Liberty Version 7.2 Release Notes
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April 21, 2001

Contents

1. **Liberty User Interface Improvements**

a. **Improved Help Display Feature**
   Added a new "Continuous" Help display feature, to assist new users in learning Liberty. When on, help messages are dynamically displayed as you move the cursor over each button. This feature can be enabled/disabled using the new "Display Help" button (lower right corner of the Paint environment, see Figure 1.1 below). The feature can also be enabled/disabled using the new "Continuous Help Display" button in the Help popup (use the corner button of the main green Help button; see Figure 1.2 below). As part of this enhancement, many of the Help messages have been updated as well.

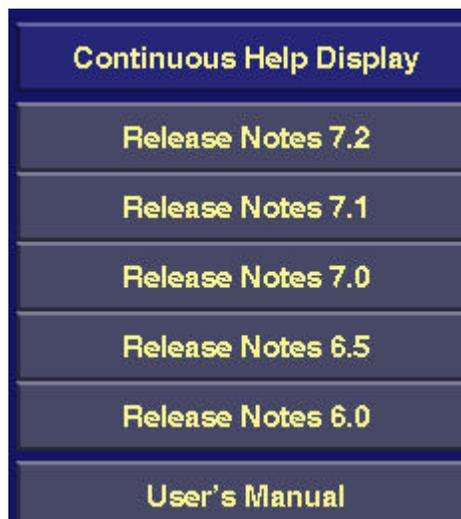*Figure 1.1 Lower Right portion of Paint menu, with new "Display Help" button.*

Figure 1.2 Help popup, with new "Continuous Help Display" and "Release Notes 7.2" buttons.

b. Keyboard Access for Pop ups (using the Control key)
Many of Liberty's pop-up menus are brought up using corner buttons. In Liberty V7.2, these can also be brought up using the Control keyboard key. For any button with a corner button, just press the button while pressing the Control key to bring up the popup.

c. Cut, Copy, and Paste of highlighted text input buttons in Liberty NT
When entering text into one of Liberty's text input buttons (for example, a hostname for FTP), you can now use the Windows clipboard. For example, you can use Control-C to copy text from one text input button, and paste it into another text input button using Control-V.

d. Added Canvas Resolution Elevator to the Canvas Configuration Menu
An elevator has been added to the Canvas Configuration Menu, allowing the user to easily setup and switch between different resolutions. The first time Liberty V7.2 is run, this elevator will be initialized with a number of common default settings. The user can adjust these as needed. Any of the 12 elevator levels can be selected by pressing on it, or the arrow buttons can be used to scroll through each level. The text input button can be used to enter a user defined name for each level. In addition, the elevator will remember any Canvas Configuration panel changes made while that level is selected.
As part of this change, the "Defaults" button has been re-labeled to "Advanced Settings", since the elevator will probably be used more frequently than the popup. In addition, the DPI button has been moved from the main panel to the popup.
The left portion of the Advanced Settings popup (with DPI button) is shown in Figure 1.3 below. The Canvas Configuration panel, with elevator, is shown in Figure 1.4 below.
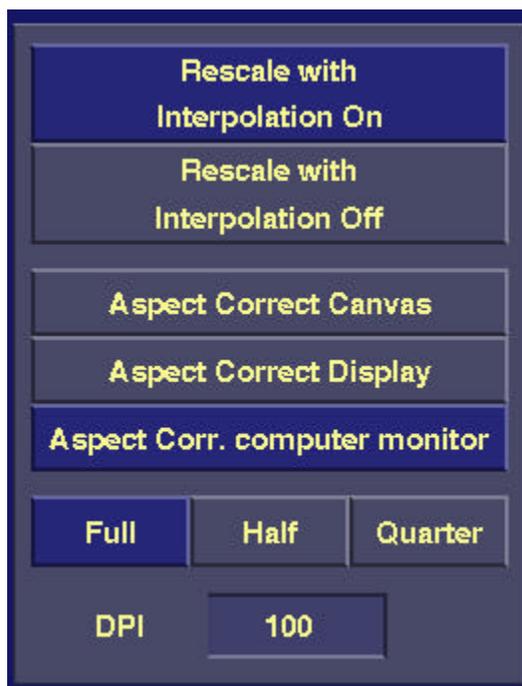

Figure 1.3 Left portion of Advanced Settings popup, with DPI button.

