Ulead DVD Menu Maker

Ulead DVD Menu Maker is a plug-in that allows you to export PhotoImpact-designed menu templates to Ulead's DVD authoring software. Each menu template must contain certain elements (objects) for it to be recognized as a menu template by Ulead's DVD authoring software.

Create your menu template using PhotoImpact tools then use the plug-in to make the menu template elements interactive when the selection menu is viewed on DVD players.

> **Note:** The **DVD Menu Maker** plug-in is only compatible with PhotoImpact 12.

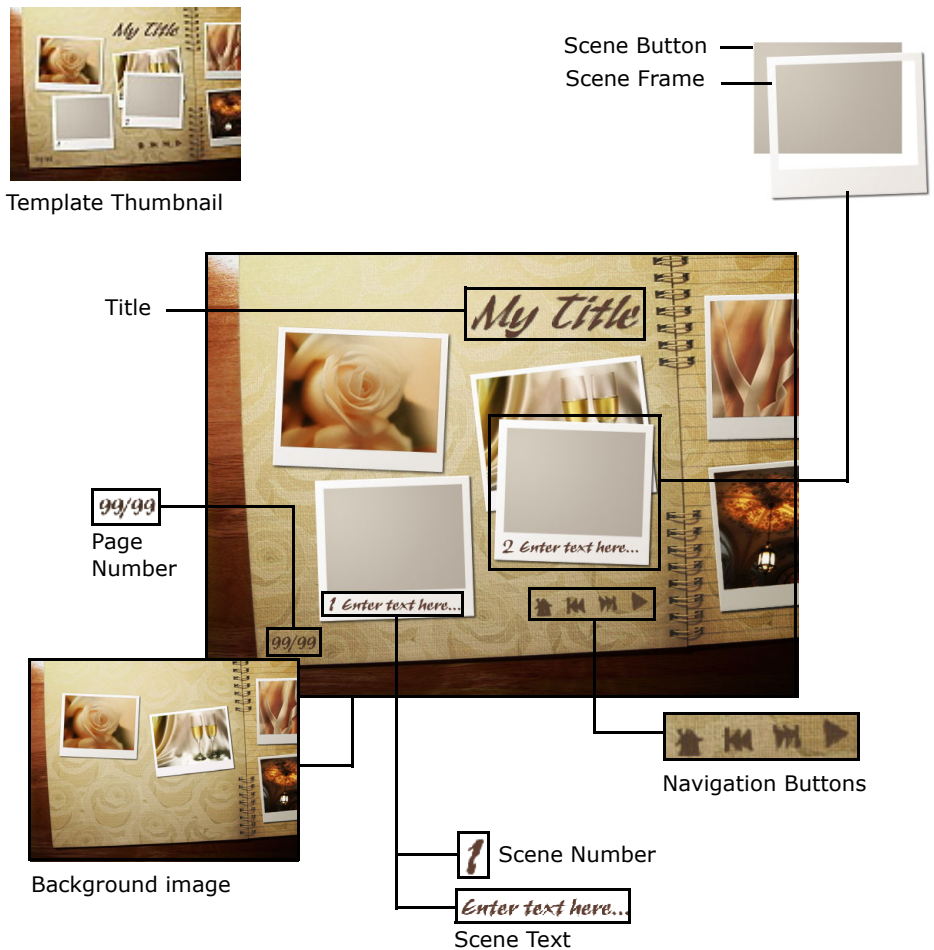The following conditions must be followed for the template to be valid:

- The canvas size must fit the dimensions of one of the following DVD formats:
    a. DVD-Video (4:3) - 768x576
    b. DVD-Video (16:9) - 1024x576
    c. HD DVD (16:9) - 1920x1080
- All template objects must fall within the boundaries of the canvas (excluding the background image).
- There must be at least one object in the template.
- All objects created using the **Outline Drawing Tool** or the **Line and Arrow Tool** must be converted to an image object first before saving the template.
- The template must be saved in the UFO file format.

