HARRIET

QUANTEL

HARRIET V4

SOFTWARE

UPDATE

Operating Software Version V4

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HARRIET

AMENDMENT RECORD

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REV	DATE	ECO	COMMENTS	REVISED PAGES
A	11/92	E02986	V4 S/W	All pages

CONTENTS

HARRIET

HARRIET

INTRODUCTION

Harriet V3.04 to V4 Software Update

The V4 software level has been introduced to replace V3.09 and V3.04. It is the software delivered in all new Harriets. It brings two major enhancements; the upgrading of the operational facilities and operation with Picturenet V3 for Shared User Bus and Picturenet applications.

The operational enhancements have mainly followed those that have been added to Paintbox in versions V7.16 and V8. These include introduction of statistical control for Graphics and some other functions such as RGB and stencil values. Graphics construction is also aided by Glue.

There are some Harriet specific additional features such as the provision of a second time line for separate control of the Background and Result clips. This has led to some rearrangement of the Animation menu but the functionality remains the same. There have also been some rearrangements to the Pasteup menu.

The V3 Picturenet brings a package of new features including Picturemail and the ability to work with Picturebank. Note that all systems connected to the network or SUB should be of compatible software level, i.e. Paintbox V8, Picturebox V5 and Cyphernet V2.

V3.04 was free of major bugs but the opportunity has been taken to improve some operational aspects and minor bugs. As a result Curves can be used more freely and can be better applied to the drawing of stencils. The operation of the safe area has also been improved.

HARRIET

CHANGES TO FACILITIES

Disk Displays, Selection and Search

Disks may be selected in a logical fashion directly from the *LIBRARY* menu as well from the Full Page menu. In general storage is divided into the four following zones:

Local   all local fixed disks

Exchangeable   all Exchangeable disks; local, shared or net

Shared   all disks on SUBs

Network   all fixed disks on the network

With *LIBRARY FIND* or *SAVE* the selection of storage zone is offered under the soft keyboard display. For *FIND* any combination may be active. For *SAVE* only one may be used at any one time. In this way reference to the Full Page menu can be limited to special functions such as finding the free space on a disk or enabling a single disk in a group.

HARRIET

In the Full Page menu the valid storage zones are displayed. Tapping one (local, net, shared or exchangeable) displays the disks connected to that part of the system with the line for each disk slightly indented. Individual disks or whole zones can be read/write enabled. The displays will show the names of the disks and their address number.

The software is designed to be able to handle large networks which may include many disks.

CHANGES TO FACILITIES

STATISTICS

Under the Full Page *ARTIST* menu, *STATISTICS* offers:

% SCALING　　　　　　where the values are shown as a percentage.

PIXEL SCALING　　　　where the values are shown in absolute terms of pixel or line counts, with angles being in degrees.

These apply in *PAINTING* (RGB and stencil values) *GRAPHICS* and *PASTEUP*.

PAINTING - RGB and Stencil Values

This feature is initiated by turning on *STATISTICS* in the full page menu and can be used either as a % or, with *PIXEL* selected, in the range 0-255. In *PAINTING*, with the menu swiped off, when the space bar on the keyboard is pressed the RGB values of the colour on the pen are shown. Tapping the pen in the picture selects a new colour. Tapping the space bar again or swiping off turns the numbers off.

With the numbers displayed, if the cursor is moved to another colour, the new values are displayed.

A colour may be generated by entering values into the RGB boxes. The colour box to the left of the numbers shows the colour defined by the numbers. Once the numbers are swiped off the colour can be used.

If *DRAW STENCIL* is on then a fourth box appears which shows the density of stencil that will be drawn. Normally this is 100%, or 255, but can be altered so that transparent areas of stencil can be made. The setting of the stencil will be held. The *SHADE* box in *PAINTING* turns pink to indicate that the stencil value has been changed. Tapping the box changes it back to normal and the standard 100% setting. In this way *SHADE* can be used to switch on/off the special draw stencil value.

A　　STATISTICS WITH GRAPHICS AND PASTEUP

With *STATISTICS* on and the menu swiped off the values controlling graphics and pasteup operation are shown at the bottom of the screen. See *GRAPHICS* and *PASTEUP* below.

