

Lemony Pro 5.1.11

Table of Contents

Part I Introduction

1	Introduction.....	8
2	Hub	8
3	Getting started.....	9
	New project	9
	Movie file	12
	Shortcuts	13
	Import	14
	Analyze	15
	Fix	17
	Export	17

Part II Programs

1	Subtitler.....	18
2	Batch.....	18
	Menus	19
	Watch	21
	Job	21
3	Calculator.....	22
4	Formats manager.....	22
5	Macros editor.....	23
6	Presets Editor.....	25
7	Providers manager.....	26
8	Script editor.....	27
9	Stereoscopic calculator.....	29
10	Text analyzer.....	30
11	Unicode browser.....	31
12	Viewer.....	32

Part III Subtitler

1	User interface.....	34
2	Subtitler tools.....	35
	Comparer	35
	Settings	36
	Explorer	37
	Settings	37
	Find	38
	Settings	40
	History	40
	List	40
	Settings	41
	Monitor	42

Settings	44
Report	47
Settings	47
Spell checker	48
Settings	50
Subtitle editor	51
Settings	53
Subtitle info	54
Settings	56
Timeline	56
Settings	57
Utilities	59
Settings	60

Part IV Tags

1 Attribute	61
2 Design	61
Screen size	61
3 Preset	0
4 Report	0
5 Export	61
UltraViolet (Text)	61

Part V Dialogs

1 About	61
2 Activation	62
3 Add tracks	63
4 Application configuration	63
5 Batch job	64
6 Batch configuration	64
7 Calibrate reel	66
8 Character picker	67
9 Color picker	67
10 Copy clips properties	67
11 Custom format	69
12 Design	72
13 Dictionaries	73
14 Dictionary	73
15 Document	74
16 Duplicate clips	75
17 Element editor	76
18 Element errors	76
19 Elements display	76
20 Encoding	77
21 Export preview	78

22	Export wizard.....	79
23	Exporter wizard.....	80
24	Find	81
25	Go to.....	81
26	Import.....	82
27	Language	83
28	Log-in.....	83
29	Magnifier.....	84
30	Macro editor Utilities.....	85
31	Master track.....	85
32	OCR	86
33	OCR configuration.....	88
34	OCR library.....	91
35	Preset preview.....	92
36	Project wizard.....	94
37	Save preset.....	95
38	Speech recognition.....	96
39	Save track.....	97
40	Scenes extract.....	97
41	System info.....	98
42	Tags	99
43	Tag editor.....	100
44	Tags editor.....	100
45	Text position.....	102
46	Time conversion.....	103
	Parameters	105
	Clips preview	107
	Numeric information	107
	Graphic preview	107
47	Tool report.....	109
48	Tool settings.....	109
49	Waveform extract.....	110
50	Workcopy create.....	110

Part VI Settings

1	Batch.....	113
2	Batch Server.....	114
3	Blackmagic.....	114
4	Design.....	115
5	Editing.....	116
6	Encodings.....	117
7	Export.....	117

8	FFmpeg.....	118
9	Formats.....	119
10	Graphics.....	122
11	Interface.....	123
12	Media.....	125
13	OCR.....	126
14	Presets.....	126
15	Project.....	127
16	Schemas.....	129
17	Shortcuts.....	129
18	Spell checking.....	129
19	Stereoscopic.....	130
20	System.....	130
21	Templates.....	131
22	Tools.....	132
	Comparer	132
	Explorer	132
	List	132
	Monitor	132
	Report	133
	Spell checker	133
	Timeline	133
	Utilities	135
23	Translator.....	135

Part VII Understanding

1	Project.....	136
	Track	136
	Clip	137
	Subtitle	137
	Reel	138
	Marker	138
	Effect	138
	Keyframe.....	139
	Folder	139
	Preset	139
	Exporter	139
	Dictionary	139
2	Users.....	139
3	Tags.....	140
4	Text formatting.....	141
5	Presets.....	142
	Using a preset	143
	Auto selection	144
6	Macros.....	144
7	Master track.....	144
8	Movie files.....	145

Calibration	145
9 Players.....	147
10 Export.....	147
11 Batch.....	148
Jobs	149
Analyze script.....	149
Convert script.....	149
DECEMate report.....	150
Decode Scenarist SCC.....	150
Duplicate last job.....	151
Extract Blu-ray SUP.....	151
Extract idx.....	151
Render project.....	151
Render script.....	151
Workcopy	152
Watch folder	152
12 Time conversion.....	155
Workflows	155
Workflow 1.....	155
Workflow 2.....	155
Workflow 3.....	156
Workflow 4.....	156
Tips	156
Tools	158
13 Captions.....	159
14 Custom formats.....	161
Import	162
Export	166
15 Templates.....	167
16 OCR.....	167
17 Stereoscopic.....	168

Part VIII How to

1 Combine tracks.....	171
2 Fading.....	172
3 Right-to-left.....	173
4 Tips.....	174
Automatic launch	174

Part IX Appendix

1 Configuration.....	175
2 Pattern matching.....	175
3 Plug-ins.....	176
Blackmagic	176
Cinevation	177
DECEMate	177
Dexter	177
FFmpeg	177
HandySaw DS	178

Microsoft Media player	179
Microsoft Office	179
Microsoft OpenXML	179
Microsoft Translator	179
Microsoft Word	180
QuickTime	180
WinZip	180

1 Introduction

1.1 Introduction

Lemony Pro is a subtitling application. The suit consists of several programs, which are available through the [hub](#).

The main program is the [subtitler](#), it allows to create, import, edit, analyze, fix and export subtitles.

1.2 Hub

The hub is the main window. It allows to launch different programs, and configure the application. By closing the Hub, the application terminates.



Programs

Displays the available programs.

Recent

Displays the recently opened project.

Command line files

Displays the number of files specified as arguments in the *command line*.

Opened projects

Displays the number of opened projects.

Settings

Displays the [settings](#) dialog, to customize the application.

System info

Displays the [system info](#) dialog with the computer and application specs.

Help

Displays the user documentation. Several kinds of documents may be available.

About

Displays the [about](#) dialog.

Activation

Displays the [activation](#) dialog.

Check for updates

Checks if there is a newer version available.

1.3 Getting started

1.3.1 New project

Subtitled

Launch the [subtitled](#).

The subtitled offers 3 different ways to start a project:

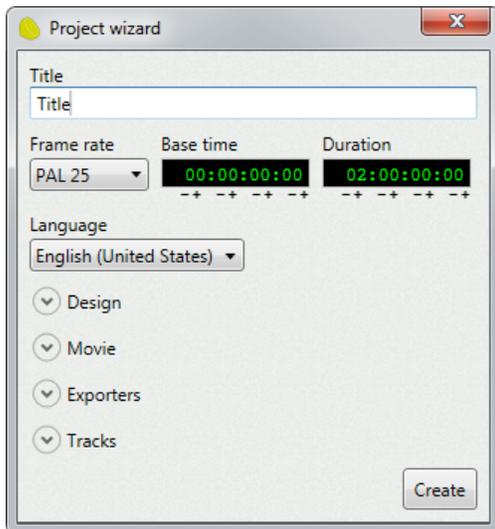
- Create a new empty project.
- Create a new project using the wizard (recommended).
- Import a subtitled file.

Wizard

Open the [project wizard](#) by clicking menu *File / Project wizard*.

Fill in the fields in the wizard. The most important ones are:

- Title
- Frame rate
- Base time
- Duration



All these values can be changed later on, however, there are recommendations:

- Choose the right frame rate already at this point. To change it later may affect your times.
- If you do not know the right duration of your project, enter a large duration.

Track

To be able to create subtitles, you need to create a track first.

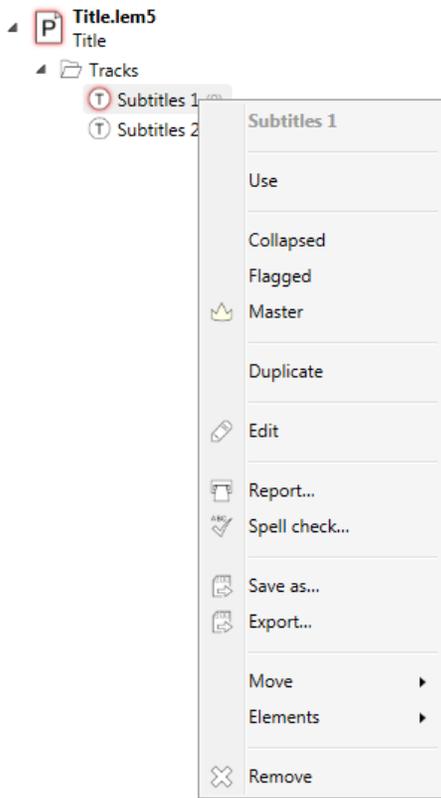
There are different kinds of tracks, but in most of the cases you will work with *subtitles tracks*.

To create a *subtitles track*, use menu [Track / Create / Add new empty subtitles track](#).

Explorer

In the [explorer](#) tab you can see your projects and the tracks you have created.

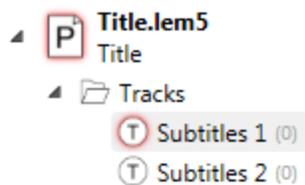
You can right-click an element to display its context menu.



Focus

If you want to create subtitles, you need to activate the track first.

Only one track can be active at a time. The active one is displayed in the explorer with a red highlight.

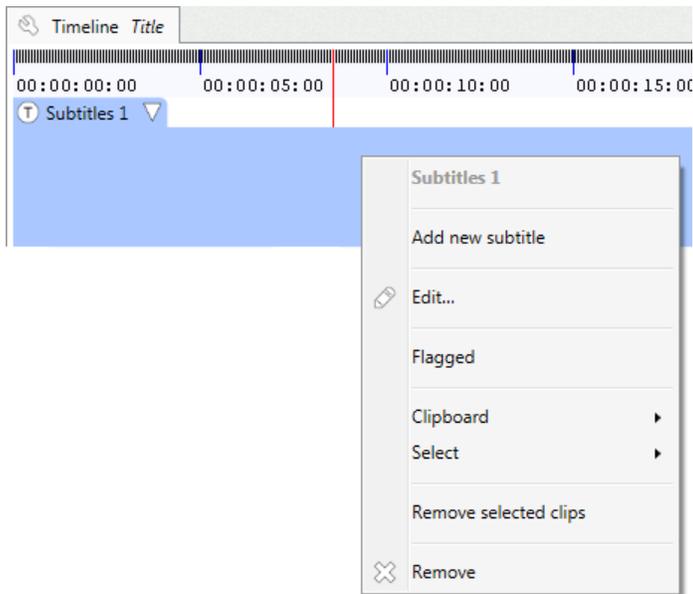


To activate a track, double-click its icon, or click [Use](#) in its context menu.

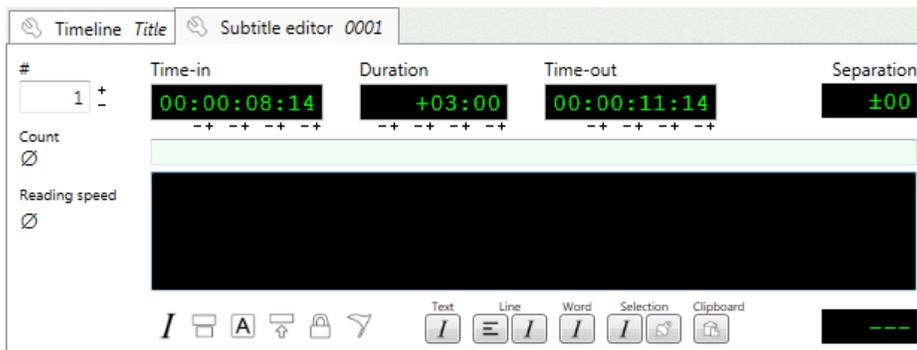
Subtitles

There are several ways to create a subtitle:

- In the timeline, right-click on the track to display its context menu, and select [Add new subtitle](#).
- Or use shortcut F5.



Once you have created a subtitle, you can use the [subtitle editor](#) tab to modify it.



1.3.2 Movie file

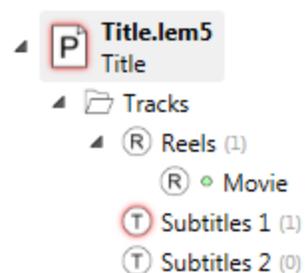
Reel

It is possible to work with one or more movie files in your project.

To be able to work with movies, you need to create a reel. There are several ways to do this:

- Drag and drop a movie file into the subtitler window. Lemony Pro will recognize the file and automatically create a reel for you.
- Or use menu *Reel / Add new reel from file*.

Once you have created a reel, in the explorer you can see a new *reels track* which contains a *reel*.

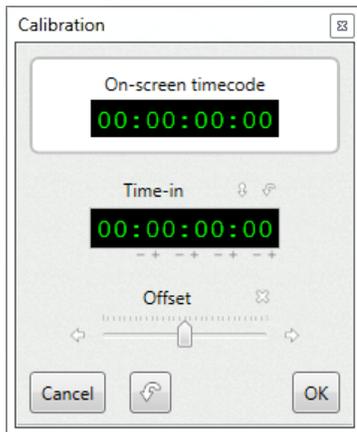


You can have several reels (movies) in your project, but only one can be active at a time. The active one is the one that will be displayed in the monitor. You can see in the explorer that the active reel has a green marker.

To make a reel active, use its context menu and click *Use*. Or in the subtitler use menu *Reels / Select reel*.

Calibrate

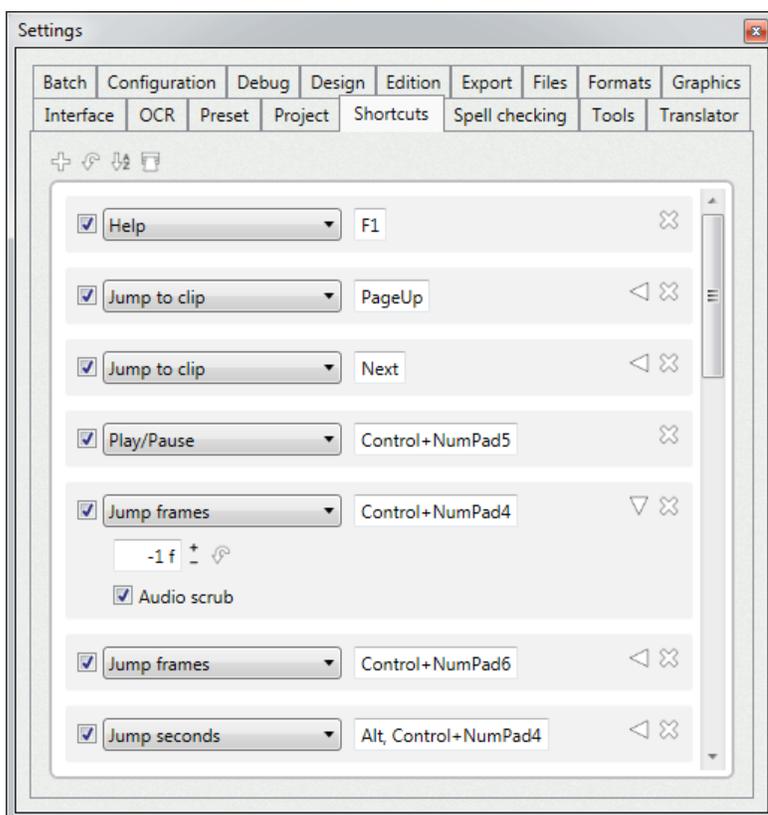
To synchronize the movie's timecode with your project's timecode, use the *calibrate* window. You can display this window via menu *Reel / Calibrate*, or by selecting *Calibrate* in the reel's context menu,



If your movie has burned-in timecode, you only need to enter in the *On-screen timecode* field the time you see in your movie.

1.3.3 Shortcuts

You can use shortcuts to trigger almost any action. The list of shortcuts is available in the *settings* window.



You can create new shortcuts or modify existing ones.

Some of the default shortcuts are:

- Jump to clip PageUp PageDown
- Play/Pause Control+5
- Jump frames Control+4 Control+6
- Jump seconds Alt+Control+4 Alt+Control+6

- Save project Control+S
- Quick find Control+F
- Go to Control+G

- Add new clip F5
- Set clip's time-in Control+0
- Set clip's time-out Control+.
- Offset clip's time-in Control+7 Control+9
- Offset clip's duration Control+1 Control+3
- Toggle flag Control+M

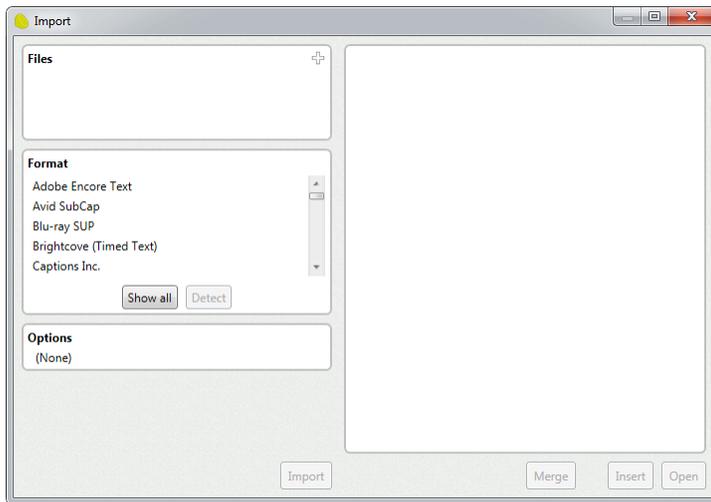
1.3.4 Import

To import subtitles use menu *Project / Import*.

In the *import dialog*:

- Add one or several files to import. You can also drag & drop them.

- Select the format to use to import them.
If you do not know the format, click *Detect* to analyze the files and display the possible formats.
- In the *options* panel you will see the import parameters for the selected format, if any.

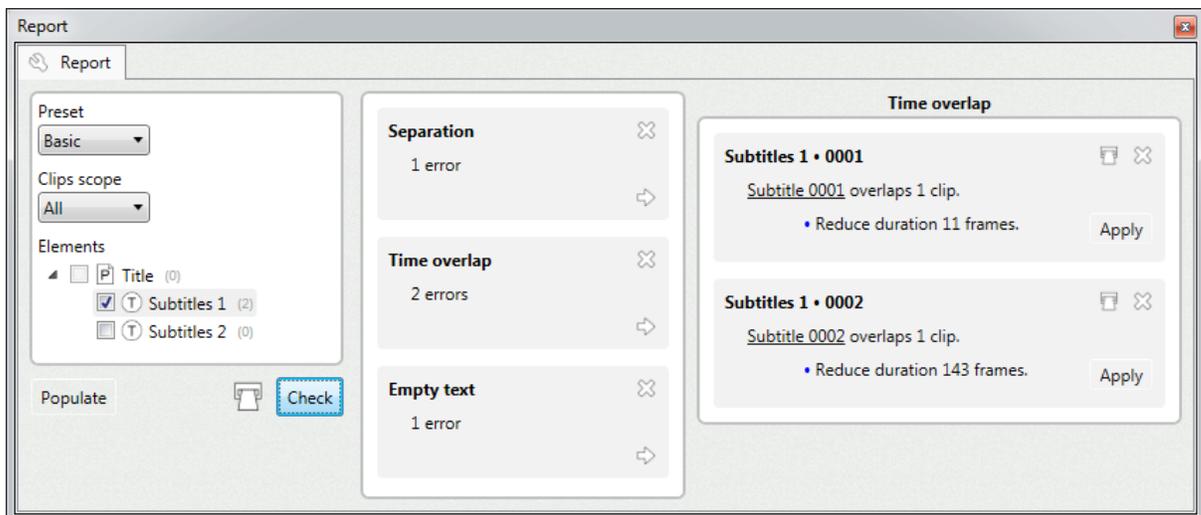


- Click *Import* to load the files. You will get a new project per each imported file.
- Click *Open* to open the projects in the subtitle. Or click *Insert* to put the imported tracks into an existing project.

1.3.5 Analyze

Report

To analyze subtitles and report errors, use the *report* tool.
To display this window, use menu *Workspace / Report*.

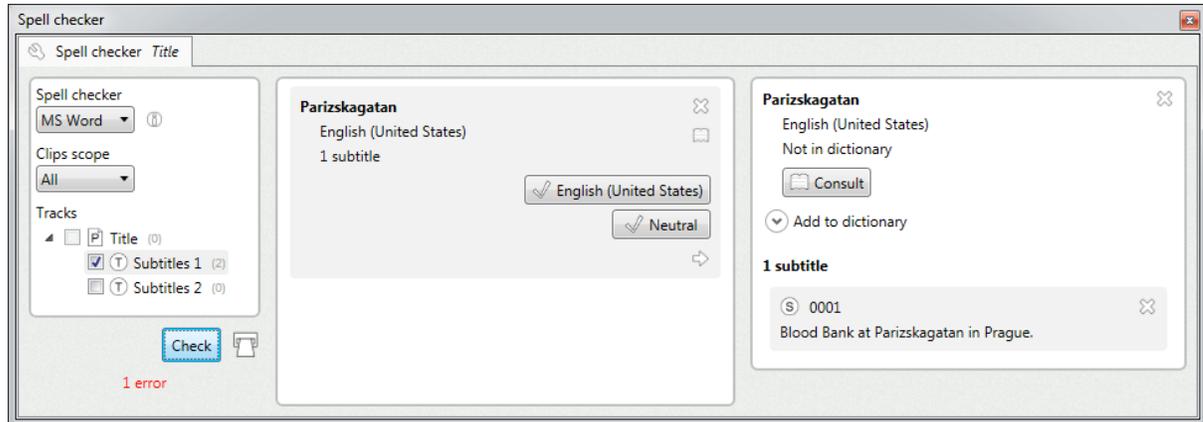


- In the left panel select the tracks and clips you want to check.
Also select the preset to use. The preset specifies the things to check in the subtitles.
- Click *Check* to start the analysis. The errors will be displayed in the middle panel grouped by category.

- Each *category* can be expanded into the right panel to see the actual subtitles. Each *subtitle item* displays its errors, and may suggest some solutions to fix them.

Spell check

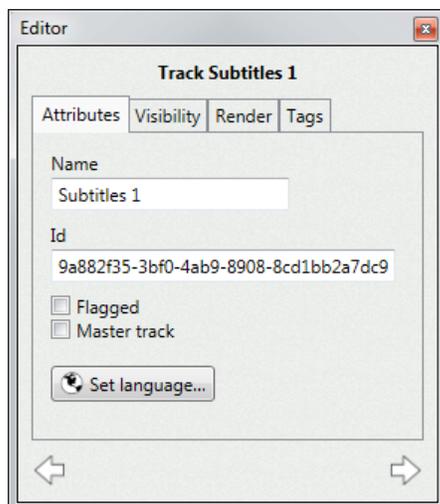
To spellcheck subtitles, use the [spell checker](#) tool.



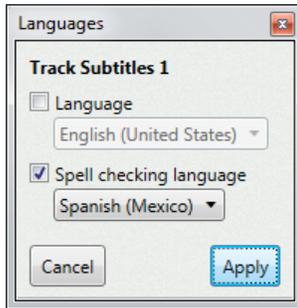
- In the left panel select the tracks and clips you want to check. Make sure you also select a valid *spell checker* engine.
- Click [Check](#) to start the analysis. The spelling errors will be displayed in the middle panel.
- You can see more details of each error in the right panel.

Language

In order to check a track with the right dictionary, you need to set the track's language. To specify the language, right-click a track icon and select [Edit](#). In the *attributes* tab, click [Set language](#).



The [languages](#) dialog will appear. Enable [spell checking language](#) and select the proper language.

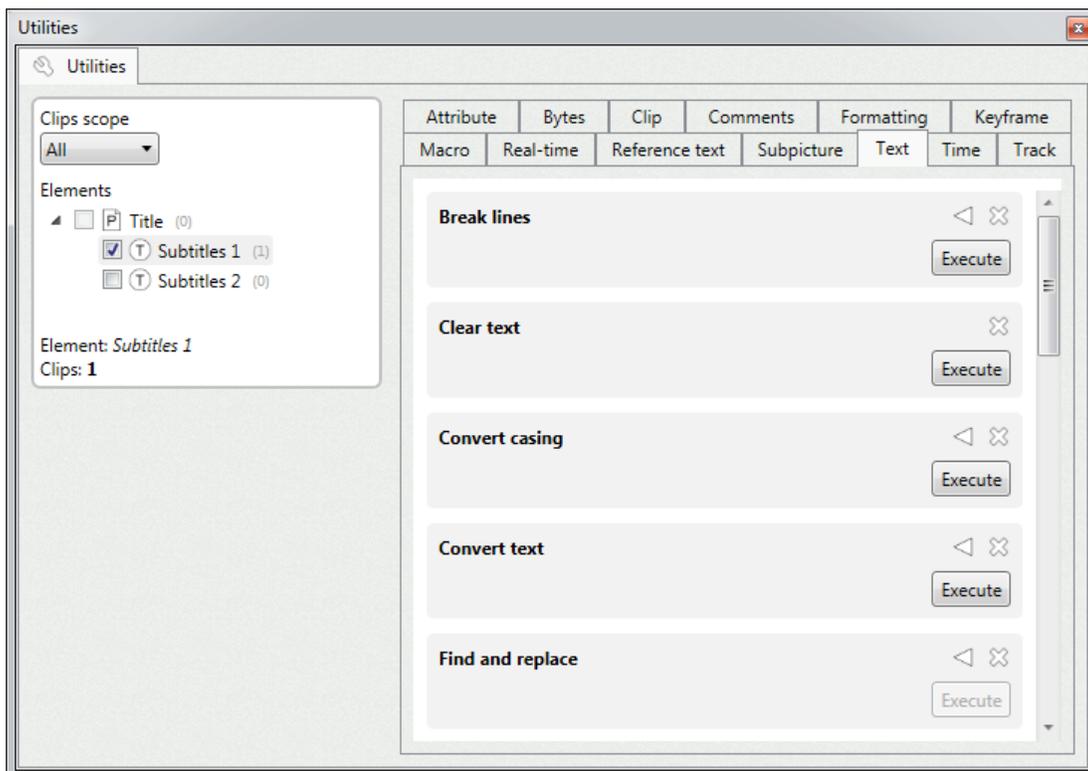


1.3.6 Fix

Utilities

There are different ways to modify subtitles. The most common is to use utilities. To display the [utilities](#) window, use menu *Workspace / Utilities*.

Here you can find all the utilities grouped by category. Some utilities can be expanded to display additional parameters.



- In the left panel select the tracks you want to modify, and which clips.
- Find the *utility* you want to use and click *Execute*.

1.3.7 Export

There are several ways to export subtitles. The easiest way is to use the *save as* option. This option is available via menu *Track / Save as*, or menu *Save as* in track's context menu.

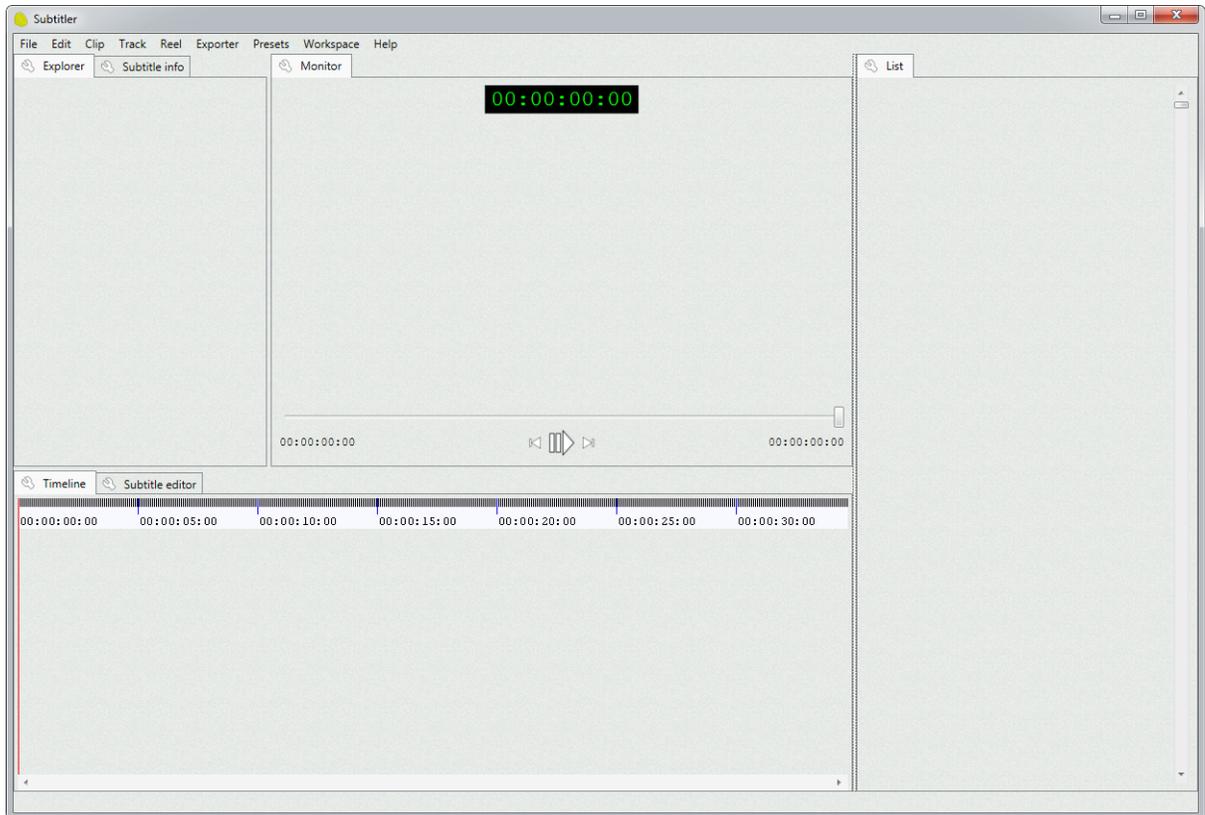
This function only allows to export text scripts. For advanced exporting you need to use an *exporter*.

Read more about [exporting](#).

2 Programs

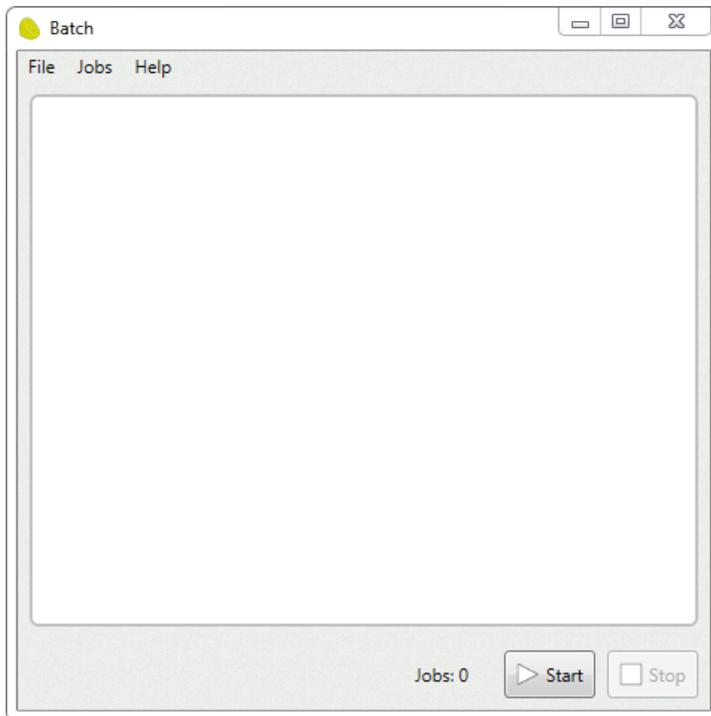
2.1 Subtitled

The [subtitled](#) allows create, import, edit, analyze, fix and export subtitles.



2.2 Batch

The batch allows to process files. Different kinds of jobs are available.



The panel displays the current jobs. The jobs can be reordered and removed. Jobs can be expanded if they offer additional parameters.

Jobs can be added in two different ways, by specifying the files or by specifying the kind of job to create.

By file

Use the *Jobs / Add files* menu to add files to the batch. Files can also be drag & dropped. The batch will analyze the files and suggest the best kind of job.

By job

Use the *Jobs / Add job* menu to specifically add the kind of job you need.

Controls

Start

Starts the batch. Jobs can also be executed individually.

Stop

Stops all the executing jobs.

2.2.1 Menus

Menu / File / Job list

Synchronize now

Updates the job list.

Save job list

Saves the jobs.

The jobs are automatically saved when they are created, and when the *batch* program is closed.

Open folder

Opens the job list folder.

Menu / File / Watch folder

Auto refresh

If enabled, the *batch* will automatically scan the folder for new files when it detects a change in the folder.

Show panel

If enabled, the *watcher* panel is displayed in the *batch* window.

Open folder

Opens the watch folder.

Menu / File / Custom jobs

Open folders

Opens the custom jobs folder.

Refresh

Reloads the custom jobs.

Menu / File

Show ignore-list

Displays the *ignore list*.

Configure

Opens the configuration window.

This dialog allows to configure the current batch.

Settings

Opens the [settings](#) dialog.

Menu / Jobs

Add files

Allow to browse for files and create jobs.

The files will be analyzed, and a list of available jobs will be displayed.

Add job

Allows to create a new job of a specific type.

Menu / Jobs / Reschedule

This menu displays different sub-menus to reschedule jobs.

Menu / Jobs / Ignore

This menu displays different sub-menus to ignore jobs.

Menu / Jobs / Remove

This menu displays different sub-menus to remove jobs.

Menu / View

Show filter panel

If enabled, the *filter panel* is displayed.

Show all / ignored / waiting / failed / finished jobs

These menus allow to choose which jobs to display.

Expand all

Expands the jobs in the panel.

Collapse all

Collapses the jobs in the panel.

2.2.2 Watch

Watch panel

Auto refresh

If enabled, the *watch engine* will detect changes in the folder and update the *jobs list*.

Update watch

Makes the *watch engine* to update.

2.2.3 Job



Options

Displays a menu with different options.

Save as custom job

Saves the job as a *custom job*.

Save as default watch settings

Saves the job as *default settings* for the *watch folder*.

This implies that similar jobs will be created for the files dropped into the *watch folder*.

Use the [configuration](#) dialog to remove the *default settings*.

Reschedule

Changes the status of the job.

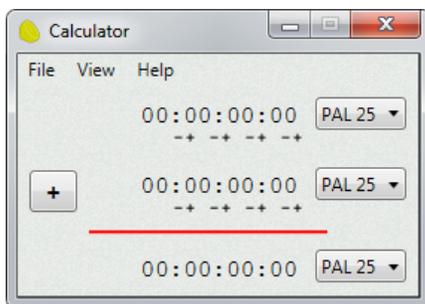
Start

Executes the job.

This button is available only if the job supports to be executed independently.

2.3 Calculator

The calculator allows to perform basic mathematical operations with times.
The factors and result can have different frame rates.



Menus

Topmost

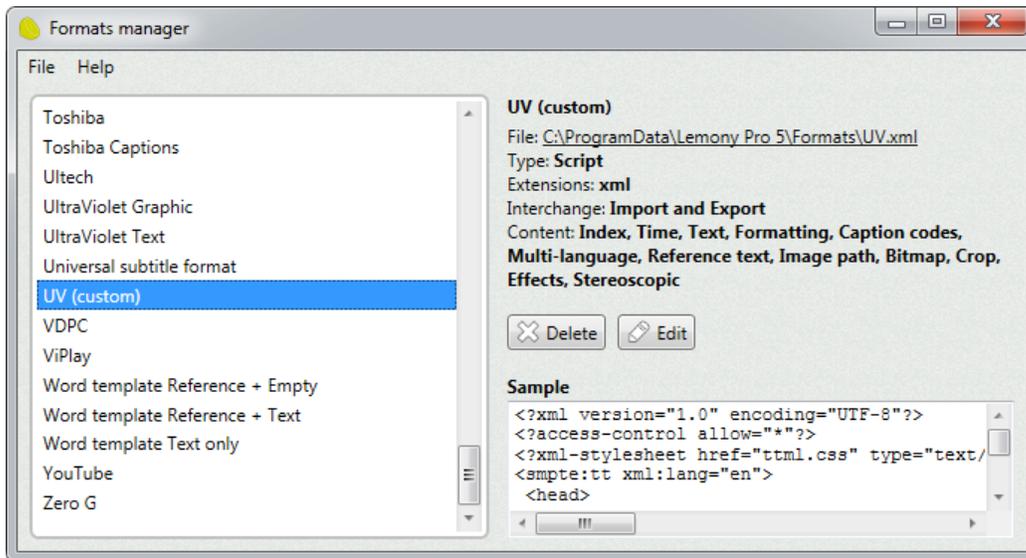
If enabled, the window remains on top.

Time format

Specifies the time format to use.

2.4 Formats manager

The formats manager displays the available subtitle formats and details about them.
It also allows to manage custom formats.



Menus

New format

Creates a new *custom format*.

Refresh list

Reloads the *custom formats*.

Open folders

Opens the folder where *custom formats* are located.

Custom formats

Create

Use the "New format" menu to create a new custom format.

Edit

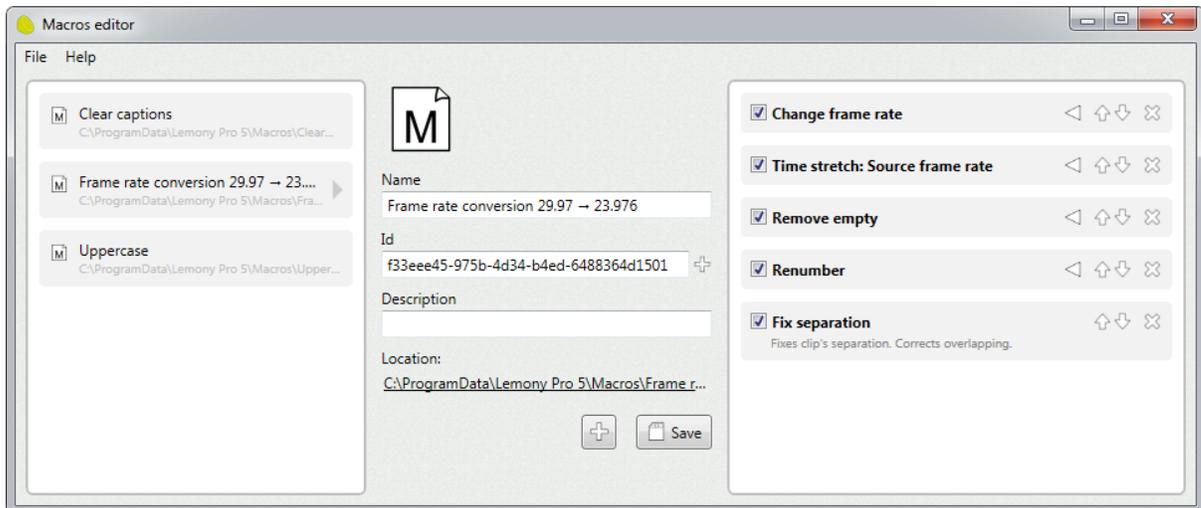
Use the "edit" button in the details panel.

