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GUIDE TO USING TEMPLATES FOR THE PRV-LX1 MENU LAYOUT DESIGNS

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1.0   INTRODUCTION

This document describes how to use the Adobe® Photoshop® .psd files, which are templates for the twenty DVD-Video menu layouts installed in the PRV-LX1 menu library. Each template corresponds to a menu button layout and serves as a guide for the user to create custom menu background graphics.

Each template provides a way for the user to see where static menu elements (such as buttons, button edges, button text labels and disc text labels) appear, so that a custom menu background can be created around those static elements. Ultimately, the user saves only the custom menu background layer as a .bmp or .jpg to be imported into the LX1 menu background image library.

Before selecting a menu design, review the menu layouts described in the following section to decide which menu button layout works best for your DVD-Video program. Several menu layouts include an edge around each button, a pattern in the disc title text area, or other element that cannot be removed or changed. Some layouts allow the user to disable button text through the "DVD Menu" section of the LX1 GUI. Other menu layouts exclude certain elements.

For example, many customers want to label their menu buttons, but do not want to use the font built in to the LX1. By selecting the "right" menu layout, you can disable the button text in the menu and design the button labels as part of the custom background graphic. These templates show the exact position of each button in order to properly place text or patterns in the background graphic. So again, it is critical for you to review the benefits and limitations of each template to determine which layout works best for your DVD-Video program.

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2.0   COMMONALITIES WITHIN THE MENU TEMPLATES

The traits listed below are common to the twenty menu templates.

- The original background image is the last layer of the PhotoShop template but is turned off. To see the original background image, scroll to the bottom of the layer list and activate the background layer. Create your custom background on top of this layer to create a menu background image. Save only this layer as the .BMP or .JPG file.

- There are several menus that share a particular background but because of the different number of buttons available, the layout shifts as needed. Never assume that a common background means that button frames or sizes are the same for each layout.

- A blue-dashed outline marks the exact text locations. Unless otherwise noted, the disc title and button label text generated by the LX1 are left-aligned. Any unused character space is left blank. See the following section for the maximum number of characters available for the disc tile and/or button label text on each menu layout.

- Any color(s) on or surrounding the Previous and Next buttons are part of the menu layout and will automatically appear on multiple-page DVD menus. These colors cannot be changed.

  Note: The previous/next buttons appear only if the maximum number of buttons is exceeded for a single page in the specified menu layout.
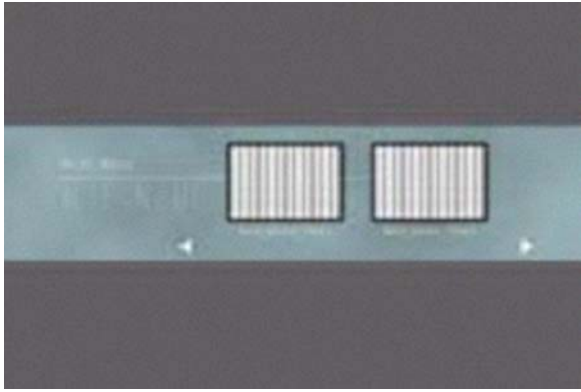
- Edge color(s) around a button is part of the menu layout and automatically appears on the DVD menu created in the LX1. The button edge cannot be removed or changed.

- The semi-transparent layer marked as Select-Activate Highlight Areas indicates where the Active and Select Color button highlights appear on the menu. Like the text label areas, they appear on the template only as a guide and must be turned off before the background graphic is saved as a BMP or .JPG file. The user can specify the Select and Active highlight color(s) when selecting the menu parameters through the LX1 GUI.

- Before converting/saving the custom background as a BMP or .JPG image, ***ALL LAYERS EXCEPT THE BACKGROUND LAYER SHOULD BE TURNED OFF OR DELETED***.

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3.0   UNIQUE ELEMENTS OF EACH MENU TEMPLATE

The individual traits for each of the twenty menu templates are broken down below.
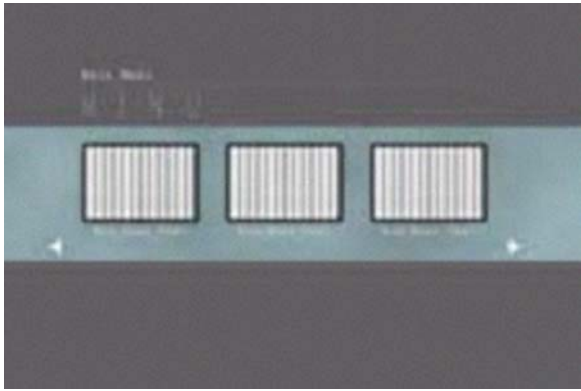

TypeA (2 buttons)