HARRIET

Z key Zoom

Besides being controlled from the menu, zoom can now be operated directly from the keyboard. This now applies in *PAINTING*, *GRAPHICS*, *EFFECTS* and *PASTEUP* and has the advantage of allowing work to continue beyond the area displayed immediately on the screen without having to switch menus. Generally this makes for a better flow of work but, in the case of using curved lines, it is particularly advantageous not having to break the curve drawing sequence.

Controls on the keyboard are as follows:-

Z	turns the zoom function on/off. The zoom will position towards of the cursor. Note if nothing happens check that *SEQUENCE* is not enabled in *ANIMATION*.
Up arrow	zooms in
Down arrow	zooms out
Left arrow	scrolls away from the cursor.
Right arrow	scrolls towards the cursor.

The scrolling action becomes an easy co-ordination between the cursor position and the left/right keys making the whole of the zoomed picture easily accessible.

Zoom in Pasteup

In 2D *PASTEUP*, zoom may be used directly from the Z key as described above. To use the zoom in *3D PASTEUP*, select zoom when in *PAINTING, EFFECTS, GRAPHICS* or 2D *PASTEUP* before going to *3D*. A quick way to operate is to tap *PAINTING* to adjust the zoom size or position and then go back to *PASTEUP*.

CHANGES TO FACILITIES

Graphics

A   STATISTICS IN GRAPHICS

With *STATISTICS* on (from Full Page menu) in *GRAPHICS* the parameters defining the functions are displayed in green boxes at the bottom of the screen. When operating with the menu up (see Graphics operation below) any green box may be selected, turning it pink, and the numbers adjusted.

As set up in the Full Page *ARTIST* menu, statistics may be displayed as either *pixel* counts, with angles expressed in degrees, or as % where they appear as percentages of the screen height or width; top-left corner is 0, 100% and the bottom-left 0, 50% (ie 0 - 100% of the x and y width and height is double that of the screen). Angles are expressed as a percentage of whole rotations, zero being at 12 o'clock.

The displays show the values in a format as follows:

Lines	x origin	y origin	x end	y end
Lines (radial)	x fix	y fix	length	angle
Rectangles	x origin	y origin	x length	y length
Circles	x centre	y centre	radius	
Circles (tangential)	x fix	y fix	radius	angle
Ellipses	x centre	y centre	x radius	y radius
Ellipses (tangential)	x fix	y fix	x radius	y radius *

* With Ellipses (tangential), operating with the menu up, the *ANG* (angle) box allows the ellipses to be rotated about the 'fix' point.

B   GRAPHICS OPERATION

It is possible to use the graphics functions either without, or with the menu displayed, there being considerable differences to operation between the two modes. One major feature that applies in either is that the last used circle, rectangle, etc. is always shown when that facility is re-addressed. If the menu is swiped off the first tap of the pen fixes the origin/centre etc., the pen is moved to draw the graphic and the second tap of the pen will stick it.

HARRIET

Operating with the menu displayed is quite different. This mode is especially useful for using statistics to define the graphics. In this type of operation the second pen tap will tack the graphic. It is not stuck and so can be adjusted in any way. For example, by locating the part to be changed and sliding the pen, under pressure, a circle's radius can be increased/decreased. By tapping down onto the centre and sliding the pen under pressure, the circle can be moved. Another example; by pressing and sliding the pen at the side of a rectangle the side can be adjusted, or by tapping into the centre, the whole rectangle can be moved. Similarly all graphic shapes can be adjusted. When they are satisfactorily defined they can be confirmed with *STICK*. After that another copy of the graphic is available. Note that solid circles and ellipses may only be shown as solid when the pen is lifted.

C   GRAPHICS SNAP

Certain key points of graphics, eg circle centres and circumferences, ends of lines and sides of rectangles, will attract the cursor causing it to snap onto them. This makes them easier to be picked up and adjusted before they are stuck down, as well as helping further items to be attached or built onto the original graphic shape.

This applies only to graphics drawn with the menu up. As soon as one item is stuck or another is previewed, the snap is gone.

