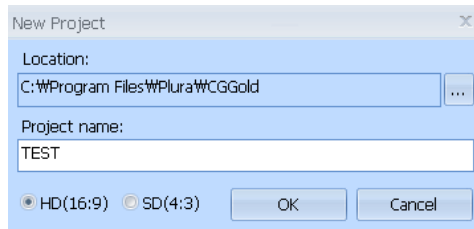
1-2. Opening a Project

Figure 1.3
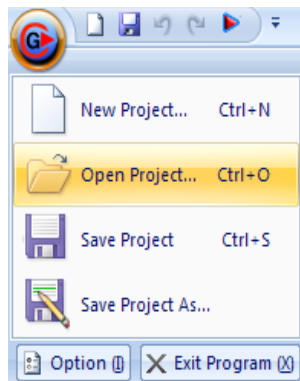
To open an existing project, select 'Open Project' under the main menu or press CTRL+O.

The preview of 1st page of projects' will be displayed. You may double click to open a project.

Figure 1.4

1-3. Saving a Project

Figure 1.5
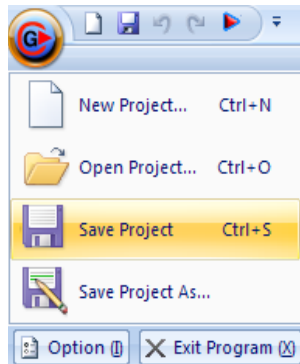
To save the project, select 'Save' button under the main menu or select 'Save As' button.

CGGold supports the Automatic Save. In case of shutting down abnormally, it is useful to recover the project. Go to the **[Option] > [Program Settings]**. Click on the automatic backup saving period checkbox. You may change the intervals in minutes.

Figure 1.6
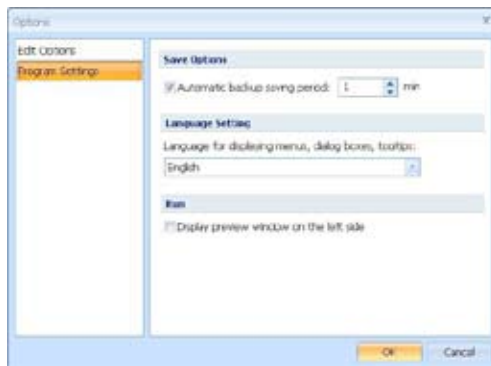
1-4. Editing Multiple Projects

Figure 1.7
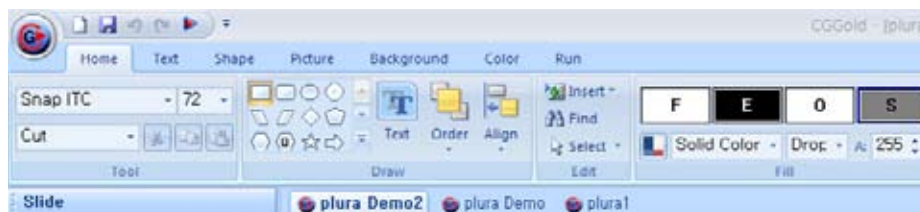
Multi-Project, editing and playing-out, is available in CGGold. While a project is being edited, and if you open other projects as shown in **Figure 1.7**, the project tab will be active for you to edit.

1-5. Copying a Page

Figure 1.8
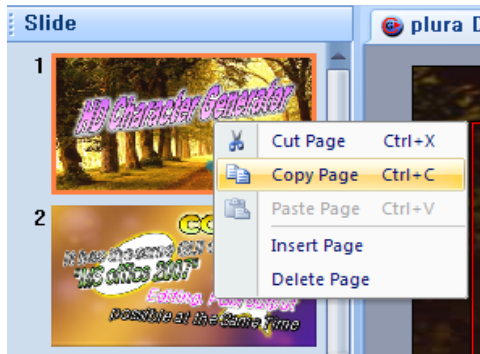
To copy a page, locate the pointer on the desired page and right-click on the page. Select the copy or press **'CTRL+C'** to copy.

To copy multiple pages, hold the Shift key down click on the desired pages. Right-click on the desired pages and select Copy or press **CTRL+C** to copy the pages.

Figure 1.9
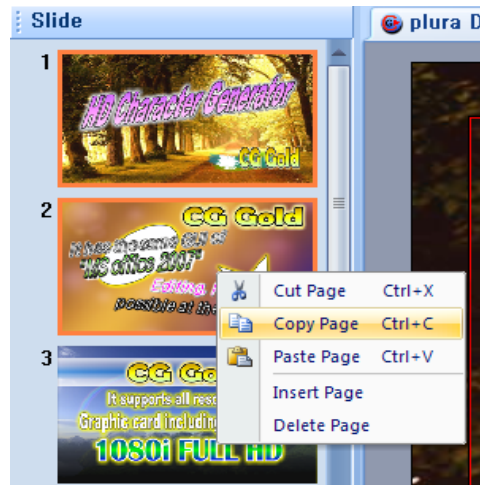
1-6. Cutting a Page

Figure 1.10
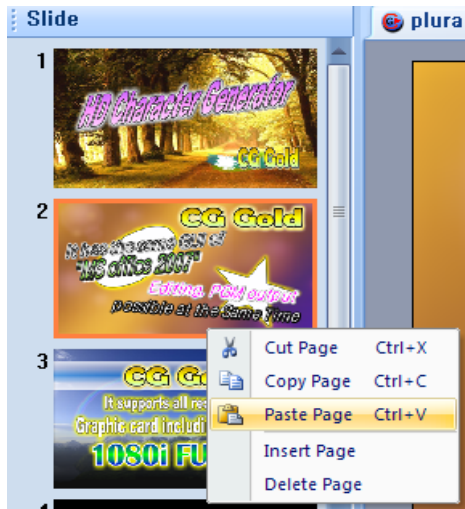
To move a page or to cut out the unnecessary part of a page, select the desired page and right-click on Cut or press **CTRL+X** to cut the page.

