

DVD Architect Studio™

DVD Creation Software



Revised June 23, 2006

After DVD Architect software is installed and you start it for the first time, the registration wizard appears. This wizard offers easy steps that allow you to register the software online with Sony Media Software. Alternatively, you may register online at <http://www.sonymediasoftware.com> at any time.

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Chapter 1 Introduction

Welcome to DVD Architect software!

DVD Architect™ software has everything you need to create and burn professional DVDs on your computer. You'll be creating picture slideshows, single-movie DVDs, music compilations, and menu-based DVDs on your computer in no time!



System requirements

- Microsoft® Windows® 2000, XP Home, or XP Professional
- 800 MHz processor
- 60 MB hard-disk space for program installation
- 256 MB RAM
- Microsoft Windows-compatible sound card
- CD-ROM drive (for installation from a CD only)
- Supported DVD-R/-RW/+R/+RW drive (for DVD burning only)
- Microsoft DirectX® 9.0c or later (included on CD-ROM)
- Microsoft .NET Framework 1.1 SP1 (included on CD-ROM)
- Internet Explorer 5.1 or later (included on CD-ROM)

Note: *Some features may require product registration.*

*i.LINK is a registered trademark of Sony Electronics, used only to designate that a product contains an IEEE 1394 connector. All products with an IEEE 1394 connector may not communicate to each other.

Installing DVD Architect software

1. Insert the CD-ROM. The setup screen appears (if CD-ROM AutoPlay is enabled).
If CD-ROM AutoPlay is not enabled, click the  button and choose **Run**. In the Run window that appears, type the CD-ROM drive's letter and add `:\setup.exe`. Click **OK** to start the installation.
2. Click **Install**. The installation process begins.
3. Follow the screen prompts and enter the necessary information when required.
4. At the last screen prompt, click  to conclude the installation.

Note: *Windows Installer is used for all versions of Windows. Windows Installer is installed and then you are asked to restart your system.*

Getting help

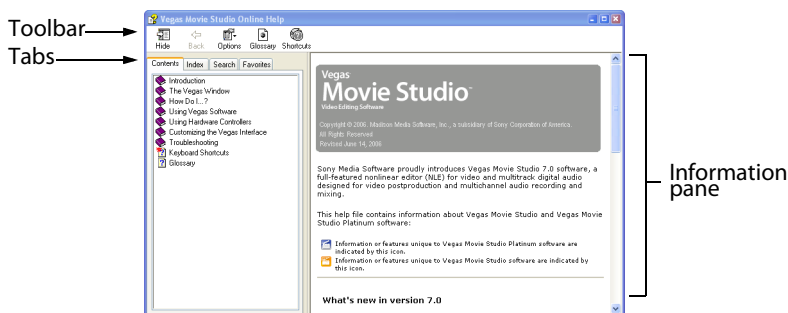
You can access two types of help within DVD Architect software:

- Online help
- What's This? help (also referred to as context-sensitive help)







Online help

To access online help, choosing **Contents and Index** from the **Help** menu or by pressing F1.

Note: To view online help, Internet Explorer 4.0 or later must be installed on your system. Internet Explorer 5.1 is included on the DVD Architect CD-ROM for your convenience.




The following table describes the four tabs of the Online Help window.

Tab	Description
Contents	Provides a list of available help topics. Click a closed book  to open the pages, and then click on a topic page  .
Index	Provides a complete listing of the help topics available. Scroll through the list of available topics or type a word in the Type in the keyword to find box to quickly locate topics related to that word. Select the topic and click the  button.
Search	Allows you to enter a keyword and display all of the topics in the online help that contain the keyword you have entered. Type a keyword in the Type in the word(s) to search for box and click the  button. Select the topic from the list and click the  button.
Favorites	Allows you to keep topics that you revisit often in a separate folder. To add a topic to your favorites, click the  button on the Favorites tab.


What's This? help

What's This? help allows you to view pop-up descriptions of DVD Architect menus, buttons, and dialog boxes.

Menus and buttons

Choose **What's This?** from the **Help** menu, press Shift + F1, or click the **What'sThis? help** button  on the toolbar and then click any menu or button.

Dialog boxes

To use What'sThis? help in a dialog box, click the question mark button  in the upper-right corner of the dialog box and then click an item in the dialog box.

Help on the Web

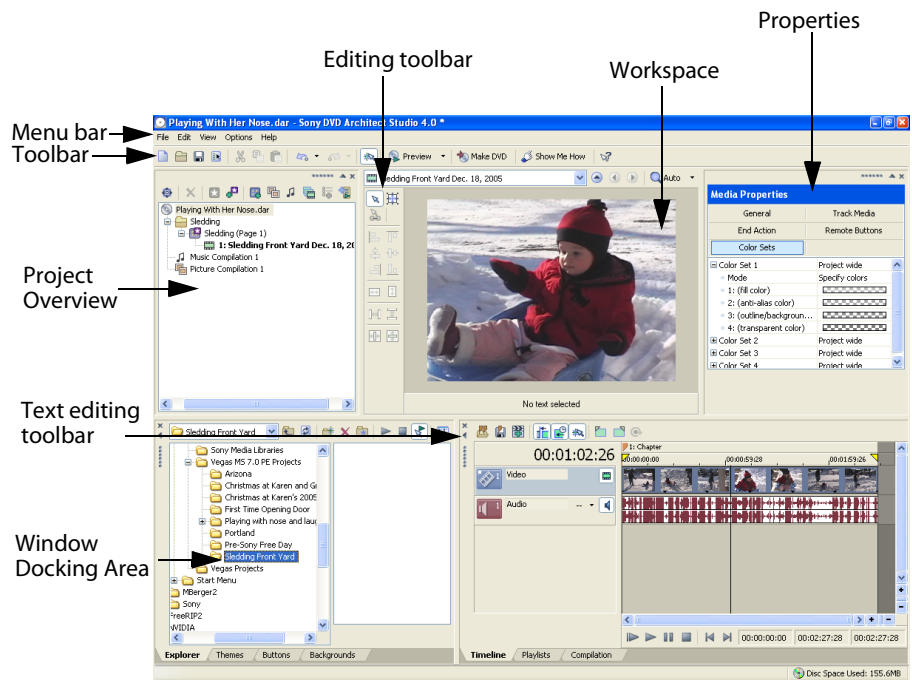
Additional help and information is available on the Sony Media Software Web site. From the **Help** menu, choose **Sony on the Web**, and choose the desired location from the submenu. Your Web browser starts and attempts to connect to the appropriate page on the Sony Web site.

Chapter 2: Learning the DVD Architect Workspace

DVD Architect™ software is designed to make it easy to create a professional-looking DVD. Many of the editing operations, commands and shortcut keys are common to other popular software applications, as well as other Sony Media Software applications.

Main window

When you start the application, the main window appears.

















Main window components

The work area is divided into four primary areas and described in the following table:

Component	Description
Project Overview window	Where you assemble your project and can see the big pictures.
Workspace	Where you edit menus and pages.
Properties window	Where you edit properties for media and objects in your project.
Window Docking area	Where you find media, themes, buttons and backgrounds, and perform timeline editing on the titles in your project.

Toolbar

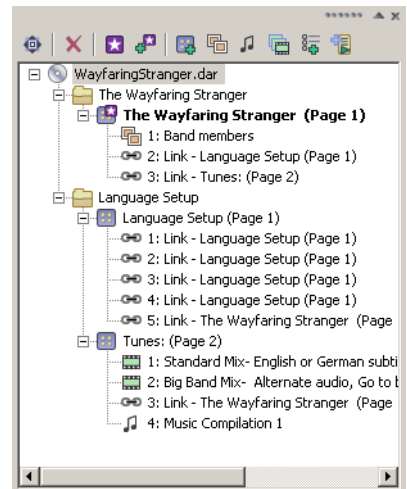
The main toolbar allows you to quickly access the most commonly used functions and features. To specify which buttons are displayed, choose **Customize Toolbar** from the **Options** menu. To toggle display of the main toolbar, choose **Toolbar** from the **View** menu.







	New Project: Creates new project.		Undo: Reverses the last command performed.
	Open Project: Opens existing project.		Redo: Reverses and Undo.
	Save Project: Saves the current project.		Enable Snapping: Enables snapping to grid lines.
	Properties: Opens project properties.		Preview: Shows or hides the Preview window.
	Cut: Cuts selected events or time range.		Make DVD: Opens the Make DVD wizard.
	Copy: Copies selected events or time range.		Show Me How: Activates Show Me How.
	Paste: Pastes items from clipboard into project.		What's This: Activates What's This help.







Project Overview window (Ctrl+Alt+1)

The Project Overview window provides a high-level view of the menus and titles in your project. You can use this window to arrange the menus and titles in your project and add or delete titles.

To toggle the display of the window, choose **Project Overview** from the **View** menu.



	Toggle Display of End Actions: Displays or hides end actions.		Insert Picture Compilation: Adds a picture compilation to the current menu.
	Delete Object: Deletes the selected title or menu.		Insert Music Compilation: Adds a music compilation to the current menu.
	Set DVD Start: Sets the selected menu or title as the DVD Start item.		Adds a media file to the Insert Media: Adds a media file to the current menu.

 Toggle Display of End Actions: Displays or hides end actions.	 Insert Picture Compilation: Adds a picture compilation to the current menu.
 Insert Introduction Media: Browses to a media file and set it as the DVD Start item.	 Insert Scene Selection Menu: Creates a scene selection menu from chapter markers in the selected title.
 Insert Menu: Adds a menu below the currently selected menu.	 Insert Playlist: Inserts a playlist.













Workspace (Alt+0)






The workspace is the portion of the DVD Architect window where you design your project. The workspace represents the currently selected menu or object.

To set input focus to the workspace, choose **Focus to Workspace** from the **View** menu.

Editing toolbar (Alt+1)



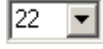










The editing toolbar allows you to edit object that you select in the workspace. To toggle display of this toolbar in the workspace, choose **Editing Toolbar** from the **View** menu.

 Selection Tool: Selects and moves objects.	 Alight Bottom: Aligns all selected objects to the bottom edge of the object that has focus.
 Sizing Tool: Selects and resizes objects.	 Make Same Width: Makes all selected objects the same width as the object that has focus.
 Navigation Tool: Verifies and edits which buttons will be activated when you press Up, Down, Left, or Right buttons on the DVD player remote control.	 Make Same Height: Makes all selected objects the same height as the object that has focus.
 Align Left: Aligns all selected objects to left edge of object that has focus.	 Space Across: Adjusts the selected objects so an equal amount of horizontal space exists between objects.
 Align Top: Aligns all selected objects to the top edge of the object that has focus.	 Space Down: Adjusts the selected objects so an equal amount of vertical space exists between objects.
 Align Horizontal Center: Aligns all selected objects to the horizontal center of the object that has focus.	 Horizontal Centering: Aligns selected objects to the horizontal center of the screen.

	Selection Tool: Selects and moves objects.		Align Bottom: Aligns all selected objects to the bottom edge of the object that has focus.
	Align Vertical Center: Aligns all selected objects to the vertical center of the object that has focus.		Vertical Centering: Aligns selected objects to the vertical center of the screen.
	Align Right: Aligns all selected objects to the right edge of the object that has focus.		

Text toolbar (Alt+2)

The text bar allows you to edit various properties for text that you select in the workspace. To toggle the display of the text bar, choose **Text bar** from the **View** menu.

