



## **STL Subtitle Converter User's Guide**

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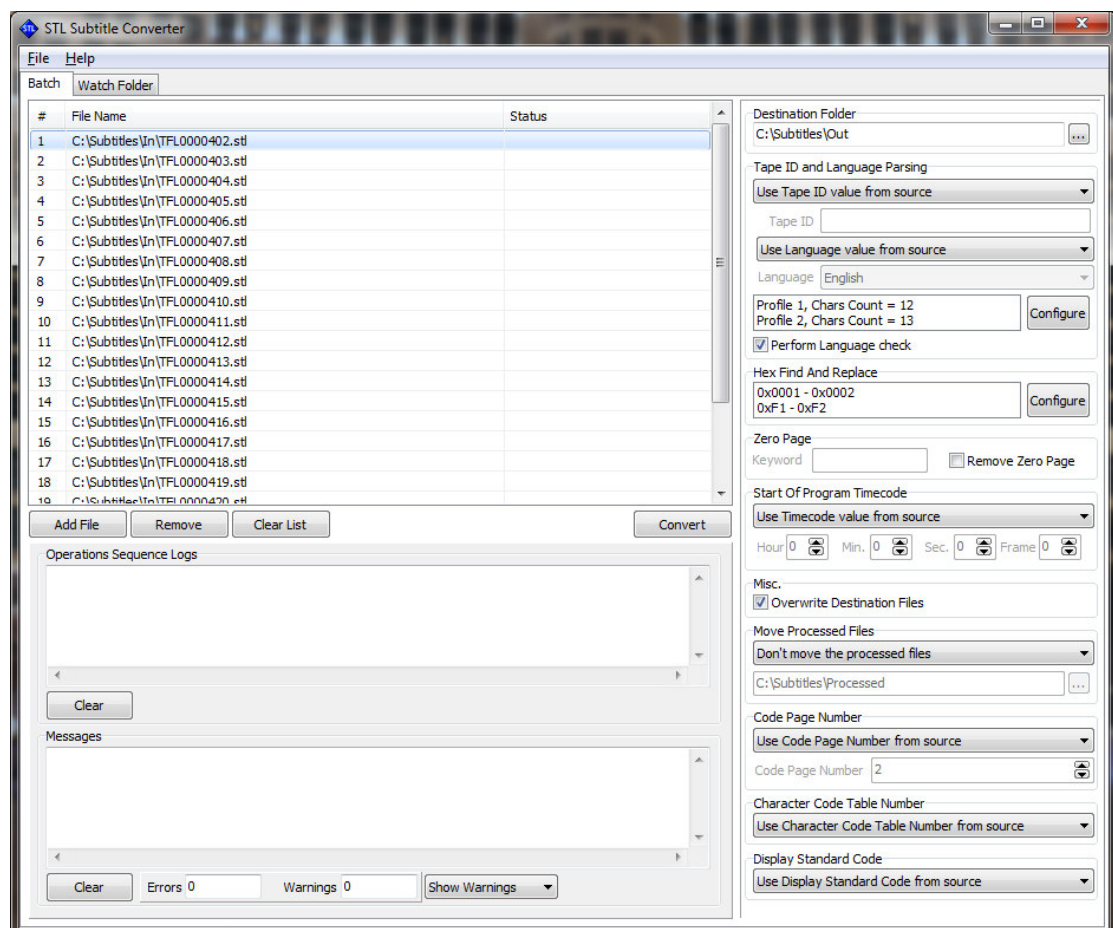
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## 1. Overview

**STL Subtitle Converter** is a powerful solution for manual and automated EBU STL subtitle files conversion and manipulation. Provides an easy way to manipulate the internal fields of the STL subtitle files compliant with the “Specification of the EBU Subtitling data exchange format” – TECH 3264. The solution supports Batch mode, where the internal STL file fields manipulation process can be performed manually for group of files. The solution also supports Watch Folder mode, where a set of watch folders can be armed for automatic manipulation of the STL subtitle file internal fields.



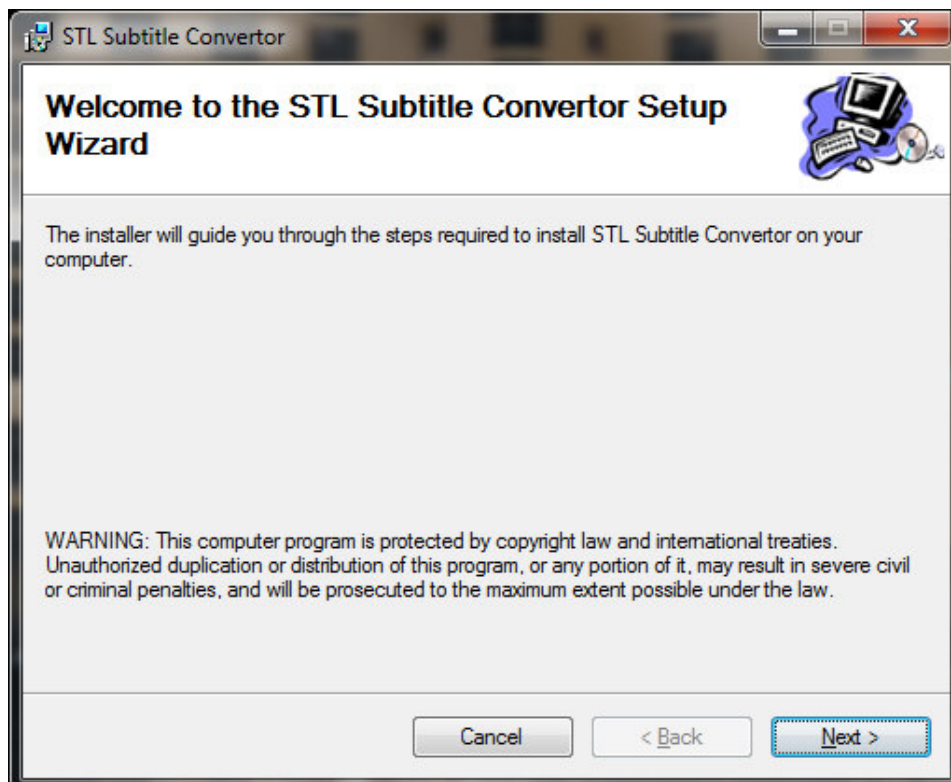
The time for processing a single STL file is less than a second, thus enabling the product for fast processing of big number of subtitle files. The STL