- Disc title, button text, and thumbnails allowed
- Maximum Characters: Title: 15, Buttons: 16
- Button frames are in green-tones with a single gray line crossing the middle section of the left and right arms of each frame
  Frame R-G-B: 121-143-149 ranging to 143-169-177
  Gray Line R-G-B: 173-186-190
- Select/Active color(s) appear over thumbnails
- Block structures behind the Prev/Next buttons are color-matched to the button frames
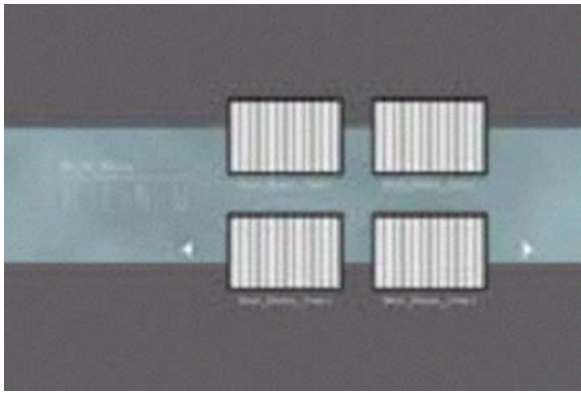 *R-G-B: 121-143-149 ranging to 143-169-177*

TypeA (3 button)

- Disc title, button text, and thumbnails allowed
- Maximum Characters: Title: 32, Buttons: 16
- Button frames are in green-tones with a single gray line crossing the middle section of the left and right arms of each frame
  Frame R-G-B: 121-143-149 ranging to 143-169-177
  Gray Line R-G-B: 173-186-190
- Select/Active color(s) appear over thumbnails
- Block structures behind the Prev/Next buttons are color-matched to the button frames
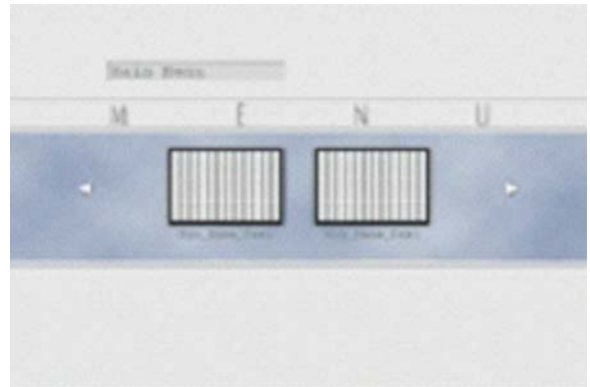 *R-G-B: 121-143-149 ranging to 143-169-177*

TypeA (4 buttons)

- Disc title, button text, and thumbnails allowed
- Maximum Characters: Title: 15, Buttons: 16
- Button frames are split between green-tones and dark gray (top buttons have gray on top and bottom buttons have gray on bottom)
  Green R-G-B: 121-143-149 ranging to 143-169-177
  Dark Gray R-G-B: 89-89-89
- Select/Active color(s) appear over thumbnails
- Block structures behind the Prev/Next buttons are color-matched to the button frames
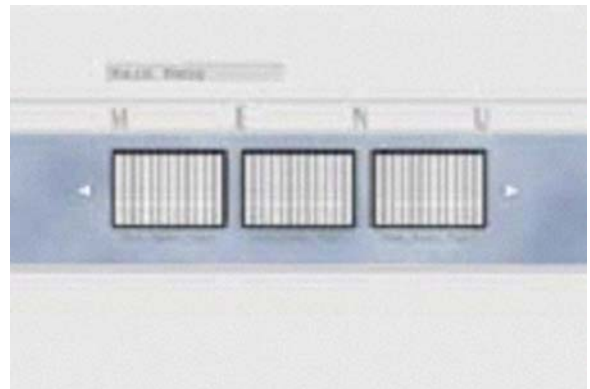 *R-G-B: 121-143-149 ranging to 143-169-177*

TypeB (2 buttons)

- Disc title, button text, and thumbnails allowed

- Maximum Characters: Title: 16, Buttons: 16

- Block of light gray behind the Disc Title area
  R-G-B: 214-213-213

- Soft blue-toned frames around the buttons
  Frame R-G-B: 150-165-188 ranging to 165-177-198

