User Manual

forprompt studio

FORTINGE

Contents

1 Getting Started And Installation 5

1.1 System Requirements 5

1.2 Installation Steps 6

1.3 Licensing And Activation 9

1.4 Removing The License 10

1.5 Which ForPrompt Version is Right for Me? 11

2 User Interface Overview 13

2.1 ForPrompt Studio Editor Interface 13

2.2 ForPrompt Studio Engine Interface 13

2.3 Layouts 14

3 Menus And Toolbars 15

3.1 Top Toolbars 15

3.1.1 File Menu 15

3.1.2 Edit Menu 15

3.1.3 Help Menu 16

3.2 Rich Text Formatting 16

3.2.1 New File 16

3.2.2 Open File 16

3.2.3 Save 16

3.2.4 Undo Last Action 16

3.2.5 Redo Last Action 16

3.2.6 Font 16

3.2.7 Font Size 17

3.2.8 Bold 17

3.2.9 Italic 17

3.2.10 Underline 18

3.2.11 Alignment 18

3.2.12 Font Color 18

3.2.13 Background Color 19

3.2.14 Cut 19

3.2.15 Copy 19

3.2.16 Paste 19

3.2.17 Select All 19
3.2.18 Add/Remove Story 19
3.2.19 Clear Formatting 19
3.2.20 Scroll Tracking 19
3.3 Lower Toolbars 20
3.3.1 Background Text Color 20
3.3.2 Background Font Color 20
3.3.3 Line Gap 20
3.3.4 Capitalism 21
3.3.5 Safe Margins 21
3.3.6 Scale 21
4 Teleprompter Control Panel 22
4.1 Control Panel 22
4.1.1 Prompt 22
4.1.2 Play 22
4.1.3 Stop 22
4.1.4 Live Update 22
4.1.5 Jump to Cursor 22
4.1.6 Increase Speed 23
4.1.7 Decrease Speed 23
4.1.8 Top 23
4.1.9 Bottom 23
4.1.10 Previous Story 23
4.1.11 Next Story 23
4.1.12 Speed Control Bar 23
4.2 Bottom Tab Panel (Engine / Message / Controllers) 23
4.3 Preview Screen 25
4.3.1 Preview 25
4.3.2 Reading Feature 26
4.3.3 Flip-Mirror 26
4.3.4 Control With Keyboard 26
4.3.5 Blank Screen 26
5 Content Management 27

5.1 Story List 27
5.2 Rundown List 28
6 News Features 29
6.1 MOS 29
6.2 FTP 30
7 Settings 31
7.1 Editor Settings 31
7.1.1 General Settings 31
7.1.2 Editor Settings 32
7.1.3 Preview Settings 34
7.1.4 Engine Settings 35
7.1.5 MOS Settings 36
7.1.6 FTP Settings 38
7.1.7 Global Hotkeys Settings 39
7.2 Engine Settings 41
7.2.1 General Settings 41
7.2.2 Reading Settings 42
7.2.3 Control Settings 42
7.2.4 Output Settings 43
7.2.5 IP Stream Settings 45
7.2.6 Network Settings 46
8 Available Control Devices 47
8.1 JC1 Hand Controller 47
8.2 RF-100 & R-100 (Hand Controller Kit) 47
8.3 FC-1 (Foot Controller) 48
8.4 Control Shortcuts 48
8.5 Text Editor Shortcuts 48
Contact Fortinge 49

1 Getting Started And Installation

This document has been prepared for **version 3.8**

1.1 System Requirement

Engine & Editor

	Minimum Config	Recommended Config	Recommended IP Config
System	Home laptop or desktop	Pro laptop or workstation	Pro workstation
OS	Windows 8 x64	Windows 10-11 x64	Windows 10-11 x64
CPU	Intel i5 / Ryzen5	Intel i7 / Ryzen 7	Intel i7 / Ryzen 7
Memory	8 GB	16 GB	16 GB
Network	300+ megabit	Gigabit ethernet	Gigabit ethernet
Graphic Card	1 GB memory	2 GB dedicated memory	4 GB dedicated 1000+ mhz
Screen Resolution	1024x768	1920x1080	1920x1080
Output Device (optional)	Decklink Mini Monitor	Decklink SDI 4K	(Optional)
Output Resolution	720p50 (1280X720)	1080p60 (1920x1080)	(Optional)
Display Monitor	1 desktop	1 desktop + 1 display	1 desktop + 1 display
Licensing	USB Dongle or Online License		

Editor (Remote)

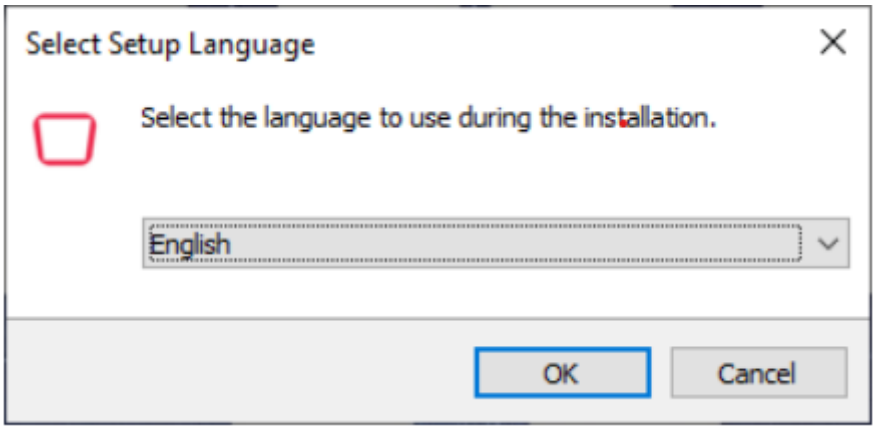
	Minimum Config	Recommended Config	Recommended IP Config
System	Home laptop or desktop	Pro laptop or desktop	Pro laptop or desktop
OS	Windows 8 x64	Windows 10-11 x64	Windows 10-11 x64
CPU	Intel i5 / Ryzen5	Intel i7 / Ryzen 7	Intel i7 / Ryzen 7
Memory	8 GB	16 GB	16 GB
Network	100 megabit	Gigabit ethernet	Gigabit ethernet
Graphic Card	512 MB memory	1 GB memory	2 GB memory
Screen Resolution	1024x768	1920x1080	1920x1080

1.2 Installation Steps

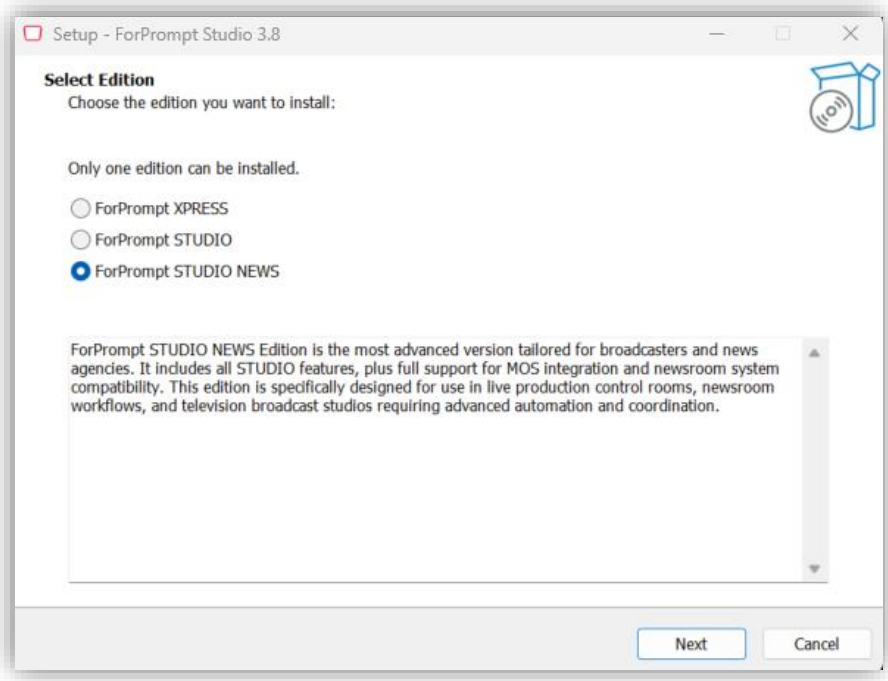
1. Go to the following webpage to download the demo ForPrompt Studio software:

   https://fortinge.com/download/forprompt

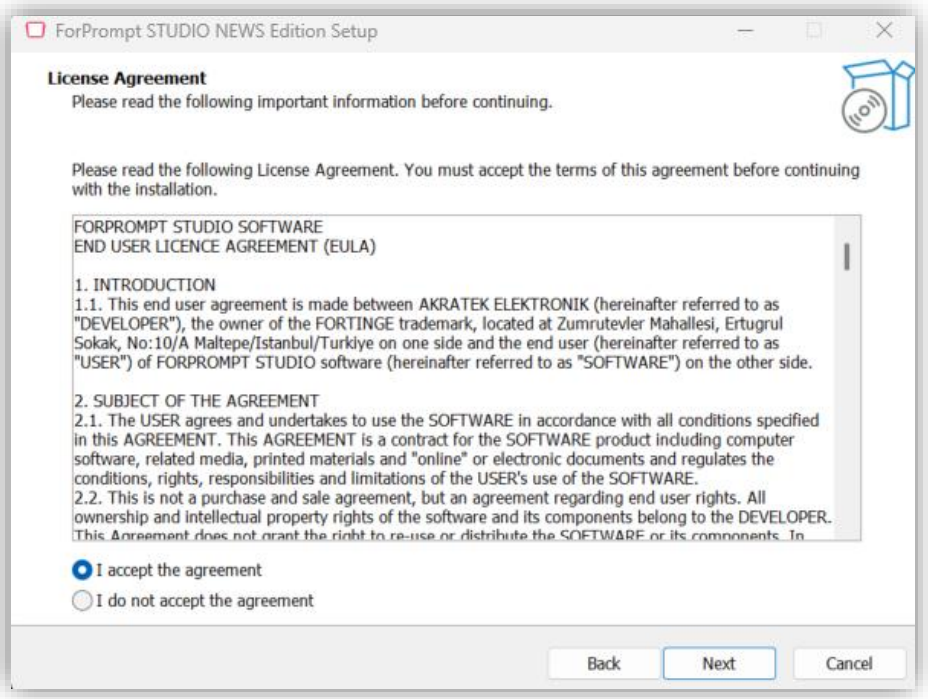
2. Run the downloaded installation file with administrator privileges.
3. Follow the steps in the installation wizard and complete the installation process.
4. Run the application using the ForPrompt Studio shortcut.



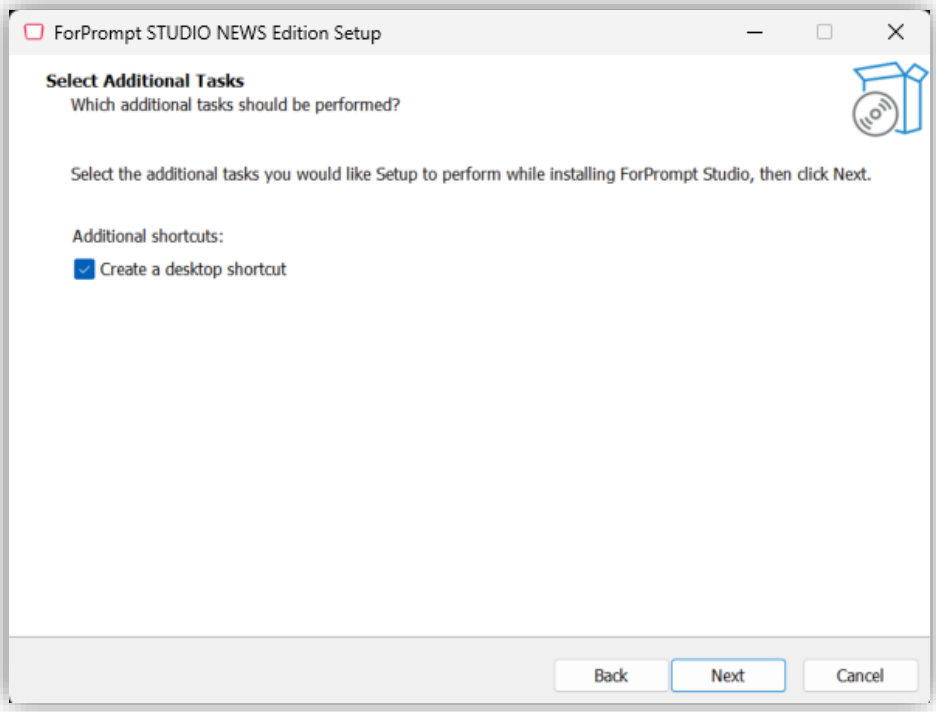
Select installation language and press “OK”