	Font: Allows you to choose the typeface that will be used for text.		Justify Right: Aligns text to right edge of text box.
	Font Size: Allows you to choose the size (in points) of the typeface that will be used for text.		Justify Top: Aligns text to top edge of text box.
	Bold: Sets text in bold typeface.		Justify Vertical Center: Aligns text to vertical center of text box.
	Italic: Sets text in italic typeface.		Justify Bottom: Aligns text to bottom edge of text box.
	Shadow: Allows you to select position, color, and blurring of a shadow behind text.		Font Foreground Color: Allows you to set foreground color for text.
	Justify Left: Aligns text to left edge of text box.		Edit Text: Makes selected text box editable.
	Justify Center: Aligns text in center of text box.		



Window Docking Area (F11)

You can dock (anchor) windows around the edges of the DVD Architect window to keep frequently used windows available, but out of the way, while you are working with a project.

You can dock several windows in the same area of the screen and the windows will be layered. Click a window's tab to bring it to the top.

Explorer window (Alt+3)

The Explorer window is similar to the Windows® Explorer. Use the **Explorer** tab to select media files to drag to the workspace or Project Overview window. From the **View** menu, choose **Explorer** to show or hide the Explorer window.

You can also use the Explorer to perform common file-management tasks such as creating folders, renaming files and folders, and deleting files and folders. Use the **Start Preview**  and **Auto Preview**  buttons to preview files before adding them to the project. If you have the **Auto Preview** button selected, any video or graphic file you click in the Explorer will automatically display in the workspace.

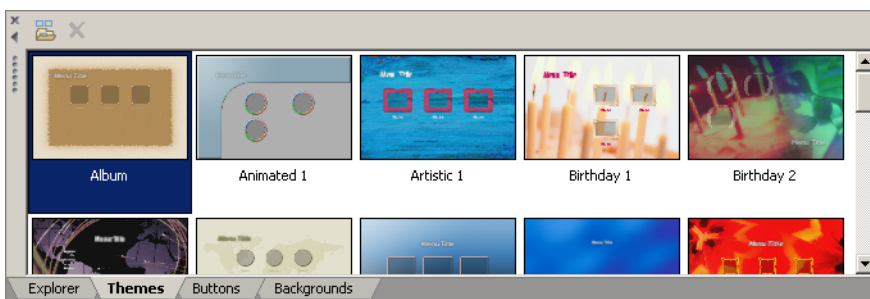
Themes window (Alt+4)

The Themes window is used to apply a theme to your menu-based project. From the **View** menu, choose **Themes** to show or hide the **Themes** window.

A theme is a style sheet for your DVD menu page. Each theme can contain a background image, button type, layout style, button behaviors, text style, and embedded navigation behaviors.

You can apply themes to specific menu pages as you work. Each new page you add to that menu will default to using the same theme.

DVD Architect software includes some themes for you to use, and you can also create your own themes and apply them to your projects. *For more information, see [Applying themes on page 44](#).*



Apply Theme: Allows you to apply themes to specific menu pages as you work.



Delete Theme: Allows you to delete your own custom themes.

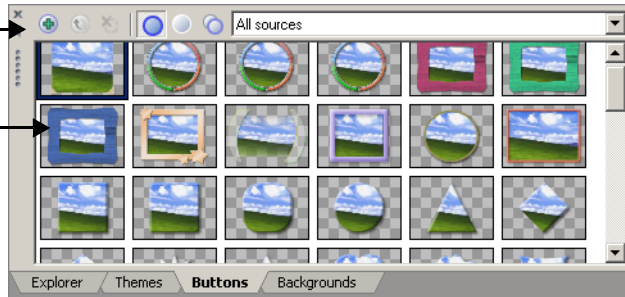
Buttons window (Alt+5)







The Buttons window displays buttons that are available from installed themes and from your DVD Architect installation. From the **View** menu, choose **Buttons** to show or hide the **Buttons** window.

You can use the **Buttons** window to add new buttons to your menus, replace existing buttons, or remove frames from existing buttons.

Use the toolbar to add or replace buttons.

Drag a button to the workspace to add it to a menu.



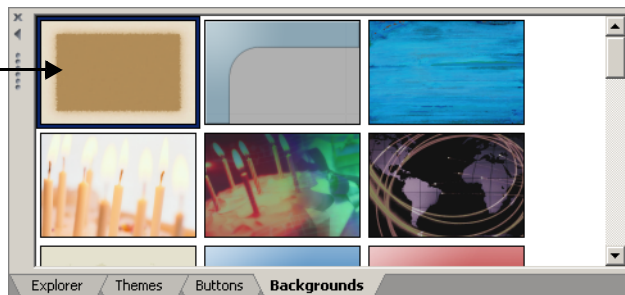
- | | | | |
|---|--|---|--|
|  | Insert Button: Adds the selected button (with no link) to the current menu. |  | Show Framed Buttons: Shows only buttons with frames in the Buttons window. |
|  | Replace Button: Replaces the selected button in the workspace with the selected button in the Buttons window. |  | Show Non-Framed Buttons: Shows only buttons without frames in the Buttons window. |
|  | Remove Frame: Removes the frame from the selected button in the workspace. |  | Show All Buttons: Shows buttons with or without frames in the Buttons window. |

Backgrounds window (Alt+6)

The Backgrounds window displays menu backgrounds that are available from installed themes and from your DVD Architect installation. From the **View** menu, choose **Backgrounds** to show or hide the Backgrounds window.

You can use the **Backgrounds** window to add a background to a menu page or change an existing background.

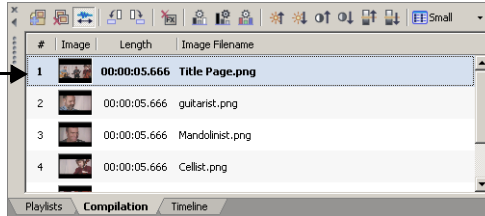
Drag-click a background or drag it to the workspace to apply it to the current menu.








Compilation window (Alt+7)

The Compilation window displays a listing of the items in a music compilation or picture compilation. From the **View** menu, choose **Compilation** to show or hide the Compilation window.

Drag items to rearrange, or right-click to display a shortcut menu with additional options.

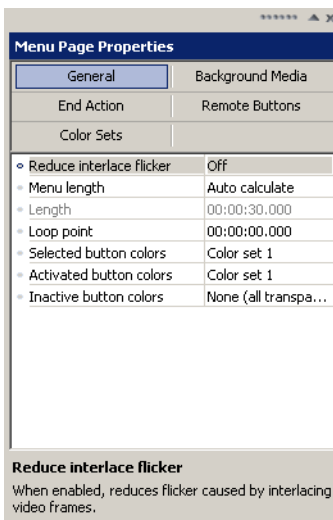


You can use this window to arrange the items in a compilation, set image stretching or scaling, rotate an image, or set a picture's display duration.

	Insert item: Adds images to a picture compilation or audio to a music compilation.		Rotate Clockwise: Rotates the image clockwise.
	Delete items: Removes images from a picture compilation or audio from a music compilation.		Thumbnail Size: Displays small, medium, or large thumbnail images.
	Rotate Counter-clockwise: Rotates the image counter-clockwise.		

Properties window (Alt+8)

The Properties window includes controls that you can use to edit nearly every detail of your project. From the **View** menu, choose **Properties** to show or hide the Properties window.

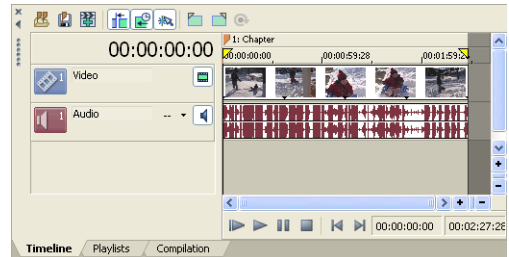


The contents of the Properties window change depending on the current selection. For example, if you have a menu open in the workspace, you can edit menu page properties and button properties. If you have a title open in the Timeline window, you can edit information about the media file.










Property	Description
Graphics	Edits the position, size, and appearance of graphical elements on a menu or compilation.
Button	Edits the action and appearance of the selected menu button.
Menu Page	Adjusts the length, background media, end actions, and remote control button behavior for the selected page.
Subtitle	Adjusts subtitle text positions and adjusts which color set is used to draw subtitle text.
Media	Adjusts the end actions and remote control button behavior for the selected media file.
Picture Compilation	Adjusts the end actions and remote control button behavior for the selected picture compilation.
Music Compilation	Adjusts the end actions and remote control button behavior for the selected music compilation.
Playlist	Adjusts the settings for each item in a playlist or to set the end action for the selected playlist.
Video Event	Chooses the media file that will be used for events on the additional video tracks and adjusts color settings and cropping.

Timeline window (Alt+9)

The Timeline window is a chronological representation of a video, picture compilation, music compilation, or the background media for a menu. From the **View** menu, choose **Timeline** to show or hide the Timeline window.

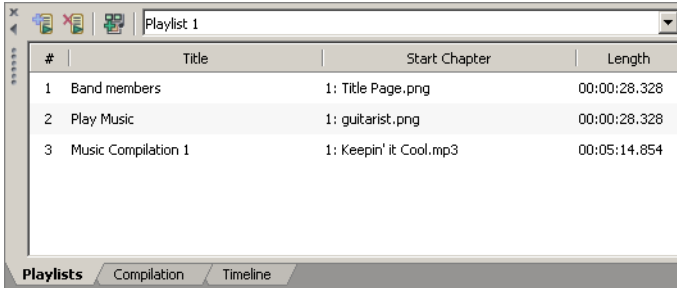


The timeline displays your main audio and video tracks, subtitle and additional audio tracks, chapter markers, and transport controls you can use to preview your media within the DVD Architect workspace.

 Load Markers: Loads markers from a file.	 Enable Timeline Snapping: Enables timeline snapping.
 Save Markers: Saves markers to a file.	 Set In Point: Sets the in point for the title to the cursor position.
 Insert Chapter: Adds a chapter marker.	 Set Out Point: Sets the out point for the title to the cursor position.
 Auto Ripple: Toggles Auto Ripple mode.	 Set Loop Point: Sets the loop point to indicate the point where looped playback begins.
 Quantize to Frames: Forces events and markers to frame boundaries.	

Playlists window (Ctrl+Alt+2)

You can use playlists to play a sequence of movies, chapter markers, music compilations, or picture compilations. A playlist can contain only titles that are part of the DVD project, which are played from start to finish, and an end action determines what happens at the end of the playlist. From the **View** menu, choose **Playlists** to show or hide the Playlists window.



Insert Playlist: Adds a new playlist to your project.

Current playlist

Allows you to choose the playlist that you want to display.



Delete Playlist: Removes the current playlist from your project

Playlist item list

Lists the titles in the playlist.



Insert Playlist Items: Displays the Select Title dialog where you can add titles to the current playlist.

Chapter 3 Getting Started

This chapter details what you need to know to start authoring your DVD using DVD Architect™ software.

How it works

The basic process for creating a DVD is essentially the same regardless of the type of project you choose to create. These steps listed below are discussed in more detail in the following sections:

1. Start a new project and specify the type of project you want to create (menu based, music compilation, picture compilation, or single movie).
2. Choose and add your media.
3. Preview your project.
4. Save your project.
5. Prepare and burn your DVD.

Preparing files for DVD Architect software

To ensure that your DVD preparation and burning process goes smoothly, you should attempt to save your media files in the supported formats prior to bringing them into your DVD Architect project. DVD Architect software supports a wide variety of file formats, but some will require transcoding or recompression by the DVD preparation process, lengthening the amount of time needed to complete this operation, and possibly resulting in degradation of quality. *For more information on supported file types, see [Choosing your media files](#) on page 22.*

The following files will not require recompression if encoded with proper parameters: MPEG-2, PCM, and AC-3.