- Select/Active color(s) appear over thumbnails

- Block structures behind the Prev/Next buttons
  color-matched to the blue-toned button frames
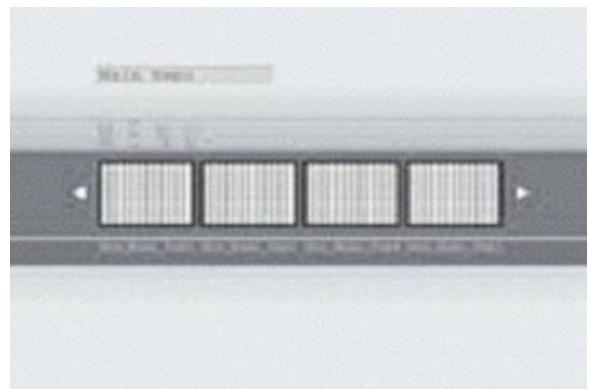 *R-G-B: 150-165-188 ranging to 165-177-198*

TypeB (3 buttons)

- Disc title, button text, and thumbnails allowed

- Maximum Characters: Title: 16, Buttons: 16

- Block of light gray behind the Disc Title area
  R-G-B: 214-213-213

- Soft blue-toned frames around the buttons
  Frame R-G-B: 150-165-188 ranging to 165-177-198

- Select/Active color(s) appear over thumbnails

- Block structures behind the Prev/Next buttons
  color-matched to the blue-toned button frames
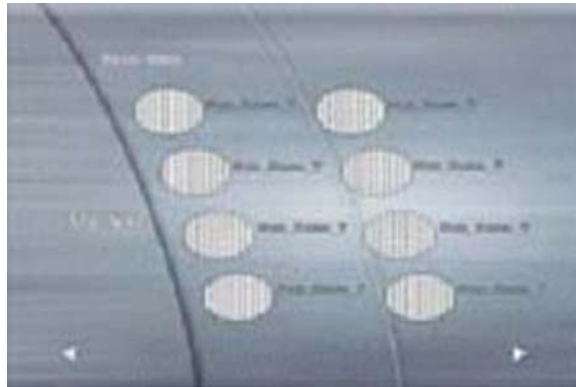 *R-G-B: 150-165-188 ranging to 165-177-198*

TypeC (4 buttons)

- Disc title, button text, and thumbnails allowed

- Maximum Characters: Title: 16, Buttons: 16

- Block of light gray behind the Disc Title area
  R-G-B: 214-213-213

- Dark gray frames around the buttons
  R-G-B: 111-111-117 ranging to 121-121-128

- Select/Active color(s) appear over thumbnails

- Block structures behind the Prev/Next buttons
  color-matched to the button frames
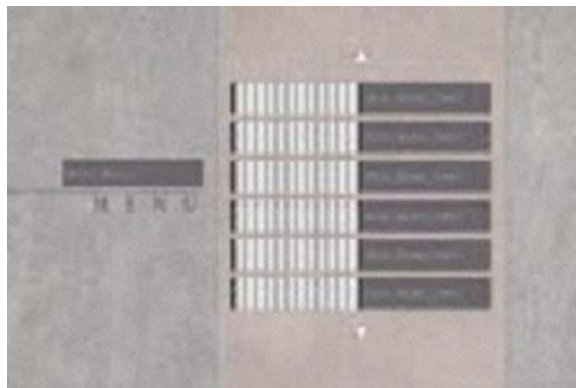 *R-G-B: 111-111-117 ranging to 121-121-128*

TypeD (8 buttons)

- Disc title, button text, and thumbnails allowed

- Maximum Characters: Title: 23, Buttons: 9

- Soft gray frames around the buttons
  R-G-B: 125-136-151 ranging to 173-185-196

- Select/Active color(s) appear over thumbnails

- Outlines around the Prev/Next buttons in a darker
  gray then the button frames
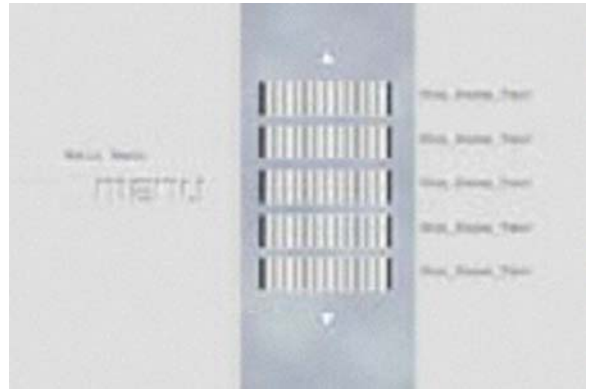 *R-G-B: 93-101-116 ranging to 129-136-148*

TypeE (6 buttons)

- Disc title, button text, and thumbnails allowed

- Maximum Characters: Title: 18, Buttons: 14

- Two-toned gray block behind Disc Title area
  Base R-G-B: 102-99-101
  Border R-G-B: 165-160-162 ranging to 170-165-165

- Light gray frames around the combined
  thumbnails/button text areas
  R-G-B: 151-140-136 ranging to 176-163-158