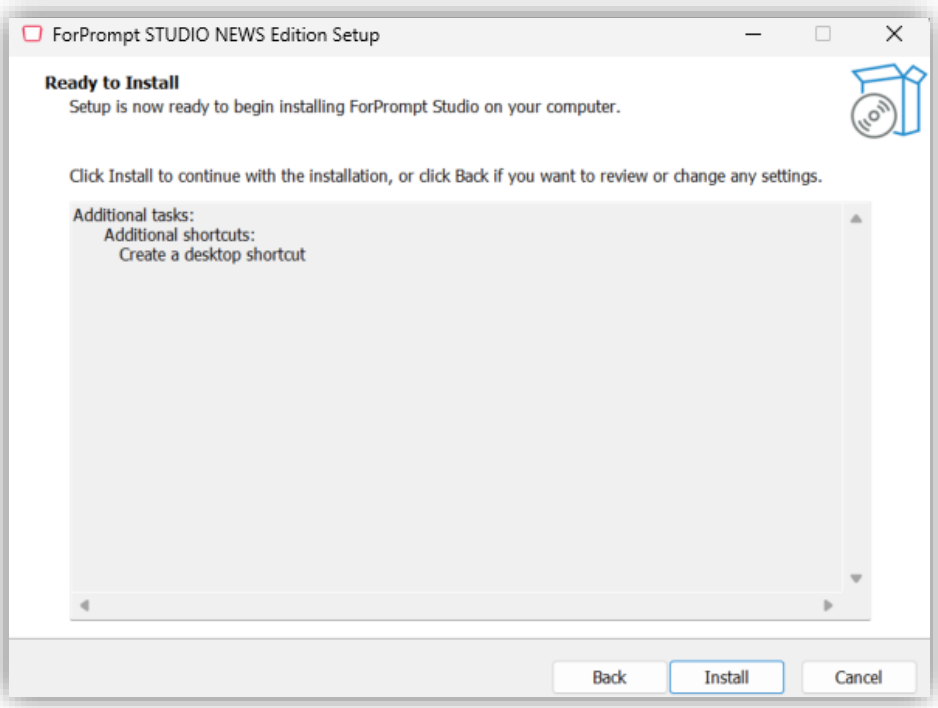
Select the format you want to install and click Next.



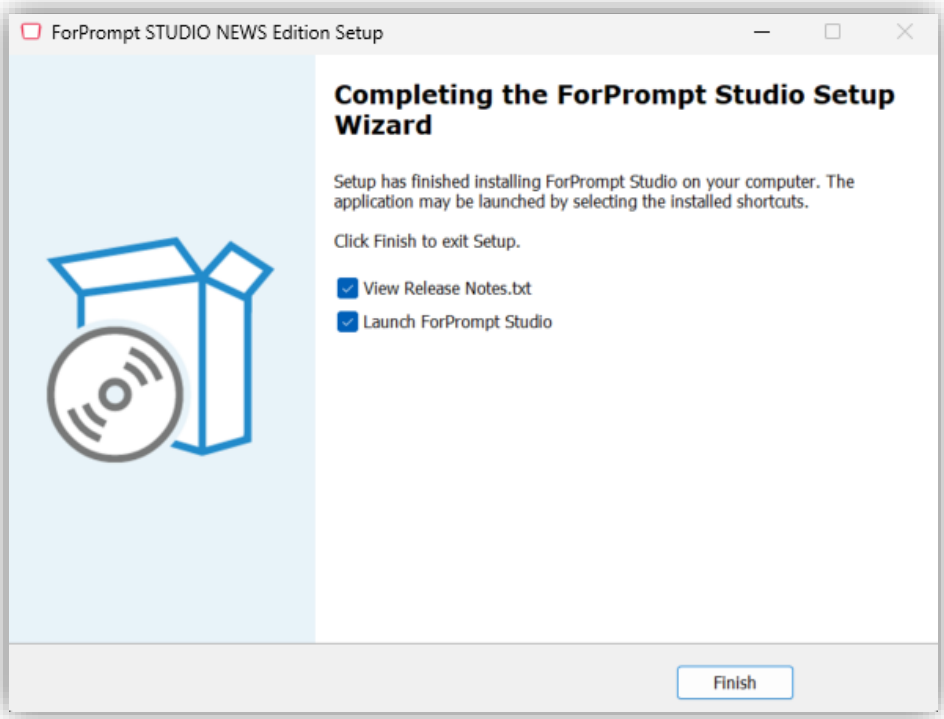
Read and accept the license agreement, then click Next.



Check “Create a desktop shortcut” option in order to create a shortcut on the desktop.



Click on the “Install” button to start the installation. Please wait until the progress bar reaches the end.

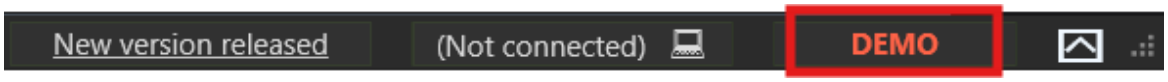


Installation is completed. Please click on “Launch ForPrompt Studio” in order to run the software.

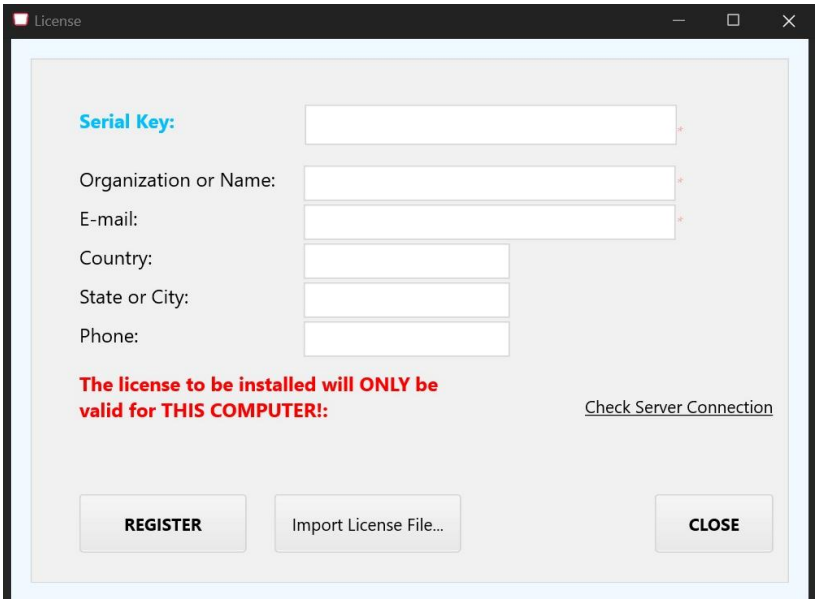
1.3 Licensing And Activation

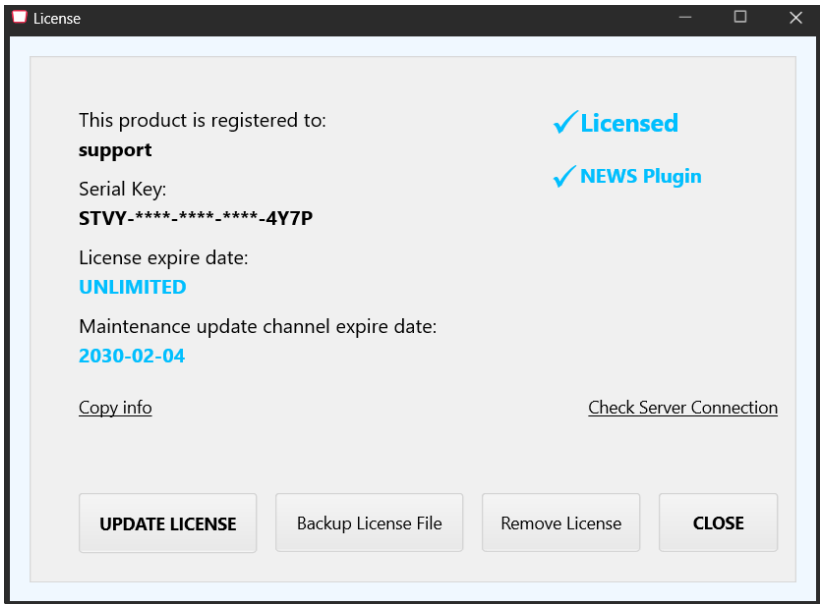
- If you have purchased a Dongle license key with the product, you do not need to perform a licensing process.
- If you have received a license key instead of a Dongle, open the License screen from the key icon at the bottom of the Editor screen and enter your license information. Internet connection required for this operation.

Step 1: Click the licence key icon



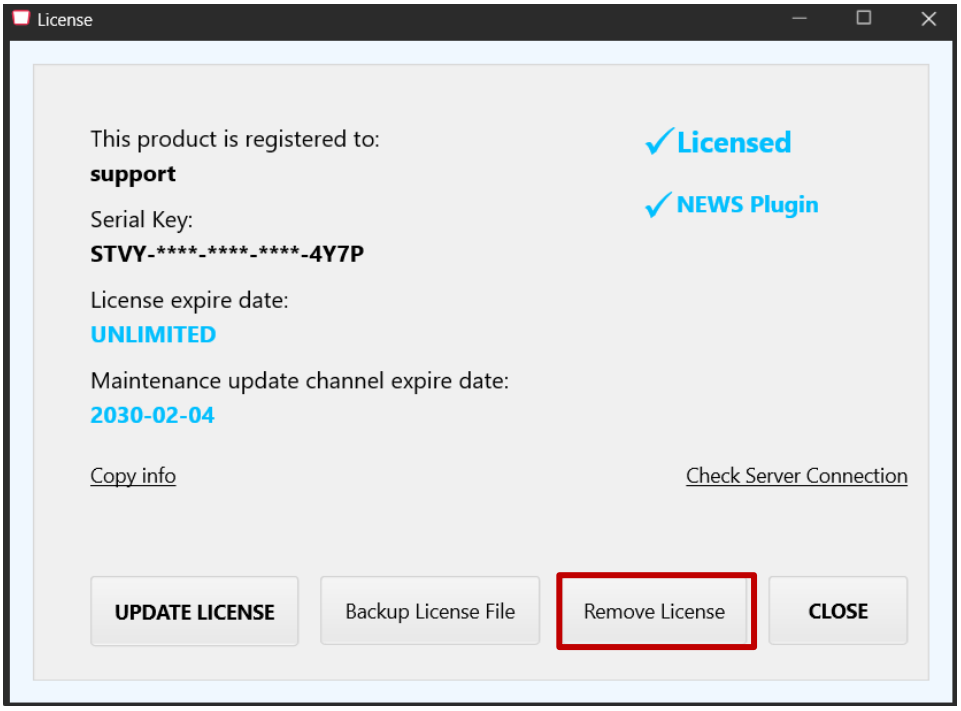
Step 2: Enter the serial key, name, e-mail, country, state or city, and phone information in the window that appears, then click the register button.



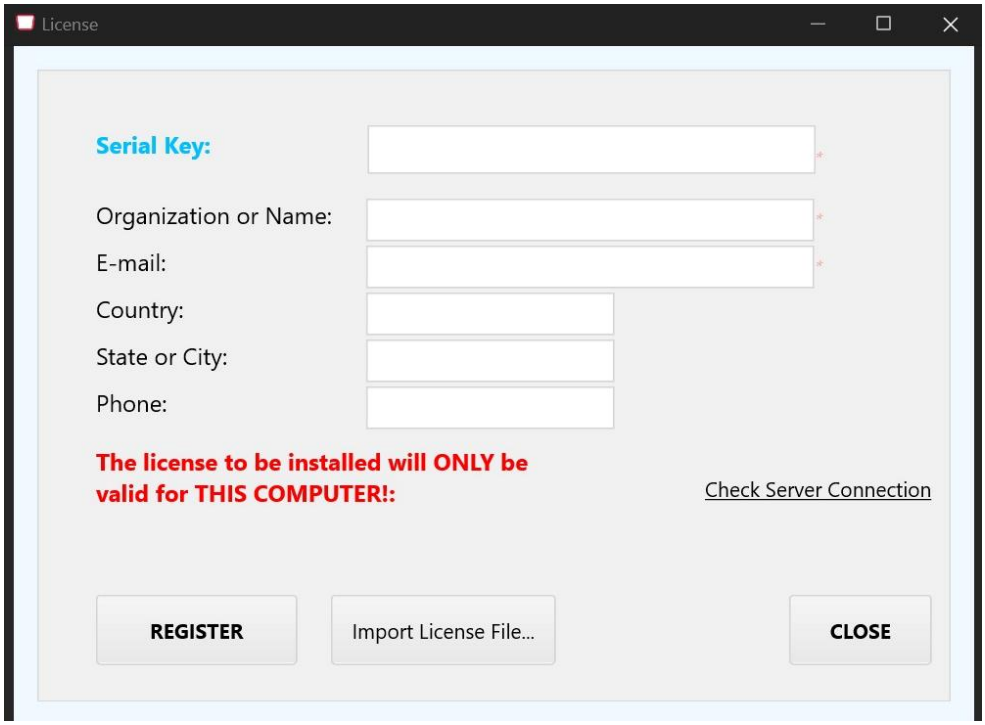


1.4 Removing The License

Step 1: Navigate to the "License" section from the main menu.



