VSPrompter 3

Brief User's Guide

Before using the software:

Make sure that your system meets the following minimum requirements:
Supported Operating Systems:
Windows Vista (32-bit / 64-bit)
Windows 7 (32-bit / 64-bit)
Windows 8/8.1 (Desktop Only 32-bit / 64-bit)
Windows 10 (Desktop Only 32-bit / 64-bit)
CPU:
Intel® Celeron® 1.4GHz or equivalent processor (SSE2 required) (netbook CPU's such as Intel Atom not recommended)
RAM:
2GB
Graphics card with 2 video outputs:
For Systems running Windows Vista / 7: DirectX 9 or later with WDDM 1.0 driver
For Systems running Windows 8.1/10: DirectX 11 or later
Additional secondary video output is required.
2x USB 2.0 port is required (for pedal and for dongle)

Make sure the teleprompter's monitor is turned on and plugged into the correct video port on your computer. You might also need to select the correct source labeled on your monitor's controls to ensure the monitor is using the correct video port. To ensure proper operation of VSPrompter software please set your teleprompter's monitor as extended by changing your system display settings. To achieve this, follow these steps:

1. Open 'Screen Resolution' by clicking the 'Start' button, clicking 'Control Panel', and then, under 'Appearance and Personalization', clicking 'Adjust screen resolution'.
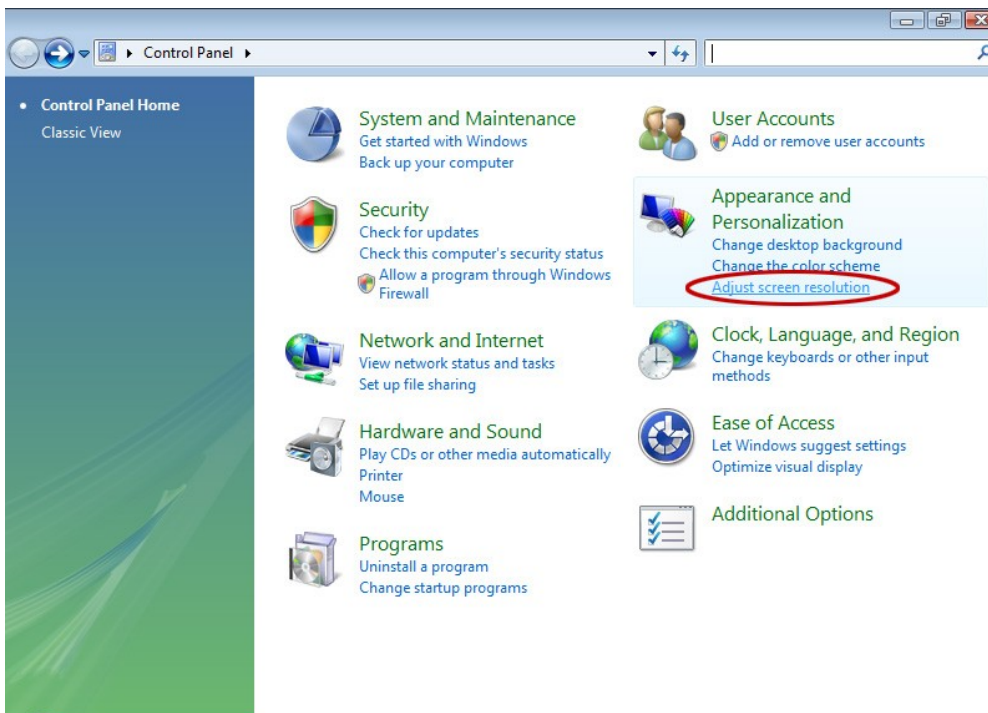
Click the drop-down list next to Multiple displays, click 'Extend these displays', and then click 'Ok'