Subtitle Converter can work with local subtitle files as well as remote network files and paths. Each process action is logged in separate log file and displayed in the log display panel. All warnings and errors produced by the conversion mechanisms of the solution are also saved in separate message file and are displayed in the message display panel. A special message filtering enables the user to preview all messages or messages from one selected group.

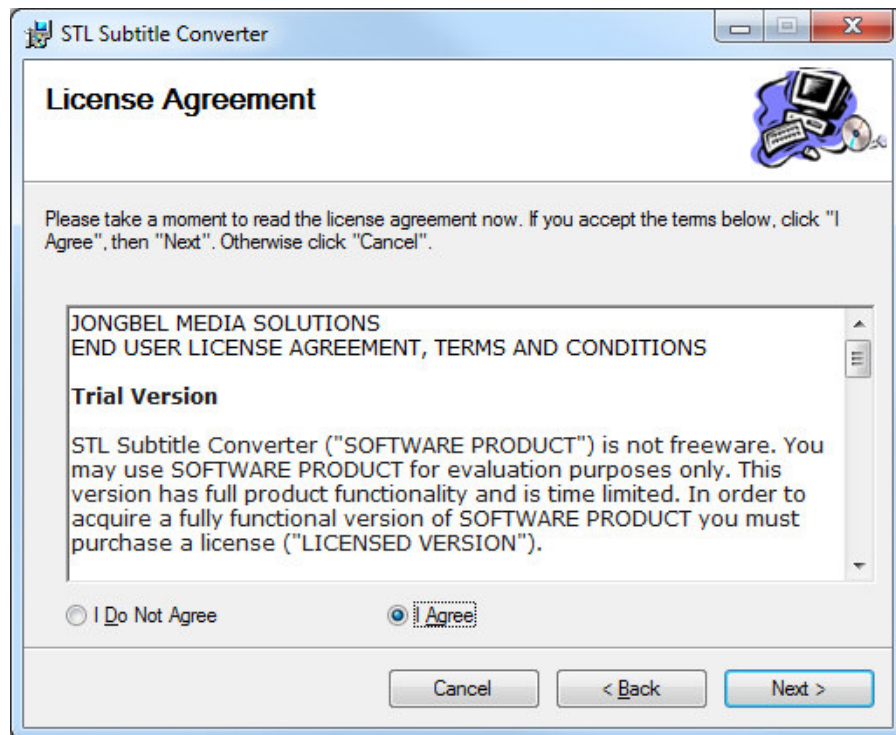
## 2. Installation

The installation package of **STL Subtitle Converter** is distributed in msi file. After downloading the file from the official Jongbel Media Solutions web site – [www.jongbel.com](http://www.jongbel.com), execute the installation by starting the STLSubtitleConverter\_trial.msi.

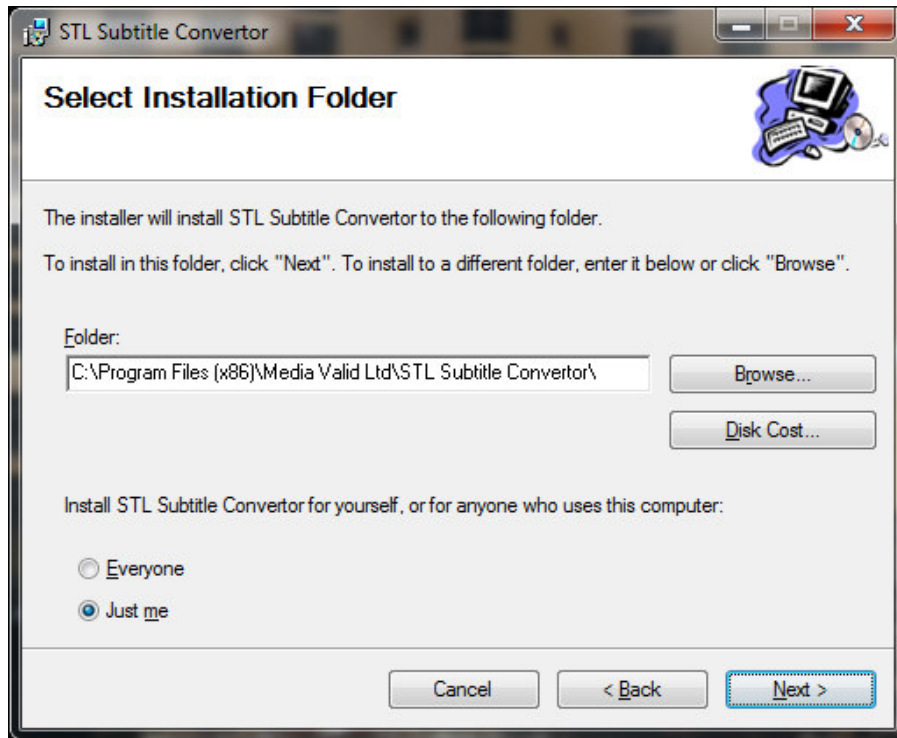
First a “Welcome” dialog pops up. Click “Next” in order to proceed.