Delete

Use the "delete" button in the details panel.

2.5 Macros editor

The macros editor displays the available macros, and allows to create, modify or remove them.



Double-click a macro to edit it.

Menus

New macro

Creates a new macro file.

Save

Saves the current macro.

Delete

Deletes the current macro.

Open folders

Opens the folder where the presets are located.

Refresh list

Reloads the presets.

Editor

Name

Displays the macro name.

Id

Displays the macro ID. This ID must be unique for each macro.

Description

Displays the macro description.

Location

Displays the path of the macro.

Add utilities

Displays the utilities window, to be able to add utilities to the macro.

Save

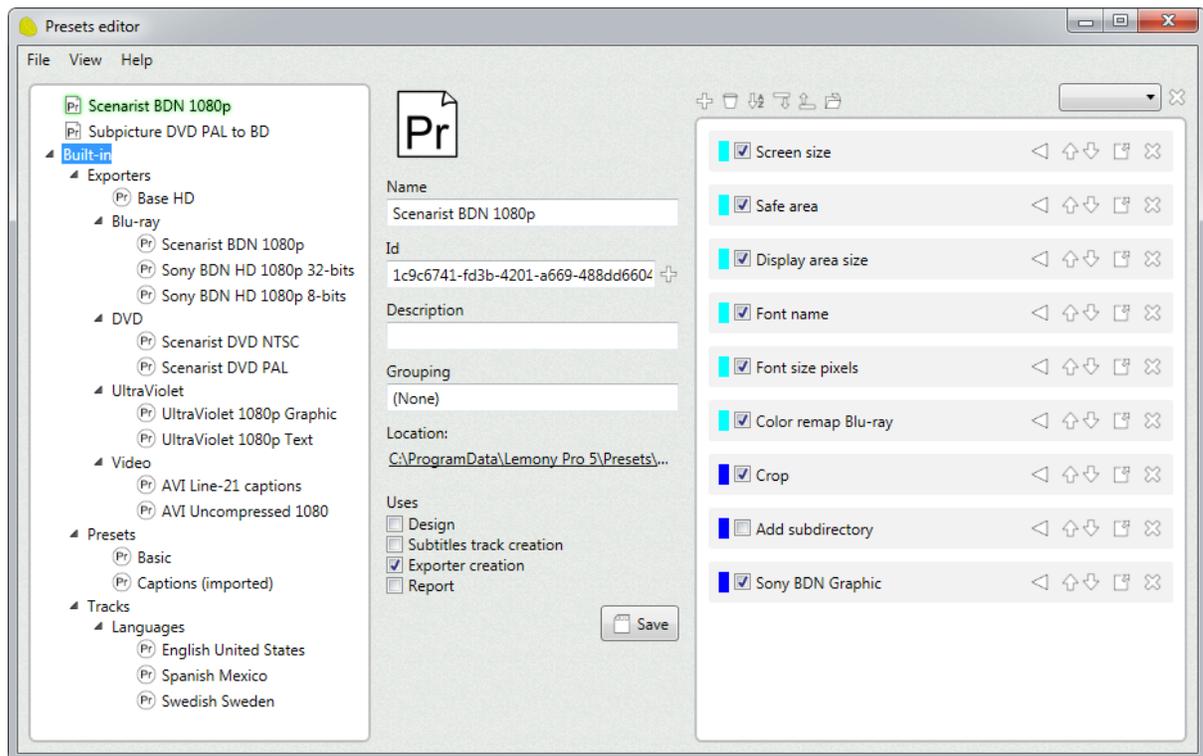
Saves the macro.

Utilities panel

Displays the utilities in the macro.

2.6 Presets Editor

The presets editor displays the available presets, and allows to create, modify or remove them.



Double-click a preset to edit it.

Built-in presets cannot be edited. You can create a copy of it (save it as) and modify the copy.

Menus

New preset

Creates a new preset file.

Save

Saves the current preset.

Save as

Saves the current preset with a different name and ID.

Delete

Deletes the current preset.

Open folders

Opens the folder where the presets are located.

Refresh list

Reloads the presets.

Show preview

Opens the preview window.

Name

Specifies the name of the preset.

Id

Specifies the ID the for preset. The ID must be unique for each preset.

If the preset has a duplicated ID, use the "generate new ID" button to change it.

Grouping

Displays the hierarchy of the preset.

Presets can be placed in groups. To create a group, open the presets folder, create a new folder, and move your preset files into it.

Flags

Specifies in which contexts the preset can be used.

- **Design**

The preset can be used to modify the visual properties of subtitles.

- **Subtitles track creation**

The preset can be used as template to create new subtitle tracks.

- **Exporter creation**

The preset can be used as template to create new exporters.

- **Report**

The preset can be used to analyze subtitles.

- **Auto apply**

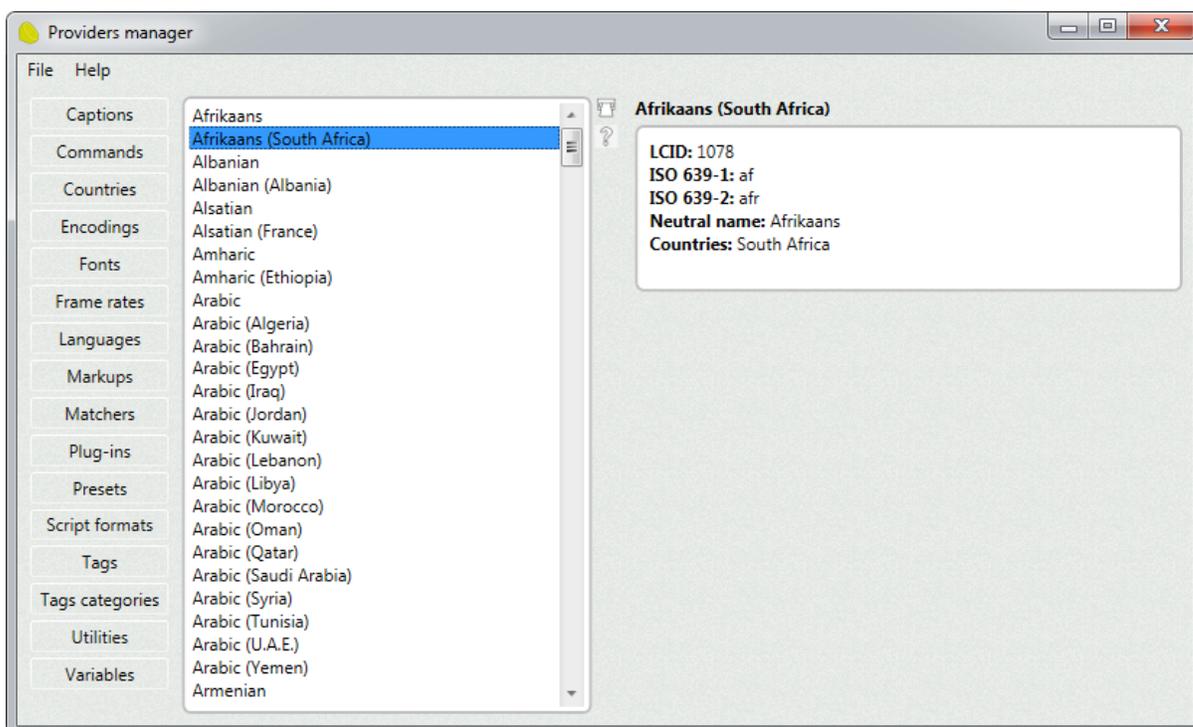
The preset can be [auto applied](#) to tracks.

Tags

The [tags panel](#) allows to add, remove and edit the tags in the preset.

2.7 Providers manager

The providers manager allows to browse and installed components, and get detailed information about them.



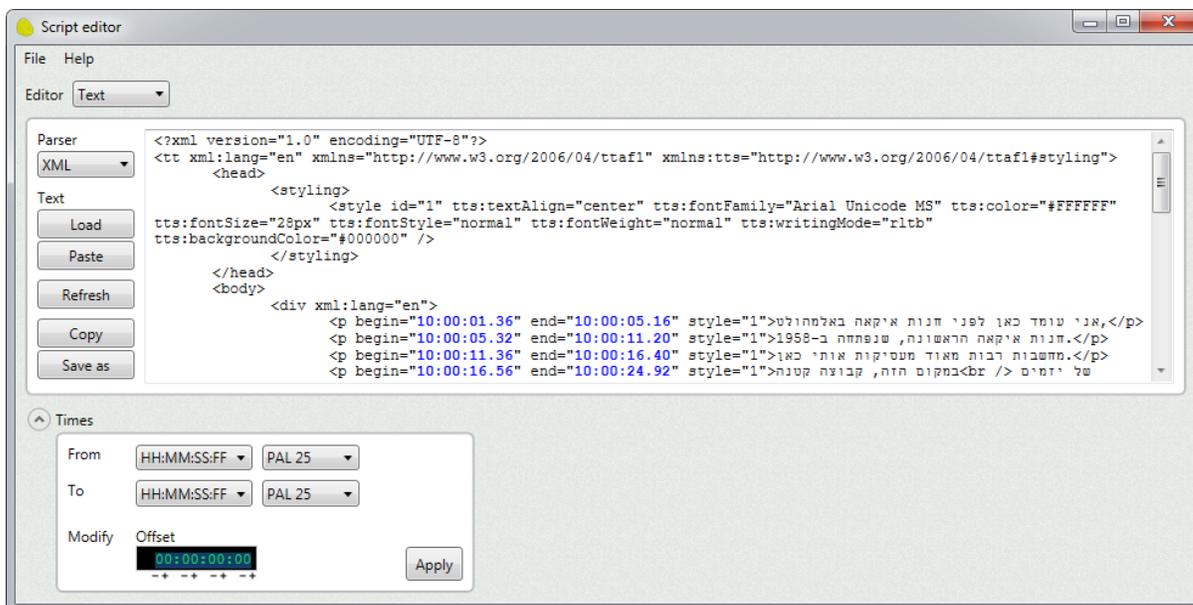
Report

This button creates a document with all the elements of the selected category.

2.8 Script editor

The script editor allows to modify subtitle documents without having to import them. Currently it can only modify timecodes.

It can automatically detect timecodes in the opened document. Once detected, they can be modified.



Editor

Specifies the type of editor to use. The available options may vary depending of installed plug-ins.

- **Text**

Allows to modify text files.

- **Microsoft Excel**

Allows to modify Excel documents.

Text editor

Parser

Specifies the kind of text to work with.

- **Text**

Allows to work with plain text files.

- **XML**

Allows to work with XML formatted text files.

- **SAMI**

Allows to work with SAMI text files.

Load

Loads a text into the editor, and parses it.

Paste

Pastes the clipboard text into the editor, and parses it.

Refresh

Restored and re-parses the text.

Copy

Copies the text to the clipboard.

Save as

Saves the text to a text file.

Microsoft Excel editor

This editor allows to modify Excel documents. It read a group of cells, modify them, and past them in a new location.

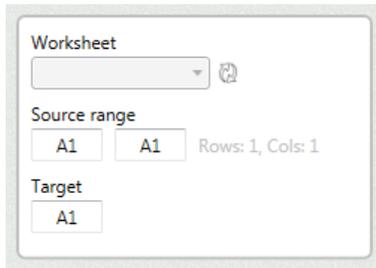
Excel must be running.

Worksheet

Specifies the Excel worksheet to work with.

Refresh

Refreshes the list of worksheets.



Source range

Specifies the range of cells to modify.

Target

Specifies the new start location for the modified cells.

Times

The times panel allows to modify timecodes in the current opened document.

From

Specifies the timecode format and frame rate of the original times.

To

Specifies the timecode format and frame rate the times will be converted to.

Offset

Specifies an offset for the times.

Time stretch

If enabled, the times will be multiplied by the right factor.

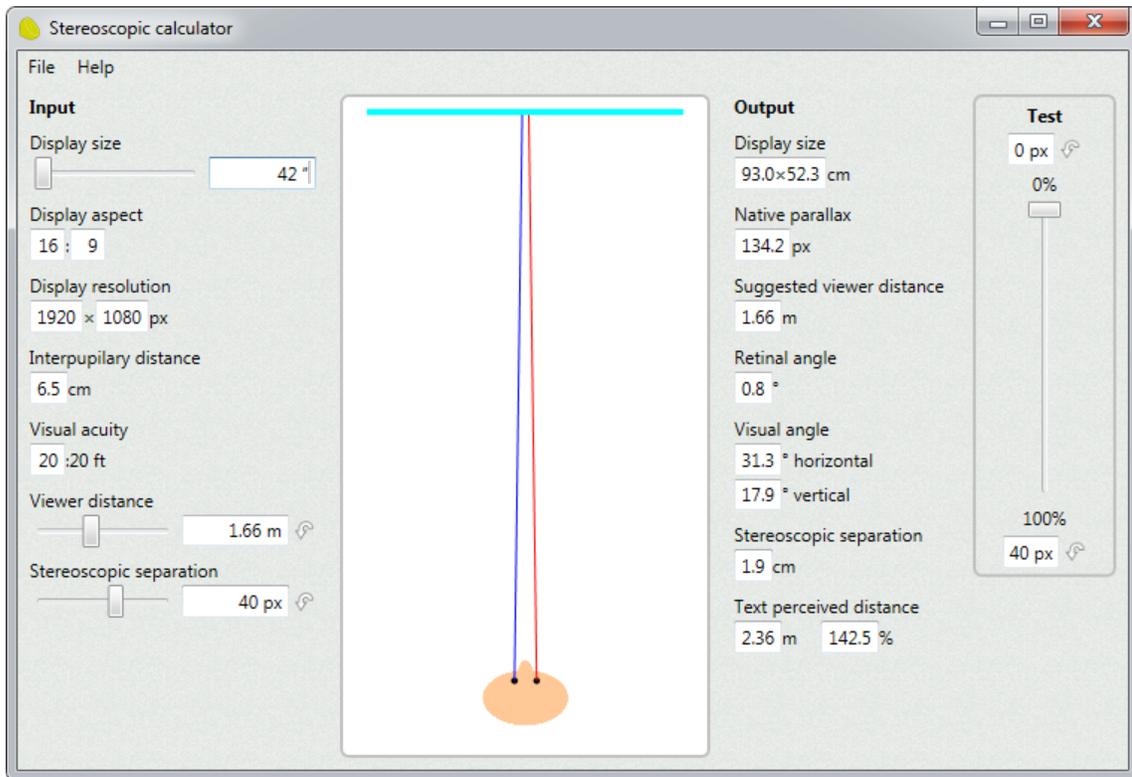
This option is visible only when the from/to frame rates are different.

Apply

Applies the time modifications to the detected timecodes.

2.9 Stereoscopic calculator

The stereoscopic calculator allows to choose the best pixel separation for 3D subtitles.



Input

Select the right parameters in the input panel according to your projection system.

The *viewer distance* and *stereoscopic separation* have two buttons that automatically calculate their values.

Output

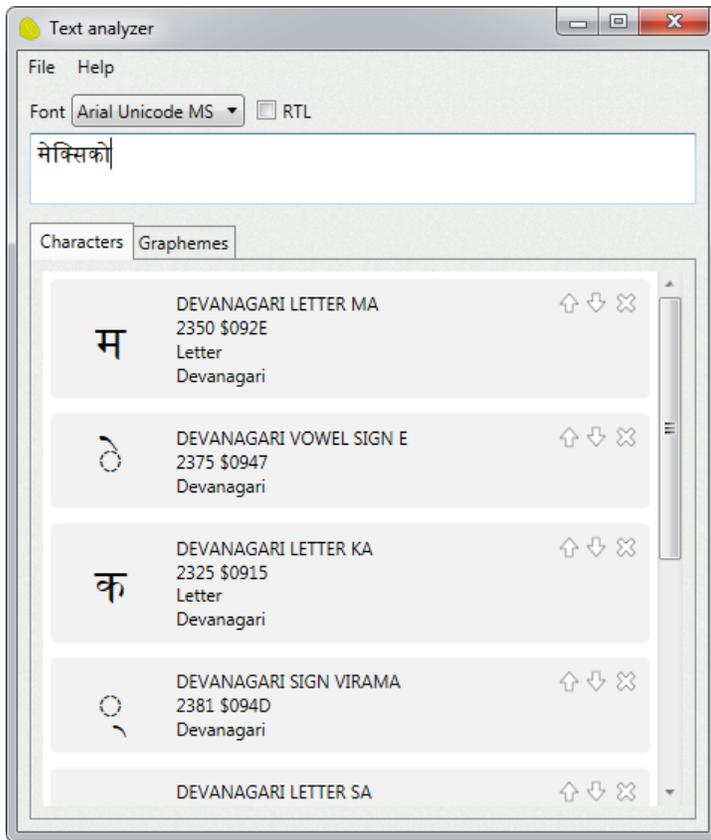
The output panel displays the calculated values. Any potential problem will be reported.

Test

Use the *test* panel to see the values that will be used when stereoscopic goes from 0% to 100%.

2.10 Text analyzer

The text analyzer displays information about the components in a text.



Font

Specifies the font to use to display the text.

Right-to-left

Enables right-to-left typing.

Conversion

Specifies the conversion to apply to the text.

Characters

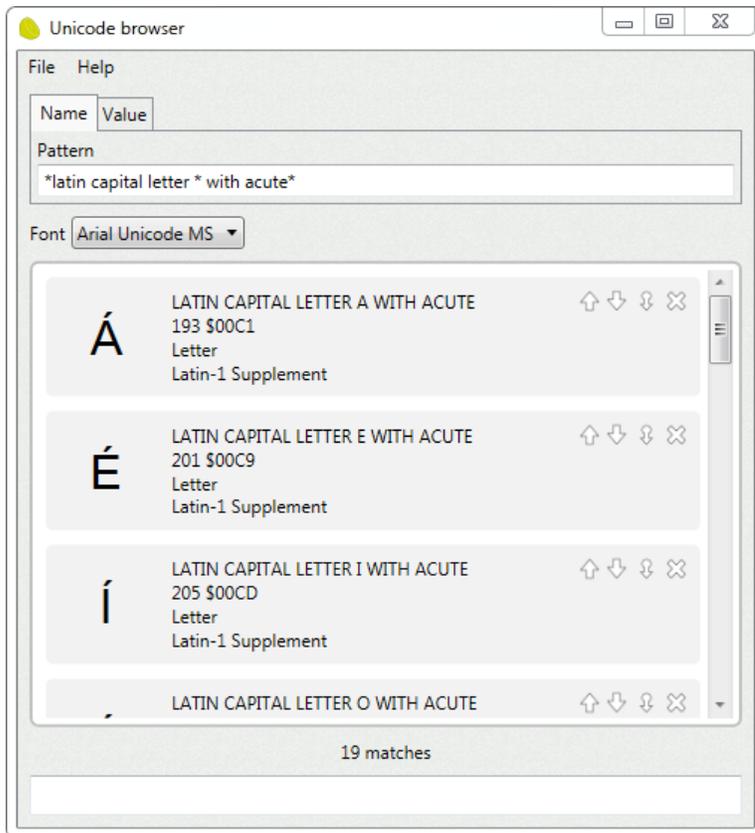
Displays Unicode information about each character: name, value, category and block. The characters can be reordered or removed.

Graphemes

Displays the graphemes in the text. The graphemes can be reordered or removed.

2.11 Unicode browser

The Unicode browser allows to find characters in the Unicode standard. Currently it supports Unicode version 6.2.



Name

Allows to find characters by name. The search is case insensitive. It accepts wildcards, for example: "*latin capital letter * with acute*"

Value

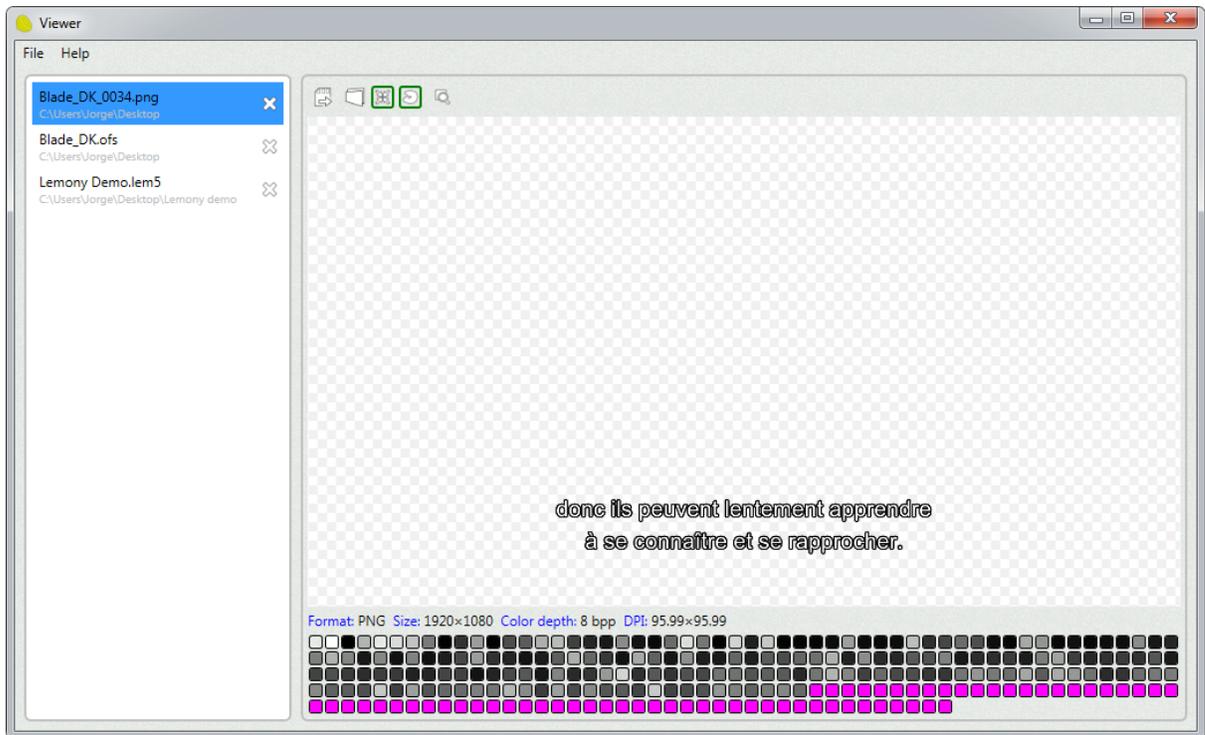
Allows to find a specific character by entering the Unicode value.

Matches

Found characters can be reordered, removed, or copied to the textbox.

2.12 Viewer

The viewer allows to display the content of files.



It supports:

- Image files
- Video files
- Audio files
- Text, binary and XML files
- Subtitle files
- Project files
- SUP and SUB subtitle images
- OFS files (stereoscopic)

Use the *view* menu to display the content of the files using a specific viewer, or auto detect.

Menus

Add files

Adds new files.

Files can also be drag & dropped.

Clear files

Removes all files from the list.

Viewer type

Specifies the kind of viewer to display the selected file.

Use *Auto detect* to automatically choose the viewer according to the content of the file.

Refresh

Reloads the current displayed file.

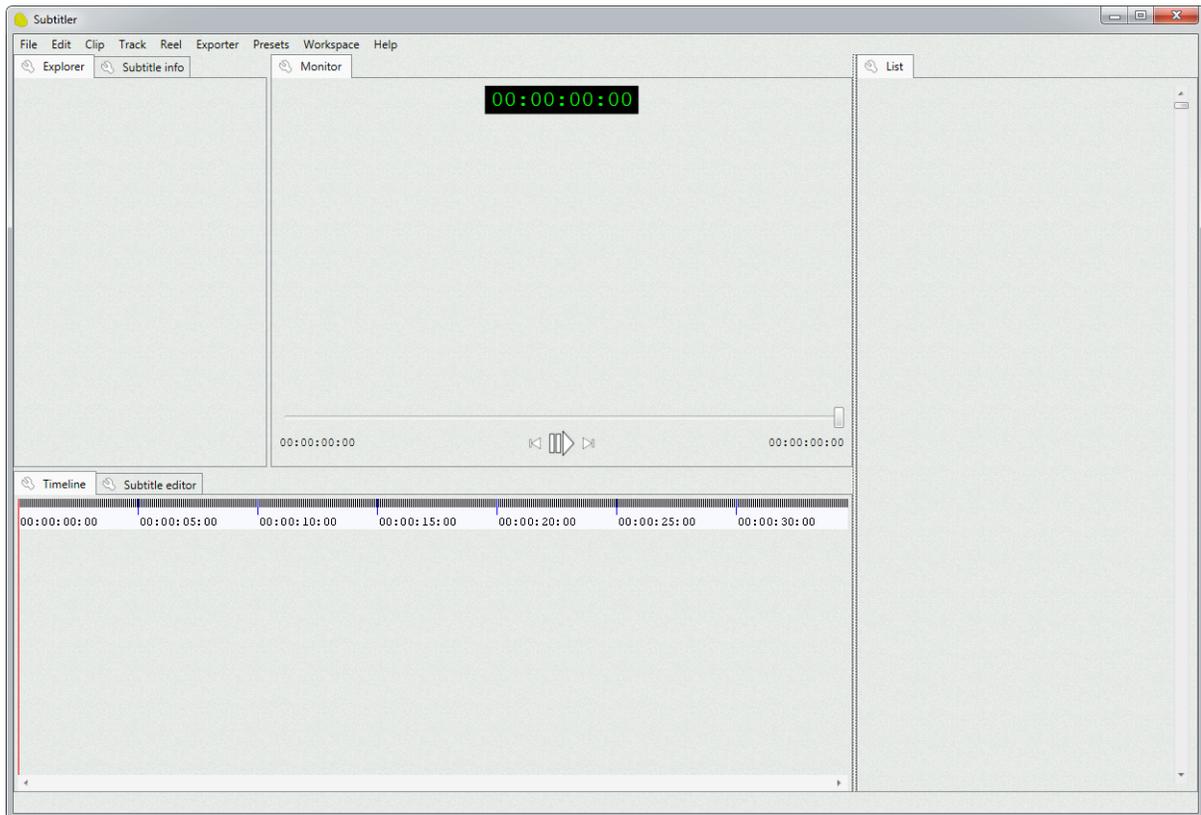
3 Subtiter

3.1 User interface

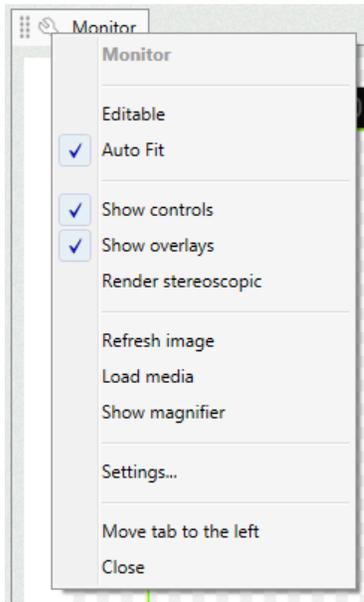
The main window contains several docked tools.

To be able to move the tools, unlock them using the *Workspace/Lock tools* menu.

To open a new tool, choose it from the *Workspace* menu.



Each tool has its own settings button that displays tool's menu.
This menu allows to configure the tool.

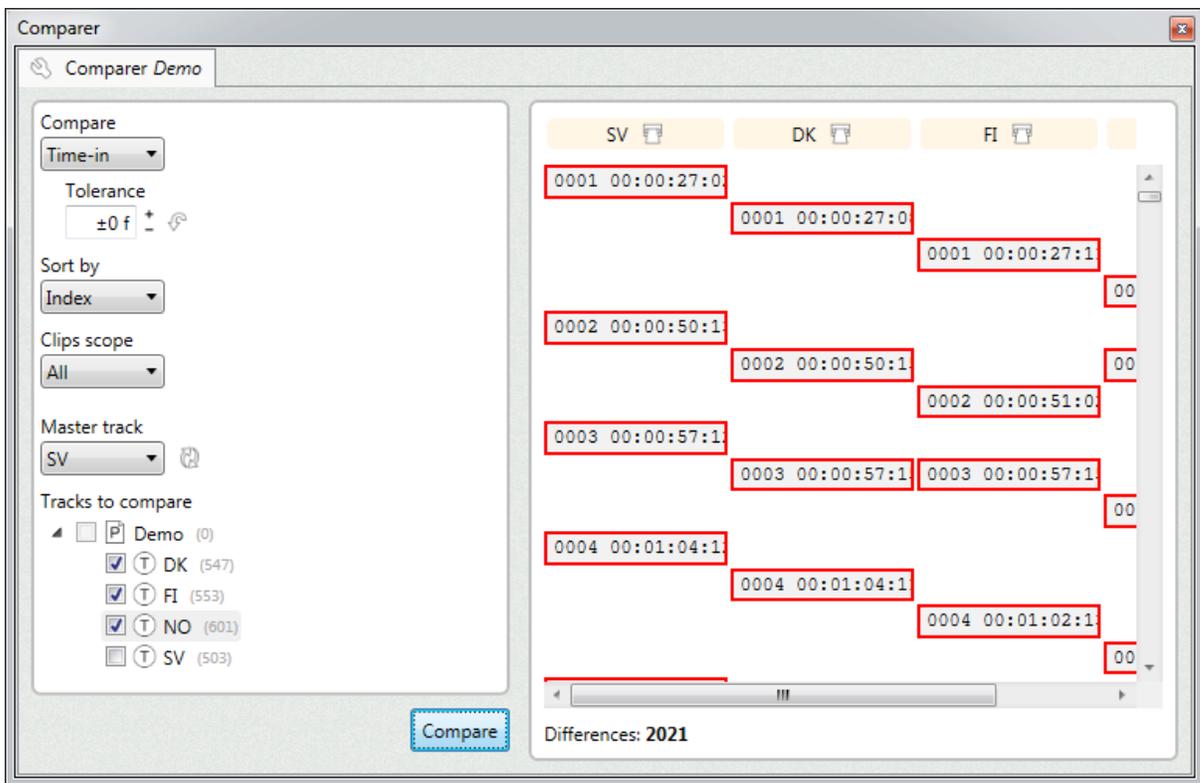


Use the "settings..." menu to display tool's settings dialog.

3.2 Subtitled tools

3.2.1 Comparer

The *comparer* tool displays graphically the differences between tracks.



Compare

Specifies the content to compare.

Tolerance

When comparing times, it indicates the amount of frames that times may differ.

Ignore markups

When comparing text, it ignores the markups in the text.

Sort by

Indicates how to sort the results.

Clips scope

Indicates which clips to compare.

Master track

Specifies the track to use as base for the comparisons.

Refresh tracks

Updates the list of tracks.

Tracks to compare

Specifies the tracks to be compared with the master rack.

Compare

Executes the comparison.

Result

The results panel displays the compared subtitles.

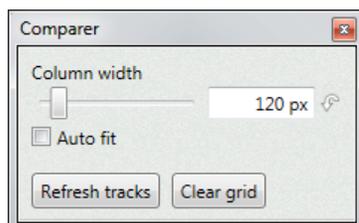
Subtitles in red indicates that they differ.

You can double-click a clip to jump to it.

Report

Generates a document with all the reported clips in that track.

3.2.1.1 Settings



Column width

Specifies the width of each column, if *auto fit* is disabled.

Auto fit

If enabled, all the columns will fill the panel.

Refresh tracks

Updates the list of tracks.

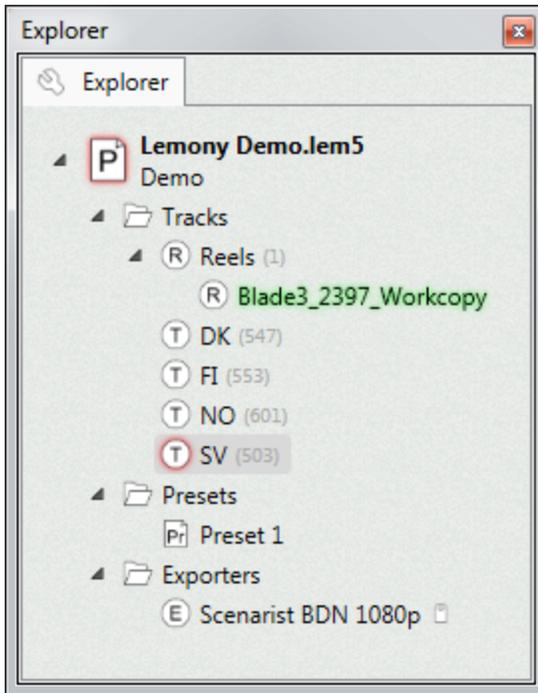
Clear grid

Removes all columns.

3.2.2 Explorer

The *explorer* tool displays the opened projects, their elements, and allows to edit them and organize them.

Each element has a context menu that allows to execute actions.
Double-click a project or track to make it active.



3.2.2.1 Settings



Editable

If enabled, the elements can be drag and dropped.

Tracks can be moved inside another tracks. Elements can be copied into another projects.

Menus

If enabled, elements have a context menu.

Controls

If enabled, elements can show extra controls.

Drag & drop

If enabled, elements can be drag and dropped.

Show reels

If enabled, individual reels will be displayed.

Show clips count

If enabled, displays the amount of clips each track has.

Expand all

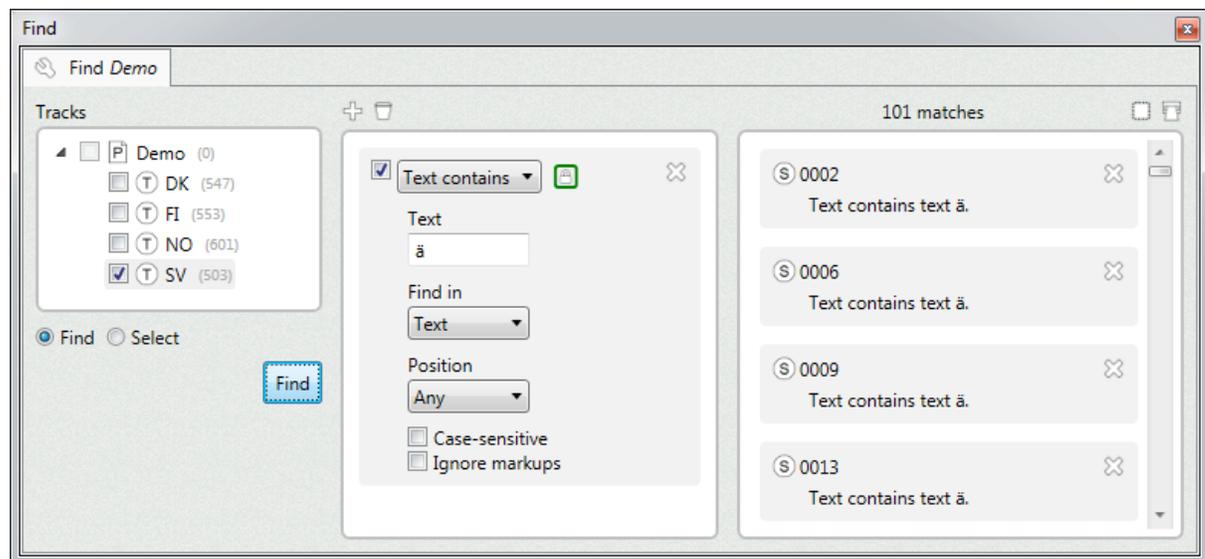
Expands all the elements.

Collapse all

Collapses all the elements.

3.2.3 Find

The *find* tool allows to find clips that meet specific criteria.



Tracks

Specify the tracks to analyze.

Find

Enables the "find" mode. In this mode, tracks will be analyzed, and the matching clips will be listed.

Select

Enables the "select" mode. In this mode, tracks will be analyzed, and the matching clips can be selected or deselected.

- **Select**

Selects the matching clips.

- **Add**

Adds the matching clips to the current selection.

- **Deselect**

Deselects the matching clips.

- **Invert**

Inverts the selection for the matching clips.

Matchers panel

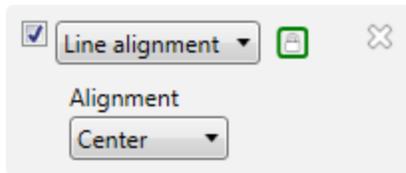
This panel allows to add *matchers*. Matchers are the criteria used to find clips.

Add

Add a new empty matcher.

Remove all

Removes all matchers.



There are several kinds of matchers. The matcher can be selected in the combo box. Some matchers offer additional parameters to be configured.

Matchers can be turned off or removed.

Mandatory

If enabled, it indicates that the criterion must be met. Otherwise, the criterion is optional.

By combining mandatory and optional criteria, it is possible to find subtitles that, for example, are top aligned, and contains "<" or contains ">".

Matches panel

Displays the matching clips.

Each item displays the subtitle name and the kind of matches it meets. Items in this panel can be removed.

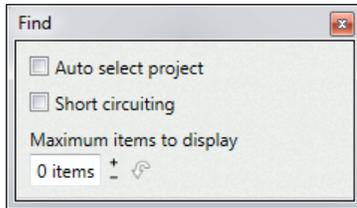
Select all

Selects all the clips in the list.

Report

Creates a document containing all the clips in the list.

3.2.3.1 Settings



Auto select target

If enabled, the tracks list will automatically show the tracks of the active project.

Short circuiting

If enabled, subtitles are rejected when a mandatory matcher does not match. Resulting in a faster performance.

If disabled, all mandatory matchers are evaluated.

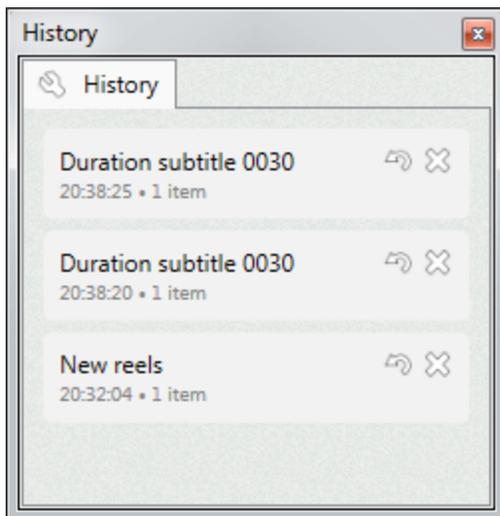
Maximum items to display

Specifies the maximum matches to show in the *match list*.

Zero items indicates that all items will be displayed.

3.2.4 History

The *history* tool displays the undo history. It allows to restore or remove undo levels.

