



Part Five

The GUI



for any information or support please do not hesitate to contact us

support@macrogenerator.net

or visit

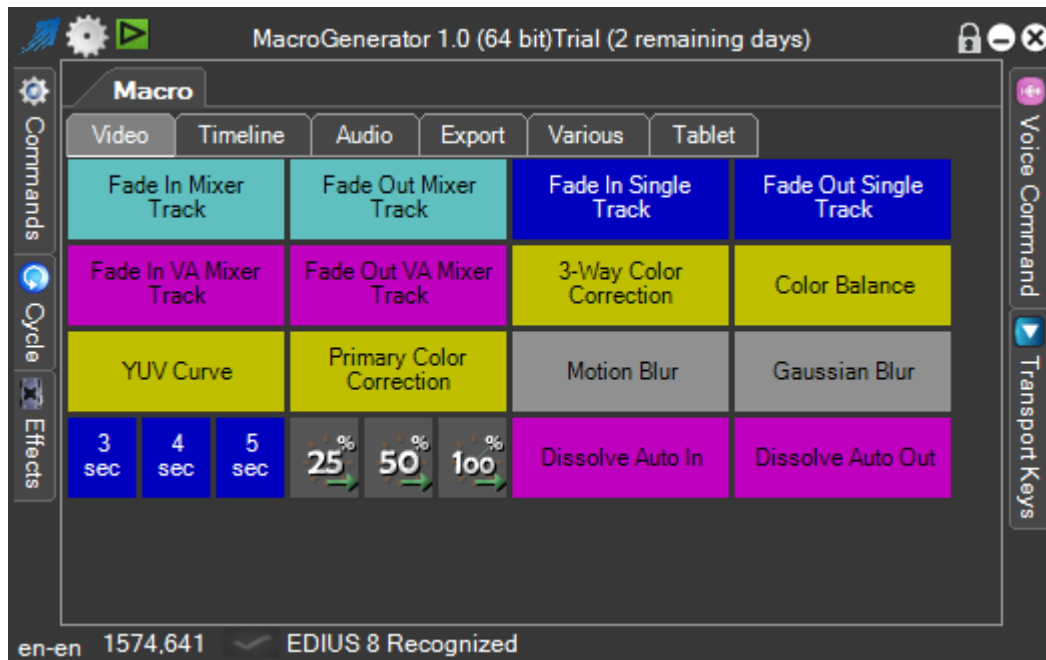
www.macrogenerator.net

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Chapter 7 - User Interface

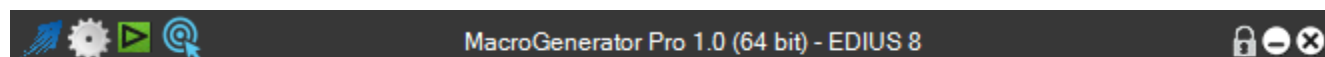
7.1 - Main Window



The MG main window consists of:

- Title Bar at the top, where you can read the name and the type of software used, and where we find the system menu.
- Containers, center, are real containers that contain macros, macros and divided by type
- Macro, colored buttons, to run macros
- Status Bar at the bottom, where you read information on the MG operation
- Floating panels, which contain commands, functions for the cycle, Effects, Voice Commands and Keys Can be transported

7.1.1 Title Bar



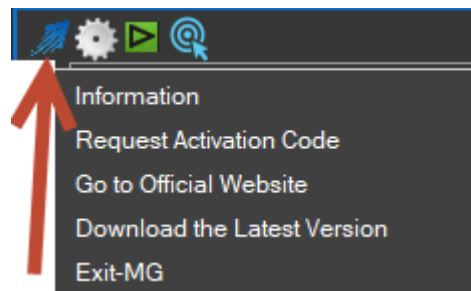
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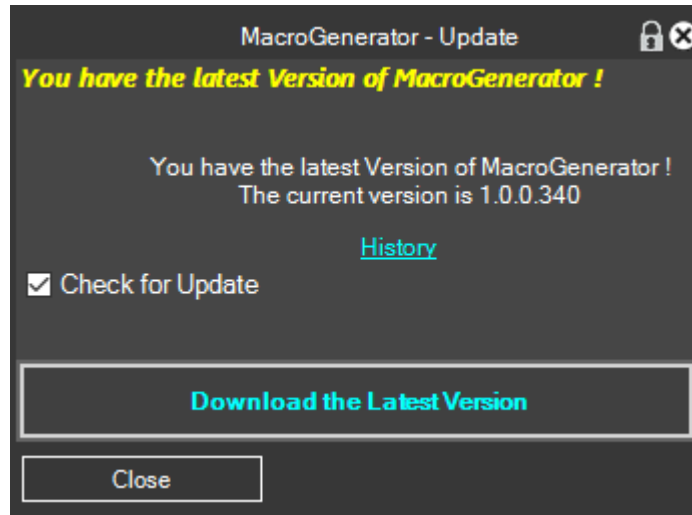
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1. Menu System
2. Menu settings and General Functions
3. This menu relates to the type of application we work with
4. Icon to change the working Workspace
5. Title and version of the Software
6. Key to Enable and Disable resizing windows
7. Button that Minimizes the application
8. Button that closes the application

System Menu

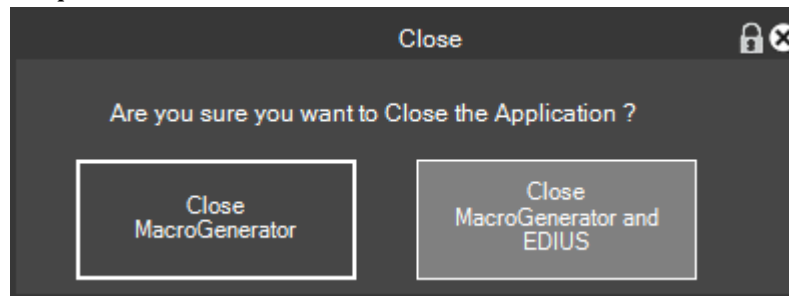


- Information, will open a software information screen with all the clickable links, besides the version of the software installed, you can also click on the download link for the management of the MG with the tablet software.
- Request activation code, here switch from trial version to the full version, this topic is covered in depth in Part 01 of the MG series of manuals.
- Go to the official site takes you through the default browser to visit the official website of MG, <http://www.macrogenerator.net/>
- Download the latest version, performs a check on the online versions and opens this window



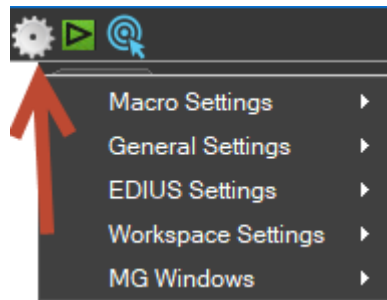
If the option, check update is on, each time the software will be done online check if there are new updates by clicking on the History button you can view the history of changes made to the software, with the Download button, you can download the latest online version.

- With Exit MG, we will present this choice,



Where you can choose to close only MG or even the application you are commanding.

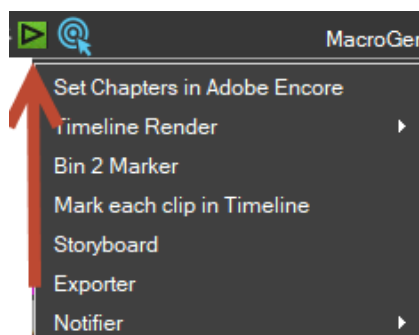
Menu settings and General Functions



The Settings menu contains the heart for the management of all software

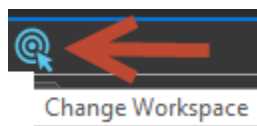
- Under Macro Settings, there are options to manage and create new macros, this topic is detailed in the following chapters.
- General Settings contains various MG settings that we will see in later chapters.
- EDIUS Settings, this is a menu of the software settings that are commanding, if for example we command Adobe Premiere, will open its menu to Adobe Premiere, this topic is covered in the various appendices of MG series of manuals on software
- Workspace Settings, refer this matter to Part 02 of this series of manuals.
- Windows MG, enables and disables the display of MG floating panels, which we will cover later.

This menu relates to the type of application we work with



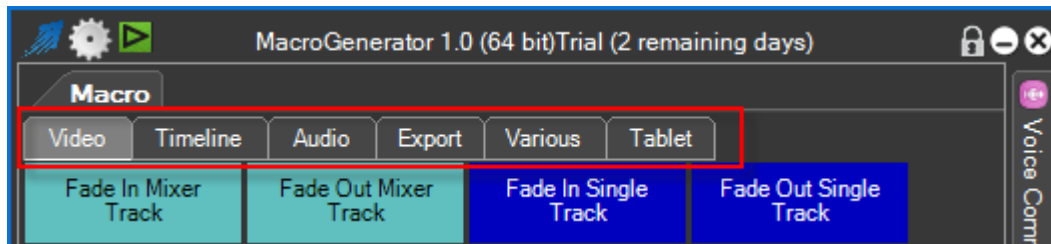
Depending on the application we are working with the icon will appear, not all software to be controlled have this enabled icon.

Icon for changing the current Workspace

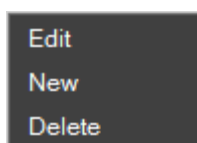


Clicking on this icon will open the choice of the Workspace window, which deal in detail in Part 02 of the series MG manuals.

7.1.2 Containers



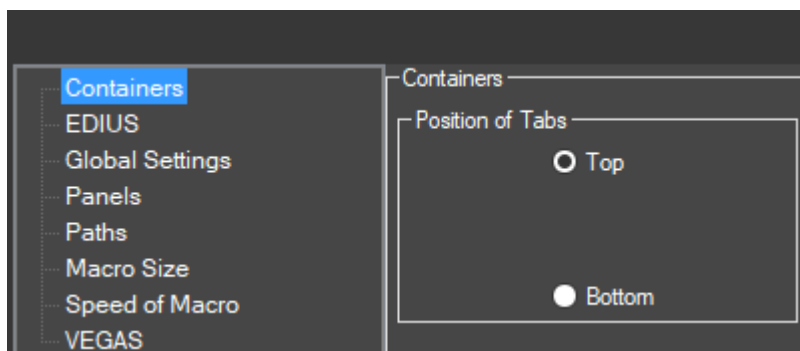
The containers are considered as folders that contain macros and subfolders, depending on the workspace that we are using, divide the macro so ordered by type and in addition there is the "Tablet" container that contains macros on your tablet at the time of connection between PC and Tablet.



With the right mouse button on a box we open the menu on the containers

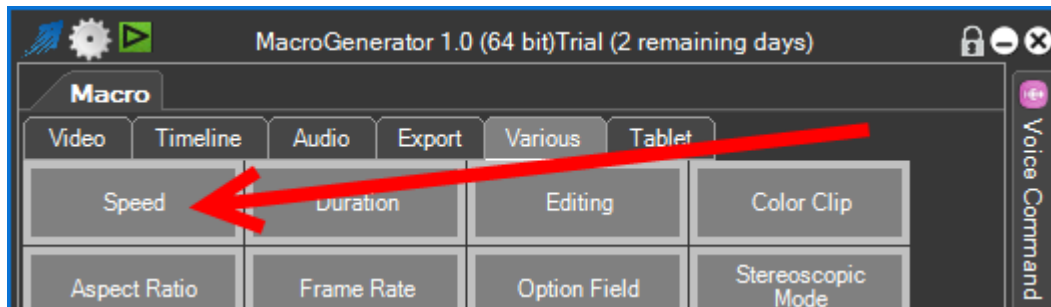
You have the ability to modify, insert and delete a container

You have the ability through the voice in the global settings to decide whether to put up or down containers with respect to the macro.

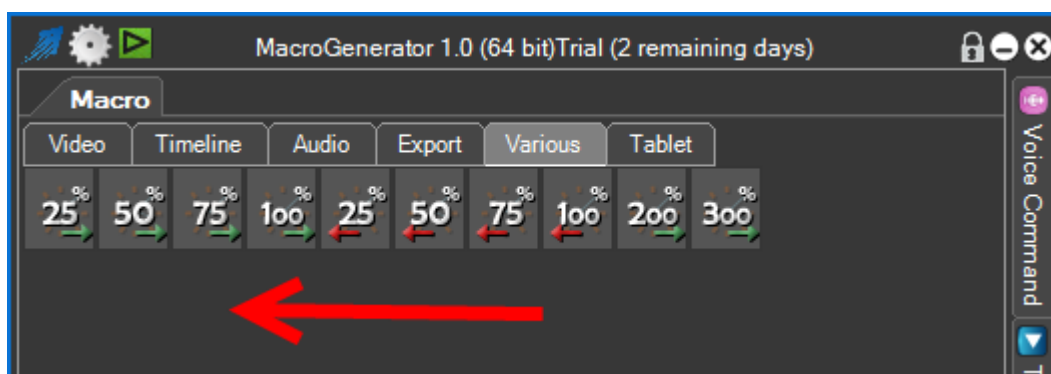


With Drag & Drop you can also change the order of display containers

7.1.3 Buttons for Macro

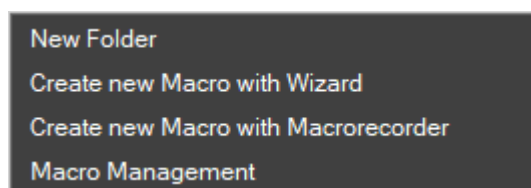


A container may contain Macro or subfolders that in turn contain Macro, in the example we see that by clicking in a subfolder that contains macros will open the subfolder, and will be shown the macros contained.