Note: *The Sony Media Software Dolby Digital AC-3 Studio and MainConcept™ MPEG-2 encoder provides templates that, if used without any modifications, result in files that do not require any recompression (unless the file size is too large to fit on a DVD).*

The precise settings to produce MPEG-2 and PCM files that do not require recompression follow.

AC-3 audio (.ac3)

If you're using the Dolby Digital AC-3 Studio encoder in Vegas Movie Studio, use the **Stereo DVD** or **Stereo DVD, AGC on** template to render a stereo audio stream for your DVD.

Use the **5.1 Surround DVD** or **5.1 Surround DVD, AGC on** template to render a 5.1 surround audio stream for your DVD.

Number of channels: stereo or 5.1 surround

Bit rate: 64 kbps to 448 kbps inclusive

PCM audio (.wav)

Sample size: 16 bit

Sample rate: 48 kHz

Number of channels: stereo

Compression: uncompressed

NTSC MPEG video (.m2p, .mp2, .mpg, .mpeg)

If you're using the MainConcept MPEG-2 encoder in the Vegas Movie Studio® software, use the **DVD Architect NTSC video stream** or **DVD Architect 24p NTSC video stream** template to render your video stream (you'll need to render your audio stream separately according to the parameters listed in the *AC-3 audio* or *PCM audio* sections above).

PAL MPEG video (.m2p, .mp2, .mpg, .mpeg)





If you're using the MainConcept MPEG-2 encoder in the Vegas software, use the **DVD Architect PAL video stream** or **DVD Architect PAL Widescreen video stream** template to render your video stream (you'll need to render your audio stream separately according to the parameters listed in the *AC-3 audio* or *PCM audio* sections above).

Starting a new project

You can design a DVD as simple or as complex as you'd like, consisting of stills, video, and audio. Organization of these components is an important piece of the creation process. In the software, organization is handled by a project file (*.dar) that saves the relevant information about source file locations, insertion points, chapters, text, and more. This project file is not a multimedia file, but is instead used to create the final product when your editing is finished.

1. From the **File** menu, choose **New**. The New Project dialog is displayed.

2. On the General tab, click the type of project that you want to create:

Type of project	Description
 Menu Based	Produces a DVD that displays a menu when played in a DVD player. Users can move through the menu items and select what they'd like to view. You can use any kind of media to a menu-based DVD. In addition, you can add multiple menus and titles (music compilations, picture compilations, and movies). For more information, see Creating a Menu-Based DVD on page 31.
 Music Compilation	Produces a DVD containing a compilation of audio files. You can choose a still image or video to associate with each audio file. Music compilations contain no menus, but users can skip forward and backward through audio tracks using their DVD remote control. For more information, see Creating a Music Compilation on page 47.
 Picture Compilation	Produces a DVD that displays a slideshow of still images. You can choose one background audio track to play while the pictures are displayed. Picture compilations contain no menus, but users can skip forward and backward through pictures using their DVD remote control. For more information, see Creating a Picture Compilation on page 53.
 Single Movie	Produces a DVD containing a single movie. Single movies contain no menus or other media (aside from introductory video/audio, if desired). For more information, see Creating a Single-Movie DVD or Title on page 63.

3. Choose the appropriate video setting from the **Project video format** drop-down list. This format is used for video that must be recompressed and for all menus in your project.
4. Choose the appropriate audio setting from the **Project audio format** drop-down list. This format will be used for audio files that require recompression.
5. If your projects typically use these settings, select the **Start all new projects with these settings** check box.

Note: *The project settings you chose in the New Project dialog can be changed at any time while you are working on a project, with the exception of the type of project you chose to create. To change any of these settings, choose **Properties** from the **File** menu.*

6. Click the **Summary** tab, and complete the information in the fields as desired. This information is saved with the project.

Field	Description
Title	Enter the title of the project.
Artist	Enter name of the artist who performed in the project.
Engineer	Enter the name of the person who mixed or edited the project.
Copyright	Enter copyright information about the project.
Comments	Enter any comments you want to associate with the project.

Opening an existing project

1. From the **File** menu, choose **Open**. The Open dialog is displayed.
2. Locate and select the project (.dar) file you want to open.
3. Click the **Open** button.



Tip: *If media files cannot be located when you open a project, you can choose to leave the media offline and continue to edit your project. If you restore the source media file at a later time, the project will open normally.*


Choosing your media files

You can use the Explorer window to find and add media files to your project. DVD Architect software supports a wide variety of media files.

Note: DVD Architect software includes support for many file types and can convert your media to the formats required for DVD as needed. However, for best performance (decreased disc preparation time and recompression), use existing rendered files. For more information about the types of files that can be used without recompression, see [Preparing files for DVD Architect software](#) on page 19.

Previewing media files

You can preview media files from the Explorer window any time before adding them to your project. To do so, simply click once on the file to select it, and then click the **Start Preview** button . To stop the preview, click the **Stop Preview** button .

You can enable automatic previewing of selected files by clicking the **Auto Preview** button . When this option is enabled, any file you select in the Explorer window is automatically previewed. To stop the preview, click the **Stop Preview** button. To disable this option, click the **Auto Preview** button again.

Adding files to your project

Once you've located a file you want to use, add it to the project using one of the following methods:




- Double-click the file.
- Drag the file to the DVD Architect workspace.
- Drag the file to a menu in the Project Overview window.
- Drag a file from the Explorer window to the root folder in the Project Overview window. Dragging a file to the root folder adds the media to your project without creating a button on a menu.

You can use this unassociated media as a transition between menus via end actions or as a destination for button actions or the Menu button on the remote control.

Note: *If you have a display device that is susceptible to burn-in (such as a rear-projection television), do not use static text or bright static graphics in any scene that will be displayed on screen for an extended period of time.*

Setting the DVD start item



The DVD start item is the item that plays by default when your disc is played in a DVD player.

1. Select an object in the Project Overview window.
2. Click the **Set DVD Start Item** button . The start item is displayed as a  if it is an object and as a  if it is a menu.

Setting the DVD introduction (first play) media

Use the **Insert Introduction Media** button  to choose a media file that you want to use as your DVD start item.

You could use introduction media to add copyright information or a corporate logo that is displayed before your DVD content begins.

1. Select an object in the Project Overview window.
2. Click the **Insert Introduction Media** button . The Introduction Media is displayed as a  in the Project Overview window.

Setting your project properties

When you start a new project, you select various properties for the project. However, if you need to view those properties or make changes to them while you're working on the project, you can do so at any time by choosing **Properties** from the **File** menu. The Project Properties dialog is displayed, containing two tabs: Properties and Summary.

If your projects typically use the same settings, select the **Start all new projects with these settings** check box at the bottom of the dialog.

Disc properties

Video format

You can adjust the video setting in the **Video format** drop-down. The video format determines the following information about your project:

- Whether a disc is NTSC or PAL. You cannot use both NTSC and PAL content on the same disc.
- The default frame size and aspect ratio for media that will be recompressed. You can use the **Optimize DVD** dialog to choose distinct recompression settings for each media file. For more information, see [Optimizing your project on page 25](#).
- The frame size and aspect ratio of all menus. All menus must use the same aspect ratio and resolution.

Tip: *The television frame rate in the US, North and Central America, parts of South America, and Japan (NTSC) is 29.97 frames per second (fps). In many parts of the world, including Europe and much of Asia, the television standard is PAL at 25 fps. France, Russia, and most of Eastern Europe use SECAM, which is a variation on PAL and also uses 25 fps.*


Audio format

You can adjust the audio setting in the **Audio format** drop-down list by selecting PCM Stereo, AC-3 Stereo, or AC-3 5.1 Surround. The audio format determines the format that will be used for audio that will be recompressed. You can select a title and use the **Audio** settings in the **Optimize DVD** dialog to choose distinct recompression settings for each media file.

Extras folder

You can specify a folder on your hard drive that contains additional content that you would like to include on your DVD.

Note: *You can add any type of files or subfolder to the Extras folder, but this content will only be available when browsing the disc on a computer.*

Click the **Change Media** button  to select a folder.

Click the **Clear Media** button  to remove the extras folder.

Summary tab information

The boxes on the **Summary** tab provide a place to enter information about the project, if desired. This information is stored with the DVD Architect project.

Field Name	Description
Title	Enter the title of the project.
Artist	Enter the name of the artist who performed in the project.
Engineer	Enter the name of the person who mixed or edited the project.
Copyright	Enter copyright information about the project.
Comments	Enter any comments you want to associate with the project.
Start all new projects with these settings	Select this check box to use the current dialog settings as the default.

Click the **OK** button to save any changes.

Optimizing your project

To display the Optimize DVD dialog, choose **Optimize DVD** from the **File** menu. You can use this dialog to optimize your project before burning or mastering to identify and correct potential problems or to force recompression to specific formats. Using the Optimize DVD dialog, you can perform the following actions:

- View the estimated project and individual media file sizes.
- View and change project and file format settings.
- Verify which media files will require recompression during the DVD preparation process:
 - ✓ (green) indicates a file is compliant (requires no recompression).
 - ⚠ (yellow) indicates a file requires recompression.
 - ⬆ (green) indicates some files are compliant and some require recompression.
 - ⚠ (red) indicates you have specified to force recompression (see below for information).

Note: *If a media file's format does not match the project format, the media file will be re-encoded during the preparation process. For example, if your media file is 4:3 MPEG-2 and your DVD Architect project is 16:9, the file will be re-encoded.*

To determine the best file format settings for your use, see [Preparing files for DVD Architect software](#) on page 19.

Determining whether menus and titles are compliant

Use the guidelines below to determine whether your menus and titles will require recompression during the DVD preparation process.

Menus

Menus always use the settings from the **Project audio format** and **Project video format** controls. All menus use the same audio format, aspect ratio (16:9 or 4:3), and frame size, but you can mix frame rates for menus within a single project.

A menu's video will not be recompressed if it meets the following requirements:

- Any background video must match the **Project video format** setting.
- No graphics can be added to the menu.
- Buttons must highlighting only. Using button thumbnails or text will require recompression.

A menu's audio will not be recompressed if its background audio matches the **Project audio format** setting.

If a menu requires recompression, it will be recompressed using the **Project audio format** and **Project video format** settings and the **Frame rate setting** from the Recompress settings section of the Optimize DVD dialog.

Media files

Media files will not be recompressed if rendered in a compliant format. *For more information, see [Preparing files for DVD Architect software](#) on page 19.*

If a media file requires recompression, it will be recompressed using the **Project audio format** and **Project video format** settings. You can select a media file in the Optimize DVD dialog and use the controls in the Recompress settings section to override the default project formats.

Music compilations

A music compilation's video will not be recompressed if it meets the following requirements:

- Any background video or images must match the **Project video format** setting.
- No graphics can be added to the compilation.

The audio will not be compressed if it matches the **Project audio format** setting.

If a music compilation requires recompression, it will be recompressed using the **Project audio format** and **Project video format** settings. You can select a music compilation in the Optimize DVD dialog and use the controls in the Recompress settings section to override the default project formats.