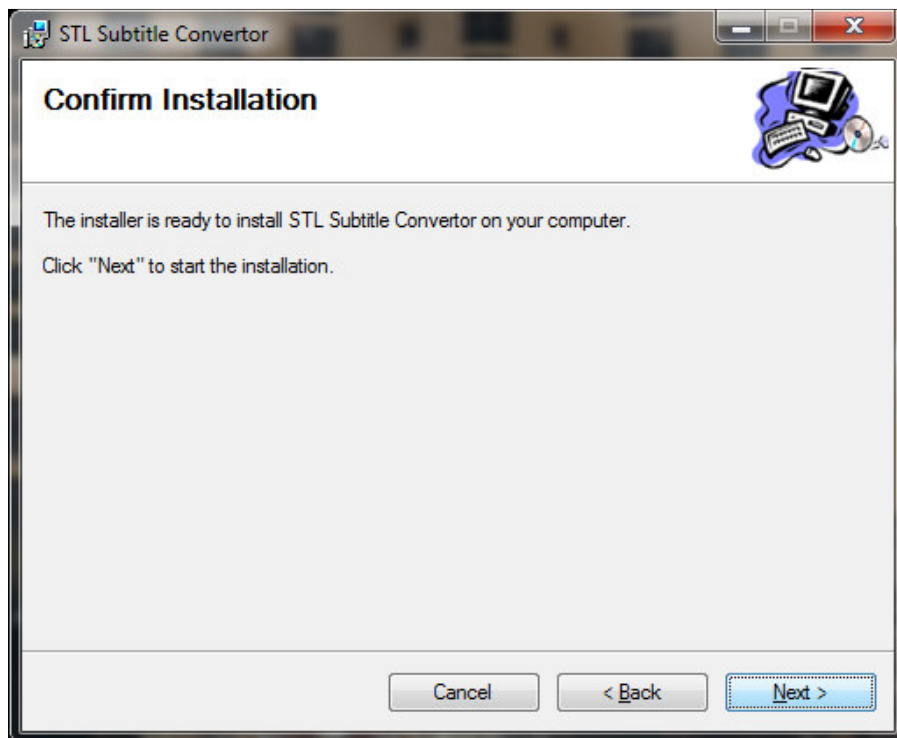
After this a “License Agreement” dialog pops up. Read the agreement carefully, select “I Agree” if you agree with all the terms and click “Next” to proceed.



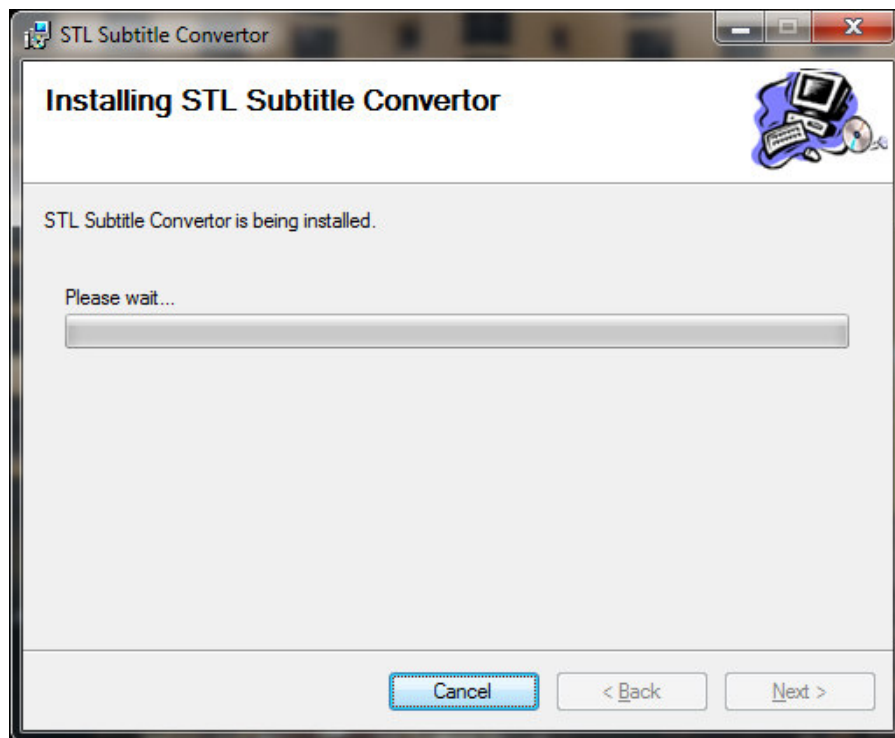
The next window shown specifies the installation product location and user access to the product. Change the destination product folder and user access if needed and click “Next” to proceed.