Figure 1.4. Canvas Configuration Panel, with new Elevator at bottom.

e. Added User Selection of Menu Fonts for Liberty NT.

In Liberty NT, a new "Choose Menu Font" button was added to Liberty's Menu Configuration panel. This button allows the user to select the Font Type, Style and Size for display on Liberty's menus. When the user presses the "Choose Menu Font" button, the standard Windows Font Dialog appears, allowing the user to select from the currently installed Windows fonts (these are stored in C:\WINNT\FONTS on Windows NT 4.0 systems; the user may install new Windows fonts using the "Font" tool in the Windows Control Panel). The Font Dialog also allows the user to choose Style (for example, Bold or Italic), and Point Size. Once the user presses OK on the dialog, the new font is displayed on Liberty's menus. Liberty will continue to use this menu font until the user selects another one (each Liberty user may select a different menu font in this manner).

Caution should be exercised when choosing a new menu font. Certain fonts just don't look good on Liberty's menus, due to their spacing or clipping characteristics. In addition, we would recommend a point size of 10 or below, as larger point sizes will result in text not fitting on many of Liberty's buttons.

Liberty's default menu font is "Arial", "Bold", 9 point.

In Liberty IRIX, the user may change the menu font using the "LIBERTY_FONT " environment variable, as in previous Liberty versions. Further details appear in the Liberty Frequently Asked Questions area of www.chyrongraphics.com, under "Support".

f. "Erase Current Layer" now obeys the Mask when on.

In the Temp Layers menu, the "Erase Curr" function will now obey the Mask when the Mask is on. Using this, you can cut out, erase, or feather a layer based on the Mask. In previous versions, you would first need to copy the layer to the Canvas (then apply Erase with Mask) to achieve the same effect.

When the Mask is off, "Erase Curr" erases the entire current layer, as in previous versions.

Note also that you can use Erase Paint on layers. This is an alternate method of erasing or feathering a layer, using the eraser tip of the pen (or painting with no palette colors selected). Erase Paint on layers worked in previous versions for 2D layers. It now works for both 2D and 3D layers.

g. Simplified Paste/Distort Position Movement with Cursor
When doing Transforms in the Paste/Distort menu, when in "Position" mode, the user can now change position of the element by dragging anywhere inside the bounding box (previously, the user had to drag the center point or one of the outer bounding box points). This should make elements easier to grab when positioning.
As in earlier versions, the midpoints of the bounding box edge can be used for horizontal-only or vertical-only movement.

Also, when doing Warp Corners in the Paste/Distort menu, when in "Pen Position" mode, the center point no longer jumps to the cursor position when the user drags inside the bounding box. The position just changes incrementally in this case.

h. Configuration Environment Menu Streamlining
- In the Video Configuration panel, deleted the Src and Tar buttons (the ones in the Paint and Animation environment should be used instead). Also, re-labeled the "Comm" and "V Adj" buttons to "Serial Control Setup" and "Device Specific Settings" respectively. The Video Configuration panel is shown in Figure 1.5 below.
- Re-labeled the "Temps", "Masks", and "Cels Info" buttons in the Menu Config panel. This panel is shown in Figure 1.6 below.
- Re-labeled "Active Server" to "License Server" in the Option Management panel.
- For Liberty NT, the Software Options are no longer displayed in the Options Management panel. These are not used for Liberty NT.
- Deleted the "Framer" call button in Liberty NT (not used).
- Re-arranged the order of the Configuration panel call buttons.
- Deleted unused prefix and palette buttons from the Configuration environment, and re-labeled some buttons. This area of the Configuration environment is shown in Figure 1.7 below.

Figure 1.5 Video Configuration Panel, with re-labeled buttons.