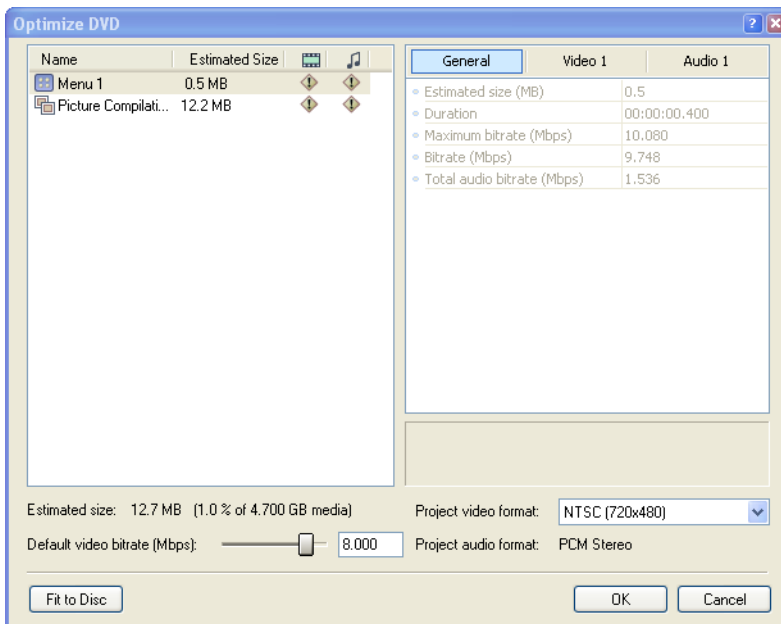
Picture compilations

The video portion of a picture compilation is always recompressed using the **Project video format** setting, but you can select a music compilation in the Optimize DVD dialog and use the controls in the Recompress settings section to override the default video format.

The audio will not be recompressed if it is rendered in any compliant audio format. If the audio requires recompression, it will be recompressed using the **Project audio format** setting. You can select a music compilation in the Optimize DVD dialog and use the controls in the Recompress settings section to override the default audio format.

Using the Optimize DVD dialog to fine-tune your project

To display the Optimize DVD dialog, choose **Optimize DVD** from the **File** menu. Each menu and title in your project is displayed on the left side of the dialog with the estimated size of each item and an indication of whether the item will be recompressed.



Adjusting video recompression settings

1. Select a menu or video title from the list.
2. Click the **Video 1** button to display the controls. Information about the video format of the selected item is displayed.

Note: *If the video is already compliant, you need to select the **Recompress** control, click the button, and choose **Yes** from the menu to edit its recompression settings.*

3. Click the next to the **Recompress settings** heading to expand the controls.

For more information about audio and video recompression, please see the online help (from the DVD Architect Studio Help menu, choose Contents and Index).

4. Select the **Use default bitrate** box and click the button to display a menu.

Option	Description
Yes	Choose if you want the selected video to use the bitrate from the Default video bitrate slider at the bottom of the Optimize DVD dialog.
No	Choose if you want to specify a custom bitrate for the selected video. You can then select the Bitrate (Mbps) control to specify the bitrate you want to use. Type a number in the box, use the spin control, or click the <input type="checkbox"/> to display a slider you can use to adjust the bitrate.

5. Select the **Aspect ratio** control, click the button, choose a new video format for the recompressed video.

Note: *This control is not available when a menu is selected. All menus in a project must have the same aspect ratio and resolution. Use the **Project video format** drop-down list to control the aspect ratio and resolution of your project's menus*

If	Then
You choose From project	The setting from the Project video format drop-down list at the bottom of the dialog is used.
You choose a widescreen video format	Your video will be displayed in 16:9 on a widescreen television and will be letterboxed on a normal television.

6. Select the **Resolution** control, click the button, and choose a command from the menu and choose a setting from the menu to change the frame size of the recompressed video.

Note: *This control is not available when a menu is selected. All menus in a project must have the same aspect ratio and resolution. Use the **Project video format** drop-down list to control the aspect ratio and resolution of your project's menus.*

7. Select the **Frame rate** control, click the ▾ button, and choose a command from the menu if you want to change the frame rate of the recompressed video.

Adjusting project-wide settings

The area at the bottom of the Optimize DVD dialog shows information about your project. The **Project video format** and **Project audio format** settings from the Project Properties dialog are displayed, and your project size is estimated based on these formats and the **Default video bitrate** setting.

1. Drag the **Default video bitrate** slider or type a value in the edit box to adjust the size of your DVD project:
 - The maximum setting of 9,800 represents the maximum bitrate for DVD players.
 - Increasing the bitrate can improve quality, but you can fit less media on the disc.
 - Decreasing the bitrate can allow you to fit more video on the disc, but quality will be decreased.
2. Choose a setting from the **Project video format** drop-down list to change the video format of your project. *For more information about this setting, see [Video format](#) on page 24.*
3. Click the **Fit to Disc** button if you want to automatically adjust the project video bitrate to fit a project that is greater than 4.7 GB on your disc.

Note: *Only video that requires recompression will be adjusted. When your project cannot be made to fit on a disc, you can change the video settings so all titles and menus will be recompressed, or you can remove video from your project.*

Saving your project

When you save your work, it is saved in a project file (*.dar). Project files are not rendered media files.

1. From the **File** menu, choose **Save**.

Note: *The first time you save a project, the Save As dialog appears. In subsequent saves, the dialog is bypassed, your existing file name is retained, and your project is updated to include any implemented changes.*

2. Select the drive and folder where you want to store the project.
3. Type the project name in the **File Name** box.
4. Click the **Save** button.

Chapter 4: Creating a Menu-Based DVD

With DVD Architect™ software, you can create simple or very complex menu-based DVDs that link to submenus, music compilations, picture compilations, playlists, or movies. Whenever you add submenus or media files to your menus, a button is automatically added to the current menu. The button can be a graphical button, text link, or both, and each menu can contain up to 36 navigation objects (18 in a widescreen). Viewers navigate the menus and titles with their DVD remote control to view the content of the DVD and select content for viewing.

You can apply a theme to your menus to achieve a consistent appearance and layout, or you can customize the appearance of each menu and its objects individually. *For more information, see [Applying themes](#) on page 44.*

Building menus

When a user places the DVD in a DVD player or drive, a main menu is displayed. The main menu contains links to submenus or titles (music compilations, picture compilations, or media files) when the user selects them. When you start the software and select a menu-based project, a default main menu page is displayed for you. You can begin assembling your main menu using the existing appearance and layout, or you can edit the appearance of the main menu using themes or by adding your own background image/video, text, and audio. You can begin adding submenus and media whenever you're ready!

Adding a submenu

You can add any number of submenus to a DVD project to organize your content.

1. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu you want to edit.
2. From the **Insert** menu, choose **Submenu**. A new menu is created below the current menu, and a button is added to the current menu as a link to the submenu.



Click the **Insert Menu** button  in the Project Overview window.

Note: You can edit the button by selecting it and making changes to the *Button Properties* pane in the *Properties* window. For more information, see [Button properties](#) on page 42.

3. Double-click the submenu in the Project Overview window (or double-click the submenu's button in the workspace) to edit the layout and add titles (such as movies, music, or compilations) or playlists. Inserting pages

Adding pages

You can add pages to a menu if you have more content than will fit on one menu. For example, your main menu could be two pages long, if necessary.

1. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu you want to edit.
2. From the **Insert** menu, choose **Page**. An arrow button is added to the current menu as a link to the page.

Note: You can edit the button by selecting it and making changes to the *Button Properties* pane in the *Properties* window. For more information, see [Button properties](#) on page 42.

3. Double-click the page in the Project Overview window (or double-click the arrow button in the workspace) to edit the layout and add media.

Deleting pages

1. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu you want to edit.
2. From the **Edit** menu, choose **Delete Page**.

Changing page order

1. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu you want to edit.
2. From the **Edit** menu, choose **Page Order**, and then choose **Move Forward** or **Move Back** to move the current menu forward or backward.

Editing menu page properties

The Menu Page Properties pane in the Properties window allows you to adjust the length, background media, end actions, and remote control button behavior for the selected page.

The Properties window displays different controls depending on the current selection.


Adding titles

The buttons and graphics displayed on a menu are called *objects*. Some of these objects, such as graphics and static text, are used for design purposes, and others, such as buttons, are used for navigation purposes. Each full-screen menu can hold up to 36 buttons; widescreen menus can hold up to 18 buttons.


Media such as videos, music compilations, and picture compilations are called *titles*. When you add a title to your project, an object is automatically created on your menu.

Use the Button Properties controls to edit button settings. *For more information, see [Button properties](#) on page 42.*


Inserting a picture compilation

From the **Insert** menu, choose **Picture Compilation** or click the **Insert Picture Compilation** button  in the Project Overview window to add a picture compilation to your menu or page. *For more information on picture compilations, see [Creating a Picture Compilation](#) on page 53.*

Inserting a music compilation

From the **Insert** menu, choose **Music Compilation** or click the **Insert Music Compilation** button  in the Project Overview window to add a music compilation to your menu or page. *For more information on music compilations, see [Creating a Music Compilation](#) on page 47.*

Inserting a single-movie title

From the **Insert** menu, choose **Media** or click the **Insert Media** button  in the Project Overview window to add a single-movie title to your menu or page. *For more information on adding movies, see [Creating a Single-Movie DVD or Title](#) on page 63.*

Note: *Once you have inserted a single-movie title and added chapter markers, you can automatically create a scene selection menu based on your markers.*

Working with graphics

You can add an image or video to serve as a design element for a menu or page. If you add a video to a menu, it will automatically begin playback when the user accesses the menu.

Note: *Graphics are for design purposes only and cannot be used for navigation.*

Inserting a graphic

1. From the **Insert** menu, choose **Graphic**. The Insert Graphic dialog is displayed.
2. Locate and select the file you want to use.
3. Click the **OK** button. The image or video is added to your menu.

Editing graphics properties

The Graphics Properties pane in the Properties window allows you to adjust the position, size, and appearance of graphical elements on a menu or compilation.

The Properties window displays different controls depending on the current selection.

Inserting and editing text

Inserting text on a menu or page




1. From the **Insert** menu, choose **Text**. A text box is placed on the current menu or page.
2. Type your desired text.
3. Drag the text box to position it on the menu or page.

Setting a menu's title text object

A title object is used when you apply themes to a menu. The title object will also be used as the menu's title in the Project Overview window if the menu has not been renamed. After renaming a menu in the Project Overview window, changing the title object will set the object that will be used for themes, but it will not rename the menu.






Right-click a text object and choose **Title Object** from the shortcut menu to use the selected text as the menu's title object.

Formatting text

1. Select a text box with the selection tool , sizing tool , or navigation tool . The text bar below the menu displays the text settings.

Tip: From the **View** menu, choose **Text Bar** to display or hide the text bar.


2. Choose a font from the drop-down list to set the typeface for your text.
3. Choose a font size from the drop-down list. Choose **Auto** to have the text automatically adjust to fit the size of the text box.

4. Click the **Bold** , **Italic** , or **Shadow**  buttons to toggle your font effects as desired.
5. To apply a shadow, click the down arrow next to the **Shadow**  button. A pop-up window is displayed to allow you to set the position, color, and blurring of the shadow text.
6. Set your text justification options as desired. *For more information, see [Text toolbar \(Alt+2\)](#) on page 12.*
7. Click the down arrow next to the color swatch button  to display the color picker, where you can set the red, green, blue, and alpha channels for your text.