The required elements for a menu template are listed below:

Component	Quantity	Object Type	Required
Background Image	1	Image	Yes
Template Thumbnail	1	Image	Yes
Scene Button	1-32	Image	Yes
Scene Highlight Image	Same as Scene Button	Image/Path/Text	Optional
Scene Frame	Same as Scene Button	Image/Path	Optional

Component	Quantity	Object Type	Required
Scene Text	Same as Scene Button	Text	Optional
Scene Number	Same as Scene Button	Text	Yes
Navigation Buttons	4	Image/Path/Text	Yes
Navigation Highlight Image	Same as Navigation Button	Image/Path/Text	Optional
Title	1	Text	Optional
Page Number	1	Text	Yes
Decoration	No limit	Image/Path/Text	Optional
Menu Overlay	No limit	Image/Path	Optional

Note: The **template thumbnail** (120x90 pixels) is a visual representation of the template. It must be set as a hidden object in PhotoImpact. It is recommended that you do not create your own template thumbnail.

Template Thumbnail

Scene Button

Scene Frame

Title

My Title

Page Number

99/99

99/99

1 Enter text here...

2 Enter text here...

Background image

Scene Number

Scene Text

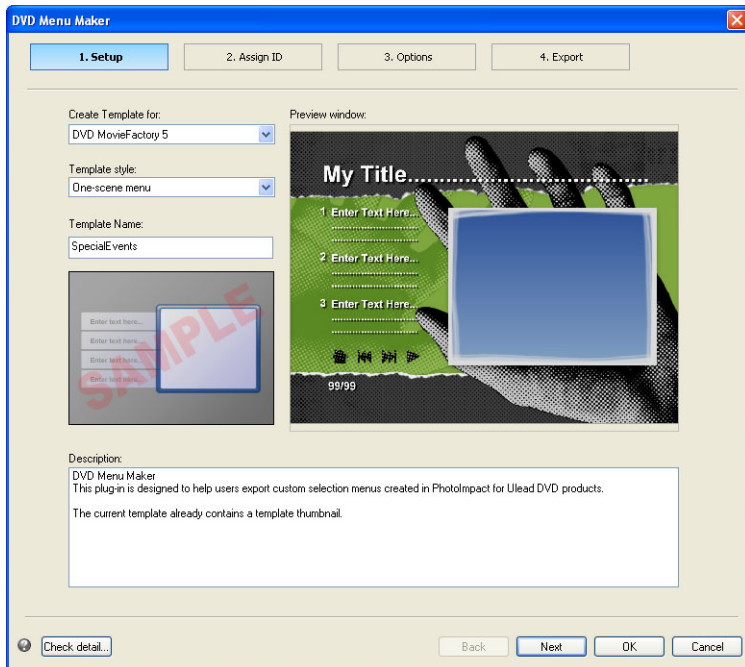Enter text here...

Navigation Buttons

When you finish creating the menu template, save the template first as a UFO file then select **Effect: DVD Menu - DVD Menu Maker**.

When **DVD Menu Maker** opens, you will see four tabs. These tabs are the steps that you need to take to customize and then export the menu template to Ulead DVD authoring software.

Step 1: Customizing Setup

Select which Ulead DVD authoring software you want to export the menu template to. Select also the type of style of your template.

- **Create template for:** Select the Ulead DVD software where you want to export the template to.

- **Template style:** Select the style for the template.

  - **SmartScene menu** use both text and thumbnails while sharing a single large preview area.

  - **Text menu** A template style that uses text to represent chapters.

  - **Thumbnail menu** A template style that contains both thumbnail placeholders and text.

- **Template name:** Allows you to enter a name for your template.

- **Preview Window:** Displays the menu template you are currently working on.