1-7. Pasting a Page

Figure 1.11
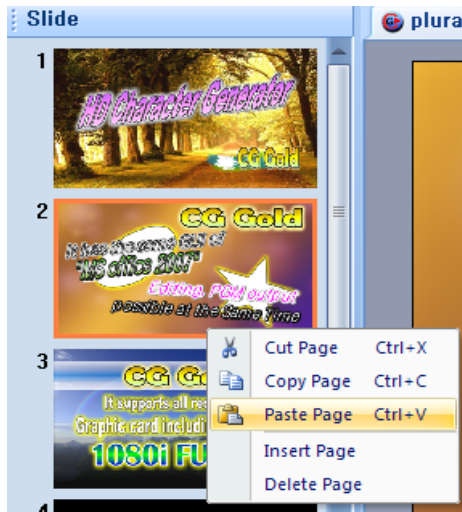
After copying or cutting the page, to paste into the desired page, select the previous page of the desired page and right-click on Paste or press **CTRL+V** to paste. It will be pasted into the next of the selected page.

1-8. Inserting a Page

Figure 1.12
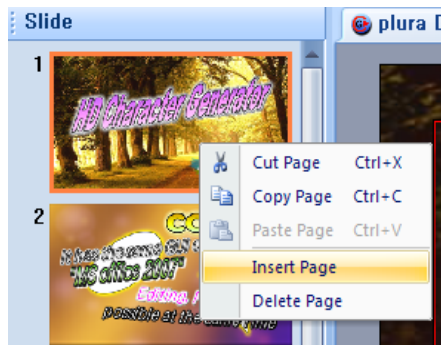
To insert new page, select the previous page of the desired page. Right-click on Inser or Insert key to insert the page.

1-9. Deleting a Page

Figure 1.13
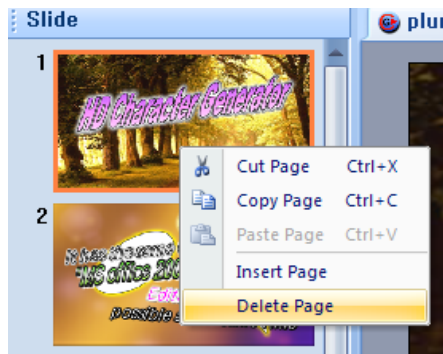
To delete a page, select the desired page and right-click on Delete or press Delete key to delete the page.

* You can't be delete the page if it has been selected on the Preview screen and ready for played-out,.

2. Editing Mode continued

2-1. Selecting Edit Mode

Figure 2.1
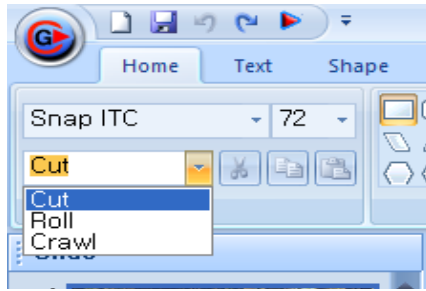
Before editing the character page, the property of the character can be setup. The setup tab is for the individual project palette.

Cut: It is the most common editing mode for setting the effects of input and output to play-out the characters.

Roll: It is to run the characters from bottom to top. It is generally used for introducing the staff at the end of the broadcasting program.

Crawl: It is to run the characters from right to left. It is generally used for news or normal broadcasting program to give information unrelated to the displayed screen.

2-2. Enter Text

Figure 2.2
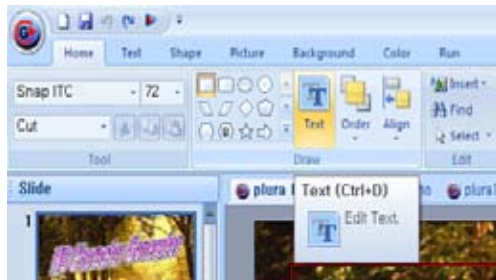
To input the text, click on Text button in [Figure 2.2] or press **CTRL+D** keys and click on the desired location then the cursor will be blinking. Alternatively, double-click on the desired location and the cursor will be blinking.

As shown in **Figure 2.3**, when the cursor is blinking, enter the characters. Commonly used document editing rules were applied, such as pressing Enter will break, pressing Space will jump, etc. After finishing the inputting characters, left-click on the screen to complete.

Figure 2.3

2. Editing Mode continued
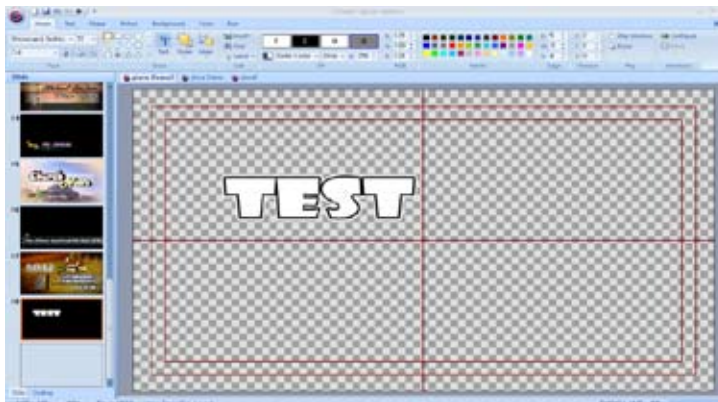
2-3. Edit Text

Figure 2.4

Figure 2.5
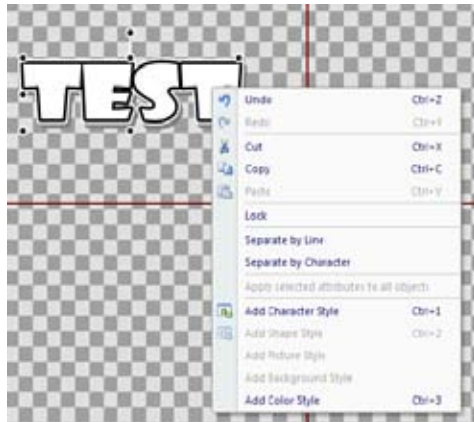
To modify or edit the text, click on the desire text to be edited. **Double-click or press enter key** to activate the cursor to modify or edit the text.

Modifying / Editing: After selecting the character, Double-click or press Enter key.

Deleting: After selecting the character, press Delete key.

