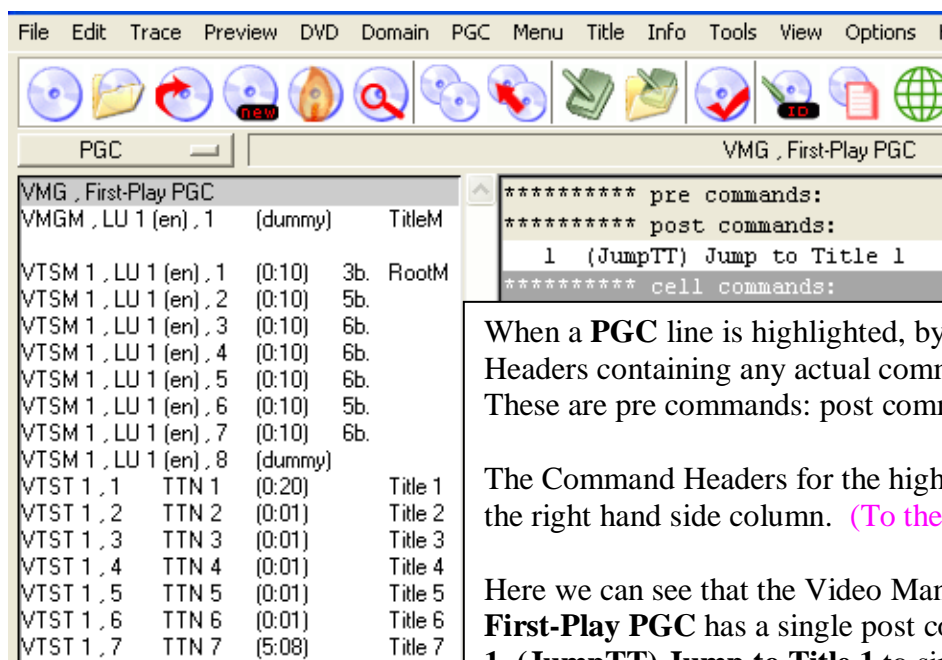


Generic Guide – PgcEdit – Familiarisation

When we have loaded a project the associated **PGCs** appear in the left side column of the Main Window:



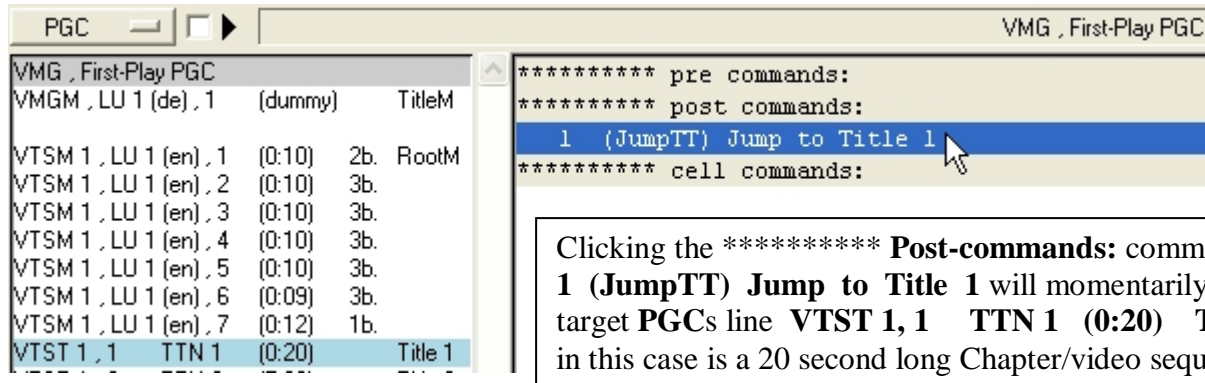
When a **PGC** line is highlighted, by a single click, it's Command Headers containing any actual commands, can be accessed. These are pre commands: post commands: and cell commands:

The Command Headers for the highlighted/active PGC, are shown in the right hand side column. (To the right of the PGC list)

Here we can see that the Video Manager First Play PGC **VMG , First-Play PGC** has a single post command **1 (JumpTT) Jump to Title 1** to simply start playback of Title 1.