The 'Multiple displays' option appears only when Windows detects more than one monitor connected to your PC. If you don't see an option named 'Multiple displays' in your display settings, then Windows isn't detecting a second monitor plugged into your desktop computer. Or, it is not detecting an external monitor plugged into your laptop. When Windows detects this monitor, it will appear in the drop-down list next to Display. If you don't see it listed there, try clicking Detect.
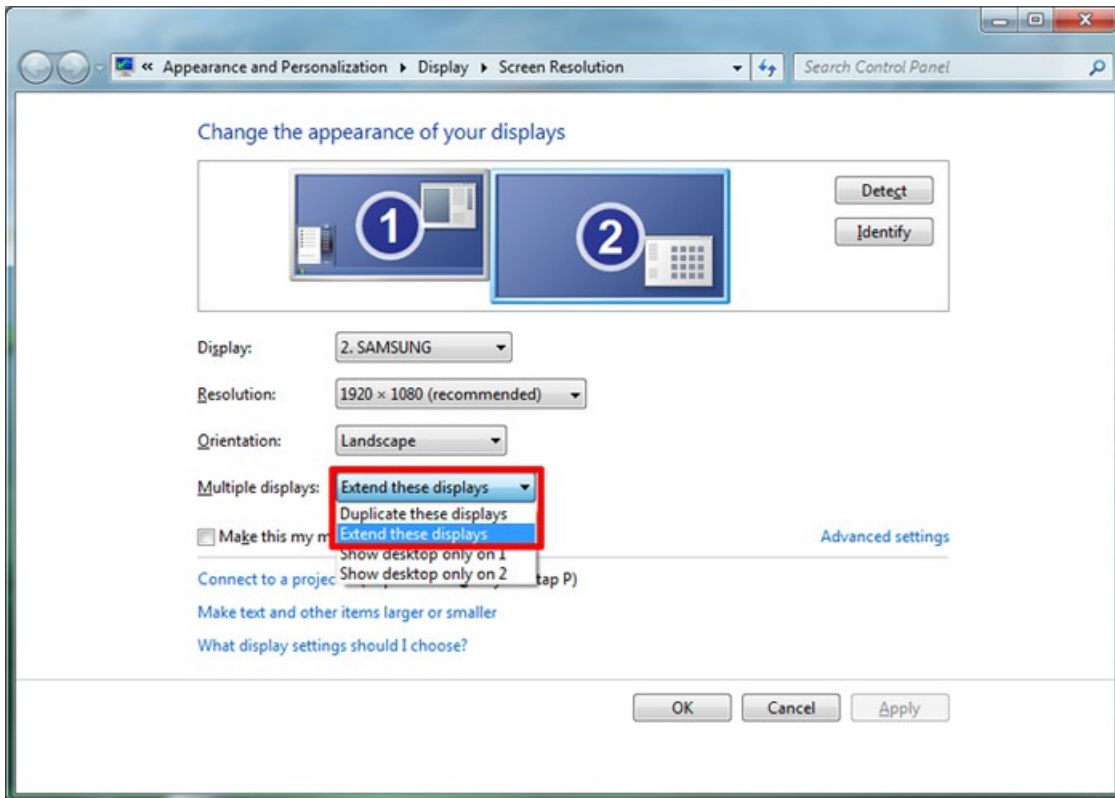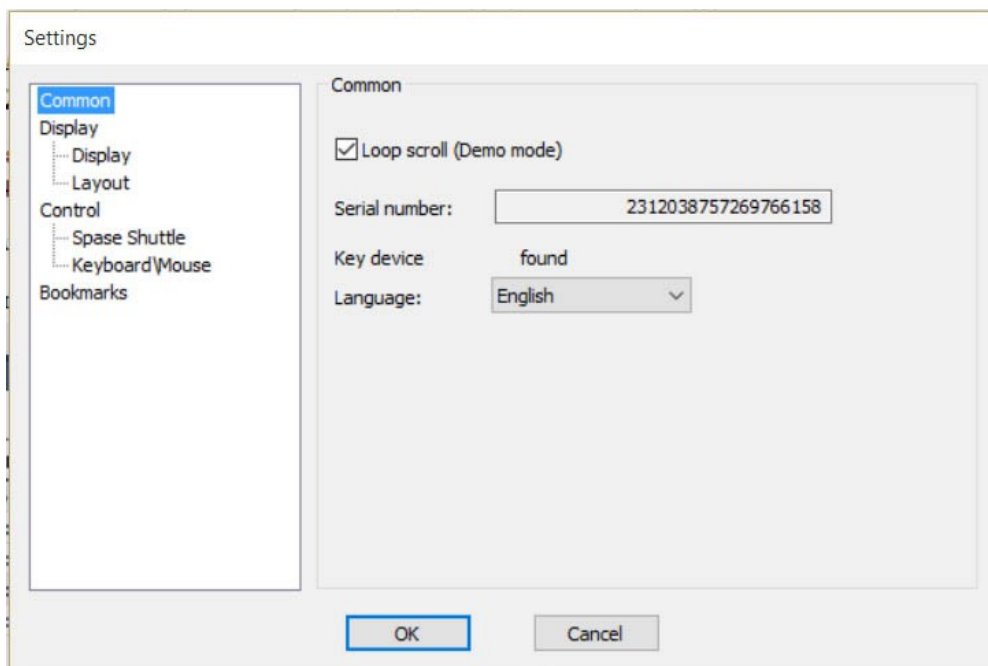

