

DVDAuthorGUI tips and ideas.

If you would like to contribute, send an email to liquid_217@hotmail.com

Some of these steps have not been tested fully.

Please feel free to comment on them by emailing me.

-Updated 1/11/2006

'Play All' Functionality

By using the XML editor, you can add a 'PLAY ALL' function to your menu. First, set a register value for the button when it is pressed. Then, have a statement at each post command that if that particular register is set, goto the next title. Otherwise, goto the menu.

Below is a simple demonstration.

Button1 (the 'play all' button) sets the register (in this case, g4) to 1, so every time the post command is executed, if it is '1', then goto the next title. If the second button is pressed, it simply plays that one particular title.

```
<?xml version="1.0" encoding="UTF-8"?>
<dvdauthor dest="C:\test">
<!-- DO NOT edit the 2 lines above -->
  <vmgm>
  </vmgm>
  <titleset>
    <menus>
      <pgc>
        <button>g4=1; jump title 1 chapter 1; </button>
        <button>g4=0; jump title 1 chapter 1; </button>
        <vob file="C:\test\menusub1.mpg" pause="5"/>
      </pgc>
    </menus>
    <titles>
      <video format="ntsc" />
      <pgc>
        <vob file="C:\test\title1.mpg" chapters="00:00:00.00" />
        <post>if (g4==1) jump title 2; call menu;</post>
      </pgc>
      <pgc>
        <vob file="C:\test\title2.mpg" chapters="00:00:00.00" />
        <post>if (g4==1) jump title 3; call menu;</post>
      </pgc>
      <pgc>
        <vob file="C:\test\title3.mpg" chapters="00:00:00.00" />
        <post>call menu;</post>
      </pgc>
    </titles>
  </titleset>
</dvdauthor>
```

Subtitle/Audio control from the menu.

Note: many of the subtitle and audio functions have been integrated into the GUI:

There are two ways of doing it. The first would simply have a menu that says, "Play movie with English audio" or "Play movie with Japanese Audio". Once the user clicks the button, it plays that movie with the intended audio stream. In the <button> tag, you would put it like so:

```
<button> audio=0; jump title 1 chapter 1</button>
<button> audio=1; jump title 1 chapter 1</button>
```

Subtitles work the same basic way. subtitle=0; subtitle=1, etc. To force the subtitle to always on, add 64 to the value, (subtitle=64; subtitle=65, etc). Setting it to 63 disables the subtitles completely.

From tests, I have had better results by forcing the subtitles by adding 64 to the value.

The 2nd method is to create a separate 'config' menu, where you set the audio or subtitle options, and after making your selection, go back to the previous menu. The same steps used above apply here also, but another menu must be created. On the right hand side below is a simple example of this. Create a separate menu with your Audio or Subtitle options on it. Set the button's action to change

Main Menu

-play movie
English

-play movie
Japanese

the audio or subtitle and then to jump back to the previous menu. (Instead of jumping to that title). The only problem with this method is that if the user returns to that audio/subtitle config menu, it will not appear to remember the options you set previously, since the button will default on button 1. To change a button's initial position, use a <pre> command to set the button. Something like this:

```
<menus>
  <pgc pause="inf">
    <pre>button=(audio+1)*1024; </pre>
    <button> audio=0; jump menu 1; </button>
    <button> audio=1; jump menu 1; </button>
    <vob file="C:\test\menusub1.mpg" />
  </pgc>
</menus>
```

Audio Menu

-English

-Japanese

If Audio is equal to 0, then the default button would be the highlighted. If audio is equal to 1, then the second button would be highlighted, etc. The same thing can be done for a subtitle menu. If you force the subtitle to on, the formula would look like this:

```
<menus>
  <pgc pause="inf">
    <pre>button=(subtitle-62)*1024; </pre>
    <button> subtitle=63; jump menu 1; </button>
    <button> subtitle=64; jump menu 1; </button>
    <vob file="C:\test\menusub1.mpg" />
  </pgc>
</menus>
```

Subtitle Menu

-subtitles off

-english subtitles

Button control is discussed more below:

Changing the default button in a menu

This was discussed briefly in the previous section, but I will discuss it here as well. The 'button' tag allows the user to set the default button when the menu begins. Buttons start at 1024, and are in multiples of 1024. For example:

- Button 1 = 1024
- Button 2 = 2048
- Button 3 = 3072
- Button 4 = 4096

This example below makes the menu default to the 2nd button:

```
<menus>
  <pgc pause="inf">
    <pre>button=2048; </pre>
    <button> jump title 1 chapter 1; </button>
    <button> jump title 1 chapter 2; </button>
    <vob file="C:\test\menusub1.mpg" />
  </pgc>
</menus>
```

Complex Motion Menu Tips

- Ideally, the best menus are created outside of the authoring package (regardless of that package being DVDAuthorGUI or otherwise). One place to start would be a good image-editing package, such as the GIMP (<http://gimp-win.sourceforge.net/>). For motion menus, check out WAX (<http://www.debugmode.com/wax/>) which is a superb video compositing and 3d effects program. With a combination of these tools, your imagination is the limit.
- Planning plays a huge part when creating menus, although sometimes it helps to have a few pre-defined concepts to use as backup when the creativity process runs a little dry. One possible solution would be to create some jpg images of some predefined menus, and just edit them as you need to. If you would like to share your creation, email me. I may even start a collection on the DVDAuthorGUI site, of menu templates.
- DVDAuthorGUI comes with a unique function that will create an AVISYNTH script, based on the titles you have loaded. With this function, and a rudimentary knowledge of AVISYNTH, you can create some fairly impressive menus, with motion thumbnails as the buttons. This can be a good starting point in building your menus. As an added plus, WAX (mentioned above) has the ability to import AVISYNTH scripts. See <http://www.avisynth.org>
- The creator of WAX (www.debugmode.com) has also created a tool named WINMORPH, which could be a great tool to create transitions for your menus. Using the 'JumpTable' Function in DVDAuthorGUI, you can have your menus jump to a title, and then have that title jump to a menu. That 'transitional' title could be something created from winmorph. Imagine: You click a button on your menu, and instantly, the menu morphs into the 2nd menu, right before your very eyes! All of which is possible with winmorph.
- Background music is an important area to consider when creating menus. A good source for royalty free music is <http://www.incompetech.com/m/c/royalty-free/orchestra.html> . Also be sure to check out Bill Cushman's excellent site at (<http://ghostnotes.blogspot.com/>) which has some great improvisational piano pieces. You may even want to use some sound effects. Although, I do not have any good sources for effects, doing a simple google search for whatever effects you are looking for will yield many results.
- If you decide to use WAX or WINMORPH, be sure to pick up the Debugmode Frameserver from (<http://www.debugmode.com/frameserver/>). This will allow you to easily frameserve your creation to your favorite mpeg encoder, so that it can be easily imported into DVDAuthorGUI for authoring.