Therefore we have learned a very useful fact. The post commands: line **1 (JumpTT) Jump to Title 1** is commanding the DVD to go to the Title 1 **PGC**. Well that is logical so perhaps there is hope.

Commands directing focus to a target line highlight it blue momentarily. (When the command is clicked) This is a very useful feature. Should the **PGC** line already be highlighted then we won't see the effect. The **VMG , First-Play PGC** line above is active/highlighted and any pale blue highlighting would not be visible if it were to be called by any pre, post or cell command.



Clicking the ***** **Post-commands:** command **1 (JumpTT) Jump to Title 1** will momentarily highlight the target PGCs line **VTST 1, 1 TTN 1 (0:20) Title 1** which in this case is a 20 second long Chapter/video sequence.

But what is all that Gobbledegook?

The left column contains the PGCs. **PGC** is an abbreviation for Program Chain. **ProGramChain**

PGCs are a sort of command centres controlling the play back of the DVD. This could be the Menu or the Video content. We can modify the **PGC** in many ways to obtain the result we require.

Re-cap: The **PGC** command structure: before it becomes active > ***** **Pre-commands:**
 When the **PGC** has completed it's task > ***** **Post-commands:** can direct the next function.
 The ***** **Cell-commands:** are carried out within the **PGC** after it has finished but is still open.

This gives us extensive control over how the DVD functions.

Control over the DVD is divided into Domains. (or Sectors)

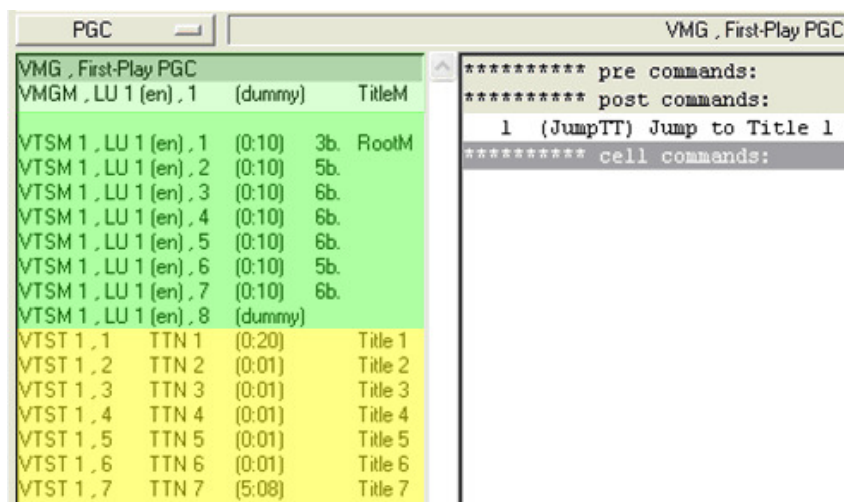
The VMG Domain. VideoManager (Here as they commonly are: the first two lines)

VMG , First-Play PGC is the first **PGC** of any DVD directing the first output action of the DVD. This **PGC** will not normally contain any internal command structure. It is a **NOP PGC**. **NonOperational**. **NOP PGCs** can still have associated pre, post or Cell commands. That is where their value lies. Below we can see that the First-Play will be Title 1.

VMGM , LU 1 (en), 1 (dummy) TitleM is also within the **VMG(M)** Domain and as the **M** signifies, is associated with the Menus. With our DVDs this will normally also be a **NOP** and serves as a fall back **PGC**

The VTS Domain. VideoTitleSet

VideoTitleSetMenus are **PGCs** Controlling the Menus. Here they are in the highlighted green area. **VideoTitleSetTitle** The Title **PGCs** holding the video Chapter(s) The yellow highlighted area. **DO NOT** confuse these Title(s) with your Project Video Titles. Here they are **PGC** Titles!