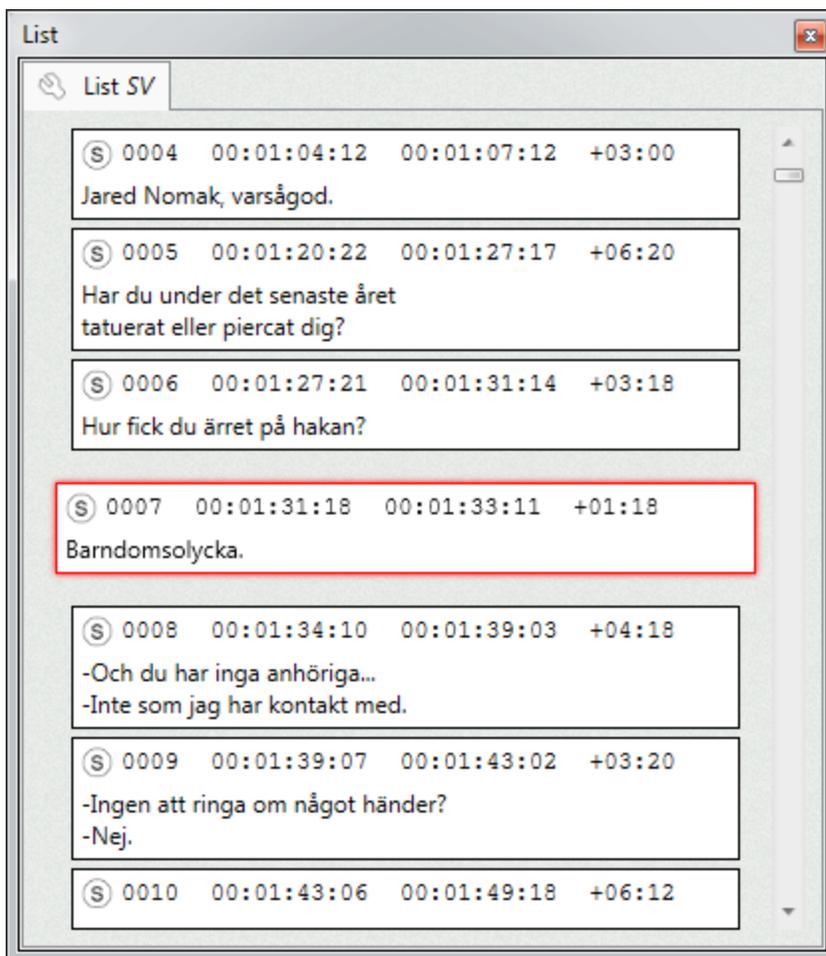


3.2.5 List

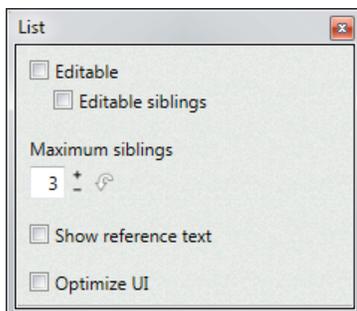
The *list* tool displays a track and its clips.

Each clip has its own context menu that allows to execute several actions.

A clip becomes active when clicking it.



3.2.5.1 Settings



Editable

If enabled, the clips can be edited.

Controls

Specifies which controls to use for the focused clip and for the non-focused clips. You can specify the controls to use in regular mode, and in edit mode.

Maximum siblings

Specifies the maximum number of previous/next clips to show.

Font size

Specifies the font size for the list.

Show reference text

If enabled, an additional column is displayed containing the *reference text*.

Highlight styles

If enabled, texts with italics and other styling will be highlighted.

This option requires that the *Show formatted text* option is enabled [here](#).

Optimize UI

If enabled, the list will be refreshed in quick mode when scrolling.

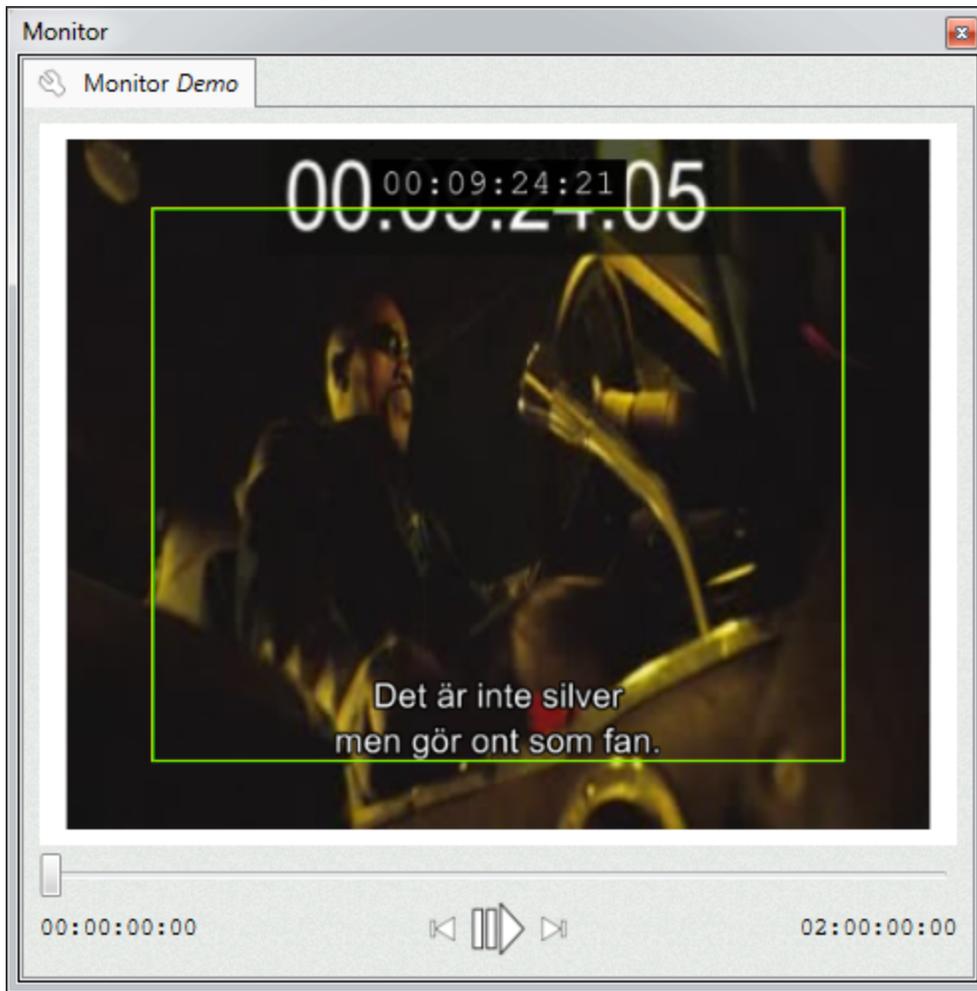
3.2.6 Monitor

The *monitor* tool displays a movie and subtitles.

If a *reel* is active, the monitor will display its movie and background image.

If an *exporter* is active, the monitor will use the exporter to render WYSIWYG subtitles.

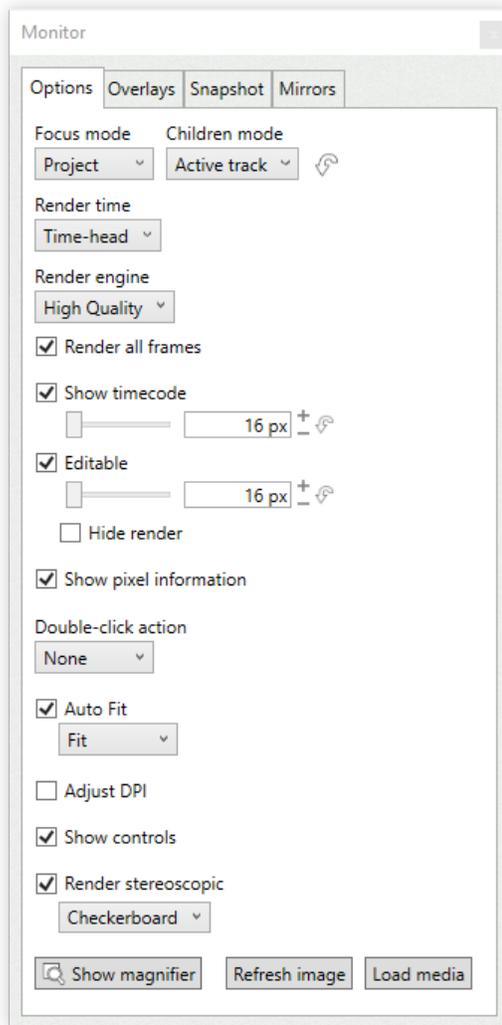
By clicking and dragging the mouse, the monitor displays the actual coordinates.



The *scroll bar* represents the project's time span. You can drag this bar to scroll across the entire project.

If a movie is loaded in the monitor, the *scroll bar* represents the reel's time span.

3.2.6.1 Settings



Focus mode

Specifies which top element to render in the monitor.

- **Project**
The render tree starts at the active project.
- **Parent**
The render tree starts at the parent of the active track.
- **Track**
The render tree starts at the active track.
- **Clip**
Renders only the active clip.

Children mode

Specifies which sub-tracks to display in the monitor.

- **None**
No clips are rendered.
- **Clips**
Renders all clips.

- **Clips and tracks**

Renders all clips and tracks.

- **All descendants**

Renders all clips, tracks and sub-tracks.

- **Active track**

Renders the active track.

Restore focus

Sets the *focus mode* and *children mode* to their default value.

Render time

Specifies the time position to display

- **Time-head**

The monitor renders the clips at current time position.

- **Clip**

The monitor renders the current clip, even if the time-head is not inside it.

Render engine

Specifies the render engine to use.

If an exporter is active, the monitor will use exporter's.

Render all frames

If enabled, the monitor refreshes the image each time the time-head is moved.

Otherwise, the monitor is refreshed only when the clip to be displayed changes.

Show timecode

If enabled, the current timecode is displayed over the monitor.

It also specifies the font size for timecode.

Editable

If enabled, the subtitle text can be edited directly in the monitor.

It also specifies the font size for text edition.

This feature is not available when using a AX player (QuickTime).

Show pixel information

If enabled, pixel position is displayed then clicking in the *monitor* and dragging the mouse.

Double-click action

Specifies the what to do when the monitor is double-clicked.

- **None**

Nothing is done.

- **Edit text**

Makes the monitor editable. Toggle.

Auto fit

If enabled, the rendered image will fit the monitor.

It also allows to select the fitting method.

This feature is not available when using a AX player (QuickTime).

- **Fit**

The image will be scaled to fit the *monitor* area.

- **50%**

The image will be scaled always to 50%.

- **HD 720**

Scales the image to fit 1280x720.

Adjust DPI

If enabled, the image in the monitor will be scaled to meet a specific DPI.

These DPI value can be specified in [settings/GUI](#).

Show controls

If enabled, movie controls will be visible in the monitor.

Render stereoscopic

If enabled, the monitor will render left and right images, and compose them according to the selected stereoscopic mode.

Make sure your subtitles have a stereoscopic separation different than zero.

Show magnifier

Opens a [magnifier](#) window.

Snapshot

Takes a snapshot of the monitor image.

Snapshots can be configured in the [settings](#) window.

Refresh image

Re-renders the image.

Load media

If a reel is active, it loads the movie.

Fix player

Removes and creates a new video player.

This function may help in situations where the player does not respond.

Overlays

Allows to display overlays.

Overlays are components that render information and guides on the monitor.

Show overlays

If enabled, overlays will be displayed.

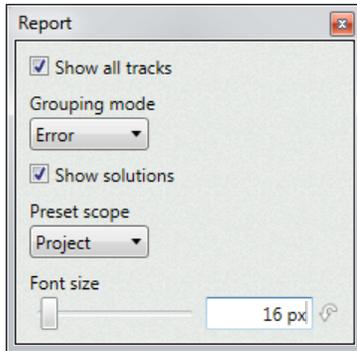
Mirrors

Allows to open mirrors.

Mirrors are components that send the image in the monitor to other windows or devices.

This feature is not available when using a AX player (QuickTime).

3.2.7 Report



Show all tracks

Displays all kind of tracks and exporters, not only subtitle tracks.

Grouping mode

Specifies how to group report.

- **None**

The report is not grouped.

- **Error**

The report is grouped by error type.

- **Element**

The report is grouped by element.

Show solutions

If enabled, errors will display suggestions.

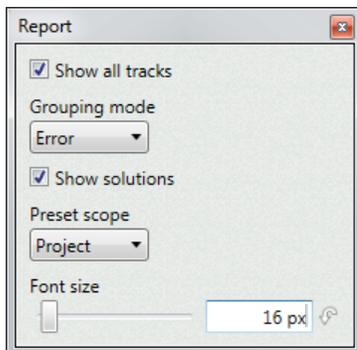
Preset scope

Specifies the kind of presets to display in the presets combo control.

Font size

Specifies the font size for the report.

3.2.7.1 Settings



Show all tracks

Displays all kind of tracks and exporters, not only subtitle tracks.

Grouping mode

Specifies how to group report.

- **None**

The report is not grouped.

- **Error**

The report is grouped by error type.

- **Element**

The report is grouped by element.

Show solutions

If enabled, errors will display suggestions.

Font size

Specifies the font size for the report.

3.2.8 Spell checker

The *spell checker* tool checks spelling in subtitles, reports errors, and presents solutions.

There are two kinds of dictionaries:

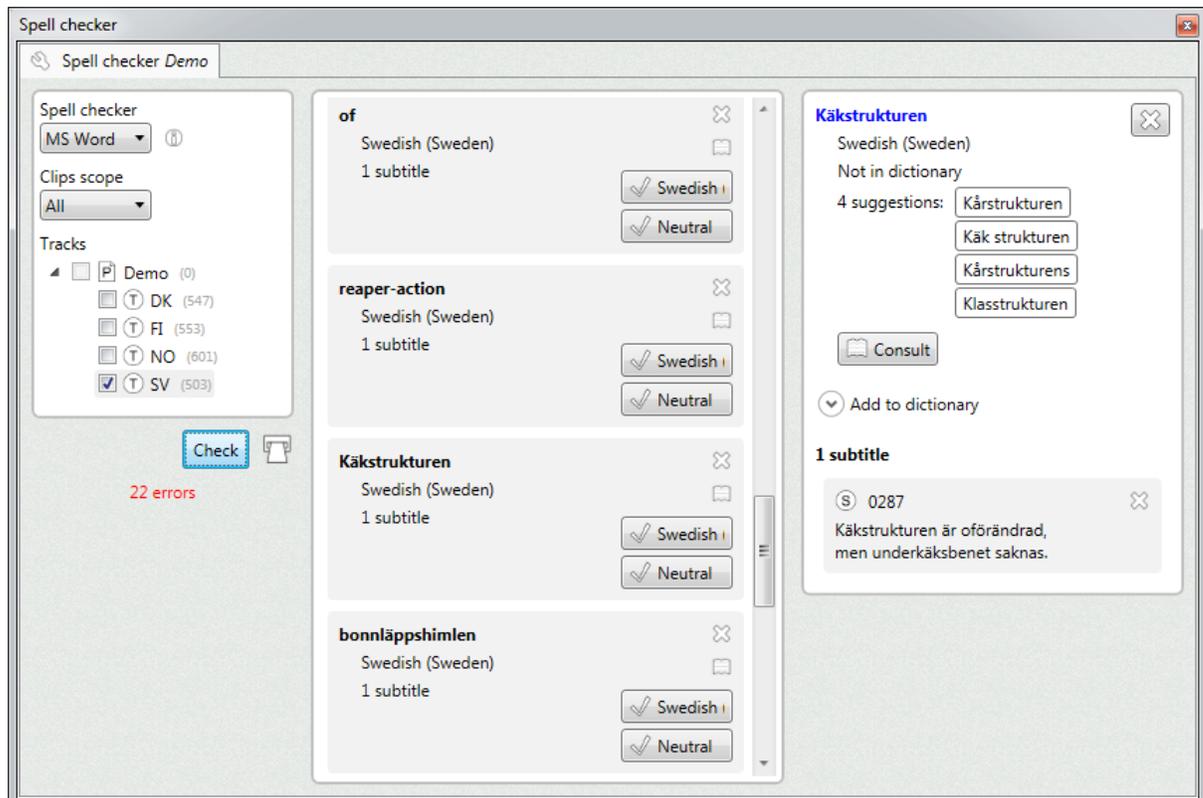
- **Project dictionaries**

They are stored inside the project.

- **Global dictionaries**

They are shared dictionaries, available for all projects.

They are stored by default in *C:\ProgramData\Lemony Pro 5\Dictionaries*.



Spell checker

Specifies the spell checker engine to use.
The default engine can be set in the [settings](#) window.

Spell checkers details

Displays information about the selected spell checker.

Clips scope

Specifies which clips to check.

Tracks

Specify the tracks to check.

Check

Starts analyzing the selected tracks.

Report

Creates a document with all the detected errors.

Results panel

Displays the detected errors.

Double-click an error to display its details.

Remove

Removes the word from the report. The word will be reported again in the next check.

Consult

Opens the consult dialog, which offers several options to check the word on-line.

Add to project dictionary

Adds the word to the project dictionary, using word's language.

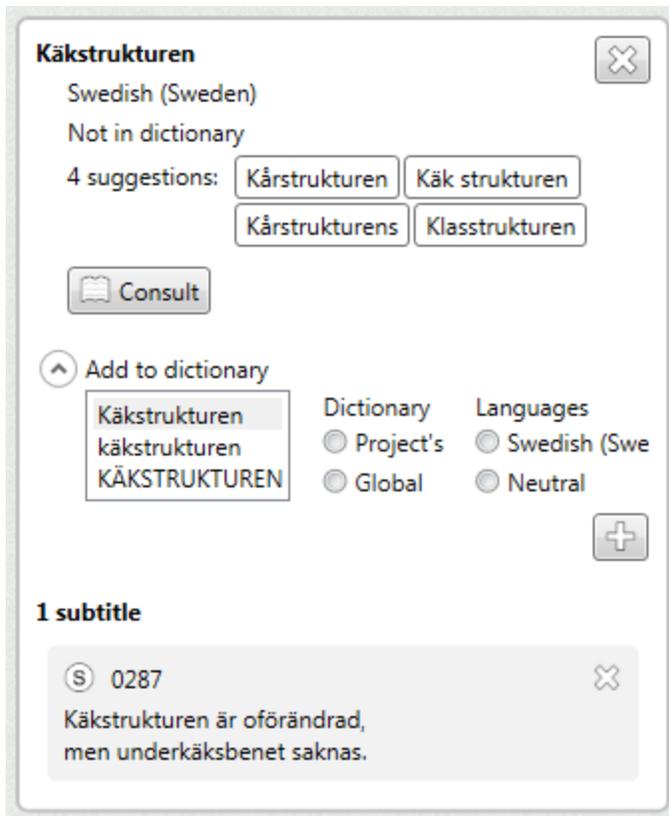
Add to neutral project dictionary

Adds the word to the neutral project dictionary.

Details panel

Displays detailed information about the selected word.

It displays the selected word, language and kind of error.



Remove

Removes the word from the report. The word will be reported again in the next check.

Suggestions

Displays the suggestions to correct the word.

By clicking a suggestion, it becomes active. Then you can apply it individually to each subtitle.

Consult

Opens the consult dialog, which offers several options to check the word on-line.

Add to dictionary

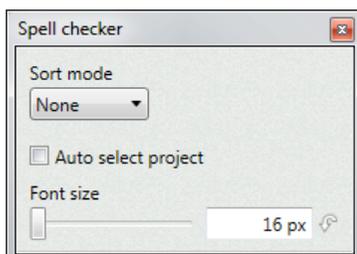
Allows to add the word to a dictionary.

You can select the word casing, kind of dictionary, and language.

Subtitles

Displays the subtitles that contain the word.

3.2.8.1 Settings



Sort mode

Specifies how to sort the results.

- **None**

Results are not sorted.

- **Index**

Result are sorted by subtitle index.

- **Word**

Result are sorted by word.

- **Language**

Result are sorted by language name.

- **Language + Index**

Result are sorted by language name and subtitle index.

- **Language and Word**

Result are sorted by language name and word.

Auto select project

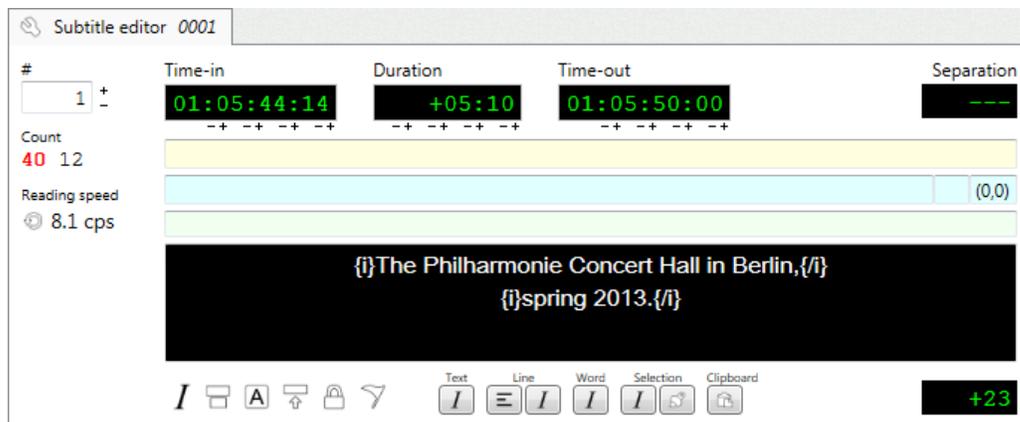
If enabled, the tracks list will automatically show the tracks of the active project.

Font size

Specifies the font size for the report.

3.2.9 Subtitle editor

The *subtitle editor* allows to edit the content of subtitles.



#

Specifies the clip index.

Text count

Displays the number of characters in each text line.

Reading speed

Displays the reading speed.

Time-in, Time-out, Duration

Allows to edit the clips times.

Separations

Displays the frame separation with previous and next subtitle.

Fields

Comments field

Allows to edit the comments for the subtitle.

Subpicture field

Allows to edit the subpicture path, image ID (when the file is a disc image), and position.

Bytes field

Allows to edit the bytes. These values usually express closed captions information or Blu-ray encoded text.

The bytes are expressed in hexadecimal.

Reference text field

Allows to edit the reference text.

The reference text usually contains the original language to be translated.

Toolbar

Italic

If enabled, the whole text will be rendered in italics.

Uppercase

If enabled, the whole text will be rendered in uppercase.

Raised

If enabled, the subtitle will be rendered top aligned.

Forced

If enabled, the subtitle will be considered *forced subtitle*.

Flag

Marks the subtitle.

Marked subtitles can be easily located and selected.

Text

- ***Toggle text italics***

Sets or removes the italics for the whole text.

Line

- ***Toggle line alignment***

Changes the line alignment for the current line.

- ***Toggle line italics***

Sets or removes the italics for the current line.

Word

- ***Toggle word italics***

Sets or removes the italics for the current word.

Selection

- **Toggle selection italics**

Sets or removes the italics for the current selection.

- **Set selection color**

Allows to select the color for the selected text.

Paste plain text

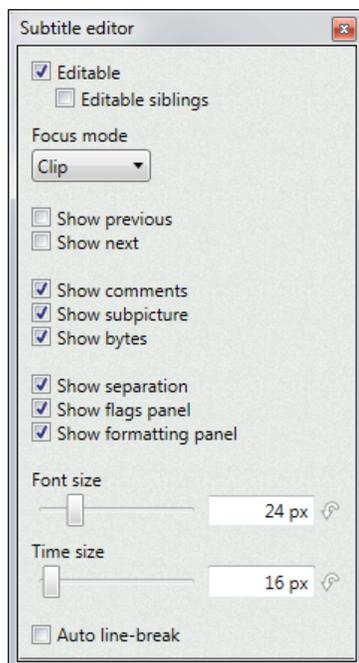
Pastes the text from the clipboard without formatting.

This button is available only if the *Paste plain text* setting is disabled.

Edit

Opens the [clip editor](#).

3.2.9.1 Settings



Editable

If enabled, the subtitle can be edited.

Editable siblings

If enabled, the previous/next subtitles can be edited too.

Focus mode

Specifies which subtitle to show.

- **Clip**

The focused subtitle is used.

- **Previous**

The previous subtitle from the focused one is used.

- **Next**

The next subtitle from the focused one is used.

Show previous

Displays the previous clip.

Show next

Displays the next clip.

Show comments

If enabled, the comments field is visible.

Show subpicture

If enabled, the subpicture field is visible.

Show bytes

If enabled, the bytes field is visible.

Show separation

Displays the separation against the previous and next clip.

Show flags panel

Displays the buttons that allow to set the clip's flags.

Show formatting panel

Displays the buttons that allow to format the text.

Font size

Specifies the font size for edition.

Time size

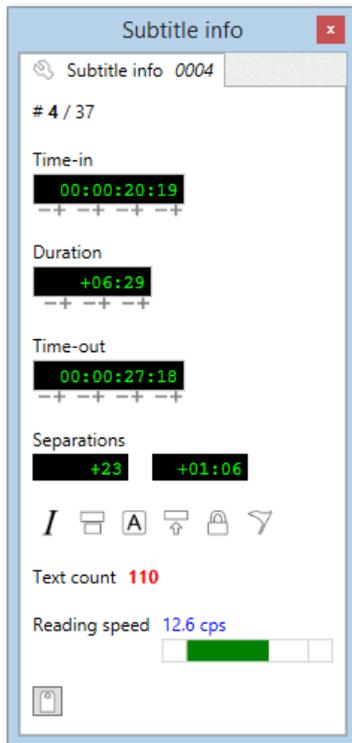
Specifies the font size for the time boxes.

Auto line-break

If enabled, a new line is automatically created when maximum line width is reached. The maximum *characters per line* is specified in the project.

3.2.10 Subtitle info

The *subtitle info* tool displays information about the focused subtitle.



#

Displays the index of the subtitle, and the total subtitles in the track.

Time-in, Duration, Time-out

Display and allow to edit the times.

Separations

Displays the frame separation with previous and next subtitle.

Flags

Shows and allows to change the flags that are enabled for the subtitle.

Text count

Displays the number of characters in each text line.

Reading speed

Displays the reading speed.

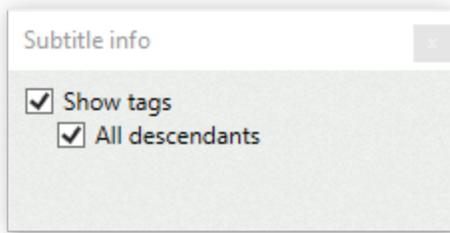
The *reading speed* units and limits are specified in your project.

In the [settings](#) window you can reverse the behavior of the graphic.

Tags

Displays subtitle's tags, including the tags in its text.

3.2.10.1 Settings



Show tags

If enabled, the tool displays the clip's tags.

All descendants

If enabled, tags will be displayed for the clip and all sub elements.

In the clip is a subtitle, tags will be displayed for all paragraphs, lines and runs.

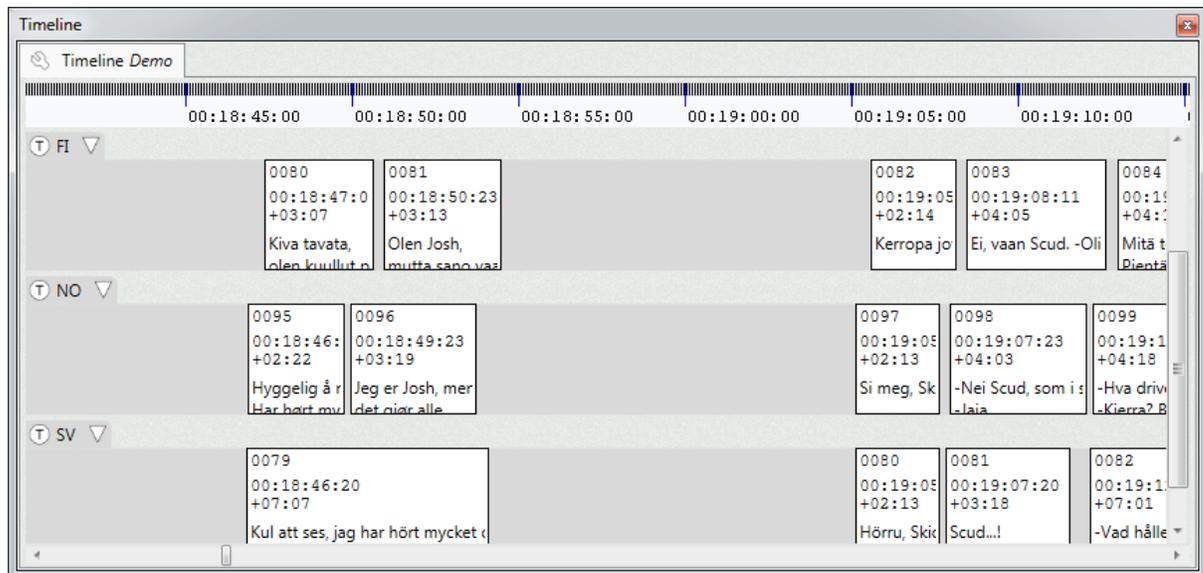
3.2.11 Timeline

The *timeline* tool displays tracks and clips as a non-linear editor.

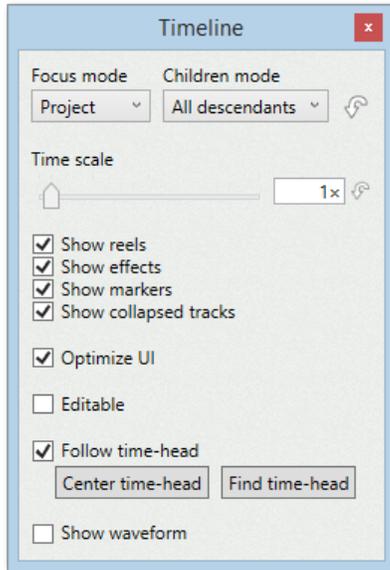
Each track and clip has its own context menu that allows to execute several actions.

Tracks can be expanded and collapsed.

A clip becomes active when clicking it. By double-clicking it, the time-head jumps to it.



3.2.11.1 Settings



Focus mode

Specifies which tracks to display in the timeline.

- **Project**

Displays all tracks in the project.

- **Track and siblings**

Displays the active track and its siblings.

- **Track**

Displays only the active track.

Children mode

Specifies which tracks to display in the timeline.

- **None**

No sub-tracks are displayed.

- **Tracks**

All top tracks are displayed.

- **All tracks**

All tracks are displayed (top tracks and their children).

- **All projects, tracks**

All top tracks in all projects are displayed.

- **All projects, all tracks**

All tracks in all projects are displayed.

The last 2 options only displays projects that have the same frame rate as the focused project. This is to avoid mixing tracks with different frame rates.

Restore focus

Sets the *focus mode* and *children mode* to their default value.

Time scale

Specifies the zoom factor for the timeline

Show reels

If enabled, *reel tracks* will be displayed in the timeline.

Show effects

If enabled, *effect tracks* will be displayed in the timeline.

Show keyframes

If enabled, *keyframe tracks* will be displayed in the timeline.

Show markers

If enabled, *marker tracks* will be displayed in the timeline.

Show collapsed tracks

If disabled, collapsed tracks will not be displayed in the timeline.

Editable

If enabled, clips in the timeline can be modified.

Controls

Specifies which controls to use for the focused clip and for the non-focused clips. You can specify the controls to use in regular mode, and in edit mode.

Limit trimming

If enabled, avoids overlapping subtitles when editing times with the mouse.

Snap trimming

If enabled, trimming will snap to some time positions. You can configure the snapping in the [settings](#) window.

Optimize UI

If enabled, the timeline will be refreshed in quick mode when scrolling or playing.

Follow time-head

If enabled, the timeline will automatically scroll to follow the time.

Center time-head

Scrolls the timeline to center the time-head.

Find time-head

Scrolls the timeline to the current time position.

Show waveform

If enabled, the waveform will be displayed. This function requires the reel to have a waveform file.

Size

Specifies the height of the waveform.

Show handle

If enabled, the waveform will display a handle to edit the active subtitle.

Audio scrub

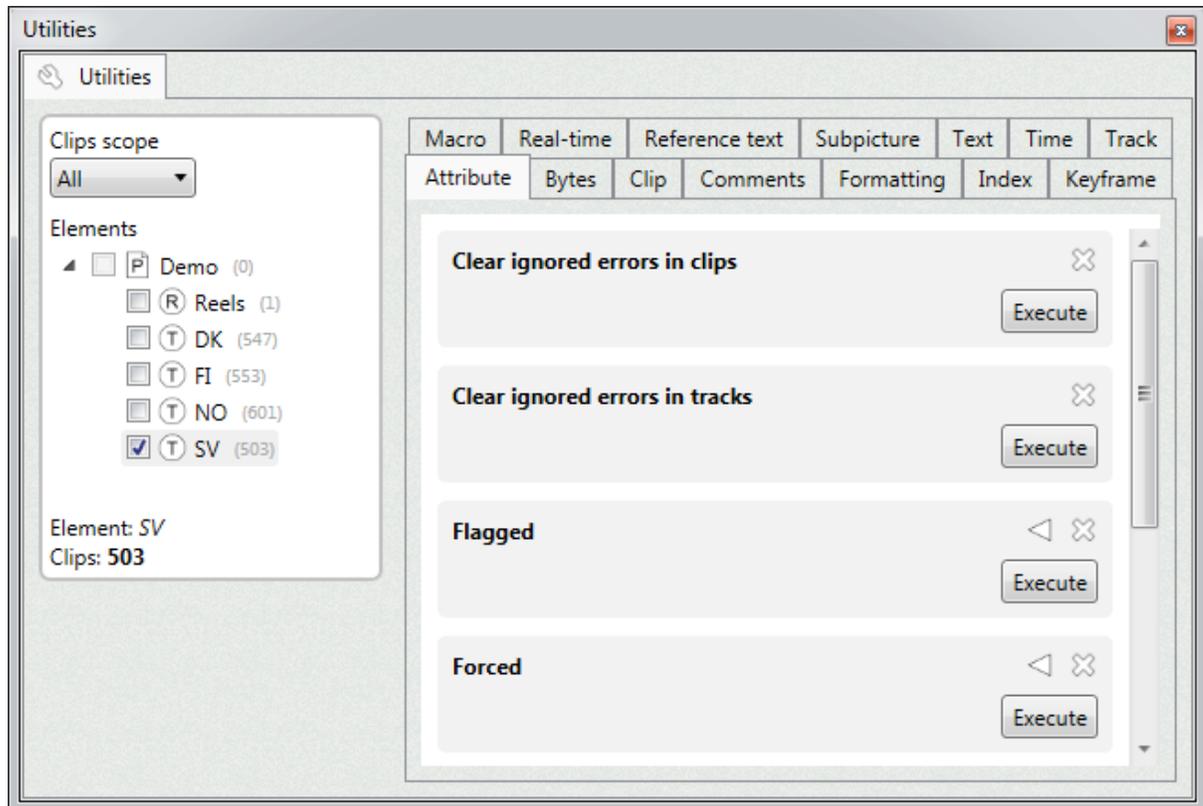
If enabled, the waveform will play sound then clicking and dragging the mouse over it.

Show scene changes

Displays the scene changes over the waveform. This function requires the reel to have a scene changes file.

3.2.12 Utilities

The *utilities* tool offers several function to modify projects.



Clips scope

Specifies the clip to modify.

Elements

Specifies the tracks to modify.

Details

Show the tracks that are selected and the total number of clips to be modified.

Find

This field allows to filter out utilities.

Utilities

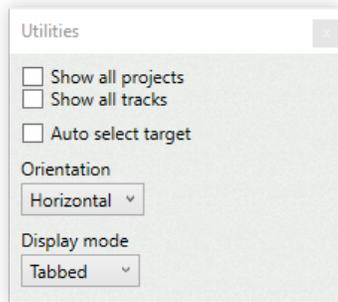
The utilities panel displays all the available utilities by category.

Some utilities can be expanded to show additional parameters.

To execute a utility, press "execute". Almost all utilities support undo.

Utilities can be removed. This is temporal, they will appear back when the tool is opened again.

3.2.12.1 Settings



Show all projects

Displays all the opened projects.

Show all tracks

Displays all kind of tracks, not only subtitle tracks.

Auto select target

If enabled, the active track will be selected automatically as target.

Display orientation

Specifies if the orientation of the panels.

- **Horizontal**

This is the default mode.

- **Vertical**

This orientation is ideal for docked panels.

Display mode

Specifies how to arrange the utilities in the panel.

- **Tabs (by category)**

The utilities are presented in tabs, grouped by category.

- **Panels (by category)**

The utilities are presented in expandable panels, grouped by category.

- **List (by name)**

All the utilities are presented in a long list, in alphabetic order.

4 Tags

4.2 Design

4.2 Design

4.2.1 Screen size

This tag specifies the screen size.

4.5 Export

4.5.1 UltraViolet (Text)

This tag allows to export UltraViolet text subtitles.

If you select to export using the 1.0.7 specs, you can also enable *best practices*. This option automatically overrides some parameters in the script to meet the "best practices" specs.

When the *best practices* are enabled:

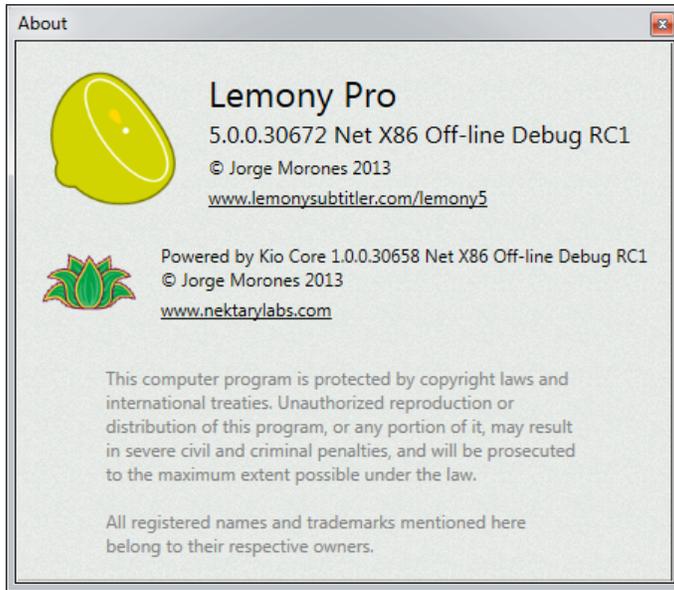
- The script will contain 2 regions, named "top" and "bottom". Raised subtitles will use the *top* region. The rest of the subtitles will use the *bottom* one. Otherwise, (when *best practices* is turned off) the script has only one region, and the subtitles use the *displayAlign="before"* attribute to get raised.
- The *fontSize* attribute is forced to "120%".
- The *fontFamily* attribute is forced to "*proportionalSansSerif*".
- The *lineHeight* attribute is forced to "112%".
- The *color* attribute is forced to "#CDCDCDFF".
- The *textOutline* attribute is forced to "*black 4%*" (if the outline property is enabled).
- The *backgroundColor* attribute is forced to "*transparent*".
- The *progressivelyDecodable* attribute is included and set to "*true*".
- In image subtitles, the *origin* and *extent* attributes are expressed in percent, not in pixels.

The *best practices* document also indicates that the text should be forced to centered (*textAlign="center"*). This point is deprecated because of use of different alignments is still a common practice.

