

# **TextMachine 3D V7**

## **Quick Start Guide**

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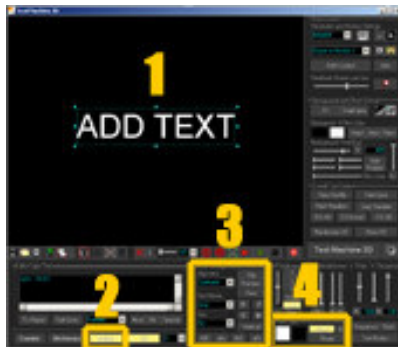
## Start Playback



- 1) Select resolution and output monitor
- 2) Press the play button

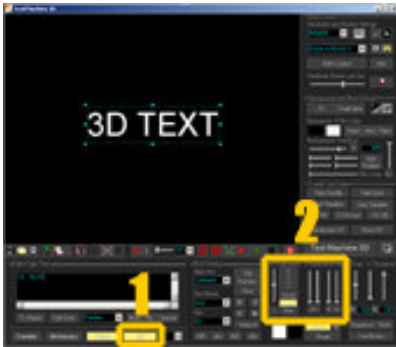
**Note:** If only one monitor is listed, see the Windows help for “multiple monitors”

## Add Text



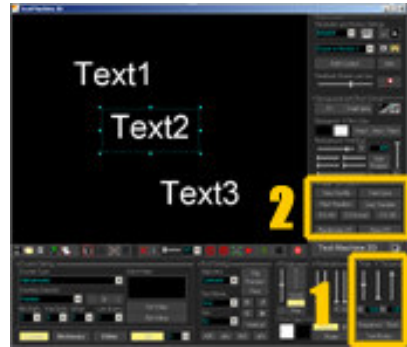
- 1) Double click design pane to add a text box
- 2) Click „Editor“ and type the desired text
- 3) Select the desired font
- 4) Select the desired text color

## 3D Text



- 1) Click the "3D" button
- 2) Configure rotation and position parameters

## Set Text Timing



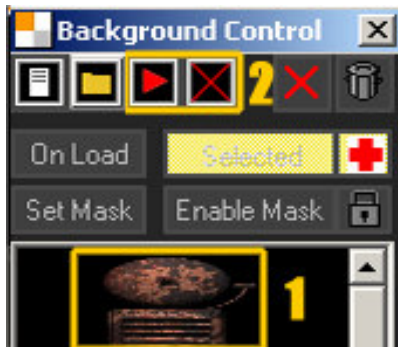
- 1) Set the timer of a text - timing influences position, rotation, and size frequency.
- 2) Easily synchronize or shuffle timing on multiple text boxes

## Add Background Image



- 1) Select one image or load all images from a folder
- 2) Double click the image to send it to output.

## Background Image Slide Show



- 1) Select multiple images
- 2) Click the "Play" button

Set the background timer for speed

## Background Control and Effects



- 1) Set filter color, background timer and hold or feedback output
- 2) Set background tiling and offset

## Advanced Effects



- 1) Click "FX" to open effect control window
- 2) Load a texture image, then click "Enable"

Use the source and target effect blending buttons 1,2,3,4

Set effect color and control tiling, offset size and position.

You can also capture and feedback current output

## Parameter Animation



1) Click “(A)” to open the animation window

2) Click the record button

Move the slider, button, or color spectrum value you want to animate.

Stop recording.

Click the “Play” button.

Select sequential or parallel playback.

## MIDI Control



1) Click to open the MIDI control window

2) Select your MIDI device, then click enable.

Click assign, select desired TextMachine 3D control and move slider or push button on your MIDI device.

Save your MIDI setup when finished.

**Note:** Plug in and power on your MIDI device before starting TextMachine 3D.

## Manage Presets



1) Click to open the machine state presets window

2) Load, modify, capture, organize and save TextMachine 3D presets

Compose and save your play lists.

Send presets manually to output or select auto playback.

## Record Output



TextMachine 3D records the output to AVI Files or numbered JPG sequences.

1) Click Record button

2) Select AVI or JPG – configure FPS and length in seconds.

3) Click record – again to stop when done