Note the following:

LU 1 (en) Language Unit (English)

(0:10) is a duration (0 min:10 sec)
(dummy) A dummy or **NOP PGC**

3b Three buttons in the menu

RootM is the Root, or Main Menu

VTST 1, 1 First VTST, First Title

VTST 2, 1 Second VTST, First Title

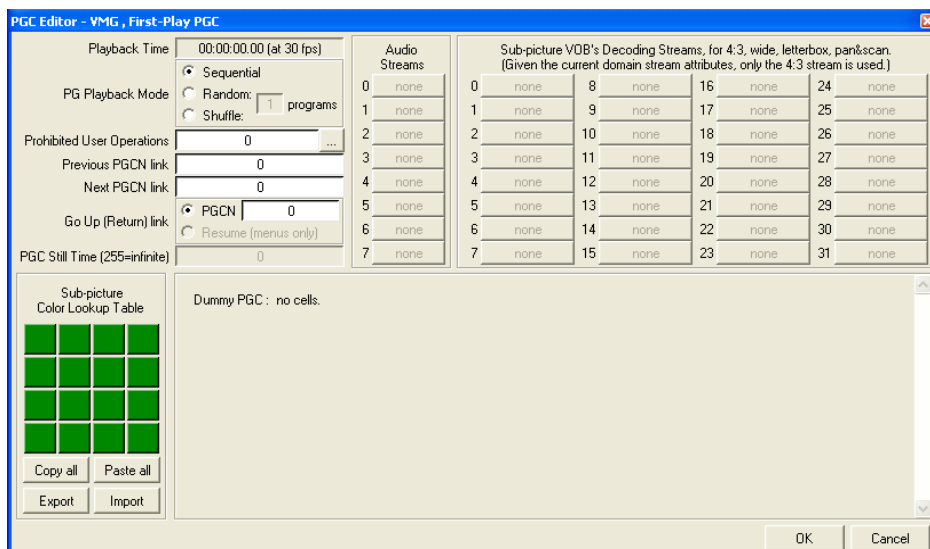
VTST 2, 2 Second VTST, Second Title

Title 1 Numbered list of all Titles

Later we shall investigate and manipulate the functions associated with each of these important **PGCs**. Note the order of the **PGC** list. Regardless of the order of video and menus in the project they stay the same in the **PGC** list

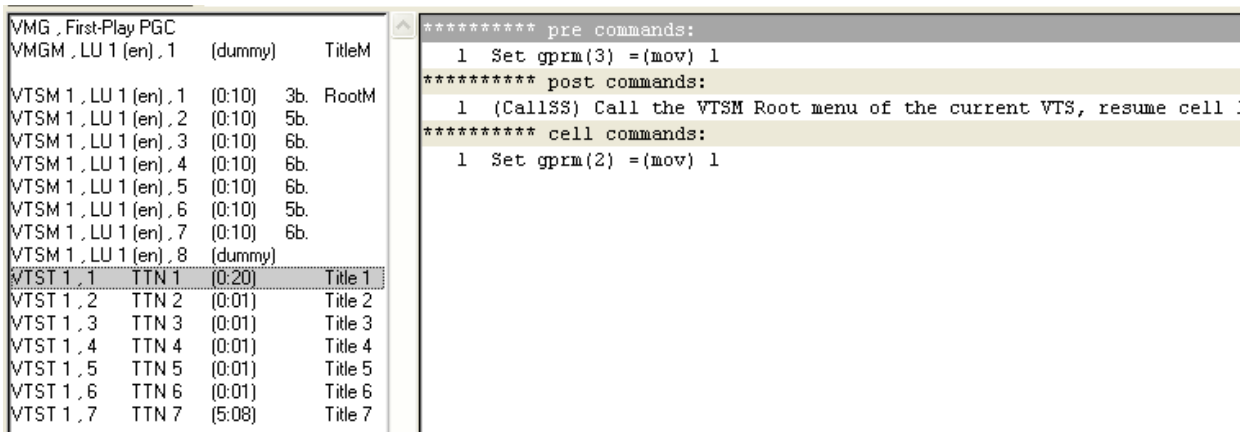
The PGC

First **Click** a **PGC** line to highlight it and then **Double click** the **PGC** line to see its contents:

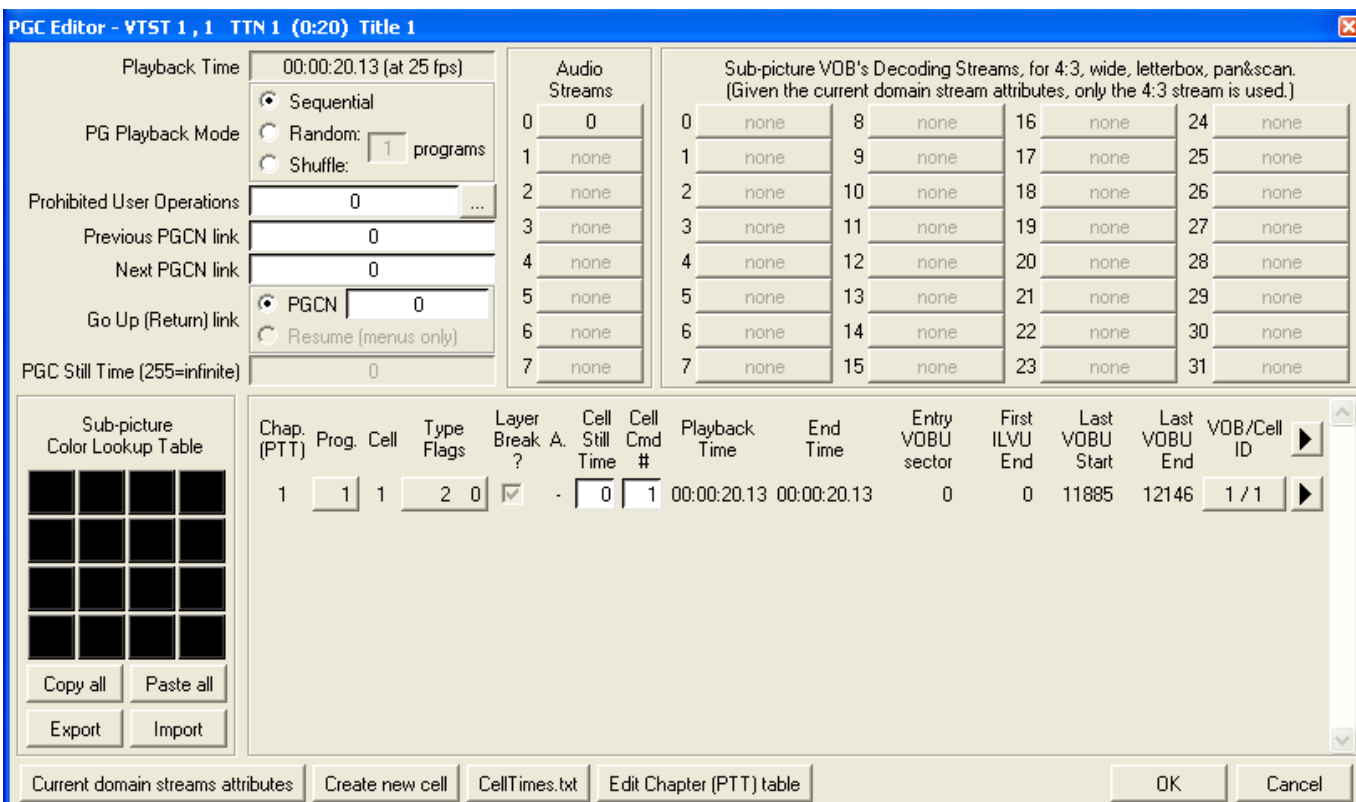


This is only a **Dummy PGC**

What does **Title 1** do then?



Click on the **VTST 1 , TTN 1 (min:sec) Title 1** PGC to highlight it and then **Double click** it to open it's **PGC - Editor**:



Now we can see that there is some content. **Chapter (PTT) 1** looks familiar.

Program 1 a little less so. We normally only have one Program, (**VTST 1**) but commercial DVDs may have several.

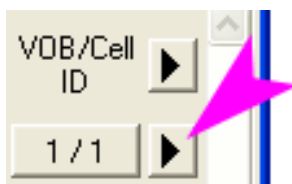
(Think of it as a Folder, or container, holding all the menus and titles in our project. Commercial DVDs will probably have several **Prog** numbers, but home videos usually only have just the one)

Cell 1 Cells are elements of a video. They can be large or just a few frames long. Normally with our type of DVD compilation they will each be a Chapter. But this may not always be so.

Type Flags, Layer Break A?, Cell Still Time and **Cell Cmd#** will be explained as we use them.