Step 2 : In the window that appears, you can remove the license by clicking the "Remove License" button. This action can only be performed a limited number of times !



1.5 Which ForPrompt Version is Right for Me?

FEATURE	ForPrompt XPress	ForPrompt Studio	ForPrompt Studio News
Target Audience	Speakers, Trainers, Content Creators, YouTubers, Influencers, Digital Marketers, E-Learning Platforms, Event Organizers…	Studios, Broadcasters, Educational Institutions, Corporates, Government Agencies…	Professional Broadcasters, TV Channels, News Agencies, Broadcasting Networks…
Standard Features			
Smooth Text Flow	✓	✓	✓
Prompter Live Update	✓	✓	✓
Multi Monitor Support	✓	✓	✓
Remote Controller Support	✓	✓	✓
Advanced On-Screen Controls	✓	✓	✓
Adjustable Scrolling Speed	✓	✓	✓
Multilingual Interface	✓	✓	✓
Rich Text Formatting and Files	✓	✓	✓
Full Unicode and RTL Support	✓	✓	✓
Keep Prompter Position During Updates	✓	✓	✓
Blank Screen	✓	✓	✓
Various Resolutions	✓	✓	✓
Global Hotkeys	✓	✓	✓
Send Message	✓	✓	✓
Customizable Layout	✓	✓	✓

Studio Features			
Story List	–	✓	✓
Jump To Story	–	✓	✓
Cloak Story	–	✓	✓
Preview	–	✓	✓
Remote Prompting	–	✓	✓
Scroll Tracking	–	✓	✓
Reading Markers	–	✓	✓
Flip & Mirror	–	✓	✓
Decklink Output	–	✓	✓
NDI Broadcast	–	✓	✓
News Features			
MOS	–	–	✓
iNews FTP	–	–	✓
Closed Caption*	–	–	✓
Presenter Profiles*	–	–	✓
Multi-Channel SDI Output*	–	–	✓

*SOON

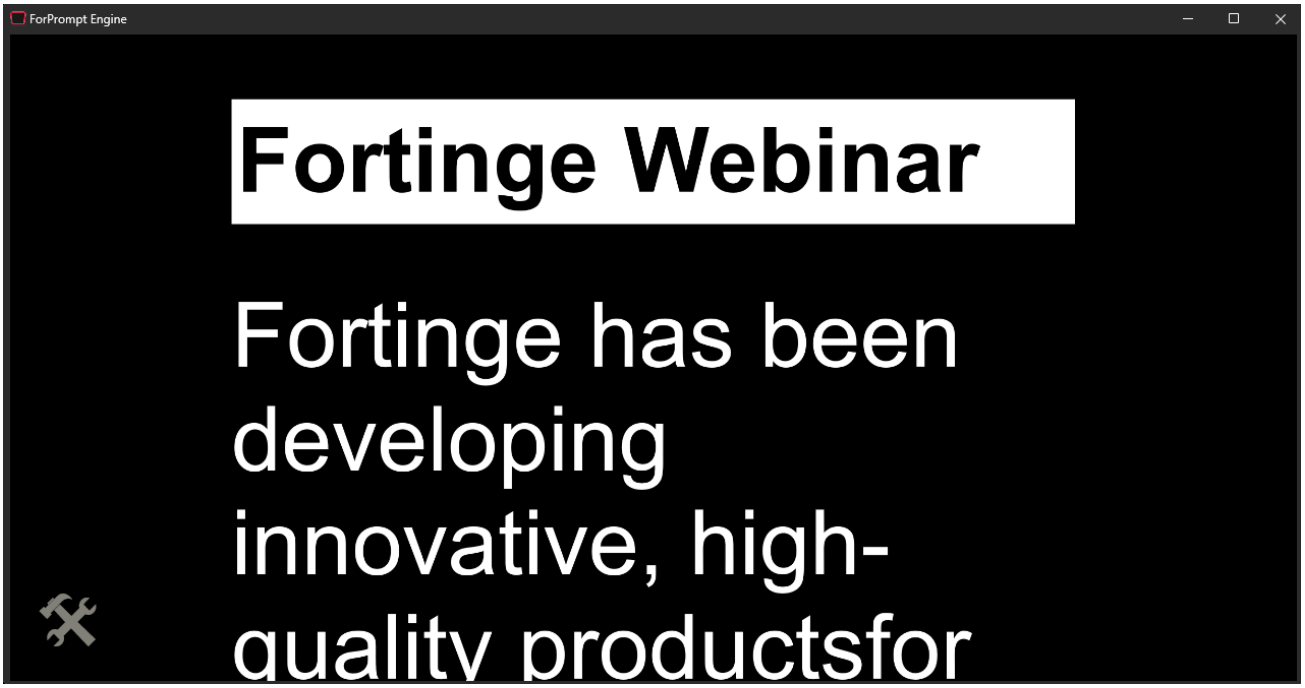
2 User Interface Overview

2.1 ForPrompt Studio Editor Interface

The section where scripts are created, edited, and formatted. Users can write, modify, and save their scripts here.

2.2 ForPrompt Studio Engine Interface

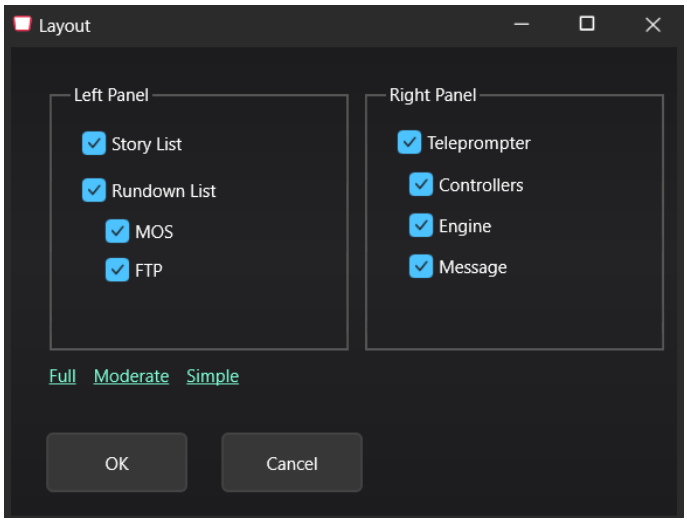
The section where the prepared script is scrolled and displayed on the teleprompter. It is used to control the text during live prompting.



2.3 Layouts

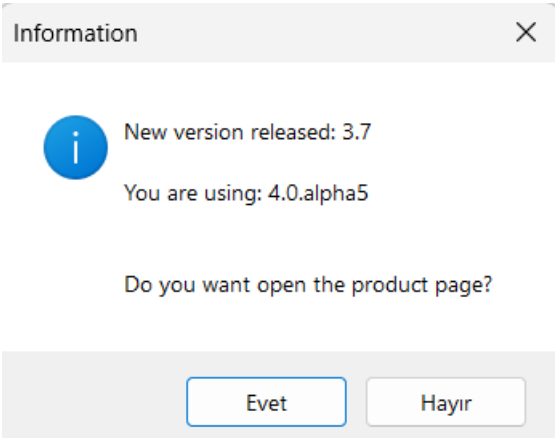
In this section, you can review and install newly released software versions. Device connections can be established, licenses can be added or removed, and the layout of the control panel can be adjusted (left or right).

- In the layout window, the screens located on the right and left panels can be configured in terms of position and display. The user can customize these layouts based on their preferences.



- When a device is connected, it can be viewed from this tab.

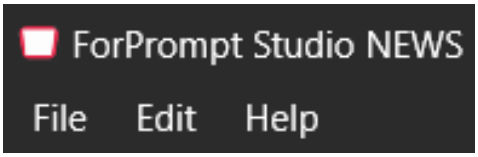
- When a newer and improved version is released, a notification window will appear in this section. By clicking “Yes,” the new version can be downloaded.



3 Menus And Toolbars

3.1 Top Toolbars

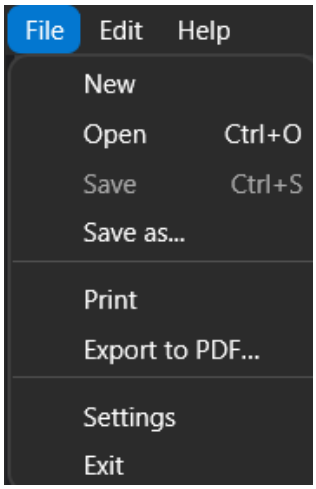
This section contains the main menus of the software: File, Edit, and Help.



3.1.1 File Menu

Includes basic file operations such as creating, opening, saving, and exporting files.

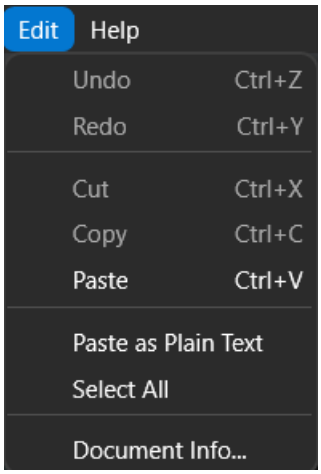
- **New:** Creates a new file.
- **Open (Ctrl+O):** Opens an existing file.
- **Save (Ctrl+S):** Saves the current file.
- **Save as:** Saves the current file with a new name or in a different location.
- **Print:** Sends the document to the printer.
- **Export to PDF:** Exports the file as a PDF document.
- **Settings:** Opens the settings panel for user preferences.
- **Exit:** Closes the application.



3.1.2 Edit Menu

Provides editing commands like copy, paste, and text modifications.

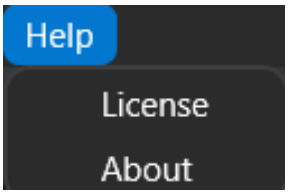
- **Undo (Ctrl+Z):** Reverts the last action.
- **Redo (Ctrl+Y):** Re-applies the last undone action.
- **Cut (Ctrl+X):** Removes the selected text and copies it to the clipboard.
- **Copy (Ctrl+C):** Copies the selected text to the clipboard.
- **Paste (Ctrl+V):** Pastes the copied or cut text.
- **Paste as Plain Text:** Pastes text without formatting.
- **Select All:** Selects all text in the document.
- **Document Info:** Displays information about the current document.



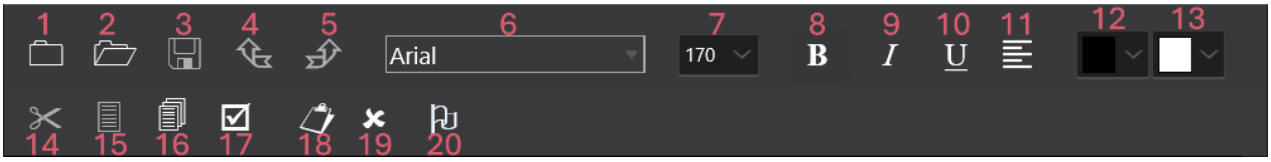
3.1.3 Help Menu

Gives access to software information, help documents, and support resources.

- **License:** Opens the license information or license management section of the software.
- **About:** Displays information about the application, such as version number and developer details.



3.2 Rich Text Formatting



3.2.1 New File

Creates a new, blank document. Use this option to start writing from scratch.

3.2.2 Open File

Opens an existing document from your computer or storage location.

3.2.3 Save

Saves the current document. If it's a new file, you'll be prompted to choose a location and name.

3.2.4 Undo Last Action

Reverses the most recent action or change.

3.2.5 Redo Last Action

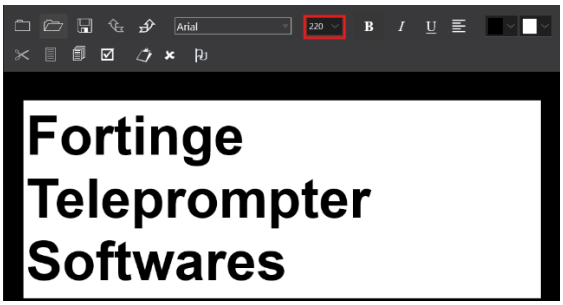
Reapplies an action that was undone.