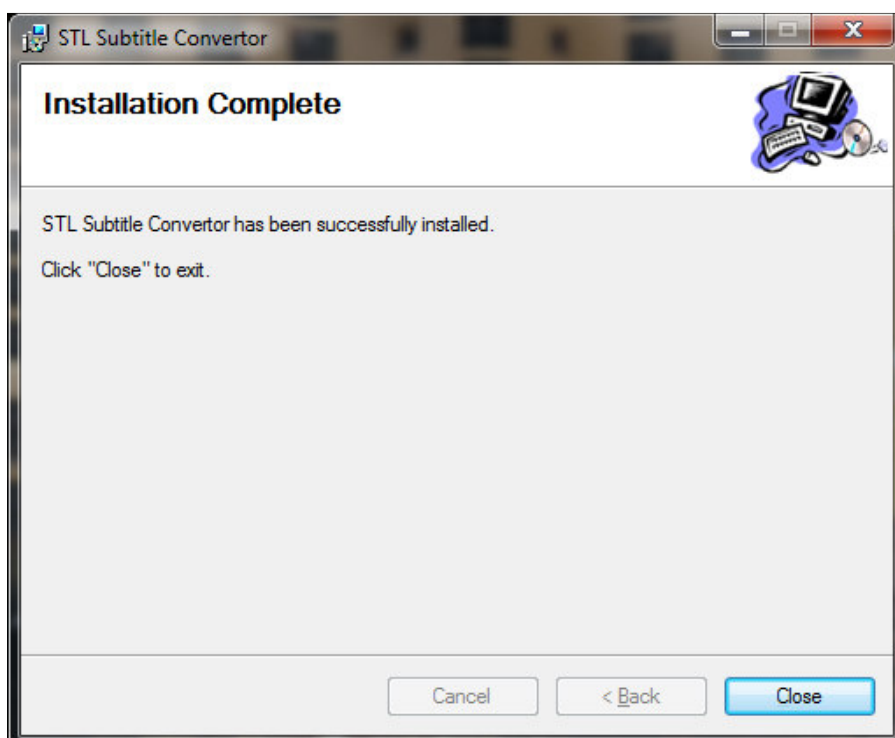
The next dialog is a “Confirm Installation” dialog. Confirm by clicking “Next” in order to start the installation procedure.



While the product is being installed an “Installing” window shows the installation progress. Wait until the product is being installed.

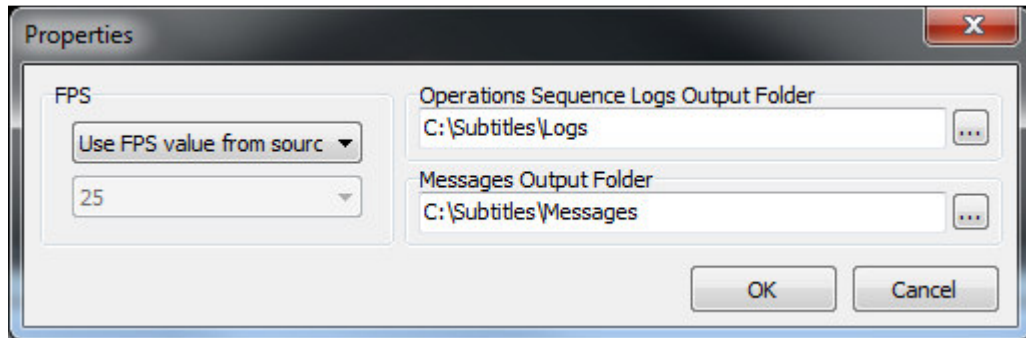


At the end an “Installation Complete” dialog pops up, which denotes the successful **STL Subtitle Converter** product installation. Click “Close” to finalize the process.



### 3. General Properties

The **Properties** dialog can be accessed from the **File** menu.



The following properties are available in the Properties dialog:

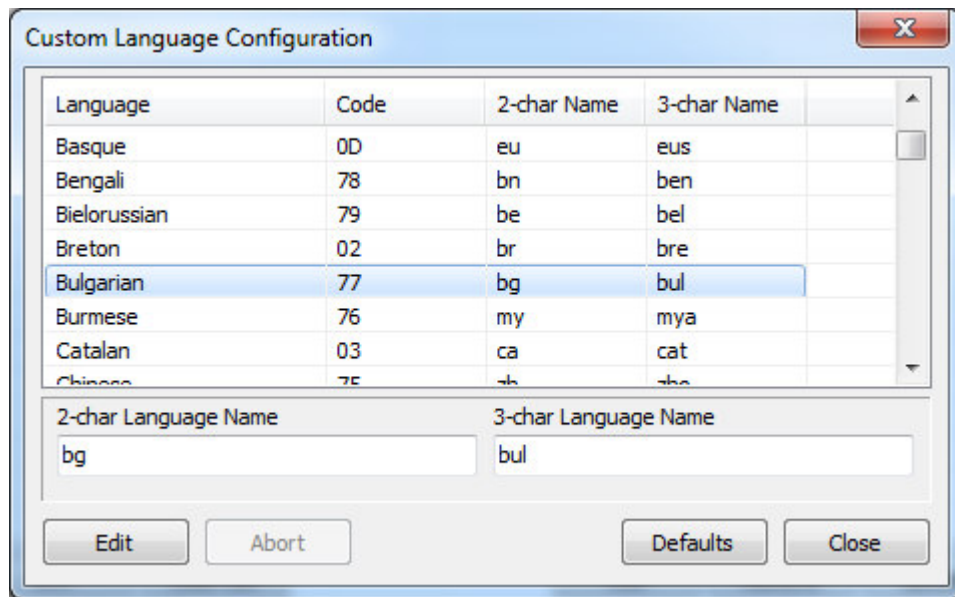
**FPS Source** denotes the source of the Frame Rate property, which will be included in all converted STL files. There is an option to use the FPS value from the source file and an option to overwrite the FPS with a specific value.