- **Description:** Displays template properties like which DVD authoring software the template was designed for and what template style the template is using.
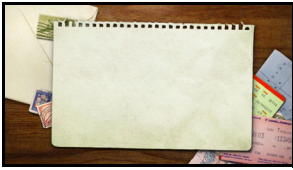
Step 2: Assigning object names

An ID or object name identifies whether a menu object is a background image, button, decoration, etc. Assign an ID to your menu objects in the **Assign ID** tab. Basically, the purpose of assigning IDs is to make menu objects interactive when the DVD menu is viewed on the DVD player.
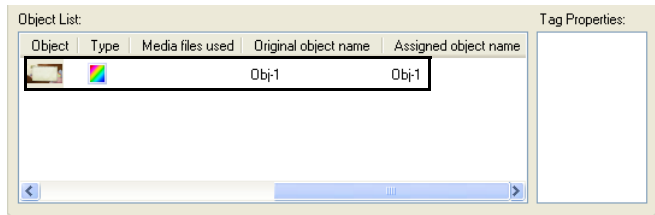
- **Object Name Structure** Displays different object IDs to choose from.

- **Preview Window** Displays a preview of the menu template. Click an object to assign an Object ID to it.

- **Object List** Visual list of all objects in the menu template. It also displays the original and assigned object names of your objects in the template. Click an **Object List** heading to sort the list according to that particular heading.

  - **Object** Displays a thumbnail of an object.

  - **Type** Displays whether the object is a path, text or image.

  - **Media files used** Displays the associated media file linked, if any, to the object.

  - **Original object name** Displays the name of the object when it was created in PhotoImpact or after you have clicked **Export** in the **Export** tab.

  - **Assigned object name** Displays the name of the object after assigning an object ID to it.

- **Tag Properties** Displays the current settings of the selected object.

- **Assign** Designates the specified properties to the selected object.

- **Clear** Removes the selected object's ID.

- **Clear All** Removes all object IDs from the template.

- **Reset All** Reverts all assigned object IDs back to the names under the **Original object name** column in the **Object List**.

To assign ID to a menu object:

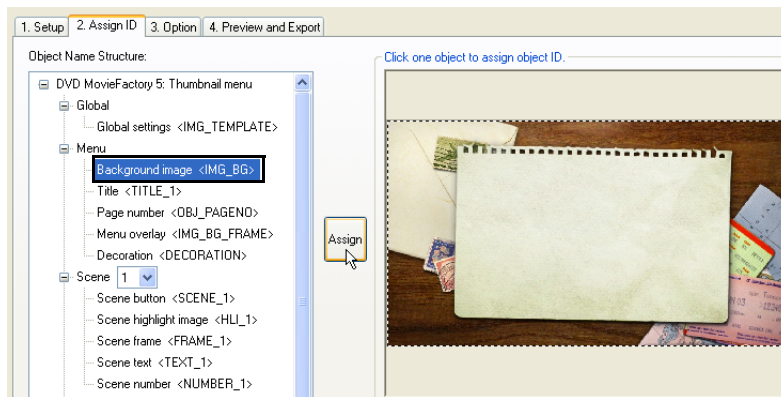1. Select a menu object from the **Preview Window**.

Background selected for a DVD-Video (16:9) format.

When you see that the ID assigned to your selected object is still **Obj-1**, this means that the object is not yet properly defined.

Tip: You can also select the object in the **Object List**.