Make sure the USB dongle is plugged in to the PC. If software does not detect an appropriate dongle it will not start scrolling.

VSPrompter3 Configuration

When run for the first time it is necessary to adjust settings for proper operation. In the 'Setup' menu select 'Settings'.
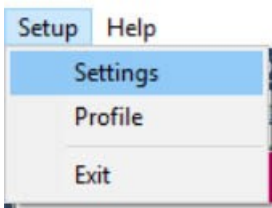
The 'Settings' dialog window will appear:

'Common' settings:

Set *'Loop scroll (Demo mode)'* check box if you want to loop scroll of the selected run order list.
'Serial number' – shows embedded in software serial number.
'Key device' – this field shows string *'found'* when security key is detected by the software. If string is '*not found*' the security key is not detected by the software and prompting will not start.
Language' – select user interface language (if available). English is language by default.

'Display' settings:

'Output Display Device':
– select *'Primary Display'* to use main primary monitor as teleprompter output. This is typically used if your system has only one connected monitor
– select 'Secondary Display' to use secondary monitor as teleprompter output. In most cases it is recommended to use this option. If there are more than 2 monitors connected to PC, you can choose which of the additional monitors should to use as teleprompter output.

'Output resolution' **–** choose resolution for teleprompter output display
'Horizontal mirror' – selecting this option will result a horizontal flip of the video image on the teleprompter monitor.
'Vertical mirror' – selecting this option will result a vertical flip of the video image on the teleprompter monitor.
'Preview window only' – If you select this option scrolling text will be displayed on the 'Preview window' only
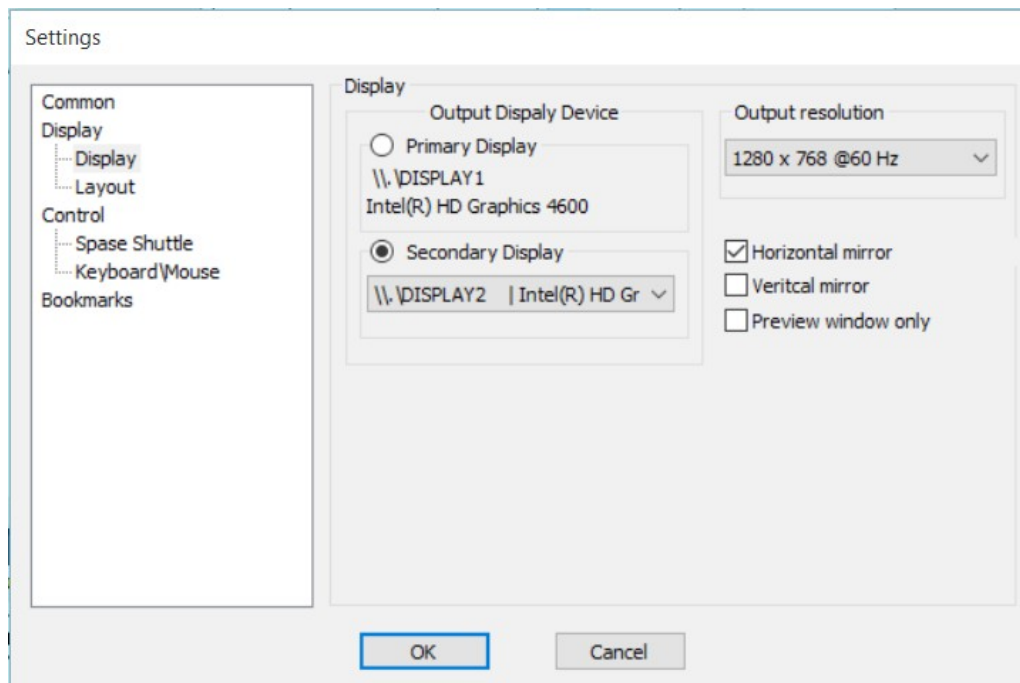
'Control' settings:

There is a set of commands to control the scrolling process. This set includes the following commands:
'On/Off scrolling' – switch On or Off scrolling process
'Scroll/Pause' – temporarily stops or resumes scrolling
'Reverse' – turning on scrolling in the opposite direction, i.e. from end to beginning of the text
'Decrease speed' – to decrease scroll speed
'Increase speed' – to increase scroll speed
'Page down' – quick jump to the next page of scrolling text
'Page up' – quick jump to the previous page of scrolling text
'Previous bookmark' – quick jump to the previous bookmark in scrolling text
'Next bookmark' – quick jump to the next bookmark in scrolling text
'Nothing' – empty command

It is possible to assign control commands to keyboard function key buttons 'F1'- 'F10', to mouse button, wireless presentert and ShuttleExpress controller.

Assignment control commands to function key buttons:
Under the *'Keyboard\Mouse'* node in the settings window there is a table showing the assignment of control commands to function key buttons. To reassign command to particular button just double click by left mouse button on the field 'Command/function' of the corresponding key button row and

select the desired command from dropdown list.

Assignment control commands to presenter buttons:

Set *'Enable presenter'* check box if you are using wireless presenter to control scrolling. At the end of the assignment table there are additional rows corresponding presenter buttons to which you can assign a control commands.
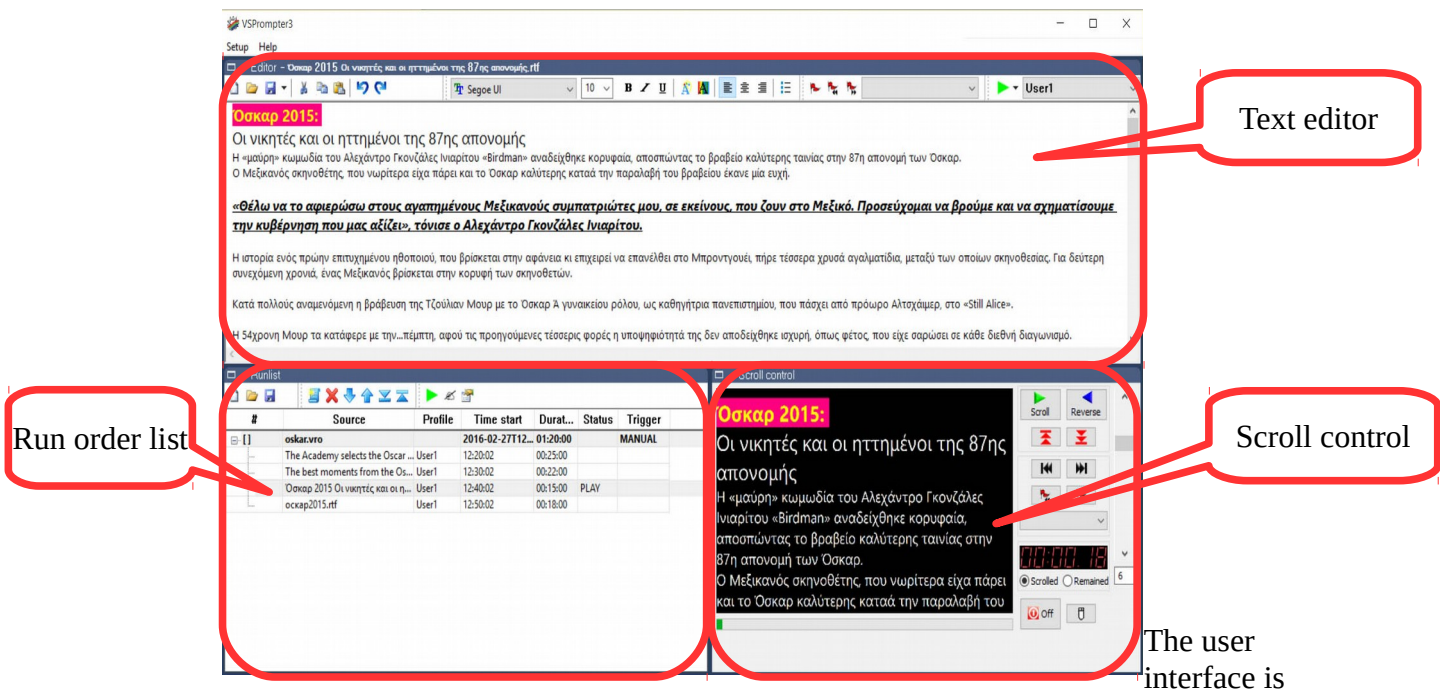
Assignment control commands to mouse buttons:

To assign control commands to one of the three mouse buttons just select desired command from dropdown list.
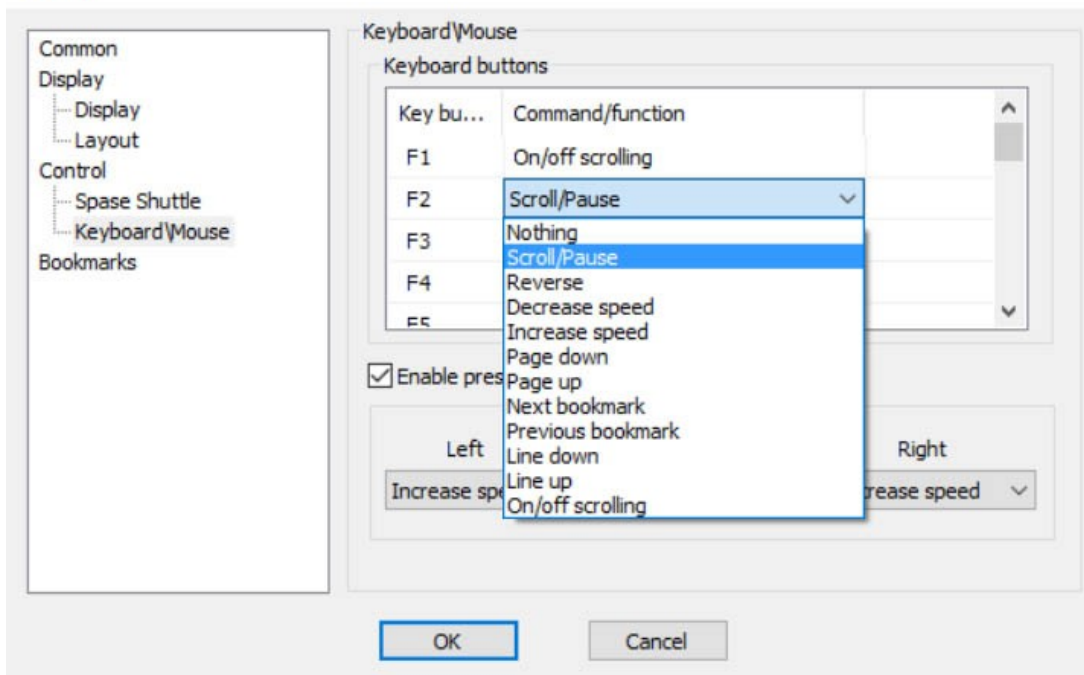
VSPrompter User Interface

Text editor

Run order list

Scroll control

The user interface is divided by 3 frames: Text editor, Run List (also called as Run order list or playlist) and Scroll Control frame.

Text Editor Interface

Text editor is a Word Processor based on Microsoft Rich Edit Text Format (RTF) engine and as the name implies it is intended to create, modify, load and save text script (also called as story or document).