3.2.6 Font

Allows you to choose the typeface (e.g., Arial, Times New Roman) for the selected text.

3.2.7 Font Size

Adjusts the size of the selected text. You can choose from preset sizes or enter a custom value.



3.2.8 Bold

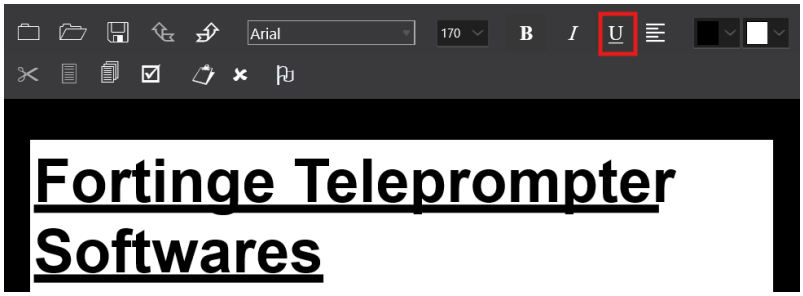
Makes the selected text bold to emphasize important content.

3.2.9 Italic

Slants the selected text to the right, often used for emphasis or titles.

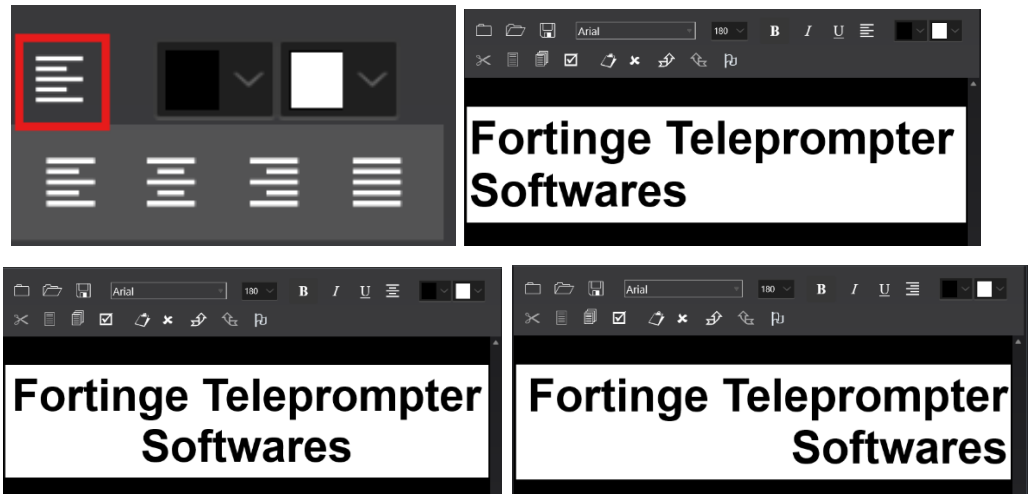
3.2.10 Underline

Draws a line beneath the selected text.



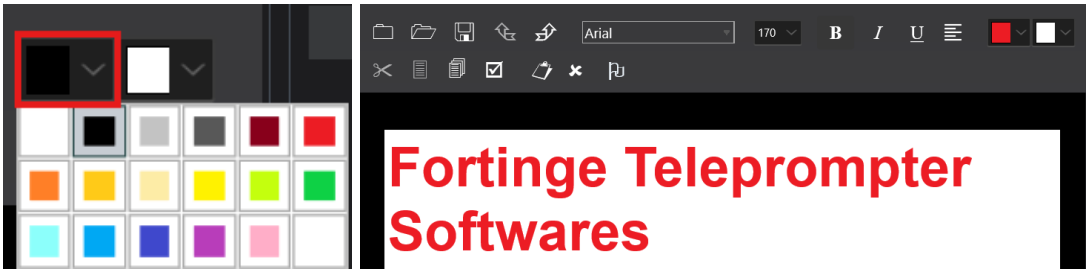
3.2.11 Alignment

Sets the alignment of the text. Options typically include left, center, right, and justified.



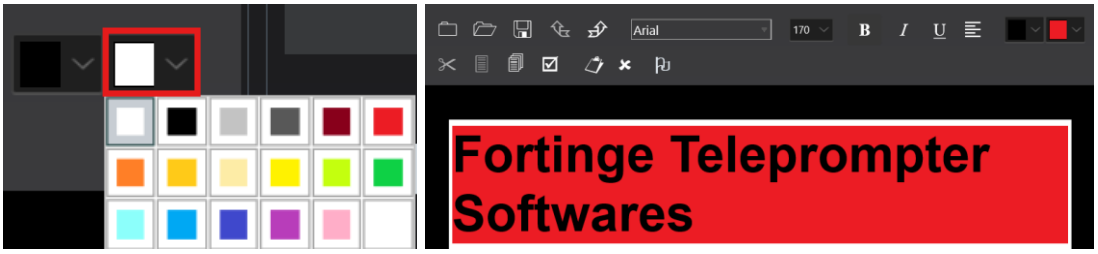
3.2.12 Font Color

Changes the color of the selected text.



3.2.13 Background Color

Sets the background color behind the selected text, useful for highlighting.



3.2.14 Cut

Removes the selected text or object and stores it in the clipboard for pasting elsewhere.

3.2.15 Copy

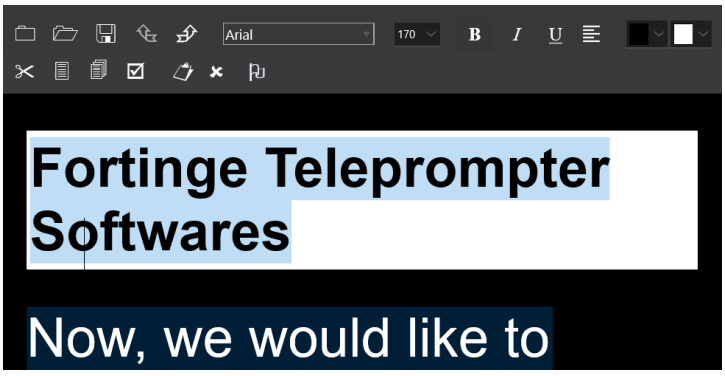
Copies the selected text or object to the clipboard without removing it.

3.2.16 Paste

Inserts content from the clipboard into the current location in the document.

3.2.17 Select All

Highlights all content in the current document or text area.



3.2.18 Add/Remove Story

Allows the user to insert a new story into the script or delete an existing one as needed. This feature helps manage multi-story scripts efficiently by letting users add new content or remove outdated segments.

3.2.19 Clear Formatting

Removes all font styles and formatting, reverting text to the default appearance.

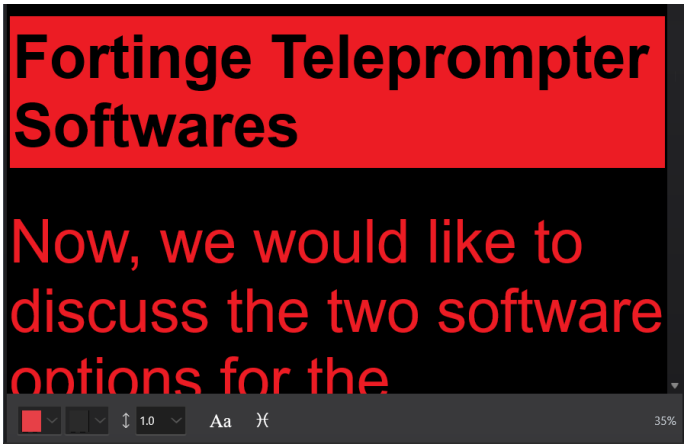
3.2.20 Scroll Tracking

Scroll Tracking is a feature that allows monitoring the progress of text scrolling on the screen. It indicates the current position within the script and how much has been read or displayed.

3.3 Lower Toolbars

3.3.1 Background Text Color

Sets the color of the text displayed over a background layer. Commonly used when text is rendered on a colored background to ensure readability.

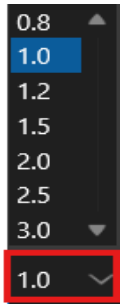


3.3.2 Background Font Color

Also refers to the color of the text as it appears against a background. Helps maintain visibility and contrast in design.

3.3.3 Line Gap

Adjusts the vertical spacing between lines of text increasing the line gap can improve readability, especially for longer texts.

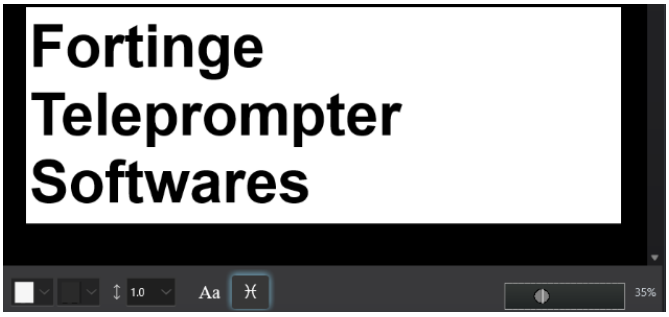


3.3.4 Capitalism

Refers to enabling or disabling all-uppercase for the selected text. When activated, all letters in the selected area appear in uppercase format, regardless of how they were typed.

3.3.5 Safe Margins

Defines the inner margins within which all important content should be placed. Ensures that no text or graphics are cut off when displayed or printed. Often used in broadcast or print layouts.



3.3.6 Scale

Used to zoom in or zoom out on the text.This feature allows users to temporarily enlarge the text for better readability or reduce it to view more content on the screen.It does not affect the actual formatting or layout of the document only the on-screen view.

4 Teleprompter Control Panel

4.1 Control Panel

4.1.1 Prompt

Starts the teleprompter mode, displaying the script in scrolling format for reading or broadcasting.

4.1.2 Play

Begins scrolling the text automatically at the set speed.

4.1.3 Stop

Halts the scrolling of the text immediately.

4.1.4 Live Update

Refreshes the currently displayed script to reflect any changes made.

4.1.5 Jump to Cursor

Instantly scrolls the prompt to the location of the text cursor.

4.1.6 Increase Speed

Increases the scrolling speed of the text.

4.1.7 Decrease Speed

Decreases the scrolling speed of the text.

4.1.8 Top

Scrolls the script to the very beginning.

4.1.9 Bottom

Scrolls the script to the very end.

4.1.10 Previous Story

Jumps to the beginning of the previous story in a multi-story script.

4.1.11 Next Story

Jumps to the beginning of the next story in a multi-story script.

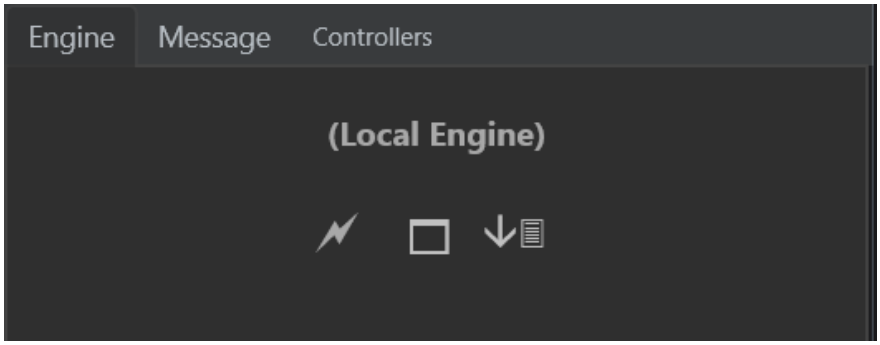
4.1.12 Speed Control Bar

Jumps to the beginning of the next story in a multi-story script.

4.2 Bottom Tab Panel (Engine / Message / Controllers)

- **Engine**

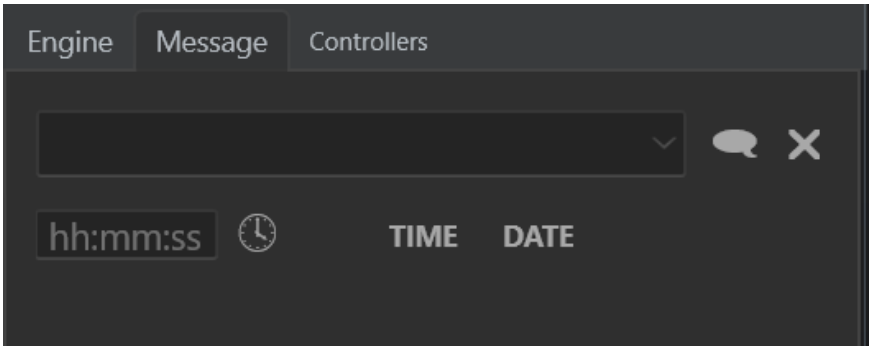
The core processing unit or software that runs the main operations of the system. (e.g., rendering, automation, control logic).