Copying: After selecting the character, right-click on Copy, **CTRL+C**, or **CTRL+ dragging**

Cutting: After selecting the character, right-click on Cut or **CTRL+X**

Pasting: After selecting the character, right-click on Paste or **CTRL+V**

2-4. Draw

Figure 2.6

Figure 2.7
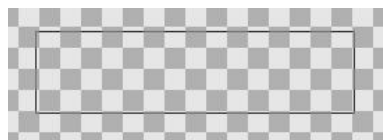
Figure 2.8
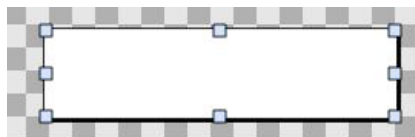
To draw shape, select the shape in the shapes tab first. As shown in the **Figure 2.6**, drag its size in the project palette.

As shown in **Figure 2.7**, if it is dragged for the desired size, the shape will be created

When the shape is selected, press **CTRL+R** and drag to draw the shape easily.

2-5. Text Size and Font

Figure 2.9

Figure 2.10

Figure 2.11

Figure 2.12

To set the properties of the text, such as font, size, color, etc, select the text and set or change the settings in each property tabs.

1. Changing Font

After selecting the targeted character, the font and its size can be changed as shown in **Figure 2.10**.
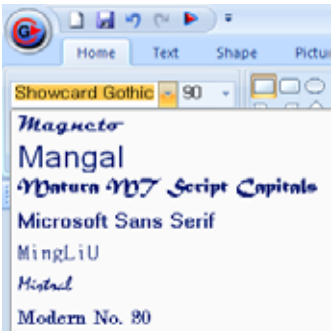
If the font tab is clicked, all kind of fonts in OS will be displayed as a preview. Select the font and the font will be changed. The size can be changed as well.

2. Changing Size

Select text object and place the cursor on the direction to resize the object, then sizing cursor with appropriate direction will appear as **Figure 2.11**. Drag the cursor to resize the text.

2-6. Text Properties

Figure 2.13
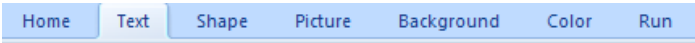
Figure 2.14
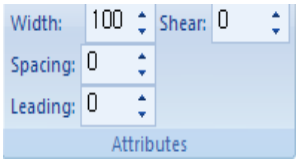
As shown in **Figure 2.13**, select the character tab in upper-right hand side of the ribbon menu. In the character tab, there is detailed character property menu as shown in **Figure 2.14** to setup the properties in detail.

Width: Adjusting the left-right scale of a character/text.

Shear: Adjusting the shear of a character/text.

Text Spacing: Adjusting the space between characters.

Leading: Adjusting the leading of text.

2-7. Attributes for Text and Shape (Color)

Figure 2.15

To change the color of a character or shape, after selecting the color tab, shown in [Figure 2.15], select the desired color.

Figure 2.16

F (Fill): Inner color for the character or shape

E (Edge): Color of Outline 1

O (Outline): Color of Outline 2
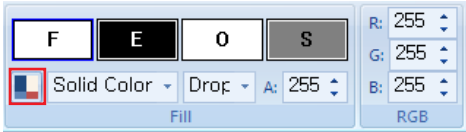
S (Shadow): Color of shadow

Figure 2.17

In case of selecting the color other than the palette shown in **Figure 2.16**, select the custom tab as shown in **Figure 2.17**. A single RGB palette will be displayed as shown in **Figure 2.17**. Select the appropriate color by switching the Standard <=> Custom palettes.
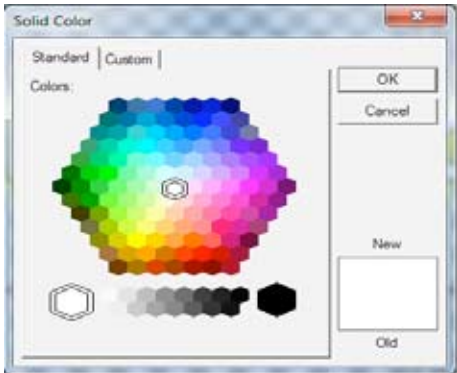
2-8. Attributes for Text and Shape (Transparency)

Figure 2.18
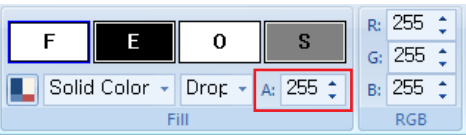
To change the transparency of an object, the desired transparency can be set. The value of A in **Figure 2.18** can be changed. The range of the value is from 0 to 255. After selecting the shape, it can be changed.

A = 0   A = 150

2-8. Attributes for Text and Shape (Texture)

Figure 2.19
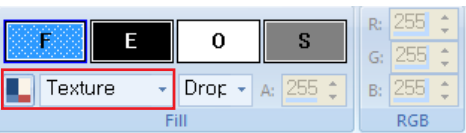
Texture mapping is to fill in the characters or shapes with pictures, instead of filling them with color. It is available for all of F, E, O, and S. After selecting the mapping tab in **Figure 2.19**, an explorer popup will be opened. Select the desired picture as shown in **Figure 2.20**. It will be inserted into the shape.

Figure 2.20

2-10. Attributes for Text and Shape (Gradient)

Figure 2.21
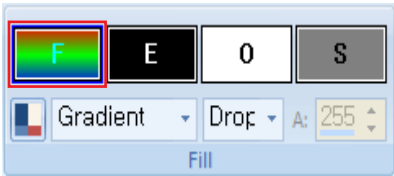
If the formulation in **Figure 2.21** is pressed, the setup tab will be displayed, as shown in **Figure 2.22**.

When the color level is added in **Figure 2.22** tab, point out the gradation stick on the desired location and double-click on it. Then press delete key.
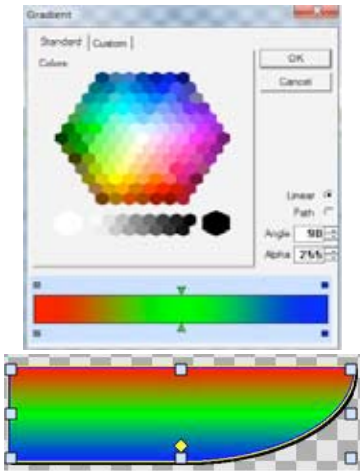
Tilt: Setting the direction of formulation.