Elements of the Text Editor Toolbar

Standard file new/open/save buttons

Standard edit commands Cut/Copy/Paste/Undo/Redo

Text format bar

Text paragraph manipulation

Start scrolling buuton

Bookmark bar
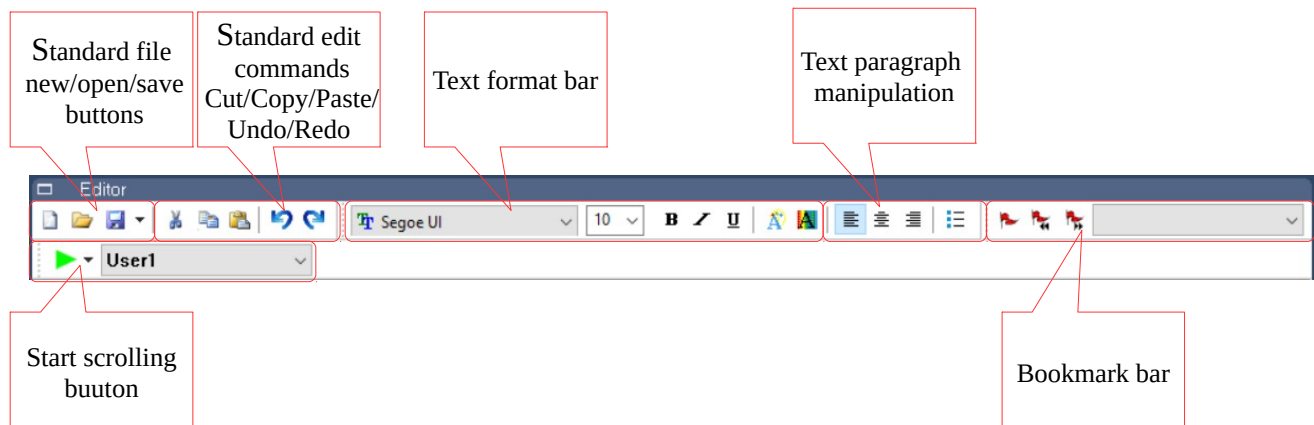
New Story – To create en empty story (also called as script or document). If there is already some text in the editor, the software will prompt to save changes and then clear the content of the editor.

Open file – Call standard dialog window for opening a previously saved files. It is possible to import rich edit ***.rtf** files, **Office Open XML *.docx** files and ***.txt** files.
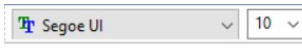
Save file – Call standard dialog window for saving text data into rtf file.

✂ 📋 📋 *Cut, Copy and Paste* – tools are used to rearrange text within story. Text must be selected before you can cut, copy, or paste it. Cut or copied text is automatically saved to the clipboard. The Cut, Copy, and Paste Cutting text will remove it from the document and place it on the clipboard. Copying text will allow it to remain in the document unchanged while a duplicate copy is placed the on the clipboard. Text can be pasted within the same document or into different documents. You may cut, copy, or paste as little as one character of text or as much as an entire document.

↩ – *Undo* the last action or actions that you made

↪ – Redo actions that you undid.

[Segoe UI ▾] [10 ▾] – Using these comboboxes, you can select a font and font size to apply to selected text.

B *I* U │ *Bold, Italic and Underline* – Pressing these buttons will change the font style of selected text to bold, italic and underline respectively.

A̲ A̲ │ – Pressing these buttons will change the font color and highlight color of selected text.

≡ ≡ ≡ │ – Align text left, center or right text on a page.

≔ – Creates a bulleted lists and applies it to selected text. Bullets is a paragraph level attribute that applies a bullet character to the start of the paragraph.

⚑ – Create/Delete bookmark in the text. You can use these bookmarks in the future for quick jump to bookmarked position while scrolling or editing story.

⚑ ⚑ [(#1) Based ▾] – Tools for navigating through bookmarks: jump to previous, to next or to specific bookmark.

▶ – Starts scrolling entire editor content.