- ForPrompt Studio runs on a client/server architecture.
- The Editor and Engine are independent components and can be installed on different machines across the same network.
- The Editor can control more than one Engine running on the same network.
- Multiple Editors can also connect to a single Engine simultaneously.
- In the connection section, the IP address of the Editor is selected to define which Engine screen to connect to.
- Remote communication across the network is handled using a TCP/IP port.

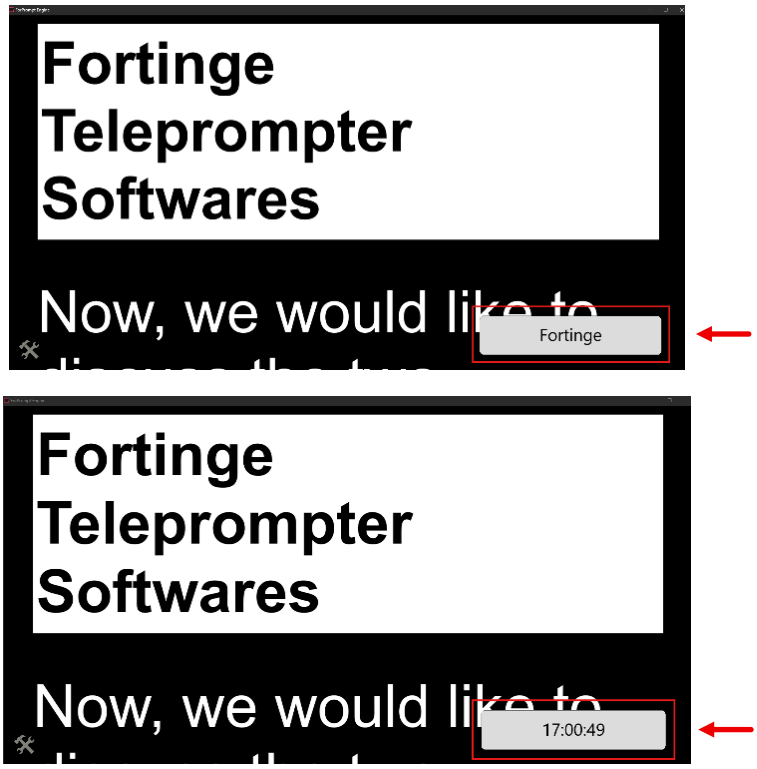
- **Message**

A communication or notification generated by the system, often indicating a status, warning, or user prompt.



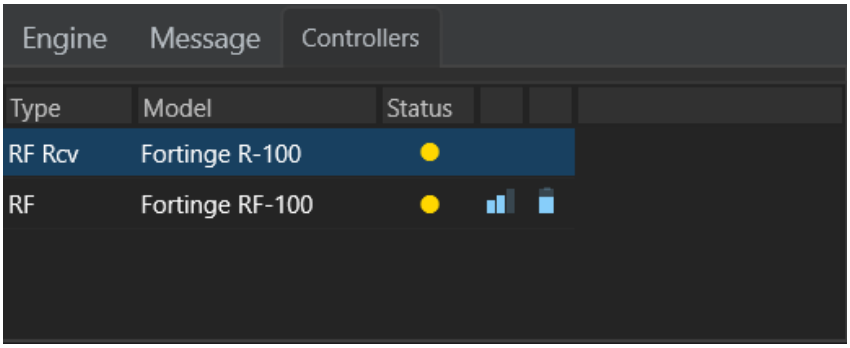
The Spot Message Panel allows you to send an independent text message to the Engine Screen. This message is not part of the main script and can be used for alerts, reminders, or live communication.

- It sends the message directly to the Engine Screen that ForPrompt Studio is currently connected to.
- Additionally, you can display the current time and date on the prompter screen using this panel.



- **Controllers**

External or internal devices/software used to operate or control functions of a system (e.g., keyboard, remote control, touchscreen panel).



4.3 Preview Screen

On this screen, you can see a preview of your text.

4.3.1 Preview

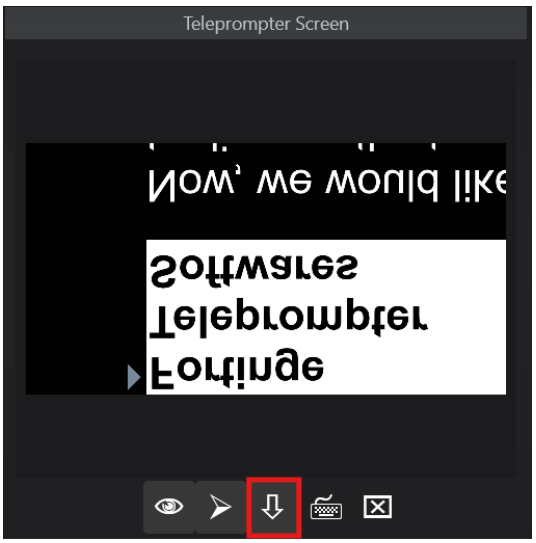
Displays a live or static preview of the document as it will appear during presentation or reading mode.

4.3.2 Reading Feature

Enables specific tools or modes optimized for reading, such as smooth scrolling, large text, or auto-play text.

4.3.3 Flip-Mirror

Flips the text horizontally (mirror image), commonly used in teleprompters to match the reflected display on a mirror.



4.3.4 Control With Keyboard

Allows users to navigate and control functions (e.g., scrolling, play/pause) using keyboard shortcuts.

4.3.5 Blank Screen

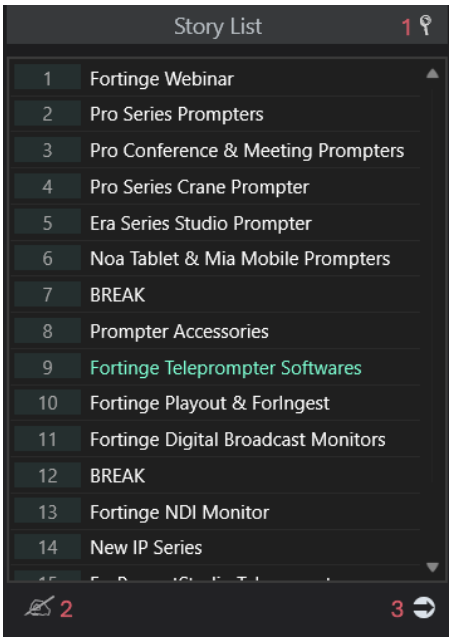
Temporarily hides all text or visuals, showing a black screen. Useful when pausing or transitioning.

5 Content Management

5.1 Story List

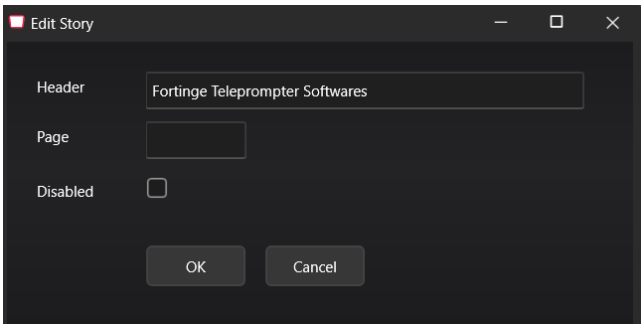
This screen allows you to view all the headings in your script in a list format. You can edit each heading, rearrange their order, or directly access any specific heading.

This feature is especially useful for quickly navigating through long scripts and makes script management more efficient and user-friendly.



1) **Search Button**
   The Search button allows the user to search among news headlines and quickly navigate to the desired one.

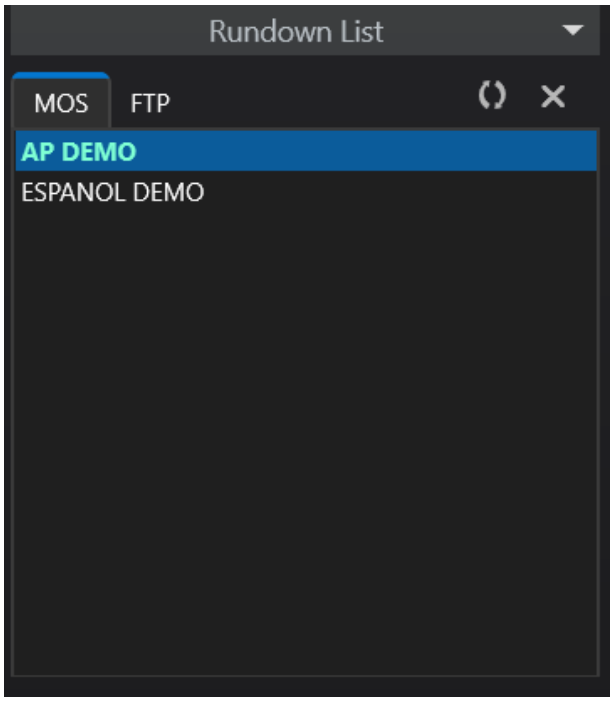
2) **Edit Button**
   Used to modify the title of the selected story. This allows the user to correct spelling mistakes or completely rename the headline. Ideal for making quick title adjustments before or during a live broadcast.

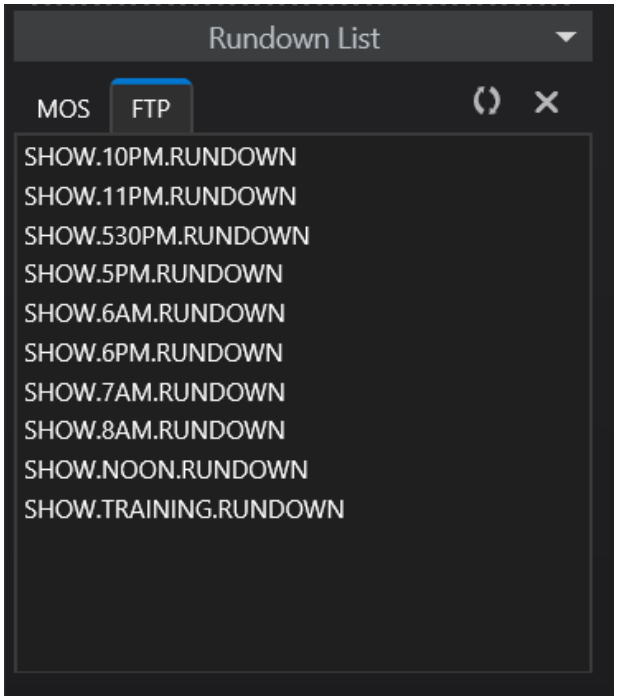


3) **Jump to Story Button**
   Instantly navigates to the beginning of the selected story in a multi-story script. Useful for quickly accessing and prompting specific segments during live broadcasts or rehearsals.

5.2 Rundown List

A rundown list is a structured content schedule used in broadcasting environments like newsrooms and live productions. It shows the order, timing, and details of each segment to be aired.





6 News Features

6.1 MOS

MOS (Media Object Server) is a standardized communication protocol used in the broadcasting industry. It allows seamless real-time data exchange between different systems and devices, such as newsroom computer systems, teleprompters, video servers, and graphic engines, even if they are from different manufacturers.

Role of MOS in Broadcast Workflow:

With MOS, you can:

- Automatically send story slugs and scripts from a newsroom system (e.g., iNews, ENPS, Octopus, Marsis) to a teleprompter.
- Reflect real-time updates to the prompter as soon as news content changes.
- Synchronize graphics, video playout, and prompter with a common rundown structure.

Benefits of MOS:

- Ensures interoperability between systems.
- Enables real-time synchronization of content.
- Minimizes human error.
- Speeds up production workflow.
- Allows full newsroom automation.

Using MOS with ForPrompt Studio:

ForPrompt Studio supports MOS protocol for seamless newsroom integration.

Basic configuration steps:

- Open the MOS settings section in ForPrompt Studio.
- Enter the MOS Gateway IP and port number.
- Establish the connection between the newsroom system and ForPrompt.
- The rundown list will be automatically populated with stories.
- Any updates in the newsroom system will reflect instantly on ForPrompt.

System Requirements:

- A newsroom system with MOS support..
- A MOS-compatible teleprompter system (e.g., ForPrompt Studio News Edition)
- Stable TCP/IP network.
- MOS Gateway (usually provided by the newsroom software vendor).

Example Workflow:

- A journalist adds a new story in the newsroom system.
- The system sends the story to ForPrompt via MOS XML.
- ForPrompt displays the updated title and script automatically.
- The presenter sees the latest version on the prompter in real time.
- If any changes are made in the newsroom, ForPrompt updates instantly.