**Operations Sequence Logs Output Folder** denotes the output folder of the log files containing the operational sequence information.

**Messages Output Folder** denotes the output folder of the message files containing the all warning and error messages information.

### 4. Languages Setup

The **Languages Setup** dialog can be accessed from the **File** menu.



This configuration dialog holds the languages list supported the STL specification. Each language record is composed of Language Name, Language Code, 2-character Language Name and 3-character Language Name. These language settings are applied to all STL converting processes.

## 5. STL Conversion Settings

In Batch mode and in Watch Folder mode the list of STL conversions settings is located in the most right panel of the application. These settings are applied to the whole conversion list when used in Batch Mode, and in Watch Folder mode they apply to each watch folder entry.

This is the list with the common STL conversion settings for both Batch and Watch Folder modes:

**Destination Folder** denotes the output destination folder for all STL files which have been converted. The folder can be local for the system and network remote path.

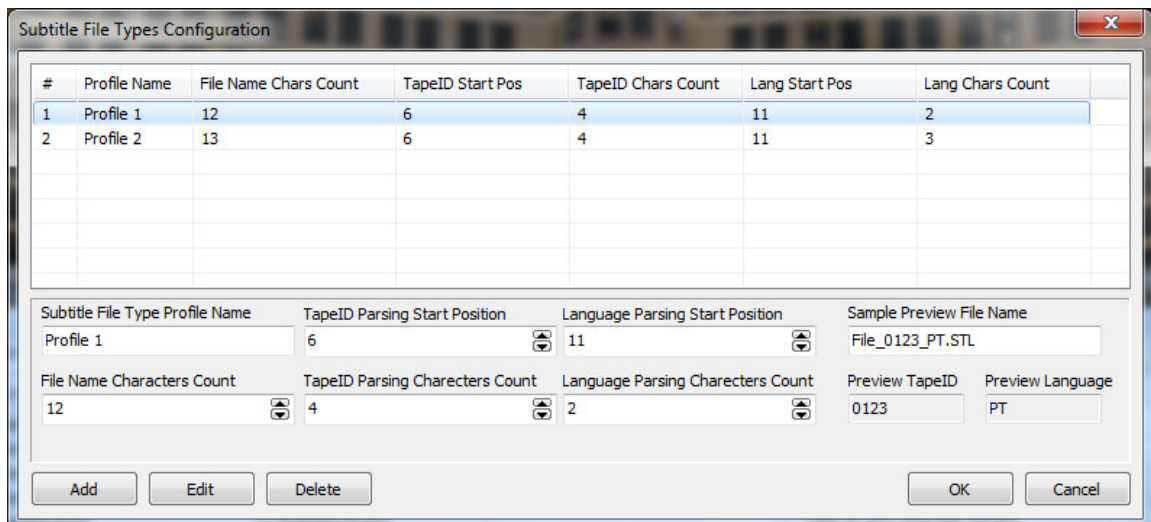
**Tape ID and Language Parsing** is a group of settings defining the way the TapeID and Language STL parameters manipulations. The following settings are defined in this group:

**Tape ID Source** is a combo box for selecting the source of the TapeID property. There are three possible source choices – “Use TapeID value from source”, “Overwrite Tape ID value” and “Use Tape ID value parsed from file name”. If the first choice is selected, the Tape ID is taken from the source STL file and is transferred to the converted destination file as it is. If the second choice is selected, the TapeID of the destination files is overwritten by the value in the **Tape ID** box, no matter what the Tape ID of the source is. If the third choice is selected, the Tape ID value is parsed from the file name of the source file. For the Tape ID parsing rules refer to the Subtitle File Types Configuration dialog, which is available from the **Configure** button in the same properties group.

**Language Source** is a combo box for selecting the source of the Language property. There are three possible source choices – “Use Language value from source”, “Overwrite Language value” and “Use Language value parsed from file name”. If the first choice is selected, the Language is taken from the source STL file and is transferred to the converted destination file as it is. If the second choice is selected, the Language of the destination files is overwritten by the value in the **Language** box, no matter what the Language of the source is. If the third choice is selected, the Language value is parsed from the file name of the source file. For the Language parsing rules refer to the Subtitle File Types Configuration dialog, which is available from the **Configure** button in the same properties group.

**Perform Language Check** is a check box for enabling a language check, which verifies that the language parsed from the file name matches the language value placed inside the STL file.

**Subtitle File Types Configuration** dialog is available from the **Configure** button and can be used to specify the STL subtitle file types and to specify the rules for Tape ID and Language parsing from the file name for each subtitle type.