Transparency: Setting the transparency of the color level

Linear: Linear Gradient Setting

Path: Path Gradient Setting

Figure 2.22

2-11. Attributes for Text and Shape (Outline & Shadow)

Setting the outline and shadow of a character and a shape

Figure 2.23

E: Outline1 (Increasing the value of E)

O: Outline2 (Increasing the value of O, Dual-edging)

S:Soft1 (Increasing the value of S, Dual-edging

X,Y: Shadow (Increasing the left-right value of shadow)

2. Editing Mode continued

2-12. Inserting Object (Picture)

Figure 2.24
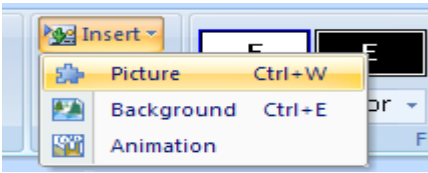
To insert background picture, Clip art, animation, and other external objects, the upper menu in **Figure 2.24** or right-clicking will allow you to insert the object.

After clicking on **Main Menu, Right-clicking, or pressing shortcut key CTRL+W**, the explorer window will popup, as shown in **Figure 2.25**. Select the desired picture.
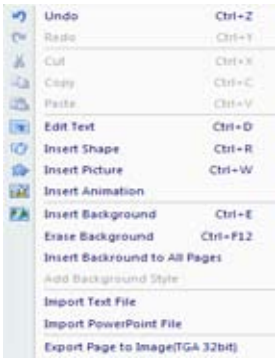
After selecting the Picture, it will be inserted into the editing palette, as shown in the left.

Figure 2.25

2-13. Inserting Object (Background Picture)

Figure 2.26

After clicking on **Main Menu, Right-clicking, or pressing shortcut key CTRL+E**, the explorer window will popup, as shown in **Figure 2.26**. Select the desired background picture.

2-14. Inserting Object (Animation Object)

Figure 2.27
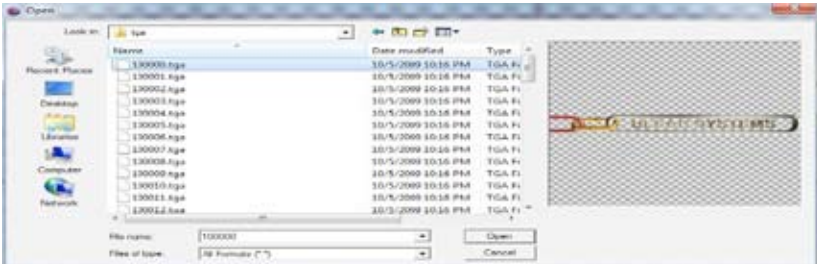
Figure 2.28

It supports the continuous TGA formatted animation.

Select the desired TGA sequence and click on Open to insert an animation object.

The animation will be played, if you double-click on the animation object.

When the editing screen and the play-out screen are opened in the screen, it will not be played even if you double-click on the animation.

2. Editing Mode continued

2-15. Order of Object

Figure 2.29
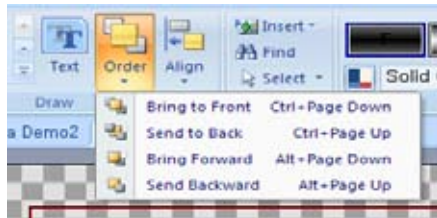
According to the order it was created, it will be located at the bottom. Therefore, the order of layer can be specified afterwards.

As shown in **Figure 2.30**, after the text is written, if the shape is created, the shape is located in upper layer. So the text is blocked and can be seen.

Figure 2.30
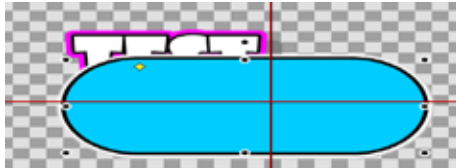
To bring up the text layer, after selecting the text object, select Bring to front under Order menu or press CTRL+PageUp, as shown in **Figure 2.31**.

Figure 2.31

2-16. Aligning an Object

Figure 2.32
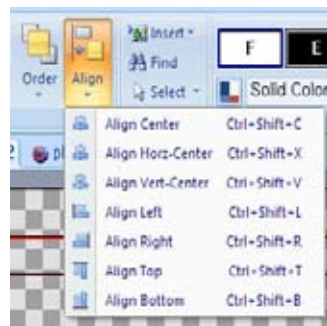
To align multiple objects automatically, Align can be used.

Align Center: Align objects to center.

Align Vertical Center: Align objects to vertical center

Align Horizontal Center: Align objects to horizontal center.

Align Left: Align objects to left

Align Right: Align objects to right.

Align Top: Align objects to top.

Align Bottom: Align objects to bottom.

3. Template

3-1. Character Template

Figure 3.1

Figure 3.2

It is to restore the property of frequently used characters easily when it is needed. As shown in **Figure 3.1**, it is under character menu.

After setting up the outline, shadow, color, size, font, and others, press the register button.

Figure 3.3

The character's template will be saved as shown in **Figure 3.3**

To restore and apply the registered template, select the targeted character and simply click on the template.

3-2. Shape Template

Figure 3.4

Figure 3.5

It is to restore the property of frequently used shapes easily when it is needed. As shown in **Figure 3.4**, it is under shape menu.

After setting up the transparency, color, outline, and others, press the register button.

Figure 3.6

The shape's template will be saved as shown in **Figure 3.6**

To restore and apply the registered template, select the targeted shape and simply click on the template.
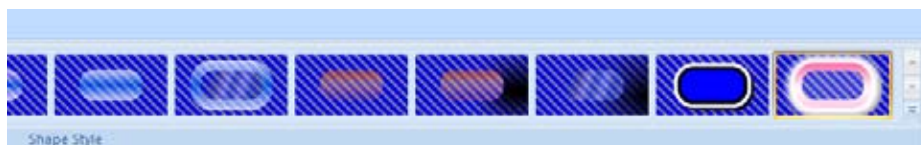
3. Template continued

3-3. Clip Art/Background Picture Template

Figure 3.7
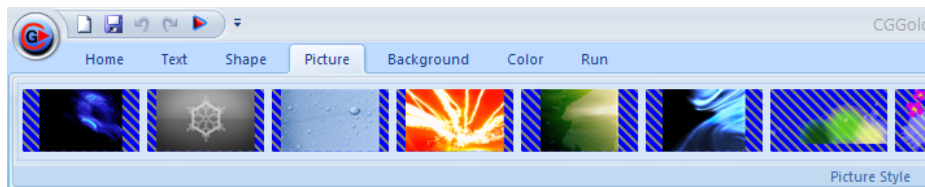
Figure 3.8
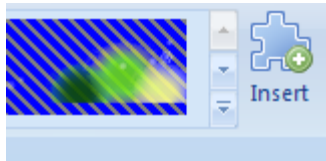
Figure 3.9
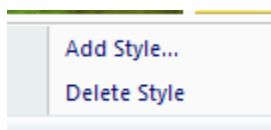
It is to restore the property of frequently used Clip Art easily when it is needed. As shown in **Figure 3.7**, it is under Clip Art menu

Registering and restoring the saved property of Clip Art can be done in **Figure 3.8**. It is a control button for Clip Art.