VOB/Cell ID is our VTST 1, VOB n/Chapter n of the video content. (n/n is the number, 1/1 in this PGC)

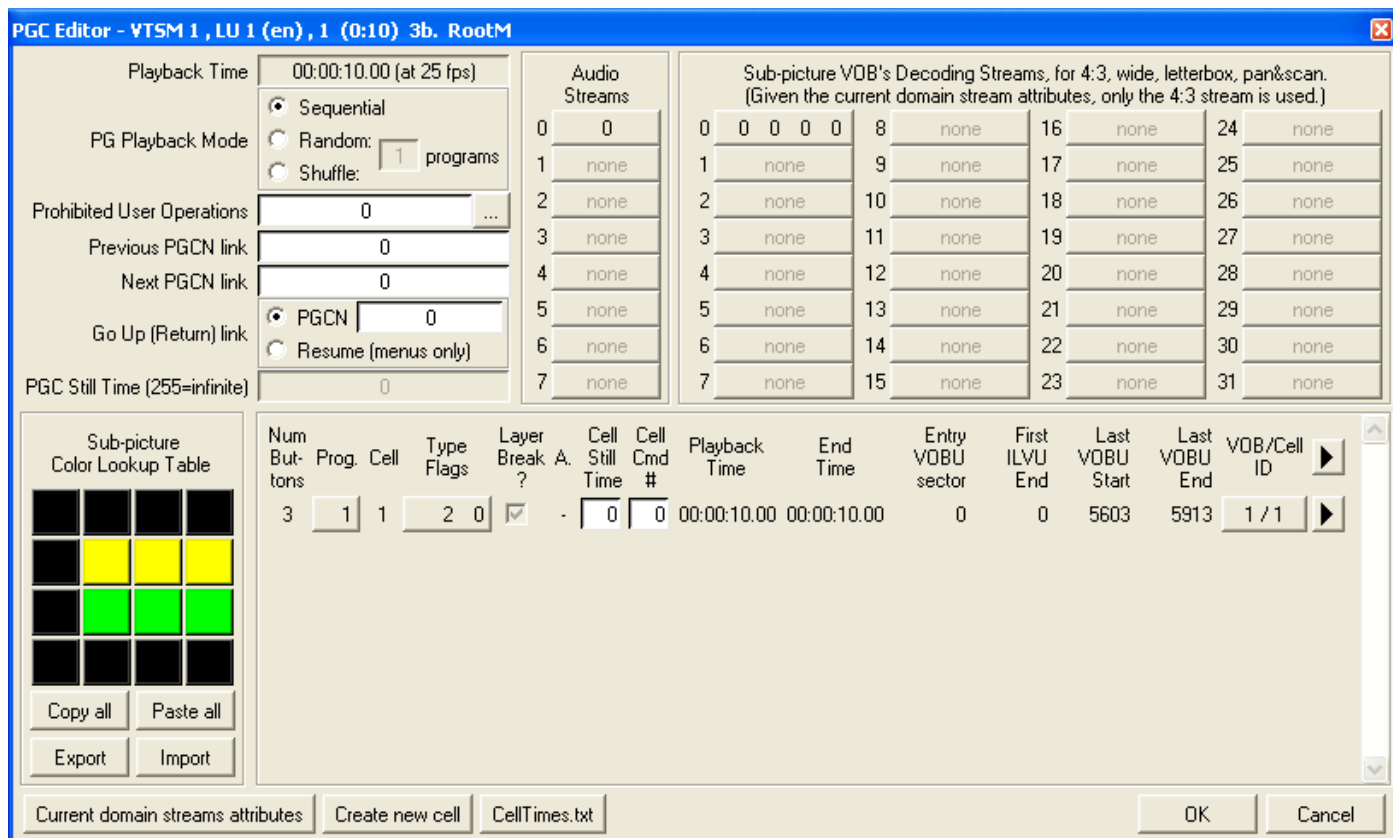
This **PGC** contains only one Chapter. Each chapter will have its own line and **PTT** number. **PartTitle**
 We can view the contents of the video in the PGC.



Click the Vob/Cell ID 1/1 Play button to see a Preview of the Chapter content.