- Thumbnail images appear in the left half of the
  light gray frame

- Button text areas appear in the right half of the
  light gray frame

- Dark gray blocks under button text areas but
  within light gray frame
  R-G-B: 102-99-101

- Select/Active colors appear over the thumbnail
  areas within the light gray frames

- Outlines around Prev/Next buttons color-matched
  to button frames
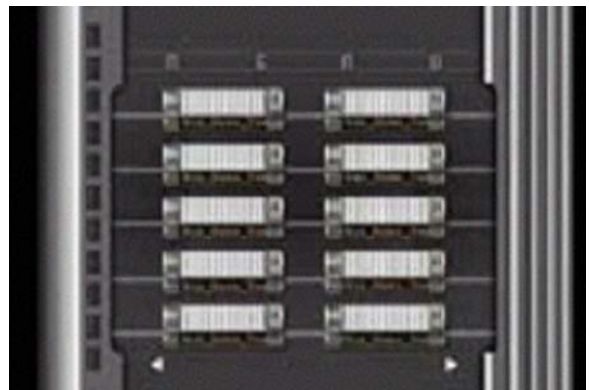 *R-G-B: 151-140-136 ranging to 174-162-158*

TypeF (5 buttons)

- Disc title, button text, and thumbnails allowed

- Maximum Characters: Title: 14, Buttons: 13

- No frames around the buttons

- Select/Active color(s) appear over thumbnails

- Light gray outline around the Prev/Next buttons
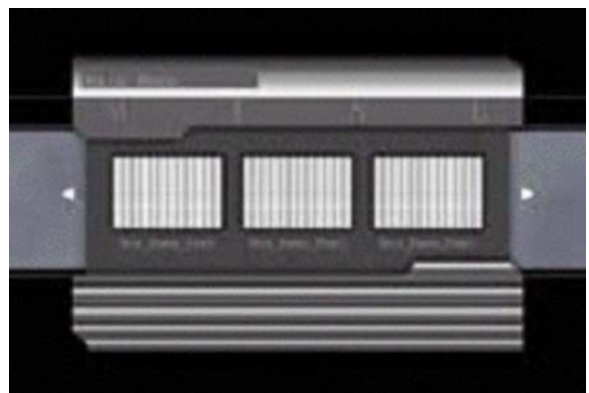 *R-G-B: 146-150-159 ranging to 176-182-193*

TypeG (10 buttons)

- No Disc title

- Button text and thumbnails allowed

- Maximum Button Characters: 10

- No frames around the buttons

- Select/Active color(s) appear over thumbnails

- Outlines around the Prev/Next buttons in black
  with fine-point dark gray horizontal lines
  Black R-G-B: 40-40-40
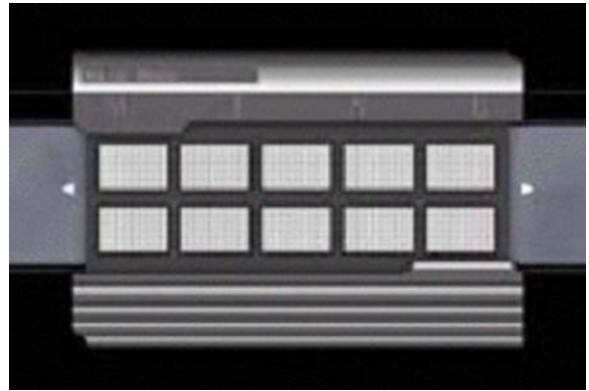 *Dark Gray R-G-B: 66-66-66*

TypeH (3 buttons)

- Disc title, button text, and thumbnails allowed

- Maximum Characters: Title: 16, Buttons: 16

- Dark gray frames around the buttons
  R-G-B: 52-52-52 ranging to 63-63-63

- Select/Active color(s) appear over thumbnails

- Dark gray blocks behind the Prev/Next buttons
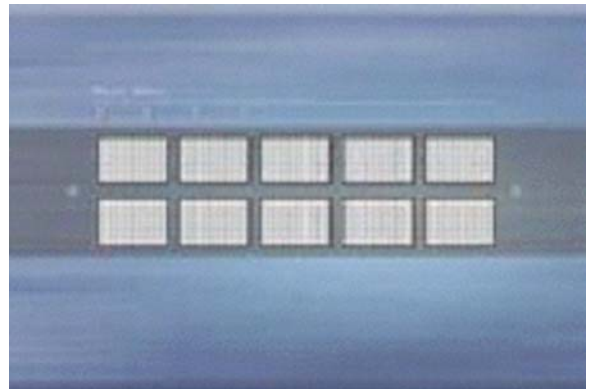 *R-G-B: 104-109-121 ranging to 113-118-127*

TypeH (10 buttons)