Note: Also see Glue in paragraph F.

D   USING STATISTICS

With *STATISTICS* turned on, the numbers defining the graphic are shown at the foot of the screen. With the menu swiped off the numbers are there for reference only, but operating with the menu displayed, entries can be made into the number boxes so allowing the graphic to be defined or adjusted directly by numeric entry. One application is for the accurate display of statistical information. For example using % statistics a pie chart can be perfectly segmented by entering the required percentages to increment (INC) the angle of a radial line. Similar techniques could be applied to the construction of a series of rectangles to create a bar chart. With *SEQUENCE* animations can be built.

Note: See Statistics in Graphics section above for details of what the numbers represent.

CHANGES TO FACILITIES

E   PREVIEW OF GRAPHICS

The display of graphics is improved. Initially, as they are drawn out, they are shown as dotted lines. Working with the menu on, when the pen is tapped they are shown as solid lines. For solid circles and ellipses the shape is filled when the pen is lifted out of proximity or on swiping off.

F   GLUE

Glue remembers the points used to define items and is available in the *GRAPHICS*, *EFFECTS*, *PASTEUP* and *ANIMATION* menus. For example in *GRAPHICS* the circumferences and centres of circles, corners of rectangles, ends and intersections of lines, or in *PASTEUP*, corners of a stuck or pinned cutout, can snap the cursor back to them to aid further accurate construction of the graphic. There are three boxes which control Glue:

GLUE	turns the Glue function on/off
USE	allows the glue points to be used to attract the cursor. When under glue control the cursor turns blue.
CLEAR	used as CLEAR GLUE clears all glue points

In operation it is wise to start by clearing all glue points using *CLEAR GLUE*. With *GLUE* on (pink) glue points are added as work progresses. With *GLUE* blue, the glue points can still be used but no new glue is added. It is possible to slide glue points along a line with the pen under pressure. To use this 'slid' glue point take the pressure off the pen but keep it in proximity. The point is then locked so after tapping the pen a new graphic shape can be drawn out.

G   RADIAL LINES

RADIAL allows lines to be drawn from a common origin. Working with the menu swiped off the first tap of the pen defines the origin and the second, the end of the line. Keeping the pen in proximity further line ends can be established with each tap.

Working with the menu displayed is a little different and is intended for use of the statistical control. Here it is the lift of the pen out off proximity that tacks the line end. As with other graphics functions statistics can be used.

H   PARALLEL LINES

PARALLEL allows successive parallel lines to be drawn.

HARRIET

I TANGENTIAL CIRCLES AND ELLIPSES

When using *TANGENTIAL*, circles and ellipses can be drawn by defining two points which make the diameter/axis. The first tap of the pen establishes one point. As the pen is drawn out the circle or ellipse appears. The angle of the diameter/axis can be changed to rotate the circle/ellipse about the point of the original pen tap.

J NEW FILL

Fill can be used in the old way or, by tapping in the area to be filled, sliding the pen (under pressure) to the boundary of the area to be filled and lifting the pen, any halo effects can be minimised. So, for example, it is possible to solidly fill an area bounded by an airbrushed line.

Note: Leaking?

This fill routine can be very helpful but it does make it easier for the fill to leak outside the boundary. As a precaution always use one of the Save Picsten files (old or new) to keep your original. If the boundary is of variable intensity, slide the pen to the thinnest, most transparent part. If the fill leaks it will do so through a paint more transparent than that where you lifted the pen.

K PAINT AND FILL

In the *GRAPHICS* menu with no options selected (all turned off), the pen will paint. If it is tapped down it will fill. This gives a quicker way of drawing and filling an area - especially useful for stencils.

L RECTANGLES - GRADED

It is possible to produce graded rectangles horizontally as well as vertically. The mode to be used is indicated by the arrows next to the rectangles box. The rectangles are instantly visible for previewing and may be graded left to right or right to left as well as top to bottom and bottom to top.

M RECTANGLES - FILLED

FILLED is a new mode for drawing rectangles which uses the brushes to draw the edges. The result is a better presentation in a quicker time.