The rules for Tape ID and Language parsing, which can apply to one subtitle file type are grouped in profiles. These are the parameters for each Subtitle file profile:

**Profile Name** defines the name of the profile.

**File Name Chars Count** denotes number of characters of the subtitle file name, which defines the profile. The Tape ID and Language parsing rules of this profile will apply only to files having file name with the same number of characters.

**Tape ID Parsing Start Position** denotes the string position in the file name, at which the Tape ID value will be parsed from.

**Tape ID Parsing Characters Count** denotes the number of characters, which will be parsed from the file name for the Tape ID value.

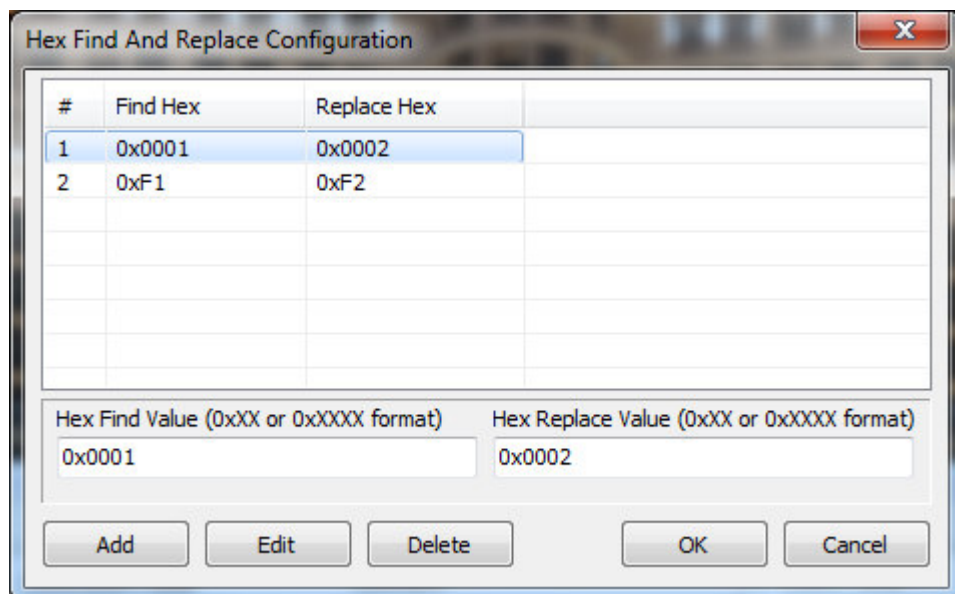
**Language Parsing Start Position** denotes the string position in the file name, at which the Language value will be parsed from.

**Language Parsing Characters Count** denotes the number of characters, which will be parsed from the file name for the Language value.

New profiles can be added using the **Add** button. The **Edit** button transfers all the profile values of the selected profile in the table for editing. The **Delete** button deletes the selected in the table profile.

The **OK** button of the dialog will close the dialog applying all the changes, and the **Cancel** button will close the dialog without applying the changes.

**Hex Find And Replace** is a group of settings, which enables one or two byte groups replacement in the destination STL file. The replacement process can remove invalid or invalid by the customer judgment bytes from the subtitles of the STL file. The replacement entries can be edited in the Hex Find And Replace Configuration dialog, which is available from the **Configure** button in the same group.



Each Find And Replace entry is defined with the following entries:

**Hex Find Value** is 8 or 16 bit value, which is the value about to be replaced in the destination file.

**Hex Replace Value** is 8 or 16 bit value, which is the value that will be used for the replacement.

New entries can be added using the **Add** button. The **Edit** button transfers all values of the selected entry in the table for editing. The **Delete** button deletes the selected in the table entry.

The **OK** button of the dialog will close the dialog applying all the changes, and the **Cancel** button will close the dialog without applying the changes.

**Zero Page** is a group of settings, which enables removal of the first subtitle/page in every STL file. The process of removing the page will apply only if the value in the **Keyword** box is found in the first page.

**Start Of Program Timecode** is a group of settings, which enables start time code value manipulation in the converted STL files. The following parameters are included in this parameter group:

**Start Of Program Timecode Source** denotes the source of the Start Of Program Timecode value. There are two choices available. The first choice is "Use Timecode value from source", which transfers the value from the source as it is. The second choice is "Overwrite Timecode value", which will replace the value in the destination STL file with the value specified in the **Hour, Min., Sec. and Frame** boxes below.

**Misc.** is a group of settings, for various subtitle conversion manipulations. The following parameters are available:

**Overwrite Destination Files** denotes whether the solution is allowed to overwrite the destination files or not. If a destination file happens to have file name of an existing file in the destination folder and this option is disabled, the file is not transferred and an error message is shown in the Messages panel.

**Move Processed Files** is a group of settings, which enables file movement of the source files after they have been processed. There are two possible choices – “Don't move the processed files” and “Move processed files to a different folder location”. The first choice will not move the files after their processing. The second choice will move the files to the folder specified in the destination folder box in the same parameter group.

**Code Page Number** is a group of settings, which enables manipulation of the Code Page value in the converted STL files. The first possibility for this parameter is to “Use Code Page Number from source”, which will transfer the value from the source to the destination file as it is. The Code Page Number value can also be selected from a static list of values:

- United States – 437
- Multilingual - 850
- Portugal – 860
- Canada-French - 863
- Nordic - 865

The last possible choice is to “Set custom Code Page Number”, where the Code Page Number from the **Code Page Number** box is used.