Figure 1.6   Menu Configuration Panel, with re-labeled buttons.

Figure 1.7   Configuration Environment Prefix buttons, and Color Palette.

i. Streamlining of Curve and Text functions
- Modified the Curve "Xfrm" (transform) button so it can be turned on and off while the "Move" button is on.
- Modified Curve functions so that they apply to ALL points if there are no points currently selected (affected functions include Bias, Poly, Scale, Break, Join, Tension, and Rotate).
- Made Text Un-Selection of characters work whenever the "Inv" prefix button is on (before, the "Add" prefix had to be on too).

j. Improved Default Settings:
- In Liberty NT, changed the default for "Custom Cursors" to OFF.
- Changed the default number of RAM masks for Liberty 32 from 2 to 6.
- Changed the default number of RAM temps for Liberty32 from 4 to 10. Changed the default number of RAM temps for Liberty64 from 1 to 4.
- Changed the defaults for the "strip bg" and "real-time" buttons for Color Pick to "ON".

k. Version Related Enhancements:
- Added V7.2 Release Notes to the Help popup (access through the corner button of the green Help button). The top portion of the new Help popup is shown in Figure 1.2 above.
- Bumped the Liberty version number in the Login screen and Windows Title bar.
- Changed the Login screen year to 2001.

2. Expanded Graphics Card Support for Liberty NT

Liberty NT V7.2 no longer requires Hardware Overlay Planes to run. This means that Liberty NT can potentially run on many more types of graphics cards than in previous versions (we have even tried V7.2 on several laptop computers).

Liberty NT still requires a graphics card with support of OpenGL, and True Color (65,536 colors).

Liberty's performance during some operations will still be better on a system with hardware overlay planes (such as a system using the Oxygen VX1 card from 3D Labs), for example when editing Text when multiple paint layers are enabled.

Although this enhancement allows Liberty NT to potentially run on many more types of graphics cards, it is still safer to choose a graphics card qualified by Chyron. We have found that many graphics drivers are less than stable, and buggy graphics drivers can severely affect Liberty's performance.

As of April, 2001, we recommend the Oxygen VX1 card using the following drivers:

Graphics card	Operating System	Driver Version	Date	Download From
Oxygen VX1	Windows NT 4.0	v2.16-00454	11/21/2000	http://www.3dlabs.com/
Oxygen VX1	Windows 2000	v2.16-0597	3/28/2001	http://www.3dlabs.com/

If you are using Chyron's Lyric application on the same system as Liberty, with an Elsa graphics card, we recommend the following drivers:

Graphics card	Operating System	Driver Version	Date	Download From
ELSA GLoria II	Windows NT 4.0	v4.12.01.0756	03/07/2001	http://www.elsa.com/
Elsa Erazor X	Windows NT 4.0	v4.00.1381.0756	03/07/2001	http://www.elsa.com/

3. Added FTP interface to Quantel systems (Browse, Read, and Write)

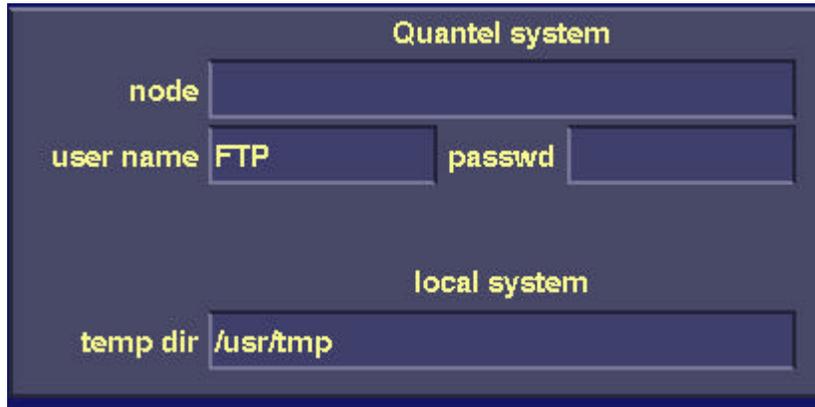*As of April 21, 2001, development and testing of this feature is still in progress.*