The corners of the rectangle are automatically adjusted according to the width of the brush. With airbrush, a soft edged rectangle is drawn. It is advised that 90% or more flow rate for the airbrush is used to ensure that the rectangle is quite solid.

Use of chalk gives an interesting halo effect.

N   RECTANGLES - CENTRED

In this mode the first tap of the pen describes the centre of the rectangle. The pen is then drawn away, keeping in proximity, and tapped again to define the edges.

HARRIET

Grids

A   DEFINE GRID REPEAT

By default grids are drawn as a single cell. Tapping *REPEAT* will duplicate that grid to fill the screen.

B   REPOSITION GRIDS

To move a grid tap the pen inside the original single cell and slide it under pressure. This may be done with only the single cell displayed or after *REPEAT* has been used. In the later case it may be difficult to remember which is the original cell. This can be easily identified by lifting the pen out of proximity: the original cell is then shown by the yellow lines.

C   SAVE GRID/RECALL GRID

SAVE GRID offers two stores, *OLD* and *NEW*, for storing grids. Either may be recalled via *RECALL GRID*. When recalled this displaces the existing grid.

D   USE GRID - L R T B

The way a grid is used can be adjusted with LRTB (left, right, top, bottom). So, for example, in *PASTEUP* with *USE GRID* on, if LRTB are all **off** then the centre of a cutout will position over the intersection points of the grid. If T is on then the top of the cutout (referred to the cut box used to make the cutout) will align with a horizontal grid line. If both T and L are selected then the top and left sides of the cutout will align with the grid, etc.

E   TABS AND IRREGULAR GRIDS

Tapping *TAB* allows another set of grid lines to be positioned in the horizontal and vertical planes so that irregular grids can be created and used on top of any existing regular grid. New grid tabs to be added, one at a time, by tapping in the picture. They may be slid to the required position. They may be selected by moving the pen, with no pressure applied, until the required line turns yellow. Then press and slide the pen to move the line. *INSERT* can be used to add tabs directly from the menu after their position has been scrolled using the number box (next to HV).

With *DELETE* selected, individual grid tab lines can be removed by being selected (turning yellow) and tapped. *DELETE H/V* will remove all horizontal/vertical tabs.

CHANGES TO FACILITIES

F   INGRID WINDOW (LIBRARY)

INGRID uses the primitive (original) cell of the grid to set a window through which an area of a recalled picture can be seen. With *INGRID* on in *LIBRARY,* any picture that is recalled will appear thought the grid window. The top left of the picture will be positioned at the top left of the window.

The 'in grid' image may be scrolled with the x and y pos boxes. Subsequent recalls will be offset by these values.

With *FETCH* on images may be repeatedly selected from the hidden browse display.

HICON and KEY

Under *DRAW STENCIL, HICON* and *KEY* provide quick checks when drawing stencil and making cutouts.

Tapping *HICON* gives a white on black representation of the stencil. Keeping the pen under pressure and sliding it will move the *HICON* so providing a better view of the stencil and making it easier to see detail.

Selecting *KEY* shows a gray background with the resulting cutout of the stencil being drawn. As with *HICON* keeping the pen pressed and moving it scrolls the cutout around the screen making detail more easily visible.

Pasteup

A   CUT - TEXT - CLEAR

Parameters of multi-line text are remembered after the clear command, enabling another line to be typed using the same values. A second tap will lose them.

B   ONLY (DYNAMIC COLLAGE)

If Collage is fitted then it is, by default, on. The *ONLY* box can be used to revert to single cutout operation.
Starting with no cutouts selected i.e. after a *DEL CUT* operation then, with *ONLY* on, the system operates as it would without Collage.
i.e.

> Only one cutout can be used in Pasteup at any one time. Selection another cutout automatically loses any previous cutout.
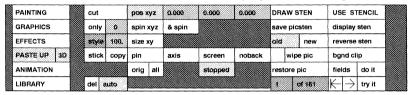
In Library, *SAVE CUTOUT* will save only the one cutout.

HARRIET

If a number cutouts are already in use in Pasteup then the number showing next to the *ONLY* box shows the one cutout selected and that is the only one that can be operated on. This is useful in a crowded situation where selection by pen pointing may be difficult.

