

## VoiceQ 1.8.3 Release Notes

### Features Added

- ➊ Added page breaks to Character Script Report allowing Character's/Actors lines to be printed on separate pages
- ➋ Added visual countup function for those used to a `1, 2, 3' cue count in addition to the visual countdown ie. 3, 2, 1.
- ➌ Added screen mask to work in tandem with all other cues. Essentially the movie is completely covered until the cue. These settings can be set in **Preferences >Display> Screen Mask** and include:
  - ➊ Off: Turns screen mask off
  - ➋ On Current Line: Displays screen mask on highlighted line only
  - ➌ On Every Line: Displays screen mask on all lines
  - ➍ Duration: Sets the start time of when to display the screen mask
  - ➎ Screen Mask Color: Adjusts the color of the screen mask. You can derive the color from the character's color or assign your own.
  - ➏ Transparency: Adjusts the color transparency of the screen mask.
- ➍ Enhanced Preview Line preferences to include triggers on single lines or all lines with automatic scaling. These settings can be set in **Preferences>Display>Preview Text** and include:
  - ➊ Off: Turns preview lines off
  - ➋ On Current Line: Shows a preview of the selected line in the script view or timeline
  - ➌ On Every Line: Shows a preview of each line that is coming.
  - ➍ Preview Line Appearance Offset: This is the time in seconds that the preview of a line will appear before it should be spoken. The minimum offset is zero seconds, the maximum offset is five seconds. The line previewed is based on the location of the playhead.
  - ➎ Width: Adjusts the width of the preview line window.
  - ➏ Height: Adjusts the height of the preview line window.
  - ➐ Horizontal: Adjusts the horizontal position of the preview line window as a percentage of the output window
  - ➑ Altitude: Adjusts the vertical position of the preview line window as a percentage of the output window
  - ➒ Transparency: Adjusts the transparency of the preview window. The text remains fully visible.
  - ➓ Background Color: Adjusts the color of the preview window. You can derive the color from the character's color or assign your own. By assigning your own color the preview window will use that color regardless of which character is displayed.
  - ➔ Maximum Font Scale: A scale value that determines the maximum scale size of the font.
  - ➕ Minimum Font Scale: A scale value that determines the minimum scale size of the font.
  - ➖ Show Character Name: Toggles ON/Off to display the character name assigned to the line
  - ➗ Retain Whole Words: Toggles whether or not to display whole words or hyphenate to fit preview line window.
- ➎ Added Preference to set the Default Language in **Preferences >General > Default Language**
- ➏ Added Report Builder facility to customize reports. This facility can be accessed through **File > Report > Report Builder** and includes:
  - ➊ Ability to add Header, Logo or image and Footer
  - ➋ Ability to define file data attributes, fields and to sort the data in the chosen order
  - ➌ Ability to export reports in Text, CSV and HTML formats

## Improvements

- Some file menu buttons were not visible for OSX 10.4 (Tiger) users - now included
- Synchronizing in the timeline caused some crashes for OSX 10.4 (Tiger) users - now addressed

## ***Script Import Manager 2.0.2 - Out Now***

This new update of our Script Import Manager (SIM2) sports additional automation and further improvements that reduce the script preparation time, including:

- Refined the frame rate detection engine to more accurately determine frame rates in scripts
- Provided ability to set and override FPS rate in SIM before export
- Added automatic detection of 'shooting scripts' and ability to extract and convert relevant data easily