

## Release Notes

This note provides information that will assist with the operation of G-Scribe, G-Store, and TitleOne version 3.0.1. Review this note for installation tips, new features available in this release, fixes from previous releases, and known issues in 3.0.1.

### Install Notes

If you experience issues with the 3.0.1 install, review the following points to correct any possible problems.

#### Driver Not Properly Installed

After you install 3.0.1, if you receive a message that tells you a driver is not properly installed, run the Inscriber HASP utility located on your installation CD.

#### XD-200 and Firmware Updates

If you are updating from Inscriber 2.0 or a G-Series 3.0 product to 3.0.1 and you have an XD-200, you will need to update your XD-200's FPGA firmware. Refer to the "Update XD200 Firmware" document located in the Documentation folder on your Inscriber product CD for instructions. This does not affect PCI 100 or PCI 1000 users.

**Note:** G-Scribe, G-Store, and TitleOne version 3.0.1 requires FPGA version 7289.

#### Phoenix Control Panel Error

If you are upgrading to 3.0.1 and you have an XD-200, you may receive a script error message when you attempt to run the Phoenix Control Panel. The control panel uses an internet technology called XML. Sometimes the XML information will not load properly until your Temporary Internet files are deleted.

If you receive an error message, use the following steps to delete your Temporary Internet files.

- 1 Launch Internet Explorer.
- 2 Select Tools > Internet Options. The Internet Options dialog opens.
- 3 On the General tab, in the Temporary Internet files section, click the Delete Files button.
- 4 In the Delete Files dialog, select the Delete All Offline Content checkbox.
- 5 Click OK in the Delete Files dialog.
- 6 Click OK in the Internet Options dialog.
- 7 Close Internet Explorer.
- 8 Open the Phoenix Control Panel by selecting Start > Programs > Harris > [Inscriber application] > Configuration Utilities > Phoenix Control Panel.

## New Features

The following points list the new features available in 3.0.1.

- Support for Embedded and Discrete AES Audio using the XD-200 paddleboards.
- Ability to loop events in the Digital Store tool.
- Ability to apply transitions to events in the Digital Store tool.
- Support for the RTX Port application, which allows you to run the Inscriber RTX application on your G-3 system at the same time as your CG software. This requires the RTX ports option and is not available in G-Store.
- Improved user interface for the Phoenix Control Panel.
- Able to apply In and Outpoint to video clips in the Digital Store tool.
- Able to assign channel values in the Digital Store tool.

## Fixes

The following issues are fixed in 3.0.1.

- Fixed: Some media items in the Digital Store tool received incorrect keyword information.
- Fixed: Certain events in page-based rolls and crawls were being overwritten in the play list.
- Fixed: Problems with applying an offset value to Audio Stingers.
- Fixed: Errors deleting items from the Digital Store database.
- Fixed: Issues with active texture backgrounds in Direct Control.
- Fixed: No error for ODBC text when the text exceeded 50 characters. An ODBC error now displays when the text exceeds 50 characters.

## Known Issues

The following points are known issues in 3.0.1.

### XD-200

- The Phoenix Control Panel allows you to configure your XD-200 board to use both SD and HD resolutions. However, in order to use the HD resolutions you must purchase the HD option. If you attempt to launch your Inscriber product in HD mode without an HD-enabled dongle, you will receive a Board Access Failure error message. Contact your dealer if you wish to purchase the HD option.
- If you adjust the settings for your XD-200 preview, you need to restart your system before the changes will take effect.

### CG

**Note:** The CG tool is not available in G-Store.

- The Export To Via feature does not work in 720p mode.
- The Export To VIA option produces a .via file with a duration about 14 frames longer than the original event (prior to the export).
- INS files need to be opened by selecting File > Open in your Inscriber product, instead of double-clicking on the INS file.

- If you modify two segments of a text line in different ways and then apply a style from the Styles tab to the entire line, you will receive an error message. Click Undo in the error dialog.
- If you assigned styles to tabs and your text overlaps the next tab stop, the wrong style will be applied to subsequent text.
- If you add a positional media object to your layout after applying an active texture to a graphic object, the active texture is also applied to the positional media object.
- Positional media objects in a layout will not appear on the preview monitor.
- Layouts connected to Excel spreadsheets cannot be updated while your Inscriber application is running. Excel permits only one application to access the file at a time.
- Comments are not supported in formatted text files. You cannot use // to designate comments in your formatted text files.
- After you load a new .template file in the Template Manager, you need to restart your Inscriber product so that the .template file displays properly.
- When using the Export All Images option, you must save the images to a local hard drive. Exporting across a network does not work.
- You cannot save a layout that contains a high resolution background image as an .ipacked file.
- If you import an SD resolution layout into Overlay that is configured for HD resolution, the layout will not be scaled up to the proper size. You must first import the ICG into your CG and then re-export the file.

## Clock Layouts

- DVE pop-backs do not work correctly with clock layouts.
- Organic Transitions are not supported with clock layouts.
- The background image of a clock layout will always maintain its original size.
- Masks cannot be applied to clock layouts.