5 Dialogs

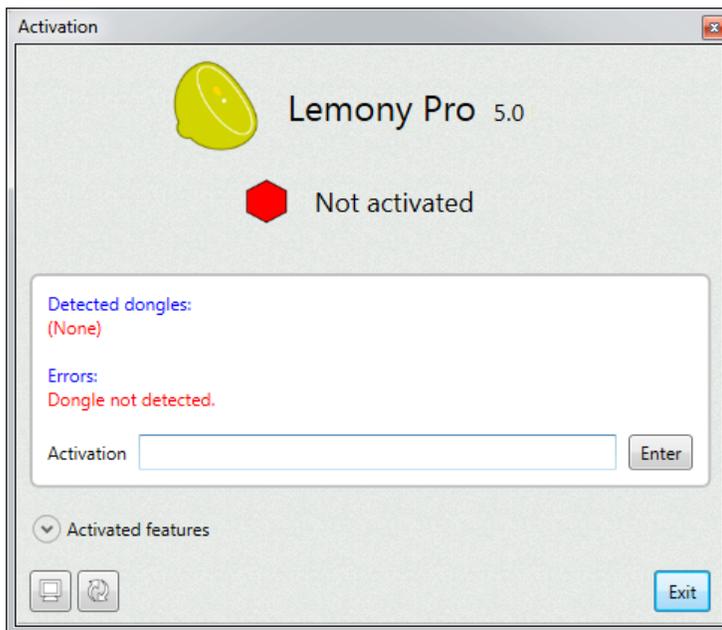
5.1 About

The *about* dialog displays information about the application.



5.2 Activation

The *activation* dialog displays the dongle status, and allows to activate the application.



Activated features

Displays the available components in the application.

System info

Displays the [system info](#) dialog with the computer and application specs.

Since the application has not been launched at this stage, the displayed information is limited.

Refresh

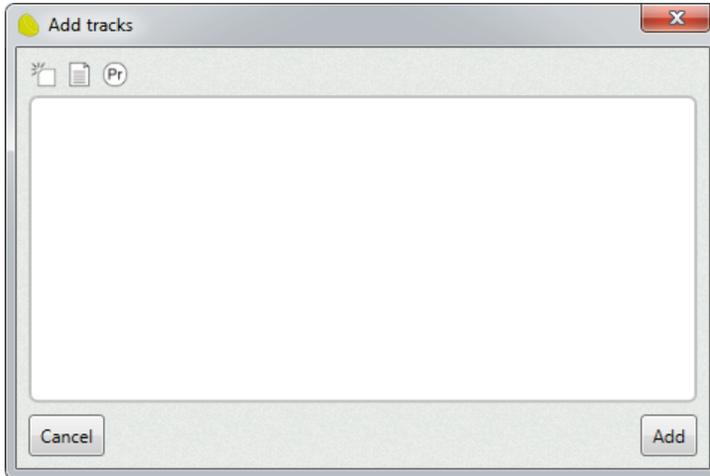
Refreshes the activation information.

Remove

Removes the activation.

5.3 Add tracks

The *add tracks* dialog allows to create new tracks, based on a subtitle file or preset. This dialog is displayed via the "new tracks wizard" menu.



Add empty

Allows to create new tracks using presets, and creating empty subtitles.

Add from file

Allows to create new tracks by importing subtitle files.

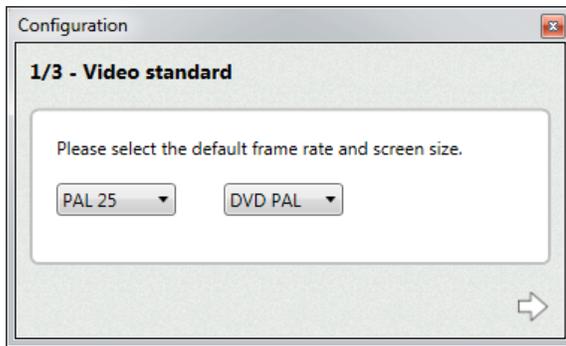
Add from preset

Allows to create new tracks using presets.

5.4 Application configuration

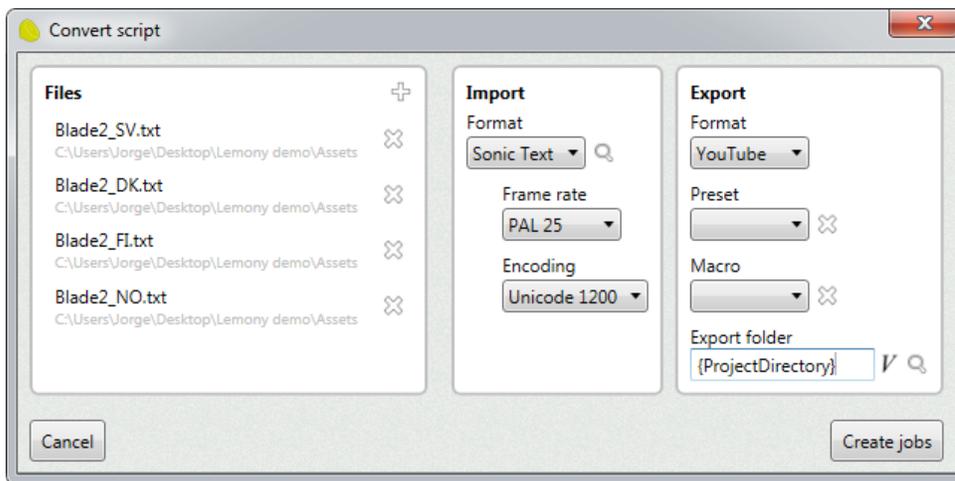
The *configuration* wizard allows to quickly configure the application. After answering a couple of questions, the wizard will select the best application settings for your system.

This wizard is automatically displayed the first time the application is executed. Use the [settings](#) dialog, *configuration* tab, to launch it again.



5.5 Batch job

The *batch job* dialog allows to create new jobs for the [batch](#).



Files

Allows to add and remove source files. These files will be used to create the jobs.

Parameters

The parameters may look different, according to the kind of [job](#).

Create jobs

Creates the jobs.

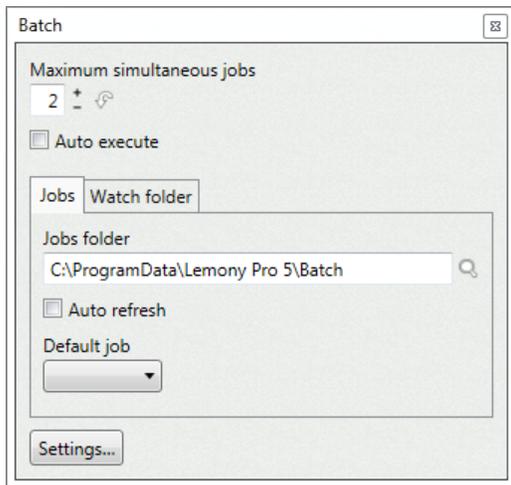
The dialog is not closed, so you can create more similar jobs.

Create and close

Creates the jobs and closes the dialog.

5.6 Batch configuration

The *batch job* dialog allows to create new jobs for the [batch](#).



Maximum simultaneous jobs

Specifies the maximum number of jobs to be executed at the same time.

Jobs

Jobs folder

Specifies the folder used to store the jobs.

Auto refresh

If enabled, the *batch* will automatically scan the folder for new files when it detects a change in the folder.

Use this option only if you intend to create your own *job files*.

Auto execute

Indicates if the batch will start automatically when new jobs are added.

Default job

Indicates the job to use for dropped files.

Press *Del* to remove the job.

Watch folder

Location

Specifies the folder to watch.

Auto refresh

If enabled, the *batch* will automatically scan the folder for new files when it detects a change in the folder.

Auto execute

Indicates if the batch will start automatically when new *watch jobs* are added.

Default job

Indicates the job to use for new files detected in the *watch folder*.

Press *Del* to remove the job.

Settings panel

This panel shows all the existing *settings* files.

Create

Creates a *default settings* file using the last job in the *batch*.

This implies that similar jobs will be created for the files dropped into the *watch folder*.

Delete

Deletes all the *default settings* file.

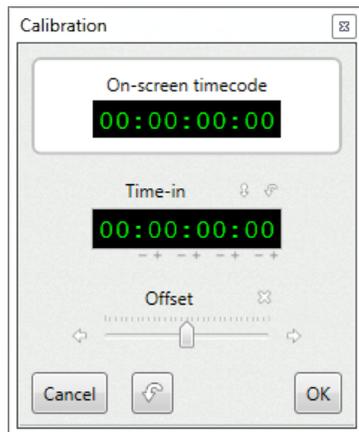
It will delete all files with extension *kiojob*.

Settings

Displays the *application settings* for the *batch*.

5.7 Calibrate reel

The *calibrate reel* dialog allows to synchronize movie's burned-in timecode with project's timecode. Read more about the [calibration](#) process.



On-screen timecode

Allows to automatically calibrate the reel.

Type in the burned-in timecode that the movie in the monitor displays.

Time-in

Specifies the time-in for the reel. This value is usually the same as project's base time.

Use project's base time

Changes the time-in to project's base time.

Restore time-in

Sets the original time-in.

Offset

Offsets the reel frame by frame.

Zero offset

Sets the offset to zero.

Restore

Restores the times.

5.8 Character picker

The *character picker* helps to enter special characters. It is available when typing in the subtitle text box.

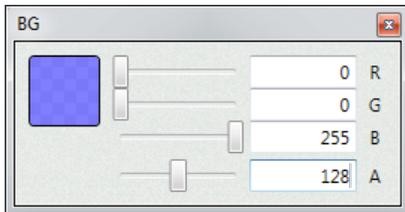
To display it, use its default shortcut Control-Ins.



Use the settings dialog to modify the characters to display and its shortcut.

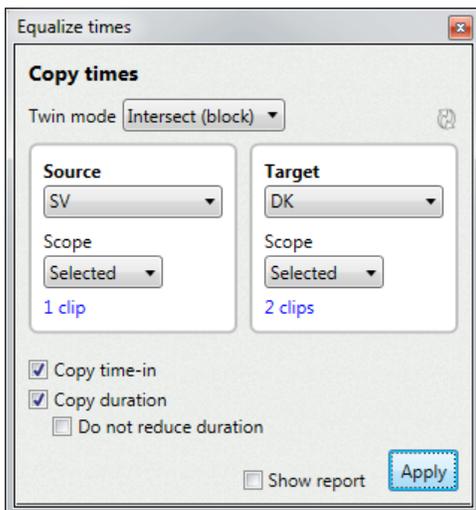
5.9 Color picker

The *color picker* allows to customize a color.



5.10 Copy clips properties

The *equalize times* dialog allows to copy times from one track to another.



Twin mode

Specifies how to relate one clip in the source track with a clip in the target track.

- **Index**

Clips are paired by its index.

Clip 0001 in source track will be paired with clip 0001 in target track. Source clip 0002 with target clip 0002, etc.

- **Ordinal in track**

Clips are paired by its index position inside the track.

First clip in the source track will be paired with first clip in the target track. The second source clip with the second target clip, etc.

- **Ordinal in scope**

Clips are paired by its ordinal position inside the selected scope.

For example, if the scope is *Selected*, the first selected source clip will be paired with first selected target clip.

- **Intersect**

Clips are paired if they intersect in time.

First clip in the source track will be paired with the first clip that intersects in time.

- **Intersect (block)**

Clips are paired if they intersect in time. Several source clips can be paired with several target clips.

- **Scope (block)**

All source clips are paired with all target clips.

For example, use this option copy times from all selected source clips into all selected target clips.

Source

Specifies the source track.

Scope

Specifies the clips to process in the source track.

Target

Specifies the target track.

Scope

Specifies the clips to process in the target track.

Copy time-in

If selected, time-ins will be copied from source to target.

Copy duration

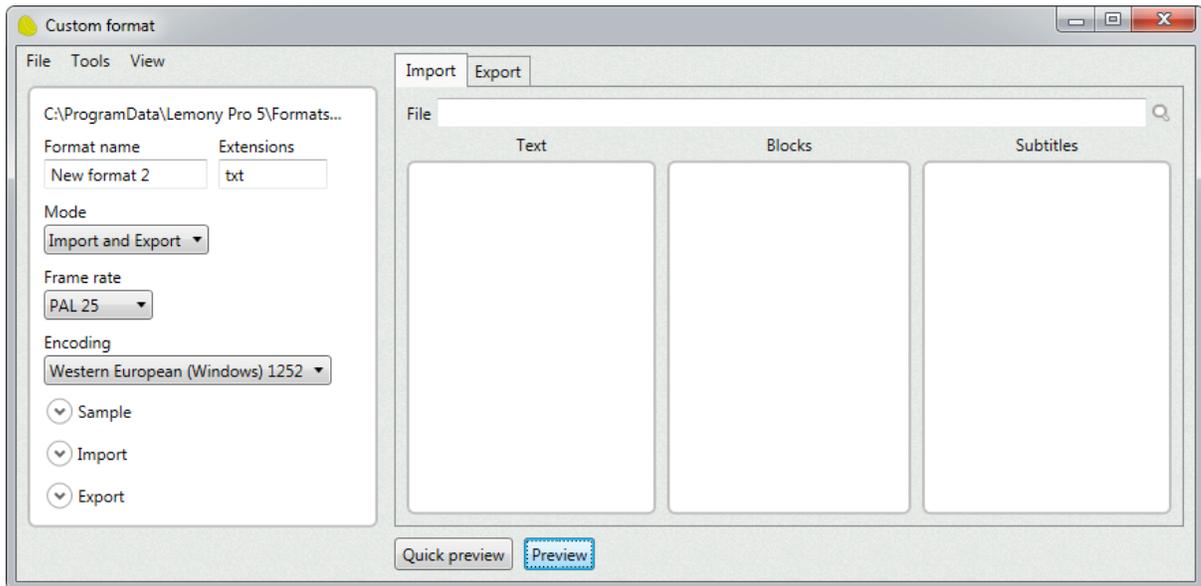
If selected, durations will be copied from source to target.

Do not reduce durations

If enabled, durations will never get shorter.

5.11 Custom format

The *custom format* dialog allows to edit and test a custom format.



File menu

Save

Saves the format.

Save as

Saves the format with a different name.

Tools menu

Analyze input text

Analyzes the loaded text (in the *import* panel) and tries to guess the right import parameters.

View menu

Auto preview

If enabled, the preview panels are automatically refreshed when the format changes. Turn off this function if the preview gets slower when testing large projects.

Parameters

File

Displays the file in edition.

Format name

Specifies the format name.

Extensions

Specifies the allowed extensions for the file. Separated by a space.

Mode

Specifies if the format can import or export files.

- **None**

The format cannot import or export. It is "detection only".

- **Import**

The format only can import files.

- **Export**

The format only can export.

- **Import and export**

The file support import and export.

Frame rate

Specifies the frame rate encoding for the format.

Encoding

Specifies the default encoding for the format.

Sample

Specifies a text that is used as sample in the [formats manager](#).

Import

Specifies how the format imports subtitles.

Screen size

Specifies the default screen size.

Replace texts

If enabled, it finds and replaces texts in the file before importing.

The field requires two words, respectively the find and replace words. Several pairs can be specified, each in a new line. Variables can be used to insert special characters.

Trim start

If enabled, it removes texts at the beginning of each line.

One value per line. Variables can be used to insert special characters.

Trim end

If enabled, it removes texts at the end of each line.

One value per line. Variables can be used to insert special characters.

Flush doubles

If enabled, it converts double texts to single.

One value per line. Variables can be used to insert special characters.

Remove lines start with

If enabled, it removes all lines that start with a given text.

One value per line. Variables can be used to insert special characters.

Remove empty lines

If enabled, it removes all empty lines.

Block start (regex)

Specifies the pattern used to detect the beginning of a subtitle block.

This field requires a regex. Variables can be used to enter complex regexes.

Minimum lines per block

Specifies the minimum amount of lines a block can have.

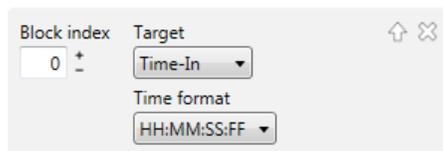
Fields parsing (regex)

Specifies the pattern used to split the text block in groups.

This field requires a regex. Variables can be used to enter complex regexes.

Fields mapping

Specifies how to interpret each segment in a text block. The panel displays one item per block.



Export

Specifies how the format exports subtitles.

Header

Specifies the header of the file. This text is inserted at the beginning of the script. Variables can be used to add dynamic values.

Footer

Specifies the footer of the file. This text is inserted at the end of the script. Variables can be used to add dynamic values.

Subtitle structure

Specifies the subtitle body. Variables can be used to change values dynamically.

Replace line-breaks

If enabled, line-breaks will be represented by the given text.

Replace italic

If enabled, italic text will be delimited by the given markups. The field requires two words.

Remove tags

If selected, all markups will be removed from the text.

Render subpictures

If selected, specifies the subpicture format to export.

Import preview

File

Specifies the file to use to preview the input.

Text

Displays the imported processed text.

Blocks

Displays the detected text block.

The first block of the list is editable. It displays additional information which allows to change the way groups are interpreted.

Click the "edit" button in another block to make it editable.

Subtitles

Displays the detected subtitles.

Export preview

Subtitles

This panel displays the subtitles to preview.

Generate new subtitles

Creates new subtitles.

If a track is active in the subtitler, its selected subtitles will be used to preview. Otherwise, new random ones will be created.

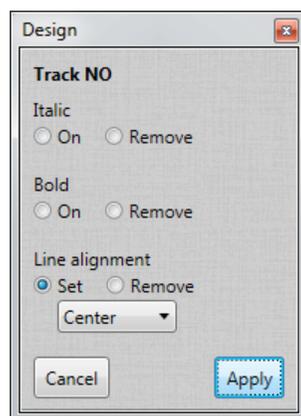
Script

This panel displays the resulting script.

5.12 Design

The *design dialog* allows to change the design for a track.

The desired effect will be achieved by adding or removing tags to the track.



Italic On

Enables italics.

Italic Remove

Removes the italics.

Bold On

Enables bold style.

Bold Remove

Removes the bold style.

Line alignment Set

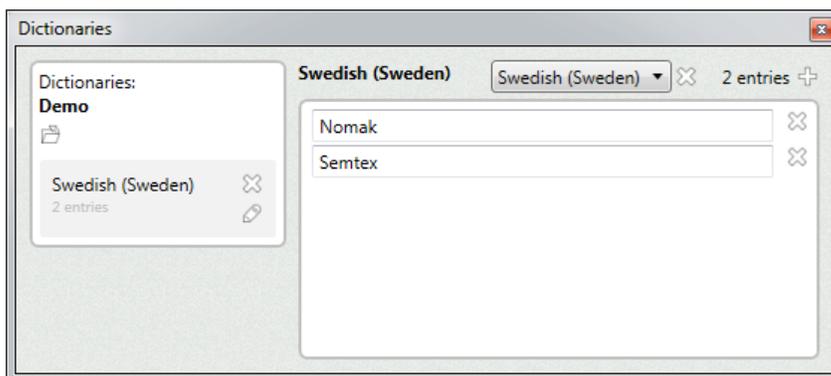
Sets the selected alignment.

Line alignment Remove

Removes the line alignment.

5.13 Dictionaries

The *dictionaries* dialog allows to manage dictionaries. It displays the dictionaries for a given project, or the global dictionaries.



Load words from dictionary

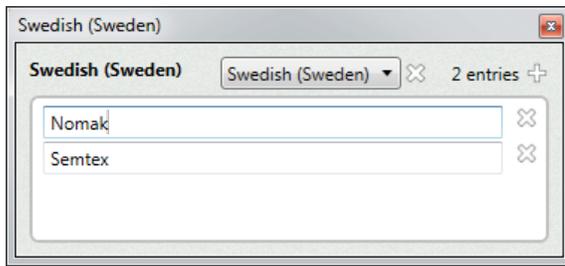
Opens a dictionary file and loads it, automatically creating all needed dictionaries. It supports .dic and .lex dictionary files.

Dictionaries

The dictionaries panel displays the existing dictionaries. They can be removed or edited.

5.14 Dictionary

The *dictionary* dialog displays the dictionary's language and entries.



Name

Displays the name of the dictionary. The name cannot be edited and it is always the same as language's name.

Language

Specifies the language of the dictionary.

Use neutral language

Sets the language as "neutral".

When the dictionary is neutral all its words are accepted in all languages.

Add word

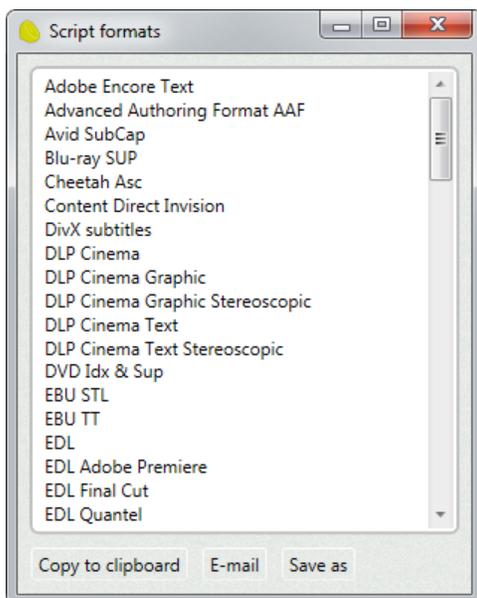
Adds a new word.

Word

Allows to edit the word, or remove it.

5.15 Document

The *document dialog* displays texts. Usually a generated report.



Copy to clipboard

Copies the text to the clipboard.

E-mail

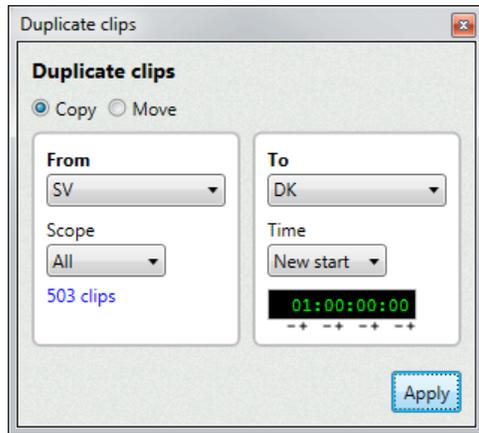
Creates a new e-mail with the displayed text.

Save as

Saves the text to file.

5.16 Duplicate clips

The duplicate clips dialog allows to copy or move clips.



- **Copy**

The clips will be duplicated.

- **Move**

The clips will be moved.

From

Specifies the source track.

Scope

Specifies the clips to process.

To

Specifies the target track.

Time

Specifies the modification to be applied to the times.

- **Unchanged**

The times remain unchanged.

- **New start**

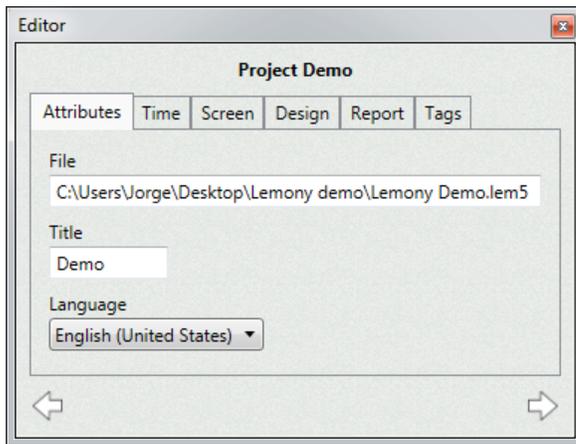
The clips will now start at the given time.

- **Offset**

The times will be offset a given amount of time.

5.17 Element editor

The *element editor* displays information about a specific element, and allows to edit it. The parameters displayed in this dialog depend of the kind of element in edition.

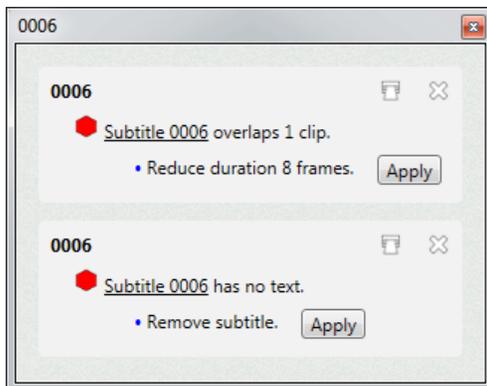


Previous / Next

Edits the previous/next element.

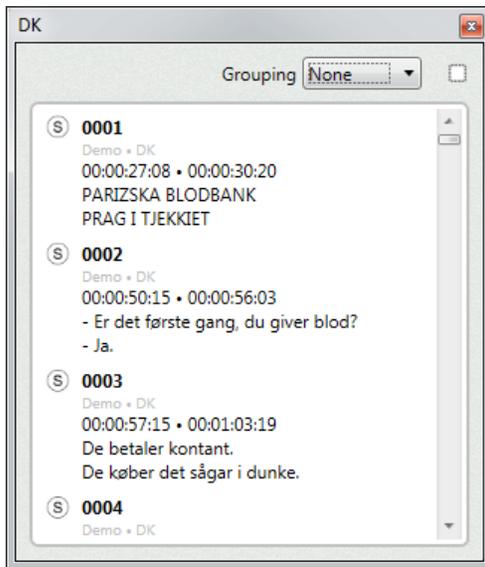
5.18 Element errors

The *element errors* dialog displays the errors for a specific element, usually a subtitle. This dialog usually appears when clicking the "show errors" button in the [subtitle editor](#) or [subtitle info](#).



5.19 Elements display

The *element display* dialog is used to list tracks and subtitles. Usually generated by a report.



Grouping

Specifies how to groups the elements.

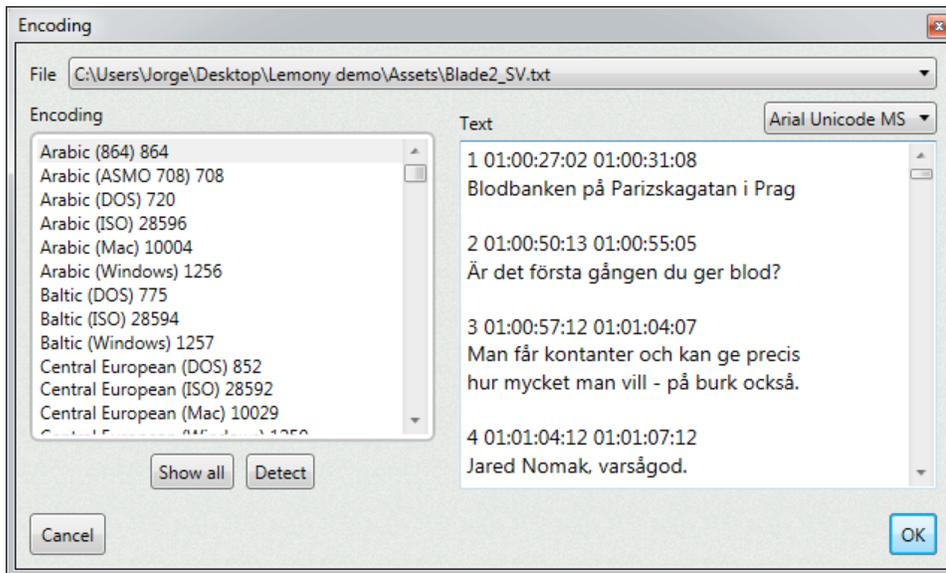
- **None**
The clips are not grouped.
- **By track**
Groups the clips by track.
- **Tracks only**
Only shows the tracks

Select all

Selects all the clips in the list.

5.20 Encoding

The *encoding* dialog helps to select the right encoding to open a text file.
This dialog can be opened from the [import](#) dialog.



File

Specifies the file to preview.

Encoding

Displays all available encodings, and allows to select the one to preview.

Show all

Restores the encodings list.

Detect

Analyzes the text and displays the compatible encodings.

Text

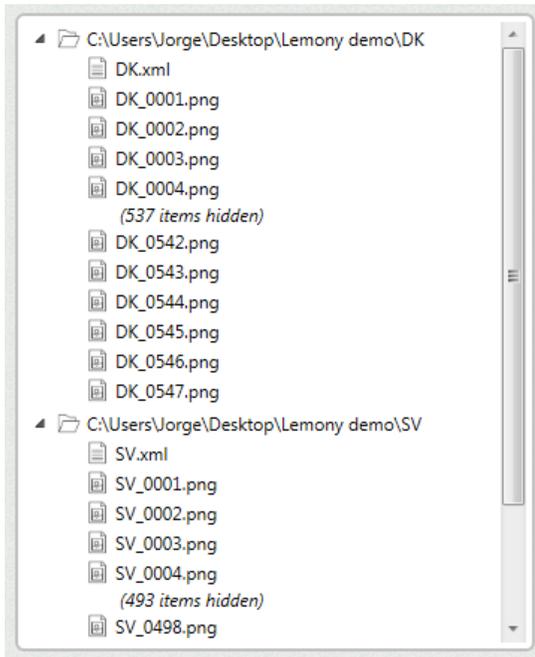
Displays the content of the text file.

Font

Specifies the font used to preview.

5.21 Export preview

The *export preview* displays the files that an exporter will generate. This panel is available through the *exporter editor* or *export wizard*.



Each item has a context menu:

Export

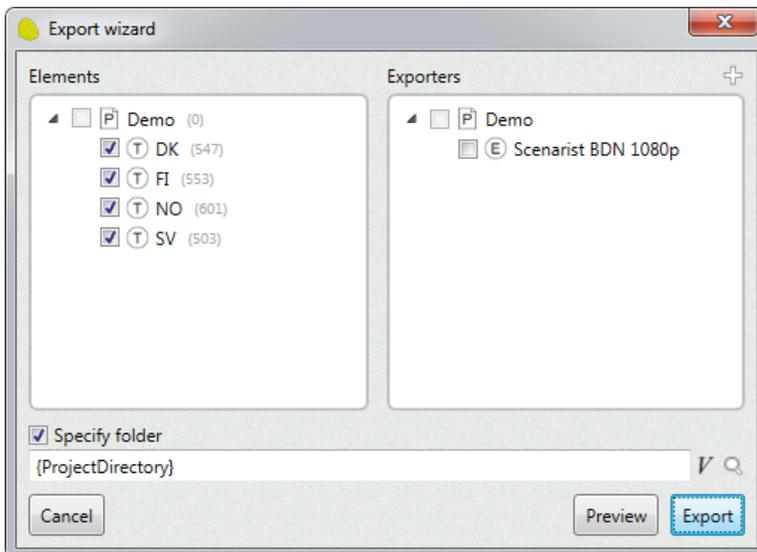
Renders the file.

Open folder

Opens the destination folder.

5.22 Export wizard

The *export wizard* allows to render subtitles.



Elements

Allows to select the tracks to export.

Exporters

Allows to select the exporters to be used to render the files.

Add exporter

Allows to add a new exporter to the project, using a preset.

Specify folder

If selected, a new destination folder can be specified.

Preview

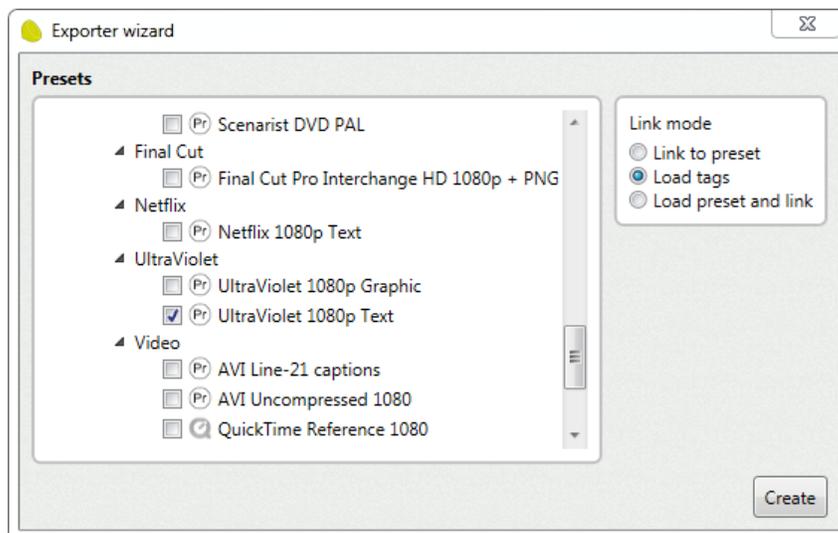
Displays the files that will be generated.

Export

Starts exporting the selected tracks using the selected exporters.

5.23 Exporter wizard

The *exporter wizard* dialog allows to create new exporters based on existing presets.



Link mode

Specifies how the new exporter will use the preset's tags.

- **Link to preset**

The exporter will have a reference to the preset file. If the preset file changes, the exporter will also change.

- **Load tags**

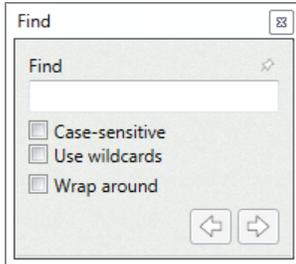
The exporter will get the a copy of all preset's tags.

- **Load preset and link**

The preset will be loaded into the project, and the exporter will have a reference to it.

5.24 Find

The *find dialog* allows to navigate through subtitles with a given text.



Find

Specifies the text to find.

Case-sensitive

If selected, the case of the text must match.

Use wildcards

If selected, you can use classical [pattern](#) wildcards to find text.

Wrap around

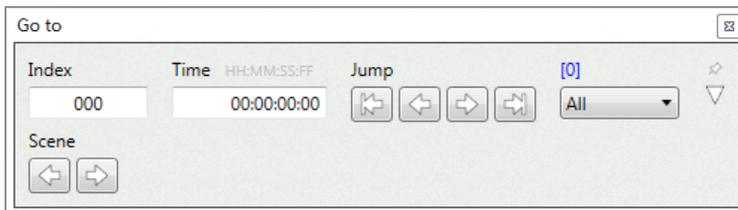
If enabled, the search will start from the beginning when the end of the track is reached. And start from the end when the beginning of the track is reached.

Previous / Next

Jumps to the previous/next match.

5.25 Go to

The *go to dialog* allows to jump to specific positions.



Index

Jumps to a specific clip index.

Time

Jumps to a specific time position.

Jump

Allows to jump to the first/last/previous/next clip that matches the specified scope.

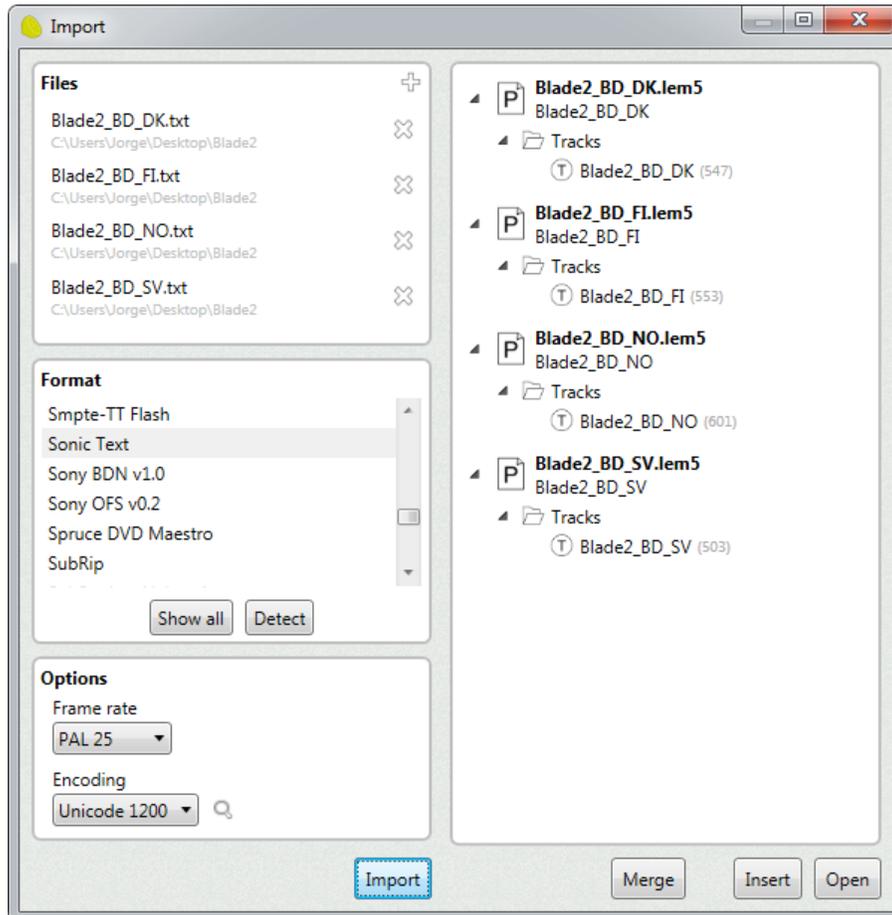
Scene

Allows to jump to the previous/next scene change.

This function requires the reel to have a *scene changes* file associated.

5.26 Import

The import dialog allows to open subtitle files in different formats.



Files

This panel contains the files to import.

Use the "add" button to add files. Files can be drag and dropped.

Use its context menu to add or remove files.

Format

Specifies the format of the files.

Show all

Restores the formats list.

Detect

Analyzes the files and displays the compatible formats.

Options

Displays the parameters for the selected format.

Import

Loads the subtitle files. One new project is created per file.

Merge

If several projects were created, it merges all the tracks into the first project.

Insert

Allows to put all the imported tracks inside a current project.

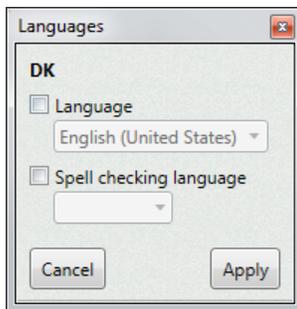
Open

Sends all the projects to the subtitler.

5.27 Language

The *language dialog* allows to set the language for a track.

The languages will be modified by adding or removing tags to the track.



Language

Enable this option to change the track's language.

Select a null language to remove the language (by pressing *Del* key).

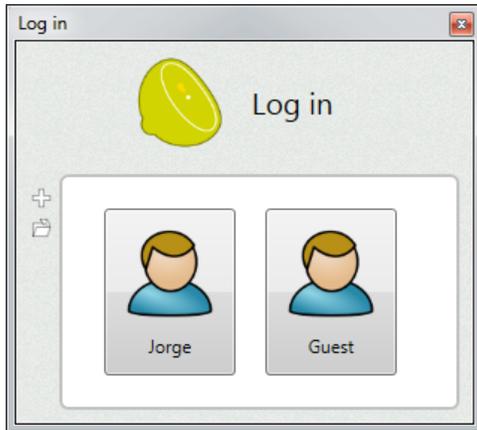
Spell checking language

Enable this option to change the track's spelling language.

Select a null language to remove the language (by pressing *Del* key).

5.28 Log-in

The *log-in* dialog allows to select user.



Add user

Creates a new user.

Open folder

Opens the folder that contains the settings.

5.29 Magnifier

The *magnifier* allows to see an image in detail, and show pixel information.