To return to the previous level just click in an empty space of the level 2

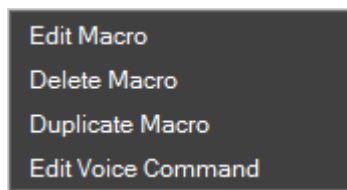
By clicking the right mouse button in an empty space of the macro box, it opens a menu of choices



The available operations are:

- New Folder creates a button to a level folder 2
- New Macro with the setup wizard, opens the panel to create a macro with a configuration wizard to simplify the creation of macros
- New Macro with MacroRecorder, opens MacroRecorder that records all actions performed with mouse and keyboard and combines in a single macro
- Macro Manager where you can get a list of available macros and do some operations on them.

Instead, clicking the right mouse button on a macro, on the Macros menu opens

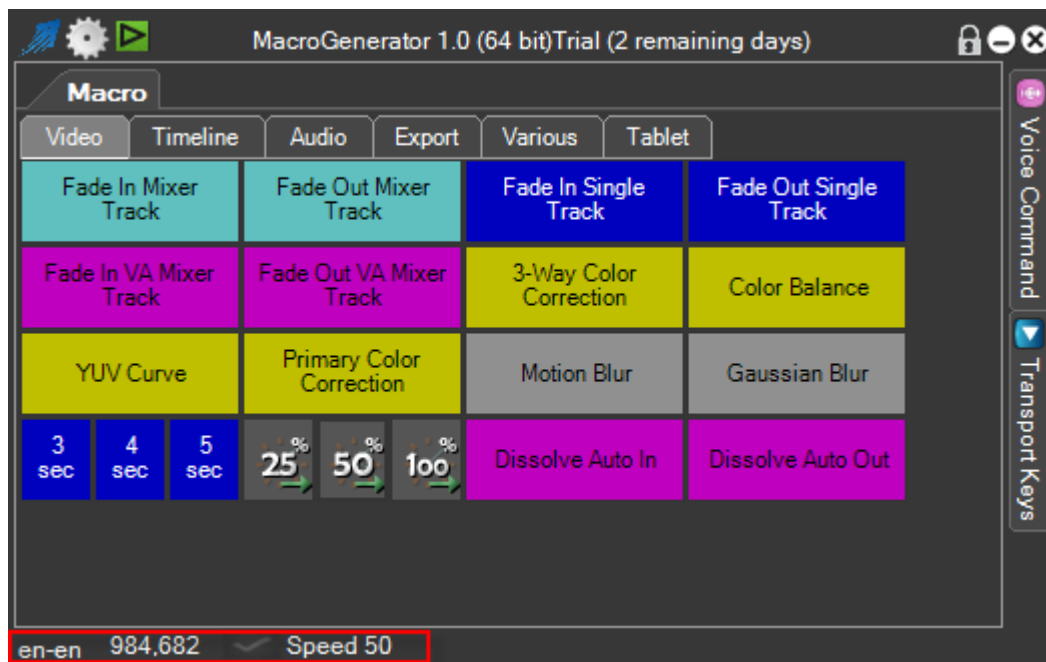


The available operations are:

- Edit Macro
- Delete Macro
- Duplicate Macro
- Edit Voice Command

7.1.4 Status Bar

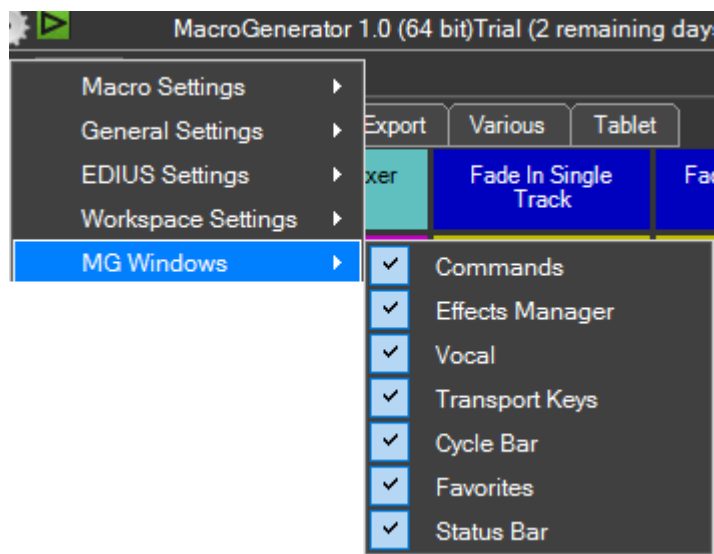
The status bar displays information to the user



- The language that you and the Language of software that we are commanding **en-en**
- The mouse coordinates in motion **2275.478** If you do not see no change means that the mouse tracking is not available, so there will be some functions that we will see later available.
- List Error or signaling that everything is ok **✓**
- Various Reports of which also the last macro executed **Speed 50**

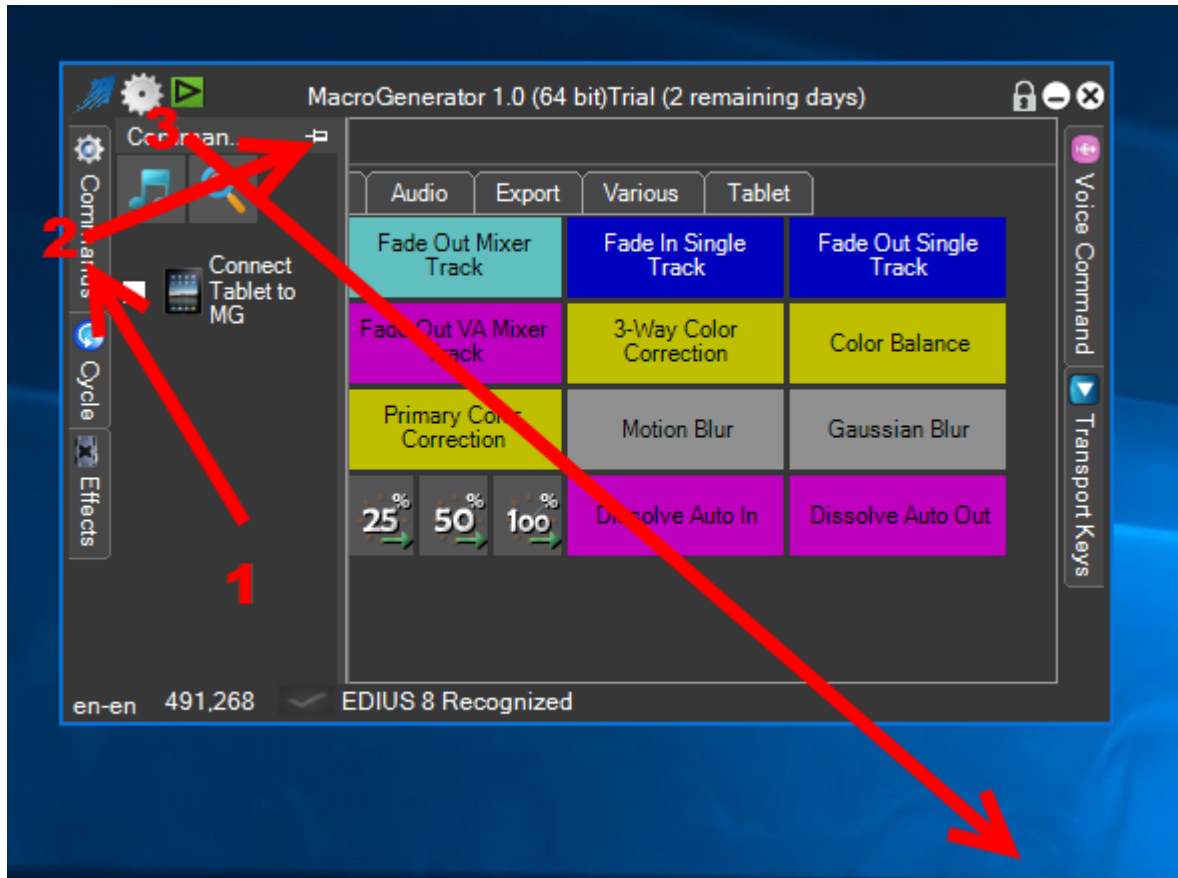
7.1.5 Floating Panels

The MG Windows menu will open a submenu





Where you can decide whether or individually hide the floating panels MG.

The MG floating panels, to hover over the name of the panel is opened and closed, as shown in figure



MacroGenerator 1.1 – Part Five – The GUI

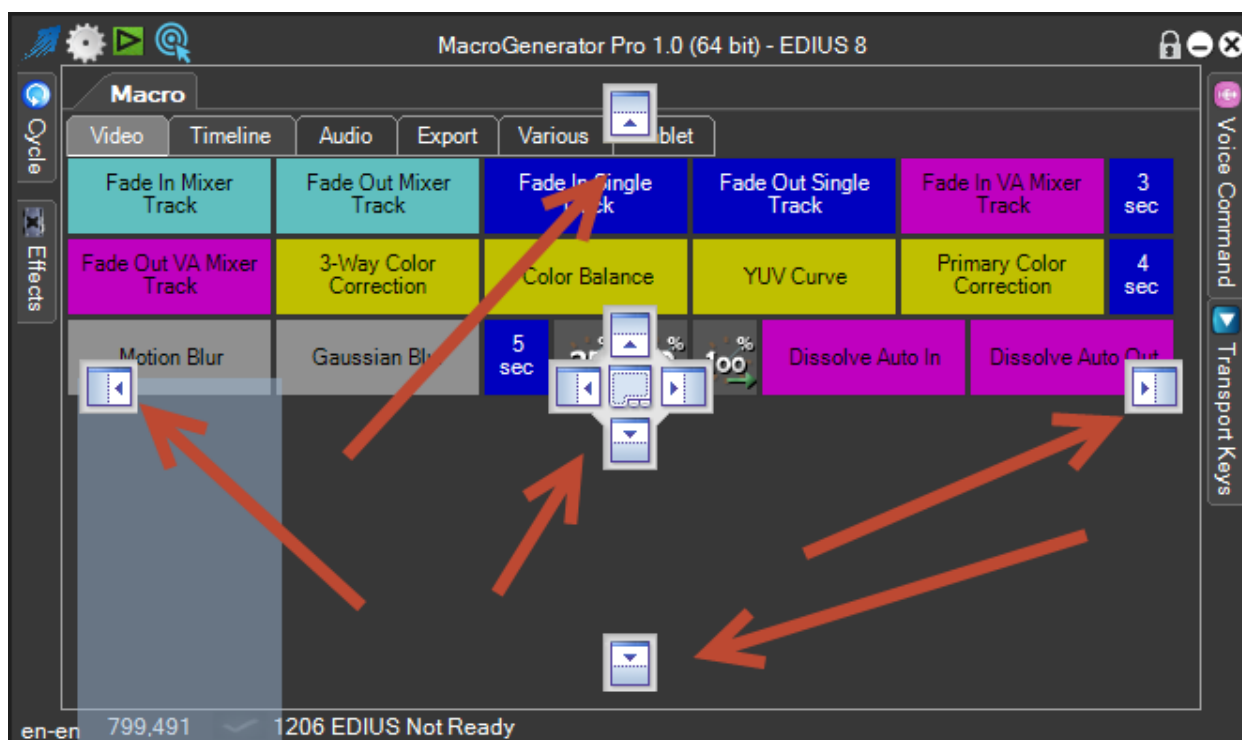
By clicking on the spinct  you can lock the panel open

With the symbol  the panel opens and closes with the symbol  the panel is locked and you can resize or bringing outside the main window.

When the panel is open, I can decide whether to leave it open and work with the open panel, or I can bring to the outside of your container to create a new single window as shown

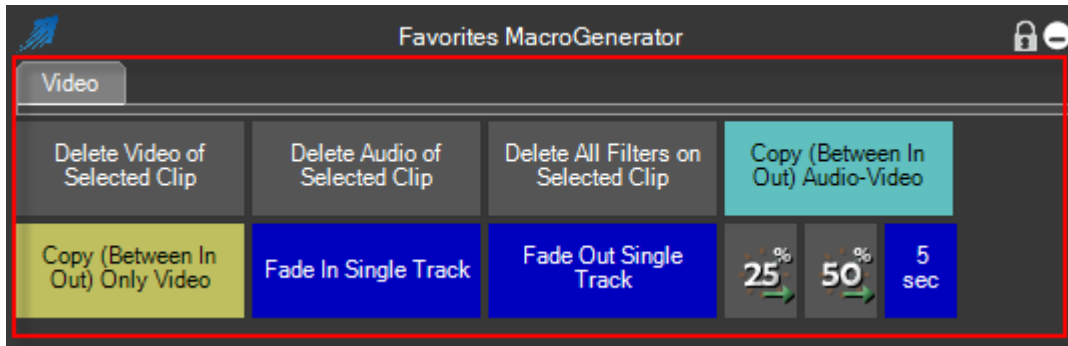


The window created can always be brought inside the container doing the inverse operation, in this case when we begin the drag of the window will activate the anchor points where to anchor the dragged window.



Once the floating window released, it will be anchored to the main MG window

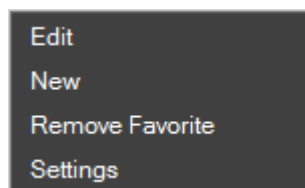
7.2 Window Favorites



This panel is empty when you first install, just drag the macro you want from the main window to the preferences window by dragging and dropping.