Editing text

1. Select a text box in the current menu.
2. From the **Edit** menu, choose **Edit Text** (or press F2). The text becomes editable.
3. Edit the text as necessary.
4. Press one of the following keys to commit your text changes:
 - F2
 - Ctrl+Enter
 - Tab

Moving text





1. Select a text box with the selection tool .
2. Move the selected text using one of the following options:

Option	Description
I	Drag the text box.
II	<ol style="list-style-type: none"> 1. Click the Transformations button in the Properties window. 2. Drag an object in the workspace or type values in the X position and Y position boxes to set the object's center point. <p>Note: The X and Y coordinates are based on the frame size of your project. For example, if you're creating an NTSC project with a frame size of 720x480, (0,0) is the top-left corner of the frame, and (720,480) is the lower-right corner.</p>

Inserting buttons

Navigation buttons help users move through your DVD menus and pages. As you create menus and pages, navigation buttons are automatically created for you. For example, if the main menu is selected when you add a submenu, a button link to the new menu is added to the main menu, and a button link to the main menu is added to the new menu.


If you delete the default navigation buttons, you can create new buttons by choosing a command from the **Insert** menu:

Button	Command	Description
	Back Button	Allows navigation to the main menu.
	Next Button	Allows navigation to the next page.
	Previous Button	Allows navigation to the previous page.
	Empty Button	Allows you to add an empty button as a placeholder. You can edit the button's properties later.


Note: *The Back Button, Next Button, and Previous Button commands are available only if the target menu or page exists.*


You can use the Button Properties controls in the Properties window to edit the button image used and its link properties. *For more information, see [Button properties](#) on page 42.*

Using color sets

Each menu page or title in your DVD Architect project can have up to four color sets with four colors each. Each color set includes a fill color, outline/background color, anti-alias color, and transparent color. By choosing different color sets, you can display button highlighting using one color set to indicate that the button is selected and a different color set to indicate that it has been activated, or you can assign distinct colors to subtitle events. If the window isn't already visible, choose **Properties** from the **View** menu and click the  button next to the **Color Sets** heading to expand the controls.

Editing a color set


1. On the Graphics Properties, Menu Page Properties, Button Properties, Subtitle Properties, Media and Event Properties, Music Compilation Properties, Picture Compilation Properties, or Playlist Properties pane, click the **Color Sets** button.
2. Click the  button next to the color set you want to edit.
3. Choose a setting from the **Color Set X** drop-down list to indicate whether you want the color set to be available to your entire project (**Project wide**) or only the currently selected menu or title (**Custom**).


4. Select the **Mode** box, click the  button, and choose a setting from the drop-down list to specify the colors in your color set:

Item	Description
Blend colors	You only need to choose the color set's fill color; the other colors will be determined automatically by the software.
Specify colors	You need to choose the fill color, anti-alias color, outline/background color, and transparent color.

5. Select the color you want to edit:

Item	Description
Fill color	Use to display subtitle text and highlighting on menu buttons.
Anti-alias color	Used to smooth the edges of menu button highlighting and subtitle text. The color should be a blend of the fill color and the outline/background color.
Outline/ Background color	Used to display the outline or background color for menu buttons or subtitle text.
Transparency color	Used to determine the transparent portions of subtitle text and menu button highlighting.

6. Click the drop-down arrow next to the selected color swatch to display a color picker, where you can edit the selected color. Click the  button to switch between RGB and HSL color modes.

Note: If you choose an out-of-gamut color while using the color picker, then a warning  is displayed. Click the color swatch below the warning to correct the color.

Applying color sets



You can apply color sets to buttons using the **Selected button colors**, **Active button colors** and **Inactive button colors** drop-down lists in the Menu Page Properties pane.

To apply color sets to subtitles, select the events you want to change, click the **Subtitle Event** button in the Media and Subtitle pane and choose a color set from the **Colors** drop-down list.

Editing objects



You can use the Properties window to adjust most settings for the items in your menus. From the **View** menu, choose **Properties** to display the window if it isn't already visible.

Resizing an object

1. Select a button, graphic, or text box with the sizing tool .
2. Click the **Transformations** button on the Properties window, and drag the object's handles or type values in the **X size** and **Y size** boxes to achieve the desired size.
3. If you do not want an image to be stretched when you change the height or width, select the **Maintain aspect ratio** box, click the  button, and choose **Yes**.

Tip: *If you are resizing a text box and you want the text to automatically adjust to fit the box, choose **Auto** from the **Font Size** drop-down list.*

Making selected objects same height or width

1. Select the objects you want to adjust. Hold Ctrl or Shift to select multiple objects.
2. While holding the Ctrl or Shift key, select the object whose size you want to copy.
3. Click the **Make Same Width**  or **Make Same Height**  button. All selected objects are adjusted so they match the object that has focus (the last object you selected).

Note: *If you resize an object in one direction only, the object will not resize if **Maintain aspect ratio** is set to **Yes** on the **Transformations** page of the Properties window because the image cannot be resized in one direction and still maintain its aspect ratio. You can turn off the **Maintain aspect ratio** setting or resize the object in both directions.*

Viewing and editing media properties




The Media Properties pane in the Properties window allows you to display information about the selected media file.

The Properties window displays different controls depending on the current selection.

Moving and arranging objects

You have many options for moving, arranging, and aligning objects on your menus manually or automatically. Snapping features give you more precise control over the movement and alignment of your objects.




Changing the position of an object







1. Select a button, graphic, or text box with the selection tool , sizing tool , or navigation tool .
2. On the Menu Page Properties pane of the Properties window, click **General**.
3. Drag an object in the workspace or type values in the **X position** and **Y position** boxes to set the object's center point.

The X and Y coordinates are based on the frame size of your project. For example, if you're creating an NTSC project with a frame size of 720x480, (0,0) is the top-left corner of the frame, and (720,480) is the lower-right corner.

Tips: Hold Shift while dragging to defeat horizontal snapping. Hold Ctrl while dragging to defeat vertical snapping. Hold Alt while dragging to constrain to horizontal or vertical motion.

Aligning objects in a menu

1. Select the with the selection tool , sizing tool , or navigation tool .
2. Select the objects you want to align. You can select multiple objects at once using the Shift key for consecutive files or the Ctrl key for nonconsecutive files.
3. While holding the Ctrl or Shift key, select the object to which you want to align the selected objects.
4. Click a button on the left edge of the workspace:

Tool	Name	Description
	Align Left	Aligns all selected objects to the left edge of the last-selected object.
	Align Horizontal Center	Aligns all selected objects to the horizontal center of the last-selected object.
	Align Right	Aligns all selected objects to the right edge of the last-selected object.
	Align Top	Aligns all selected objects to the top edge of the last-selected object.
	Align Vertical Center	Aligns all selected objects to the vertical center of the last-selected object.
	Align Bottom	Aligns all selected objects to the bottom edge of the last-selected object.

Automatically aligning objects based on current theme






If you've applied a theme to a menu, menu objects can automatically align when you add media to the menu.

Select the **Double-clicking files in Explorer reapplies theme layout** check box on the **General** tab of the Preferences dialog if you want to automatically realign objects according to the current theme when you double-click media files in the Explorer window. When you double-click a file, the new file is added, and the objects are realigned on the menu.






When the check box is cleared, the media files are added to the menu and existing object positions are preserved.

From the **Edit** menu, choose **Reapply Theme Layout** to realign objects at any time. *For more information, see [Working with themes](#) on page 44.*




Centering objects

1. Select the selection tool , sizing tool , or navigation tool .
2. Select the objects you want to align. You can select multiple files at once using the Shift key for consecutive files or the Ctrl key for nonconsecutive files.
3. Click a button on the left edge of the workspace:
 - The **Horizontal Centering** button  moves the selected objects to the horizontal center of the screen.
 - The **Vertical Centering** button  moves the selected objects to the vertical center of the screen.

Adjusting object spacing

1. Select the selection tool , sizing tool , or navigation tool .
2. Select the objects you want to adjust. You can select multiple files at once using the Shift key for consecutive files or the Ctrl key for nonconsecutive files. You must have at least three objects selected to adjust the objects' vertical or horizontal spacing.
3. Click a button on the left edge of the workspace:
 - The **Space Across** button  adjusts the selected items so an equal amount of horizontal space exists between objects.
 - The **Space Down** button  adjusts the selected items so an equal amount of vertical space exists between objects.

Deleting objects

1. Select the selection tool , sizing tool , or navigation tool .
2. Select the objects you want to delete. You can select multiple files at once using the Shift key for consecutive files or the Ctrl key for nonconsecutive files.
3. From the **Edit** menu, choose **Delete**. The objects are deleted from the menu and from your project.

Enabling snapping

To use snapping, choose **Enable Snapping** from the **Options** menu. Once snapping is enabled, there are several options to which objects can snap:

- The grid in the workspace.
- The borders of other objects.
- Title and action safe areas.

Tip: *To temporarily override horizontal snapping, hold the Shift key. To temporarily override vertical snapping, hold the Ctrl key.*

Snapping to the grid

Once snapping is enabled, choose **Snap to Grid** from the **Options** menu to allow objects to snap to the workspace's grid. To show or hide the grid, choose **Workspace Overlays** from the **View** menu, and then choose **Show Grid** from the submenu.

Note: *To change the color or spacing of the grid, choose **Grid Settings** from the **Options** menu.*

Snapping to other objects

Once snapping is enabled, choose **Snap to Objects** from the **Options** menu to allow objects to snap to other objects on the menu.

Snapping to safe areas

Once snapping is enabled, choose **Snap to Safe Areas** from the **Options** menu to allow objects to snap to the title safe or action safe areas.

The title safe area indicates the region within which titles will always be visible on a television monitor. To show or hide this area, choose **Workspace Overlays** from the **View** menu, and then choose **Show Title Safe Area** from the submenu.

The action safe area indicates the region within which motion will always be visible on a television monitor. To show or hide this area, choose **Workspace Overlays** from the **View** menu, and then choose **Show Action Safe Area** from the submenu.







Button properties

The Button Properties pane in the Properties window allows you to change the appearance, behavior, and navigation settings for the selected button.

The Properties window displays different controls depending on the current selection.

Copying and pasting attributes




Would you like to be able to quickly apply settings from one item in your project to another? Well, now you can with the paste attributes feature. You can paste any one or all of the following attributes:



- Button Frame
 - Text Properties
 - Size
 - Size and Position
1. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu that has the object that you want to copy.
 2. Select the object or objects with the selection tool , sizing tool , or navigation tool .
 3. From the **Edit** menu, choose **Copy**.
 4. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu that has the object that you would like to edit.
 5. Select a button, text box, or graphic with the selection tool , sizing tool , or navigation tool .



Press Ctrl or Shift while clicking to select multiple items.

6. From the **Edit** menu, choose **Paste Attributes**, and then choose one of the following items from the submenu:

Item	Description
 Button Frame	Replaces the button frame and associated mask of the selected object with the attributes from the button you copied.
 Text Properties	Replaces text properties of the selected object with the attributes from the text you copied. Note: The actual text is not replaced.
 Size	Changes the size of the selected object with the size of the object you copied.

Item	Description	
	Size and Position	Changes the size and position of the selected object with the size and position of the object you copied.
	All	Replaces all attributes of the selected object with the attributes of the copied object.

When you are copying and pasting attribute and have multiple objects selected, the software will assign attributes according to the following rules:

- If you copy a single object and paste size and position (or all attributes) to multiple selected objects, attributes will be pasted to the first object only to avoid creating overlapping objects.
- Properties are pasted from objects of the same type: text attributes are pasted to text objects, graphic properties are pasted to graphic objects, and button properties are pasted to buttons. However, you can paste size, position, and media effects between buttons and graphic objects.
- Button properties are pasted based on the order in the Project Overview window: for example, if you copy buttons 1 through 3 in one menu and then paste attributes to buttons 1 through 3 in another menu, attributes will be pasted from button 1 to button 1, button 2 to button 2, and button 3 to button 3. If you copy buttons 1 through 3 in one menu and then paste attributes to buttons 5 through 7 in another menu, attributes will be pasted from button 1 to button 5, button 2 to button 6, and button 3 to button 7.
- Properties are pasted based on object position: for example, if you copy two text objects in one menu and then paste attributes to two text objects in another menu, the attributes from each text object in the source menu will be pasted to the closest text object in the destination menu.