Inserting: Inserting the selected template among the registered template.

Registering: After pressing the registration button, the explorer window will be opened.

Deleting: Deleting the previously registered template.

Registering and restoring the saved property of background pictures can be done in **Figure 3.9**. The basic operation is same as above.

Deleting: Deleting the previously registered template.

4. Special Editing Functionality

4-1. Default Property

The standard property is the default property setting of the character or shape.

1. When the object is not selected yet, setup the property of character for the standard. =>Font, size, color, outline, shadow, etc.

2. After selecting a specific object and changing its property, new object's property will be followed by the standard property to reduce the duplicated work.

Enter the characters followed by the standard property.
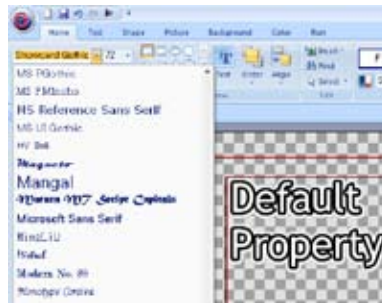
Change the font, color and size.
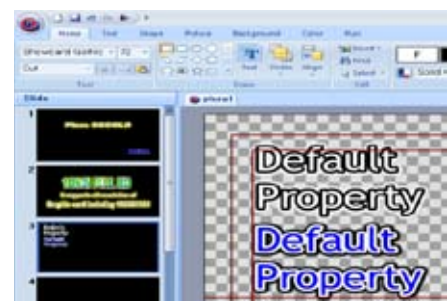
Even-though the property is changed, newly entered character keep the default property.

4-2. Viewing Slide
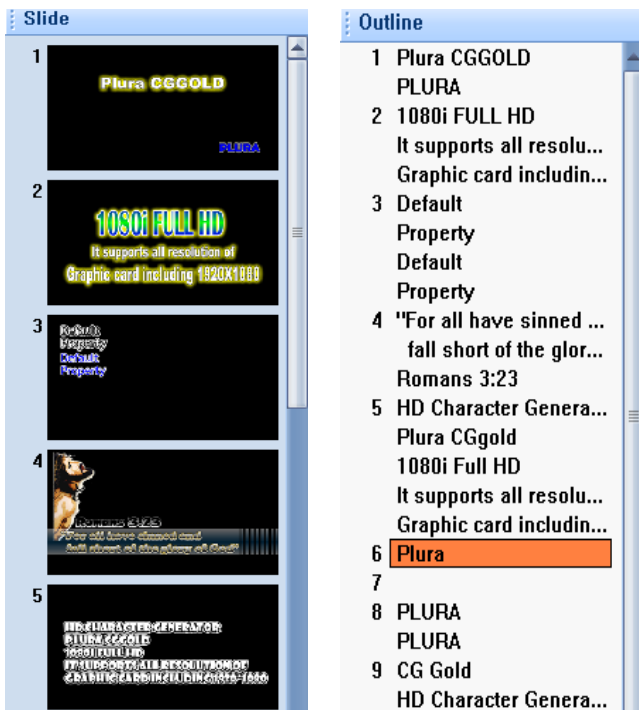
Figure 4.1

As shown in **Figure 4.1**, to preview the subtitles or contents, click on Slide and Overview on the left-bottom menu. If Slide is selected, the design of the subtitle page can be viewed simply. And if Overview is selected, the contents of the subtitle can be previewed.

4. **Special Editing Functionality** continued

4-3. Inquiring for Subtitle

Figure 4.2
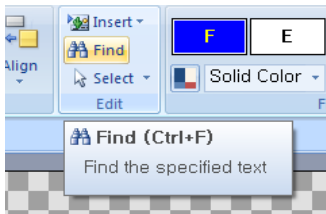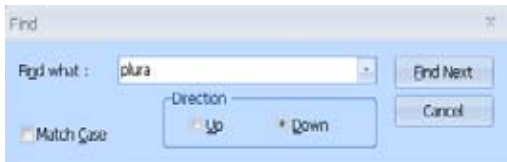
To inquire the certain subtitle easily, click on Find as shown in **Figure 4.2**

Click on Find. **Figure 4.3** will be opened. Enter the subtitle you are looking for. And click on Find.

Pressing "find" button will move to page where next matching word exists.

Importing test file is to insert TXT file into the subtitle page automatically.

Right-click on Import Text File.

As shown in **Figure 4.4**, click on Import Text File.

Figure 4.3

4-4. Importing a Text File

Figure 4.4
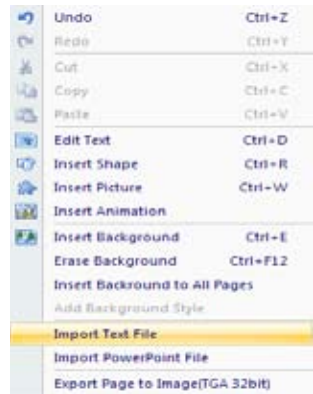
Importing test file is to insert TXT file into the subtitle page automatically.

Right-click on Import Text File.

As shown in **Figure 4.4**, click on Import Text File.

As **Figure 4.5** is opened, click on Import and select the desired text file. As it is selected, the contents of the text file will be previewed in the left-hand side screen..

Locate the text and setup the number of lines and press Project Insertion button. As it is inserted, it will follow the standard property.

*If "//" is marked in the contents, the number of lines displayed in the text screen will be ignored and "//" will have the higher priority for the number of lines.