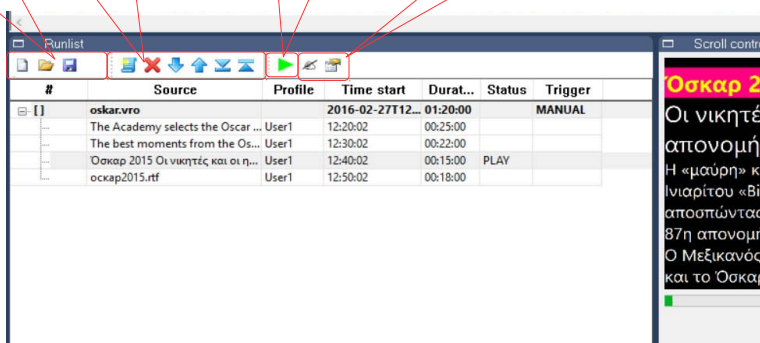[User1 ▾] – Select user (presenter) with which settings the story content should be be scrolled

RunList management

🗋 *New List* – To create en empty RunList (also called as Run order list or Play list).
📂 *Open file* – Call standard dialog window for opening a previously saved list.
💾 *Save file* – Call standard dialog window for saving list data into file.

 – Adds story to list. After pressing this button dialog window 'Story' will appear (see description later in this guide).

 – Delete selected story from the list

 – Move selected story to one position down or one position up respectively

 – Move selected story to end or to the beginning of list respectively.

 – Start scrolling. If selected runorder node it will start scrolling from first story in list. In case if you want start from particular story, select it then press this button.

 – Load content of the selected story into editor frame

 – After pressing this button dialog window 'Story' will appear. In this window you must specify the path to story file, time and date of the story start, duration of story and presenter profile with which settings story should be scrolled.
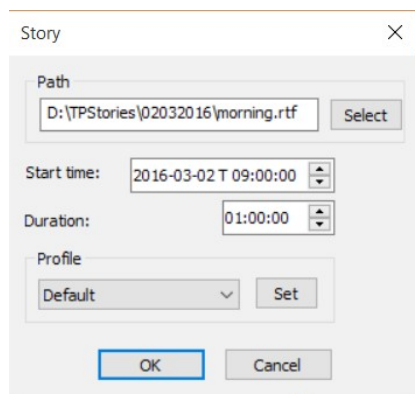
Scroll control

Scroll control frame contains preview window and control elements of scrolling. Preview window displays scaled not flipped copy of the video image that teleprompter monitor displays. It is possible to expand this window to full screen by pressing keyboard keys <Alt> and <Enter> simultaneously. To return to normal view press <Alt> <Enter> again.
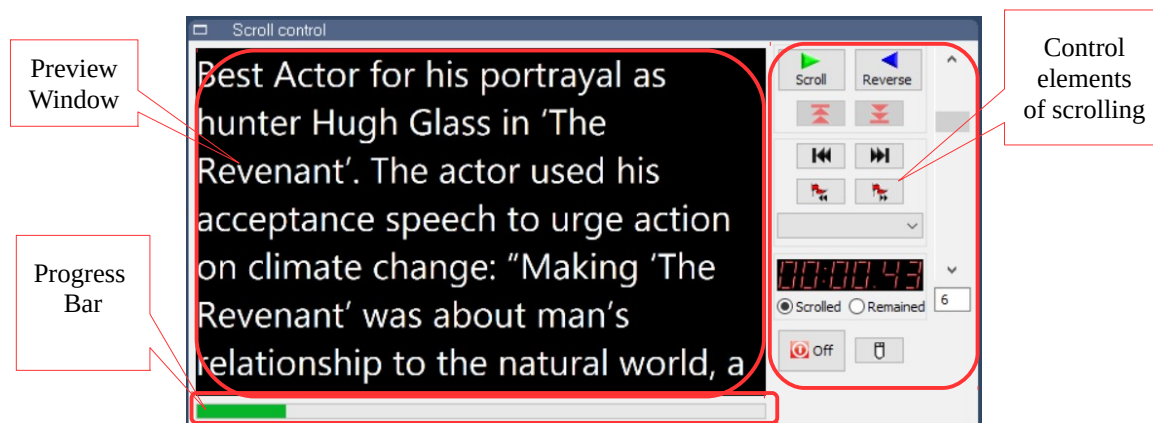
 – Resumes/Stop scrolling.

 – Switches direction of the scroll to the opposite.