- Disc title and thumbnails allowed

- Maximum Title Characters: 16

- No text or frames for the buttons

- Select/Active color(s) appear over thumbnails

- Dark gray blocks behind the Prev/Next buttons
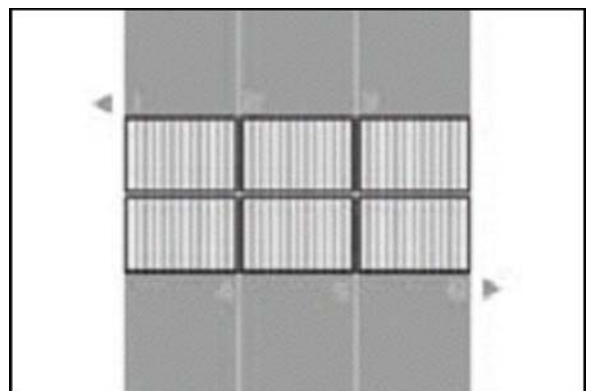 *R-G-B: 104-109-121 ranging to 113-118-127*

TypeI (10 buttons)

- Disc title and thumbnails allowed

- Maximum Title Characters: 32

- No button text

- Two-toned gray frames around thumbnails
  Outer Frame R-G-B: 89-96-107 ranging to 106-123-134
  Inner Frame R-G-B: 154-161-171 ranging to 176-182-187

- Select/Active color(s) appear over thumbnails

- Dark gray outlines on Prev/Next buttons
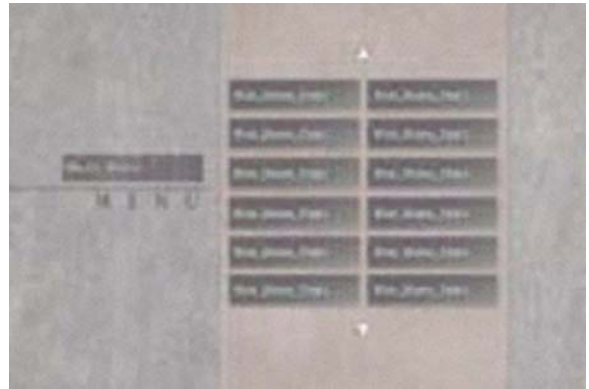 *R-G-B: 105-115-125 ranging to 119-129-139*

TypeJ (6 buttons)

- No Disc title or button text

- Thumbnails allowed

- Only numbers in light gray as button labels
  R-G-B: 172-172-172

- No frames around the thumbnails or numbers

- Select/Active color(s) appear over thumbnails

- White shadows at points of the Prev/Next buttons
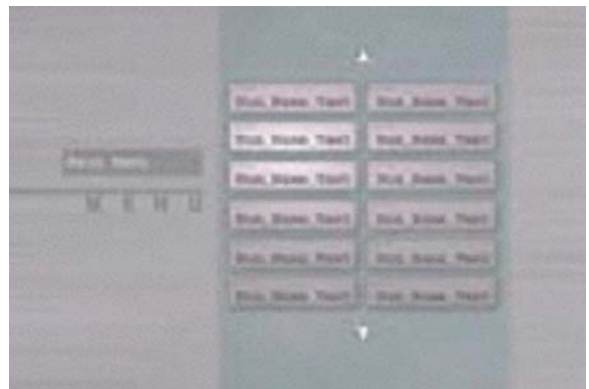 *R-G-B: 255-255-255*

TypeK (12 buttons)

- Disc title and button text allowed

- Maximum Characters: Title: 16, Buttons: 16

- No thumbnails

- Two-toned gray block behind and surrounding the Disc Title area
  Base R-G-B: 112-106-108 ranging to 130-125-125
  Frame R-G-B: 162-159-161 ranging to 180-175-178

- Two-toned gray blocks behind and surrounding the button text areas
  Base R-G-B: 109-106-108 ranging to 132-130-131
  Frame R-G-B: 170-156-153 ranging to 177-163-159

- Select/Active colors appear inside the lighter gray button frames

- Light gray blocks behind the Prev/Next buttons
  R-G-B: 153-143-139 ranging to 192-178-174

TypeL (12 buttons)

- Disc title and button text allowed

- Maximum Characters: Title: 13, Buttons: 12

- No thumbnails

- Two-toned gray block behind and surrounding the Disc Title area
  Base R-G-B: 137-135-138 ranging to 144-139-144
  Frame R-G-B: 164-161-165 ranging to 169-165-169

- Gray outlines around pink-toned blocks behind and surrounding the button text areas
  Edge R-G-B: 140-145-150 ranging to 130-135-140
  Pinks G-R-B: 165-160-167 ranging to 238-226-235