---

2. From the **Object Name Structure** list, choose how the object will be used in the menu template.
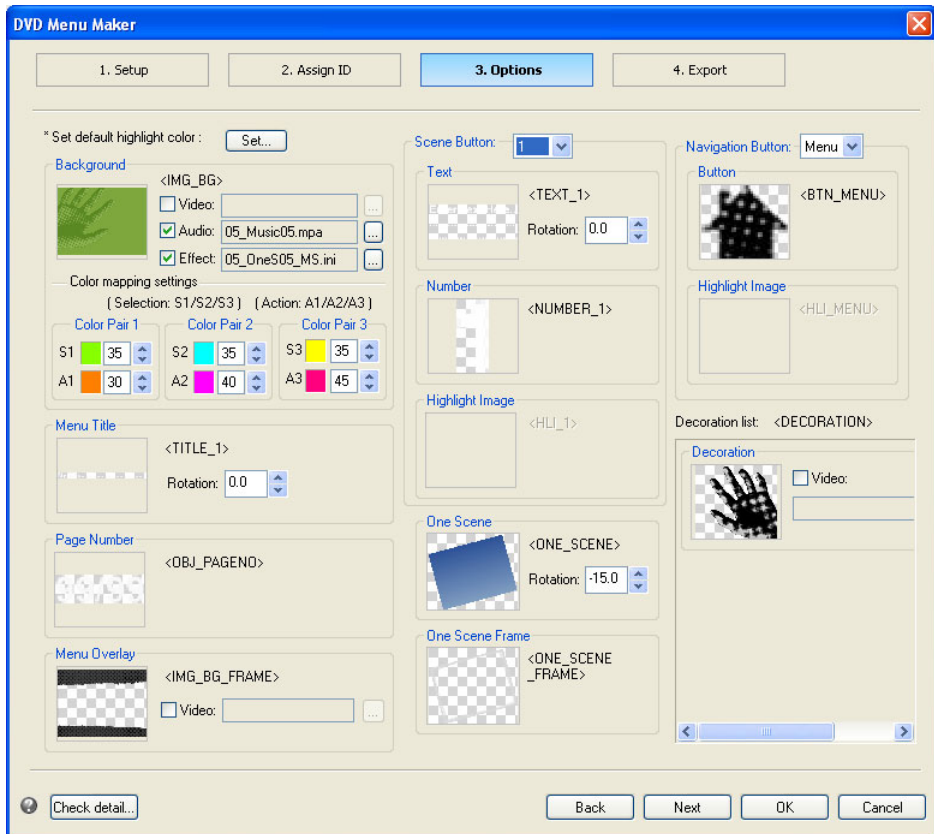

For example, you can choose **Background image <IMG_BG>** in **Object Name Structure** list to set an object as your background.

Note: Click "+" / "-" or double-click each item to display or hide the available object names.

---

3. For **Scene Buttons**, assign a scene button number by clicking the **Scene Button Number** drop-down menu in **Object Name Structure** list.

4. Click **Assign** to apply the specified properties to the object.

Step 3: Finalizing your menu

Clicking **Options** tab lets you personalize your menu by adding background audio, rotating frames and more.

- **Background image** Indicates that the selected object is used as a background image for the menu template. You can also use a video file as its background with background music. Select **Background video** and/or **Background audio** then browse for the file to use.

Note: Make sure that the background object does not contain any masks. **DVD Menu Maker** disregards any mask applied on the image. Also the background image size must be the same as the canvas size.

- **Color mapping settings** Specifies three color pairs (color mapping) for the menu template. Color mapping indicates that a button in the menu is either selected or activated. Click a color box to open **Ulead Color Picker** and specify a color.
- **Menu Title** Indicates that the selected object will be used as the title for the menu template.

Tip: A menu title can be edited when creating a menu using Ulead DVD authoring products.

- **Page number** Indicates the selected object will be used as a page counter.

Note: When creating a page number object, it is recommended that you use this format: 99/99 (current page/total page).

- **Menu overlay** Indicates that the selected object will be used as a frame for the menu template.
- **Scene button** Indicates that the selected object will be used as a scene placeholder. You can specify the scene button's number as well as the default color mapping settings (Scene Color Pair).

Tip: Customize **Rotation** to correct the orientation of an object.

- **Scene frame** Indicates that the selected object will be used as a frame for a scene button.
- **Text** When creating a thumbnail menu, this indicates that the selected object will be used as a caption for a scene button. When creating a text menu, a scene text is used as a selection button.
- **Number** Indicates the order of the scenes in the menu.