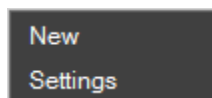
The Favorites Window is a window where you place macros frequently used in order to reduce to an icon of the MG main window and so free up some 'desktop space

Right-clicking on a Favorite get this menu



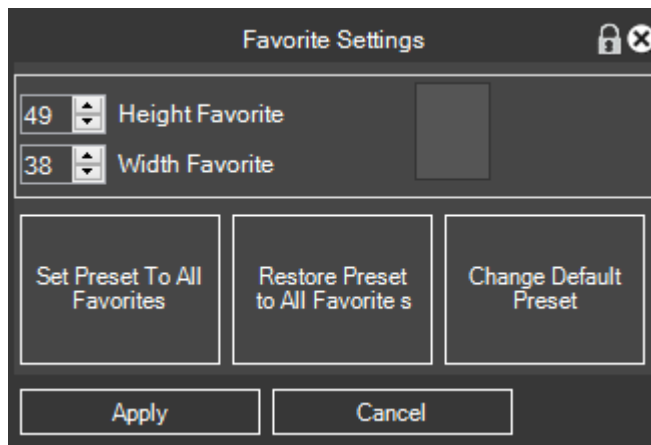
- Favored Change, change the look and feel of the button
- New Favorite, open the Macro Association Panel to assign the macro to Favorited
- Remove Favorite
- Settings Favorites

Clicking in an empty space of the container we get this menu Favorites

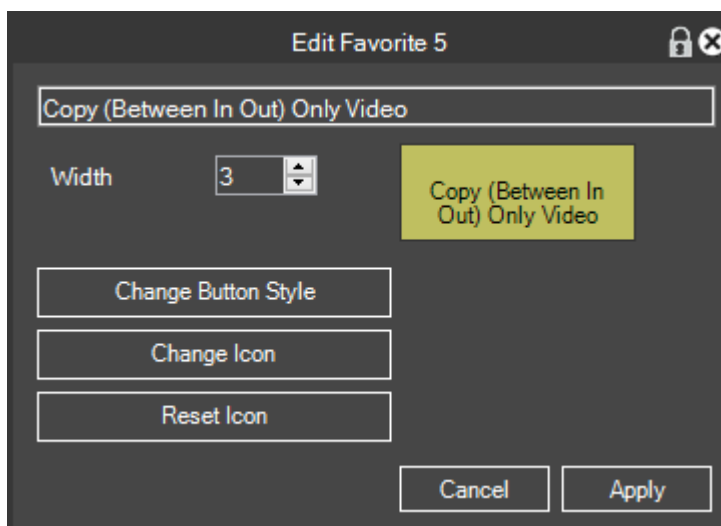


- New, open the Macro Association Panel to assign the macro to Favorited
- Set Favorites

With the Set Favorites, open this panel where we can change the settings to all the buttons you have favorites, the height of the unit, the unit width and color presets.

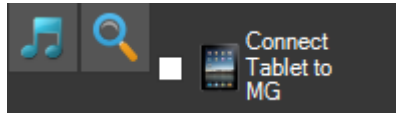






With Change Favorited go to individually change each button on the label and the look and feel,



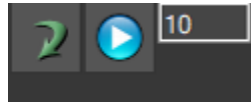
With the amendment of the favorite does not change the macro in the container of the main window, so once you have created the favorite, graphically it is dissociated from the main macro.

7.3 - Command Panel





-  Launch Player of MG, we will treat this function later in this manual
-  Opens the search panel of the existing macro, we will discuss further on this function
-   Connect Tablet to MG Connects or disconnects from the Tablet MG, this function is widely treated in Part 03 of the series MG manuals

7.4 - Cycle Panel



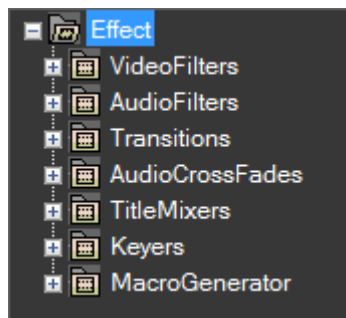
This panel is used to repeat several times the application of the same macro, the loop panel changes appearance depending on the application that we are commanding and the workspace that we are using, so the explanation for specific use with your workspace, I refer you to appendages of MG manuals related to their software.

The part common to all the workspace consists of these three parts

- To perform a one-time last used macro click 
- To start or stop the cycle click 
- In this Textbox enter the number of times you want to run the macro

So once established which is the last macro enter the number of cycles to be carried out and click on the start button, you will see that the macro will be applied the established number of times.

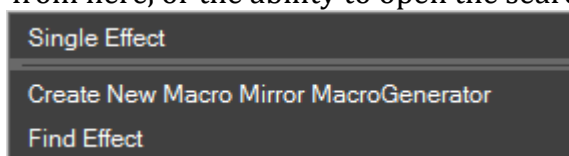
7.5 - Effects Panel



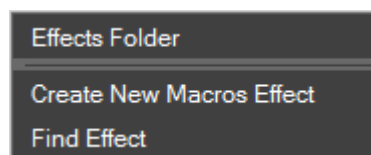
And 'only available when using a workspace of a Video Editing Software.

The Effects panel, it is a true copy of the Palette effects of video editing software you are using but with added potential:

- by double clicking on a selected effect you can directly apply the effect to the selected clip in the timeline
- clicking with the right button on a single effect will open a menu, and you can create the macro refers to the effect directly from here, or the ability to open the search panel effect



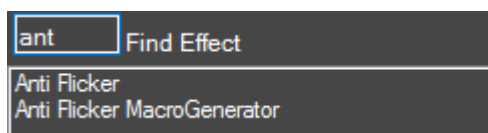
- clicking with the right button on an effects folder will open a menu, and you can create macros directly from here on the effect in the selected folder, or a chance to open the search panel effect



Warning!

If you do not see any effect in the Effects panel means that there was an error in the reading of the effects palette

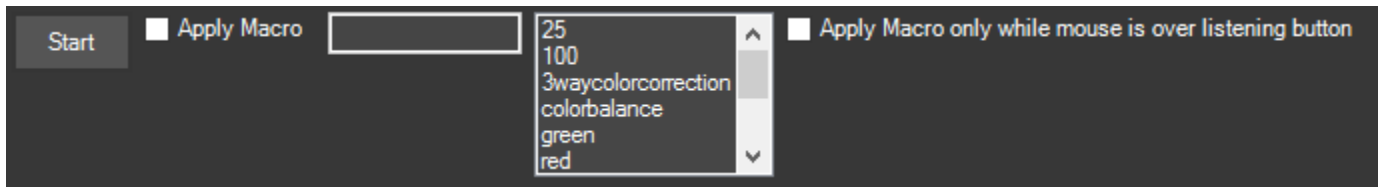
7.4.1 - Search Effect



This feature allows you to locate an effect on the Effects palette by typing the effect name to look inside the box, in order to filter the effects containing that text.

7.5 - Panel of Voice Commands

The panel of Voice Commands is used to start the speech recognition engine, assigning a macro a voice command, this function makes sure that it is used macros with voice commands, this is covered extensively in Part 04 of the manual series MG.

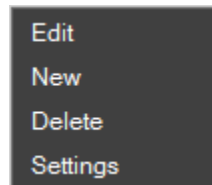


7.6 - Panel of transportable Keys



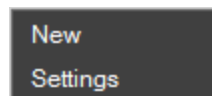
This panel contains some predefined keys according to the workspace used, this is an example of how it appears in a workspace for EDIUS in practice are small transportable keys in a screen position at will, there is the option to edit and add others.

Right-clicking on a button we get this menu



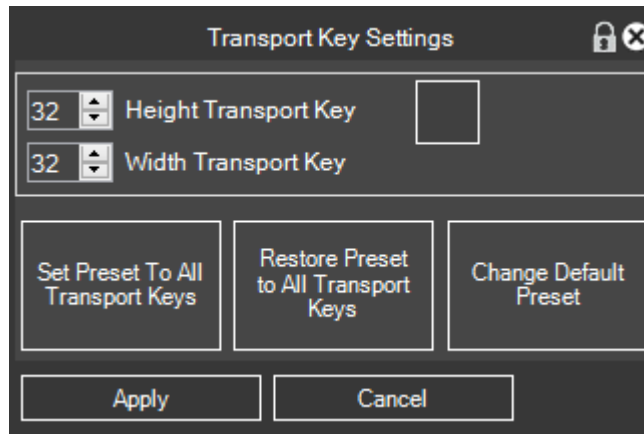
- Edit, edit the portable button
- New, enter a new portable button
- Delete, delete a transportable button
- Inspector, change the settings of the portable keys

Clicking in an empty space of the container we get this menu



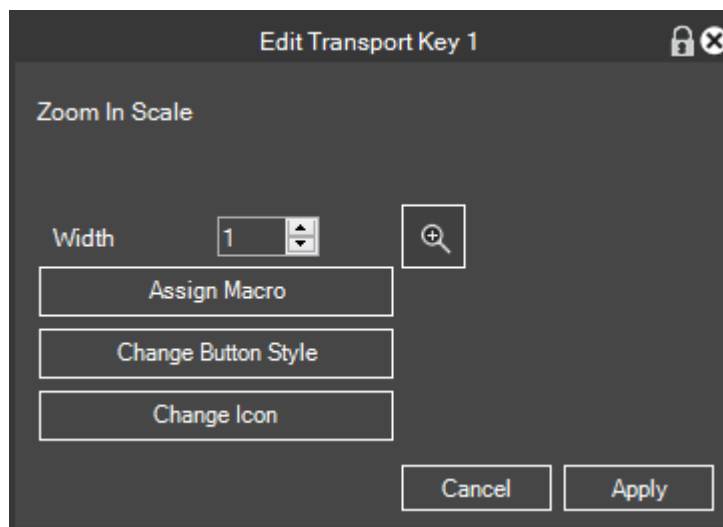
- New, to create a new portable button
- Settings to change the settings of the portable keys

of transportable keys Settings



Here you can change the size of the transportable unit keys, and the colors of the preset relative to transportable keys.

Edit button Transportable



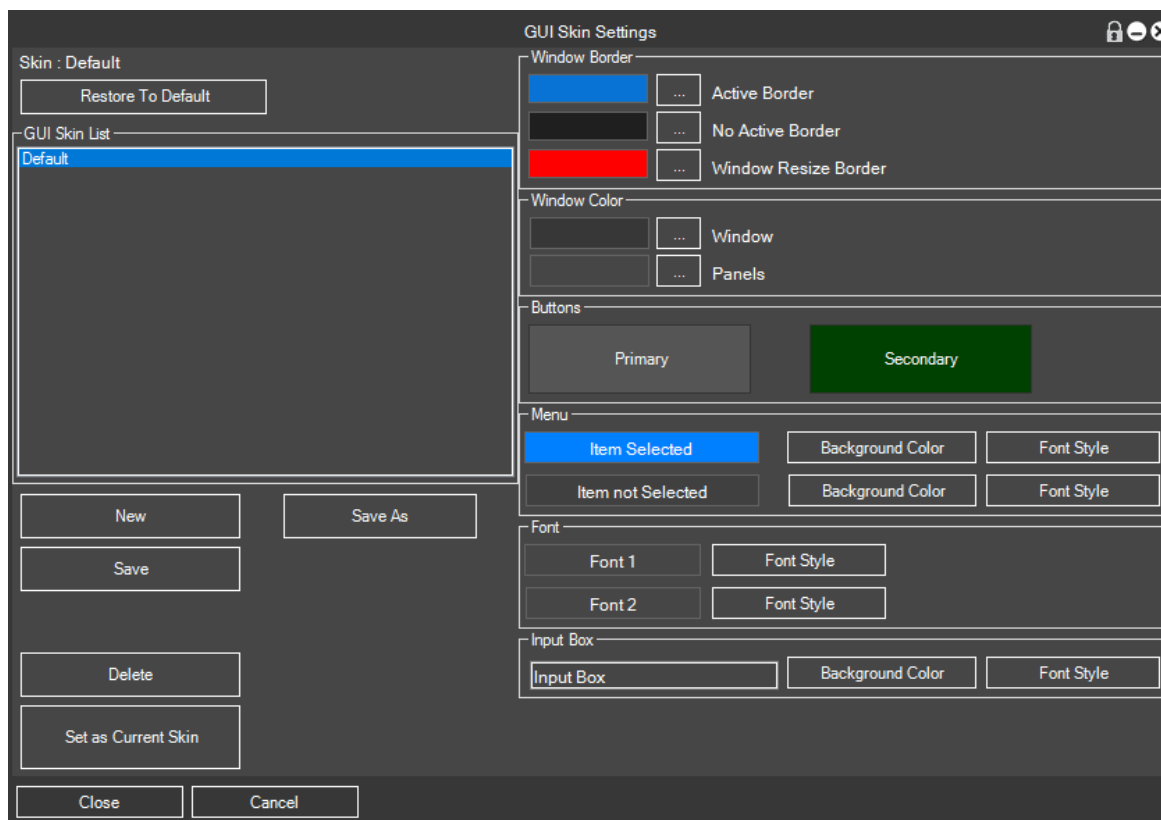
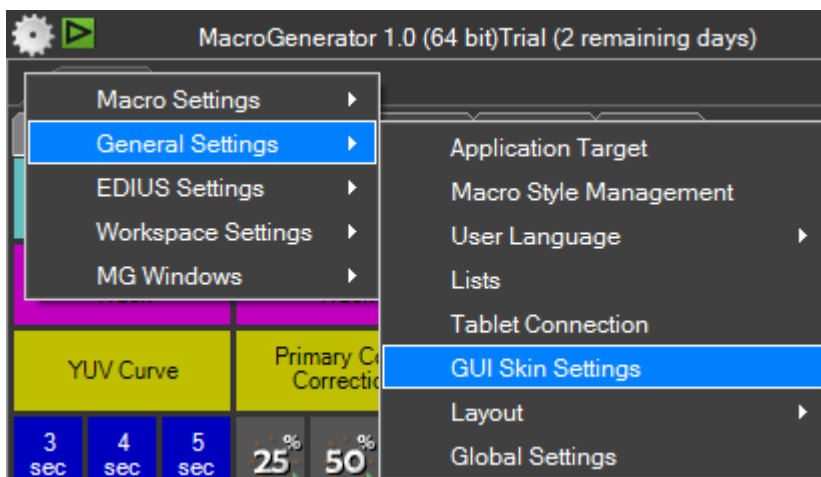
For a Transport Key, we can associate a macro to run to his pressure.

You can change the look and feel.

Changing transportable keys do not change the associated macro.

