

TV Clock Designer

User's Guide

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ForwardT Software 3.6.0

SoftLab-NSK, Ltd.

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1 Introduction

Application *TV Clock* is used for creation and editing of clock for broadcasting design. The clock image can be both analog as a dial with hands and digital as electronic clock.

This application uses files of images in format TARGA (*.tga). The result of mixing is saved by the special compressed format to a file *.clc.

2 TV Clock Main Window

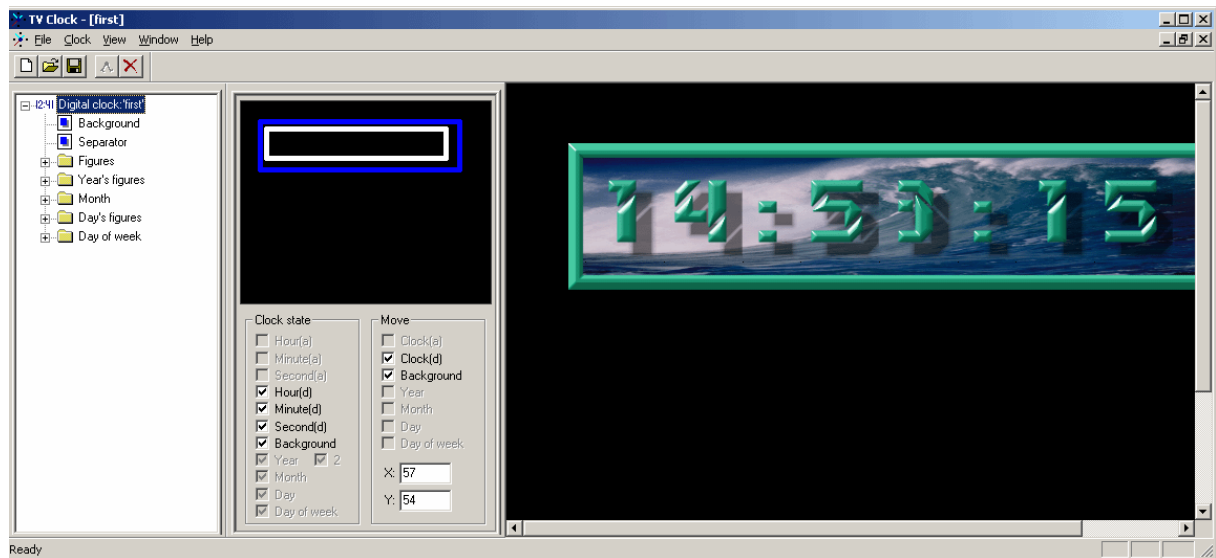


Figure 1. The Main Window

The Main Window of application *TV Clock* with open project at all switched on options of menu **View** is displayed in Figure 1. It is dialog with Menus, Toolbar and three functional Windows. In this figure the example of digital clock is shown.