**Character Code Table Number** is a group of settings, which enables manipulation of the Character Code Table value in the converted STL files. The first possibility for this parameter is to “Use Character Code Table from source”, which will transfer the value from the source to the destination file as it is. The Character Code Table Number can also be selected from a static list of values:

- Latin – 00
- Latin/Cyrillic – 01
- Latin/Arabic – 02
- Latin/Greek – 03
- Latin/Hebrew – 04

**Display Standard Code** is a group of settings, which enables manipulation of the Display Standard Code value in the converted STL files. The first possibility for this parameter is to “Use Display Standard Code from source”, which will transfer the value from the source to the destination file as it is. The Display Standard Code value can also be selected from a static list of values:

- Undefined
- Open Subtitling
- Level-1 teletext
- Level-2 teletext

These settings apply in Batch mode as well as in Watch Folder mode. The Watch folder mode is extended with two more parameters:

**Watch Folder** denotes the folder location, which will be observed for new STL files. Each new STL file, which appears in this watch folder will be converted if the Watch Folder is in Armed mode.

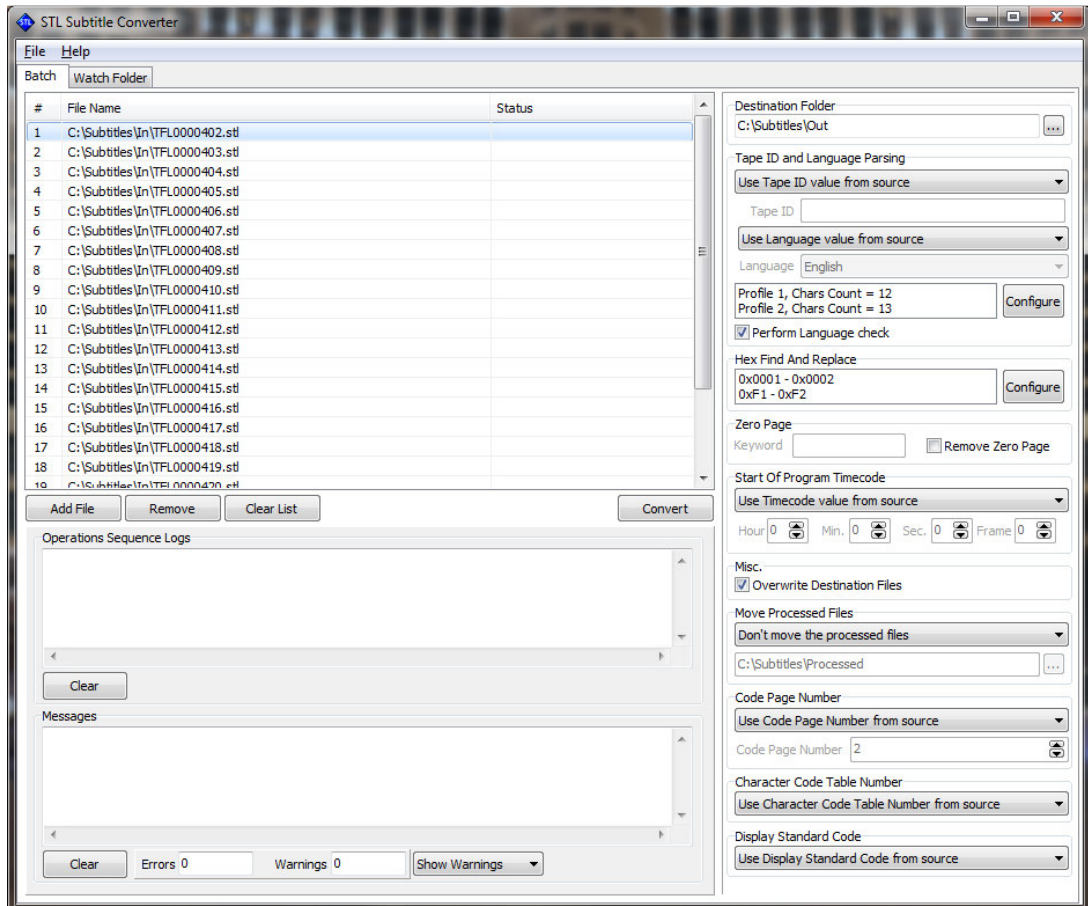
**Comment** denotes a comment field for each watch folder entry. The field can be used for storing additional information for the watch folder entry.

## 6. Batch STL Conversion

**Batch** STL conversion mode is used for manual conversion of STL files. Each file, which needs to be converted, must be manually added in the batch list with the **Add File** button. The **Remove** button will remove the selected entry from the Batch list table. **Clear List** button will remove all items from the batch list. The **Convert** button starts the actual STL conversion process. The STL Conversion settings in the most right panel are applied to the conversion process of all STL files in the batch list.

The start of batch conversion, each file conversion and the conversion end processes are logged in the Operations Sequence Logs.

The warning and error messages, which appear during the conversion process, are added in the messages panel.