6.2 FTP

FTP (File Transfer Protocol) is a standard network protocol used to transfer files between computers over the internet or a local network. It is commonly used in broadcasting environments to upload, download, or synchronize content between central servers and local devices.

Using FTP with ForPrompt Studio:

ForPrompt Studio can utilize FTP to automatically retrieve rundown files or news scripts from a central server a critical function in newsroom workflows and studio operations.

Use Case Example:

Purpose: Allow the prompter system in the studio to receive updated news scripts automatically from the newsroom.

- Scenario:

1. The newsroom team uploads the latest rundown scripts (e.g., .txt, .xml) to an FTP server daily at 17:00.
2. ForPrompt Studio connects to this server using saved FTP credentials (server address, username, and password).
3. The software downloads the files and automatically adds them to the rundown list within the interface.
4. The operator reviews the scripts and uses them during live broadcasts on the teleprompter.

Where to Configure FTP in ForPrompt Studio:

In the settings panel under: Settings > FTP Configuration.

Example parameters:

- FTP Server Address: ftp.fortinge.com.

- Port: 21 (or 22 for SFTP)

- Username: fortinge.

- Password: ••••••

- Auto-Download Interval: e.g., check every 5 minutes.

Benefits of Using FTP with ForPrompt Studio:

• Automatic syncing with newsroom updates.

• Eliminates the need for USB or manual file transfers.

• Keeps the rundown list up-to-date without delay.

• Works effectively in non-MOS environments for centralized control.

Security Note:

Since FTP is not encrypted, it is recommended to use SFTP (Secure FTP) for safer transmission of news scripts and rundowns. If ForPrompt supports SFTP, it should be enabled in production environments.

7 Settings

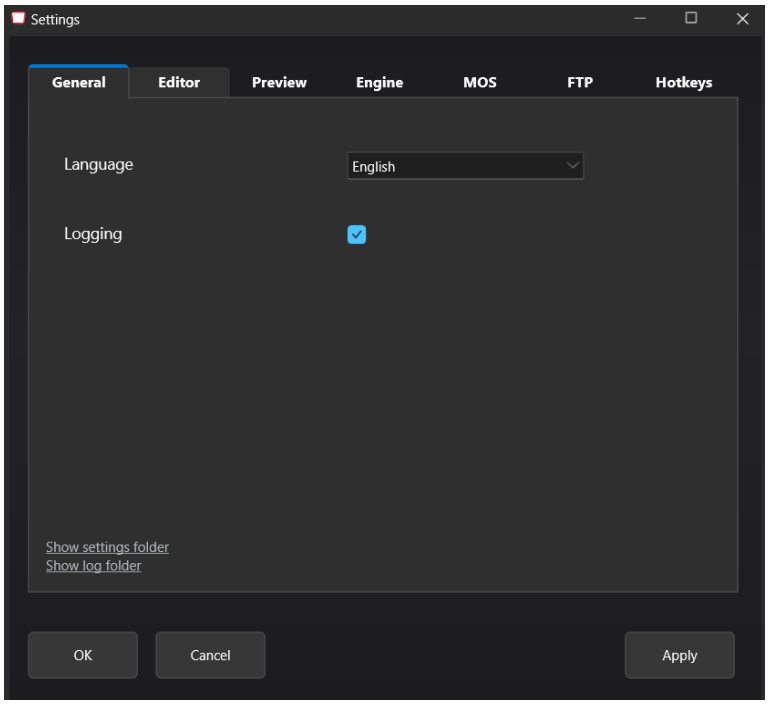
The interface is made up of multiple screens, including General, Editor, Preview, Engine, MOS, FTP, and Hotkeys.

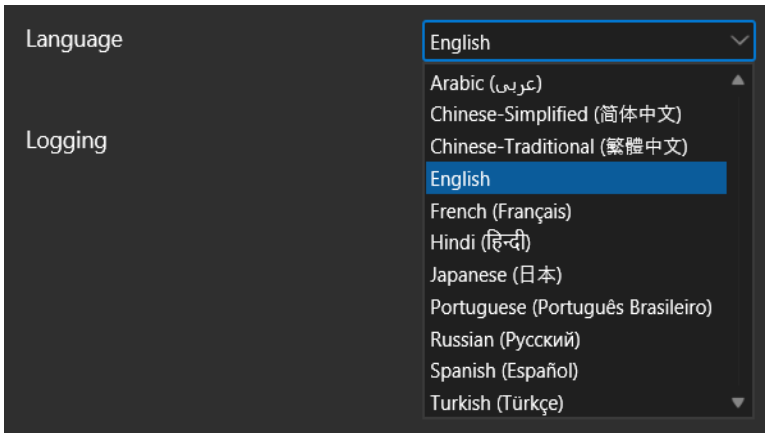
7.1 Editor Settings

7.1.1 General Settings

On this screen, you can change the language and logging to the system.

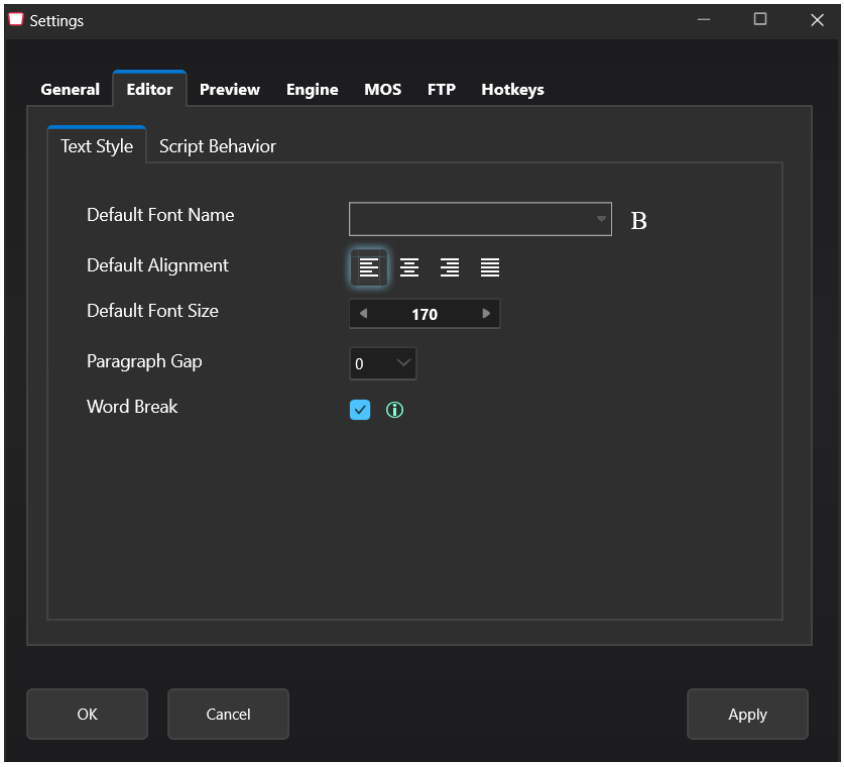
- Language options are available in multiple languages, as shown in the image below.





7.1.2 Editor Settings

In this tab, you can configure text-related settings such as font, size, alignment, and color.
Once these settings are applied, they will automatically be active for any new file opened afterward.



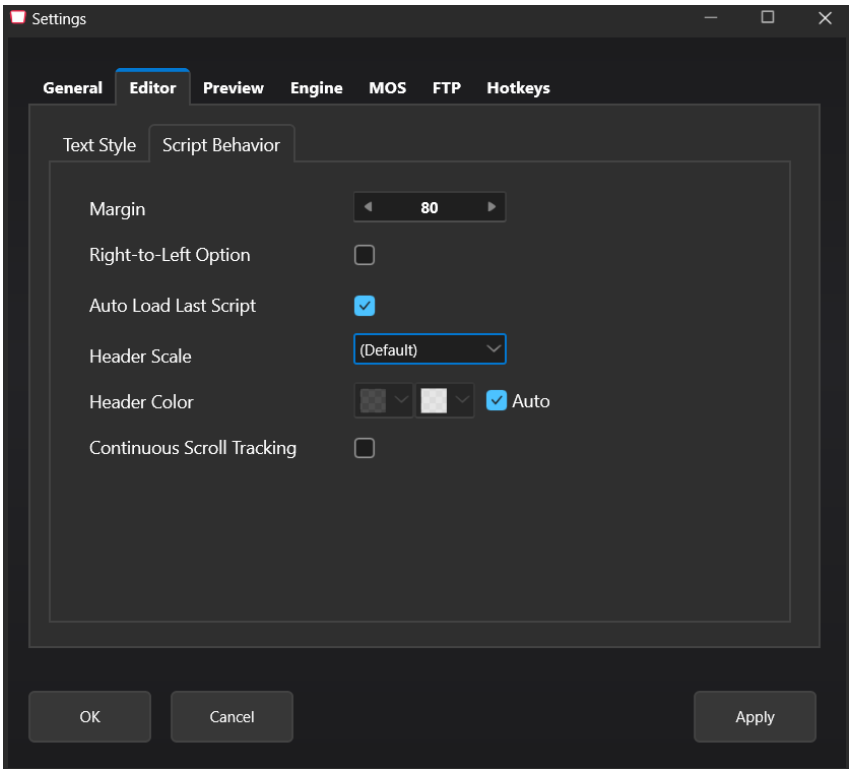
- **Default Font Name**
  The pre-selected font used for displaying the script text unless manually changed by the user.

- **Default Alignment**
  The standard text alignment (e.g., left, center, right) applied to all scripts by default.

- **Default Font Size**
  The initial size of the text used in the script before any manual resizing.

- **Paragraph Gap**
  Adjusts the vertical spacing between paragraphs in the script. It is useful for improving readability and separating text blocks visually.

- **Word Break**
  Controls how words are handled when they reach the edge of the screen whether they break to a new line or stay whole.



- **Margin**
  The default spacing between the script text and the edges of the display area.

- **Right to Left Option**
  Enables the script to be displayed in right-to-left direction, useful for languages such as Arabic or Hebrew.

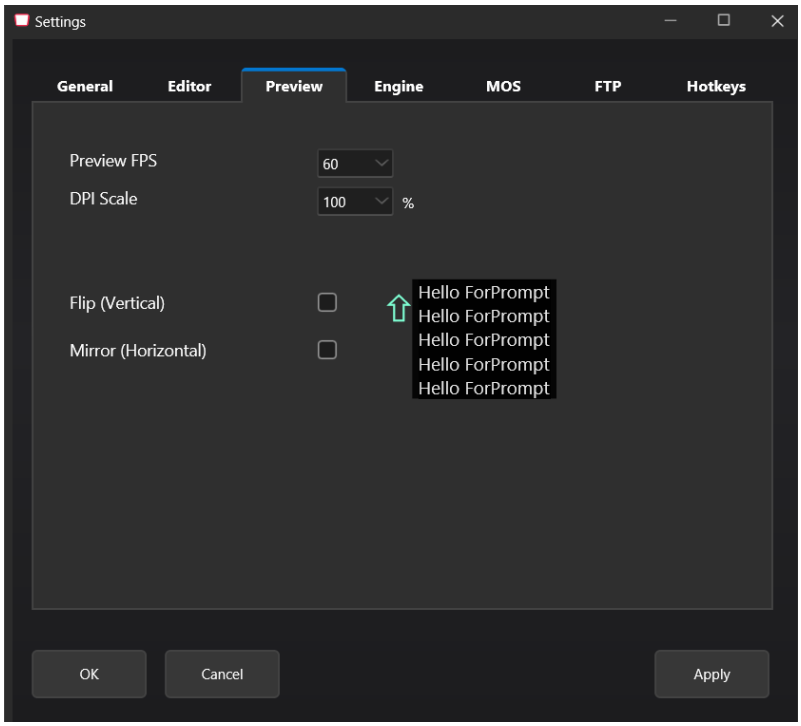
- **Auto Load Last Script**
  Automatically loads the most recently used script when the software is opened.

- **Header Scale**
  Adjusts the size or zoom level of section headers within the script.

- **Header Color**
  Lets you set a custom color for section headers to distinguish them from regular text.

- **Continuous Scroll Tracking**
  Keeps track of the scroll position of the script, allowing for smooth, uninterrupted playback or preview.