This new feature allows the user to Browse, Read, and Write files on Quantel systems using FTP. Browsing is done via the FTP button in the Transfer panel in Paint. In the FTP popup, select "Quantel" as the system type (as opposed to Imagestor, Aprisa Still Store, or Aprisa DDR). Then set the other FTP settings in the popup, as follows:

- node: The host name or IP address of the Quantel system
- user name: Should be set to "FTP"
- password: Should be blank
- temp dir: Temporary directory on your local system. Usually "C:\temp" for Windows and "/usr/tmp" for IRIX.
- Date: When set, only files matching this Date are listed (for example, "12 Dec 2000", or "today").
- Title: When set, only files matching this Title are listed.
- Category: When set, only files matching this Category are listed
- Owner: When set, only files with this Owner are listed
- # Range: When set, only files matching this Number Range are listed.

Once the above parameters are set, pressing the main FTP button browses Picture files on the Quantel system. Thumbnails are displayed for each file (if available). In addition, the numeric file ID, along with the Title, is displayed for each file (the files will be sorted by file ID). Switching the File Manager from "Canvas" mode to "Temp" mode will browse the Cutout files on the Quantel system, while switching the File Manager to "Mask" mode will browse the Stencil files on the Quantel system. Pressing on a file in the list will recall the file into Liberty (to the canvas, or to the next Temp or Mask selected when in Temp or Mask mode).

When browsing the Quantel system, you can turn off the "Browse" button and textual information will be displayed for each file. When the Browse popup is set to "List Database Data", the File ID, Title, Update Date, Volume, Owner, and Dimensions will be listed for each file. When the Browse popup is set to "List Size and Date", the Title, Dimensions, and Creation Date will be listed for each file.

The FTP popup, with Quantel settings, is shown in Figures 2.1 – 2.3 below.
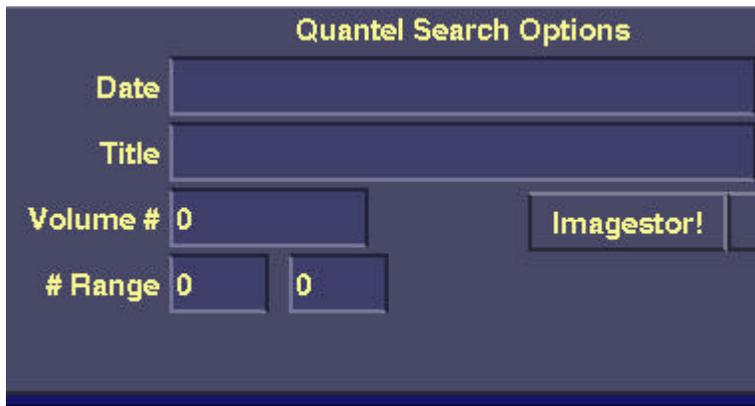

Figure 2.1   Left portion of FTP popup with Quantel settings.

Figure 2.2   Middle portion of FTP popup, with Quantel Search parameters.

Figure 2.3   Right portion of FTP popup, with Quantel Search parameters.