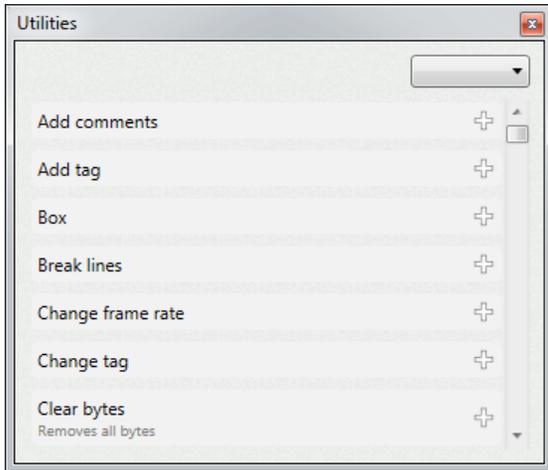
The magnifier is available in several controls: [monitor](#), [viewer](#), [preset preview](#).



5.30 Macro editor Utilities

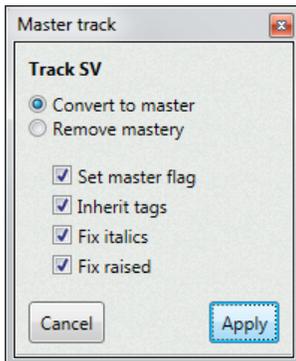
The *utilities* dialog allows to add utilities to a macro.

The dialog is available in the [macros editor](#).



5.31 Master track

The *master track* dialog allows to convert a track to master, or set it back to normal.



- **Convert to master**

If enabled, the track will become master.

- **Remove mastery**

If enabled, the track will be set back to normal.

Set master flag

If enabled, the track will be set as master.

Inherit tags

If enabled, the inheritance mode will be turned on to allow subtitle properties to be passed on vassal tracks.

Fix italics

If enabled, the subtitles will be analyzed, and flagged as "italic" if they are totally italicized. Use this option if you plan to inherit tags.

Fix raised

If enabled, the subtitles will be analyzed, and flagged as "raised" if their vertical position is top. Use this option if you plan to inherit tags.

Remove master flag

If enabled, the track will be flagged off as master.

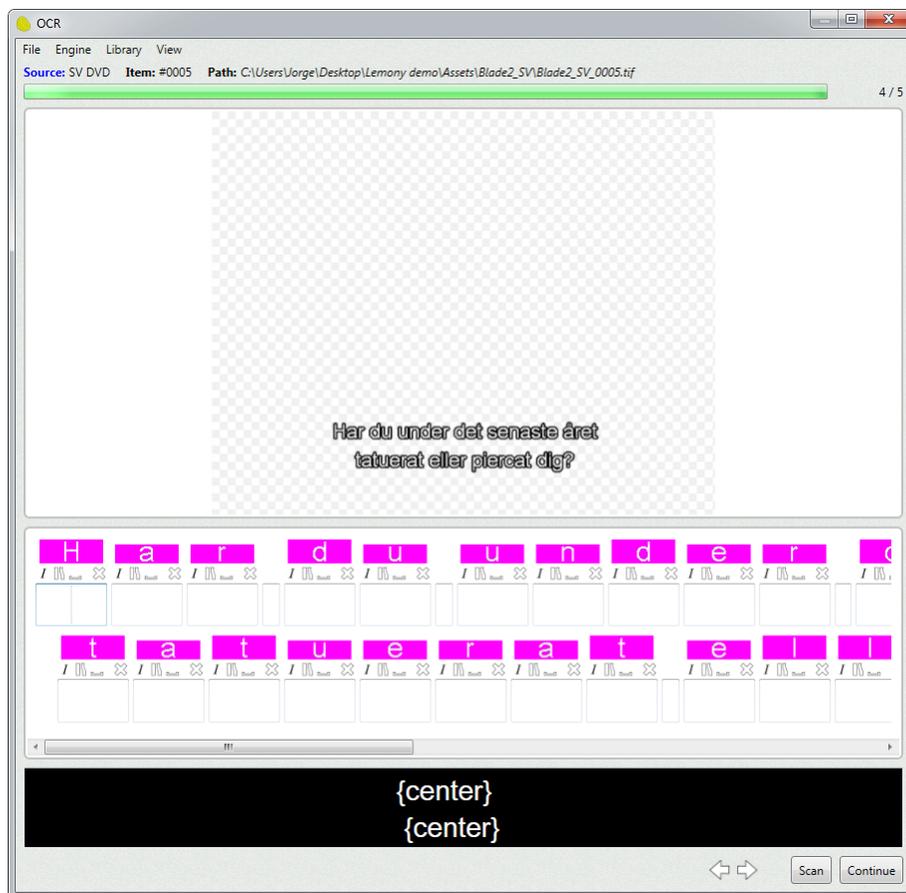
Do not inherit tags

If enabled, the inheritance mode will be turned off.

5.32 OCR

The *OCR* dialog allows to convert images into editable text.

In order to scan a subtitle it must point to a subpicture file, and its text must be empty.



Scan

Scans the current image, and displays the detected glyphs.

Continue

Jumps to the next scannable item, and scans it.

Engine menu

Engine
Specifies the OCR engine to use.

Open
Loads engine parameters from a file.

Save
Saves the engine parameters in the current file.

Save as
Saves the engine parameters in a different file.

Configure
Opens the dialog to configure the engine.

Reset
Resets the engine parameters.

Libraries menu

New
Creates a new library, and makes it active.

Open
Specifies a new library file and loads it.

Save
Saves the library.

Edit
Opens the library editor.

Scan using all libraries
If enabled, all libraries in the OCR folder will be used to scan images.
[C:\ProgramData\Lemony Pro 5\OCR.](#)

Reload libraries
Refreshes all the libraries.

View menu

Show guides
If enabled, text guides are displayed over the scanned image.

Show processed image
If enabled, the image is displayed as it looks pre-processed.

Auto fit

If selected, the image will fit the window.

Show engine info

If enabled, additional engine information is displayed in the dialog.

Glyphs

When a image is scanned, the detected glyphs are displayed in the *glyphs panel*.



Each glyph displays its image and a text field.

The user now needs to type in the characters (or characters) for each glyph.

Italic

Makes the glyphs italic (Control+I).

Merge with next

Merges the current glyph with the next one.

Use this function when a glyph, because of its form, is recognized as two different glyphs (Control+M).

Add space before

Adds a space before the current glyph (Control+Ins).

Remove glyph

Removes the glyph (Control+Del).

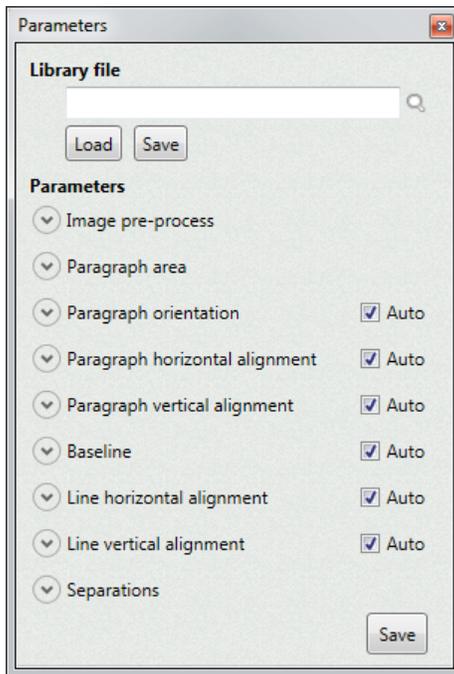
Line

Remove line

Removes the line and all its glyphs.

5.33 OCR configuration

The *OCR configuration* allows to customize the OCR engine.



Library file

Specifies the current library file to use to scan the images.

If no library is specified, the default one will be used. Usually located at <C:\ProgramData\Lemony Pro 5\OCR>.

Load

Loads the specified library file.

Save

Saves the library.

Libraries are saved automatically when the OCR dialog is closed.

Image pre-process

Remove soft pixels

If enabled, all semi-transparent pixels will be removed (converted to transparent).

Remove outline

If enabled, the engine will try to automatically detect and remove the text outline.

Paragraph area

Paragraph crop border

Enlarges the paragraph area with a given amount of pixels.

Paragraph orientation

Auto

If enabled, the engine will try to auto detect the orientation.

Right to left

If enabled, the text in the image will be treated as right-to-left.

Vertical

If enabled, the text in the image will be scanned vertically.

Paragraph horizontal alignment

Auto

If enabled, the engine will try to auto detect the alignment.

Alignment

Specifies the horizontal alignment for all the paragraphs.

Tolerance

Specifies the tolerance to detect the alignment. It is expressed in percent, relative to the screen size.

Paragraph vertical alignment

Auto

If enabled, the engine will try to auto detect the alignment.

Alignment

Specifies the vertical alignment for all the paragraphs.

Tolerance

Specifies the tolerance to detect the alignment. It is expressed in percent, relative to the screen size.

Baseline

Auto

If enabled, the engine will try to auto detect the baseline position.

Position

Specifies the position of the baseline, relative to the top of the line.

Minimum line separation

Specifies the minimum amount of pixels required to detect individual lines.

Minimum length

Specifies the minimum separation continuity required to detect a line gap.
This parameters allows to adjust line detection when some characters hangs too much.

Line horizontal alignment

Auto

If enabled, the engine will try to auto detect the alignment.

Alignment

Specifies the horizontal alignment for all the lines.

Tolerance

Specifies the tolerance to detect the alignment. It is expressed in percent, relative to the screen size.

Add markups

If enabled, alignment markups will be added to the text.

Line vertical alignment**Auto**

If enabled, the engine will try to auto detect the alignment.

Alignment

Specifies the vertical alignment for all the lines.

Tolerance

Specifies the tolerance to detect the alignment. It is expressed in percent, relative to the screen size.

Separations**Minimum word gap**

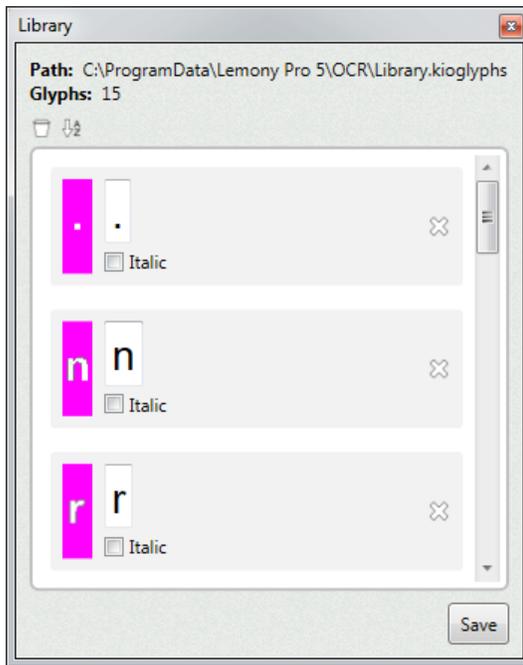
Specifies the minimum separation required to detect individual words.

Text**Text tagging mode**

Specifies how to format the text.

5.34 OCR library

The *OCR library* dialog displays the library glyphs, and allows to edit or remove them.



Each glyph displays its associated image, text and italic flag.

Remove all

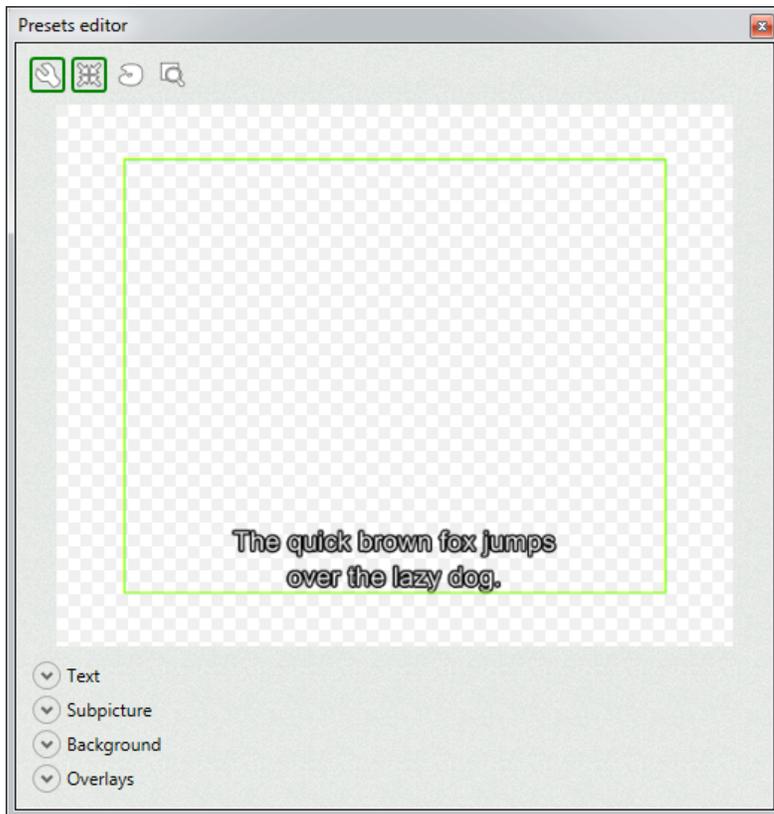
Removed all glyphs in the library.

Sort

Sorts the glyphs ascending by character.

5.35 Preset preview

The *preset preview* shows how a subtitle will be rendered using a specific preset. It is opened from the [presets editor](#).



Show settings

Displays the panels that allow to modify the displayed content.

Auto fit

If enabled, the sampled image is resized to fit the window.

Show palette

If enabled, displays the color palette. This function works only with remapped images.

Show magnifier

Displays the [magnifier](#).

Text

Allows to modify the sample text.

Subpicture

Allows to specify a image file as subpicture.

Background

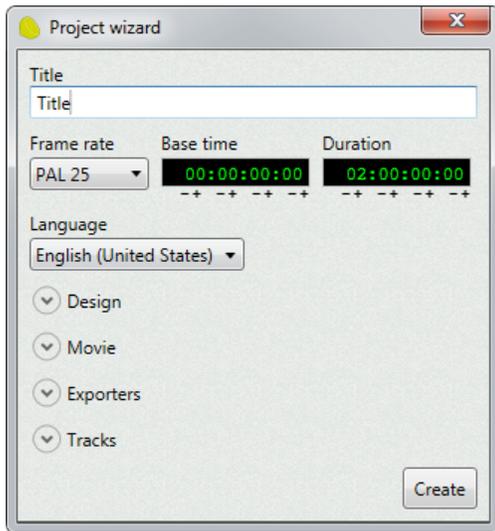
Allows to specify a image file as background. Usually a movie screenshot that helps to position the text.

Overlays

Allow to display several guides over the image.

5.36 Project wizard

The *project wizard* helps to create a new project.



Title

Specifies the title for the project.

Frame rate

Specifies the frame rate for the project.

Base time

Specifies the start time for the project. Usually zero, one hour, or ten hours.

Duration

Specifies the duration for the project.

Language

Specifies the language for the project. This is the default language for all tracks.

Design

Screen size

Specifies the screen size of the project. This is the default preview resolution of the project, not the export resolution.

Font

Specifies the default font name and size for the project. This font is used for previewing subtitles in the monitor.

This font is also used for exporting subtitles, if the *exporter* does not overrides it.

Movie

Video

Specifies the movie file.

Waveform

Specifies the audio file.

Extract waveform

Allows to creates an waveform file from the selected movie file.

Scenes

Specifies the *scene changes* file.

Extract scenes

Allows to creates a *scene changes* file from the selected movie file.

Exporters

Allows to select the exporters to include in the project.

Tracks

Allows to create new tracks in the project.

Add empty

Allows to create new tracks using presets, and creating empty subtitles.

Add from file

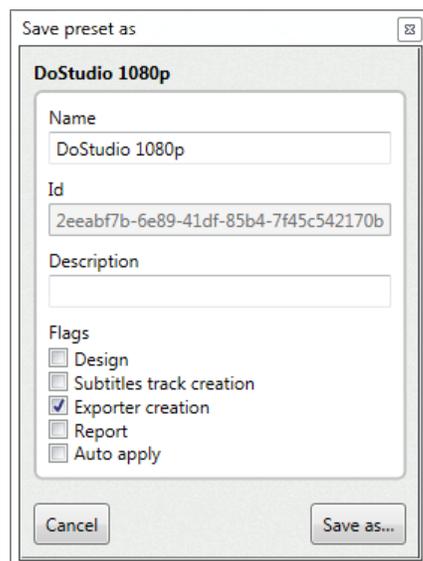
Allows to add tracks importing subtitle files.

Add from preset

Allows to add tracks based on presets.

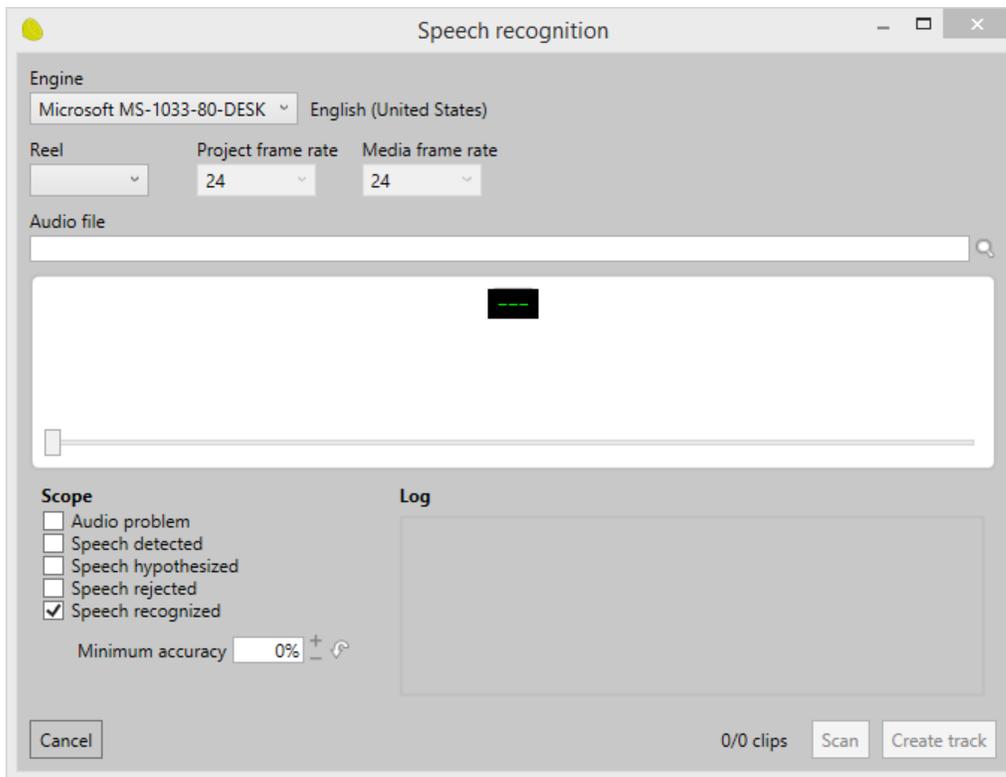
5.37 Save preset

The *save preset* save dialog allows to change a preset before saving it. These changes do not modify the original preset.



5.38 Speech recognition

The *speech recognition* dialog allows to create a track with subtitles, having a waveform file as source.



Engine

Specifies the speech engine to use.

The number of available engines depends of the speech languages installed in your Windows.

You can add more languages to your system here:

- Windows 8

Go to [Control panel / Language](#) and add a language.

- Windows 10

Go to [Settings / Time & language / Region & language](#) and add a language.

Once the language has been downloaded, click in the language, select [Options](#), and download the *speech* package.

Reel

If a reel is selected, its associated waveform file will be used for the recognition.

Project frame rate

Specifies the frame rate to use for the new subtitles.

Media frame rate

Specifies the frame rate to use for reading the media.

Scope

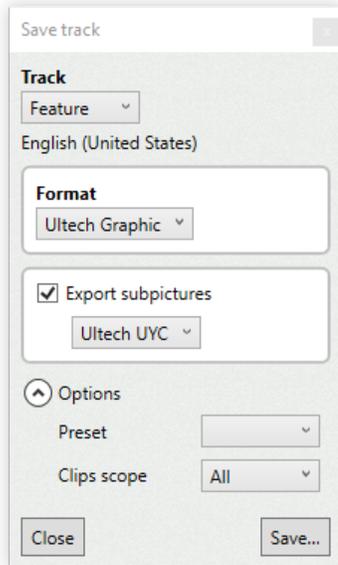
Specifies which *reported items* to display in the waveform graphic and in the log.

Log

Displays the output from the engine.

5.39 Save track

The *save track* dialog allows to save a track.



Format

Specifies the format to use to save the track.

This control shows only the formats that exports scripts. If you need to export images or subtitles in other kind of format, use an exporter instead.

Export subpictures

This panel is displayed only if the selected subtitle format support images.

Options

Preset

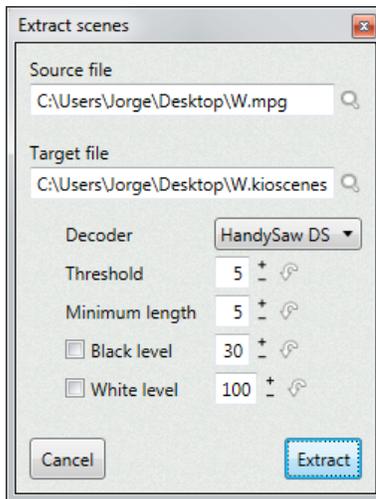
Allows to specify a preset, to modify the exported clips.

Clips scope

Specify the clips to export.

5.40 Scenes extract

The *waveform extract* dialog allows to create a compatible audio file. This dialog can be opened from the project wizard or the reel editor.



Source file

Specifies the source movie file.

Target file

Specifies the destination file. It must be a *kioscenes* file.

Engine

Specifies the installed decoder to use.

Threshold

Specifies the detection threshold.

Minimum length

Specifies the minimum scene length in frames. Scenes smaller than that will be merged.

Black level

Specifies if black level threshold will be used, and the threshold to use.

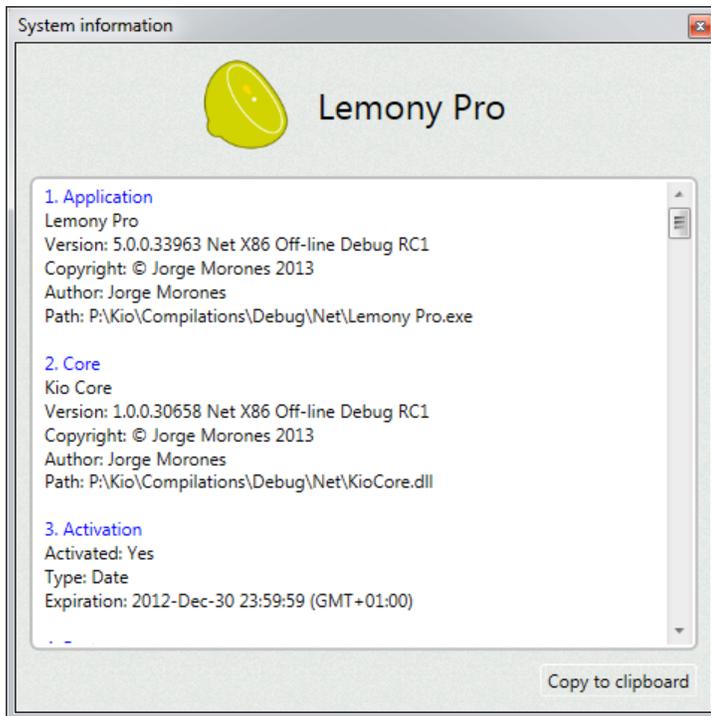
White level

Specifies if white level threshold will be used, and the threshold to use.

5.41 System info

The *system info* dialog displays information about the application, installed components, and computer specs.

It also reports configuration problems.

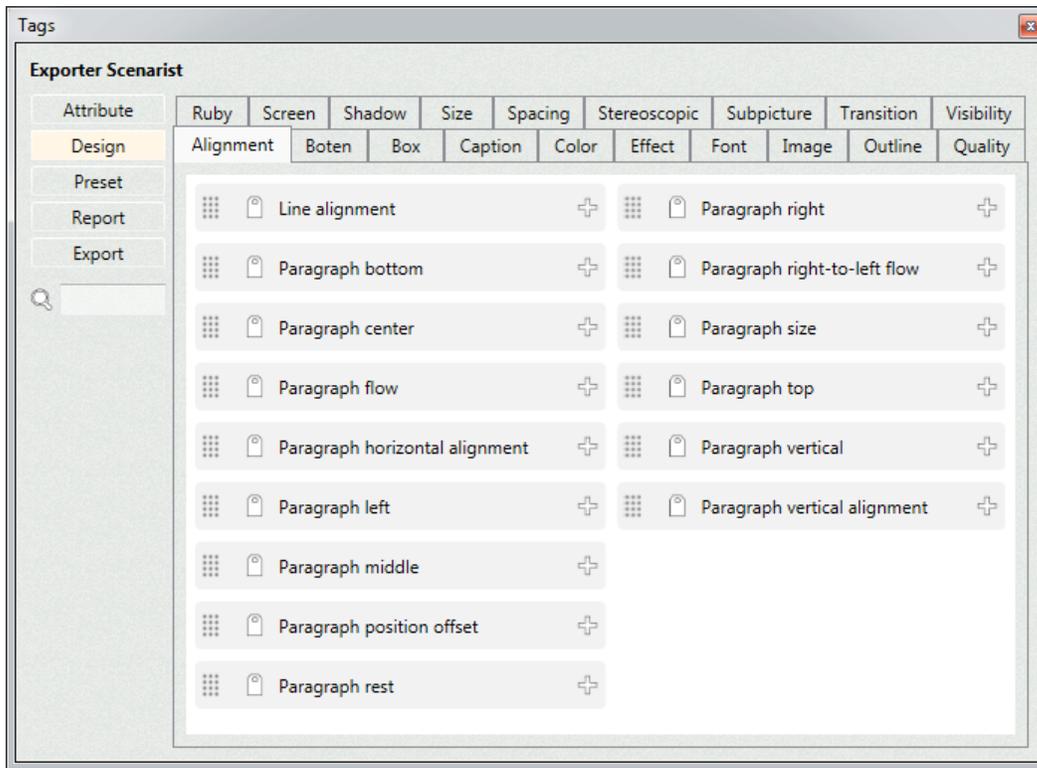


5.42 Tags

The *tags* dialog allows to add tags to a project element.

Tags are grouped in categories: attribute, design, preset, report, export. Each category contains sub-categories.

Use the "find" field to search for tags.



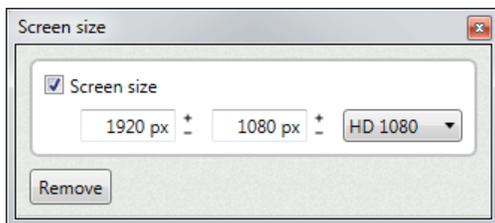
Tags can be drag & dropped directly from here to an element in the [explorer](#) or to a [tags panel](#).

Use the "add" button to add the tag to the element.

This button is available only when the tags dialog was opened from a [tags panel](#).

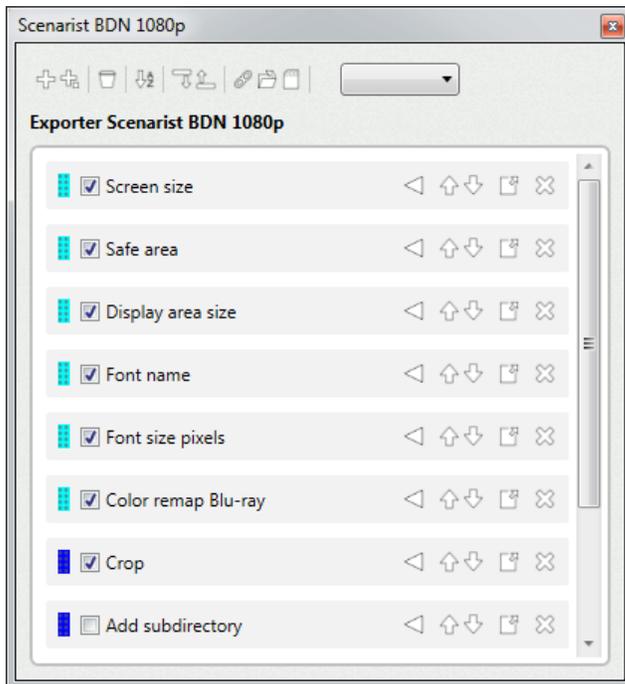
5.43 Tag editor

The *tag editor* allows to edit a tag, or remove it.



5.44 Tags editor

The *tags editor* displays the tags an element contains.



Tags can be reordered, removed, turned off and customized.
If the tag offers some parameters, it can be expanded and collapsed.

The tag can be undocked, which makes it easy to focus on the tag, and save space.



Add

Opens the [tags](#) dialog, to add new tags to the element.

Add group

Allows to add a group of tags.

Remove all

Removes all tags.

Sort

Sorts all tags by name.

Notice that in some cases changing the order of the tags may affect the resulting rendering.

Expand all

Expands all the tag controls.

Collapse all

Collapses all the tag controls.

Link to preset

Allows to link to a preset in different ways.

Load preset tags

Loads tags from a preset file.

Save as preset

Saves all the tags as a new preset.

Category

Specifies the kind of tags to display.

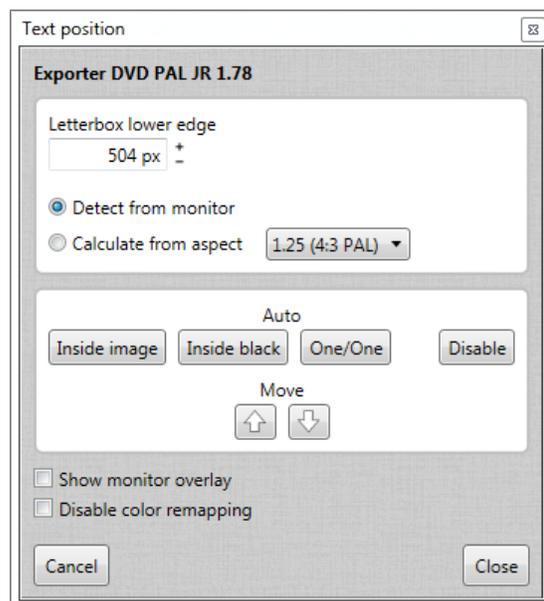
5.45 Text position

The *text position* dialog helps to position the text.

It analyzes the image in the monitor and detects the letterbox edges. Once detected, you can choose how to position the text.

This dialog can be opened from the exporter editor.

This dialog automatically creates a *display area* tag in the exporter if it does not contain any.



Letterbox lower edge

Manual

Uses the given value as the letterbox's lower border.

Detect from monitor

Analyzes the image in the monitor and detects the letterbox.

Calculate from aspect

Specifies the aspect ratio to use to calculate the letterbox.

Move

Moves the text one pixel up or down.

Position

Inside image

Automatically positions the text. All lines are inside the image.

Inside black

Automatically positions the text. All lines are inside the letterbox.

One / One

Automatically positions the text. One line in and image, and another line in the letterbox.

Disable

Turns off the positioning.

Options

Show monitor overlay

If enabled, the *aspect ratio* is displayed in the *monitor*.

This function works only when using the *Calculate from aspect* option.

Disable color remapping

If enabled, the color remapping in the exporter will be disabled (this is, all the *color remapping* tags will be turned off).

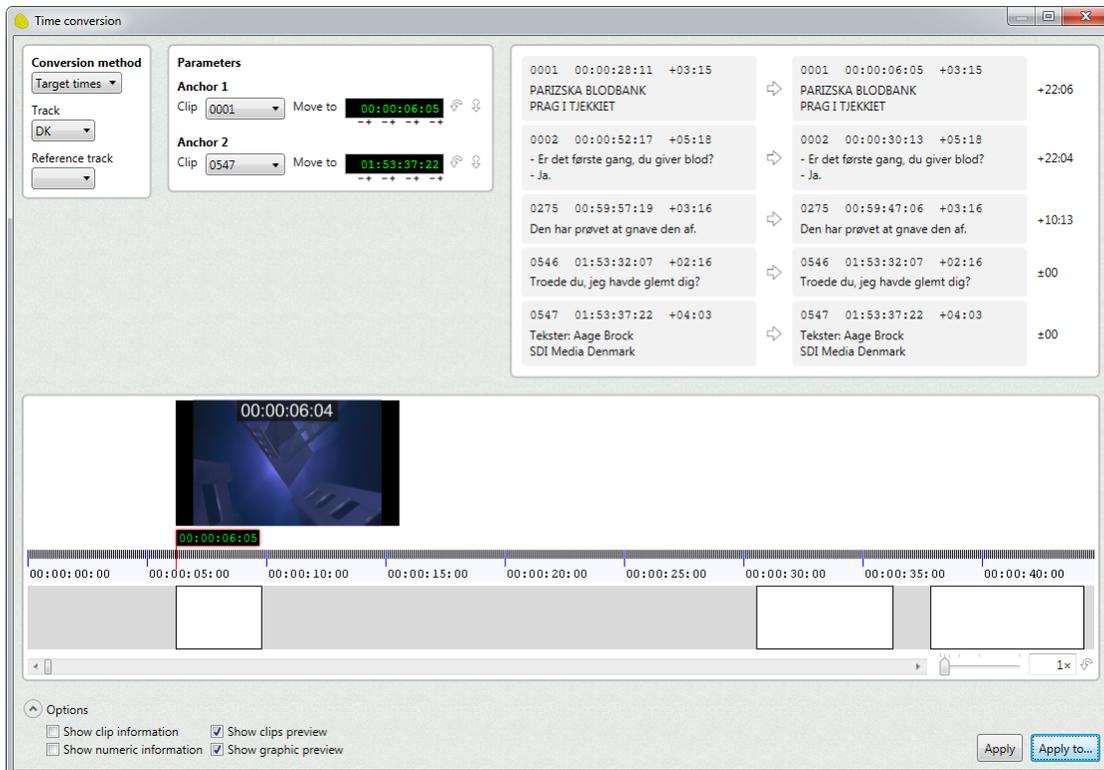
This is useful when the *color remapping* turns the background solid and you cannot see the movie behind.

If enabled, all the tags will be restored.

The tags are also restored when you close the dialog.

5.46 Time conversion

The time conversion dialog allows to modify times. It is mainly used to correct frame rate problems.



Conversion method

Specifies the conversion method to use.

Track

Specifies the source track.

Reference track

Specifies a secondary track used as reference by some conversion methods. To remove the *reference track*, press *Del*.

Apply

Applies the conversion to the source track.

Apply to

Allows to apply the conversion to several tracks.

Options

Show clips preview

Displays the preview panel.

Show numeric information

Displays the numeric panel.

Show graphic preview

Displays the graphic preview.

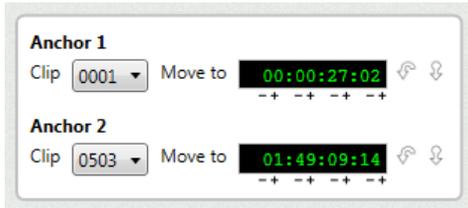
Show clip information

If selected, the *parameters panel* displays extra information about the clips.

5.46.1 Parameters

Parameters: Target times

The *target times* method allows to stretch times using two anchors.



Clip

Specifies the anchor clip.

Move to

Specifies the new time for the clip.

Restore time

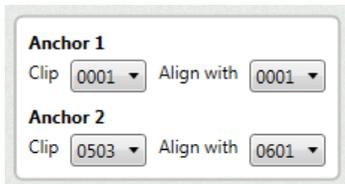
Restores the time, using clip's original time-in.

Use time from timeline

Set the time, using the timeline's current time position.

Parameters: Reference track

The *reference track* method allows to stretch times by aligning two anchors with two anchors in a secondary track.



Clip

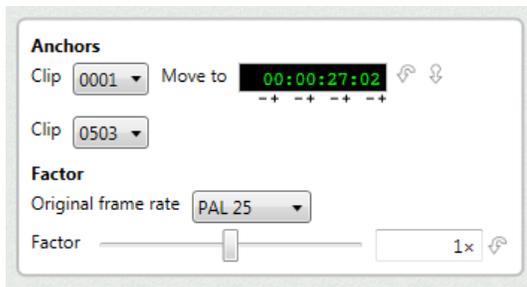
Specifies the anchor clip.

Align with

Specifies the anchor in the reference track.

Parameters: Anchor and factor

The *anchor and factor* method allows to stretch times by setting one anchor and applying a factor.



Clip

Specifies the anchor clip.

Move to

Specifies the new time for the clip.

Restore time

Restores the time, using clip's original time-in.

Use time from timeline

Set the time, using the timeline's time position.

Clip 2

This second clip is used only as a reference. In the timeline preview you can select and move this clip.

Factors

Specifies the factors to apply to stretch the subtitles.

The final factor is calculated combining the *factor* value and *original frame rate* value.

Original frame rate

Specifies the original frame rate of the subtitles.

Use this parameters if you imported subtitles with a different frame rate.

Restore frame rate

Resets the frame rate.

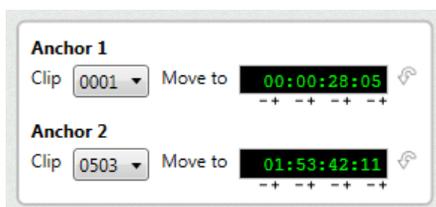
Factor

Specifies an additional factor to apply in case the *original frame rate* is not enough.

Parameters: Dual movie

The *dual movie* method allows to stretch times using two reference movies.

It is similar to the *target times* method, but it uses a *dual movie* preview control.



5.46.2 Clips preview

Displays some reference clips and their converted times.

The panel displays the clips that are selected in the source track.

If no clips are selected, it chooses two clips from the beginning of the track, two from the end, and one from the middle.

0001 00:00:28:11 +03:15 PARIZSKA BLODBANK PRAG I TJEKKIET	⇒	0001 00:00:06:05 +03:15 PARIZSKA BLODBANK PRAG I TJEKKIET	+22:06
0002 00:00:52:17 +05:18 - Er det første gang, du giver blod? - Ja.	⇒	0002 00:00:30:13 +05:18 - Er det første gang, du giver blod? - Ja.	+22:04
0275 00:59:57:19 +03:16 Den har prøvet at gnave den af.	⇒	0275 00:59:47:06 +03:16 Den har prøvet at gnave den af.	+10:13
0546 01:53:32:07 +02:16 Troede du, jeg havde glemt dig?	⇒	0546 01:53:32:07 +02:16 Troede du, jeg havde glemt dig?	±00
0547 01:53:37:22 +04:03 Tekster: Aage Brock SDI Media Denmark	⇒	0547 01:53:37:22 +04:03 Tekster: Aage Brock SDI Media Denmark	±00

5.46.3 Numeric information

Displays numeric information about the conversion.