The Navigation tool

Navigation controls determine which button is selected when you use the Up, Down, Left, and Right buttons on your DVD remote control.

1. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu you want to edit.
2. From the **Edit** menu, choose **Editing Tool**, and then choose **Navigation Tool**.




Click the **Navigation Tool** button  in the Editing Toolbar area.

3. Select a button in the workspace. Arrows are displayed to indicate the current navigation.

Note: *White arrows represent autolinked navigation while blue arrows represent links that have been manually set.*



4. Drag the navigation anchors  to edit a button's navigation. Refer to the following tips for additional information on button navigation:


If	Then
You want the application to automatically assign navigation based on the button layout	Right-click a navigation anchor and choose Autolink from the shortcut menu (or double-click the anchor). Note: This setting only affects the navigation anchor that you click.
You want to link a button to the current page	Right-click a navigation anchor and choose Link to Self from the shortcut menu.

Working with themes

A theme is a style sheet for your DVD menu page. Each theme will include all pertinent information about the menu, including layout parameters (e.g. button sizes, positioning, and spacing), font and text parameters, and graphics and audio information.

Applying themes


You can apply a theme to an entire project when you start the project, or you can apply themes to specific menu pages as you work. You use the **Themes** window at the bottom of the workspace to select and apply the themes. Once you apply a theme to a menu, the properties of the menu immediately change to those defined in the theme.

Note: To undo the application of a theme, click the **Undo** button .

Several themes are included for you to use in your projects. You can also create your own themes by editing an existing theme.

Choosing a theme

1. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu you want to edit.
2. Double-click a theme in the **Themes** window to apply it to the selected menu.

Note: You can also apply a theme by dragging it from the Themes window to the workspace or by selecting the theme and clicking the **Apply Theme** button .

Applying a theme's alignment to menu objects


You can automatically align menu objects when adding media to a menu.

Select the **Double-clicking files in the Explorer reapplies theme layout** check box on the **General** tab of the Preferences dialog if you want to automatically realign objects according to the current theme when you double-click media files in the Explorer. When you double-click a file, the new file is added, and the objects are realigned on the menu.

When the check box is cleared, the media files are added to the menu and existing object positions are preserved.

From the **Edit** menu, choose **Reapply Theme Layout** to realign objects at any time.

Deleting a theme

1. In the Themes window, select the theme that you would like to delete.
2. Click the **Delete Theme** button . A warning dialog is displayed asking you to confirm your theme deletion.
3. Click the **Yes** button to continue.

Chapter 5: Creating a Music Compilation

You can use DVD Architect™ software to create a music compilation DVD or add a music compilation to a menu in a menu-based project. A music compilation is a collection of audio files that can be played in a DVD player. When you create your music compilation, you can specify an image and text to display while each audio file is playing.

Note: *Your music compilation is limited to 99 chapter markers. Chapter markers allow users to navigate through your songs and are automatically inserted for the first 99 songs. These markers cannot be deleted or renamed. Users can allow the compilation to play normally, or they can navigate forward and backward through the first 99 songs in your compilation. If you have more than 99 songs in your compilation, users will need to use the Fast Forward button on the remote control to navigate past song 99.*

If you're creating a music compilation DVD, you already know how to start a project and locate your media (see [Getting Started](#) on page 19).

Tip: *If you want to create a series of videos that play sequentially, you can create a “music compilation” made up of video files. Simply follow the steps detailed here to create a music compilation, and add your video files instead of audio files. This sort of video compilation behaves much like a playlist, but it will be written to your DVD as a single video title set. If you have a project with many short videos, this loophole in the 99-title-set limitation imposed by the DVD specification can save you from re-rendering and combining media.*

Adding a music compilation to a menu

If you want to add a music compilation to a menu in an existing menu-based project, the process is easy.

1. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu from which you want to link to the music compilation.
2. From the **Insert** menu, choose **Music Compilation**. A button is added to the menu as a link to the compilation.



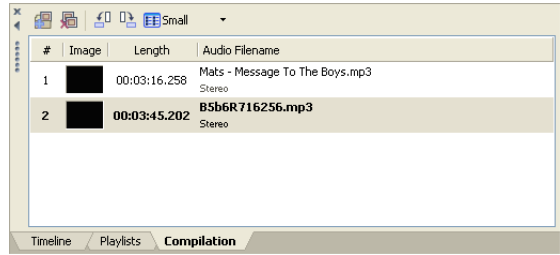
Click the **Insert Music Compilation** button  in the Project Overview window.

3. Double-click the music compilation's button to begin assembling your compilation.

Adding audio

There are several ways to add audio to your compilation:


- Use the Explorer window to locate and select audio files and drag them to the Compilation window. You can select multiple files at once using the Shift key for consecutive files or the Ctrl key for nonconsecutive files. Files are added to the compilation list wherever you drop them.
- Use the Explorer window to locate audio files. Double-click on a file to add it to the bottom of the list in the Compilation window.
- From the **Insert** menu, choose **Song**. The Insert Song dialog is displayed. Select a song and click the **Open** button. The song is inserted above the currently selected song in the list.



Note: If you want the song name automatically inserted on the slide for each song, choose **Auto-Insert Track Title** from the **Options** menu. Otherwise, you can manually add the text to each slide. For more information, see [Adding text](#) on page 50.

Replacing an audio file

There are several ways to replace a song's audio:

- Right-click a song in the Timeline and choose **Set Audio** from the shortcut menu. The Set Audio dialog displays. Select a new song and click the **Open** button. The audio is replaced with your new selection.
- Drag an audio file from the Explorer window or Microsoft Windows® Explorer onto an existing song in the Compilation window. The existing song is replaced with the dragged file.
- Drag an audio file from the Explorer window or Microsoft Windows Explorer and drop it on a song in the Timeline window.
- Select a song in the Compilation window. From the **Edit** menu, choose **Song Audio** and then choose **Set**. The Set Audio dialog is displayed. Select a new song and click the **Open** button. The audio is replaced with your new selection.
- On the Music Compilation Properties pane, click the **Slide** button. Click **Audio**, click the  button, and choose **Replace** from the menu. The Open Media dialog is displayed. Select a new song and click the **Open** button. The audio is replaced with your new selection.

Adding and editing images

Inserting images

You can choose an image or video for each song in your compilation. The image or video will display on screen while the song is playing.

Note: *If you have a display device that is susceptible to burn-in (such as a rear-projection television), do not use static text or bright static graphics in any scene that will be displayed on screen for an extended period of time.*

There are several ways to add an image or video to a song:


- Select a song. In the Explorer window, double-click an image. The image is added to the selected song.
- Select a song. From the **Edit** menu, choose **Song Video/Image**, and then choose **Set** from the submenu. The Set Video/Image dialog is displayed. Select an image and click the **Open** button. The image or video is added to the song.
- Select an image in the Explorer window and drag it to a song.
- Right-click a song and choose **Set Video/Image** from the shortcut menu. The Set Video/Image dialog is displayed. Select an image and click the **Open** button. The image or video is added to the song.
- On the Music Compilation Properties pane, click the **Slide** button. Click **Video**, click the button, and choose **Replace** from the menu. The Open Media dialog is displayed. Select a new video or image file and click the **Open** button. The video or image is replaced with your new selection.

Replacing an image

1. Right-click the image you want to replace and choose **Set Video/Image** from the shortcut menu. The Set Video/Image dialog is displayed.
2. Select a replacement image and click the **Open** button.



Setting image stretching or scaling

You can use the tools at the bottom of the Compilation window to rotate a song's image or set the stretch type that will be used to scale the image.

1. Select a song in the Compilation window.
2. On the Music Compilation Properties pane, click the **Slide** button.
3. Click **Stretch type**, click the  button and choose one of the following stretch types:
 - **Letterbox** — the image is displayed without scaling, and black letterboxing bars are added above and below or on the sides as needed.
 - **Zoom to fit** — the image is magnified to fill the screen.

- **Stretch to fit** — the image is stretched to fill the screen. This may cause distortion in the image.

Rotating an image

1. Select a song in the Compilation window.
2. To rotate the image, click the **Rotate counter-clockwise**  or **Rotate clockwise**  button.

Adding and editing text







Adding text

You can add text to be displayed while each song is playing.


Note: *If you want the song name automatically inserted for each song, choose **Auto-Insert Track Title** from the **Options** menu.*

1. Select a song in the Compilation window.
2. From the **Insert** menu, choose **Text**. A text box is added to the workspace.
3. Type your text in the text box.


Formatting text

1. Select a song in the Compilation window.
2. If necessary, click the selection tool  or sizing tool  in the editing toolbar to make it the active tool.
3. In the workspace, click the text box and use the text bar to edit your text properties:
4. Set the text properties in the text bar as desired:
 - Choose a font from the drop-down list to set the typeface for your text.
 - Choose a font size from the drop-down list. Choose **Auto** to have the text automatically adjust to fit the size of the text box.
 - Click the **Bold** , **Italic** , or **Shadow**  buttons to toggle your font effects as desired.
 - Set your text justification options as desired. *For more information, see [Text toolbar \(Alt+2\)](#) on page 12.*
 - Click the down arrow next to the color swatch button  to display the color picker, where you can set the red, green, blue, and alpha channels for your text.

Moving text

1. Select a song in the Compilation window.
2. If necessary, click the selection tool  in the editing toolbar to make it the active tool.
3. In the workspace, drag the text box to the desired location, or click **Transformations** in the Properties window to type a new location for the text box in the **X position** and **Y position** boxes.

Deleting text

1. Select a song in the Compilation window.
2. If necessary, click the selection tool  in the editing toolbar to make it the active tool.
3. In the workspace, select the text box you want to delete.
4. From the **Edit** menu, choose **Delete**.

Music compilation properties

The Button Properties pane in the Properties window allows you to adjust the end actions and remote control button behavior for the selected music compilation.

The Properties window displays different controls depending on the current selection.

Chapter 6 Creating a Picture Compilation

You can use DVD Architect™ software to create a picture compilation DVD or add a picture compilation to a menu in a menu-based project.

Note: Your compilation is limited to 99 chapter markers. Chapter markers allow users to navigate through your pictures and are automatically inserted for the first 99 pictures. These markers always occur at the beginning of the picture, and cannot be deleted or renamed. Users can allow the compilation to play normally, or they can navigate forward and backward through the first 99 pictures in your compilation. If you have more than 99 pictures in your compilation, users will need to use the Fast Forward button on the remote control to navigate past slide 99.

If you're creating a picture compilation DVD, you already know how to start a project and locate your media (see [Getting Started](#) on page 19).

Tip: If you want the file name of your images to be automatically inserted on a slide, make sure the **Auto-Insert Slide Text** option is enabled on the **Options** menu before you add pictures to your compilation. If you do not want any text to appear on your slides, make sure this option is disabled before you add pictures to your compilation. If this option is enabled or disabled after you have started adding pictures, it only applies to the pictures added from that point.

Adding a picture compilation to a menu

If you want to add a picture compilation to a menu in an existing menu-based project, the process is easy.

1. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu from which you want to link to the picture compilation.
2. From the **Insert** menu, choose **Picture Compilation**. A button is added to the menu as a link to the compilation.



Click the **Insert Picture Compilation** button  in the Project Overview window.

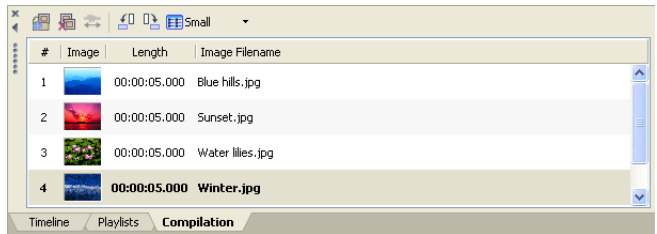
3. Double-click the compilation's button to begin assembling your compilation.

Adding and editing images

Inserting images

There are several ways to add images to your compilation:

- Use the Explorer window to locate and select image files and drag them to the Compilation window. You can select multiple files at once using the Shift key for consecutive files or the Ctrl key for nonconsecutive files. Files are added to the compilation list wherever you drag them.
- Use the Explorer window to locate image files. Double-click on a file to add it to the bottom of the list in the Slideshow Properties area.
- From the **Insert** menu, choose **Slide**. The Insert Slide dialog displays. Select a file and click the **Open** button. The image is inserted above the currently selected slide in the list.
- From the **Insert** menu, choose **Empty Slide**. An empty slide is inserted above the currently selected slide in the list.



Note: If you want the image file name automatically inserted on each slide, choose **Auto-Insert Slide Text** from the **Options** menu. Otherwise, you can manually add the text to each slide. For more information, see [Adding text](#) on page 56.


Replacing an image

There are several ways to replace a slide image:



- Select a slide in the Slideshow Properties list. From the **Edit** menu, choose **Slide Image** and then choose **Set**. The Set Image dialog displays. Select a new image and click the **Open** button. The image is replaced with your new selection.
- Right-click a slide in the list and choose **Set Image** from the shortcut menu. The Set Image dialog displays. Select a new image and click the **Open** button. The image is replaced with your new selection.
- Drag a file from the Explorer window onto an existing slide in the compilation. The image is replaced with the dragged file.
- On the Picture Compilation Properties pane, click the **Slide** button. Click **Video**, click the button, and choose **Replace** from the menu. The Open Media dialog is displayed. Select a new image and click the **Open** button. The image is replaced with your new selection.

Setting image stretching or scaling

In the Compilation window, you can rotate an image or set the stretch type that will be used to scale the image.


1. Select an image in the Compilation window.
2. On the Picture Compilation Properties pane, click the **Slide** button.
3. Click **Stretch type**, click the  button and choose one of the following stretch types:
 - **Letterbox** — the image is displayed without scaling, and black letterboxing bars are added above and below or on the sides as needed.
 - **Zoom to fit** — the image is magnified to fill the screen.
 - **Stretch to fit** — the image is stretched to fill the screen. This may cause distortion in the image.

Rotating an image

1. Double-click a picture compilation in the Project Overview window (or navigate in the workspace) to open the picture compilation that you want to edit.
2. Select an image in the Compilation window.
3. Click the **Rotate counter-clockwise**  or **Rotate clockwise**  button.

Setting display duration

1. Double-click a picture compilation in the Project Overview window (or navigate in the workspace) to open the picture compilation that you want to edit.
2. Select an image in the Compilation window.
3. On the Picture Compilation Properties pane, click the **Slide** button.
4. Click **Length** and type the length of time you want each slide to display or click the button and drag the slider.

Note: *If you've added background audio and you want the length of your slideshow to match the length of your background audio, click the **Fit compilation to audio** button . Based on the length of your audio, the length of time each slide is displayed is automatically adjusted.*

Adding and editing text







Adding text

You can add text to each slide of your compilation.


Note: *If you want the image file name automatically inserted on each slide, choose **Auto-Insert Slide Text** from the **Options** menu.*

1. In the Compilation window, select the slide to which you want to add text.
2. From the **Insert** menu, choose **Text**. A text box is added in the workspace.
3. Type your text in the text box.



Formatting text

1. Select the image containing the text you want to format.
2. If necessary, click the selection tool  or sizing tool  in the editing toolbar to make it the active tool.
3. In the workspace, click the text box and use the text bar to edit your text properties:
 - Choose a font from the drop-down list to set the typeface for your text.
 - Choose a font size from the drop-down list. Choose **Auto** to have the text automatically adjust to fit the size of the text box.
 - Click the **Bold** , **Italic** , or **Shadow**  buttons to toggle your font effects as desired.
 - Set your text justification options as desired. *For more information, see [Text toolbar \(Alt+2\)](#) on page 12.*
 - Click the down arrow next to the color swatch button  to display the color picker, where you can set the red, green, blue, and alpha channels for your text.

Moving text

1. Select the image containing the text you want to move.
2. If necessary, click the selection tool  in the editing toolbar to make it the active tool.
3. In the workspace, drag the text box to the desired location, or click **Transformations** in the Properties window to type a new location for the text box in the **X position** and **Y position** boxes.

Deleting text

1. Select the image containing the text you want to delete.
2. If necessary, click the selection tool  in the editing toolbar to make it the active tool.
3. In the workspace, select the text box you want to delete.
4. From the **Edit** menu, choose **Delete**.
5. To resize the graphic, click the sizing tool  on the editing toolbar and drag any of the handles to resize the graphic, or click the **Transformations** button on the Graphics Properties pane to type a new size for the graphic box in the **X size** and **Y size** boxes.

Picture compilation properties

The Picture Compilation Properties pane in the Properties window allows you to adjust the end actions and remote control button behavior for the selected picture compilation.

The Properties window displays different controls depending on the current selection.

Chapter 7: Creating Playlists

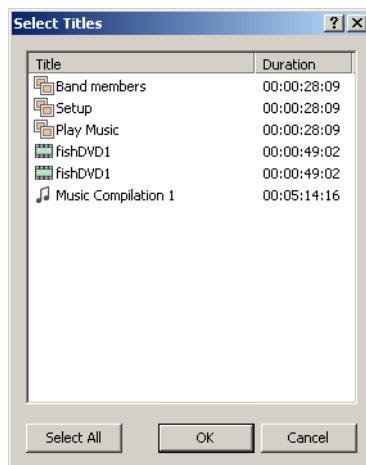
A playlist contains a user-defined sequence of movies, chapter markers, music compilations, or picture compilations. A playlist can contain only titles that are part of the DVD project, which are played from start to finish, and an end action determines what happens at the end of the playlist. Playlists do not increase the size of your DVD.

Note: *DVD Architect™ software only allows up to 255 playlists, each containing no more than 255 items.*

Tip: *If you want to create a series of videos that play sequentially, you can create a “music compilation” made up of video files. This sort of video compilation behaves much like a playlist, but it will be written to your DVD as a single video title set. If you have a project with many short videos, this loophole in the 99-title-set limitation imposed by the DVD specification can save you from re-rendering and combining media.*

Adding a playlist to a menu

1. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu you want to edit.
2. From the **Insert** menu, choose **Playlist**. The Select Titles dialog is displayed.





3. In the Select Titles dialog, choose the titles that you want to include in your playlist, and then click . A button is added to the current menu as a link to the playlist.


4. To control which starting chapter, audio track, and subtitle track are played when each title is played, use the Playlist Properties pane. *For more information, see [Playlist properties on page 61](#).*

Adding a playlist without a link



You have the ability to add a playlist to your project without adding a menu link. You can use this method to build your playlist and then you can add buttons to your project when you are ready to link to the playlist.

1. Perform one of the following actions:

Option	Description
I	Click the Insert Playlist button  on the Project Overview window toolbar.
II	Click the Insert Playlist button  on the Playlists window toolbar.
III	Right-click in the Project Overview window and choose Insert Playlist.

2. In the Select Titles dialog, choose the titles that you want to include in your playlist, and then click .
3. To control which starting chapter, audio track, and subtitle track are played when each title is played, use the Playlist Properties. *For more information, see [Playlist properties on page 61](#).*

Adding titles to a playlist

1. Double-click a playlist in the Project Overview window (or choose a playlist from the drop-down list at the top of the Playlists window) to open the playlist you want to edit.
2. Add titles to your playlist by completing the following steps:
 - a. Click the **Insert Playlist Items** button  in the Playlists window toolbar to display the Select Titles dialog.
 - b. Choose the titles that you want to include in your playlist.
 - c. Click . The titles are added to the end of your playlist.
3. To control which chapter, audio track, and subtitle track are played when each title is played, use the Playlist Properties. *For more information, see [Playlist properties on page 61](#).*

Deleting titles from a playlist

1. In the Playlists window, select the titles that you want to delete.
2. From the **Edit** menu, choose **Delete**. The items are deleted from the playlist.

Rearranging titles in a playlist

You can quickly rearrange the titles in the Playlists window by selecting the title that you would like to move, dragging it and then dropping it to another position in the Playlists window.

Renaming a playlist

1. Right-click a playlist in the Project Overview window and choose **Rename** from the shortcut menu.
2. Type a new name in the edit box.
3. Press **Enter**.

Playlist properties

The Playlist Properties pane in the Properties window allows you to adjust settings for each item in a playlist or to set the end action for the selected playlist.

The Properties window displays different controls depending on the current selection.

Chapter 8: Creating a Single-Movie DVD or Title

You can use DVD Architect™ software to create a single-movie DVD or add a single-movie title to a menu in a menu-based project.


If you're creating a single-movie project, you already know how to start a project and locate your media (see [Getting Started](#) on page 19).

Adding a movie title to a menu

If you want to add a single-movie title to a menu in an existing menu-based project, the process is easy.

1. Double-click a menu in the Project Overview window (or navigate in the workspace) to open the menu from which you want to link to the movie.
2. From the **Insert** menu, choose **Media**. The Insert Media dialog is displayed.




Click the **Insert Media** button  in the Project Overview window.

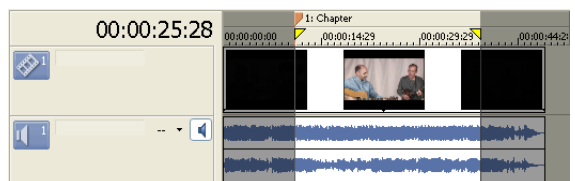
3. Locate and select the file you want to use.
4. Click the **OK** button. A button is added on the menu as a link to the video.
5. Double-click the movie's button to open the video file.

After you've chosen your media file, you can use the Timeline window to set in and out points and add chapter markers.


Setting in and out points

You can set in and out points if you don't want to burn your entire video file to DVD. When preparing your DVD, the software will trim the video to include only the portion between these points.

1. Double-click a title in the Project Overview window (or navigate in the workspace) to open the video.
2. Position the cursor on the timeline where you want the video to begin.
3. Click the **Set In Point** button . A yellow triangle is placed on



the timeline to mark the in point. Chapter 1 represents the point at which playback will begin. When you change the in point, the first chapter marker will be updated to match the in point.


4. Position the cursor on the timeline where you want the video to end.
5. Click the **Set Out Point** button . A yellow triangle is placed on the timeline to mark the out point.

Working with chapter markers

Inserting chapter markers

You can place chapter markers in your video file for viewers to use as navigation points. The chapter markers allow them to move to certain portions of the video and begin playback. You can also use chapter markers to create scene selection menus and link to chapter markers with end actions.