You can also save both Picture and Cutout files from Liberty to a remote Quantel system (save of Stencil files is not yet supported). Just select "Quantel VPB" in the "Save File As" popup. Press on the "Setup" button and select "Save YUV" (for Picture files) or "Save YUV + Key" (for Cutout files). Also, press "FTP" to bring up the Save-as FTP popup. Enter the system's hostname or IP address into the "node" field in the popup. Also, enter the volume number of the Quantel disk to save to, and user name of "FTP". The password can be left blank. Also, turn on the FTP button to enable transfer of the file to the Quantel system. The "Save File As" FTP popup for Quantel is shown in Figure 2.4 below.
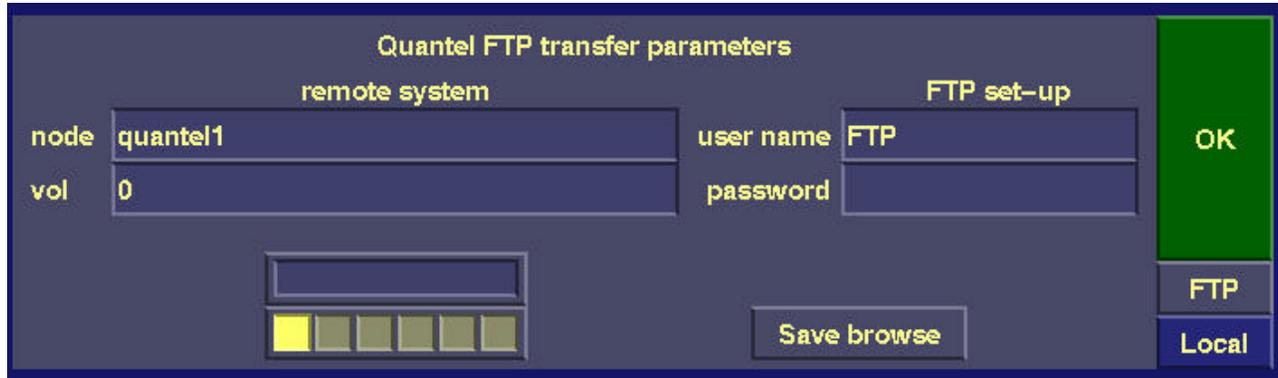

Figure 2.4   Save-as FTP popup for saving files to Quantel systems.

4. Photoshop Related Enhancements

a. The new Eye Candy 4000 Plug-ins from Alien Skin now work in Liberty NT.
   In addition, older versions of Eye Candy will still work, as will Alien Skin's Xenofex plug-ins and other previously supported plug-in sets such as Xaos Tools and KPT.

b. Fixed problems reading Photoshop (PSD) image files saved from Photoshop 6.0. These may cause crashes in Liberty versions previous to Liberty V7.2.

c. Fixed problems saving Photoshop files in Liberty 64.

5. Bug fixes and Tuning

a. Fixed problems with Codi real-time show when the canvas is zoomed.

b. Fixed problem of NT drive letter sometimes being displayed as lower case.

c. Fixed problem of garbage sometimes appearing on the top line of full-size Custom Brushes.

d. Fixed problems with Clipboard Cut and Copy in Liberty 64 NT.

e. Fixed problems with arrow buttons in Write-on Actor menu (to increment/decrement brush type and mode).

f. Allow Mask and Shape actor Blur sliders to be set to 0 (previously, they were limited to 1 minimum). Same with Sharpen sliders.

g. Fix problem of top half of "Imagestor & Aprisa" button (in Save File As popup) not reacting to button press.

h. Fix initialization crash in Liberty NT when "Custom Cursors" are enabled.

i. Fix crash when copying Chroma Key elevator levels in Paint.

j. Fixed hang when Text space size slider is exited with "Esc" key.

k. Fixed hang when editing Text and a Grid is created from the Mask (in the Grid popup).

l. Fixed problem with Text wire-frame not showing up when first editing Text after a Text actor has been rendered.

m. Properly scale the Curve Transform Point when the canvas zooms (this also applies to the Shape and Text Transform Point).

n. Fixed problems with redraw of Curve transform point

o. Fixed problem with Done button not working when using Shape menu in Animation.

p. Keep the Shape Move button on after completion of Shape Gradation. Same for Shape Transform.

q. Fixed problem of Shape In-betweening becoming disabled when using Shape Actor

r. Fix occasional crash in Shape Transform

s. Obey "Show BG Color" button for Shows to DPS Reality. Also obey "UnPreMult" on/off button for Shows to DPS Reality

t. Optimize redrawing of grid when Paste/Distort is up.

u. Fixed problem with Paste/Distort image refresh after the menu icons are redrawn.

v. After a Key-frame Preview, temporarily suppress any Paste preview so that the result of the Key-frame Preview can be seen underneath.

w. Fixed refresh problems and crashes when using Key-frame Preview with Paste Normal or other non-Distort modes (Shadow, Emboss, etc).