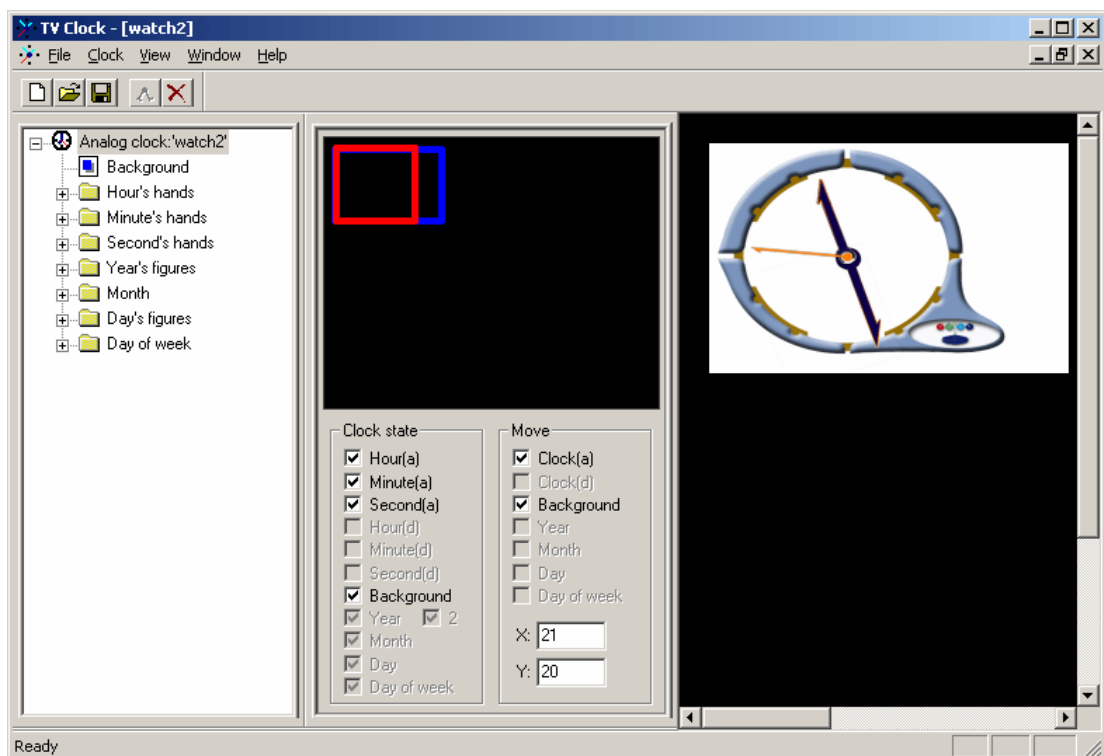







Figure 2. Project with analog clock

The analog clock project with dial and hands is shown on Figure 2.

2.1 Menus and Toolbar

At editing of the open project the Main Window contains 5 menus: **File**, **Clock**, **View**, **Window**, **Help**. If the project is not present, menu **Window** is absent (Figure 5). Buttons on the Toolbar in part duplicates options of Menus.

Menu **File** contains a set of standard options for: creation of a new project **New project...** , opening of the existing project **Open project...** , saving of the project **Save project/Save project As...** , closing of the project **Close project**. The option **Exit** closed this application.

Menu **Clock** contains the following options: **Compress background**, **Start**, **Stop**, **None**, **PAL/SECAM**, **NTSC**. Option **Compress background** allows to compress video of a background (decoration). Option **Start**  starts the project, which is displayed in View Window of dialog *TV Clock* on the right (Figure 1). Option **Stop**  stops display of the current project and clears View Window of dialog – its background becomes grey.

Options of menu **View** allow changing the interface of the Main Window of this application:

- option **Toolbar** shows/hides Toolbar;
- option **Status Bar** shows/hides a status line in the bottom part of Main Window;
- option **Treebar** shows/hides a window with Elements Tree;
- option **Statebar** shows/hides Settings Window of dialog;
- option **Clock Window** shows/hides View Window on the right of dialog.

In Figure 1 the example of Main Window with all switched on options of menu **View** is shown.

Options **Cascade**, **Tile** and **Arrange Icons** of menu **Window** allow operating with View Window. In the bottom part of this menu the name of the current project is displayed.

Option **About TV Clock** of menu **Help** opens dialog with the information on the version of this application *TV Clock*.

2.2 Elements Tree

Option **Treebar** of the menu **View** in Main Window shows window with Tree of project elements (Figure 3) for viewing and control their hierarchy.

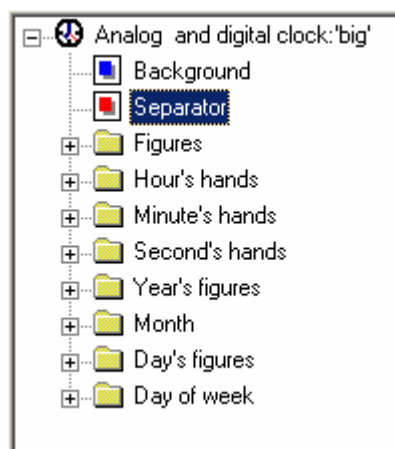




Figure 3. Elements Tree

In heading of Elements Tree type of clock (**analog/digital**) and the project name are specified. Elements of the project are below listed. Small square  near the selected element in a tree becomes red . Click of the mouse right button on the selected element opens the local menu with options: **Load...**, **Save as...** and **Delete...**. With their help it is possible to load the image of the selected clock element from a graphic file and to save it to a file or to delete.

