

Read to me mom!

The program is used to attach text tracks to audio and video files, in particular, it concerns the imposition of dialogues on movies encoded in divx and mpeg format. The program does not play movies, for this purpose it uses QuickTime Player, which is installed with the operating system. The program recognizes and supports the most common file formats with dialogues.

Requirements

Requires Mac OS X version 10.1 or later and registered QuickTime 5, 6.1, or 7 (QuickTime Pro) and later. The program does not work with QuickTime versions 6.0.0 - 6.0.2.

Installation

The program does not require installation.

Usage

After starting the program, its main window will appear on the screen. In the upper part of the window there are two "dump zones" - places where you can drag the files to be opened. It is also possible to indicate files via the classic file selector, to do this you need to press the Open button... and select a file.

Note: If the file is not recognized (cannot be dragged to the "dump zone"), it must be indicated by pressing the Open... while pressing the option (alt) key on your keyboard.

The Convert button is used to call the function of changing the encoding of the Polish character standard. The menu above this button allows you to select the type of recoding. This function should be used for files containing texts encoded, e.g. in Windows format (CP 1250). The program requires that the subtitles attached to the film are encoded in the Mac CE standard.

Edit button... opens a window in which you can preview the contents of the dialog list and edit the time of displaying the dialogs. You can change the display time of a single dialogue or a group of dialogs, change the FPS (frames per seconds) value for dialog lists in frame format, and delete dialogues. Save button... allows you to save the modified dialog list.

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Change... opens a window in which it is possible to select the font used to generate subtitles, change its size, colors, etc., and specify the time after which the subtitles are to be extinguished.

Pressing the Attach button starts the process of attaching a dialogue list to the movie. When the operation is complete, you can start playing the movie: activate QuickTime Player and select Present Movie from the Movie menu... or press ⌘ + F. In earlier versions of QuickTime Player, Present Movie... it's called Full Screen.

Toolbar



- ① - display time of the currently selected dialogue (in seconds)
- ② - selecting the previous problematic dialogue
- ③ - selecting the next problematic dialogue
- ④ - calculation of FPS value (number of frames of the film displayed in one second)
- ⑤ - the current FPS value for which the dialogue times are calculated
- ⑥ - removal of punctuation errors from dialogues
- ⑦ - division into parts of dialogues exceeding a certain length (measured in characters)

Comments

- The program may not work correctly if in System Preferences, the International panel, in the list of languages "Polish" is in the first place.
- The font used to display subtitles should be CE font. QuickTime Player versions 5.x and 6.0 - 6.3 does not support Unicode fonts. As of QuickTime Player 6.4, this restriction does not apply.
- Before attaching a dialogue list to a video, it is worth reviewing it in the preview window and making any adjustments. Errors in the dialog list are color-coded, which allows you to quickly find them.
- The current version of the program does not support video files loaded from read-only volumes (CD ROMs, etc.). The video must be loaded from the hard disk.
- The user must have read and write access to the files being opened.

FAQ

Q: Instead of Polish signs, I have some strange "bushes". What's going on?

A: Most likely, you did not change the encoding of the standard of Polish characters in dialogues before they were included in the film. Use the Convert button in the main program window to change the encoding on Mac CE.

Q: Why do some dialogs appear on a colored background in the dialog list edit window?

A: A colored background indicates problematic dialogues. Dialogues marked in red will not be displayed in the video - their display time is less than the time of displaying one of the preceding dialogues. Dialogues marked in yellow will be displayed in the video for less time than the time it takes to read them.

Q: FPS - what is this value, what is it for and what to set?

A: FPS is the number of frames of the film displayed in one second, the value of this parameter has a decisive impact on the synchronization of the film with dialogues. It can be determined by reading it from the movie to which the dialogues will be attached. To do this, open the movie in QuickTime Player, select Show Movie Info from the Window menu (or press command + i), and then read the movie FPS value from the Movie Info window. Enter the read value into the FPS field in the program.

Q: It's terribly complicated, you can't in a simpler way?