x. Cleaned up some inconsistencies with display of the path in Animation. Always re-display the path when exiting a key-frame. Never display the path when editing Shapes.

y. Fixed occasional crash when doing Animation Peek preview.

z. If File Manager Selection is enabled, if the user presses on a file while holding the control key, display file info popup (this makes this function consistent with when Selection is off).

aa. Prevented canvas panning from "sticking" in one place when layers and masks are being displayed.

bb. Improved user error messages when the Mask is off or empty and the user tries to create a Grid from the mask.

cc. Fixed inconsistency when the Field Guide popup is exited with the Esc keyboard key.

dd. Fixed inconsistencies when Painting and the user goes into the Mask Browse popup and selects a new Mask. Also, fixed inconsistencies when Painting and a new Mask is selected by entering the Mask number in the Mask Elevator text window.

ee. Fixed bug of layer position sometimes offsetting when layers are Composited (after recalling a layers file then entering the Layers popup, or after turning off Layers, switching temps, then entering the Layers popup).

ff. Prevented erroneous Paste refresh when the F6 key is used but the Paste menu is not up.

gg. Eliminated redundant Paste refreshes.

hh. Fixed problems when the Under prefix is on and certain Paint modes (such as Blur) are utilized.

ii. Fixed problems with zoom keyboard keys (F1 and F2) not always working (especially when painting and layers and/or masks are on).

jj. Allow Mask previews to be terminated with the End keyboard key (this previously only worked when Layers were on).

kk. Deleted redundant refresh that was resulting in layers toggling on and off when panning the canvas.

ll. Fixed crash when recalling a Layers file and there aren't enough RAM temps to accommodate it.

mm.   In Liberty NT, fixed problem of the Alt keyboard key (and thus canvas panning) sticking On after the Alt key is pressed with another key like Shift.

nn. Ensure that Canvas Panning is stopped when another function is started, or when the "Esc" key is pressed.

oo. Prevented bad refresh of Paste/Distort axis when previewing key-frames.

pp. Improved Windows Error Message handling

qq. Fixed crash when rendering Text actors within Troupe actors.

rr. Fixed problems when the movie file path has a "." in one of the directory names.

ss. Fixed problems with Animations with multiple Text actors sometimes not recalling the correct font.

tt. Fixed problems with using keypad + and - keys when editing a key-frame and entering a text (for example, to change a mask actor key-frame parameter).

uu. Fixed occasional crashes when exiting Liberty.

vv. Re-wrote Liberty NT menu font set-up code to improve error handling.

ww.   Removed immediate exit from the application when there was a problem with a menu font.

xx. Fixed problems with Texture not reloading when the contents of the current (3D) layer are changed and then layers are turned on.

Yet More Bug Fixes…

a. Fixed problem updating Switcher Actor Composite mode buttons.

b. When recalling to the canvas, if there is a layers filename in the filename window, fix problem of ".im" be attached (and the recall failing) when the user presses "Enter".

c. Fixed crash when a 3D layer is Erase painted

d. Fixed crash when line painting with grid on and same point presses twice

e. Fixed problem of palette buttons being disabled when Rectangle Mask is completed, if "Mult" had been turned on while Rectangle Mask was on.

f. Fixed crash when Noise is applied to a 3D Layer.

g. Prevent Layers on/off from turning Text Edit off.

h. Fixed crash when Paste Painting and Canvas and Temp are swapped.

i. Fixed problem of Paste preview coming up when Pasting from Clipboard, wen Layers are enabled

j. Fixed problems with Texture mis-loading when an inactive layer is moved o another location in the Layers menu, then enabled as a 3D layer.

k. Fixed rounding problem with x and y size when re-scaling files during recall/save

l. Fixed bugs in Difference Mask function

m. Re-wrote tablet driver related code in an attempt to fix sporadic bugs.

n. Fixed problems with setting Brush Cursor mode to "both" in Liberty NT

o. Fixed problem updating Difference Mask "Clamp" and "Ramp" buttons.