2.3 Settings Window

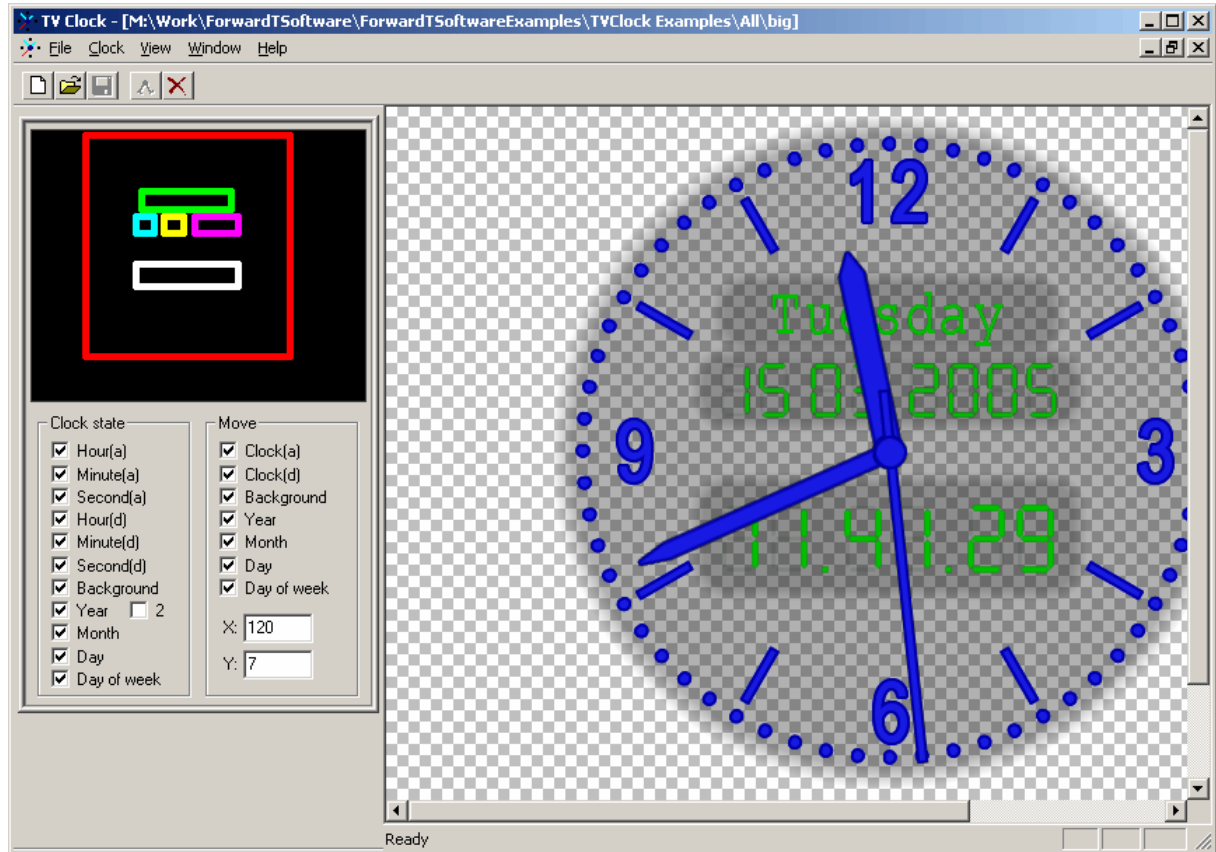


Figure 4. Project Settings

Option **Statebar** of menu **View** allows to make seen Settings Window with clock state and its position on the screen. The project with analog and electronic clock with the indication of date, day of week, month and year is displayed on Figure 4.

At the left in this dialog the Settings Window two-piece is located. In the top part all project elements are displayed schematically as rectangulars of different colors. In the bottom part groups of parameters **Clock state** and **Move** with adjustments of elements of clock and their arrangement on the screen are located. In this example all options in groups are switched on.



Group **Clock state** contains options for all necessary elements of the project. If the option is switched on, the specified element of clock is included in display; if is not present, the specified element of clock will not be displayed in View Window of this application and in program *FDO nAir*.

- **Hour(a)**, **Minute(a)**, **Second(a)** – hour, minute, second hands in the project with analog clock;
- **Hour(d)**, **Minute(d)**, **Second(d)** – hour, minute, second in the project with digital clock;
- **Background** – image background (decoration) for clock;
- **Year** – designation of year from 4 figures if not the flag near to figure 2 (in this case only 2 last figures of year are displayed);
- **Month** – month's name;
- **Day** – date;
- **Day of week** – day of week.

The parameters group **Move** allows to change an arrangement of clock elements on the screen and be relative each other. Set option in this group of parameters allows moving this element together with all in State Window.

- **Clock(a)** – analog clock;
- **Clock(d)** – digital clock;
- **Background** – image background (decoration) for clock;
- **Year** – year;

- **Month** – month's name;
- **Day** – date;
- **Day of week** – name of week's day.

Set of flag opposite to the selected option in the group **Move** allows to move this element together with all in a field of the screen. If the flag is settled the appropriate rectangular is displayed by thick lines , if is not present – thin . At moving one or several elements of clock other (non-selected) elements remain on a place.

For moving of the selected elements it is necessary to press the mouse left button above the chosen rectangular then to move the mouse in the necessary direction and to release the button. The most left and uppermost borders of the selected elements are displayed in fields of parameters **X**, **Y**. Also to move the selected clock elements you can by changing values of these parameters.

3 Creation of a New Project

At start of application *TV Clock* dialog *TV Clock* opens (Figure 5).