Note that when using Stick all cutouts will be stuck regardless of the state of *ONLY*.

C   KEYFRAMES

The *KEYFRMS* menu, when selected, displays the following functions.

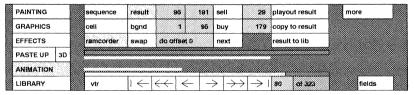| PAINTING		cut		pos xyz	0.000	0.000	0.000	DRAW STEN	USE STENCIL	
GRAPHICS		only	0	spin xyz	& spin			save picsten	display sten	
EFFECTS		style	100.	size xy				old	new	reverse sten	
PASTE UP	3D	stick	copy	pin		axis	screen	noback		wipe pic	bgnd clip
ANIMATION				orig	all		stopped		restore pic	fields	do it
LIBRARY		del	auto						1 of 161	←─→	try it

To link keyframes with a background clip use the *BGND CLIP* box. *TRY IT* will rehearse the keyboard effect to its end from the current point in the effect.

Animation

A   SEQUENCE

Hand Unit button actions can be recorded in *SEQUENCE ANIMATION*.

B   RAMCORDER

PAINTING		sequence	result	96	191	sell	29	playout result		more	
GRAPHICS		cell	bgnd	1	95	buy	179	copy to result			
EFFECTS		ramcorder	swap	do offset 0		next		result to lib			
PASTE UP	3D										
ANIMATION											
LIBRARY		vtr		←	←←	←	→	→→	→		80 of 323		fields

The menu layout has been changed to introduce some improvements to its ergonomics.

A **second timeline** has been introduced to give fine control to the Background or Result that has been selected. The whole timeline represents the background or result selected so that it is easy to use this to move to any frame in the clip using this directly.

BUY, *SELL* and *NEXT* boxes are now displayed when either Background or Result are lit.

CHANGES TO FACILITIES

The *DO OFFSET* box has been moved to the right of *SWAP*.

With *RESULT* lit *COPY TO RESULT* copies the background to result. If copying to background is needed, use *SWAP* followed by *COPY TO RESULT*.

The control of the Ramcorder library has moved and is shown at the right of the menu. With Background selected then *LIB TO BGND* is shown. With Result *RESULT TO LIB* is available.

Some other boxes have moved but the changes are quite obvious

C   VTR

If VTR to Result is needed use *VTR TO BGND* and *SWAP*.

HARRIET

Library

A   NAME AND OTHER TEXT FIELDS

When entering title information (retitle, etc) there are now some line editing functions available:-

<CNTL>B   will place the cursor at the beginning of the line.

<CNTL>E   will place the cursor at the end of the line.

<CNTL>W   will place the cursor at the beginning of the next word.

<CNTL>S   will save the current text for later use.

<CNTL>R   will restore currently saved text at the cursor.

<CNTL>C   will delete from the cursor position to the end of the line.

B   VERY FAST BROWSE

After two or more pages of a title buffer have been browsed once then the UP and DOWN browse commands are executed almost instantaneously. This very fast browse will continue until another search is done.

The Info and Card displays can also be recalled faster.

C   FIND - INDEX FILING

Disk - Index/De-index

To make use of the Index Filing system, disks must be indexed.

A non-indexed disk can be indexed, for fast searching, with the *RE-INDEX* command.

Full Page Menu, *DISK, RE-INDEX, CONFIRM*

Once indexed, the index will be automatically kept up to date with new entries, etc.

Note that Magneto Optical disks cannot be indexed.

DE-INDEX removes an index from a disk.

Full Page Menu, *DISK, RE-INDEX, DE-INDEX, CONFIRM*

If, for any reason, there is a problem with the searching, indexed disks may be re-indexed, if that does not clear the problem then the 'old' method can be used by removing the index with the de-index command.

CHANGES TO FACILITIES

Note all, or none, of the machines on a SUB or Picturenet must have the index Password entered (even if Indexing is not being used).

D   PRINT

The printer is now enabled. It should be attached to one of the serial (line C is fixed at RS 232) lines and set-up in the *CONFIGURE* menu. The print can be organised in a number of ways.