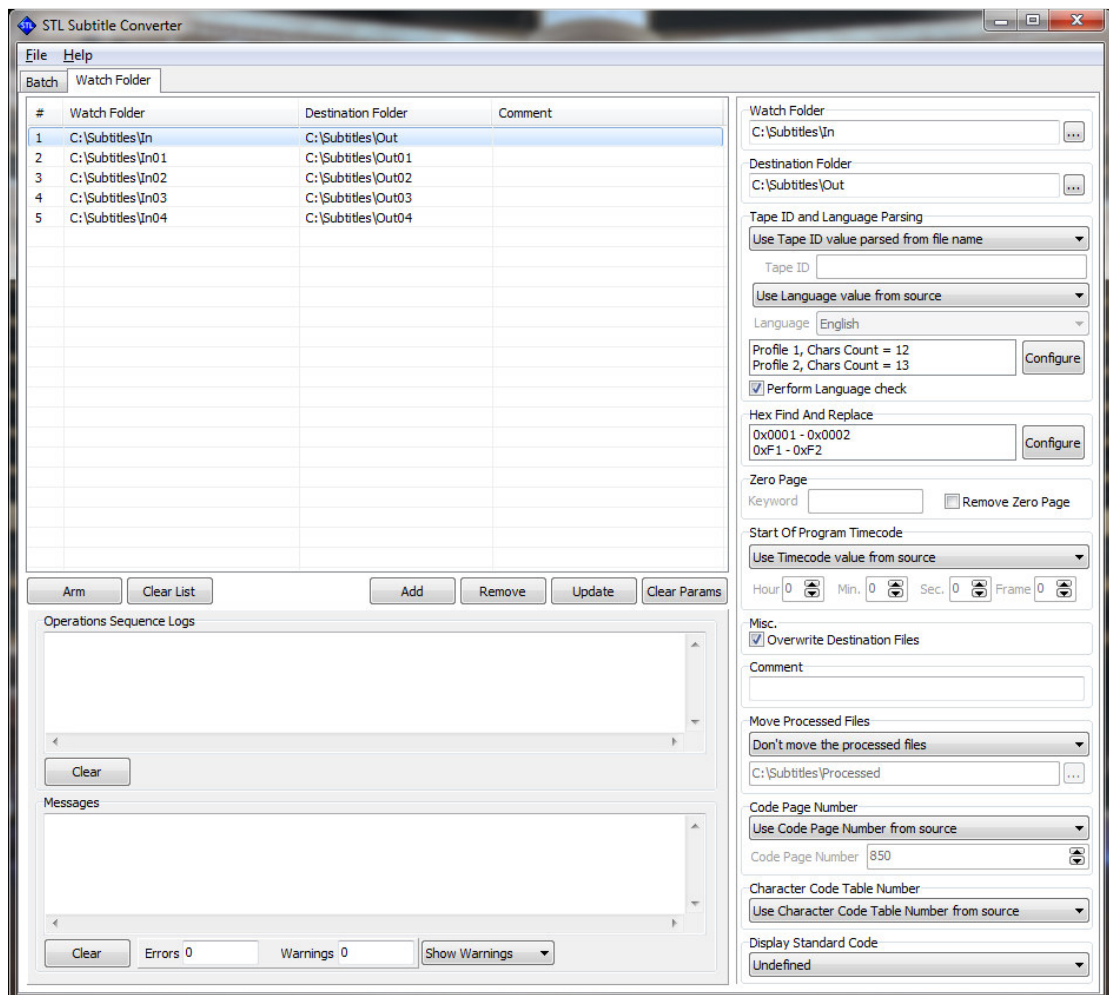


## 7. Watch Folder STL Conversion

**Watch Folder** STL conversion mode is used for automated STL conversion. The mode can accept unlimited number of watch folder entries, which when Armed, will be processed simultaneously. A new Watch Folder entry can be added in the Watch Folder list with the **Add** button. The STL conversion settings, which are in the most right panel at the time of the watch folder adding, will be used for the conversion of all files for this watch folder entry. The **Remove** button removes the selected Watch Folder

entry from the list. The **Update** button updates the STL conversion settings on the right to the Watch Folder entry currently selected. The **Clear Params** button clears the STL conversion settings in the right panel. When selecting a Watch Folder entry from the watch folder list, the STL conversion settings of the selected entry are updated in the STL conversion settings panel. The **Clear List** button clears the watch folder list.

The Watch Folder mode conversion is actually enabled when the **Arm** button is pressed, which denotes that the conversion is armed. The **Disarm** button disarms the watch folder conversion.



## 8. Operations Sequence Logs

The **Operations Sequence Logs** panel is used for visualizing the full conversion history actions with date, time and procedure name information. All the logs are shown in the Operations Sequence Logs panel and simultaneously written in the output log file, which location is defined in the main Properties dialog of the application. New log is created every new day, making available all logs for a day in one file. The **Clear** button clears the logs from the Operations Sequence Logs panel and doesn't affect the log files.

## 9. Messages

The **Messages** panel is used for visualizing all informational, warning and error messages, which appear during the STL conversion process. The messages are shown in the Messages panel and simultaneously are written in the output message file, which location is defined in the main Properties dialog of the application. New message file is created every new day, making available all messages for a day in one file. The **Clear** button clears the messages from the Messages panel and doesn't affect the messages files. The **Errors** box in the Messages panel denotes the number of errors, which have occurred during the conversion process. The **Warnings** box denotes the number of warnings, which have occurred during the conversion process. The messages filter combo box allows selecting only one group of messages or all groups of messages for displaying in the Messages Panel. The messages filter doesn't affect the messages files.