- Select/Active colors appear as a small rectangle in the upper left corner of the pink-toned, button blocks

- Light gray outlines around the Prev/Next buttons
  R-G-B: 120-124-129 ranging to 145-150-156

TypeM (10 buttons)

- No Disc title or thumbnails

- Button text allowed

- Maximum Button Characters: 10

- No frames around the button text areas

- Select/Active colors appear as a small rectangle on the outside edge of the button frames (left column of buttons have the rectangles on the left while right column of buttons have the rectangles on the right)

- Outlines around the Prev/Next buttons in black with fine-point dark gray horizontal lines
  Black R-G-B: 40-40-40
  Dark Gray R-G-B: 66-66-66

TypeN (10 buttons)

- No Disc title or thumbnails

- Button text allowed

- Maximum Button Characters: 29

- No frames around the button text areas

- Select/Active colors appear as a small rectangle on the left outside edge of the button frames

- Outlines around the Prev/Next buttons in black with fine-point dark gray horizontal lines
  Black R-G-B: 40-40-40
  Dark Gray R-G-B: 66-66-66

TypeO (10 buttons)

- Disc title and button text allowed

- Maximum Characters: Title: 30, Buttons: 32

- No thumbnails

- No frames around the button text areas

- Select/Active colors appear as a small rectangle on the left outside edge of the button frames

- Outlines around the Prev/Next buttons in black with fine-point dark gray horizontal lines
  Black R-G-B: 40-40-40
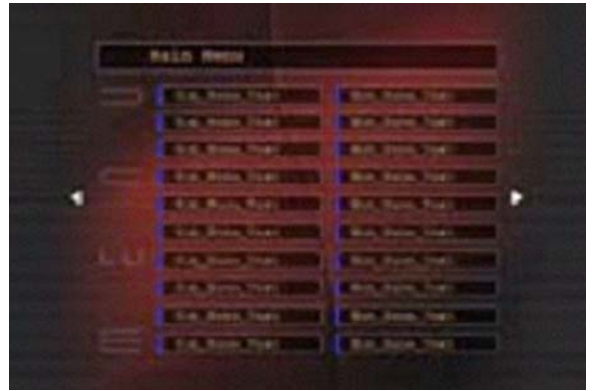 *Dark Gray R-G-B: 66-66-66*

TypeO (20 buttons)

- Disc title and button text allowed

- Maximum Characters: Title: 32, Buttons: 18

- No thumbnails

- No frames around the button text areas

- Select/Active colors appear as a small rectangle
  on the left outside edge of the button frames

Outlines around the Prev/Next buttons in black with
fine-point dark gray horizontal lines
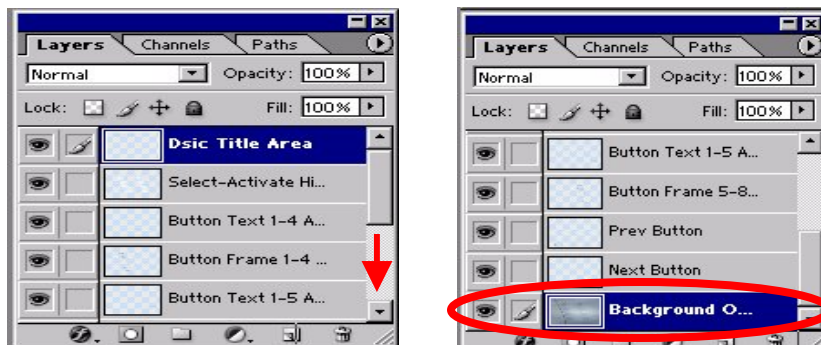*Black R-G-B: 40-40-40*
Dark Gray R-G-B: 66-66-66