Figure 4.5

4. Special Editing Functionality continued
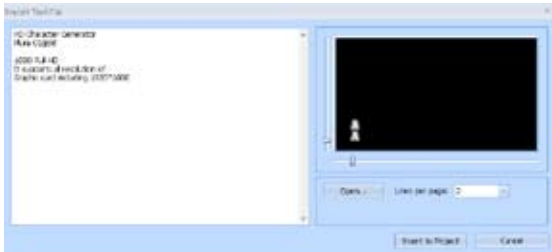
4-5. Inserting Symbol

Figure 4.5

The symbol menu in the ribbon menu provides large amount of symbols and special characters.

When it is ready to enter the character in the editing mode (When the cursor is blinking), select the special character and click on it. It will be inserted. The special character will have same property as the normal character.

4-6. Saving Subtitle Page as TGA file

Figure 4.6
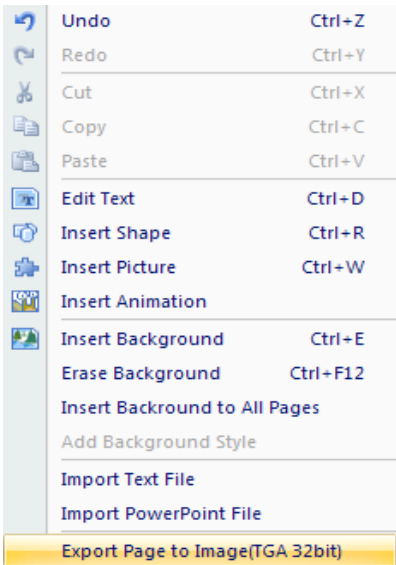
Frequently used icon can be registered as shortcut key.

Right-click on the desired icon.

Select the Add to Quick Access Toolbar and click.

Play-out mode and project conversion are registered as shortcut icon. The icon will be located left-upper hand side.

To remove the registered icon, right-click on **Remove from Quick Access Toolbar** and click on it to remove.

4-7. Registering Shortcut Key

Figure 4.7

Figure 4.8

Figure 4.9

Frequently used icon can be registered as shortcut key.

Right-click on the desired icon.

Select the Add to Quick Access Toolbar and click.

Play-out mode and project conversion are registered as shortcut icon. The icon will be located left-upper hand side.

To remove the registered icon, right-click on **Remove from Quick Access Toolbar** and click on it to remove.

5. Effect Settings

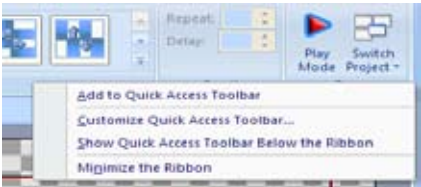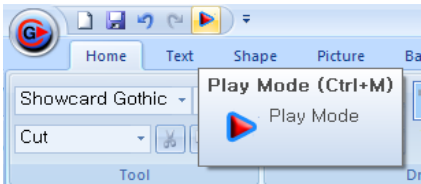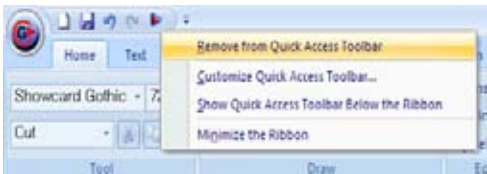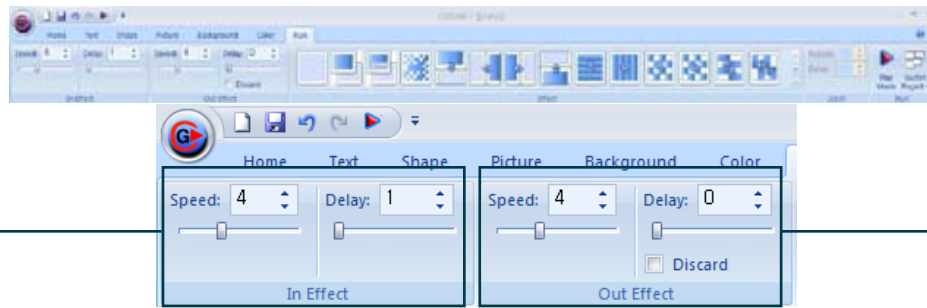As the subtitle is played-out, the effect of input/output can be set. As shown in **Figure 5.1**, select the play-out menu and setup the effect of subtitle pages.

Input Effect

Speed: Set the speed of input effect

Delay (for automatic play-out): Setting time interval of displaying the subtitle and actual playing-out time.

Fade: Setting fade in effect

Output Effect

Speed: Set the speed of output effect

Delay (for automatic play-out): Setting time interval of displaying the previous subtitle and the next subtitle.

Fade: Setting fade out effect

Figure 5.2

The subtitle in/out effect will be apply as you click on the icon shown in **Figure 5.2**

1. Setting input effect

The input/output status of preview screen is displayed on the left hand side. To set the input effect, after selecting the effect icon in **Figure 5.3**, select the effect icon in the play-out menu under ribbon menu.

To apply the same setting for the whole page, select the whole page by pressing CTRL+A key in preview screen and select the input effect icon.

If you press CTRL+effect icon, all of the input effect in the page will have the same input effect.

To apply the same setting to multiple pages, while pressing CTRL key, select desired pages. If you press CTRL+effect icon, all of the input effect in the selected page will have the same input effect.