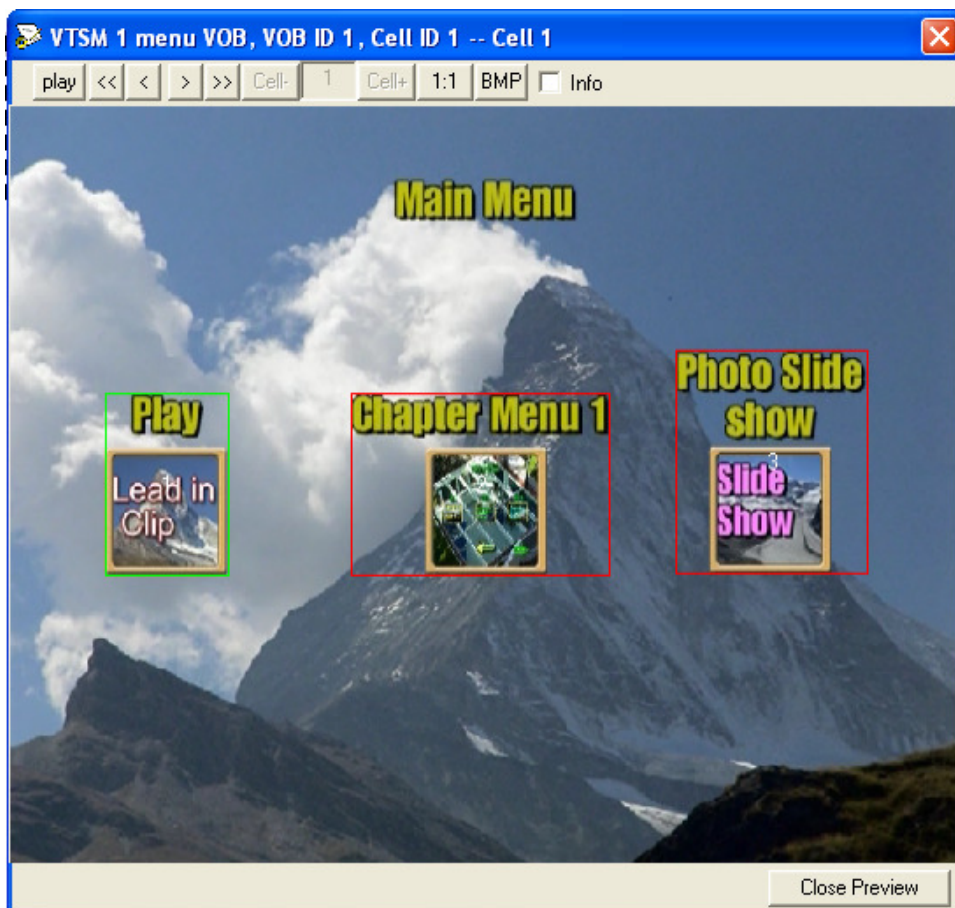
Click the **Vob/Cell ID** button (above the arrow) to view the entire **PGC** content. **Here we only have one chapter, so both Previews will be the same. With more than one chapter in the PGC, they will all be seen.**

Let's take a look at the **Root Menu**.



Pretty much the same, but wait, now we see Num Buttons 3 instead of Chap (PTT) 1.
 This is a menu with 3 buttons and no Titles so 3b has relevance to menus whilst **PTTs** are relevant to video content.

Click the **VOB/CELL ID 1/1** play button **or in this case** the **VOB/Cell ID** play button and:



Wow, now we are getting somewhere.

We can identify what a **PGC** does and which **PGC** does what.

(You won't see the green and red box outline around the buttons, as I had to cheat to make the image visible for this guide).

The Preview window here can not be edited.

To edit the buttons is however but a click away

Those are some of the basic elements within PgcEdit.

So far we have not actually done anything. The guide has dealt with the various elements and hopefully will provide a reference and a greater understanding as we proceed with our modifications.

The following sections will deal with specific changes that we can make to our DVD.

So let's go.

Oh and let's enjoy it because we are about to make that darned menu do what we want it to do and will not be intimidated, or limited, by what others feel we should have it do.

Geoff Pell

File name: gp104familiarise

17th July 2006