4.0   TUTORIAL FOR BUILDING A CUSTOM MENU BACKGROUND

This last section steps you through creating a custom menu background from a template. The image captures are taken from Photoshop® 7.0 so your screens may differ.
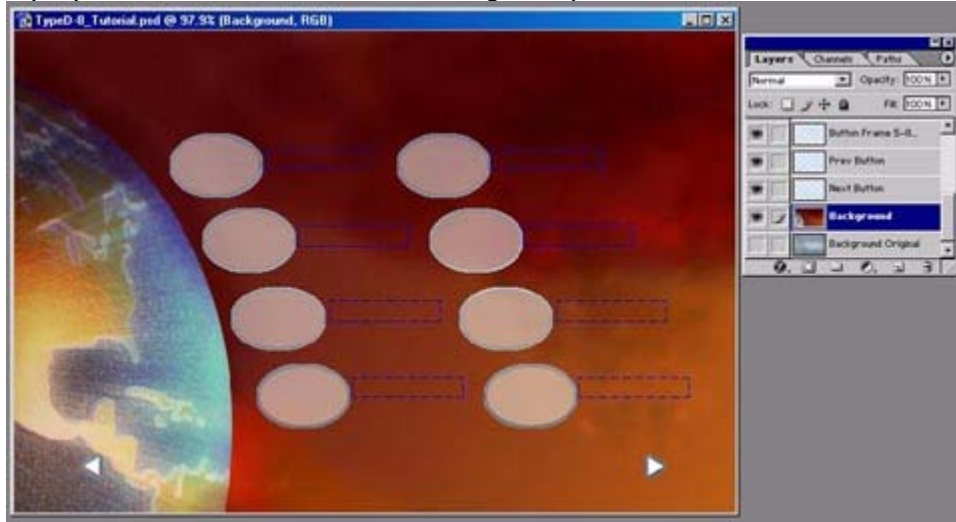
Deciding on the proper menu layout is key to creating a user-friendly DVD menu. The number of buttons is central to selecting the best layout for your project. If a layout is selected and the maximum number of buttons for that layout is exceeded, then a second menu page is created. Conversely, if fewer buttons then the maximum are needed, only buttons for the number of titles (or chapters) recorded are displayed. Buttons are in a set pattern and sequence thus cannot be moved. Once a template has been selected, test the look by activating the menu Preview option. Always preview a menu before burning or finalizing a DVD disc.

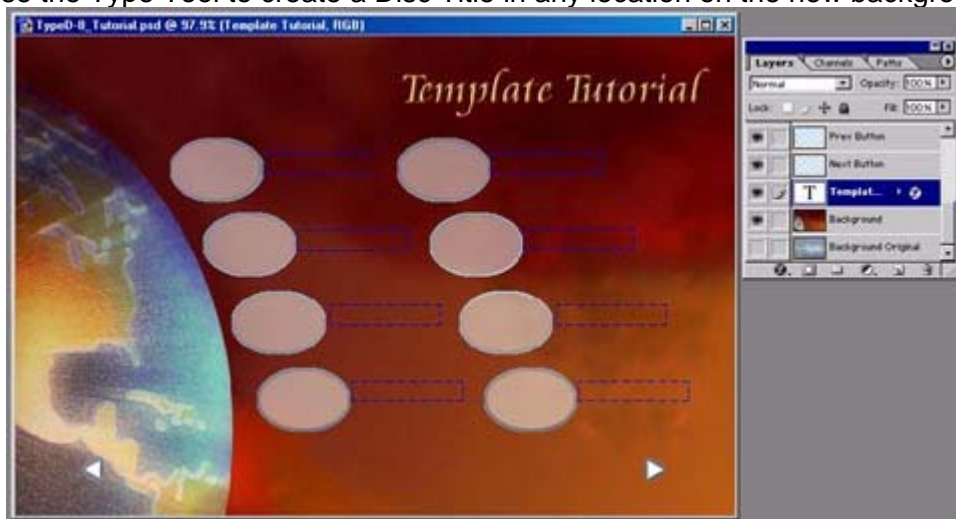### EXAMPLE OF A MENU BACKGROUND CUSTOMIZATION

1.   Open Menu Template **TypeD** (8 buttons) in Photoshop.

2.   Scroll down to the bottom of the Layers list to Background Original.

3.   Click on the Background Original layer to display the default background image.

4. Add a new layer on top of the background original.
   *To create a new layer in an existing Photoshop file, click on **Layer** from the main menu then, from the **New** submenu, select **Layer**.*

5. Turn OFF or delete the Background Original.
   The selected layer should return to the new Layer 1. If the application fails to select Layer 1, click on the layer.

6. Fill the new layer with any color or pattern.
   For purposes of this tutorial, a Pioneer global pattern is shown.

7. Turn OFF or delete the Disc Title Area layer.
   We are creating our own title on the background instead of using the default title location and limited font selections available on the PRV-LX1.

8. Use the Type Tool to create a Disc Title in any location on the new background.

9. Turn OFF or delete Button Text layers, Select-Activate Highlight Areas layer, and Prev/Next Buttons layers.
   TypeD layout includes mandatory thumbnail frames; use these to locate/label buttons.

10. Add text to the background for the button labels.
    For purposes of this Tutorial, label all eight buttons.

11. Flatten the visible layers.
    When asked whether to discard the layers that are turned OFF, select OK.

12. Save your custom background as a BMP or .JPG file.

To import your custom background in to the PRV-LX1, refer to the manual:
PRV-LX1_Import-Menu-EDL.pdf.

This manual may be downloaded from the Pioneer website **www.pioneerelectronics.com**,
located under *Documents* on the PRV-LX1 Support page. Additional PRV-LX1 information is
also available under the Business Products Support section of the Pioneer website:
http://www.pioneerelectronics.com/pna/links/list/0,,2076_4247,00.html.