Chapter 8 - GUI Skins

MG comes with a Default Skin, but provides all the necessary tools to customize colors and fonts of the windows, giving the ability to create multiple custom skins.

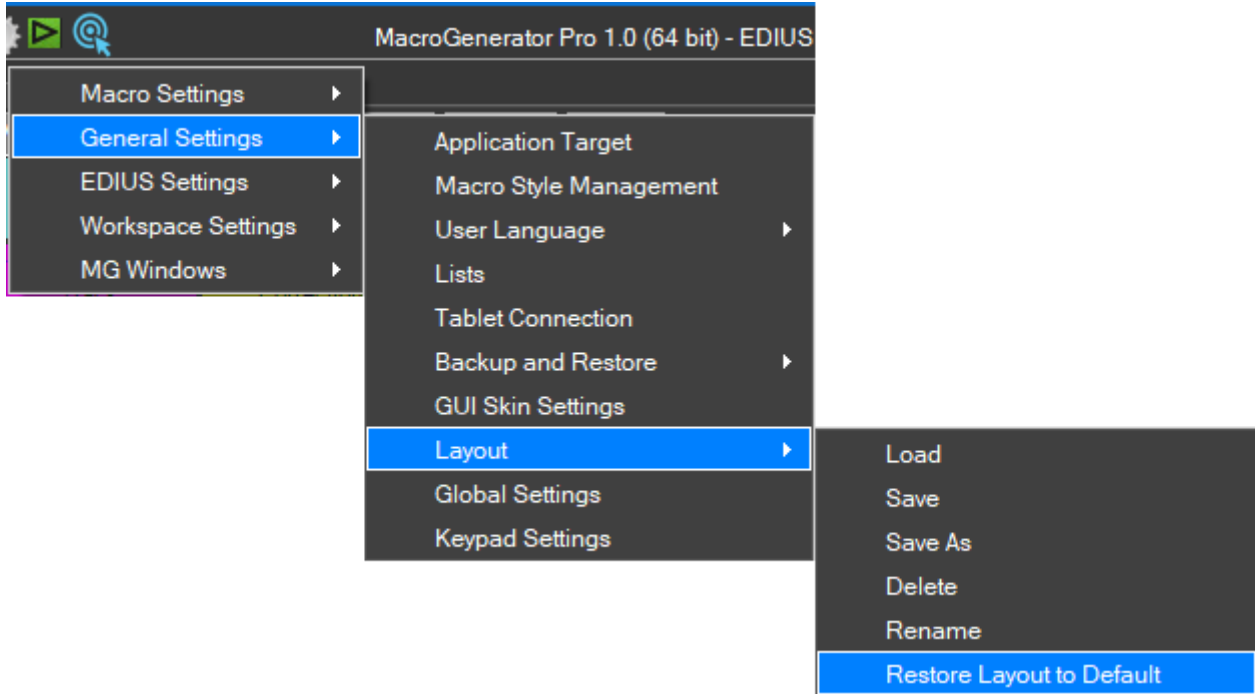


In this screen, we have all the tools to change the color of your MG graphics with new create a new profile, modify it at will and then we save it as, by this time is available and selectable.

Chapter 9 - Layout

The layout of MG is saved each time you exit MG will also save all the positions and characteristics of the MG windows, they are given all the tools to manage multiple layouts MG.

If you have problems simply load the default layout, accessible from the Layout menu → Load Default

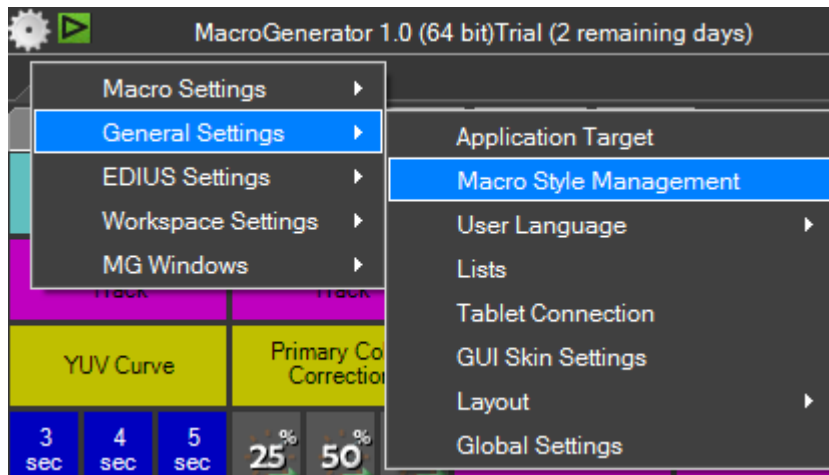


In this menu, we can manage everything related to the MG layout.

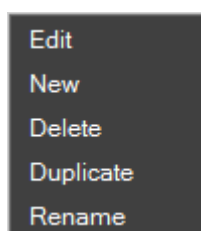
Chapter 10 - Preset Charts for Macro

The Preset graphics for MG macros are pre-made graphics for display on the screen macro.

MG comes with presets, already complete, and are customizable in all their graphic characteristics, they can be created by the infinite graphic user presets.



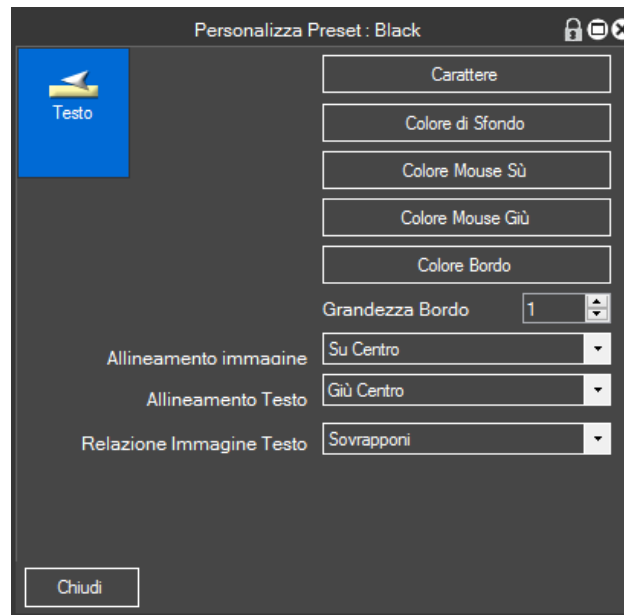
The operations available on the individual presets are accessed by using the right mouse button on the button that represents it:



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- Edit to edit a preset in all its parameters.
- New, to create a preset from scratch
- Delete to delete an existing preset
- Duplicate, to duplicate a preset
- Rename, to rename a preset

When you modify a preset, this screen appears where we have the graphic preview of the preset, and all the tools necessary to change any graphic parameters.

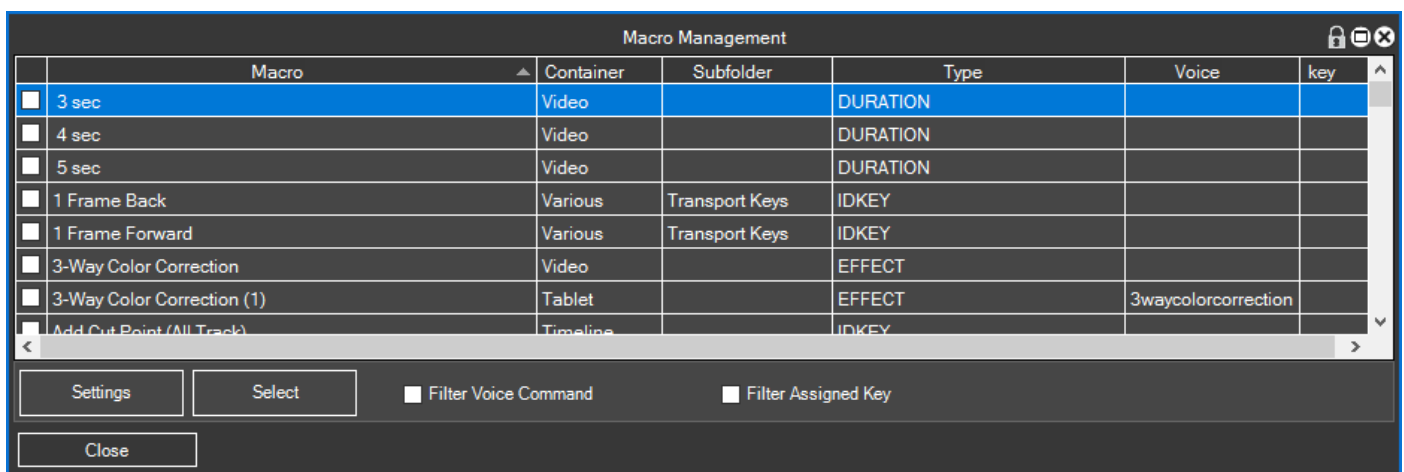
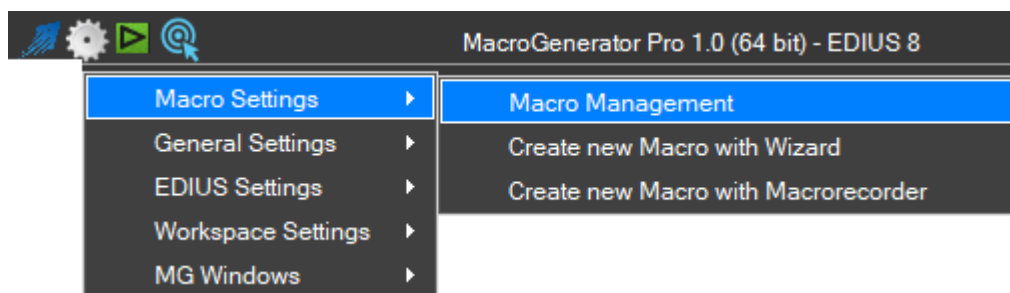


Chapter 11 - Macro Management

In macro settings menus have items for:

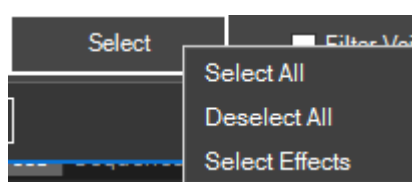
- Managing macro
- Create a new macro with the Wizard
- Create a new macro with MacroRecorder

11.1 - Macro Management



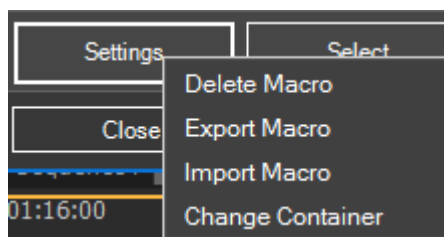
In macro management, are listed all the macros available, is provided to the user, the ability to perform certain operations in a group, speeding those operations that would otherwise be made individually on each macro.

We Menu Selection



where we can select or deselect in the macro group

Once selected, individually by clicking in the first column selection box we have the settings menu



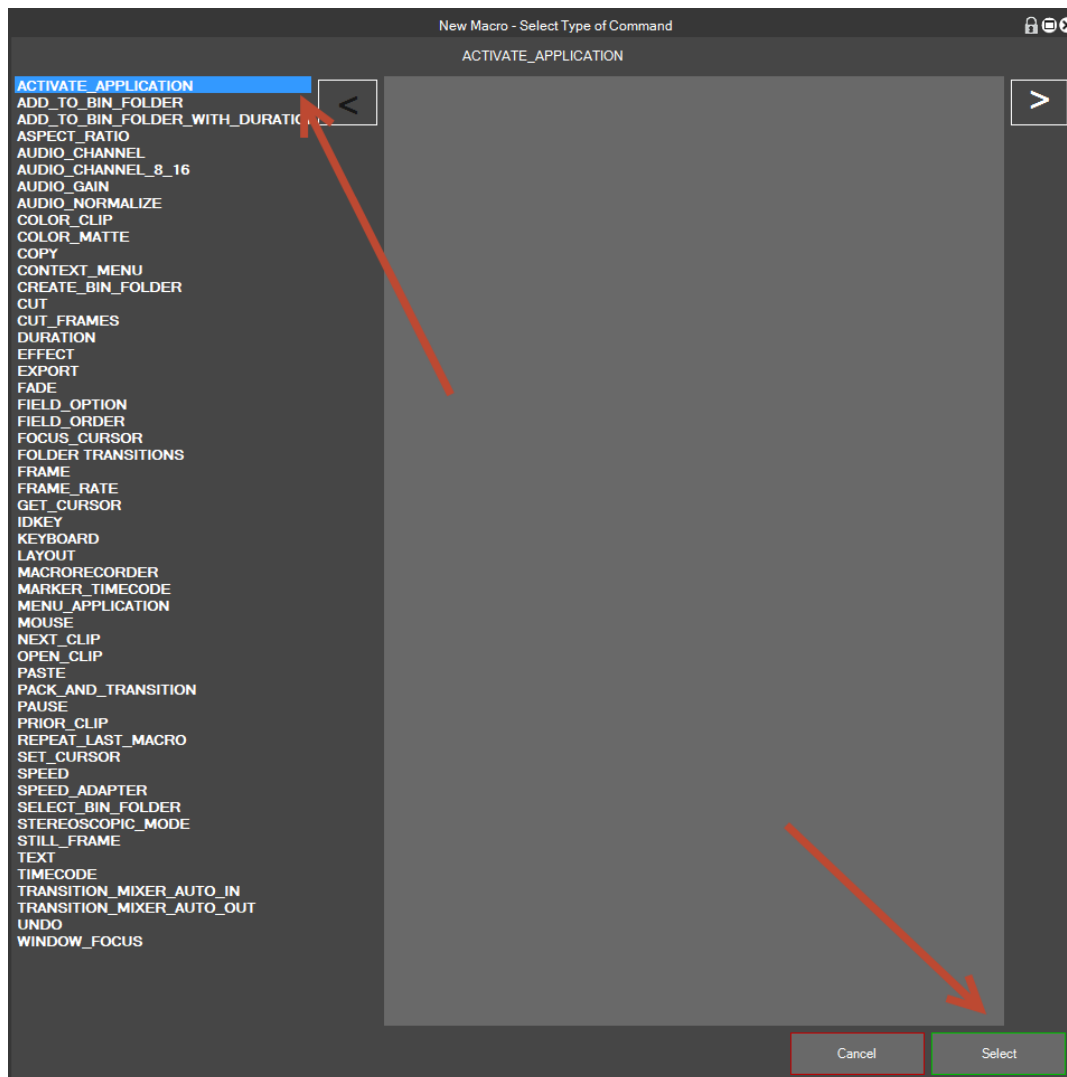
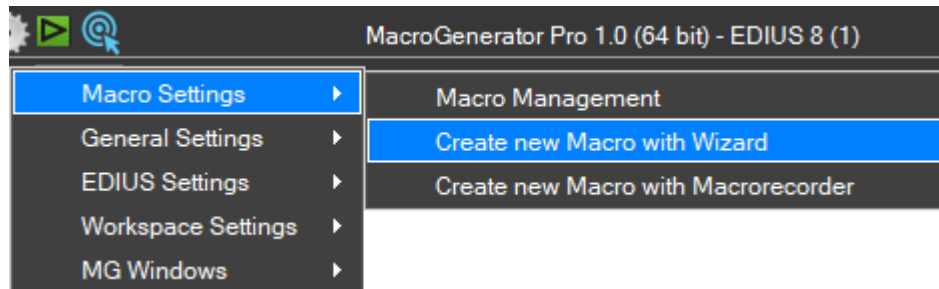
So, we can delete in the macro group, or Export them and then import them on another PC, or move them around in a different container.