$\Delta 1$: -00:00:28:11 (-683)	f : 1.003277	$\Delta 2$: 00:00:06:05 (149)
----------------------------------	----------------	--------------------------------

5.46.4 Graphic preview

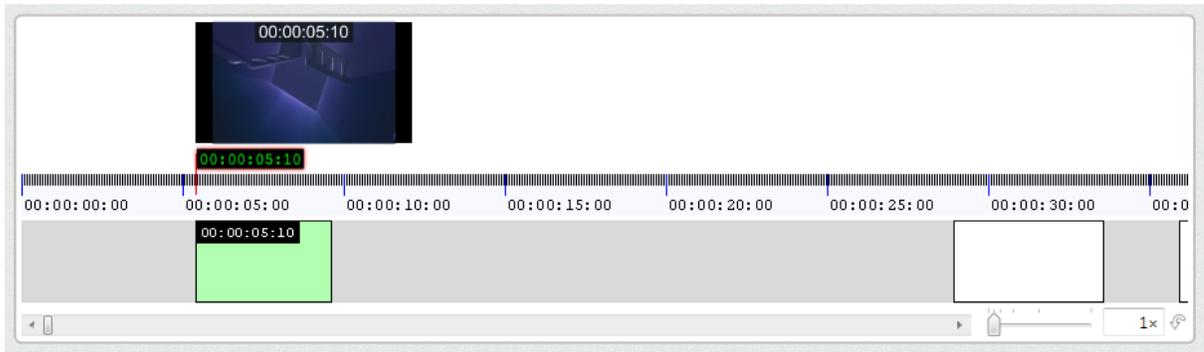
Displays a timeline with the source and reference tracks. xxx

Timeline

The *timeline* displays the source target and its converted subtitles. It also displays a reference track, if one is selected.

Two movies can be displayed. They are usually associated with the conversion anchors. The movies are only displayed if the subtitler has a reel active.

Click a movie to make it active. Once activated, you can move it.



Dual movie

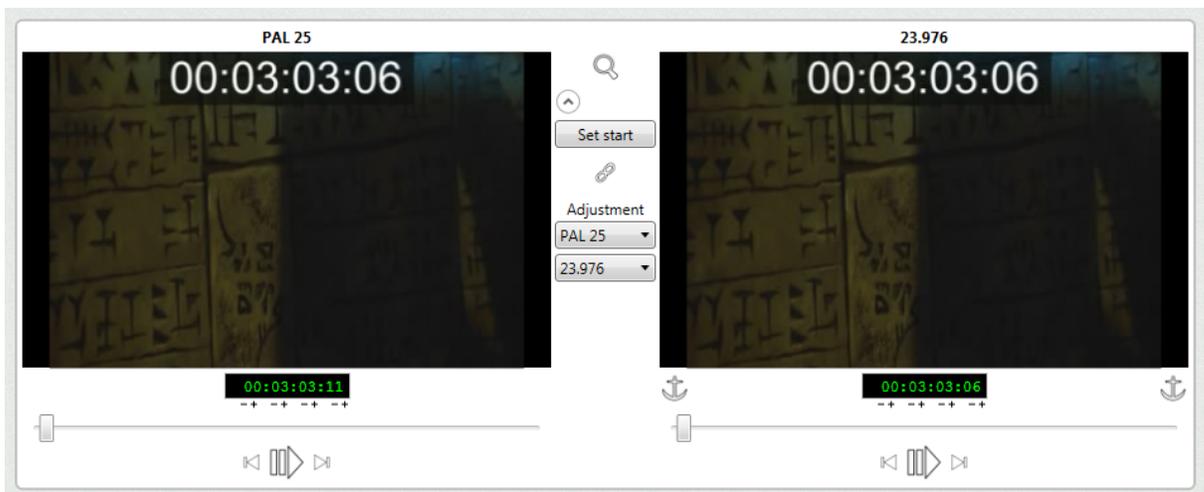
The *dual movie* allows to synchronize two movies visually.

The two movies have different frame rates, and once you have synchronize them, you can use the same conversion factor to stretch subtitles.

Monitor 1 displays the original movie. Monitor 2 displays your project's movie.

You need to spot the movies and find the same visual frame in both movies at the beginning of the movie. That is a visual anchor. Once found, click "set start", and link the monitors. Then spot movie 1, and check if movie 2 follows correctly.

Spot movie 2 and find the right anchors for your subtitles.



Browse media

Allows to select the original movie.

If the frame rate of the movie is not detected properly, set the first *adjustment* frame rate to the proper one, and load the movie again.

Set start

Sets the current position of both movies as visual anchor.

Link monitors

Links both monitors. Monitor 2 will now follow monitor 1.

Adjustment

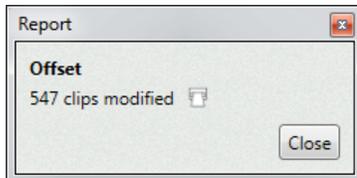
Specifies the time conversion that monitor 2 will use to follow monitor 1. Usually these frame rates must be the same frame rates the movies have.

Set anchor 1 / Set anchor 2

Sets the current movie time as an anchor.

5.47 Tool report

The *tool report* displays a brief description of the elements modified by the last operation.



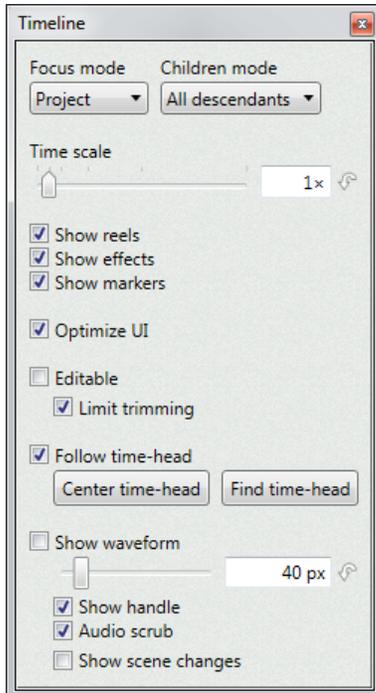
Report

Creates a document with the elements in the report.

5.48 Tool settings

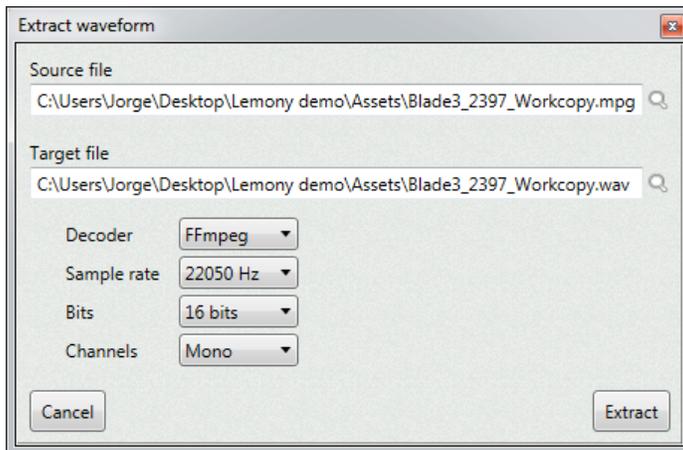
The *tools settings* dialog allows to configure a tool.

The parameters displayed in this dialog depend of the kind of tool in edition.



5.49 Waveform extract

The *waveform extract* dialog allows to create a compatible audio file. This dialog can be opened from the project wizard or the reel editor.



Source file

Specifies the source movie file.

Target file

Specifies the destination file. It must be a wav file.

Engine

Specifies the installed decoder to use.

Sample rate

Specifies the sample rate.

Bits

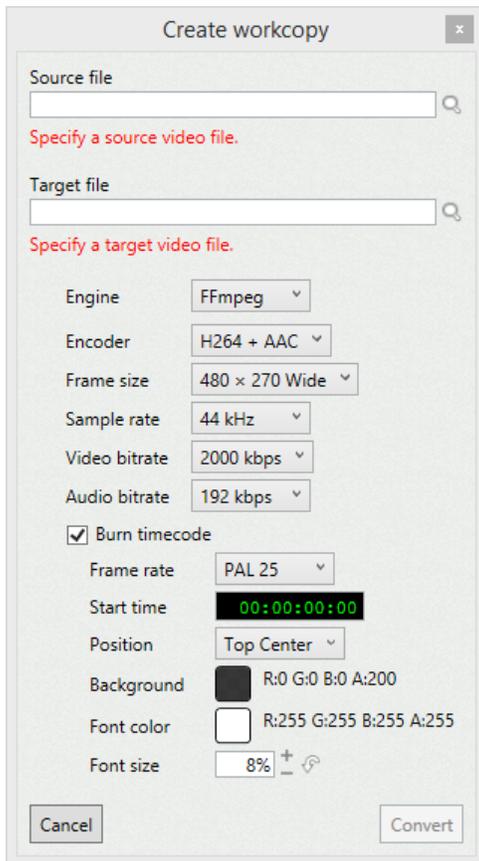
Specifies the sample size.

Channels

Specifies the amount of audio channels.

5.50 Workcopy create

The *waveform extract* dialog allows to create a compatible audio file. This dialog can be opened from the project wizard or the reel editor.



Source file

Specifies the source movie file.

Target file

Specifies the destination file. The *_workcopy* text will be added automatically to the original file name.

Engine

Specifies the installed decoder to use.

Codecs

Specifies the video and audio codecs.

Frame size

Specifies the final image size.

Sample rate

Specifies audio's sample rate.

Video bitrate

Specifies the desired video bit rate.

Audio bitrate

Specifies the desired audio bit rate.

Burn timecode

If enabled, timecode will be drawn on the video.

Frame rate

Specifies the frame rate for the timecode.

Start time

Specifies the first timecode value.

Position

Specifies the position of the timecode.

Background

Specifies the color of the timecode box.

Font color

Specifies the color of the timecode digits.

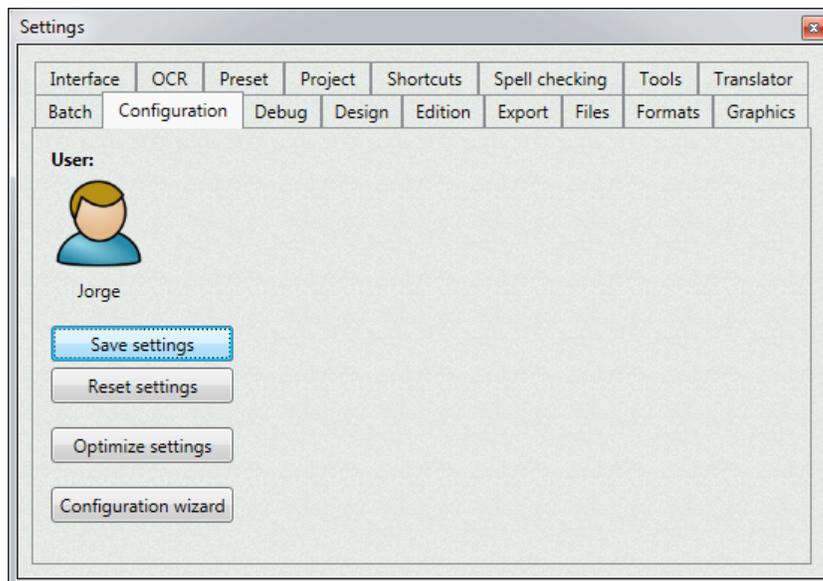
Font size

Specifies the timecode digits size.

This value is a percentage, relative to image's height.

6 Settings

The *settings* dialog allows to configure the application.



User

Displays the picture and name of the current user.

Configure

Displays the [configuration](#) wizard to select the best basic settings for your computer.

Reset

Displays the [configuration](#) wizard to reset some of your settings.

Save settings

Saves the settings.

The settings are saved automatically when the application exits.

6.1 Batch

Default batch

Specifies the default batch engine to use when the *batch* program is opened.

Custom jobs folder

Specifies the folder to be used to save custom batch jobs.
The default folder is [C:\ProgramData\Lemony Pro 5\Jobs](#).

Auto expand new jobs

Indicates if new jobs will display their options.

Auto schedule new jobs

Indicates if new jobs will be flagged as *waiting* or *ignore*.

Clear file list after adding jobs

If enabled, the files in the *wizard* are cleared once jobs have been created.

Clear all batches

Stops and closes all *batch* windows. Removes all batch jobs.

Clear ignored files list

Clears the *ignored files* list.

Default batch

Jobs list folder

Specifies the folder to be used to save the current batch jobs.
The default folder is [C:\ProgramData\Lemony Pro 5\Batch](#).

Auto update list

If enabled, the batch will be updated when a change is detected in the *batch list folder*.

Maximum simultaneous jobs

Specifies the maximum simultaneous jobs executed by the batch.

Maximum jobs

Specifies the maximum jobs allowed in the batch.
When the amount of jobs exceeds this value, early finished jobs will be removed.

Auto execute new jobs

Indicates if the batch will start automatically when new jobs are added.

Watch folder

Watch folder

Specifies the default folder for a new batch.

Watch default job

Specifies the kind of job for newly added files.
(Press *Del* to select no job).

Auto update watch

If enabled, the batch will be updated when a change is detected in the *watch folder*.

Watch delay

Specifies the amount of time to wait before adding discovered file to the batch.

Auto execute new jobs

Indicates if the batch will start automatically when new *watch jobs* are added.

Show watch panel

If enabled, the *watch panel* will be displayed by default.

6.2 Batch Server

Jobs list folder

Specifies the shared folder to be used to save the batch jobs.

6.3 Blackmagic

Display modes

Show all screen sizes

If enabled, *display modes* for all *screen sizes* will be available to choose.

Show all frame rates

If enabled, *display modes* for all *frame rates* will be available to choose.

Snapshot

These options are used when the image is rendered as *snapshot*.

Background

If enabled, the background will be drawn in the image composition.

Video

If enabled, the video will be drawn in the image composition.

Overlays

If enabled, overlays will be drawn in the image composition.

Keying

Use external keying

If enabled, external keying will be used, if the card supports it.

Otherwise, internal keying is used.

Please notice that *Internal keying*, *external keying*, and *HD keying* are not available in all Blackmagic cards.

6.4 Design

Defaults

Default safe area

Specifies the default *safe area*.

Default display area

Specifies the default *display area*.

Default font

Specifies the default font name for new projects.

Default size

Specifies the default font size in pixels and points.

The size in points is used by certain *utilities* and *tags*.

Default background color

Specifies the default background color for new projects.

Default font color

Specifies the default font color for new projects.

Outline

Specifies if outlines are enabled by default.

Default outline color

Specifies the default outline color for new projects.

Default box color

Specifies the default box color for new projects.

Shadow

Specifies if shadows are enabled by default.

Default shadow color

Specifies the default shadow color for new projects.

Default line alignment

Specifies the default line alignment for new projects.

Default line spacing

Specifies the default line spacing in percentage for new projects.

Default fade in/out

Specifies the default fade in and out for new projects.

6.5 Editing

Text editing font

Specifies the font and size for the text edition boxes.

Timecode font size

Specifies the font size for the time boxes.

Preserve caret position

If enabled, the caret position will try to stay in the same position in the *edit box* after jumping to another subtitle.

Paste plain text

If enabled, it pastes text from the clipboard without formatting.

This setting affects only the [subtitle editor](#).

Auto optimize text runs

If enabled, *text runs* will be automatically optimized.

Runs are optimized when a subtitle is edited, and when importing subtitles.

Display inherited properties

If enabled, the *subtitle editor* will consider some inherited properties when displaying the text.

The *editing box* displays the text based on subtitle's own properties.

For example, the text will be displayed in italics if the subtitle has an *italics* tag. But not if the tag is in the parent track or above.

If this option is enabled, the text is displayed using some higher properties.

For the moment this option only works the *right-to-left* formatting.

Subtitle duration limits

Specifies the minimum and maximum duration for subtitles.

These values are used by the GUI and *reporting* to restrict the duration of subtitles.

Text tagging mode

Specifies the tagging mode to be used when formatting text in text boxes. Read more about [tags](#).

- **Tag**

Formatting is implemented by adding tags to the text. These tags are invisible to the user.

- **Text markup**

Formatting is implemented by adding text tags to the subtitle text. These tags are visible and part of the text.

Auto renumber mode

Specifies how to *auto renumber* clips when a new one is created.

Renumber using subindexes

If enabled, subindexes will be used when possible.

Undo

Undo levels

Specifies the maximum undo levels per project.

Clear undo buffer

Erases all the undo levels.

Character picker

Show language characters

If enabled, the picker will display characters for the current subtitle language.

Hide common characters

If enabled, the picker will hide characters that are easy to access in most keyboards.

User characters

Specifies the characters to display in the [character picker](#) dialog.

6.6 Encodings

6.7 Export

Default export directory

Specifies the default render folder. It supports variables.

Default base script file name

Specifies the default name when exporting a script file. It supports variables.

Default base image file name

Specifies the default name when exporting a subpicture file. It supports variables.

Default base video file name

Specifies the default name when exporting a video file. It supports variables.

Default index padding

Specifies the default digital positions (number of zeroes) used in file names. Mostly subpictures. Use 0 for no padding.

Remove spaces in script file name

If enabled, blank spaces in the script's file name will be converted to underscore.

Remove spaces in image file name

If enabled, blank spaces in the images' file names will be converted to underscore.

Image file name in uppercase

If enabled, image file names will be converted to uppercase.

Allow to export empty projects

If enabled, it will be allowed to export projects without subtitles.

Multi-threaded export

Specifies the maximum number of simultaneous export jobs to execute.

Auto select exporters

If enabled, exporters will be auto-selected when opening the *export wizard*.

This option auto-selects only enabled exporters.

Maximum items to preview

Indicates the maximum items to display when previewing an exporter.

Preview selected clips

If enabled, selected clips will also be previewed.

6.8 FFmpeg

Threads

Specifies the number of processor threads to use.
Use zero to use the maximum number of possible threads.

Priority

Specifies the Windows *process priority* used for FFmpeg.

Ignore validation

If enabled, a FFmpeg conversion will proceed even if some parameters are wrong.

Create BAT file

If enabled, the FFmpeg is not launched. Instead, the shell command is saved as *.bat* file.

Workcopies

Speed up H264/H265 (workcopies)

If enabled, H264 and H265 conversions are optimized.

Option "*-preset:v superfast*" is used.
And "*-preset:v fast*" for the nVidia versions.

Hardcopies

Speed up ProRes

If enabled, ProRes conversions are optimized.

Option "`-qscale 4`" is used.

6.9 Formats

Custom formats folders

Specifies the folder to store custom formats.

An additional folder can be specified. It can be used, for example, to share formats via a network folder. The default folder is `C:\ProgramData\Lemony Pro 5\Formats`.

Auto-detect unsupported formats

If enabled, the `detect` function in the [import](#) dialog will display all matching formats, even if they are not supported.

Encodings

Default encoding

Specifies the default encoding.

This option is used when creating new custom formats or displaying text files.

Import alignment

If enabled, encodings will import text and add *alignment* tags if necessary (left, center, right).

Ignore alignment

Specifies the alignment to ignore.

Set this value to `undefined` to import all alignments.

Import text style

If enabled, encodings will import text and add style tags if necessary (italic, bold, underline, subscript, superscript).

Import ruby

If enabled, encodings will import ruby text and add ruby tags.

Import text flow

If enabled, encodings will import text and add *text flow* tags if necessary (right-to-left).

Import

The parameters below are used only by some subtitle formats. Other formats may allow to overrides these parameters.

Text tagging mode

Specifies the tagging mode to be used when importing formatted subtitles. Read more about [tags](#).

Multi-threaded format detection

Specifies the maximum number of threads used when detecting file formats.

Multi-threaded import

Specifies the maximum number of threads used when importing files.
For the moment this option is used only when importing *custom formats*.

Import defaults

Vertical row position

Specifies the default mode to import the vertical position.
This parameter is used by formats that specify vertical position expressed in *rows*.

- **Ignore**

The position is not imported.

- **As comments**

The position is not imported. A comment is added to the subtitles with information about the position.

- **As alignment**

The position is converted to a paragraph alignment: bottom, middle or top.

- **Auto raise**

The subtitles are flagged as *raised* if the text is located in the highest third.

- **As empty lines**

The position is simulated by adding empty lines at the bottom of the text.

- **Auto raise & empty lines**

It is a combination of *Auto raise* and *As empty lines*.

Captions paint mode

Specifies the default mode to import the captions paint mode.

- **Ignore**

The *paint mode* is not imported.

- **As comments**

The paint mode is not imported. A comment is added to the subtitles with information about the *paint mode*.

- **As alignment (unique)**

Same as the option above. But the comments are added only to the subtitles that have a *paint mode* different than the rest.

Set track's language

If enabled, it tags the track with the language of the imported file. If the file contains language information.

Guess language

If enabled, it guesses the language of the subtitles, and tags the track with that language.

Optimize alignment

Finds the most used alignment in the imported subtitles, and sets it as default, and removes redundant information..

Auto assign presets

If enabled, a preset is automatically applied to the track according to its language.

For example, if the track's language is Swedish, a preset named Swedish will be applied to the track.

Remove alignment

Removes all alignment information in the imported subtitles.

Remove box

Removes all boxes in the imported subtitles.

Remove color

Removes all color information in the imported subtitles.

Remove font size

Removes all size information in the imported subtitles.

Remove subtitle position

Removes all subtitle position information in the imported subtitles.

Remove line position

Removes all line position information in the imported subtitles.

Remove fading

Removes all fade information in the imported subtitles.

Trim spaces

Trims leading and trailing spaces in each text line.

Remove subtitles with no text

Removes all subtitles with empty text.
Subtitles with bytes or a subpicture path are kept.

Snap time-outs

Snaps all time-outs to the next subtitle.

Renumber

Automatically renumbers imported subtitles.

Remove invalid characters

Removes all characters not valid for XML.
If your project contains characters that cannot be saved as XML, you will get an error message when saving the project.

Optimize runs

Optimizes formatting by merging *text runs* with same formatting.

Invert stereoscopic values

Inverts the sign of the stereoscopic values.

Simplify stereoscopic

Simplifies imported stereoscopic values by creating nodes.

Simplify stereoscopic, degrees

Simplifies the maximum degrees that a vector can have to be considered straight.

6.10 Graphics

Default player

Specifies the default video player.

Overlay alpha threshold

Specifies the alpha threshold for subpictures overlaid on the video. A value of 64 means that pixels with alpha less than 64 will be removed. This option works only with ActiveX players (QuickTime).

Quick mode

It optimizes the overlay for ActiveX players.

Render all frames

If enabled, the monitor will be refreshed each time the *time position* changes. If disabled, the monitor will be refreshed only when the clip to be displayed is different.

Multi-threaded monitor preview

Specifies if the monitor will render its content using several threads. This option accelerates monitor preview, mainly when displaying remapped images, overlays and stereoscopic content.

Multi-threaded pixel operations

Specifies if pixel operations will be executed in several threads, and the maximum number of threads to use. This includes, color remapping, bitmap effects, fadings, and more.

Multi-threaded image cropping

If enabled, images are cropped multi-threading. A performance improvement is noticed with images larger than HD 1080.

Buffer

Use image cache

Specifies if loaded images will be stored in memory.

Image cache size

Specifies the maximum number of images to store.

Clear image cache

Erases the image cache.

Load all subpictures

Loads into the buffer all the subpictures in the current track.

Release memory

These settings instruct the *render engine* to release memory continuously.

Render engine HD/2K

Memory is released if the rendered image is HD, 2K or smaller.

This setting may slow down your system. In most of the cases you do not need to enable this option.

Render engine larger than HD/2K

Memory is released if the rendered image is 4K or larger.

6.11 Interface

Visual style

Specifies the color schema to use in the interface.

You need to restart Lemony Pro for the changes to take effect.

Time format

Specifies the default time format.

DPI

Preview

Specifies the DPI of your computer monitor.

If you own a computer monitor that has a DPI higher than 96 DPI, Windows will auto-scale the application so the GUI has a reasonable size.

Unfortunately images are also rescaled, causing that a logical pixel do not match a device pixel. If you have a 4K monitor, you probably will be not able to see a full size HD image.

This option forces the images to be scaled back.

For the moment this option only affects the *monitor* tool.

To make it work, you also need to enable [Adjust DPI](#) in the *monitor* [settings](#).

Show tooltips in menus

If enabled, menus will have a tooltip with a description.

Show descriptions

If enabled, utilities, macros, and other items will display a description.

Suppress shortcuts in floating tools

If enabled, shortcuts will not work in floating tool windows.

Auto minimize hub

If enabled, the *Hub* is minimized when a program is launched.

Invert reading speed gauge

If enabled, the *reading speed* control displays the values inverted.

Optimize GUI refresh

Specifies the default value for the GUI refresh. This value is used when opening new tools in the subtitler.

Auto collapse tracks

Enables the auto-collapse function.

Each time a track is activated, it becomes expanded, and the rest of the tracks get collapsed.

Fade disabled clips

If enabled, disabled clips will appear semi-transparent.

Display only basic frame rates

If enabled, the *frame rate* combo displays only basic frame rates. Advanced frame rates will be hidden.

Fix windows positions

If enabled, windows that appear outside your monitor will be moved back inside.

Use alternative folder picker

If enabled, the *folder dialog* will appear with more options.

Auto focus clip mode

Allows to specify the how the *auto focus clip* function will select clips.

- **Clip at time**

Selects the clip located at current time position.

- **Clip at time, or previous**

If no clip is at current time position, the previous one is selected.

- **Clip at time, or next**

If no clip is at current time position, the next one is selected.

- **Clip at time, or previous or next**

If no clip is at current time position, the previous one is selected, if none, the next one is selected.

- **Clip at time, or next or previous**

If no clip is at current time position, the next one is selected, if none, the previous one is selected.

- **Clip at time, or closest**

If no clip is at current time position, the closest one (previous or next) is selected.

There are some special modes:

Playing

Used to auto focus a clip when the movie is playing.

List

Used by the *list tool* to show a clip when none is active.

Disable while playing

If enabled, *auto focus* is disabled when the movie is playing, and resumed when paused.

Ignore disabled clips

If enabled, the *auto focus* will not focus disabled clips.

Confirmation dialogs

This panel contains several settings to turn off confirmation dialogs.

6.12 Media

Media folder

Specifies the default folder to browse media.

Reel creation

Create reels under project

If enabled, new reels will be created right under the project, this is, higher in the hierarchy. If this option is disabled, new reels are created inside the closest *reels track*, if any.

Select frame rate

If enabled, when a new reel is added, you will be prompted to choose a *frame rate* for the reel. Only if the new media has a different *frame rate* than the project.

Suggest frame rate

If enabled, when a new reel is added, you will be suggested to change project's *frame rate* to match media's.

Suggest screen size

If enabled, when a new reel is added, you will be suggested to change project's *screen size* to match media's *frame size*.

Suggest duration

If enabled, when a new reel is added, you will be suggested to change project's duration to match media's duration.

Focus reel

If enabled, when a new reel is added, it will become active.

Default media information extractor

Specifies the default component to use to extract information from media files.

Default media frame extractor

Specifies the default component to use to extract frame images from media files.

Default workcopy encoder

Specifies the default component to use to create workcopies.

Hardcopies

Default hardcopy encoder

Specifies the default component to use to burn subtitles.

Delete source video

If enabled, when a video conversion is successfully finished, the source video file is deleted.

Delete target video

If enabled, when a video conversion is filed, the target video file is deleted, if any.

Snapshots

Draw

Specifies what to include in the snapshot image.

- Subtitles
- Background
- Video
- Overlays

The video may not work properly when using a AX player (QuickTime).

Send to clipboard

If enabled, copies the snapshot to the clipboard.

Send to file

If enabled, the snapshot will be saved on file.

Folder

Indicates the folder used to save snapshots, by the [monitor](#).

If no folder is specified, the *desktop* will be used.

Open with application

If enabled, the created snapshot will be opened by the specified application.

Application

Indicates the application to use to show the created snapshot.

If no application is specified, the default associated Windows program will be used.

6.13 OCR

Libraries folder

Specifies the folder to store glyph libraries.

The default folder is [C:\ProgramData\Lemony Pro 5\OCR](#).

Auto-save engine parameters

If enabled, the OCR engine parameters will be saved automatically when closing the OCR dialog.

Auto-save library

If enabled, the OCR library will be saved automatically when closing the OCR dialog.

Multi-threaded

Specifies if the OCR will scan using several threads, and the maximum number of threads to use.

6.14 Presets

Preset folders

Specifies additional folders to store presets.

This function can be used, for example, to share presets via a network folder.

The default folder is [C:\ProgramData\Lemony Pro 5\Presets](#).

Hide built-in presets

If enabled, built-in presets are hidden in all dialogs.

Auto assign presets to tracks

If enabled, the application will try to auto apply a preset to tracks, when creating, importing or reporting. The application will try to find and apply a preset that has the same name as track's language.

Link mode for tracks

Indicates how to apply a preset to a track.

This option is used when creating a track from a preset.

- **Link to preset**

The exporter will have a reference to the preset file. If the preset file changes, the exporter will also change.

- **Load tags**

The exporter will get the a copy of all preset's tags.

- **Load preset and link**

The preset will be loaded into the project, and the exporter will have a reference to it.

Link mode for presets

This option is the same as the one above, but affects how presets are applied to *presets*.

Link mode for exporters

This option is the same as the one above, but affects how presets are applied to *exporters*.

6.15 Project

Open

Analyze opened projects

Indicates if opened projects should be analyzed. Any detected error will be displayed to the user.

Analyze imported projects

Indicates if imported projects should be analyzed. Any detected error will be displayed to the user.

Auto fix analyzed projects

Indicates if detected problems should be fixed automatically when possible.

Auto deselect clips

If enabled, when opening a project, all its clips are deselected.

Auto focus opened projects

If enabled, when opening a project, the first clip will be focused.

Auto load media

If enabled, when opening a project, the first reel of the project will be loaded.

Save

Save projects using safe mode

If enabled, projects are saved in secure mode.

In this case, projects are saved using an intermediary temporal file to avoid data loss if the application crashes during saving.

Auto backup

If enabled, when a project is saved a backup file will be created.

Maximum backup files

Indicates the maximum number of backup files created by the *save backup* function.

Log entries in project

Specifies the maximum log entries in a project file.

Each project file stores information about which user modified it.

Recent files

Specifies the maximum number of recent files.

Defaults

Default screen size

Specifies the default screen size for new projects.

Default frame rate

Specifies the default frame rate for new projects.

Default language

Specifies the default language for new projects.

Default author

Specifies the default author for new projects. This information is also embedded in subpictures, when possible.

Default project duration

Specifies the default duration for new projects.

Default subtitle duration

Specifies the default duration for new subtitles.

Default separation

Specifies the default separation between subtitles.

Default maximum lines per paragraph

Specifies the default maximum number of lines per paragraph.

Default maximum characters per line

Specifies the default maximum number of characters per line.

Exporter's default export source

Specifies the default *export source* for new exporters.

6.16 Schemas

Schemas folder

Specifies the folder to store schemas.

6.17 Shortcuts

Add

Adds a new shortcut.

Use default shortcuts

Resets the shortcuts.

Sort

Sorts the shortcuts by command name.

Report

Creates and displays a document with all shortcuts.

Expand all

Expands all shortcuts.

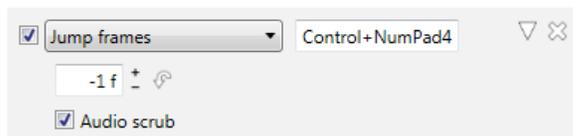
Collapse all

Collapses all shortcuts.

Shortcut

Shortcuts consist of a command and a key combination (gesture).

If the shortcuts has a problem, a red icon will be displayed. Its tooltip will contain a description of the problem.



Some commands display additional parameters.

It is possible to create different shortcuts that trigger the same command using different parameters.

6.18 Spell checking

Default spell checker

Specifies the default spell checker to use in the [spell checker](#) tool.

The list of available spell checkers depends of the installed components.

Dictionary folder

Specifies the folder to store custom dictionaries.
The default folder is *C:\ProgramData\Lemony Pro 5\Dictionaryes*.

Maximum items to display

Specifies the maximum number of spelling errors to display in the [spell checker](#) tool.

6.19 Stereoscopic

Default mode

Specifies the default stereoscopic mode for monitor, mirrors, etc.

Default value

Specifies the start value for stereoscopic.

Value ranges

Specify the minimum and maximum allowed values.
You can choose it values expressed in pixels and percent.

These settings only affect the values the GUI will allow to use. They do not affect the actual allowed values.

6.20 System

Facility name

Specifies the facility name.
This name can be used in your project by using variables.

Station name

Specifies the name of the computer.
This name can be used in your project by using variables.

Block internet features

If enabled, the application will assume that internet is not available and will stop all connection attempts.

Check for updates

If enabled, the application checks for updates at start-up.

Default help

Specifies the default help documentation.

If none is selected, a dialog will be displayed to select a help document.
Press **Del** to remove the selection.

Maximum progress messages

Indicates the maximum messages the *progress window* may display.

Maximum console lines

Indicates the maximum lines the *console window* may contain.
When the maximum is reached, the console cleans automatically.

Show shell UI

If enabled, shell executables will show their user interface.
For example, the FFmpeg will display its window and you will be able to see its progress.

Shell priority

Specifies the priority used for launched system processes.
For example, for FFmpeg.

Release memory

Releases as much resources as possible.

Clear undo buffer

Erases all the undo levels.

Clear image cache

Erases the image cache.

Debugging

Show debug errors

Indicates if important debug errors will be displayed.

Show detailed exceptions

Indicates if error messages will include additional debugging information.

Log progress messages

If enabled, all messages displayed in the *progress windows* are also sent to the *log file*.

Log console

If enabled, all *console output* will be sent to the *log file*.

Experimental features

Indicates which test features are enabled.

6.21 Templates

Project template folders

Specifies the folder to store templates.

Default project template

Specifies the default template.

Project template creation

Remove text

If enabled, when a *project template* is saved, text is removed from all subtitles.

Remove reference text

If enabled, when a *project template* is saved, reference text is removed from all subtitles.

Remove comments

If enabled, when a *project template* is saved, comments are removed from all subtitles.

6.22 Tools

Auto select tool target

If enabled, the tools will automatically target the focused track. Not all tools support this feature.

Show tools reports

If enabled, reports will be displayed showing the changes that were made to the project.

6.22.1 Comparer

Multi-threaded comparisons

Specifies if the [comparer](#) tool will use several threads to compare tracks, and the maximum number of threads to use.

6.22.2 Explorer

Double-click to use reel

If enabled, you can double-click a reel's icon to "use" the reel.

Double-click to use exporter

If enabled, you can double-click a exporter's icon to "use" the exporter.

6.22.3 List

Show formatted text

If enabled, the subtitle text is displayed with formatting.

Reduce list while playing

If enabled, the list shows less siblings when the video is playing.

This setting has effect only when the list changes during playback.

For example, if the *auto focus clip* option is enabled, and the list refreshes to focus a new clip.

6.22.4 Monitor

Show speed controls

If enabled, *play speed* controls are displayed.

Disable overlays when playing

If enabled, overlays are not rendered if the video is playing.

Disable stereoscopic when playing

If enabled, stereoscopic are not rendered if the video is playing.

6.22.5 Report

Maximum items per report

Specifies the maximum number of entries to display in the [report](#) tool.

Multi-threaded reporting

Specifies if the [report](#) tool will use several threads to analyze projects, and the maximum number of threads to use.

Guess preset

If enabled, the [report](#) tool will auto select the best preset, based on track's language. This option work only then opening the report via menu **Track / Report**.

6.22.6 Spell checker

Auto select first error

If enabled, the first error will be auto selected after generating a report.

6.22.7 Timeline

Time-head follow mode

Specifies how to auto-scroll the timeline to follow the time-head.

- **Center**

The timeline is scrolled enough to center the time-head.

- **Opposite edge**

The timeline is scrolled enough to display the time-head in the opposite edge where it disappeared.

Scroll

These options allow to configure how the timeline is scrolled using the mouse wheel.

No key

Specifies the action

- **None**

No action is taken.

- **Scroll time (frame)**

The timeline is scrolled one frame per jump.

- **Scroll time (second)**

The timeline is scrolled one second per jump.

- **Scroll time X2**

The timeline is scrolled 2 times faster.

- **Zoom**

The timeline is zoomed.

Control

Specifies the action to take when scrolling while the *Control* key is pressed.

Shift

Specifies the action to take when scrolling while the *Shift* key is pressed.

Snap

Snap to own times

If enabled, snapping will consider clip's own time-in and time-out.

Snap to previous and next

If enabled, snapping will consider the previous and next clips.

Snap to all tracks

If enabled, snapping will consider all tracks in the timeline.

Snap to time head

If enabled, snapping will consider the time-head.

Timeline snap distance

Specifies the minimum distance in frames to achieve a time snap, when editing times using the mouse.

Show trimming guides

If enabled, visual guides are displayed when trimming.

Handles

These settings indicate which handles will be displayed when the timeline is in *editable* mode.

Show time-in

Displays the *time-in handle*.

Show duration

Displays the *duration handle*.

Show move

Displays the *move handle*.

Master handle

Show master

Displays the *master handle*.

Tracks scope

Specifies which tracks the handle will affect.

- **Current**

Modifies the active clip's track.

- **All**

Modifies all tracks in the timeline.

Collapsed tracks are not modified. Reels and markers are also ignored.

- **Below**

Modifies the current track and all tracks beneath it.

Clips scope

Specifies which clips the handle will affect.

- **All**

Modifies all clips in the scoped tracks.

- **Selected**

Modifies the selected clips in the scoped tracks.

- **Next**

Modifies the active clip and all following clips in the scoped tracks.

- **Chained**

Modifies the active clip and chained clips in the scoped tracks.

Modifiers

Specify how to modify the handle when the *Control* and *Shift* keys are pressed.

- **None**

Nothing is modified.

- **Modify track (current)**

Changes the *tracks scope* to *Current*.

- **Modify tracks (all)**

Changes the *tracks scope* to *All*.

- **Modify tracks (below)**

Changes the *tracks scope* to *Below*.

- **Modify clips (all)**

Changes the *clips scope* to *All*.

- **Modify clips (selected)**

Changes the *clips scope* to *Selected*.

- **Modify clips (next)**

Changes the *clips scope* to *Next*.

- **Modify clips (chained)**

Changes the *clips scope* to *Chained*.

Chain maximum separation

Specifies the maximum separation clips may have to be considered a chain.

Show trimming guides

If enabled, visual guides are displayed when trimming subtitles.

6.22.8 Utilities

Macros folder

Specifies the folder to store macros.

The default folder is *C:\ProgramData\Lemony Pro 5\Macros*.

6.23 Translator

This tab is only available if the Microsoft translator plug-in is installed.

Microsoft translator

Client ID, Client secret

Specifies the codes required to get access to the *Microsoft translator* on-line service.

You can read about how to get your own codes [here](#).

Access token

Specifies a temporal code to access the *Microsoft translator* on-line service. *Access tokens* are temporal, they usually have a lifespan of only 10 minutes.

If an *access token* is specified, it will be used to activate the translator. Otherwise the *ID/Secret* will be used.

If you want to use the *ID/secret*, make sure the *access token* field is empty.

Connection

Turn off Expect100 header

If enabled, the header will not include the *100-Continue Expect* header.

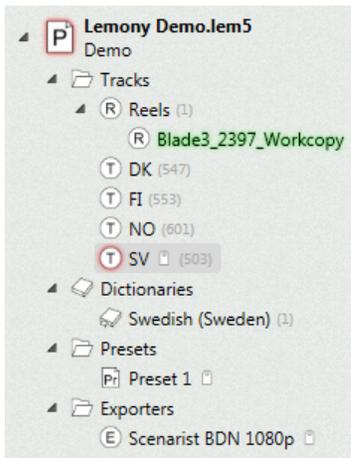
Use Http version 1.0

If enabled, HTTP version 1.0 will be used.