FULL	When off, prints one line per entry. When on prints the title, categories, owner, etc.
UNSORTED	Will print the titles in the order they are found on the disk.
ALPHA	Will sort the titles alphabetically for printing.
NUMERIC	Will sort the titles by number for printing.
DATE	Will sort the titles by date for printing.

E   PRINTER BAUD RATE

This can be set in the top level, configure Printer menu - 300, 600, 1,200, 2,400, 4,800, 9,600, 38,400 rates are available.

F   DELETE/ARCHIVE - ALL

The *ALL* command allows all found items to be deleted or archived in one operation. (This used to be effectively limited to 12 items at a time).

G   TITLE DISPLAY

The top line has been revised to give additional information. It shows:-

- disk
- position in the buffer of the first title
- number of entries found
- UP/DOWN information

H   KEEP/LOSE/RECALL

Keep and Lose can be applied to a list of found titles provided that the disk is indexed.

KEEP	will keep titles containing a specified word.
LOSE	will lose titles with a specified word.
RECALL	recalls the last buffer before a keep or lose was done. It may step back a number of levels.

HARRIET

These functions can be used to refine a list of titles.

Note: *KEEP*, *LOSE* and *RECALL* only operate if Index Filing is used.

I   SEARCHING DISKS

The use of FIND to search the disks is affected by which disks are selected. If more than one is enabled the the search halts after the first disk and DOWN executes the process on the next disk. Information is given at the top of the titles display.

J   CUTOUT SIZE IN PIXELS

The size of cutouts can be displayed. From the Library menu recalling cutouts using *REWORK* will show their size in pixels and lines. This may be useful when exchanging images with computers (Apple Mac).

K   PRINT OF DESCRIPTIVE TEXT

It is possible to include descriptive text in the print function.

Full Page Menu

A   % TO DRAW/% TO PRESS

These commands allow pen pressures to affect commands to be set.

> % *TO DRAW*   (1-90) - sets the pressure at which stencil will be drawn.

> % *TO PRESS*   (40-90) - sets the pressure needed to activate a box.

B   DISKS SHARED (SUB)

Access to the shared disks on a SUB is made by selecting Read or Write any disk shown in the disk list as 'Shared'.

See SUB section for further details.

C   DISKS PICTURENET

Access to the disks on the Picturenet system is made by selecting Read or Write to any disk shown in the disk list as 'Net'.

For full details of Picturenet operation refer to the Picturenet documentation.

D   SYSTEM - CLEANUP

Cleanup is a special operation which reloads some of the control parameters of Harriet (eg filters etc.). It should not be used in normal operation.

HARRIET

SUB OPTION

SUB OPTION

Introduction

Pictures and Cutouts may be recorded to a shared disk. This enables their direct recall from any connected Picturebox, Paintbox or Harriet.

Library - Number

Pictures and Cutouts may be numbered in the range 10-9999.

Pictures and cutouts held on Magneto Optical disks can be numbered in the range 9000-9999.

Note: For numbering to be used on M.O. disks they must be newly initialised on V3.09 Harriet, V7.16 Paintbox or V4.06 Picturebox or later software versions.

Library - Number - Add

Pictures or Cutouts can be numbered directly from the Library. When called-up on a Paintbox Presenter panel or a Picturebox panel, images numbered with Add on will add to the existing picture, making a montage; whereas those numbered with Add off, or Wipe on, will replace any existing picture with black before displaying the image and produce an appropriate key out signal.

Note that the numbers in the Title display are shown as white on black for 'non-Add', or Wipe, pictures; and as black on white for Add pictures.

Library - Find ...by Number

Pictures can be found by number. Simply enter the number or range of numbers (nnnn SPACE nnnn) and END.

HARRIET

NETWORKING FEATURES

Picturenet and Picturebank

Picturenet V3 becomes available with V4 software. This introduces a series of new features for Picturenet systems. In general pictures may be written to or read from the network or SUB by enabling the NET or SHARED disk systems. Operation from there on is as for any local disk.