7.1.3 Preview Settings



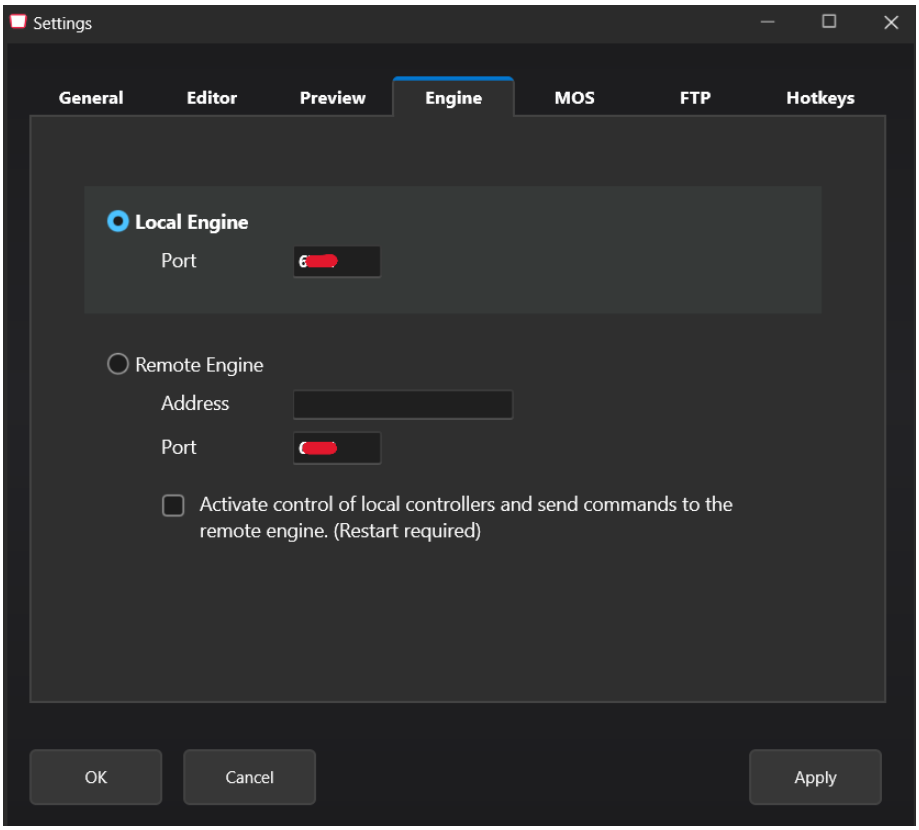
- **Preview FPS**
  Defines how many frames per second the text is refreshed on the screen. Higher FPS provides smoother scrolling, while lower FPS reduces resource usage.

- **DPI Scale**
  Adjusts the scale of the interface and text for high-resolution displays. Especially useful on 4K monitors to prevent UI elements from appearing too small.

- **Flip**
  Vertically flips the display (upside down). Useful for setups where the screen is mounted behind a reflective prompter glass.

- **Mirror**
  Horizontally mirrors the screen (left and right reversed). Essential for teleprompter setups where text needs to appear correctly through reflective glass.

7.1.4 Engine Settings



- **Local Engine**
  This is the engine that runs directly on the same computer where the software is installed. All scrolling, rendering, and control processes are handled locally.
  Advantages:

➢ No external server needed.
➢ Easier to configure.
➢ Ideal for single-user systems.

- **Remote Engine**
  The engine runs on a different computer, and the software communicates with it over a network. Commonly used in multi-device studio environments for centralized control.
  Advantages:

➢ Multiple clients can control the same engine.
➢ Centralized control for newsroom or studio setups.
➢ Offloads processing from local machine.

7.1.5 MOS Settings

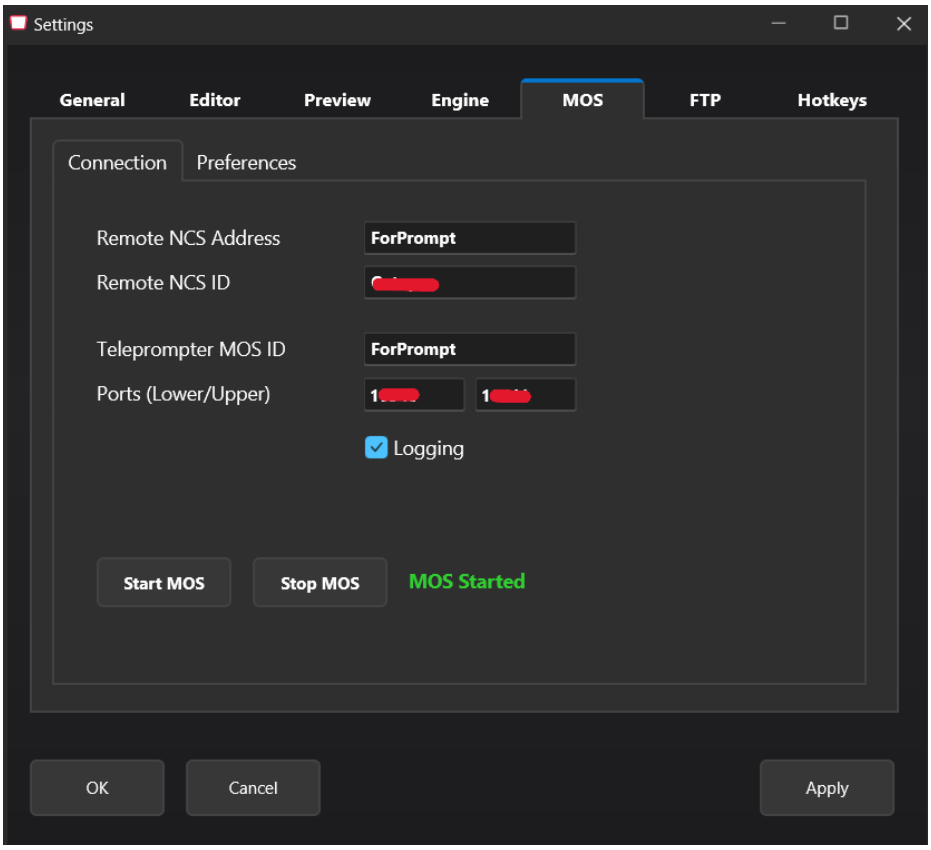
It consists of two sections: Connection and Preferences.Connection is used to configure communication with the remote engine or external devices.Preferences allows users to personalize software behavior and interface settings.

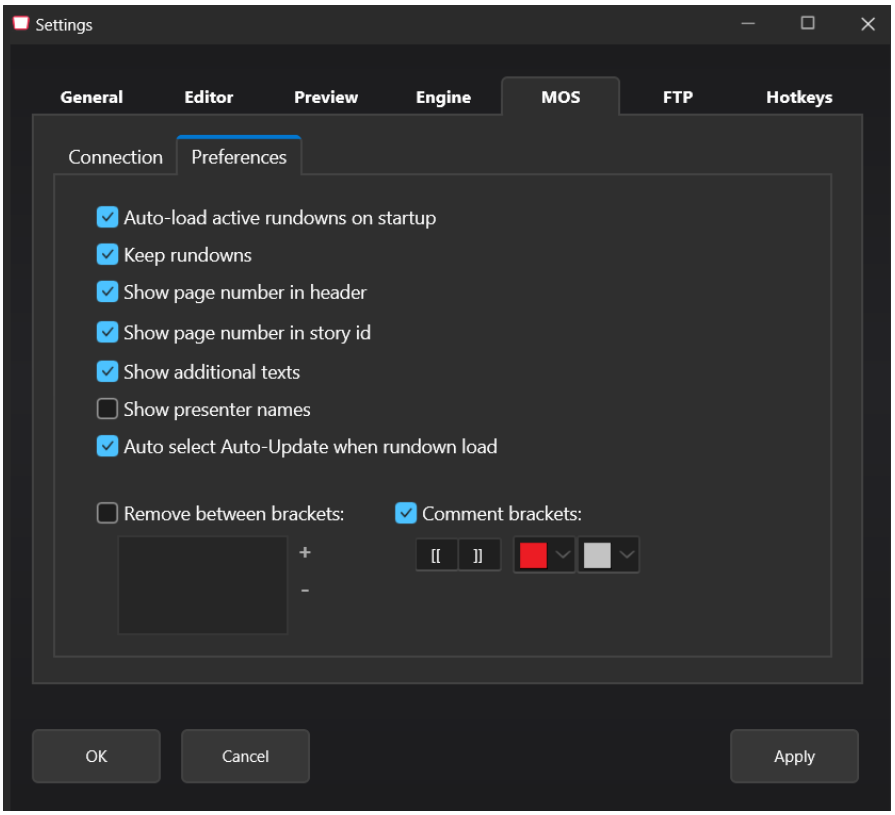
- **Remote NCS Address**
  The IP address or hostname of the remote Newsroom Computer System (NCS) that the teleprompter software will connect to.

- **Remote NCS ID**
  A unique identifier assigned to the newsroom system within the MOS protocol. It is used to identify and establish communication with that system.

- **Teleprompter MOS ID**
  The unique MOS ID assigned to the teleprompter system. It allows the newsroom system to recognize and send data to the teleprompter.

- **Ports (Lower / Upper)**
  Port ranges (minimum and maximum) used for network communication between MOS-connected systems. These values must match across all connected systems for proper communication.





- **Auto-Load Active Rundowns On Startup**
  Automatically loads the currently active rundown from the newsroom system when the software starts.

- **Keep Rundowns**
  Retains previously loaded rundowns in the system even after closing or restarting the software.

- **Show Page Number in Header**
  Displays the page number at the top of each story or script section.
-
- **Show Page Number in Story ID**
  Includes the page number within the story ID field for easier reference.

- **Show Additional Texts**
  Displays extra editorial or production notes that are part of the rundown but not part of the spoken script.

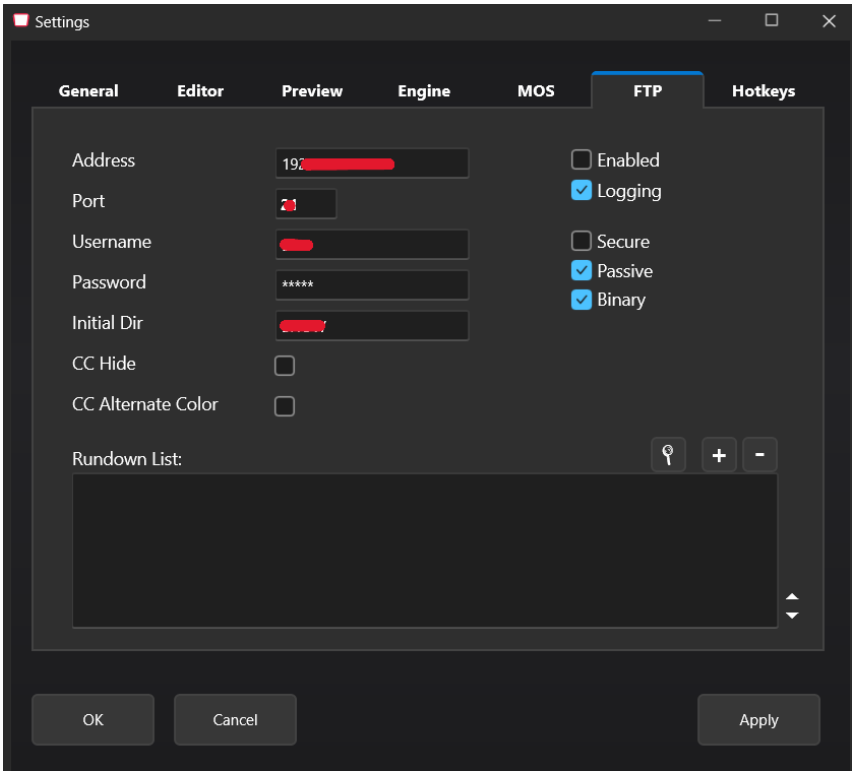
- **Show Presenter Names**
  Displays the name of the presenter assigned to each story in the rundown.

- **Auto-Select Auto-Update When Rundown Loads**
  Automatically enables live auto-update of the rundown content when a new rundown is loaded.

- **Remove Text Between Brackets**
  Removes any text enclosed in brackets (e.g., [note], (cue), etc.) from the prompter script view.

- **Comment Brackets**
  Keeps text within brackets but visually indicates that it's a comment or non-spoken instruction.

7.1.6 FTP Settings



- **Address**
  The IP address or domain name of the FTP server to connect to.

- **Port**
  The network port used for FTP communication.

- **Username**
  The login name required to access the FTP server.

- **Password**
  The corresponding password for the FTP user account.

- **Initial Dir (Initial Directory)**
  The default folder or path that the system will open upon connecting to the FTP server.

- **CC Hide**
  Hides the closed caption (subtitle) section from the screen.

- **CC Alternate Color**
  Enables a different color for closed captions to visually distinguish them from the main script.

- **Rundown List**
  Displays a list of all current stories or segments received via MOS or FTP, arranged in broadcast order.

- **Secure**
  Enables secure connection protocols such as FTPS for encrypted data transfer.

- **Passive**
  Uses passive mode for FTP, often necessary for firewall or NAT traversal.