The list of macros can also be filtered to show only the commands assigned Voice or shortcut keys assigned by ticking its checkbox.

11.2 - Creating a new macro with the Wizard

Each type of Workspace has a number of predefined commands for creating new macros, we refer to the Appendices of MG series of manuals for the types of commands available on the software to be controlled and the generic's keep in this explanation.

A quick way to create macros based on the current workspace is to use the wizard



It will open, depending on the type of Workspace list of commands available to the left and a possible visual explanation on the right

We select the type of command you want to create the macro, and click on "Select"

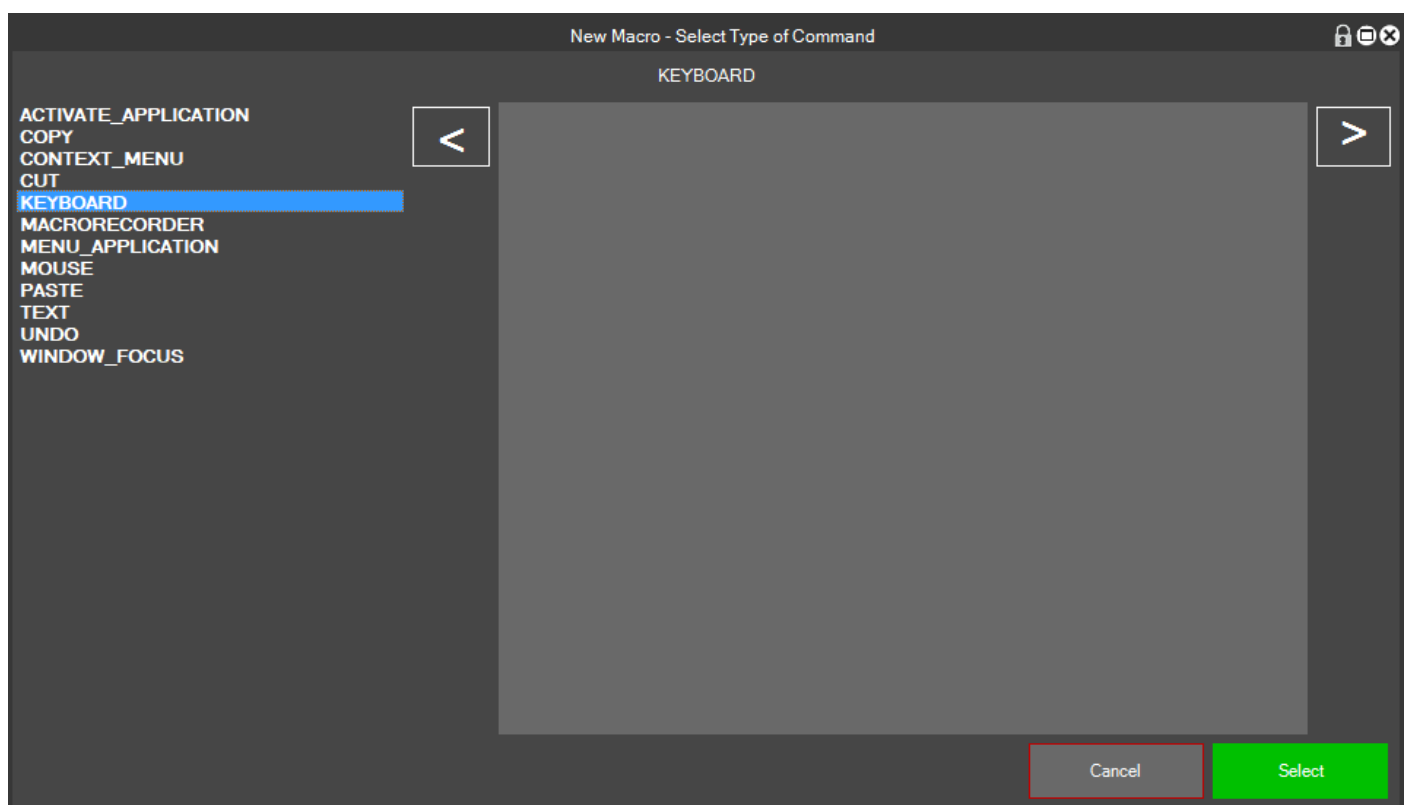
At this point it opens, according to the command on the input window and selection of any parameters.

If the command does not provide parameters, once you click on "Select" is created the macro immediately

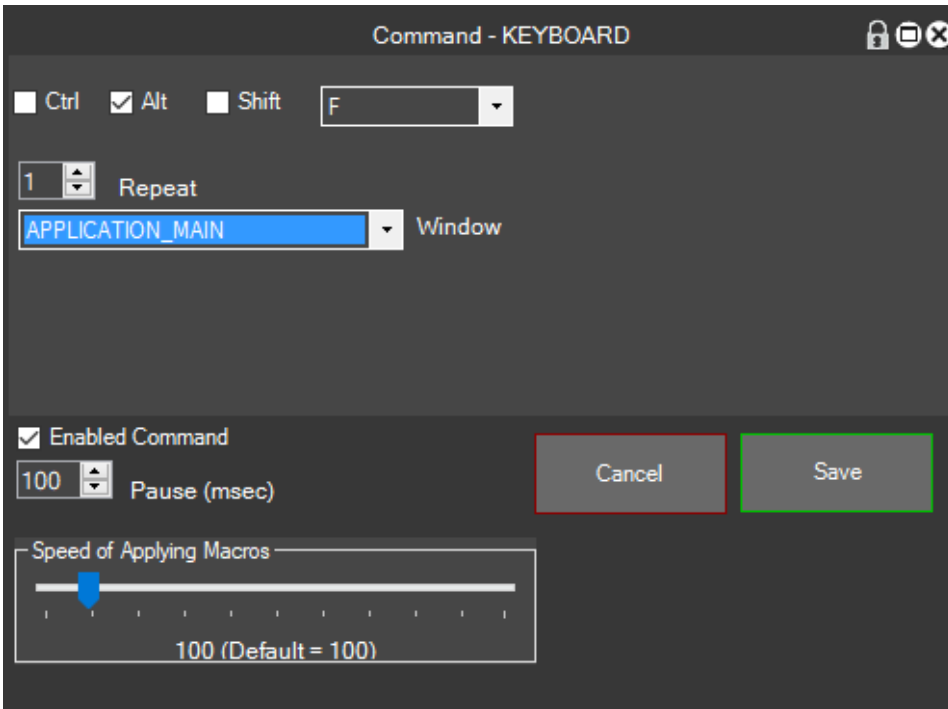
At this point the macro is ready to be applied.

A command that is available in all workspace and I would say fundamental is the KEYBOARD command that simulates the pressure of a button, then in this small example we are going to create a macro with the Keyboard command

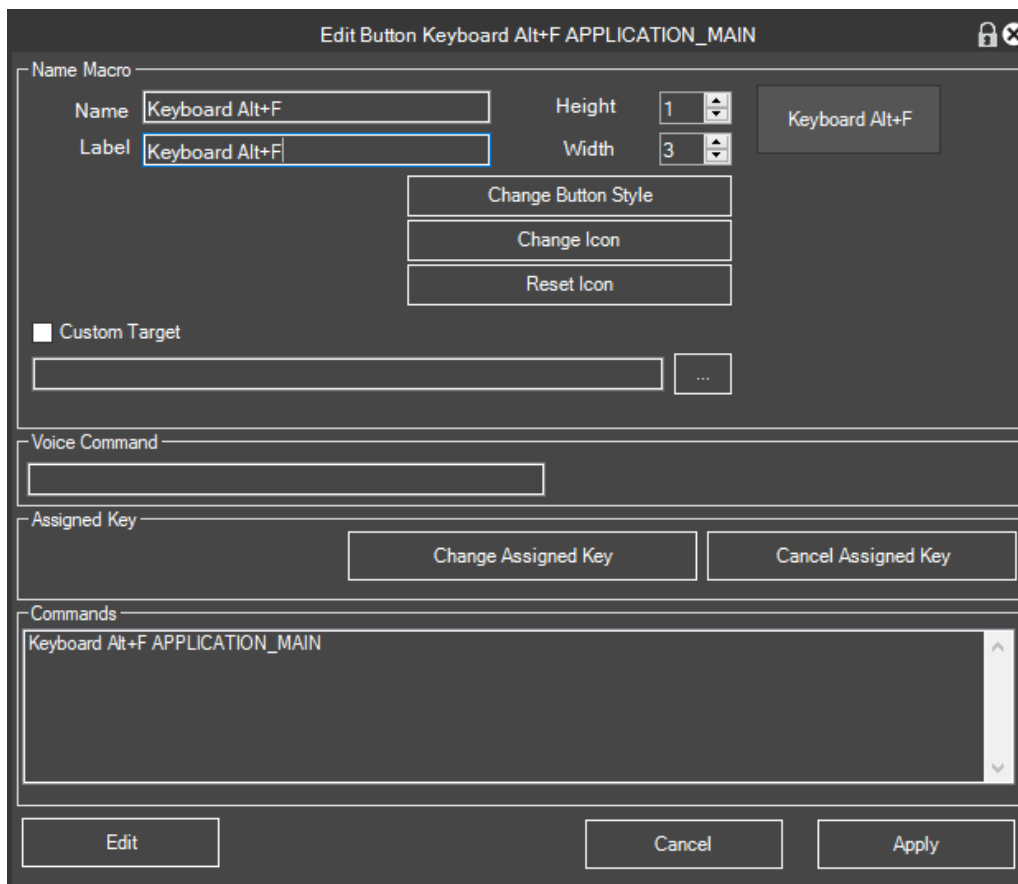
Select the KEYBOARD command and click on Select

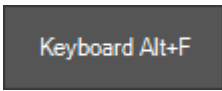


Depending on the selected command will open a window with various parameters relating to the command, there are some commands that do not include parameters, in this case the KEYBOARD command will open this window:

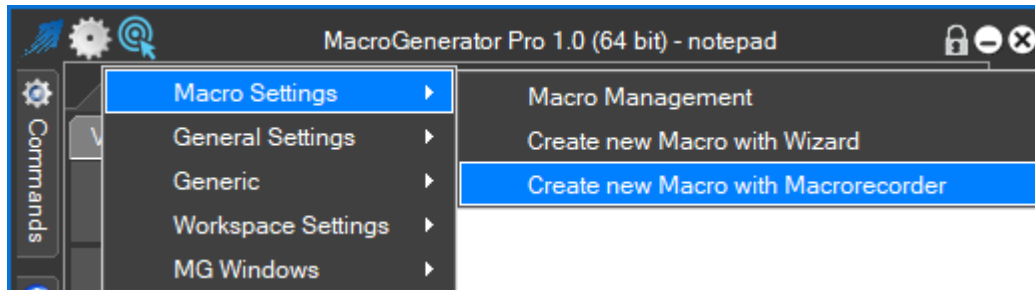


We select the key you want to simulate, in this case ALT + F to save the macro with the Save button, will open this window where you can change all the parameters for the macro configuration, please see the explanation of the individual meanings to the next chapter on changing the macro.



Click Apply to create the macro in the container, so this button will appear in MG , We click on the button to test our newly created macro.

11.3 - Creating a new macro with the MacroRecorder



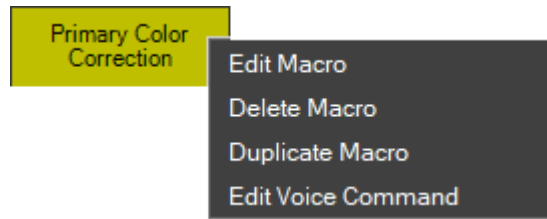
To create a macro with the MacroRecorder must understand what is the MacroRecorder.

The MacroRecorder is basically a recording of the activities carried out by a user with the mouse and keyboard at the end of this recording, a mcr file is produced.