Under the Full Page *NET* menu the *MAIL* and *SETUP* boxes are available to set up the incoming and outgoing picture mailing facilities for the Harriet. Pictures or cutouts may be mailed directly from one machine on a network to the shared disk of another. With *NET* selected the top part of the screen shows the status of the network for mail and the lower part allows the set up of the mail for this Harriet.

At the top of the status area the current mail status of the system is shown identifying its address on the network, the name of the station, the number range in which mail will be accepted and from whom mail will be accepted (eg 'from any station').

In the lower part the mail may be set up. Under *SETUP* it is possible to set the number of the station. If *STATION* is tapped then its name (up to 20 characters) can be entered. Finally *CONFIRM - SETUP* must be tapped to use the new settings.

Tapping MAIL will produce two *ANY USER* boxes. Into the left one the address of a specific machine on the net from which mail is to be accepted, may be entered. If the right *ANY USER* is tapped then this is entered into the left box and mail may be accepted from any machine on the network.

The *LO* and *HI* boxes define the number range into which mail may be delivered onto your shared disk.

When the setup is complete use *CONFIRM - SETUP MAIL.*

Mail may be sent from the *LIBRARY* menu. Select the *MAIL* box and the user it is to be sent to. The next available number for the image on the destination disk is automatically shown. Alternatively a number may be entered. The items to be mailed must be selected from the title or browse displays and, finally, *CONFIRM* executes the mail operation.

HARRIET

OPERATIONAL NOTES

Sequence Operation

If *SEQUENCE* is turned on then it is not possible to use the keyboard in the normal way. For example <Z> key zoom will not work. This is because the keyboard is assigned different functions during Sequence. Turn *SEQUENCE* off when its is not being used.

Smudge Operation

Smudge, with a large brush and fast strokes, puts a part of the menu, picture or palette on the screen. This occasional artifact can be avoided if slower brush strokes are used.

Disk Error Message

It is possible that a DISK ERROR message will be given when attempting to save a picture to a nearly full disk. In general it is strongly recommended that disks nearing 100% usage should be checked and have some material deleted. This will help ensure a surprise DISK FULL message appearing at an awkward moment and avoid any extra storage times that may become necessary whilst looking for the last free data blocks!

Graphics - Line

In *GRAPHICS - LINES* it is possible to defeat the HV only feature by use of statistics.

Copy Brush

The *COPY* brush may not 100% obscure the original material.

HARRIET

Graphics - Zoom

In *GRAPHICS* and *ZOOM* it is necessary to turn the operating function (ie *LINES*, *RECTANGLE*, etc) off in order to scroll the picture with the pen. Otherwise the Z key zoom can be used provided that no statistics box has been selected (pink) in which case the Z key zoom is excluded.

Live Video Operation

Live source video must be synchronous to reference if recording to the Ramcorder.

BUGS FIXED/IMPROVEMENTS

Bugs Fixed

i   Crashing in Curves if more than 40 points are used - fixed.

ii   Crashing if Safe Area is used in Zoom - fixed.

iii   Occasional display of rubbish in Filecards - fixed.

iv   Crash due to occasional display of rubbish in filecard - fixed.

Operational Improvements

i   Safe Area now turns off automatically in Buy/Sell operations so that it will not be sold to the Ramcorder.

ii   Sony D-1 DVR 2000 series control is assisted now that commands are limited to one per field.

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i VTR control may become unpredictable is it is not correctly terminated by turning off the VTR box before exiting the Animation menu. Without this the VTR controls may remain active even though the menu is no longer showing.

ii Some picture or menu corruption may occur when archiving HD pictures from MO disks. On 625/50 machines the menu appears above the active area of the letter base presentation of the HD image. To use the picture this area can be simply painted over. On 525/60 machines the Library menu area may become corrupted (the pictures are not affected). A restart will refresh the menus in this case.

iii After copying a stack between a local MO and a local fixed disk it can be difficult to number the copied stack due to part of the yellow Copy Box still being present. The work-around is to attempt to view the stack by tapping its title in the titles display. Number can then be used.

iv Cell Animation-Move Cell may show the Library browse display.

v Attempting to use *FILL* to flood an area with a colour, which has nearly the same luminance value as that already existing in that area, will fail.

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