7 Understanding

7.1 Project

A project contains several kind of elements: tracks, sub-tracks, subtitles, dictionaries, presets and exporters.



7.1.1 Track

A track is an element that contains clips. There are several kinds of tracks, the most common type is the *subtitles track* that contains subtitles.

Kinds of tracks

Subtitles track

Subtitles tracks contain *subtitles*. It may also contain sub-tracks of any kind.

Reels track

Reels tracks contain *reels*, which are basically movies.

Markers track

Markers tracks contain *markers*. They are used to set marks and breaks.

Effects track

Effects tracks contain *effects*. They are used to modify properties in all the tracks beneath.

Keyframes track

Keyframes tracks contain *keyframes*. They are mainly used to store stereoscopic information.

Folder

Folders can contain sub-tracks of any kind and sub-folders. Since they are basically tracks, they can be modified and exported.

Properties

Tracks have different properties.

Name

Each track can have its own name. It is allowed to have tracks with the same name.

Flag

Tracks can be flagged. The flag is used just to highlight the track.

Master

A track can be marked as [master](#).

Width

The width specifies the size of the track in the user interface.

Collapsed

Collapsed tracks appear in a compact form in the user interface. Basically just to save space.

Using tracks

To be able to work with a track and its clips, the track must be "active".

To make it active, double-click the track's icon, or display its context menu and select "use".

A track also becomes active automatically when one of its clips becomes active.

7.1.2 Clip

A clip is an element that contain different kind of information, depending of its kind. The most common type is the *subtitle* clip.

Clips are located inside tracks. Clips have a time-in and a duration.

7.1.2.1 Subtitle

Subtitles are clips that contain text and other information.

Subtitles can be flagged to change their behavior. They can be flagged as forced, italic, raised, and more.

Text

Stores the editable text. It consists of paragraphs, lines and runs, as well as inline formatting.

Paragraph

It is a group of *text lines*.

It is possible to have more than one paragraph with different formatting in a subtitle.
Read more about this [here](#).

Line

It is a group of characters.

If segments of the line have different formatting, the line will be divided in several *text runs*.

Lines can be empty too.

Run

It is a collection of characters with the same formatting.

Bytes

Stores binary information.

It may be closed captions bytes, or blu-ray encoded text.

Subpicture

Points to an image file. It also stores the position of the picture.

Reference text

Stores a text that is used as reference. This is usually the original language to be translated.

7.1.2.2 Reel

Reels can be considered as movies. They contain the path to a movie file.

Reels can also point to an audio file that can be displayed in the timeline.

They can also point to a background image, to be displayed in the monitor. This image can help to find the best position for the text.

A *reels track* may contain several reels, but only one reel can be active at the same time. The active one will be displayed in the [monitor](#).

To make a reel active, display its context menu and select "use".

Reels may contain additional information, for example, recalibration points and scene changes.

7.1.2.3 Marker

Markers are clips that can be used as pointers.

They can be used, for example, to slice a project in segments.

7.1.2.4 Effect

Effects are used to apply modifications to subtitles.

The properties in the effect can be inherited to all subtitles beneath.

7.1.2.5 Keyframe

Keyframes work in the same way as *effects*, but they allow frame by frame modifications. Nodes are used to modify the value over time.

Keyframes can be used to store stereoscopic information.

7.1.3 Folder

Folders can contain sub-tracks of any kind and sub-folders. Since they are basically tracks, they can be modified and exported.

7.1.4 Preset

A preset is a collection of [tags](#). Presets can be created inside a project.

7.1.5 Exporter

The *exporter* is an element that stores all the needed information to export subtitles.

The exporter contains a list with the tracks to be exported. [Tags](#) are used to specify the design of the subtitles, as well as the target formats.

An exporter can be used to preview subtitles in the monitor. This helps to see your subtitles exactly as they will be exported (WYSIWYG).

To use an exporter, display its context menu and select "use".

7.1.6 Dictionary

A dictionary contains all accepted words for a given language. A language can be "neutral", which indicates that its words are accepted for any language.

Dictionaries are created automatically when words are accepted via the [spell checker](#).

7.2 Users

It is possible to create [user](#) accounts. This has several advantages:

- Each user can have his own settings (user interface, shortcuts, etc).
- Project files keep track of the changes, so it is possible to know which user modified the project.

Logging in

The log-in dialog appears when launching the application.

This dialog appears only when two or more accounts exist. To force the dialog to be shown, press the *control* key when launching the application.

Accounts

The accounts are usually stored in folder *C:\ProgramData\Lemony Pro 5\Settings*. Each user has its own folder.

To have a custom user image, save it as *Picture.png* inside the folder.

To remove an user, just delete its folder.

7.3 Tags

Tags are used to modify element properties.

Tags can modify the way projects are rendered, analyzed and exported.

Example scenarios:

- Hebrew subtitles need to be rendered right-to-left. Add a "right to left" tag to the Hebrew track.
- You need to export Digital Cinema subtitles, and each track needs to be exported using its own GUID. Add a GUID tag to each track.

If you are familiar with non-linear editors, you can imagine tags as effects that you apply to clips.

Categories

There are different kind of tags.

Attribute

Modify element attributes. For example, language, title, forced.

Design

Specify render properties. For example, screen size, color depth, font, colors, outline. Advanced tags allow subpicture remapping, transitions, pixel effects, and more.

Preset

Allows to use tags from a preset.

Report

Specify the kind of errors to [report](#) when subtitles are analyzed.

Export

Modify how subtitles are exported. For example, target file formats, destination folder, image cropping. Advanced tags can segment files, compress files, and more.

Hierarchy

Tags are inherited hierarchically. If a tag changes a property in one element, the change will be passed to all child elements.

For example, a tag added to the project will effect the project itself, and tracks and clips in the project.

```
Project
├── Tracks
│   └── Clips
```

A tag added to a track will affect the track itself, all its clips, and sub-tracks.

```
Track
├── Clips
├── Tracks
│   └── Clips
```

Exporters

When you export subtitles using an *exporter* (or just preview subtitles in the *monitor* using an *exporter*) its tags will also affect the rendering.

```
Project
├── Exporter
│   ├── Track
│   │   └── Clips
│   │       └── (Exporter)
```

For technical reasons, the exporter will be inserted in the hierarchy two times, and therefore, it will be evaluated two times.

However, the second time, only some of its tags will be evaluated (called *second pass tags*).

The first evaluation allows the exporter to override properties in the project. The second evaluation allows to override properties in the entire rendering pipe.

For example, if an exporter specifies a font name, a Japanese track can override the font name and set a Japanese font instead.

```
Project (Default font)
├── Exporter (Arial)
│   ├── Track JAP (Arial Unicode)
│   └── Clips
```

7.4 Text formatting

Tags

Tags can be applied to *subtitle text* to change its formatting.

In the text editor, when you apply italics to a text range, you are actually adding a *italic tag* to that text segment.

Those tags can be applied to text in two different ways:

Tags

Tags are applied directly to the text.

This kind of tags are invisible to the user.

Markups

Tags are applied as part of the text. These *markups* are added to the text to indicate where the tag begins and ends.

For example, by adding the `{yellow}` `{/color}` markups the text, its color changes to yellow.



```
Blodbanken på {yellow}Parizskagatan{/color} i Prag
```

In the [settings](#) window you can select if the [subtitler editor](#) will apply formatting using tags or markups.

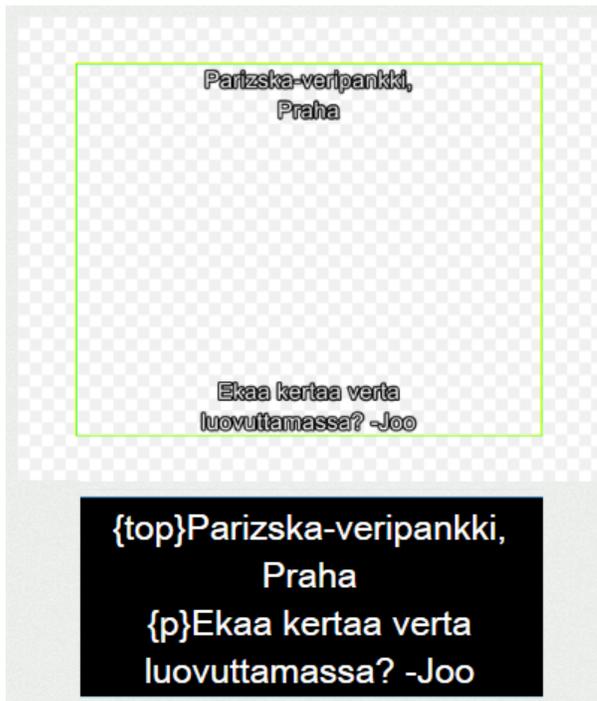
The [subtitle info](#) lists the tags that are contained in the active *subtitle text*.

Paragraphs

It is possible to have subtitles with more than one paragraph.

This allows to have texts in different position inside the same subtitle.

Use the `{p}` markup to start a new paragraph.



7.5 Presets

A preset is a collection of [tags](#).

Presets allow to group tags, organize them, and re-use them.

Presets are useful in the following scenarios:

- You have a customer who needs blu-ray subtitles with specific requirements. Create a preset that meets the requirements, and use it always for your customer. The preset can also have your customer's name and logo.
- You have a project with several tracks in Chinese. Chinese requires a special font and size. Create a preset that changes the font, and apply it to the Chinese tracks.

Location

Presets can be stored in different locations.

- **Inside a project.**

In this case the preset is part of the project.

- **In a external file.**

The preset is a XML file on disk.

- **Built-in inside the application.**

The presets is part of the application code and cannot be modified.

Presets located inside the *presets folder* will be loaded automatically at start-up.

<C:\ProgramData\Lemony Pro 5\Presets>.

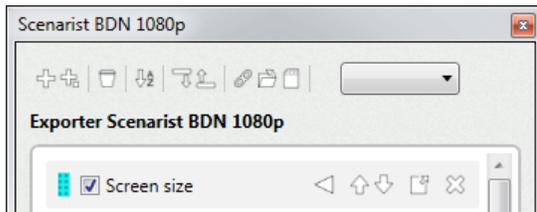
Subfolders can be used to organize the presets.

Creating a preset

To create a preset that you can reuse in your future projects, use the [presets editor](#).

Presets can also be created directly from the [element editor](#). The [tags editor](#) allows to save the tags as a preset.

However, you will have to adjust your preset in the *preset editor*, for example, choose a name for the preset and its uses.



7.5.1 Using a preset

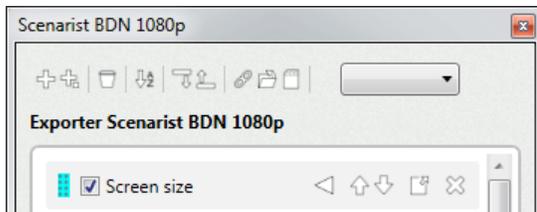
There are different ways to use a preset.

Load tags

The easiest way to use a preset is to load its tags.

The tags become independent from the preset. So, modifying the tags do not affect the preset.

The [tags editor](#) allows you to load tags from a preset.



For example, you can create an empty exporter, and load tags directly from a preset.

Link

Elements can link to a preset. In this case, the element uses the tags directly from the preset. If the preset changes, the element also changes.

To link to a preset, you need to add a special tag that allows linking.

The [tags editor](#) allows you to link to a preset.

For example, you can create an empty exporter, and link it to a preset you created based on your customers requirements.

Add the preset and link

It is also possible to load the preset into the existing project, and link to it.

The [tags editor](#) allows you to link to a preset in this way.

Other uses

- When batch converting files you can use presets to specify how subtitles will be rendered or analyzed.

- The [report tool](#) can use presets to analyze subtitles.

Icon

To assign an icon to the preset, create a PNG image with the same name as the XML file, or "Icon.png". Use an image with minimum size 64x64 pixels, and 96 dpi.

7.5.2 Auto selection

In certain scenarios it is possible to automatically select the best preset for a track.

You must turn on option *auto assign presets to tracks* in the settings dialog. And the presets must be flagged as *auto apply*.

By file

Not available.

By language

The application can automatically select a preset based on track's language.

This is possible in the following scenarios:

- When opening a report tool.

For example, the report tool will automatically select a preset named "Swedish" if the track's language is Swedish.

7.6 Macros

A macro is a group of [utilities](#).

Macros are useful when several modifications must be applied to repeatedly.

For example, if you need to batch convert files, offsetting their time and removing empty lines.

To create a macro, use the [macros editor](#).

The macros also appear in the [utilities](#) tool, to be executed manually.

Icon

To assign an icon to the macro, create a PNG image with the same name as the XML file, or "Icon.png". Use an image with minimum size 64x64 pixels, and 96 dpi.

7.7 Master track

A track can be set as "master".

When a track is marked as *master*, a crown is displayed as icon.

Master tracks are used as templates or references in the project.

There are several advantages with *master tracks*.

- Some dialogs can automatically select the master track as source. This saves time. For example, the *comparer tool* automatically finds the *master track*.

- Master tracks can inherit subtitle properties to subtitles in "vassal" tracks, such as, raised, italics. For example, if a subtitle in a *master track* is flagged as *raised*, all subtitles (inside the same time span) in all vassal tracks will also be raised.

In the subtitler, use menu *Track / Modify / Edit mastery* to make a track master, or restore it.

7.8 Movie files

Movie files

A workcopy or proxy is a movie file used to create subtitles. It is usually a low resolution version of the master movie.

The recommended softwares and formats are:

- Adobe Premiere: mpeg-1
- Compressor: mp4 H264
- VirtualDub: DivX AVI

Lemony Pro can create a workcopy files. You find these options in the *reel* editor, *media* tab. To be able to do convert files, you will need a compatible encoder installed, for example the included [FFmpeg](#) plug-in.

Frame accuracy

If you want to be able to step frame-by-frame, you need to encode your video using a 1-frame keyframe (or M1N1 for mpeg videos).

Audio files

The audio waveform can be displayed in the timeline if you provide a separate audio file. Once loaded, the waveform can be used to audio scrubbing.

Lemony Pro can extract audio from movie files. You find these options in the *reel* editor, *media* tab. To be able to do extract the audio, you will need a compatible encoder installed, for example the included [FFmpeg](#) plug-in.

Scene changes

Scene changes can be displayed in the timeline if you provide them in a separate file. Once loaded, you can jump between scenes, and use them to snap times.

Lemony Pro can extract the scenes from movie files. You find these options in the *reel* editor, *media* tab. To be able to do extract the scenes, you will need a compatible video analyzer installed, for example the included [HandySaw DS](#) plug-in.

Background

Your reel can have a background image, which can be a high quality screenshot of your master movie. You can use this background as a reference to position your subtitles in the right place on screen.

You find these options in the *reel* editor, *media* tab.

7.8.1 Calibration

If your movie has burned-in timecode, you will probably need to calibrate your reel. The calibration process helps to match your movie's burned time-in with project's timecode.

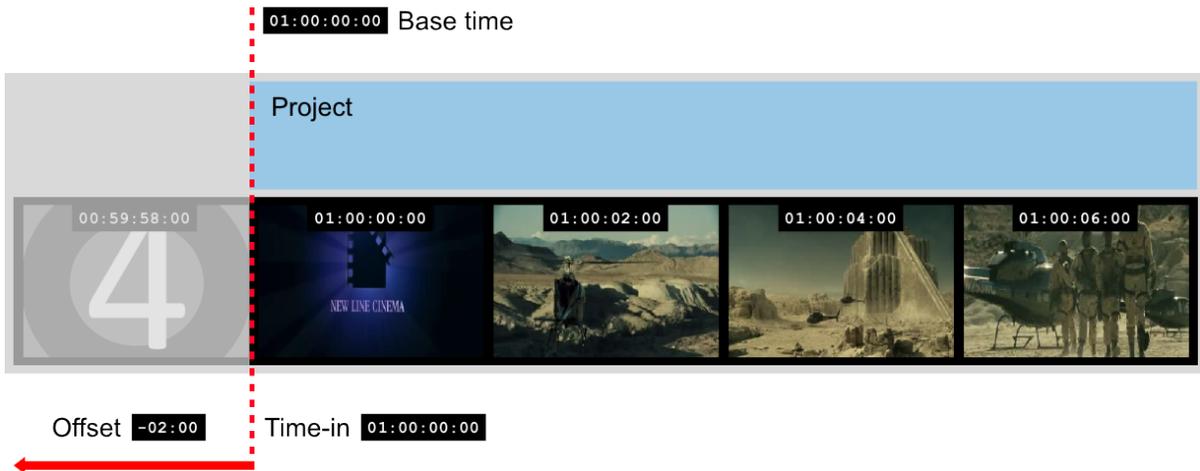
Basically, your project and your reel must have the same time-in. This is, your reel's *time-in* must be the same as your project's *base time*.

However, your movie may contain some "garbage" at the beginning (color bars, counter, etc). In this case you can use the *offset* value to adjust it.

The image below illustrates the timing.

- In this example you have a project that starts at 1 hour (*base time*).
- Your movie file has burned-in timecode which also starts at 1 hour.
- Your movie starts with a counter (garbage) which is really not part of the movie.

Project's *base time* and reel's *time-in* are both 1 hour.
The reel has an *offset* of -2 seconds.



Another option is to set reel's *time-in* to 00:59:58:00, and its *offset* to zero. But in this case the first 2 seconds of garbage will be visible.

7.9 Players

Media player WPF

This player uses Windows Presentation Foundation mediaplayer.

- Support almost all video formats as the regular Media player 11.
- Accurate and fast WYSIWYG preview.
- Inaccurate frame spotting in videos with long GOP.
- Supports *mirrors*.

Media Element

This player is lightweight version of *Media player WPF*.

Media player

This player uses the regular Windows Media player 11.

- Supports all formats as the stand-alone Media player.
- Fast and accurate frame spotting.
- Slow WYSIWYG preview.
- Does not support *mirrors*.

QuickTime

This player uses QuickTime 7.

- Supports all formats as the stand-alone QuickTime player.
- Fast and accurate frame spotting.
- Slow WYSIWYG preview.
- Does not support *mirrors*.

7.10 Export

There are several ways to export subtitles.

Save as

The easiest way to export subtitles, in the subtitle, is by using menu *Track / Save as*. However, this option only allows to export scripts (text), and one track at the time.

Exporter

The *exporter* is an element that stores all the needed information to export subtitles. It specifies which tracks to export, how subtitles will look like, the file format to export, additional export parameters, how to segment the files, and more.

Tags are used to specify the design of the subtitles, as well as the target formats.

Creating an exporter

In the subtitler, under the *Exporter* menu, there are several options to create an exporter. You can create an empty exporter, load one from a file, or create one based on a preset.

Once you created an exporter, in its context menu select *Edit* to edit it.

In the *tags* tab, add or modify its tags.

Use the *export* tab to preview and export subtitles.

Exporters can be saved as presets. In this way you avoid creating it from scratch every time.

WYSIWYG

An exporter can be used to preview subtitles in the monitor. This allows to see your subtitles exactly as they will be exported.

To use an exporter, display its context menu and select "use".

Export wizard

The export wizard helps to export tracks using an exporter.

The wizard is available via:

- Menu *File / Export*, in the subtitler.
- Menu *Track / Export*.
- Menu *Export wizard* in project's context menu.

In the wizard, just select the tracks to export, and the exporters to use.

Directly from the wizard you can also add exporters to your project using presets.

7.11 Batch

The batch allows to process a group of files. It offers several kind of processes.

Adding jobs

By job type

To create batch jobs, use menu *Jobs / Add job*, and select the kind of job to create.

A dialog will pop-up. It allows to specify the files to process and the parameters.

By files

It is possible to create jobs directly by adding files.

To add files, use menu *Jobs / Add files*, or drag & drop the files into the batch window.

The batch will analyze the files and preset a list of compatible jobs.

Watch folder

Jobs can be created automatically from files copied/moved into a *watch folder*.

By XML jobs

Another advanced way to create jobs, it by adding XML job files directly into the *job list* folder.

This is the folder where the batch stores its jobs. Usually located at *C:\ProgramData\Lemony Pro 5\Batch*.

Custom jobs

Once you have created a job in the batch, you can save it as a *custom job*. Your *custom jobs* will be displayed in the *Jobs / Add job* menu.

The default location of the *custom jobs* is *C:\ProgramData\Lemony Pro 5\Jobs*.

7.11.1 Jobs

7.11.1.1 Analyze script

This job analyzes subtitles and creates reports.
The report files will have the same path as the source file, but with the *_[Report]* suffix.

Source file:
C:\Watch\MySubs.xml

Report file:
C:\Watch\MySubs.xml_[Report].rtf

If the imported file has several tracks, the name of the track will be added to the path.

Parameters / Import

Format

Specifies the format to use to import the files. Some formats display additional parameters.

Auto detect

Analyzes the files and find the best format for them.

Parameters / Report

Presets

Specifies a preset to use to analyze of subtitles.

7.11.1.2 Convert script

This job converts subtitles from one format to another.
Optionally, this job can use a *preset* to modify the properties of the subtitles (font name, font size, etc), and a *macro* to do modifications to the subtitles (offset times, remove spaces, etc).

If the conversion needs the creation of images (render subpictures), use the *render script* job instead.

Parameters / Import

Format

Specifies the format to use to import the files. Some formats display additional parameters.

Auto detect

Analyzes the files and find the best format for them.

Parameters / Export

Specifies the format to use to export the files. Some formats display additional parameters.

Preset

Specifies a preset to use to modify the appearance of subtitles.

Report

If enabled, the preset is used to analyze the project. Errors will be reported.

Macro

Specifies the macro to use to process the subtitles.

Export folder

Specifies the destination folder for the converted scripts.

7.11.1.3 DECEmate report

This job analyses Ultraviolet subtitle files and reports errors.

This job is part of the *DECEmate* plug-in.

Parameters

Report type

Specifies how to report errors.

- **None**

Does not create a file report. Errors are displayed only in the progress bar.

- **Original report**

Creates a xml file containing the original output from *DECEmate*.

- **Plain text**

Creates a text file with the error messages.

7.11.1.4 Decode Scenarist SCC

This job converts Scenarist SCC files to a human-readable form.

Parameters / Import

Frame rate

Specifies the frame rate of the files.

Parameters / Export

Mode

Specifies the way bytes are decoded.

- **None**

The bytes are not decoded.

- **Disassembly**

The bytes are decoded and showed as disassembly.

- **Hexas**

The bytes are decoded and listed with value and name.

- **Text Display buffer**

The bytes are decoded and the text from the *display* buffer is displayed.

- **Text Write buffer**

The bytes are decoded and the text from the *write* buffer is displayed.

- **Text Auto buffer**

The bytes are decoded and the text from the *display* or *write* buffer is displayed.

7.11.1.5 Duplicate last job

This job is a copy of the last job in the batch.
Use this option to process your files in the same way as the last job.

7.11.1.6 Extract Blu-ray SUP

This job extracts the subpictures from a blu-ray SUP file.

Parameters

Frame rate

Specifies the frame rate of the files.

Extract script

Specifies if a script will be generated.

Extract images

Specifies if the subpictures will be extracted.

7.11.1.7 Extract idx

This job extracts the subpictures from a SUB/IDX file.

Parameters

Frame rate

Specifies the frame rate of the files.

Extract script

Specifies if a script will be generated.

Extract images

Specifies if the subpictures will be extracted.

7.11.1.8 Render project

This job renders a project. A job will be created per each exporter in the project.

Parameters

Only enabled exporters

If enabled, only enabled exporters will be considered.

7.11.1.9 Render script

This job renders subtitles using a specific preset.

This job uses a *preset* to specify the *export format*, and to optionally modify the properties of the subtitles (font name, font size, etc).

(This preset is used to create an *exporter*).

Optionally, it can also use a *macro* to do modifications to the subtitles (offset times, remove spaces, etc).

Parameters / Import

Format

Specifies the format to use to import the files. Some formats display additional parameters.

Auto detect

Analyzes the files and find the best format for them.

Parameters / Render

Preset

Specifies a preset to use to render the subtitles.

This preset must contain at least one *export tag* that specify a file format to export.

Report

If enabled, the preset is used to analyze the project. Errors will be reported.

Macro

Specifies the macro to use to process the subtitles.

Export folder

Specifies the destination folder for the converted scripts.

7.11.1.10 Workcopy

This job converts a movie file to another format, or extracts audio or scenes.

This job requires a valid transcoder installed, the example the *FFmpeg* plug-in.

Parameters

Transcode movie

If enabled, the movie will be converted to the specified format.

Extract waveform

If enabled, a WAV file will be created from the movie's audio.

Extract scenes

If enabled, a *scene changes* file will be created.

7.11.2 Watch folder

The *batch* supports *watch folder* functionality.

This feature allows to automatically add jobs to the batch list, just by copying/moving files to the *watch folder*.

The *watch folder* engine waits 5 seconds before adding the new files to the batch.

This value can be changed in the *settings* dialog.

Sub-folders inside the *watch folder* are also scanned.

Specifying a folder

When the *batch* is launched, the watch folder path is empty by default. In the *settings* window you can specify a default location.

Kind of job

The *batch* supports different kinds of jobs, so when adding new files to the *watch folder*, the *batch* must know what kind of job to create and which parameters to use.

The batch looks for settings in the following order:

For example, if the dropped file is C:\Watch\MySubs.xml

- Reads the settings from file [C:\Watch\MySubs.xml.kiojob](#).
- Reads the settings from file [C:\Watch\KioJobSettings.xml.kiojob](#).
- Reads the settings from file [C:\Watch\KioJobSettings.kiojob](#).
- Creates a job using the kind of job specified in the batch window.
- Duplicates the last job in the batch.

Individual setting

The *batch* will try to find the job settings in a file with the same name as the file, but with extension [kiojob](#).

New file:

C:\Watch\MySubs.xml

Settings file:

C:\Watch\MySubs.xml.kiojob

This feature allows each file to have its own conversion settings.

Setting by extension

The *batch* will try to read the settings from file inside the watch folder, named [KioJobSettings.ext.kiojob](#)., where *ext* is the extension of the source file.

New file:

C:\Watch\MySubs.xml

Settings file:

C:\Watch\KioJobSettings.xml.kiojob

This feature allows to have different settings according to the file extension. For example, XML files can be converted in some way, SRT files in another way.

Common settings

The *batch* will try to read the settings from file inside the watch folder, named [KioJobSettings.kiojob](#).

New file:

C:\Watch\MySubs.xml

Settings file:

C:\Watch\KioJobSettings.kiojob

This feature allows to use the same conversion settings for all files dropped into a folder. Since the watch folder supports sub-folders, you can have different sub-folders that do different kind of conversions.

Default job

The *batch* will create a job using the *job type* specified in the batch window, if any.

Last job

The *batch* will take the settings from the last job in the *batch list*. This is, duplicate the last job.

If the *batch* is unable to resolve the settings, the file will be ignored, and a message error will be displayed.

Settings file

The settings file is a standard XML file, with extension *kiojob*.

The content of the file varies according to the kind of job, but it may look more or less like this:

```
<?xml version="1.0" encoding="utf-16"?>
<Job>
  <TypeId>ScriptExport</TypeId>
  <Parameters>
    <Parameter Name="FormatImport" Value="DLPCinema" />
    <Parameter Name="Import_Stereoscopic" Value="False" />
    <Parameter Name="FormatExport" Value="SubRip" />
    <Parameter Name="Export_Encoding" Value="1200" />
    <Parameter Name="Export_FormattingUse" Value="True" />
    <Parameter Name="Report" Value="False" />
    <Parameter Name="Directory" Value="{ProjectDirectory}" />
  </Parameters>
</Render" />
</Job>
```

This kind of file is similar to the XML files created by the batch to store the jobs. Usually located in *C:\ProgramData\Lemony Pro 5\Batch*.

Creating settings files

Create settings from last job

In the *batch* program, use menu *Create default settings from last job*.

It will create a *common settings file* (*KioJobSettings.kiojob*) inside the current watch folder, using the same settings as the last job in the batch.

Copying a job

If you want to create your own settings files, you can use an existing job to learn how the file must look like.

- Optionally, remove all jobs in the batch.
- Add a new job to the batch using the parameters you need.
- Click menu *Job list / Open folder* to open the folder that contains all the jobs.
- Find the XML file that corresponds to the job you just created.
- Open the file with a *text editor* software to see its content.

Some values in the file can be ignored, since the batch engine will override them.

```
<?xml version="1.0" encoding="utf-16"?>
<Job>
  <Index>0</Index>
  <TypeId>ScriptExport</TypeId>
  <Status>Waiting</Status>
  <Parameters>
    <Parameter Name="SourcePath" Value="C:\Users\User
\Deskto\MySubs.xml" />
    <Parameter Name="FormatImport" Value="DLPCinema" />
    <Parameter Name="Import_Stereoscopic" Value="False" />
    <Parameter Name="FormatExport" Value="SubRip" />
    <Parameter Name="Export_Encoding" Value="1200" />
    <Parameter Name="Export_FormattingUse" Value="True" />
    <Parameter Name="Report" Value="False" />
    <Parameter Name="Directory" Value="{ProjectDirectory}
\Render" />
  </Parameters>
</Job>
```

7.12 Time conversion

Lemony Pro offers several kinds of workflows and tools to convert subtitles from one frame rate to another.

7.12.1 Workflows

7.12.1.1 Workflow 1

Converting NTSC 30 subtitles to PAL 25

- Launch the subtitler.
- Create an empty PAL 25 project, or open an existing PAL 25 project.
- Import the NTSC subtitles.
Import them using the *30 fps* frame rate.
- Open the utilities window.
Use one of the [tools](#) to convert the times from 25 to 30.
(Basically multiply by 0.8333).

7.12.1.2 Workflow 2

Converting NTSC 30 subtitles to PAL 25

- Launch the subtitler.
- Create an empty PAL 25 project, or open an existing PAL 25 project.

- Import the NTSC subtitles using the 25 *fps* frame rate.
This is only possible with the file formats that allow to choose a custom frame rate.

When converting to a lower frame rate, you may get some error messages regarding time parsing. This is, for example, because timecode 00:00:00:29 is not PAL. In this case it will be converted automatically to a valid PAL timecode.

7.12.1.3 Workflow 3

Converting NTSC 30 project to PAL 25

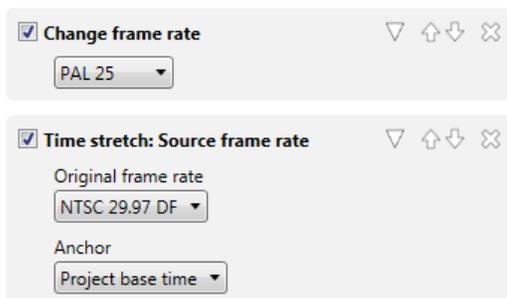
- Launch the subtitler.
- Open the NTSC project.
- Change project's frame rate to PAL.
- Open the utilities window.
Use one of the [tools](#) to convert the times from 30 to 25.
(Basically multiply by 0.8333).

7.12.1.4 Workflow 4

Batch converting

The *batch* can convert files from one format to another. During the conversion, you can use macros to modify the subtitles, including their times.

- Launch the macros editor, and create a new macro.
- Add two utilities to your macro: one to change the frame rate, another to multiply the times.



- Save the macro with a descriptive name, and use it in your batch conversions.

You may also need to include an utility to fix the subtitles separation.

7.12.2 Tips

There are several things to consider when converting times from one frame rate to another.

Movie conversion

A *frame rate conversion* basically consists of converting your subtitles in the same way the NTSC movie was transcoded to PAL.

The classical method is by downsampling or oversampling, this is, adding or removing frames.

For example, when converting from NTSC 30 to PAL 25, we need to remove 5 frames in each second to make the frame rate change from 30 fps to 25 fps.

However, movies not always lose frames during the conversion.

For example, a 24 fps movie converted to 23.976 fps keeps the same amount of frames, it just has a different playback speed.

In this case you do not need to convert your subtitles by adding or removing frames, you just need to change their playback speed.

Garbage

Some movies may have garbage at the beginning, for example, the movie has some black frames or a counter at the beginning. This is common in movies files that come from a tape.

If you have two movies (a NTSC and a PAL ones) it is very probable that the garbage is different in both movies, the garbage may have different length.

In this case, after applying a *NTSC to PAL* conversion, the subtitles still may have a delay. But it is because of the garbage.

A simple *time offset* may fix the problem.

Editions

Make sure your NTSC and PAL movies have the same edition.

If one movie has additional or removed scenes, the conversion will never match.

Frames

Lemony Pro work internally with frames, not timecode.

Timecode is just a way to name frames.

For example, frame 60 is labeled as 00:00:02:00 in NTSC, and 00:00:02:10 in PAL. Same frame, but different name depending on the frame rate.

When you change the frame rate of your project, you are just changing the way frames are labeled.

To actually convert the times, changing the frame rate is not enough. The frame values must be converted too.

If you just change the frame rate, frame 00:00:02:00 in NTSC will become 00:00:02:10 in PAL, and not 00:00:02:00 PAL as it should be.

So additionally we need to multiply the frame value by a factor, in this case by 0.8333 ($25 \div 30$).

Frame $60 \times 0.8333 = 50$, which is displayed as 00:00:02:00 in PAL.

With the duration of the subtitle happens the same. It has to be factorized in order to match the new frame rate.

A 3-second subtitle (90 frames NTSC) must be multiplied by 0.8333 to become 75 frames (3 seconds PAL).

Constant delay

If your subtitles have a delay, but it is constant (not accumulative) you do not need to convert the times.

A simple offset should fix the problem.

Burned-in timecode

Sometimes the workcopies of the movies come with burned-in timecode. Make sure the movie's and timecode's frame rates are the same.

For example, it is possible that you get a 29.97 DF movie with 30 NDF timecode. This may be misleading, and may make you to a wrong conversion.

Separation

The time conversion may affect the separation between subtitles.

If your original subtitles had a 4-frame separation, you may end up with a separation of 3 or 5 frames. In the same way, subtitles without a separation may end up with an overlap.

Some file formats, such as *Blu-ray BDN Text*, require a minimum separation between subtitles. So, after a time conversion your BDN subtitles may become invalid.

Closed captions

It may be difficult to convert closed captions to a lower frame rate. For example, from 29.97 to 23.976. This is because captions require a specific amount of frames to be streamed.

If a caption requires 60 frames to be generated, and the conversion reduces its duration to 50 frames, the caption may get truncated or never displayed.

One solution is to remove double commands to make the build-time shorter. For example, convert all `{RCL}{RCL}` to `{RCL}`.

You can also remove the italics to make the build-time shorter.

Check

Always check your converted subtitles against your final movie.

If you do not have the final movie, then you are doing a *blind* conversion.

The risk with *blind conversions* is that you do not know if the resulting times will match.

7.12.3 Tools

There are several tools to convert times.

Utilities

The [utilities](#) tool offers several functions to convert times. They are located in the [Time](#) tab.

- **Change frame rate**

This utility changes the frame rate of the project.

It does not modify the times of the subtitles.

- **Time stretch - First and last**

It allows to specify the new time-ins for the first and last subtitles in the track. All subtitles in between will be stretched accordingly too.

It does not change the frame rate of the project, it only modifies the subtitles's times.

- **Time stretch - Numeric**

It allows to specify the factor to multiply the times, and optional offsets.

It does not change the frame rate of the project, it only modifies the subtitles's times.

- **Time stretch - Source frame rate**

This utility modifies the times of the subtitles. It allows to specify the source or target frame rate.

It does not change the frame rate of the project, it only modifies the subtitles's times.

- **Time stretch - Source frame rates**

This utility works in the same way as the one above. But it allows to select both source and target frame rates.

Time conversion dialog

The [time conversion](#) dialog allows to convert times between different frame rates, and using a visual feedback.

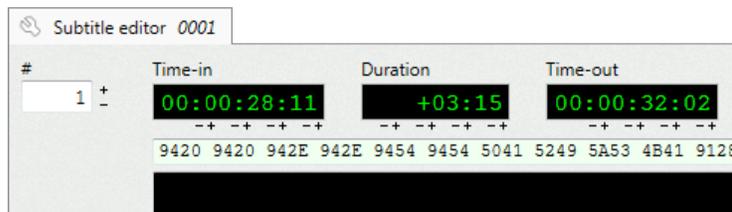
7.13 Captions

In Lemony Pro, the workflow to create subtitles and captions is basically the same. However, there are some special features for captions.

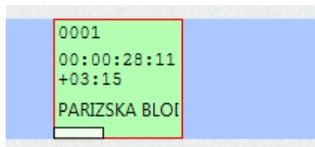
Bytes

Each subtitle can contain hexadecimal values.

For example, you can import a SCC file, keeping the hexadecimal values. In this way you can import a SCC file and re-export it keeping the same hexas.



In the timeline, the bytes are displayed as a white bar. This helps to see the number of frames the caption needs to be build.



The time-in of the subtitle indicates when the hexas start to be streamed. The actual caption may be visible on screen some frames later due to its build-time.

Utilities

There are several utilities to work with captions. They can be found in the [bytes](#) tab.

Some functions are:

- Convert subtitle text to caption bytes.
- Convert caption bytes to subtitle text.
- Convert double commands into single.
- Move to captions visual start.

Interchange

Importing

When importing caption files, you can convert the hexadecimal values to text. Read more below about how hexa values are converted.

Exporting

When exporting, you can use the subtitle bytes, or generate new bytes using the subtitle text. You can also offset the times to compensate the *build-up delay*.

The available options depend of the file format you are exporting to.

Conversions

Captions to text

The captions are converted to text in the following way:

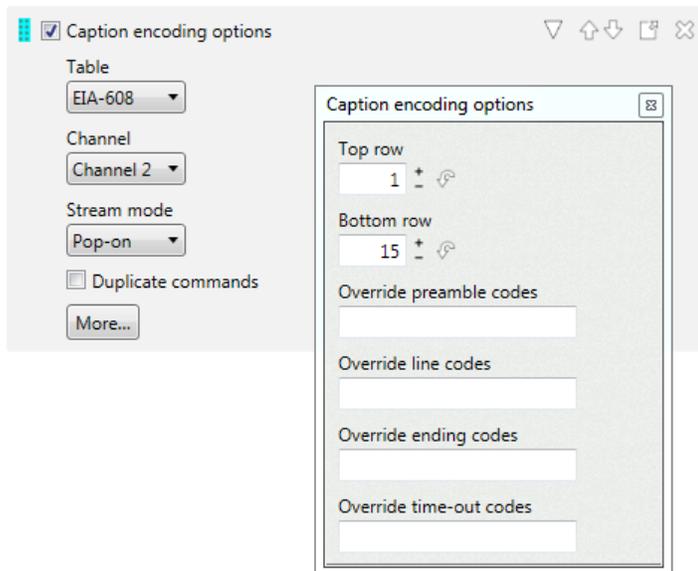
- The bytes are streamed into a virtual captions decoder.
- Each cell in the decoder is read and converted to text lines.