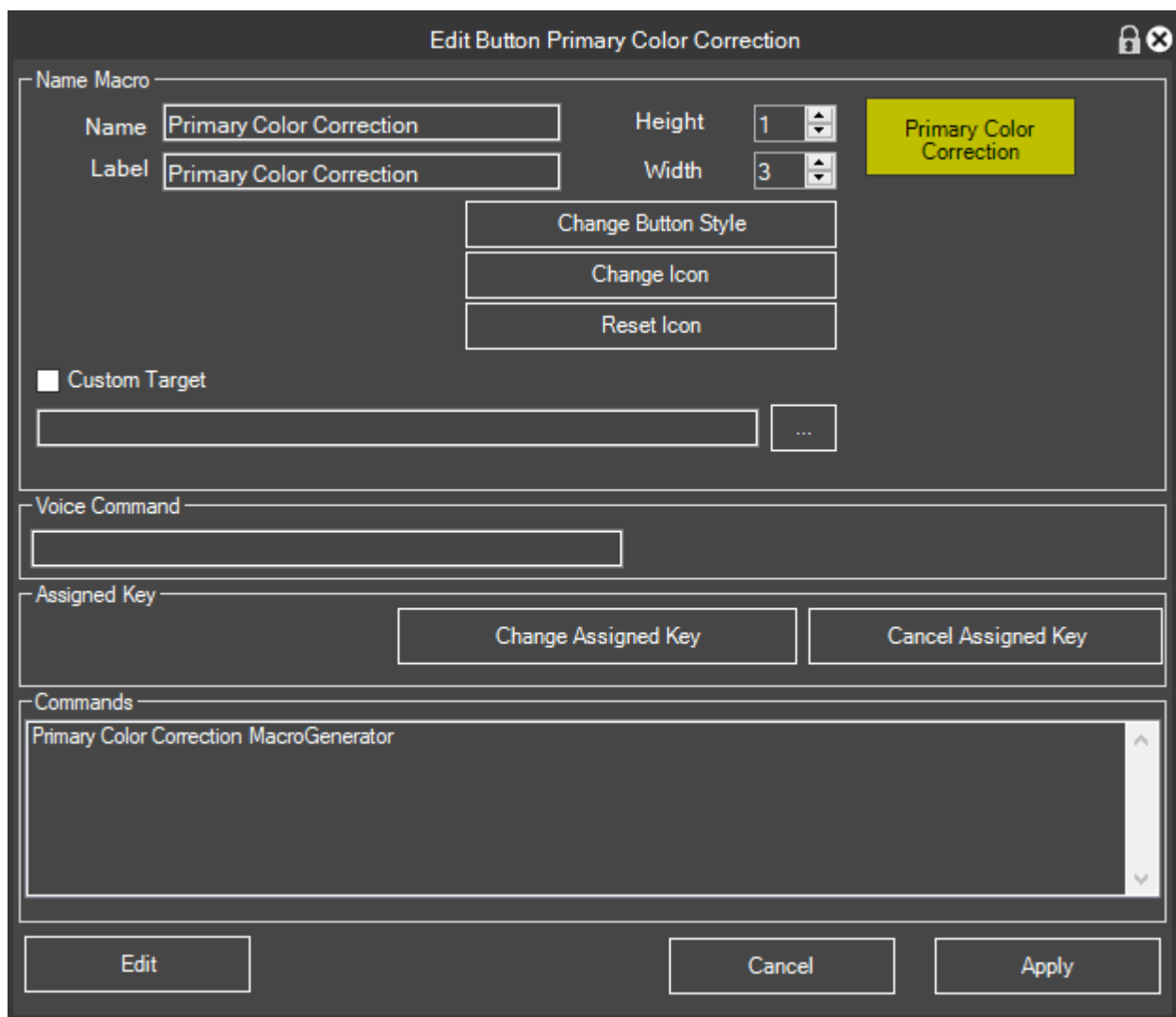
The MacroRecorder explanation is discussed more thoroughly in Part 06 of the series MG manuals.

11.4 - Edit Macro

To edit a macro, click the right mouse button on the button that represents the macro and select Edit Macro



Will open this screen



An existing macro can be changed in all its features, graphic and functional.

MacroGenerator 1.1 – Part Five – The GUI

Field Name, matches the name of the macro, it is a unique identifier for the macro

The Label field is what is displayed on the button

Height and width indicate the size of the button in the unit, where the unit is established in the general settings.

Change Style button, indicating the preset is the art style for this button

Change Icon allows you to apply an icon on the button, if you do not want any icon on the button click resets

Personalized Target allows us to control a different application from the one commanded by default workspace, such as whether the workspace controls the application "Adobe Premiere" and we want to perform an action in "Adobe Photoshop" must be specified at this point that the macro must act on Adobe Photoshop.

The vocal range combines a voice end to this macro to be run with Voice Commands

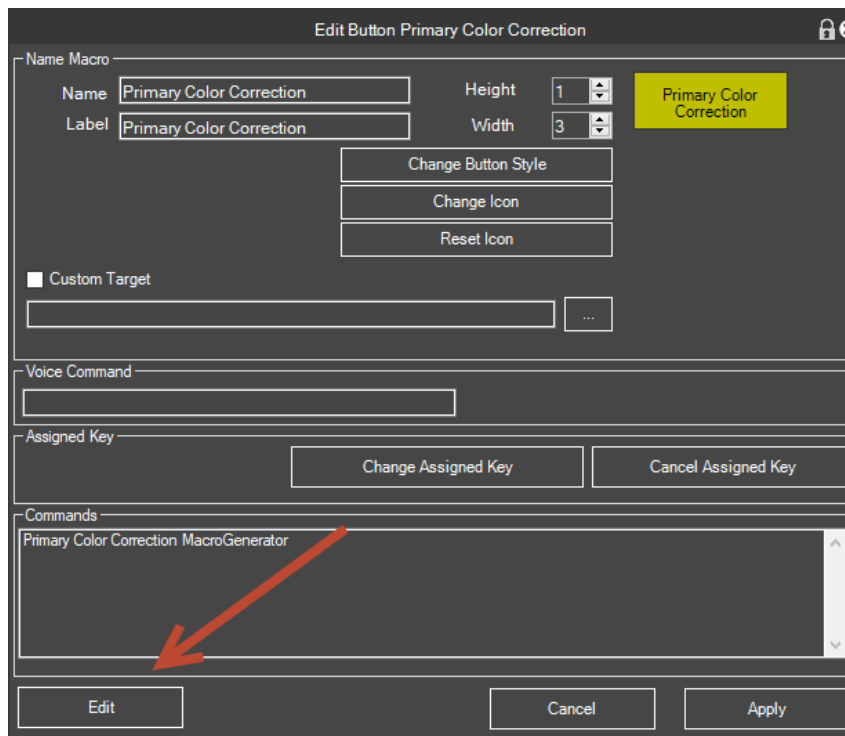
Change Assigned button, assign a Hotkey to the macro, so that to run the macro you can also press the shortcut key on the keyboard.

The Commands section summarizes the lines that make up the macro, by double-clicking or by clicking the edit button, you enter the functional part of the macro that we will see in the next chapter

By clicking on the Preview button, you can test the macro

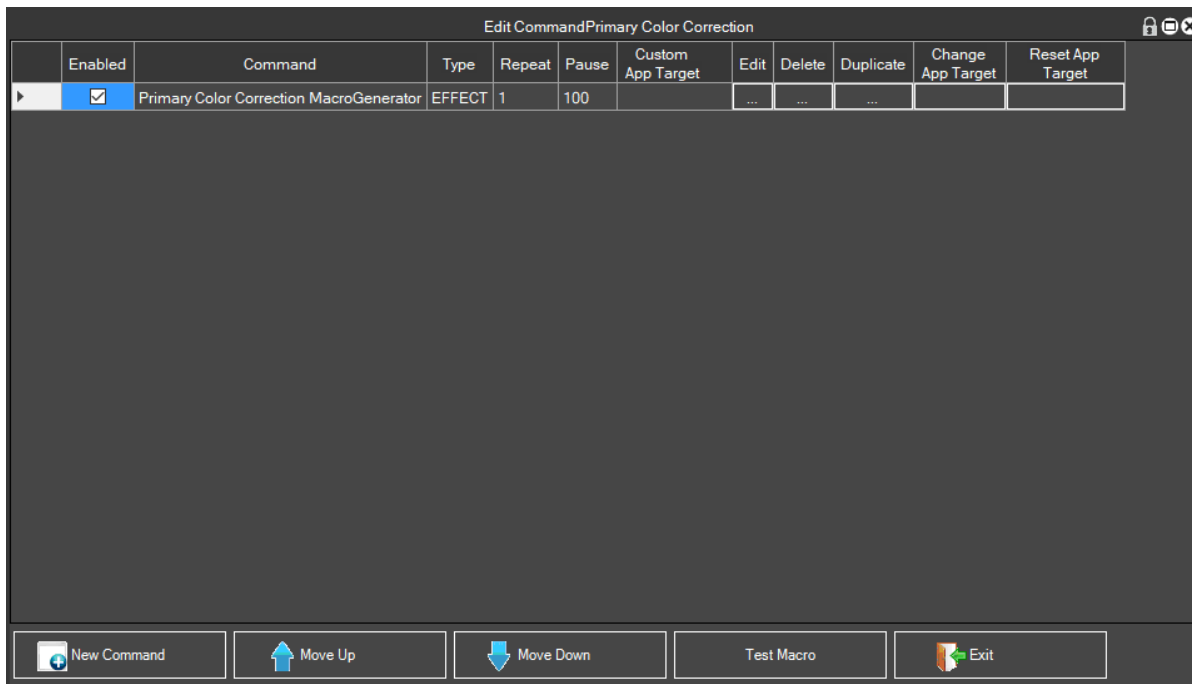
11.5 - Changing the Functional part of a macro

When we create a macro with the Wizard creates a macro with a single command line, more advanced users will learn to create complex macros consist of several command lines, so that a macro performs multiple actions in a single application, the list of this set of commands is achieved by modifying the macro and clicking on the "Edit"



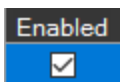
Then, it opens the functional part of the macro screen

In the screen below we see a number of rows equal to the number of commands that make up the macro



Use the "New Command" add a command line to the composition of the macro, in this case also here the selection of the choice of commands while the "Move Up" button and "Move Down" move the selected line up or down.

For every line, we have the following fields:



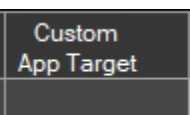
if the command is enabled, this can serve during a macro to enable or disable the command line test, then we

Command	Type
Primary Color Correction MacroGenerator	EFFECT

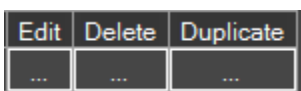
Command that is an automatic description field and type which is just the kind of command,

Repeat	Pause
1	100

that indicate how many times the command must be repeated and how many milliseconds must elapse before it executes the next command



It indicates whether the command line must be performed on a different application than the default from the workspace



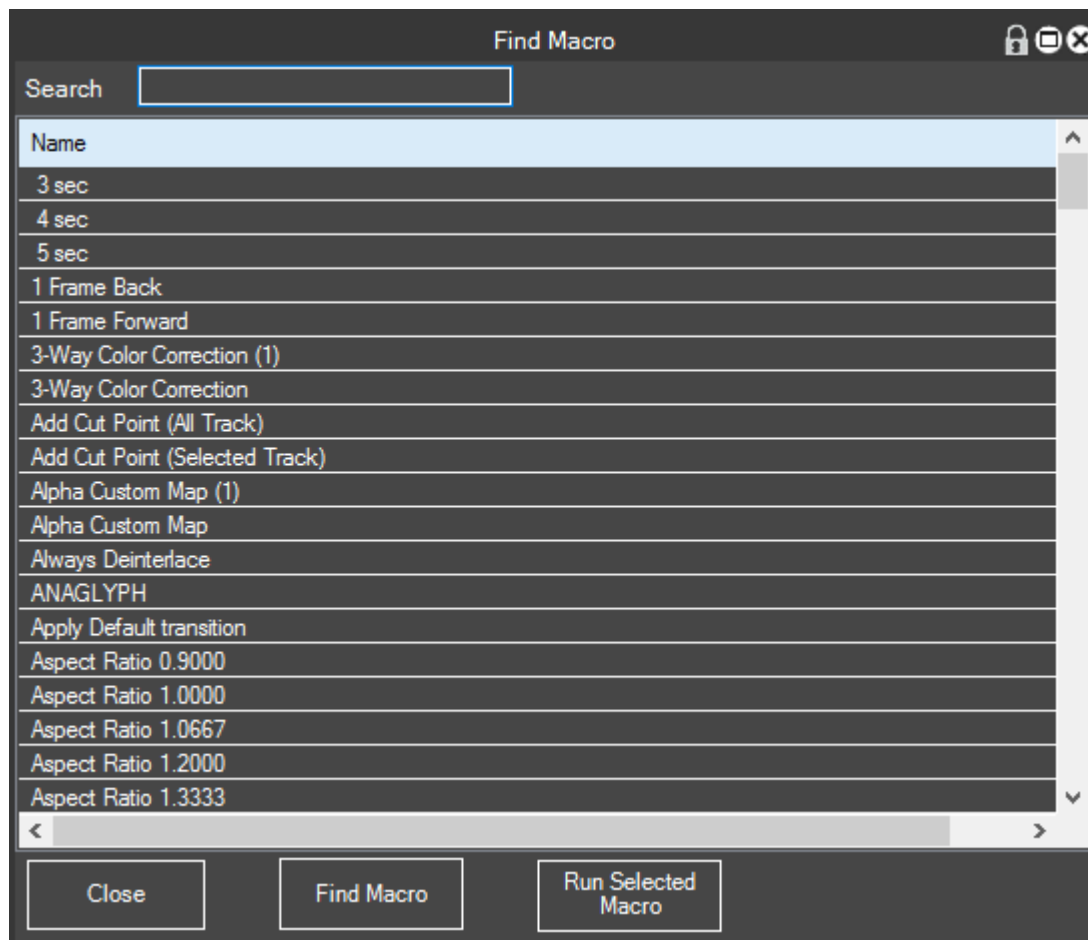
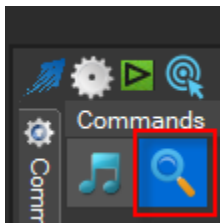
They are keys, and serve, respectively, to edit, change, delete, duplicate the command line.