5.0   HELPFUL HINTS

This final section deals with some common issues you may experience when creating custom
menu backgrounds. As you work with the different button layouts, refer to this section for hints
or further clarification.

- EXPAND THE BACKGROUND TO KEEP CIRCLES ROUND
  Situation:
  A project requires one or more round objects on the background.
  Example: A background shows linked rings such as the symbol for the Olympic Games.
  When the background is imported into the PRV-LX1, the rings are flattened for appear
  oval rather than round.

  Suggestion:
  To maintain round shapes on a background, expand the template from 720-pixels x 480-
  pixels to the DVD development standard of 720-pixels x 540-pixels. The final step before
  importing the image into the PRV-LX1 HDD Library is to return the image to 720 x 480.
  A background with round objects appears squeezed on the JPG file but imports correctly
  into the HDD Library.

- ONLY ONE BACKGROUND PER PROJECT
  Situation:
  A project with multiple menu pages shares the same background for all menu pages.
  Example: A 10-Titles project on a 6-button layout means with the button labels/text
  incorporated as part of the background should be avoided. The second page of the
  menu is going to have the same button labels as the first page. Also, the two extra
  buttons (empty space where buttons 11 and 12 would have been) are still labeled.

  Suggestion:
  To incorporate button labels/text into the background, select a layout with the exact or a
  greater number of possible buttons.

- WHEN TO DISABLE BUTTON TEXT
Situation:
Although the PRV-LX1 supports Disc Names, if no information is entered for the disc title name using the GUI, the disc name option is ignored. Chapter menu buttons require that the text be entered manually. If no text is typed in, buttons remain unlabeled unless the text is incorporated as part of the menu background. However, on a Title menu, clip names automatically translate into button text. Title menu button labels (clip names) appear over any button labels included on a customized background.

  Suggestion:
To avoid possible conflicts when using a custom background that includes button labels, disable the Button Text option. To turn OFF the automated button text option, select the command series: EDIT > DVD Menu > Menu Design > Button Text > Disable.

- PREVIEW BEFORE FLATTENING
Situation:
As you are building your customer background and turning OFF layers, you may inadvertently create a design that is hidden under a Previous/Next button or is partially under a mandatory element such as a button frame.

  Suggestion:
Periodically during the building phase of the custom background, turn ON all layers. Shift the layers around so that any mandatory layers (including layers that may or may not be used such as the Previous and Next buttons) are on top of your custom background. Turn OFF unused layers one at a time to check your design.

- CHECK THE LAYOUT WHEN YOU CHANGE YOUR PROJECT
Situation:
A project intended to have buttons based on Titles is edited to use Chapter buttons instead. The project changes from three buttons to four buttons but the TypeA layout allows for three or four button menus. Although both layouts are TypeA, the button frame colors change; the four-button layout has half dark gray/half green-toned frames while the three-button layout has green-toned frames with a pale gray stripe through the center of each side. The background may look better with color changes.

  Suggestion:
When changing key elements such as the number of buttons, always *duplicate* your customized background layer in to the new template to check for color corrections or other layout changes.

- SAVE AS YOU GO
  Situation:
  Once a custom background is flattened and the Photoshop program is closed, the background is more difficult to edit. If your logo needs to be *nudged* or the design slightly altered for a different project, having the original layers in a psd file would speed up the customization process.

  Suggestion:
  When designing a custom background, save the selected template file with a name tied to the project rather than by the template file name. Once the background is complete, flatten the file and immediately save the single-layer (Background) image as a BMP or JPG file. The end result is three files; the original template file, the Photoshop project development file, and the customized background file.

- CONVERT THE FILE, DON'T PERVERT THE FILE
  Situation:
  Once a custom background is flattened, it still must be prepared for importation into the PRV-LX1. Trying to import a graphic as other than a JPG or BMP file (such as a PSD file) can corrupt the unit's HDD Library. Changing the file extension from PSD to either JPG or BMP is not enough. The graphic must go through the conversion process while open within Photoshop.

  Suggestion:
  Once the background is complete, flatten the file and immediately save the single-layer (Background) image as a BMP or JPG file. The end result is three files; the original template file, the Photoshop project development file, and the customized background file.
  If your PRV-LX1 is locked up because you tried to import a PSD file or a file with the extension (type) changed instead of converted, contact a Pioneer authorized service center or call (800) 872-4159 for instructions.

For help with this procedure or other questions please contact a Pioneer Service technician at (800) 421–1613, a sales & technical representative ([CA] 310-952-2000 or [NJ] 201-327-6400) or refer to the Pioneer corporate website: www.pioneerelectronics.com.