 – Load previous/next story from RanList for scrolling. This buttons available only if scrolling was start from RunList frame.
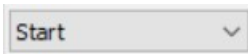
 PageUp/PageDown – skips one fragment (screen view) in the direction towards the

top of story /skips one fragment (screen view) in the direction towards the end of story
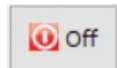
– Jump to previous/next bookmark in story

– Jump to selected bookmark in story

– Shows elapsed scroll time or approximate remaining time of the scroll of story

– Switch off scrolling

– Switches to mouse control. The small window with restriction area of the mouse actions will appear.

– Sets scroll speed

Using presenter profiles.

Certain scroll settings, such as font size multiplier, initial scroll speed and scroll speed table can be stored for each presenter (user) separately as profile entries. To open profile manger in the 'Setup' menu select 'Profile' item. The 'Profile settings window will appear.
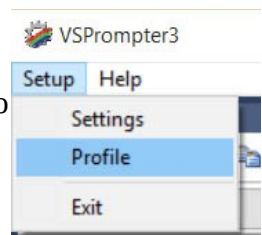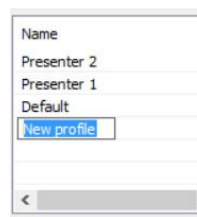
There is 'Default' profile entry that embedded in software and it is not deletable.
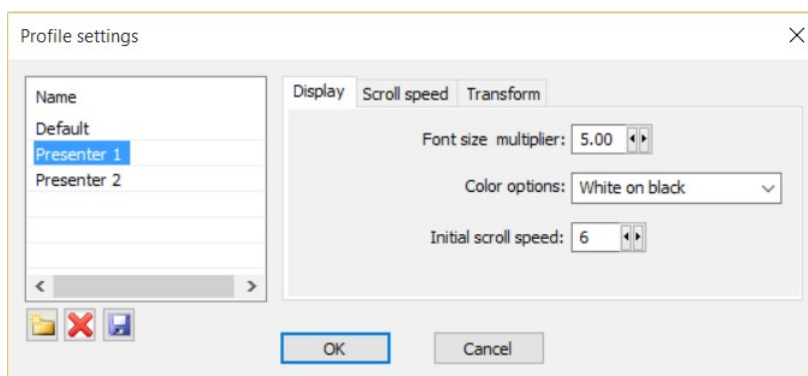
To create new profile follow these steps:
1. Press 'New Profile' button

2. In the in appeared edit box enter a new profile name

3. Press <Enter> keyboard button

To delete profile press button.
To save changes press button.

Display tab contains following settings for each profile: 'Font size multiplier', 'Color option' and 'initial scroll speed'.
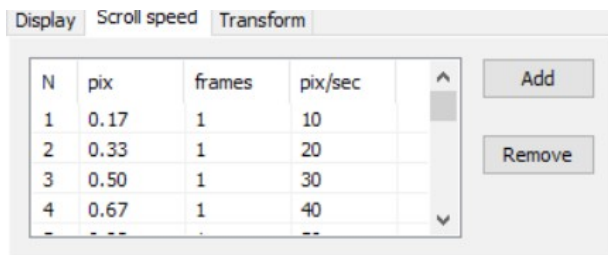
'*Font size multiplier'* – is a float point value from 1.00 to 10.00. The source font size in story should be multiplied by this value before story rendered to teleprompter output display. For example if '*Font size multiplier'* is 3.0 and story uses font with size 14 after start prompting this story the size of the font on the teleprompter display will be 42 (pt).

'*Color option'* – switches the color scheme. Can be one of these values:

- Default – same colors as in story
- Black On White – sets background color to white and all white colored text will invert to black
- White On Black – sets background color to black and all black colored text will invert to white

'*Initial scroll speed*' – integer value that represents speed with which the teleprompter will start to scroll story.

Scroll speed tab contains table filled with values of the scroll speed. Values of speed are expressed in the ratio of the number of screen vertical pixels (rows) to time (seconds).

N	pix	frames	pix/sec		
1	0.17	1	10		Add
2	0.33	1	20		
3	0.50	1	30		Remove
4	0.67	1	40		

To remove entry from the table press 'Remove' button.

To add entry with new speed press 'Add' button. The 'Create speed entry' will appear. Set the desired value of the new entry and press 'Create' button. The new entry should be added to table.