Change App Target	Reset App Target

Sets and cancels a different application than the default from the current workspace

11.6 - Search Macro

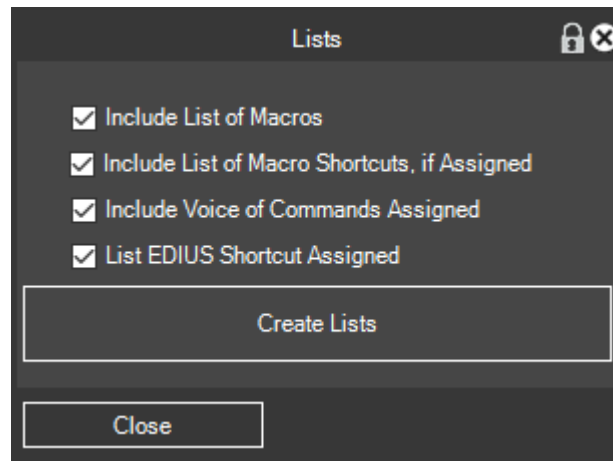
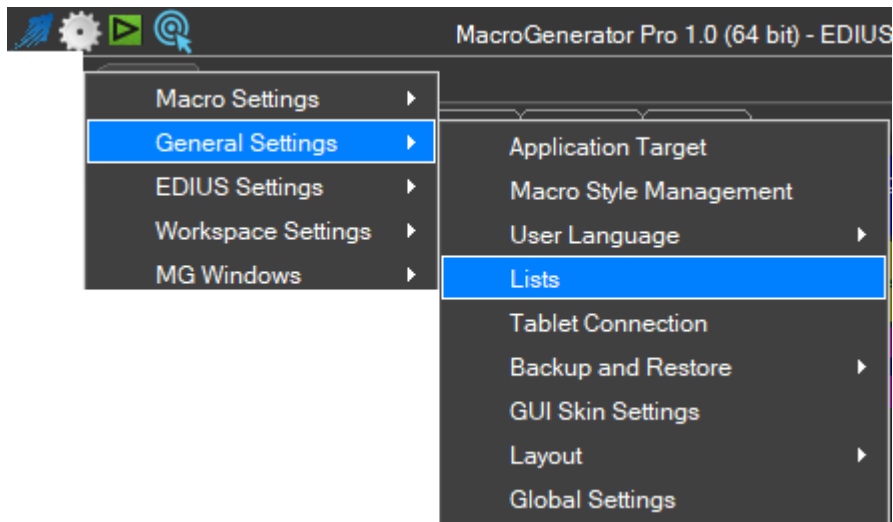
If we want to search on a macro and not remember in which container is contained, we launch this function by clicking on the magnifying glass in the control panel



It will open this list where we can filter the search by typing the name of the macro

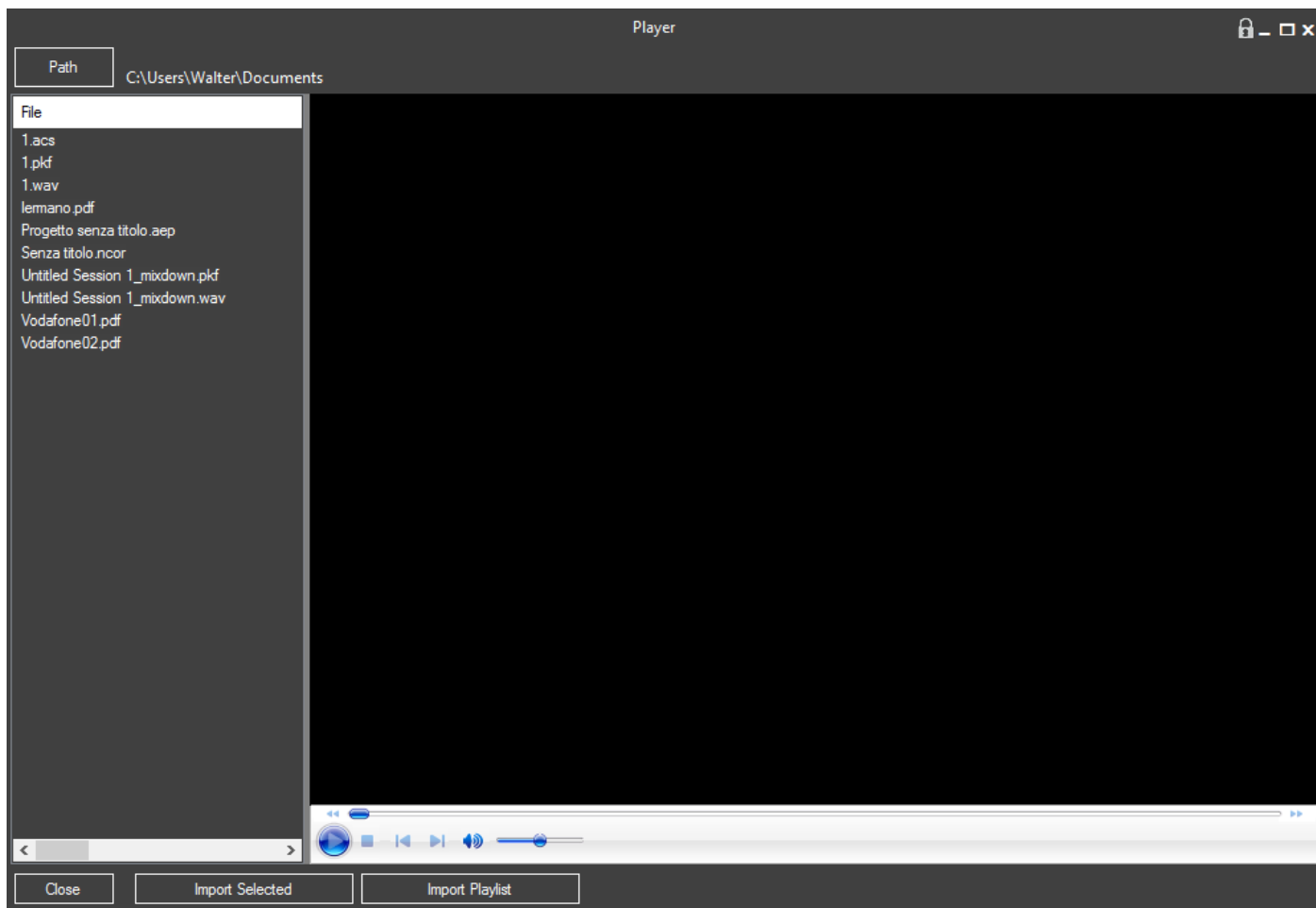
When the macro with the button "search macro" we position the container that contains it and instead if you click on "Run" the macro will be found and executed were found.

11.7 - Lists



With this function, we can have a complete picture of the allocations of hot keys and voice prompts, Including or Excluding list and clicking on the "List Keys Assigned" a report web page will be created and opened.

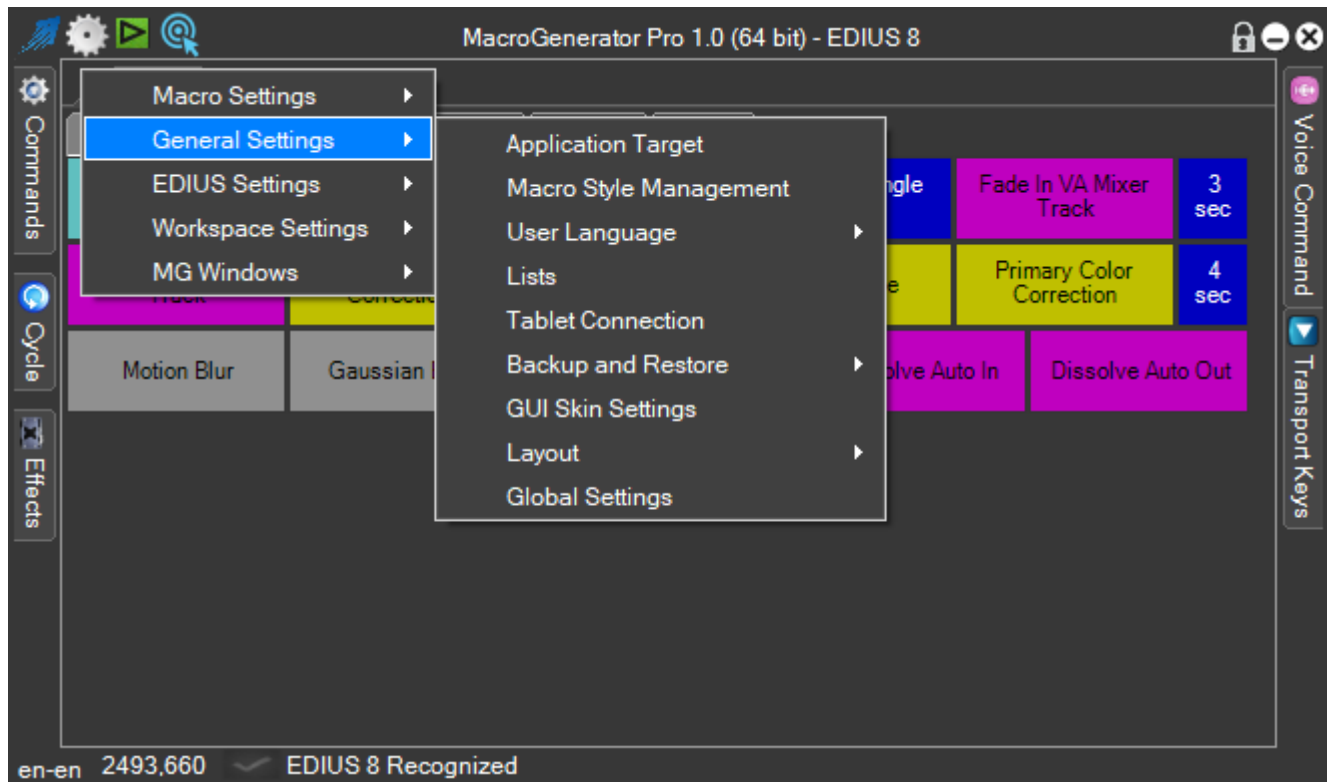
Chapter 12 - Player



The MG Player is a viewer of multimedia files.

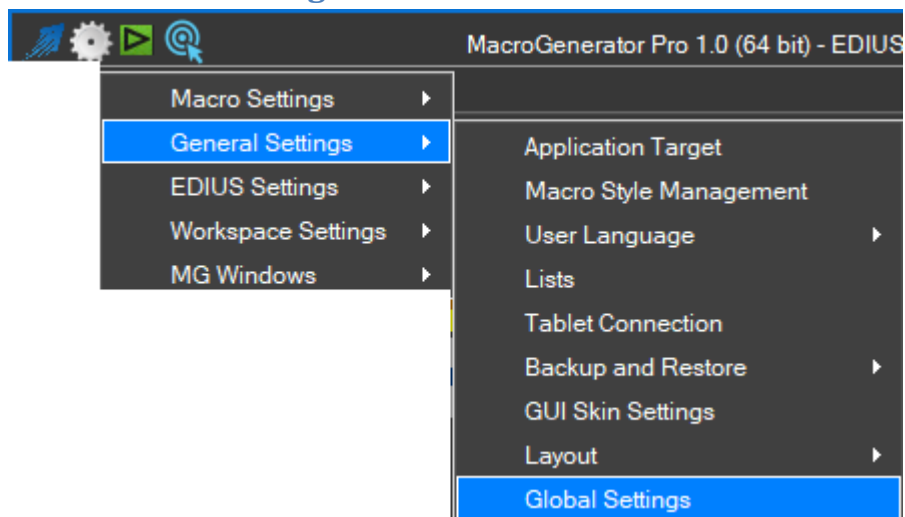
It can be imported into the software that we are commanding both individual files that playlist of songs directly into the bin of our software.

Chapter 13 - Settings



Some items on this menu have already been dealt with in previous chapters, the following will discuss the remaining items

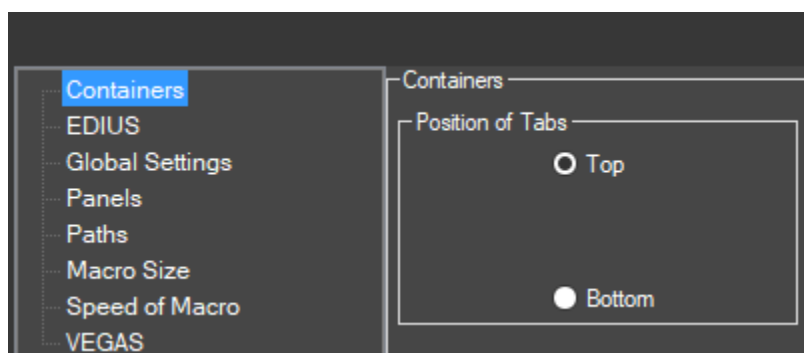
13.1 - Global Settings



This will open a screen where you have to click twice to get the settings associated with the type of setting.