Figure 5.3
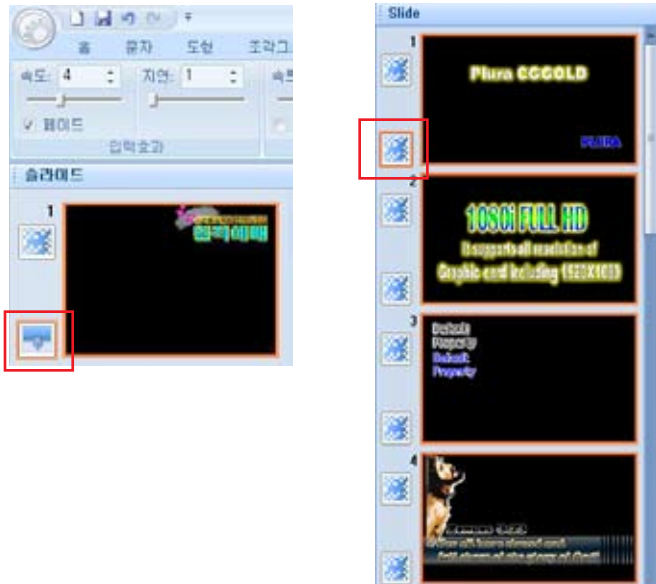
Figure 5.4

Figure 5.5

Figure 5.6

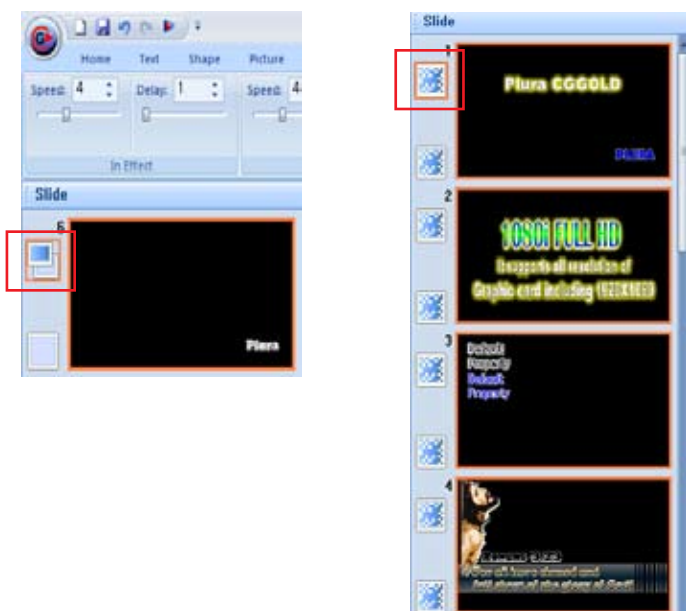## 2. Setting Output Effect

The input/output status of preview screen is displayed on the left hand side. To set the output effect, after selecting the effect icon in **Figure 5.4**, select the effect icon in the play-out menu under ribbon menu.

To apply the same setting for the whole page, select the whole page by pressing CTRL+A key in preview screen and select the output effect icon.

If you press ALT+effect icon, all of the output effect in the page will have the same output effect.

To apply the same setting to multiple pages, while pressing CTRL key, select desired pages. If you press ALT+effect icon, all of the output effect in the selected page will have the same output effect.

3. Setting Same In/Out Effect

To set the same in/out effect, select the desired page and set up the effect. Same in/out effect will be applied.

To apply the same in/out settings, after pressing CTRL+A key, click on the play-out menu under ribbon menu.

To set the same in/out effect for certain pages, after selecting the desired page by CTRL+Clicking, select the effect.
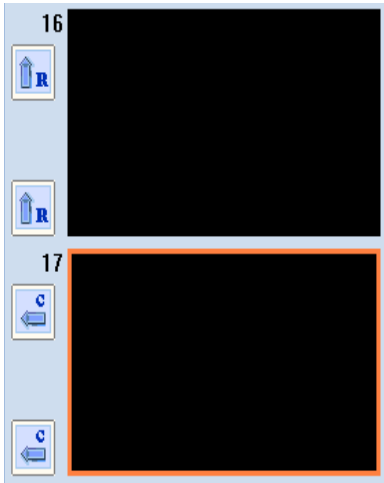
Figure 5.7
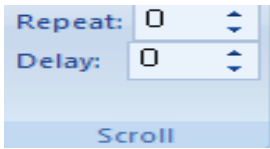
Figure 5.8

4. Setting Roll and Crawl

As shown in **Figure 5.7**, roll is to run the subtitle bottom to top.

As shown at the bottom of **Figure 5.8**, crawl is to run the subtitle right to left.

*For roll/crawl pages, other effects may not be applied.

Repeat: set the number of play-out for roll and crawl.

Delay : Delay time of roll and crawl when they are repeatedly displayed.

*Setting roll and crawl can be done on the left side of the home menu.

6. Play out

6-1. Play while editing

Figure 6.1

Press CTRL+Q to show play window shown in **Figure 6.1**.

Play out while editing enables edit and play to work independently which makes possible to cope with situations in live broadcasting environment.

Use keypad to work with play window.

Keypad Page Up: Previous Preview Page

Keypad Page Down: Next Preview Page

Keypad Enter: Play out

*Num Lock Key must be off otherwise keypad will not work..