## Animation

**Note:** The Animation Editor is not available in G-Store.

- Animations are not supported in Live mode. Disable Live mode before you take an animation.
- If you have assigned a timed trigger to an animation layout, any manual pauses in the animation will be disabled.
- If your real time animation contains a manual pause, you should not have the Cache to Disk option selected on the Renderer tab. Select another precaching option.
- You cannot add a manual pause to a .via animation.
- If your animation contains a manual pause, you cannot click and drag to adjust the position of keyframes after you have taken the animation to air from the Animation Editor. If you experience this issue, restart your Inscriber application.

- If you try to perform certain tasks in the application while a real time animation is playing, a dialog will appear asking whether you want to stop output immediately or allow the animation to finish. You will not be able to perform your task until you stop output. If the animation finishes playing before you decide, the dialog will close on its own.
- You cannot take a real time animation if no keyframes have been defined.
- The first frame of real time animation will be used as the thumbnail image for preview. You cannot select your own preview thumbnail image.
- Real time animations that are set to loop need to be taken from the Sequencer. You will experience issues if you take a looping real time animation from any other module.
- Complex real time animations may cause an error on output. If you are experiencing issues while taking your real time animation to air, switch to the Renderer tab in the Animation Editor and select the Cache to Disk option. You can also disable real time by clearing the Enable Hardware Acceleration checkbox.
- If you are exporting an animation from the Animation Editor as a series of .tga images, you need to disable real time by clearing the Enable Hardware Acceleration checkbox on the Renderer tab first. If real time is not disabled, your exported .tga images will be pre-multiplied with the alpha channel.
- Only the selected animation path is saved in an animation template, even if you select to include all paths. To save a template of more than one animation path, export the animation you wish to use as a template as an ICG file.
- The Export to Via feature is not supported for full screen video clips.
- The Export to Via feature does not generate the correct preview thumbnail image for the .via animation. use ViaBuilder if you require a correct preview thumbnail image.
- Filter effects cannot be applied at the same time as a 3D Mesh template.
- If you are working in 720p mode, animations will play at 60 frames per second instead of 30 frames per second. You can double your animation durations to create accurately timed animations for 720p mode.
- Once an animation is added to the Scrapbook, the "Export Layer as single object" settings are no longer maintained including the animation paths for the exported layer.

## Sequencer

- You cannot put more than 1000 items in a single group in Sequencer.
- Masks cannot be applied to clock layouts.
- The luminance channel is not supported for masks.
- Masks and Audio Stingers cannot be applied to more than one event at a time.
- The roll and crawl speed setting varies according to the length of the roll or crawl.
- When a roll or crawl is taken to air, the screen will clear first even if the Clear option is not selected on the Effect Settings tab.
- PC Clock triggers are not supported for looping play lists. Select another trigger type if your play list is set to loop.

- Once a looping animation is taken to air in Sequencer, you cannot stop or clear the animation until the looping has finished.
- If you take an event with a looping background immediately after a clock layout, the looping background will not play. If you experience this issue, you should clear the clock or set up the event with the looping background first.

## **OverLay**

- OverLay does not support positional media objects. A still image taken to air from OverLay will be displayed in place of the positional media object.
- OverLay does not support the mask feature.
- OverLay does not support Audio Stingers.
- OverLay does not support rolls.
- OverLay does not support real time animations. Animations taken to air from OverLay will render.

## **Digital Store**

- The hardware trim option is not available in the Video Clip Trim Editor. Select the software trim option.
- If you drag a video clip from the Digital Store module to your play list, the transition duration for the clip in Sequencer will change to the clip duration.
- You cannot drag more than 400 images from the Digital Store module to your play list at one time. If you are creating a large play list, select a smaller number of images to drag into your play list at once.
- If you are working in the Browse Store, you can't delete images from the BI folio. Delete the image directly from the Global Folio to remove the image.

## **FrameGrab**

- The CTRL + G shortcut to grab an image may not work correctly the first time. If find your image is incorrect, try to grab the image again.

## **Rapidfire**

- The Clear Layout button does not clear the transition type, transition duration, or event duration.

## **HD**

- The pop-back feature is not supported in HD.
- Avoid using HD clips with 6 channel audio.
- Certain transition effects in HD may not work between events that use video background or active textures.
- Animations running in Progressive (720 p / 30 fps) mode are taken to air twice as fast as animations playing in 1080i mode.



## Output

- If you switch modules in your Inscriber product while an active texture is playing, the active texture will stop playing.
- The Drake Trigger option is not supported for multiple Strata layers. Use the Drake Trigger option for doing takes on channel 1.

## Audio

- There are audio sync issues with G-Scribe offline. These issues are not present when using the audio option with online systems.
- Audio ducking is not functioning correctly. The input audio will not be ducked. The audio mixed within the software will be ducked instead.

## Dual Board Systems

- Paddleboard Audio option for Dual XD200:
  - Board 1: Audio outputs on Channel 1&2
  - Board 2: Audio outputs on Channel 3&4
- Live mode is only supported on channel 1 of a dual board system.
- The Dual Channel Configuration Utility does not support the preview channel. Once you use the utility to configure your system, the preview channel will not be available.

## General

If you have a Main Concept codec installed on your system, .avi video clips with a pixel width of an odd number (for example, 385 pixels instead of 384) will cause your Inscriber application to crash.

## Technical Support

If you are having problems with your Inscriber product, contact Inscriber Graphics Systems technical support for assistance:

Email: [support@inscriber.com](mailto:support@inscriber.com)

Web: <http://broadcast.harris.com/inscriber>

Inscriber Graphics Systems  
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