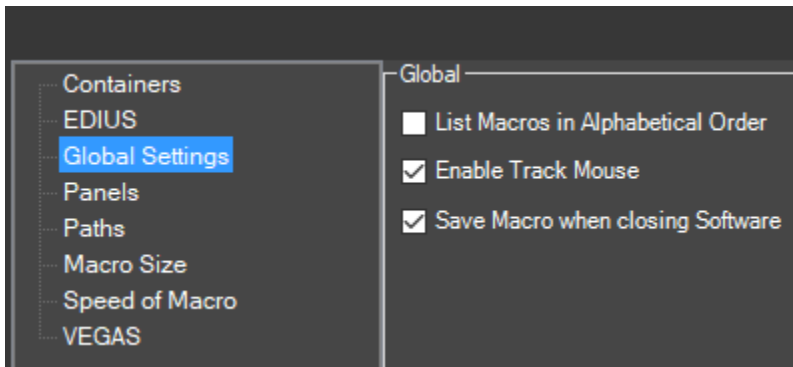
For cards for specific software, such as EDIUS, etc. VEGAS, we refer to the Appendices of the MG manuals for the software individually

13.1.1 - Containers Settings



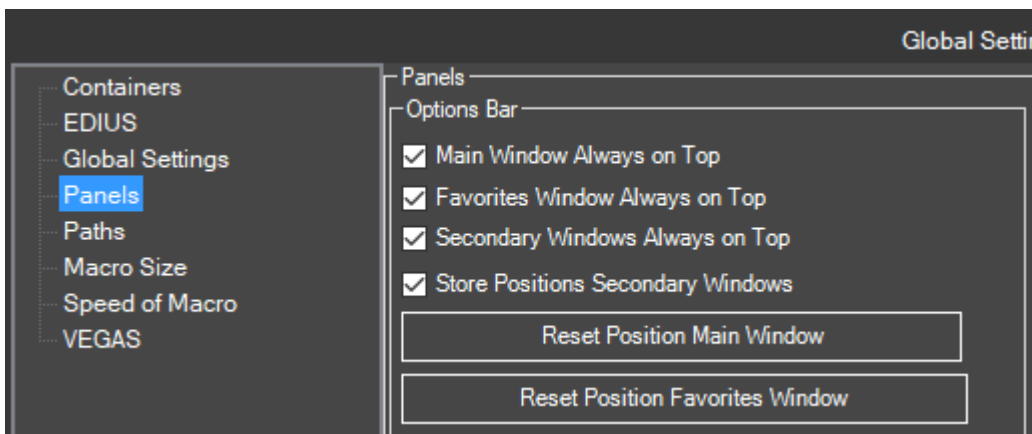
This setting determines whether we want the name of the containers at the top or at the bottom of the macro container

13.1.2 General Settings



- The first option is to display the macros in in alphabetical order containers
- The second option enables the tracking of the mouse, if you enabled this option will have on the bottom left of the MG status bar coordinates of the mouse position, according to the workspace This function is pretty much important as it can serve some purposes.
- The third option when enabled saves the macro to the closure of MG

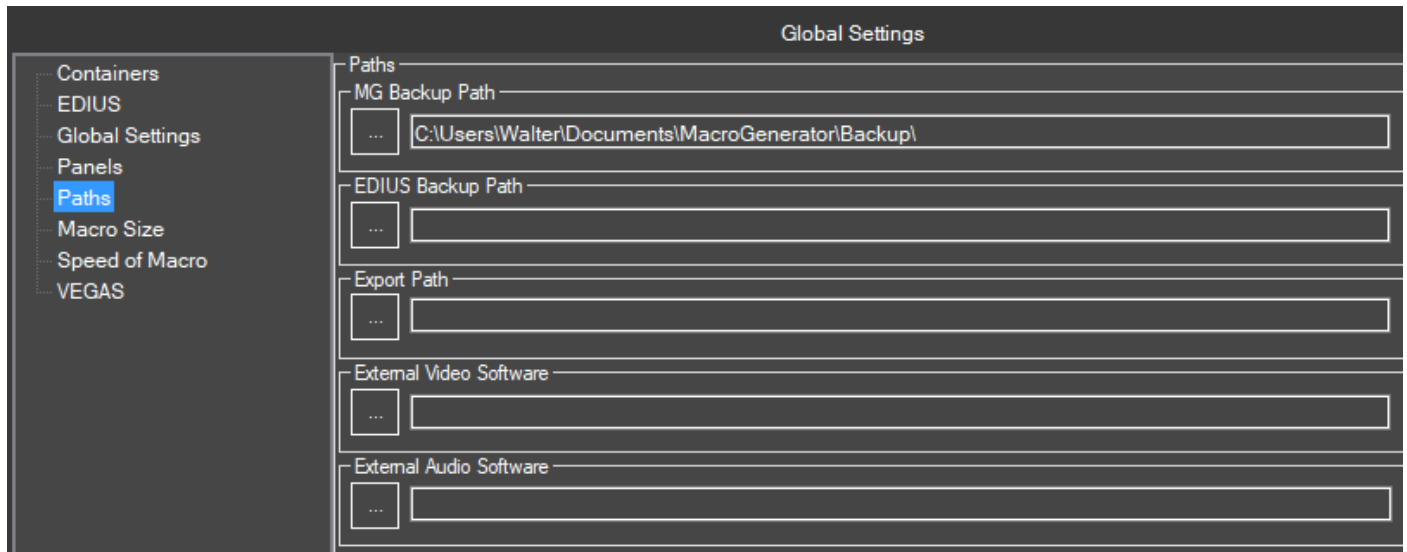
13.3 - Setting Panels



This setting relates to the panels and windows of MG, you can decide if the MG windows must always be on top of all the other software and whether their positions are to be stored.

Buttons Reset position are used to bring in the first monitor the MG windows if they do not appear.

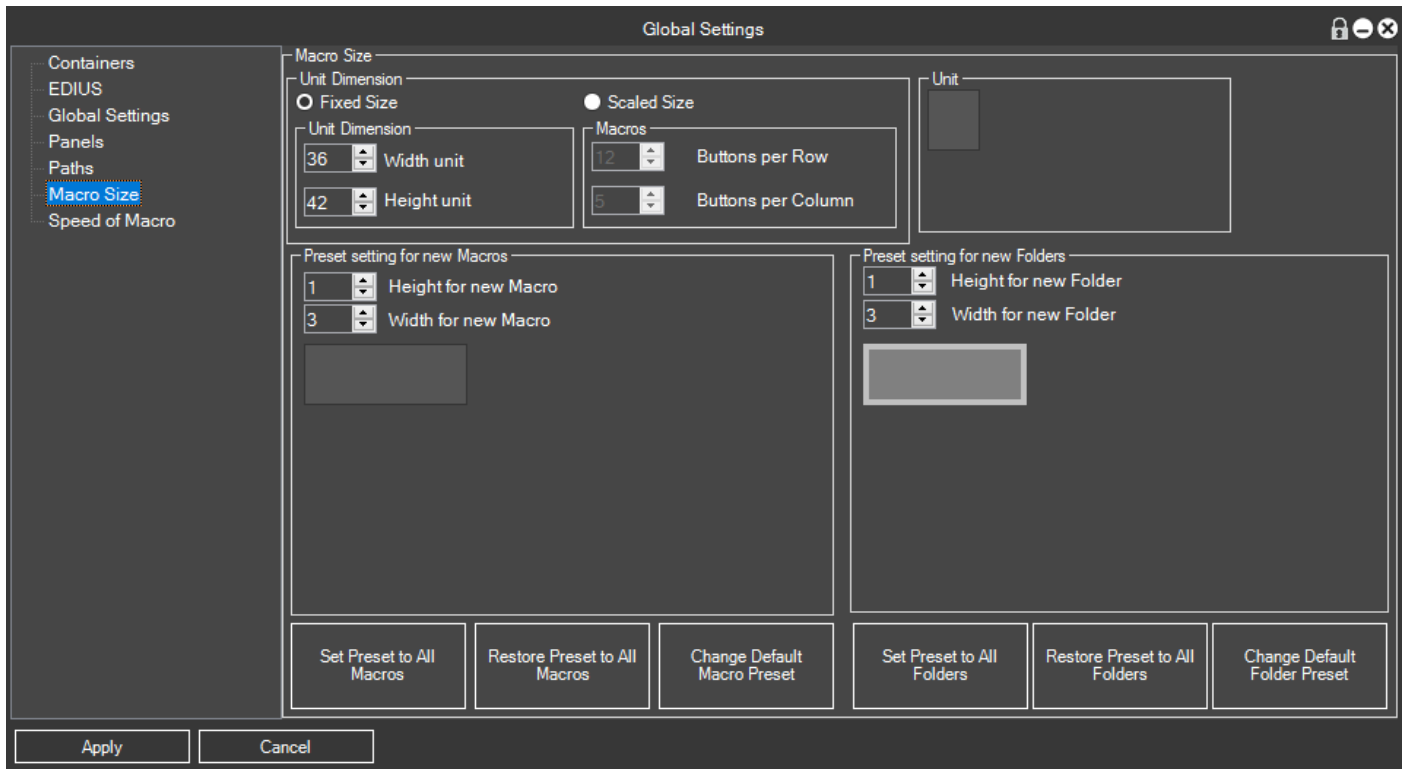
13.1.4 Settings Paths



In this screen, we can manage the disk paths for MG

- With this option **MG Backup Path** We define the path of the disk on which to make a backup copy of the MG data
- With this option **EDIUS Backup Path** we define the path on disk where backup the data of EDIUS
- With this option **Export Path** we define the path on disk where export clips with the export controls.
- With this option **External Video Software** we define the disk location where there is an external video editing software, this option in the "Round Trip Video" functions
- With this option **External Audio Software** we define the disk location where there is an external audio editing software, this option functions in the "Round Trip Audio"

13.2 - Size and Style Macro Buttons

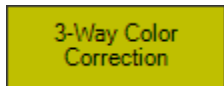


This screen is very important to understand how to manage the macro size and presets.

The button associated with a macro can be composed of one or more units, in width and in height



For example, this macro consists of a unit width and height units, this other macro



It is composed of a height of 3 units and of a width of 1 unit, how do we determine the drive size?

We have two options, selecting the option Fixed Size , We go to manually specify the size of our unit, so we are going to enter the value of the Width and Height of the unit, in this case when we scale the macro panel, macros are always the same size and are arranged to fit the width the panel.

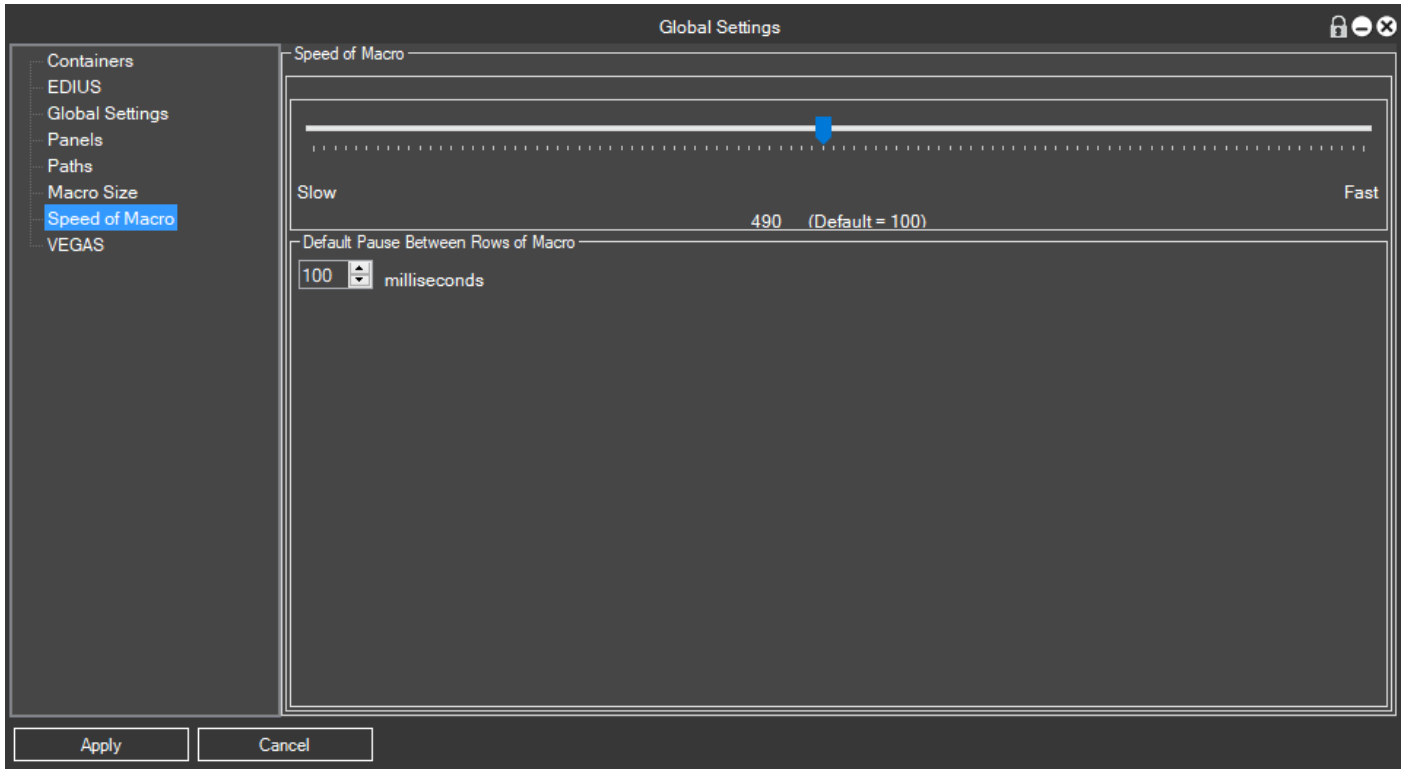
In the case of the choice Scaled Size , It is necessary to establish how many units want to Row and column, in this way when the panel is resized by the user, it calculates the size of the unit, and then each individual key changes size.

In the "Macro", we can define the size of the button when you create a new macro, clearly with the possibility to edit it later.

The same for the "subfolders" section we are going to define the default size of a subfolder in the moment in which it is created.

We can also see a preview of the buttons and the association of their presets, with the ability to set the preset you chose to all buttons.

13.1.5 Settings Application speed of macro



These options define in general terms the speed of implementation of the macro, this option for inexperienced users, it is recommended to a value of 100, for more experienced users who want to test how to apply the macro faster than they can do it from here.