A: You can use the FPS enumeration function. The button that triggers this function is inactive if the FPS value is not needed or if the movie to which the dialog list will be attached is not indicated.

Q: I set the FPS value and yet the dialogues "fall apart" with the image. What now?

A: You can experimentally adjust the dialogues to the image. In order for the dialogs to display earlier, you need to increase the FPS value; to display the dialogs later, reduce the FPS value. The best way to synchronize the tracks is to change the FPS by 0.01, attach dialogue to the video, scroll to the end of the video and evaluate the effects. If necessary, the cycle should be repeated until satisfactory results are achieved.

Q: The FPS field in the dialog list edit window is empty and cannot be entered into it. What to do?

A: Do nothing, that's how it's supposed to be. The program allows you to set the value of this parameter only when necessary - if the dialog list is in frame format.

Q: When attaching a dialogue list to a movie, the program reports an error: "The inclusion of a dialogue list in the movie failed...". What could be the cause?

A: Make sure you have read and write access to the file containing the movie. If necessary, change your permissions on this file.

Q: I am using Mac OS 8/9. Will there be a version of the program for this system?

A: There is a version for OS 8/9.

License

The program is available for free.

History

1.4.7

- Added the ability to overlay subtitles on the video. Remark! Playing a movie prepared in this way requires a fairly powerful computer.

1.4.6

- Fix to run with QuickTime 7 (tested on QuickTime 7.1).

1.4.5

- Added recognition of the standard of encoding Polish characters in dialogues.
- Changed the default font used to display subtitles. Instead of Geneva CE is Futura.
- Dialog lists converted to CP 1250 are saved with CR LF end-of-line markers.
- Made cosmetic UI improvements due to changes in OS X 10.3.

1.4.4

- Dialog lists converted to ISO 8859-2 are saved with end-of-line LF tags.

1.4.3

- Warnings about too short a time to display dialogues are based on the number and length of words.
- Extended window for subtitles attached to audio files.
- Fixes in support for video files converted with DivX Validator from the DivX 5 package.

1.4.2

- Fixed workaround for the error in QuickTime 6.0.x, the program requires QuickTime 5.x or 6.1.

1.4.1

- Added FPS calculation function.

1.4

- The maximum number of displayed lines of dialogue increased from two to three.
- Added function to correct the most common punctuation errors in dialogues.
- The FPS field allows you to change the value to three decimal places.
- Changing the way you modify the values of numeric fields - a marker under the changed digit.

1.3.5

- Added the ability to search for errors and warnings in the dialog list.

1.3.4

- Added the ability to keep preferred dialog display settings.

1.3.3

- Added support for video files converted with DivX Validator from the DivX 5 package.

1.3.2

- Fixed an issue that caused the last dialogue from the dialogue list not to be displayed in the video.

1.3.1

- Changing the FPS value updates the contents of the time modification field of the selected dialog.
- The program works with QuickTime 6.0.x (added workaround in QuickTime 6).

1.3

- Added option to change the encoding of the Polish character standard from/to ISO 8859-2 from/to Mac CE.
- Added function of dividing into parts of dialogues exceeding a certain length.
- Added yellow background signaling for subtitles displayed for less than 1 second.
- Conversion of the encoding standard for Polish characters does not remove changes in the dialog list.
- The saved dialog list contains changes made in edit mode.
- Fixed bug in handling soft subtitle suppression (introduced in version 1.2).

1.2

- Added the ability to change fps values for dialog lists in frame format.

1.1

- Added function of editing the display time of dialogues - individual dialogues and blocks.
- Added option to softly blank dialogues.
- Added support for files "uploaded" to the application icon (also in pairs - film and dialogues).

1.0

- The first version of the program.

Contact

Search for new versions of the program at: <http://pmm.apple.eu.org>

Search for dialogue lists on the following pages: <http://napisy.org/>, <http://napisy.info/> and <http://www.napiszone.prv.pl/>

Complaints and requests should be sent to: pmm@apple.eu.org