Text to captions

By default, captions are encoded as EIA-608, channel 2, pop-on.

There are some tags that allow to configure how captions are encoded. They are available in the [Design / Caption](#) category.

You can use these tags in your exporter to modify how captions are encoded.



The *override* fields allow to specify the commands to use. For example, you can use `{RCL} {ENM}` as preamble codes. Use `{ }` to use no commands.

Displaying captions

There are two overlays that can display captions information in the monitor. They are available in the [monitor settings](#).

Captions decoder

Renders captions on the monitor.

The [caption source](#) option specifies the source of the caption codes.

- **Auto**

The captions are build from the active subtitle's bytes, if any, otherwise from subtitle's text.

- **Bytes**

The captions are build from the active subtitle's bytes.

- **Text**

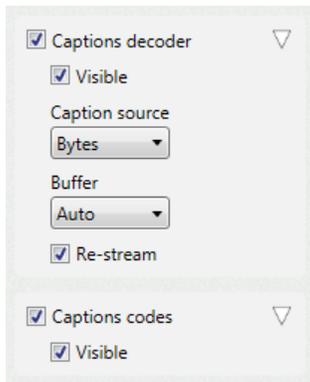
The captions are build from the active subtitle's text.

Use the *auto* or *text* options to preview how subtitle text will look as captions.

Captions codes

Displays the current hexadecimal pair.

This overlay requires the active subtitle to contain bytes.



7.14 Custom formats

It is possible to create your own formats to import and export subtitles.

Create

Run the [formats manager](#), and use the *New format* menu to create a new format.

The [format editor](#) will show up.

Save

When you save your format, save it in the [custom formats folder](#), which by default is `C:\ProgramData\Lemony Pro 5\Formats`.

Custom formats are saved in XML format.

If you want your format to have an special icon, save the icon in the same folder and with the same file name, but with png extension.

`my format.xml`

`my format.png`

If you save it as `icon.png`, all formats will use that icon.

Share

You are free to distribute your formats.

To share your formats with other users, you just need to copy the XML files to the their computers.

You can also create a shared folder in a network drive, and point their *custom formats folders* to it.

Customize

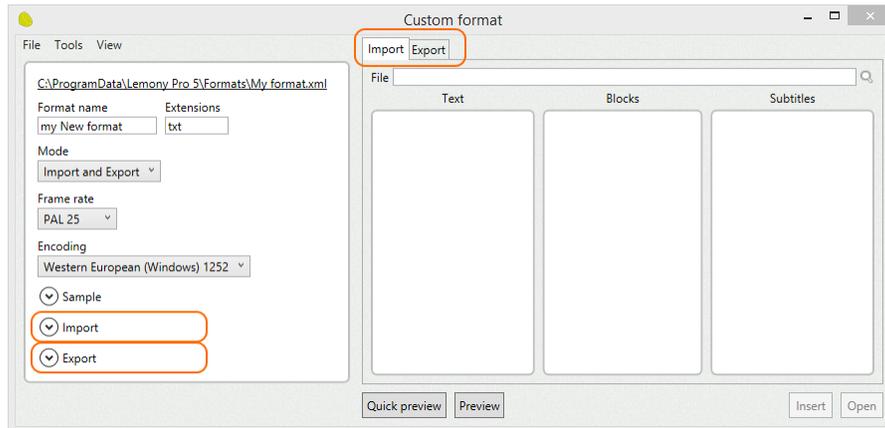
The [format editor](#) allows you to edit your *custom format*.

In the left panel you can edit the format.

In the right panel you can preview how your subtitles will be imported or exported.

It is important to select the right value in the *mode* combo box.

The *mode* indicates if weather your format can import or export subtitles, or both.



In this document, we will explain how to import and export a subtitle file that looks like this:

```
1 00:00:01:00 00:00:04:00  
First line.  
Second line.
```

```
2 00:00:05:00 00:00:08:00  
First line.  
Second line.
```

```
3 00:00:09:00 00:00:12:00  
First line.  
Second line.
```

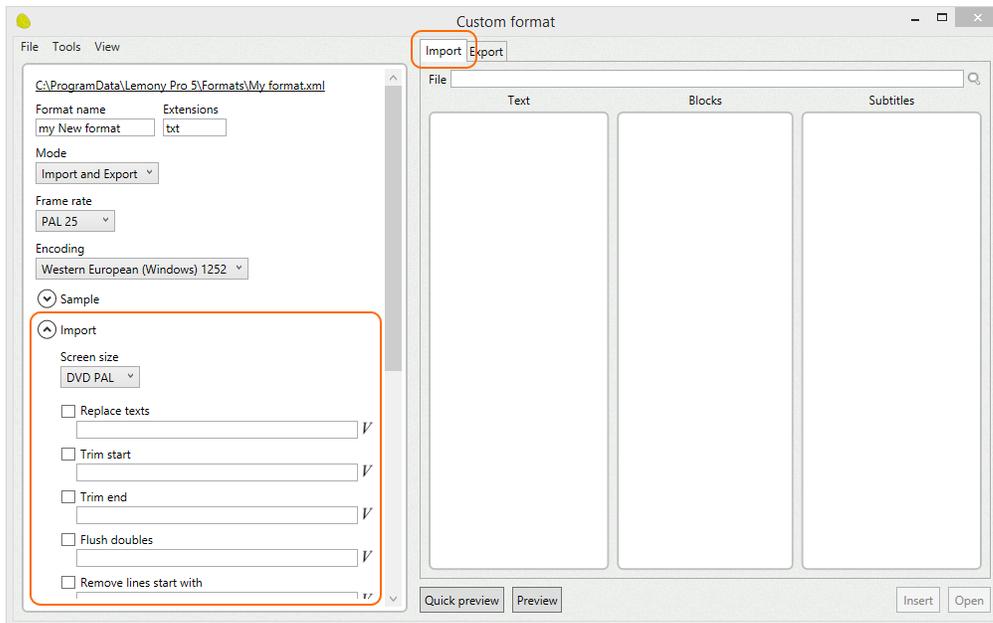
7.14.1 Import

To import subtitles you need to specify the structure of your script using groups.

Make sure the *import* tab is visible while modifying the import parameters. In this tab you can see how your script is being interpreted.

The preview tab contains 3 columns: text, blocks, subtitles.

In this tab you can also specify the file you want to use for testing.



Clean up

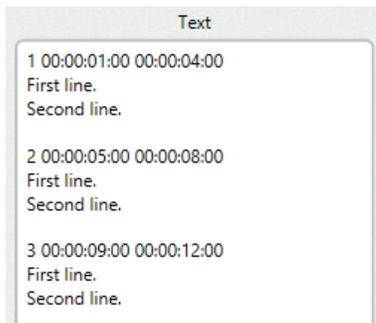
The first step is to load the text file and remove unnecessary data.

Some files contain garbage, and it is a good idea to remove it, for example, double spaces, comments, extra tabs, empty lines, and more.

You can use the options in the *import parameters* to replace texts, remove empty lines, trim characters, and more.

In the *text column* you can see how your raw text look like.

This is also useful to see if the selected *encoding* is decoding the file properly.



If your file has a simple structure, you can try to use menu *Tools/Analyze input text*. It analyzes your text and tries to do all the job below automatically.

Blocks

The next step is to indicate which text lines (*text blocks*) conform the subtitles.

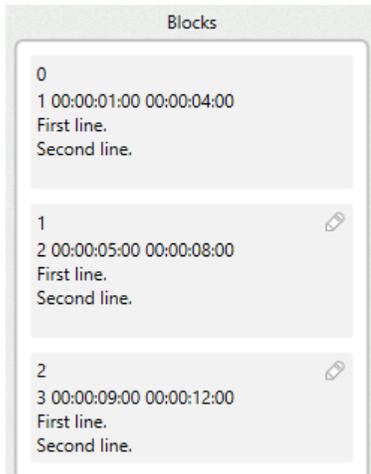
You need to specify the structure of your script using *regular expressions* or variables.

For this example, enter the following text in the *block start* field.

```
{ValueInteger} {HMSF}
```

It indicates how to find the beginning of a subtitle: it starts with a value (the index), a blank space, and a timecode in HMSF format.

In the *blocks column* you can see how the subtitles are recognized.



Fields

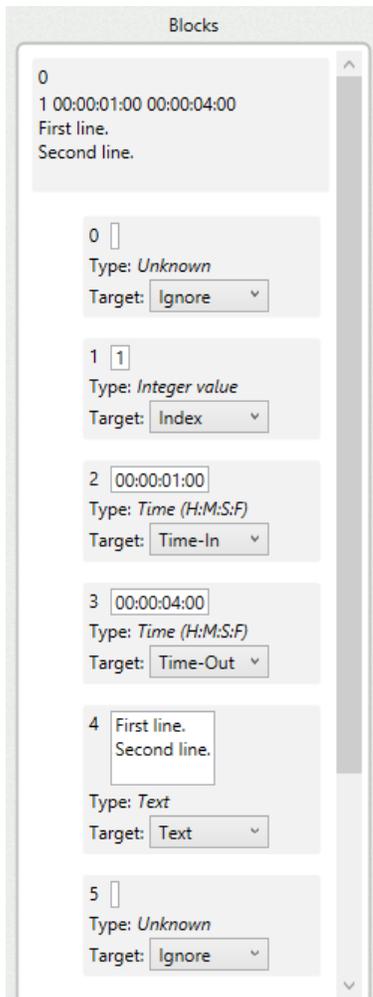
Now you need to indicate the structure of each subtitle, to be able to extract the information.

For this example, enter the following text in the *fields parsing* field.

```
{ValueInteger} {HMSF} {HMSF}  
{TextLines}
```

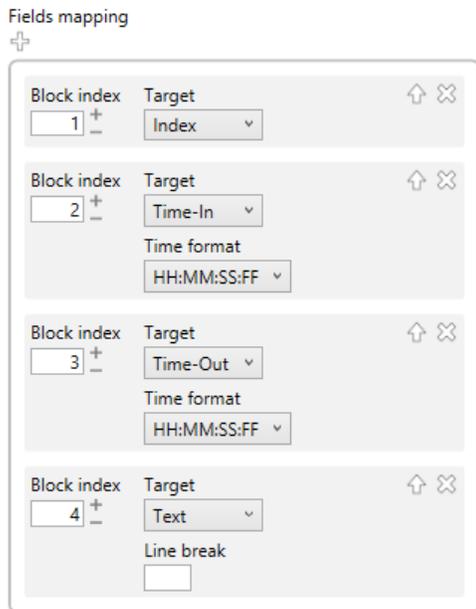
It indicates that the subtitle consist of a value (the index), a blank space, a timecode in HMSF format, a blank space and another timecode, followed by the text lines.

In the *blocks column* you can see how the first subtitle is segmented in fields.



As you can see, the field #0 and #5 are empty.
Field #1 contains the index. Field #2 contains the time-in, etc.

In the *import parameters* you can specify how to interpret each field.
You can ignore the empty fields (which usually are the first and last ones) and just focus on the ones with information.



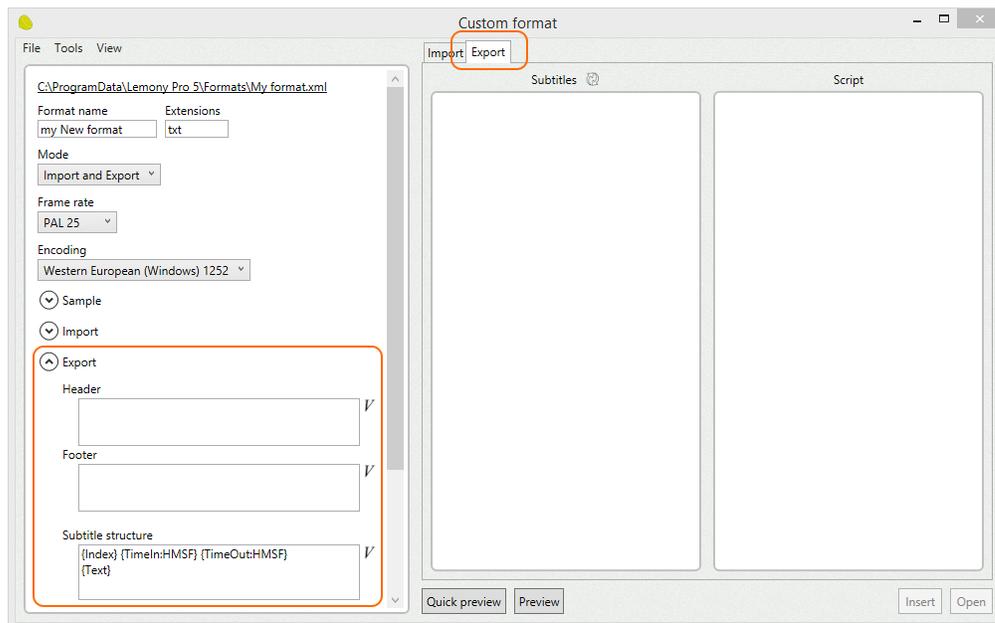
In the *subtitles column* you can see how your imported subtitles look like.

7.14.2 Export

To export subtitles you need to specify the structure of the desired script using variables.

Make sure the *export* tab is visible while modifying the export parameters.

In this tab you can see how your subtitles will look like. Lemony Pro will generate random subtitles that will be used for the preview.



Enter the following text into the *subtitle structure* field.

```
{Index} {TimeIn:HMSF} {TimeOut:HMSF}
{Text}
```

(and insert one empty line at the end).

As you can see, the structure of our format is: index, time-in, time-out, and the text lines.

Variables

Some variables allow parameters.

In this example, the `{TimeIn}` and `{TimeOut}` use the `HMSF` parameter to indicate that the time must be formatted as HH:MM:SS:FF.

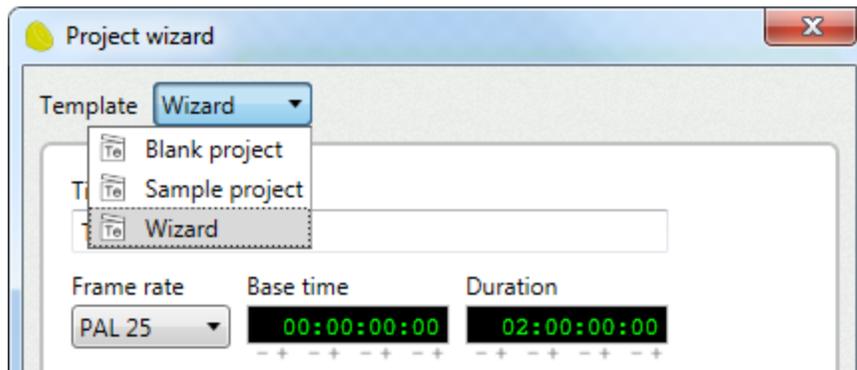
You can use the variable `{TextPlain}` instead to export text without markups.

Or use variable `{TextFormatted}` to export formatted text - you also need to export using the `Word OpenXML` encoding.

Read more about variables.

7.15 Templates

Templates are used to create new projects, in the [project wizard](#).



Some of the available templates are built-in in the application. But it is possible to create own templates.

To create a template, just save your project in the [templates folder](#).

7.16 OCR

The OCR allows to convert an image to text.

To be able to use the OCR you need a project with subtitles that point to image files.

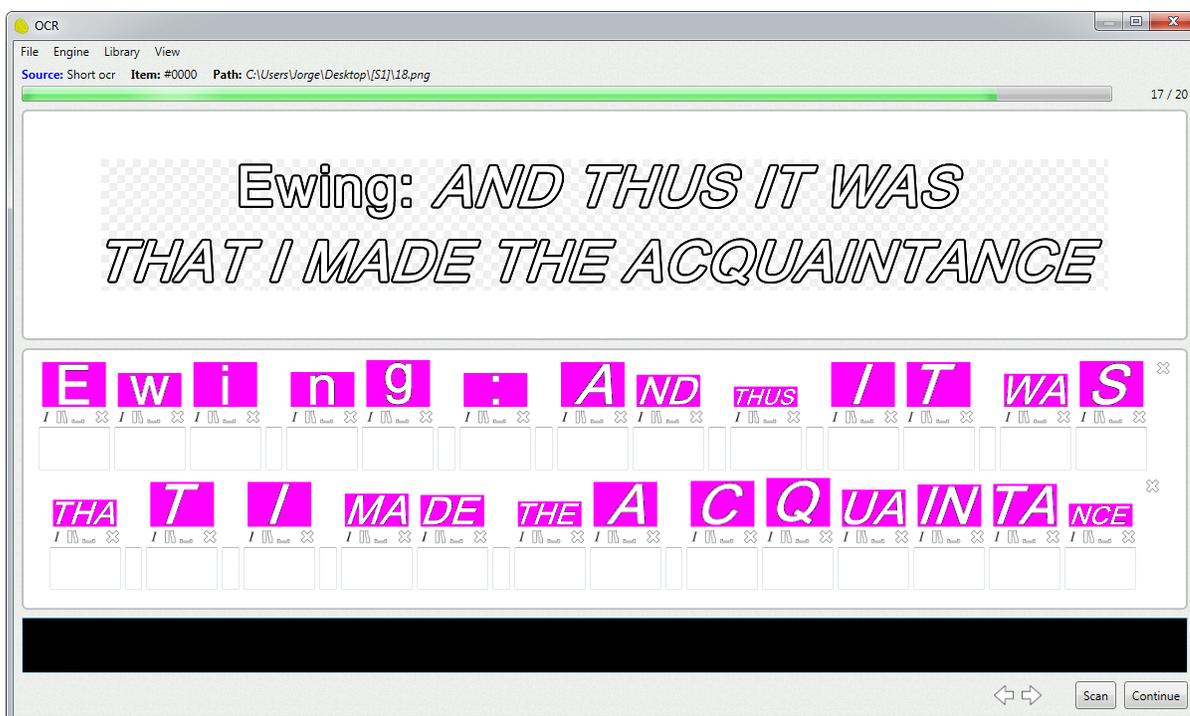
For example, you can import a sst script. The imported subtitles will point to BMP images.

To start the OCR:

- Open the subtitler
- Open your project, or import a script.
- Jump to the first subtitle in the track.
- Click menu *Clip / OCR* or *Track / Modify / OCR*.

The OCR can only work with subtitles that:

- Point to an existing image file.
- Have no text.



To OCR a subtitle, click [Scan](#). Lemony Pro will analyze the image and present all the found glyphs (characters).

Now you have to fill in all the glyphs with the appropriate character.

Several italicized text may appear together. In this case enter all the characters in the text field, and flag it as *italic*.

When done, press [continue](#) to jump to the next scannable subtitle.

The OCR will skip subtitles that do not have a path, or that already have some text.

Since the OCR works with projects, you can stop the scan and resume it in another day.

To resume the OCR, just jump to the first subtitle that has no text, and star the OCR.

Configure

The OCR engine automatically selects the best parameters to scan the images.

However, you can use menu [Engine / Configure](#) to configure the engine.

Library

The glyphs are saved in a default library.

To create a special library for your project, use menu [Library / New](#), or [Library / Open](#) to re-use one.

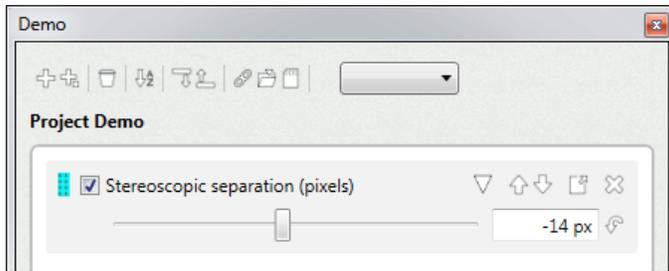
Use [Library / Scan using all libraries](#) to use all the libraries in the *libraries* folder to scan the image.

The default library folder is [C:\ProgramData\Lemony Pro 5\OCR](#).

7.17 Stereoscopic

To create stereoscopic subtitles you just need to specify the separation between the left and right images.

Just add a [stereoscopic separation \(pixels\)](#) tag to you project, and specify a separation.



If you add this tag to the project, it will affect all the tracks and subtitles.
You can add additional tags to tracks, subtitles or exporters to override the separation.

In the settings window you can change the allowed separation range.

Limits

Optionally, add a [stereoscopic options](#) tag to specify the minimum and maximum allowed values.
In this case the effective separation will never go beyond those values.

Percent

The [stereoscopic separation \(percent\)](#) tag allows to specify the separation in percentage.
0% would be the minimum separation, 100% would be the maximum separation.

This option only works if you have specified the minimum and maximum values.

Use the [stereoscopic calculator](#) to get the best minimum and maximum values for your project.

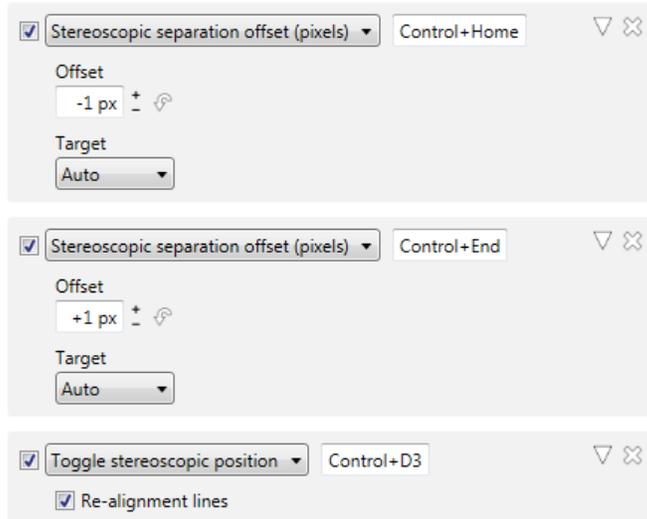
Solutions

Stereoscopic subtitles can visually collide with the movie. In this case you will have to change its depth or move it.

To fine tune individual subtitles, you need to add a tag to the subtitle that overrides the separation and position.

The ideal tag for this is the [Stereoscopic solution](#) tag. Which allows to offset the separation and re-align the text.

This may be an intensive task if you need to modify many subtitles. But there are shortcuts that simplify the job.



These shortcuts allow to offset the separation of a subtitle in pixels. They also allow to cycle the position of the text.

If the following shortcuts do not exist in your settings, go to the [settings dialog](#) and reset your shortcuts.

Preview

Monitor

The subtitler monitor can display stereoscopic subtitles in the following modes:

- Checkerboard
- Line by line

These modes are compatible with several 3D-TVs.

To enable it, turn on the *render stereoscopic* option in the [monitor options](#) window.

Mirror

A mirror is a window that displays the same image as in the subtitle monitor.

There is a stereoscopic mirror that can display stereoscopic subtitles in the following modes:

- Checkerboard
- Line by line
- Side by side
- Top & Bottom

These modes are compatible with several 3D-TVs.

You can move this mirror window to a secondary monitor (which must be a 3D-TV).

You can open a mirror via the [monitor options](#) window.

Overlay

In the [monitor options](#) you can enable the stereoscopic overlay.

It displays information about the current stereoscopic separation.

Effects

There are several tags that allow to fine tune the stereoscopy.

Depth

There are several tags that allow to specify a *separation offset* for the boxes, shadows and subpictures, to make them look behind the text.

These tags are available in the *Design / Stereoscopic* category.

Anaglyph

The *anaglyph* tag renders the subtitles using the two-color effect.

This tag is available in the *Design / Effect* category.

De-ghosting

The *De-ghosting* tag can modify the color values for a given stereoscopic channel.

This tag is available in the *Design / Effect* category.

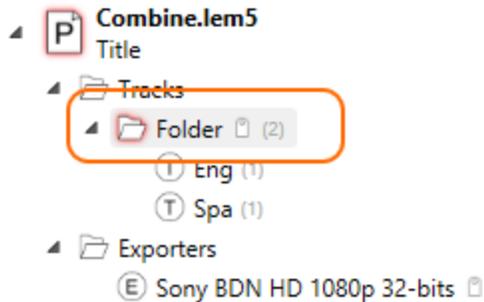
8 How to

8.1 Combine tracks

It is possible to export two tracks combined.

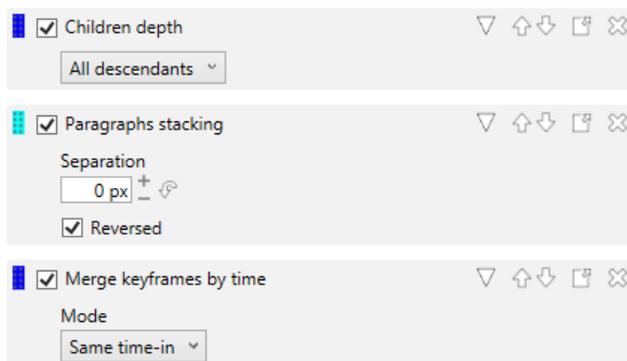
Folder

Create a new folder and move your tracks into it.



Tags

You may need to add 3 tags to the folder:



- **Children depth**

(Export / Parameters)

Select the *All descendants* option.

This tag helps to export the folder.

Normally, when exporting a *folder*, you get nothing exported, because *folders* do not contain subtitles. This tag forces to render/export the subtitles in the underneath tracks.

- **Paragraph stacking**

(Design / Effects)

This tag is optional.

It stacks the text of the subtitles that overlap.

This tag is recommended when exporting images, otherwise subtitles may overlap visually.

- **Merge keyframes by time**

(Export / Parameters)

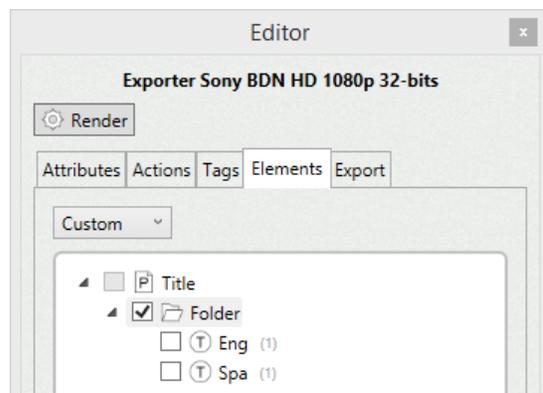
This tag is optional.

When exporting, it merges all subtitles that overlap in time.

This tag is recommended if your tracks have subtitles with the same timecodes.

Export

When exporting, export the folder, not the tracks.



Reverse

To invert the order in which the tracks appear:

- Reorder the tracks in the folder.
- Or use the *Reversed* option in the *Paragraphs stacking* tag.

8.2 Fading

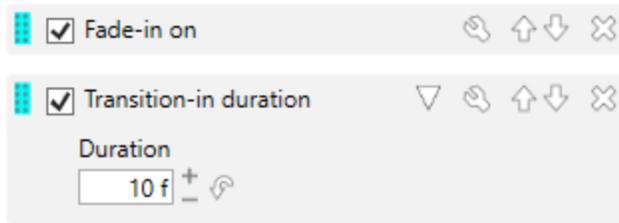
It is possible to specify how subtitles appear and disappear.

You just need to specify a transition and the kind of effect to use.

Tags

You need to add 2 tags:

- Tag "*Fade-in on*" indicates that the transition effect will be *fading*.
- Tag "*Transition-in duration*" specifies the duration of the transition.



If you also want to fade out, you need to add a "*Fade-out on*" and "*Transition-out duration*" tags.

The order of the tags is important.
The *Transition* tags must be added after the *Fade* ones.

Opacity

If you want to specify a fade, but you do not want the subpictures to be faded, use the "*Transition affect*" tag to turn off opacity.



This is important if you are rendering our images. Otherwise the images may be totally transparent.

8.3 Right-to-left

Rendering

There are 2 factors that must be present in order to make a subtitle right-to-left.

- The *render engine* must draw all texts from right-to-left.
- The *render engine* must assemble all *text runs* from right to left.

Formatting

There are several methods to make your text right-to-left.

Tags

Add the *paragraph right-to-left* tag to your subtitle, track or project.

This tag does 2 functions:

- Sets the font right-to-left.
- Sets the paragraph flow to right-to-left.

You can achieve the same result by adding 2 individual tags: *paragraph flow right-to-left* and *font right-to-left on*.

Markups

Add the *{prt}* markup to your subtitle text.
This is equivalent to the tag explained above.

Unicode marks

You can add direction markers to your text.

These are invisible Unicode characters that indicate where a right-to-left segment starts and ends.

To achieve this, use the *directionality utility*.

Usually code *Right-to-left override* is used to indicate the beginning of the segment, and *Pop directional formatting* to indicate the end.

8.4 Tips

DVD remapping

DVD subpictures should be rendered using the *linear* composition mode. This results in a better antialias.

Character spacing

The character spacing property does not affect the subtitles visually. It is used only when a file format requires it.

Languages

The spell checker may require that your track has a localized language.

For example, setting the language to "Swedish" may not be enough, you may need to select "Swedish Sweden".

Motion-Jpeg

The M-Jpeg codec supports a resolution up to 1280x720.

iTunes

The iTunes format exports underlined text as yellow.

Explorer drag and drop

It is possible to drag and drop tracks in the [explorer tool](#).

However, this is not possible if the track is or contains a *reference track*.

AVI with captions

To convert caption files to AVI, use the *batch* program.

Just create a *render* job and use built-in *AVI Line-21* preset.

Stereoscopic mirror

The stereoscopic mirror does not support several video conversions:

- Checkerboard → Side by side
- Interlaced row → Side by side
- Top & Bottom → Side by side

8.4.1 Automatic launch

It is possible to open a program when the application starts. Just add the name of the program as a command line switch.

For example: " *Lemony Pro.exe -batch* "

-Batch
-BatchNetworkServer
-BatchNetworkClient
-Calculator

- CalculatorStereoscopic
- Debug
- FormatsManager
- Hub
- KeyGenerator
- MacrosEditor
- ProvidersManager
- PresetsEditor
- ScriptEditor
- Subtitler
- TextAnalyzer
- UnicodeBrowser
- Viewer

9 Appendix

9.1 Configuration

The *configuration file* allows to change the start-up behavior of the application.

Location

This file should be named *Configuration.txt*

It can be located in the following folders:

C:\{Program Files}\Lemony Pro 5

C:\ProgramData\Lemony Pro 5\Settings

C:\ProgramData\Lemony Pro 5\Settings\{UserName}

The application will load the configurations from all folders.

Format

The file should use UTF-8 encoding.

The basic structure is:

{Object type} {ID} {Command}

Separated by spaces. Case insensitive.

Plug-ins

To disable a plug-in, add the following entry:

PLUG-IN {Plug-in ID} DISABLE

In this way an installed plug-in will never be executed.

To know the plug-in ID, run the [providers manager](#) and consult the installed plug-ins.

9.2 Pattern matching

- ? Any single character
- * Zero or more characters
- % Any single digit
- [] Char list

[!] Char list

9.3 Plug-ins

Plug-ins allow to add functionalities to the application.
The default folder is *C:\Program Files\Lemony Pro\Plug-ins*.

Disable plug-ins

Temporarily

If you want to disable a plug-in temporarily, just remove it from the folder, or add an underscore to its name.

For example, change its name from *Kio plug-in Microsoft Word.dll* to *_Kio plug-in Microsoft Word.dll*.

Notice that if you re-install the software, all plug-in files will be created again.

To disable a plug-in permanently, you need to edit the [configuration](#) file.

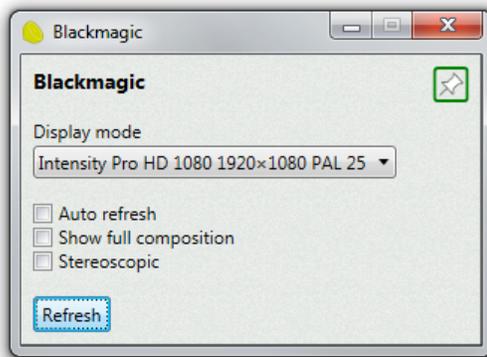
9.3.1 Blackmagic

Blackmagic

This plug-in adds functionalities to work with *Blackmagic Design* cards.

Mirror

The plug-in adds a mirror, that sends the [monitor](#) image to a Blackmagic card.



Auto refresh

If enabled, the mirror refreshes the image each time the [monitor](#) changes.
If disabled, the mirror is refreshed only when "refresh" is clicked.

Show full composition

If enabled, the mirror shows all the layers of the image. This is, background, movie, subtitles and overlays. This option makes the refresh slower.
If disabled, the mirror only shows the subtitles layer.

Stereoscopic

If enabled, the mirror displays both images. The [monitor](#) must be set to stereoscopic as well.
Checkerboard mode is not supported in the current version of the driver.

Refresh

Refreshes the mirror image.

Clear

Clears the mirror image.

Topmost

Keeps the dialog on top of other windows.

9.3.2 Cinevation

This plug-in adds support for *Cinevator*.

- Adds Cinevator file format.
- Adds Cinevator screen sizes.

9.3.3 DECEMate

This plug-in adds functionalities to:

- Create a DECEMate report file when exporting UltraViolet scripts.
- Batch analyze UltraViolet scripts.

This plug-in requires the *decemate.exe* to be located in one of the following folders:

[C:\Program Files\Lemony Pro 5\DECEMate\](#)

[C:\Program Files\DECEMate\](#)

[C:\Program Files \(x86\)\DECEMate\](#)

Inside that folder must exist a subfolder named *schemas* containing the schemas.

9.3.4 Dexter

This plug-in adds functionalities to extract information from media files.

9.3.5 FFmpeg

This plug-in adds functionalities to:

- Get information from media files.
- Convert movie files.
- Extract audio.

Installation

This plug-in requires the ffmpeg files to be installed in your system:

- Visit the following page <http://ffmpeg.zeranoe.com/builds> and download the latest version of FFmpeg. Get the following version "Release" "32-bit" "Static".

Version	Architecture	Linking
20161023-89ec4ad	64-bit	Static
3.1.4	32-bit	Shared
		Dev

Get the 64-bit version if you plan to work with videos larger than HD. Your Windows must support 64-bit applications.

- Unzip the file.
- Copy these 2 files (*ffmpeg.exe* and *ffprobe.exe*) from the */bin/* folder into one of the following folders:

C:\Program Files\Lemony Pro 5\FFmpeg
C:\Program Files\FFmpeg
C:\Program Files (x86)\FFmpeg

9.3.6 HandySaw DS

This plug-in adds functionalities to extract scene changes from movie files.

This plug-in requires a registered *HandySaw DS* to be located in one of the following folders:

C:\Program Files\Lemony Pro 5\HandySaw DS
C:\Program Files\HandySaw DS
C:\Program Files (x86)\HandySaw DS

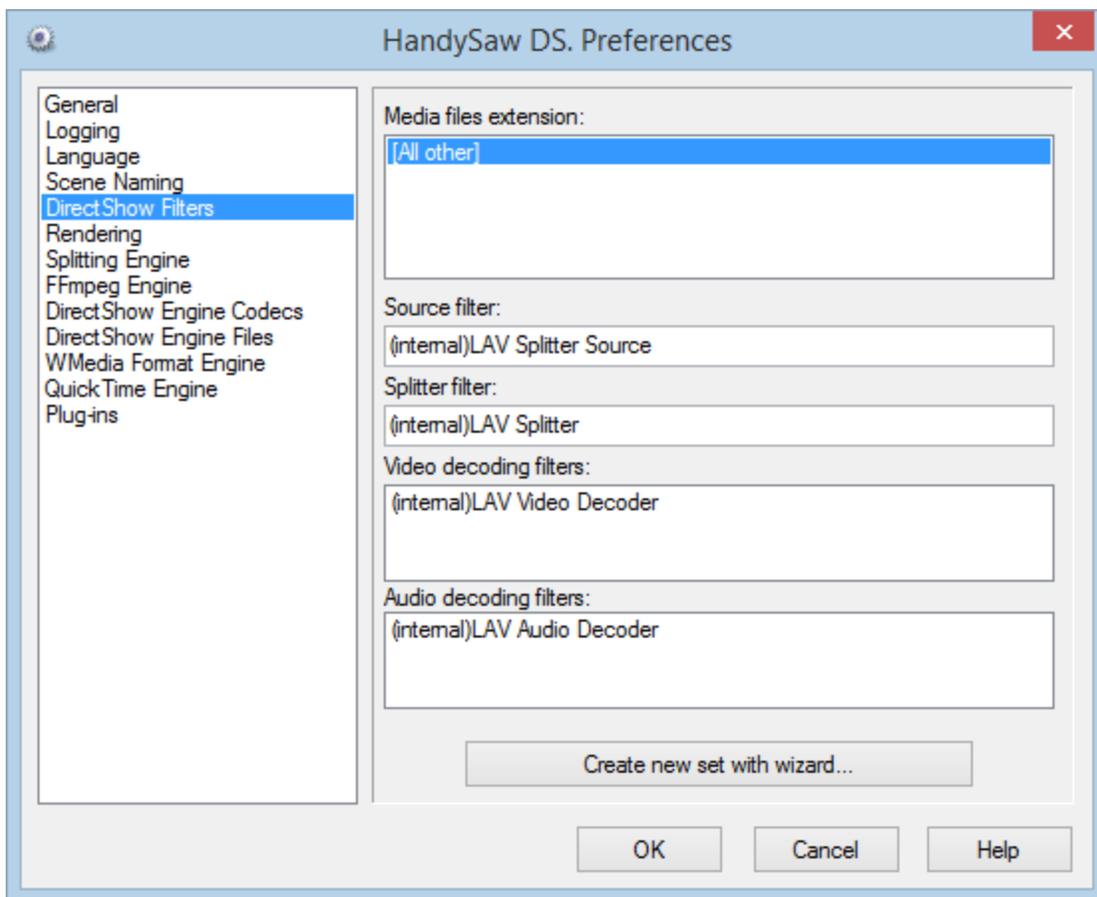
The application file can be purchased from the internet.

<http://www.davisr.com/en/products/handysaw/description.htm>

Configuration

We recommend to configure HandySaw DS to use LAV filters as default.

In this way you can extract scene changes from many file formats, including MP4.



9.3.7 Microsoft Media player

This plug-in adds *Microsoft Media player* to the list of available players.

9.3.8 Microsoft Office

This plug-in adds interoperability with *Microsoft Office*.

- The [script editor](#) can work with Excel worksheets.
- Report dialogs can create Outlook e-mails.

9.3.9 Microsoft OpenXML

This plug-in adds 3 new subtitle file formats. They allow to import and export *Word* documents.

- Word template Reference + Empty
- Word template Reference + Text
- Word template Text only

9.3.10 Microsoft Translator

This plug-in adds an utility that allows to translate subtitles using the on-line *Microsoft Translator*.

You need to open an account at Windows Azure Marketplace.

<http://blogs.msdn.com/b/translation/p/gettingstarted1.aspx>

Once you have got your codes from Microsoft, you can enter them in the *settings* window.

9.3.11 Microsoft Word

This plug-in adds interoperability with *Microsoft Word*.

- Adds spell-checking functionalities using Microsoft Word.
- Adds *Word* and *Word XML* encodings.

9.3.12 QuickTime

This plug-in adds interoperability with *Quick Time*.

- Adds QuickTime to the list of available players.
- Adds functionality to merge exported AVIs into a MOV file.

9.3.13 WinZip

This plug-in adds *WinZip* to the list of available file compressors.