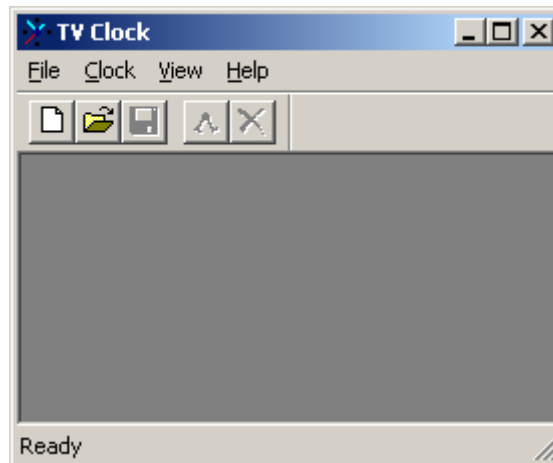



Figure 5. Main Window at application start

Pressing the button **File/New project...**  opens dialog *New clock* (Figure 6) for creation of a new project.

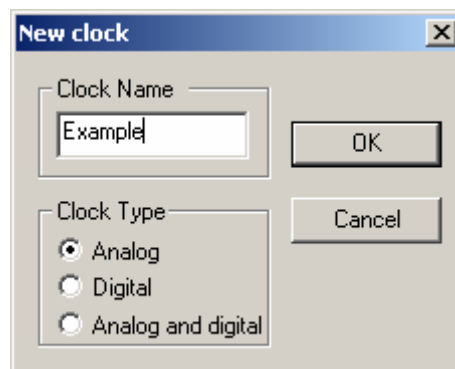


Figure 6. New clock dialog

In this dialog the name of the project **Clock Name** and its type is indicated: **Analog** (analog clock), **Digital** (digital clock) or **Analog and digital** (mixed, contains elements of analog and digital clock). Pressing button **OK** closes this dialog and opens window with Elements Tree.

In a window of Elements Tree the new project name with the list of possible project elements above is displayed. Elements Tree is opened by click of the mouse left button on the icon «+» (Figure 3).

Any necessary element of clock is loaded from previously created graphic file with a transparency by option **Load...** of the local menu of the selected element.

The Elements Tree (Figure 3) contains folders with all necessary elements for clock creation:

- **Background** – image background (decoration) for clock;
- **Separator** – image separated hours, minutes, seconds in digital clock, for example, colon (Figure 1);
- **Figures** – 10 images of figures from «0» to «9» with identical size for digital clock;
- **Hour's hands** – 24 images of hour hands for analog clock;
- **Minute's hands** – 60 images of minutes hands for analog clock;
- **Second's hands** – 60 images of second hands for analog clock.

 *Attention! All hands should be one size.*

- **Year's figures** – 10 images of identical size with figures from «0» to «9» for display of year;
- **Month** – 12 images of identical size with names of months;

- **Day's figures** – 10 images of identical size with figures from «0» to «9» for display of month date;
- **Day of week** – 7 images of identical size with names of week's days.

☞ *Attention! All images in the group should be one size.*

For simplification of designer work on creation of simple analog clock in the local menu of group **Hour's hands** there is command **Load first...**. On this command the program loads the specified graphic file in position «0» and automatically creates the image of all other elements in the group turning the initial image around of the picture center.

For normal work of analog clock it is necessary to set all images of hour, minute and second hands.

For normal work of digital clock it is enough to set only images for figures from «0» up to «9» in group **Figures**.

After necessary images will be loaded State Window (Figure 7) will open in the application dialog.

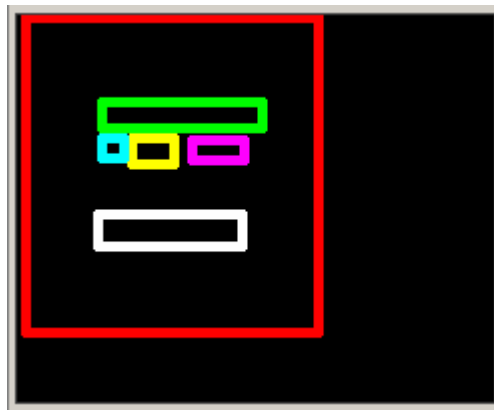



Figure 7. State Window

In this window all clock elements are represented as rectangulars. Moving these rectangulars and using options of the parameters group **Move** it is possible to arrange all clock elements from each other as necessary.

The option of menu **Clock/Start** or the button **Start clock**  on the toolbar displays clock in the View Window. It is preliminary necessary to set the necessary television standard (**PAL/SECAM** or **NTSC**) in the menu **Clock**.

Command **Save project As...** of menu **File** allows to save the ready project to a file *.clc. Further this file can be used in applications *FDO nAir* and *FDT itleDesigner*.