Note: *There is a limit of 99 chapter markers in a project.*

1. Double-click a title in the Project Overview window (or navigate in the workspace) to open the video.
2. Position the cursor on the timeline where you want to place the marker.
3. Click the **Insert Chapter** button . An orange marker is placed on the timeline to mark the chapter.

Note: *Chapter markers must be at least one second apart.*

Renaming chapter markers

1. Right-click the marker on the timeline and choose **Rename Chapter** from the shortcut menu.
2. Type a new name in the edit box.
3. Press Enter.

Repositioning chapter markers


To change the position of a chapter marker, drag the marker on the timeline to the new location.

Note: *Chapter markers must be at least one second apart.*


Deleting chapter markers

To delete a marker, right-click the marker on the timeline and choose **Delete Chapter** from the shortcut menu. You can also right-click anywhere on the timeline and choose **Delete All Chapters** from the shortcut menu to clear all existing chapter markers.

Loading chapter markers

Click the **Load Markers** button  to clear existing chapter markers and reload any marker changes you made in the file with a video editor such as Sony Vegas® software.

Saving chapter markers

Use the **Save Markers** button  to save all markers to your media file. If you do not save your markers, the marker information is saved only in the project file.

Changing the video or audio file

The Media Properties pane in the Properties window allows you to change the video or audio files used for a movie or movie object.

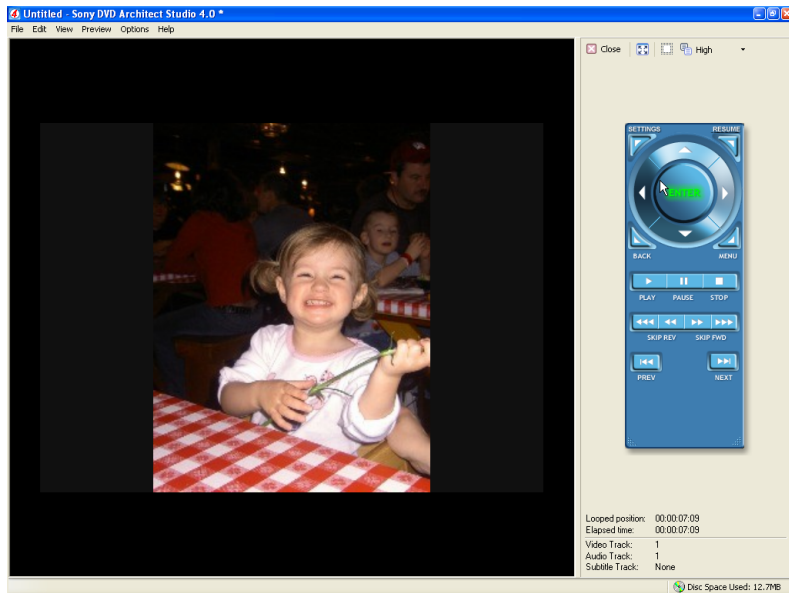
The Properties window displays different controls depending on the current selection.

Chapter 9: Previewing Projects





You can preview your project before you begin the DVD preparation process. The most common method for previewing is from within the DVD Architect™ window. In this method, you can simulate how your project will look on a television screen and how it will perform in a DVD player.

Preview window

The Preview window allows you to preview your DVD Architect project on a simulated television screen with a virtual remote control.



Preview toolbar

	Close Preview: Closes the preview window.		Copy to Clipboard: Allows you to copy to the clipboard.
	Stretch Preview to Window: Stretches the DVD to the full viewing window.	High	Preview Quality: Allows you to change the preview quality.
	View Safe Areas: Allows you to view the safe areas lines.		

Previewing your project



1. To display the preview window, click the down arrow next to the **Preview** button

 on the main toolbar to choose a preview mode:

Preview Mode	Description
Preview Current	Starts the preview with the current page.
Preview Disc	Starts the preview at the beginning of your disc (including any introductory media).

2. Use the **Preview Quality** button to set your playback quality.

Note: *Decreasing the preview quality can allow you to preview your project when your computer cannot render the project in real time.*

3. If you want to verify whether any of your objects are outside the title and action safe areas, click the **View Safe Areas** button . The grids for the Title Safe and Action Safe areas display while your project is previewing. If you see clipping during the preview, you can make corrections in your project.
4. Use the buttons on the remote control to navigate and play your project.
5. To end the preview and return to the main window, click the **Close** button .

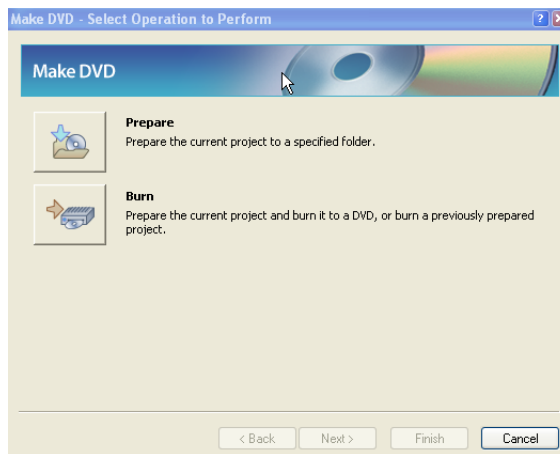
Chapter 10: Preparing and Burning Your DVD

Once you've finished building your project using DVD Architect software and are satisfied with the results you see after previewing, then you're ready to begin the final stage: preparing and burning your DVD project.

Preparing your project

During the prepare process, DVD Architect™ software develops the files and structure necessary to burn your DVD, without actually starting the burning process.

1. Click the **Make DVD** button . The Make DVD wizard is displayed.



2. Click the **Prepare DVD** button. The Make DVD - Select Prepare Folder page is displayed.
3. In the **Prepare to folder** box, type the path to the folder where you want to prepare your project, or click **Browse** to choose a folder.




Note: You can only prepare to a folder that is empty or to a folder that have previously prepared to.

4. If you've previously prepared the project, the Smart prepare section will display the estimated percentage of the project that has not been changed, which can be reused. If you want to turn off smart prepare and prepare the entire project, perform the following steps:
 - a. Click the **Advanced** button. The Smart Prepare Options dialog is displayed.
 - b. Clear the **Enable smart prepare** check box.

- c. Click the **OK** button to continue.

Tip: *Smart prepare technology can drastically reduce project preparation times if you need to edit a portion of your project. When you reprepare your project, only the portions of the project that have changed will be prepared.*

5. Click **Next**.
6. The files in your project are analyzed to ensure that they are ready for burning and a message list is displayed with the results. You can also view the final size of your project.
 - a. Review the messages and make any necessary adjustments:


Message Type	Description
 Informational	Produces a valid DVD and does not require any action.
 Warning	Produces a valid DVD and does not require any action.
 Error	Produces an invalid DVD and must be resolved.

- b. Click the **Optimize** button to display the Optimize DVD dialog where you can make changes to individual media file and project settings (often allowing you to resolve warnings or errors). *For more information, see [Optimizing your project](#) on page 25.*
7. Click the **Next** button.
8. The subtitle and menu highlight mask files in your project are analyzed to ensure that they are ready for burning and a message list is displayed with the results. Review the messages and make any necessary adjustments.
9. Click the **Finish** button. Your project is rendered to the folder you specified.
10. The application displays a dialog box indicating that the prepare completed successfully; click the **OK** button to continue.

Burning your prepared project

During the burning process, an existing prepared project is burned to disc. *For information on preparing a project for burning, see [Preparing your project](#) on page 69.*

Warning: *If you have a display device that is susceptible to burn-in (such as a rear-projection television), do not use static text or bright static graphics in any scene that will be displayed on screen for an extended period of time.*




1. Click the **Make DVD** button . The Make DVD wizard is displayed.
2. Click the **Burn** button.

- On the Select Prepare Folder page, choose the location where you want to prepare your project or the location of an already-prepared project that you want to burn.

Note: You can only prepare to a folder that is empty or to a folder that have previously prepared to.


- Click the **Next** button.
- If you selected the **Prepare current project** radio button in step 3, DVD Architect software displays a list of messages about your project and estimates the project's final size on the Review Message List page.

- Review the messages and make any necessary adjustments:

Message Type	Description
 Informational	Produces a valid DVD and does not require any action.
 Warning	Produces a valid DVD and does not require any action.
 Error	Produces an invalid DVD and must be resolved.

- Click the **Optimize** button to display the Optimize DVD dialog where you can make changes to individual media and project settings (often allowing you to resolve warnings or errors). For more information, see [Optimizing your project on page 25](#).
- Click the **Next** button.
 - Choose the burn settings:

- In the **Volume name** box, type the name of your disc.
- From the **Device** drop-down list, choose your DVD burner or **ISO Image Writer**.
- Perform one of the following actions:

If	Then
You chose your DVD burner	In the Speed drop-down list, choose your burning speed.
You chose ISO Image Writer	In the File name field, click the  button, to browse to the location where you would like to save the file.

- If you're using a -RW disc, then you can select one of the **Erase mode** radio buttons to erase the disc before burning.

Option	Description
Do not erase	Does not erase the contents of the disc.
Quick erase	Erases only the table of contents.
Full erase	Erases all data from the disc.

- e. Select the **Burn DVD** radio button if you want to burn your project, or select the **Test only** button to perform a test burn without activating your burner's laser.

Note: *Test burns are not available with single- or dual-layer discs using +R/+RW media.*

8. Click the **Finish** button to start burning.
9. If you are preparing and mastering a dual-layer disc, the Choose Layer Break Behavior page is displayed to allow you to choose if you want to choose a layer break or if you would like the software to choose a break for you.
- a. Select one of the following options:

Option	Description
Choose a layer break point automatically	The software will choose a layer break for you.
Prompt me to choose a layer break point only if the break must be placed within a title	After the project is prepared, the software will interrupt the mastering process to prompt you to choose a layer break point if a break point cannot be placed at the beginning of a title.
Prompt me to choose the layer break point	After the project is prepared, the software will interrupt the mastering process to prompt you to choose a layer break point.

- b. Click the **Finish** button. DVD Architect software prepares the project.
10. If you are burning a dual-layer disc from a prepared project, the Select Layer Break page is displayed to assist you with where to place the layer break.

Note: *All media after the selected layer break will be placed on the second layer.*

Note: *If you're preparing and mastering, the Select Layer Break page will be displayed only if you did not choose the **Choose a layer break point automatically** radio button in step 9 or if the software is unable to find a preferred layer break point.*

- a. At the top of the page, select a setting from the drop-down list to indicate whether you want the preferred layer break points or all available layer break points to be displayed. Break points are determined by chapters in your titles:
- A preferred layer break point occurs at the beginning of a title. These chapter markers are preferred because they will not result in a visible pause when the DVD player changes layers.
 - If no preferred layer break points are available, you can choose to display all possible layer break points. If you choose a nonpreferred break point, viewers may notice a pause when the DVD player changes layers.
 - If no layer break points are available, you can close the wizard and add a chapter marker manually. The wizard will suggest a title and approximate location.

- If layer break points are not available in suitable locations, try rearranging the titles in the Project Overview window. By changing the title order, you may be able to achieve that layer break at a more desirable location.
- b.** Select the layer break point that you want to use.
- 11.** The application displays a dialog box prompting you to burn another disc. *For more information, see [Burning multiple copies](#) on page 73.*

Burning multiple copies

If you want to burn multiple copies of your project, the application will prompt you to burn another copy after each disc has completed burning.

- Click the **Yes** button to burn another copy. The application displays the Make DVD - Select Burn Parameters page where you can begin the process again.
- Click the **No** button if you do not want to burn another copy of your project.

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