Note: The **Number** of a scene frame, **Text** or **Highlight Image** must be the same as the **Scene Button** it is associated with. For example, if the scene button's button number is 1 and you want a particular highlight image to be used when the scene button is selected, you must also set the Highlight Image object number to 1.
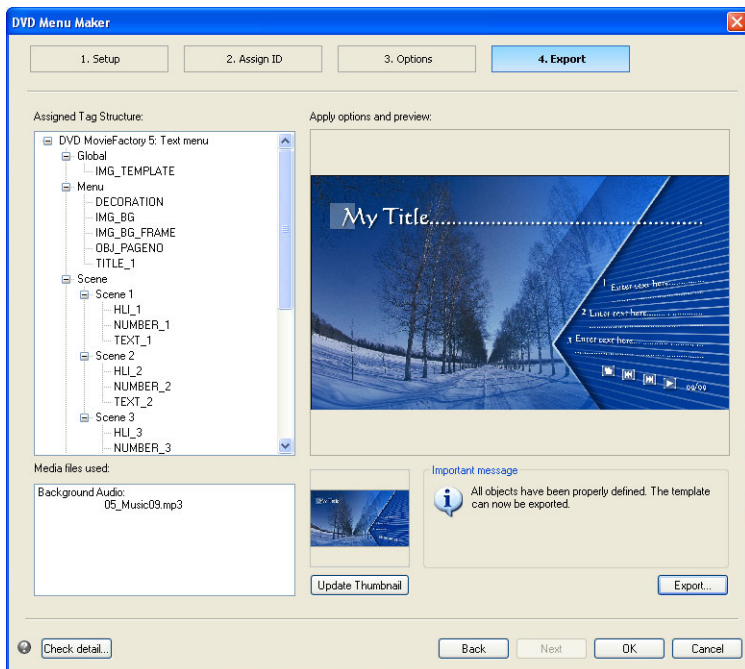

- **Highlight Image** Indicates that the selected object will be used to show that an object is selected. Instead of color mapping, the shape of the designated image appears when a button is selected. This is only available when creating a thumbnail menu.

- **Navigation button** Indicates that the selected object will be used as the menu's navigation buttons.

- **Decoration** Indicates that the selected object will be used as a decoration. These objects have no assigned links and no particular function in the menu. You can use a video file as a decoration by selecting **Video**.

- **Check detail** Displays a report stating if the template is ready to be exported or if there are template objects that are not properly defined.

Step 4: Previewing and exporting the menu template

After assigning all object IDs and customizing properties for your menu template, click the **Export** tab to simulate the behavior of the menu template. This tab also checks if all objects' properties are properly defined and all objects necessary in a template are present.

If you see an object that is not properly defined in **Check detail** dialog box, click the **Assign ID** tab and set up the missing template objects.

When the template objects are all properly defined, you can then export the template to the contents folder of the Ulead DVD authoring software you specified in the **Setup** tab.

- **Assigned Tag Structure** Displays the structure of the menu template. This allows you to view the current object IDs that are assigned to various objects in the menu template.

- **Media files used** Displays names of media files that are linked to the menu such as video, audio, and animated objects.

- **Check detail** Displays a report stating if the template is ready to be exported or if there are template objects that are not properly defined.

- **Update Thumbnail** Select to use the current image in the **Preview Window** as the template thumbnail for your template.

- **Template thumbnail** Displays the thumbnail image to use and represent the template.

- **Export** Opens a dialog box for exporting your menu template to the content folder of your Ulead DVD authoring software.

Note: DVD Menu Maker automatically detects the Ulead DVD authoring products installed on your computer.

To export a menu template:

1. Click **Export** in **Export** tab and select **Export to default path** or **Export to last path**.

   You can also select **Ulead VideoStudio 10** or **Ulead DVD MovieFactory 5** if you want to directly export your menu to your chosen Ulead program folder.

2. Specify where the menu template will be saved in the **Destination folder**.

Tip: Select **Copy media files** to export all media files used, such as video, audio, and animated images to the destination folder.

---

3. Click **OK** to export the menu template.

Note: If you do not have an object in your template set as a template thumbnail and you click **Export**, **DVD Menu Maker** automatically creates a template thumbnail. The thumbnail will appear in the Ulead DVD authoring software that the template is created for.