6-2. Play Mode
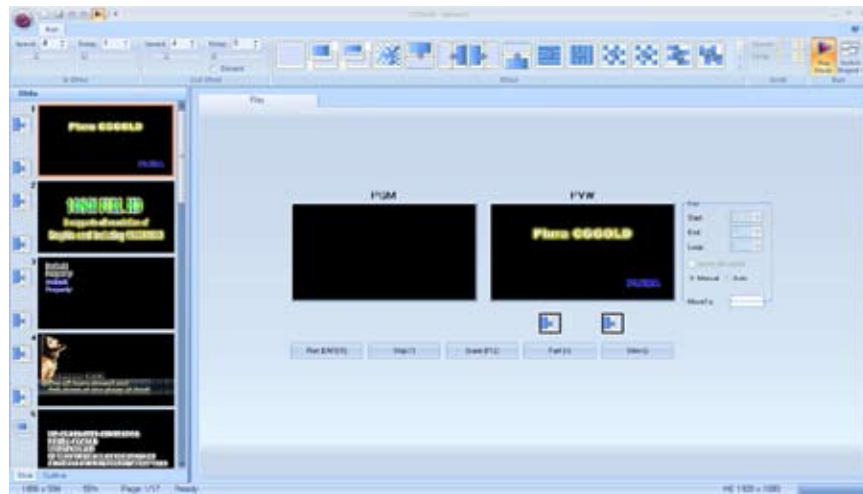
Figure 6.2

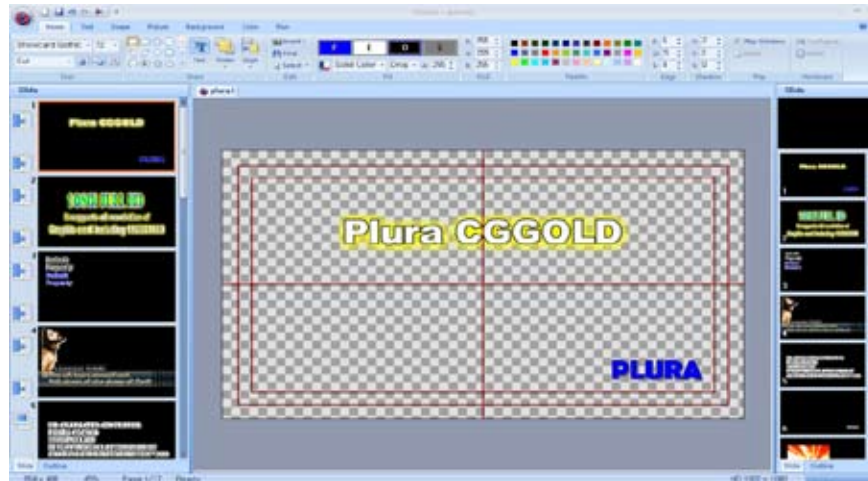Press CTRL+M or Play mode button under run menu to enter play mode.

PVW: Preview page.

PGM: Program page that is on air.

Run(Enter): Play the preview page.

Stop(ESC): Stops the playing out page. (for roll crawl only)

Erase(F12): Clears the program page that is on air.

Fast(UP): Speeds up the roll, crawl speed.

Slow(DOWN): Slows down roll, crawl speed.

Running at play mode, may run CG automatically or manually.

Set the run options shown in **Figure 6.3** to the automatic/manual play configuration

Figure 6.3

6-3. Automatic Play out

Figure 6.4
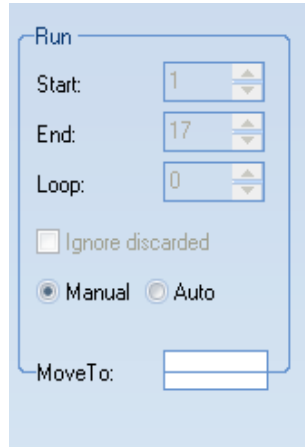
Press "Auto" radio button shown in **Figure 6.4** to play out automatically.

Start: first page to be played

End: last page to be played

Loop: loop count (0 is for infinite loop)

6-4. Opening/Switchin a Project while running in Play Mode

Figure 6.5
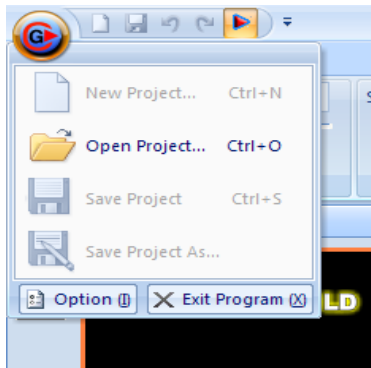
While in play mode, it is possible to open other project(s).

While in play mode, pressing open project will open previously made project which could be play out just after opening.

To switch between projects, press switch project under run menu shown in **Figure 6.6**.

Figure 6.6

7. Hot Key List

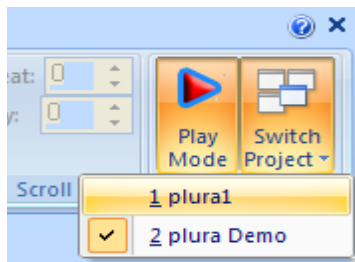| Description	Hot Key	Remark
Play Out		
Play Mode	CTRL+M	
Select Page	PgUp(F8), PgDn(F9), Home, End	
Play out	F10	
Stop Roll/Crawl	F11	
Deselect	ESCAPE	
Erase Screen	F12	
Play Out Using Keypad		
Show/Hide Play Window	CTRL+Q	
Select Play out page	PgUp, PgDn, Home, End	
Play out	ENTER	
Roll/Crawl Speed	+, -	
Roll/Crawl Stop	*	
Erase Screen	F12	
Menu Selection		
Menu Selection	F1	Home
	F2	Text
	F3	Shape
	F4	Picture
	F5	Background
	F6	Color
	F7	Run
Clipboard		
Copy Page or Object	CTRL+C	
Cut Page or Object	CTRL+X	
Paste Page or Object	CTRL+V	
Insert Page	INS	
Delete Page	DEL	
Undo	CTRL+Z	
Redo	CTRL+Y	
Edit		
Select Mode	ESC	
Text Edit	CTRL+D, double click	
Insert Picture	CTRL+W	
Insert Background	CTRL+E	
Draw Shape	CTRL+R	
Jump to Page	CTRL+J	
Find	CTRL+F	
Select All	CTRL+A	
Next Page	Page Down	
Previous Page	Page Up	

7. Hot Key List

Description	Hot Key	Remark
Edit (continued)		
First Page	Home	
Last Page	End	
Bring to Front	CTRL+Page Down	
Send to Back	CTRL+Page Up	
Bring Forward	ALT+Page Down	
Send Backward	ALT+Page Up	
Select Next Object	Tab	
Select Previous Object	Shift+Tab	
Move Object Parallel/Perpendicular	Left click+Shift	
Change Font Size	Alt + Up, Down	
Change Text Width	Alt + Right, Left	
Change Text Spacing	Ctrl + Right, Left	
Change Text Leading	Ctrl + Up, Down	
Move objects by 10 pixels	Shift + Arrow Keys	
Change Edge Size	Ctrl + Shift + Up, Down	
Change Outline Size	Ctrl + Alt+ Up, Down	
Align Center	Ctrl+Shift + C	
Align Horizontal Center	Ctrl+Shift + X	
Align Vertical Center	Ctrl+Shift + V	
Align Left	Ctrl+Shift + L	
Align Right	Ctrl+Shift + R	
Align Top	Ctrl+Shift + T	
Align Bottom	Ctrl+Shift + B	
Add Text Style	Ctrl + 1	
Add Shape Style	Ctrl + 2	
Add Color Style	Ctrl + 3	
Project		
New Project	CTRL+N	
Open Project	CTRL+O	
Save Project	CTRL+S	
Effect		
Select All Pages	CTRL+A	
Change All Input Effect	CTRL+ Select Transition	
Change All Output Effect	ALT+Select Transition	

Notes

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