



## New Generation of Character Generators

A real time, multitasking system and infinite layers. New characters & title effects with fully 256-degree anti-alias Powerful palette with various gradient color modes Abundant effects support plug-in technology Entire plug-in function for easy upgrade.



Unique Timeline/Shotlist based editing mode  
Direct support of GPI and VTR control Network compatible.  
Support NTSC/PAL, and TV standard auto-conversion



### Brand-New Time Editing Mode with Frame Accuracy

Adopting MMX acceleration technique and new algorithm, XCG fully utilizes the ability of CPU and BUS bandwidth, achieving realtime multitasks with complicated effects and frame accuracy.

Traditional character generators could run only one single task according to the task and shot sequence, while XCG provides users with a timeline editing mode, allowing the operator to set the object's In/Out time freely with four tracks effect, offset, resize and alpha.

Compared with traditional fly and wipe motion effects, XCG allows users to define their own random motion track with unlimited speed adjustments.

Support simultaneous "multitask play" with infinite layers allowing the user to play multiple scroll, animation and objects at the same time.



## Special Graphic Rendering Algorithm Provides Brilliant Title

Adopting a unique algorithm with full 256-degree anti-alias makes real 3D effect titles. Customize object background that can be modified to underline, rotate, skew and twist. Unique effects of concave, convex and embossment for title.

The powerful color palette consist of: monochrome, gradient color (linear, radial, angle, 4-point radial and plane gradient color), template gradient color, texture, channel, light effects and material. Multiple object transformations modes including rotation,skewing and twisting

## Network Support

Share project files in online-offline network editing.  
Self-defined working path support the network path.  
Save project files as sorted files for easy network transportation.

## Various Play Modes For Various Needs

The play mode includes timeline, shotlist, offline and DYM animation modes.  
Supports manual control play mode Supports PAL, NTSC and the self-defined standard, Project files can be converted between PAL and NTSC automatically.  
Fast compression from project files to DYM animation files for realtime play.  
Options to keep the original shotlist editing and playing mode from MagicTitle (for MagicTitle users)

## Powerful Special Function Modules

In addition to general function modules of subtitle and scroll, XCG also incorporates the function modules of general template play, news report, sports broadcast and weather forecast.

### General Template Play

This Module is specially designed for mini-live broadcast applicatio: user can easilly replace titles and texts with Direct Play Option. Supports one template clip, two scroll files and one clock logo at the same time.

### News Report

Defines three levels for news list: News Category (e.g. international news, domestic news, sport news....). News item (each News Category includes some News Items) and News Clip (each News Item has several News Clip, such as title, scroll, subtitle, etc.). Alongside the primary news list, there is also a secondary news list for insertion of commercials or breaking events, etc. Support direct news generatio using imported text. Freedom to modify on news list sequence.

### Sports Broadcast

Provides built-in sports modules. Large amount of item, player and action statistic information for editing and playing. Provides commercial and breaking news insertion. Multiple clock logos with timing and countdown. Fast "hot-key-play" mode.



## Weather Forecast

Customize the weather forecast title according to the title template and data. Support electronic data code and self-defined extension. Five templates for "Replace" mode. Import and export the "text only" format.

## Subtitle

Support sync "play" for Main Title and additional Name List created in the same interface. Each title has its own fonts, effects, and positioning. Parallel Subtitle layout with other title clip.

## Scroll

Three layer in one scroll: 1)Text, 2)Objets, 3) Background. Each character has its own attributes (font, color and underline). Insert Title, An Title, and Polygon etc. at any position. Full character attributes with aligning, kerning and leading. Scroll speed adjustment. Functions for fading IN/OUT effects. All four scroll directions and single line roll and crawl.