- **Binary**
  Sets the file transfer mode to binary (recommended for non-text files or accurate formatting preservation).

7.1.7 Global Hotkeys Settings

On this screen, users can assign custom keyboard shortcuts to frequently used teleprompter functions. This allows for faster control during live operations and a more personalized user experience.

The following functions support shortcut customization:

- **Jump to Cursor**
  Instantly jumps the script to the current cursor position. Useful when editing or navigating through long texts.

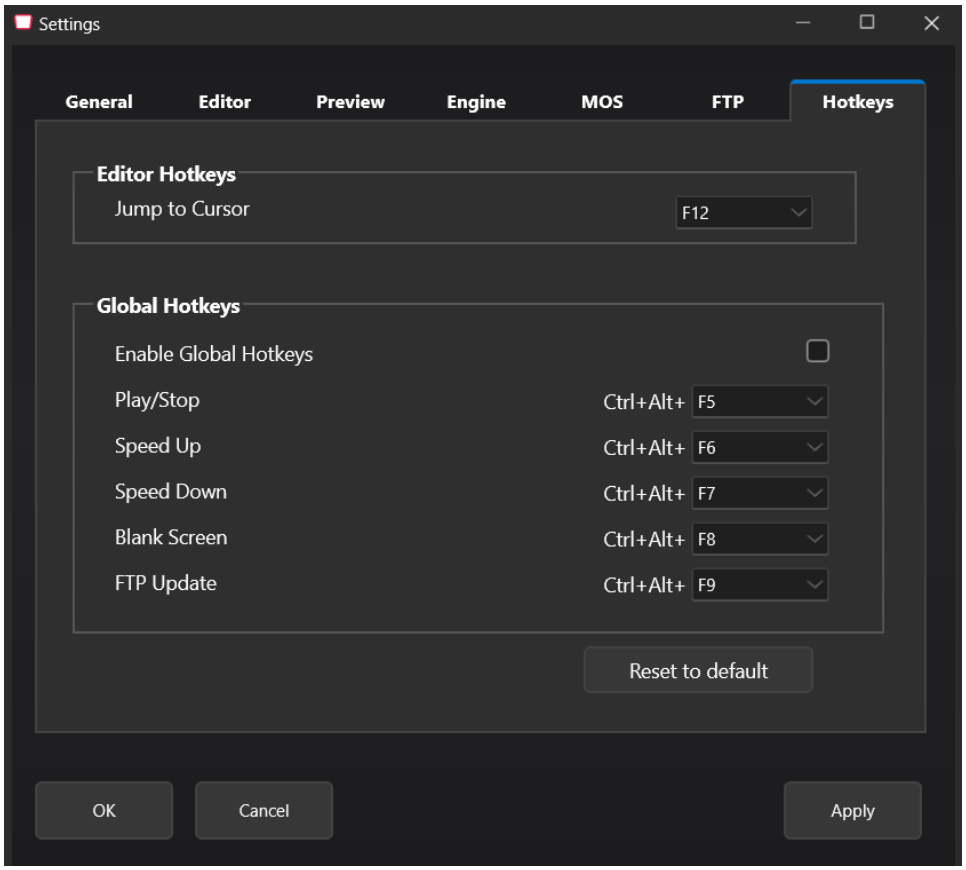
- **Play / Stop**
  Starts or stops the scrolling of the script. Essential for controlling live prompt sessions.

- **Speed Up**
  Increases the scroll speed of the script. Can be adjusted in real time according to the presenter's pace.

- **Speed Down**
  Decreases the scroll speed of the script. Helps synchronize with slower speech or pauses.

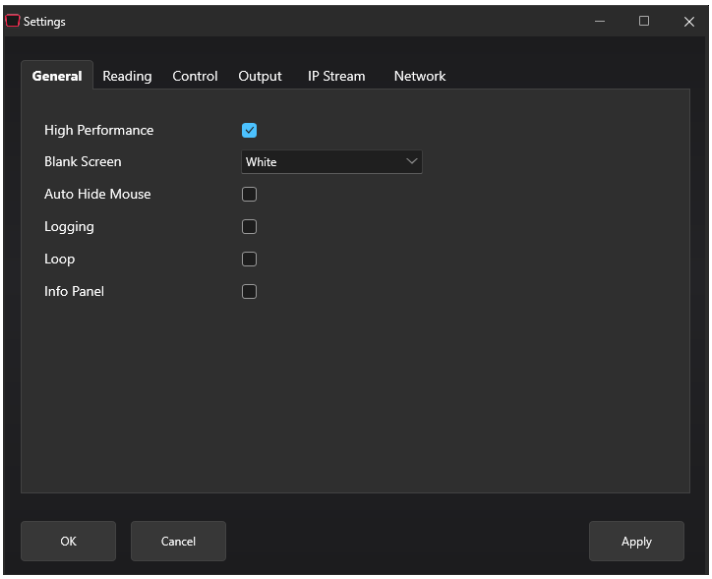
- **Blank Screen**
  Temporarily hides the script from the display. Often used during breaks or technical adjustments.

- **FTP Update**
  Manually triggers an update from the FTP server to refresh the script or rundown list with the latest content.



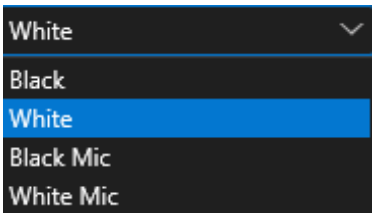
7.2 Engine Settings

7.2.1 General Settings



- **High Performance**
  Optimizes system resources for smoother scrolling and faster response during prompting.

- **Blank Screen**
  Temporarily hides all content and displays a black screen. Useful for pauses or transitions.



- **Auto Hide Mouse**
  Automatically hides the mouse cursor after a few seconds of inactivity to avoid distraction on screen.

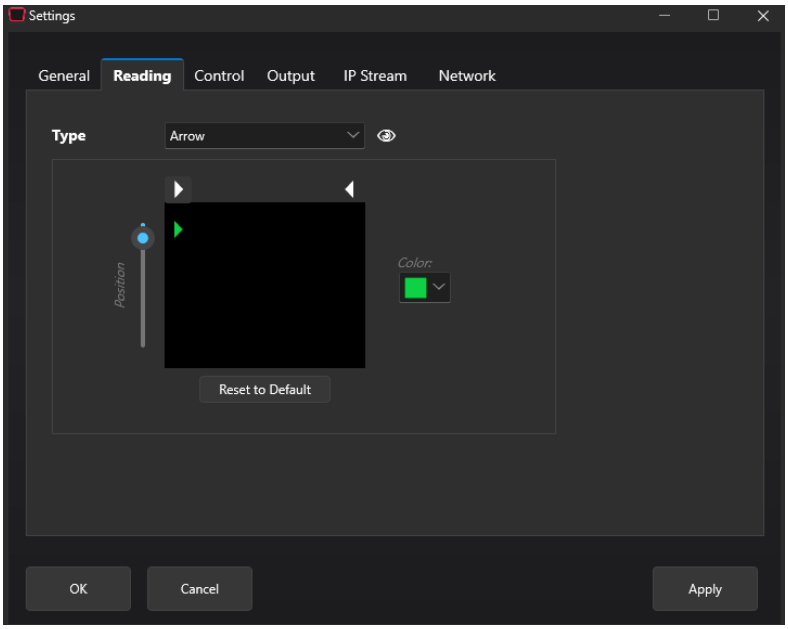
- **Logging**
  Records system actions, operator inputs, and script activity for tracking and troubleshooting.

- **Loop**
  Enables continuous playback of the script by restarting from the top after reaching the end.

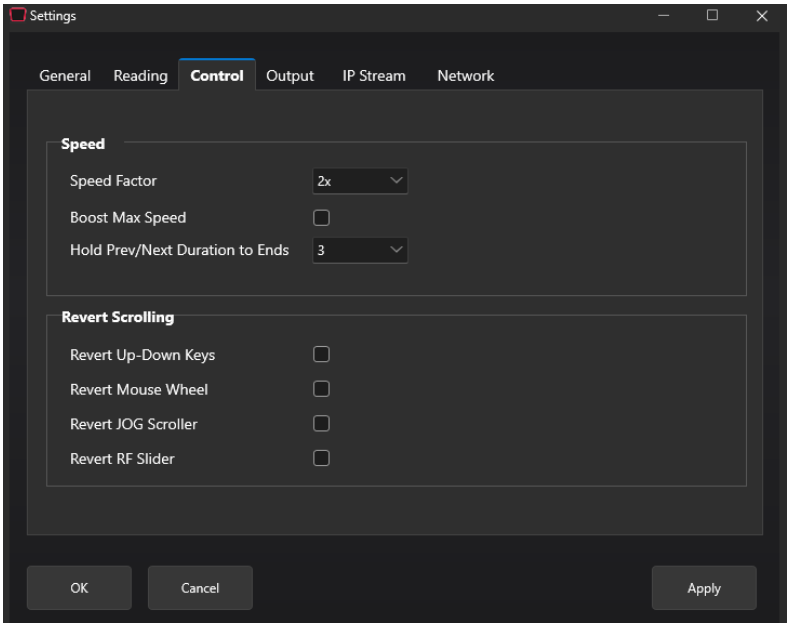
- **Info Panel**
  Displays helpful status information such as current speed, active story, or system notifications.

7.2.2 Reading Settings

- **Type**
  Displays a moving arrow icon on the screen to indicate the current reading line. Helps presenters visually follow the script with better focus and accuracy.



7.2.3 Control Settings



- **Speed Factor**
  Adjusts the overall sensitivity or scaling of scroll speed. A higher factor results in faster movement.

- **Boost Max Speed**
  Increases the upper limit of scrolling speed for faster prompting in long scripts.

- **Hold Prev / Next Duration to Ends**
  When holding the "Previous" or "Next" button, jumps directly to the beginning or end of the script after a set duration.

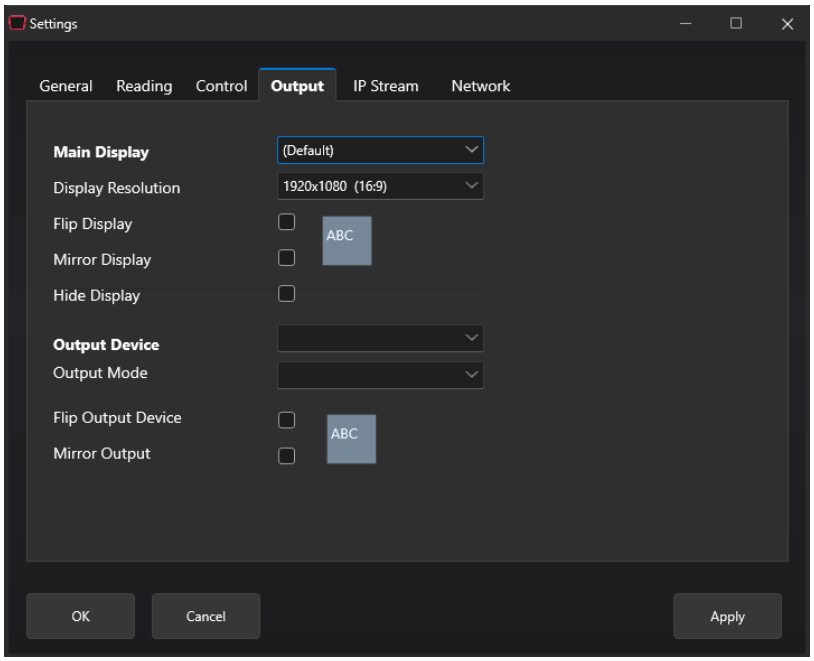
- **Revert Up-Down Keys**
  Reverses the scrolling direction when using the up and down arrow keys.

- **Revert Mouse Wheel**
  Reverses the scroll direction of the mouse wheel for user preference.

- **Revert JOG Scroller**
  Reverses the scroll direction of the jog wheel (commonly used on professional controller devices).

- **Revert RF Slider**
  Reverses the scroll direction of the RF (radio frequency) slider remote control.

7.2.4 Output Settings



- **Main Display**
  The primary screen where the prompting text is shown during operation.

- **Display Resolution**
  Sets the screen resolution (e.g., 1920x1080) for the output display. Affects clarity and size of text.

- **Flip Display**
  Flips the display vertically (upside down). Useful when the screen is mounted in reverse.

- **Mirror Display**
  Mirrors the display horizontally. Commonly used in teleprompters with beam-splitter glass.

- **Hide Display**
  Temporarily disables or blacks out the output screen without turning off the monitor.

- **Output Device**
  Selects which connected screen or external monitor will be used for prompting.

  The device provides various video output options for different connection needs. Examples include:

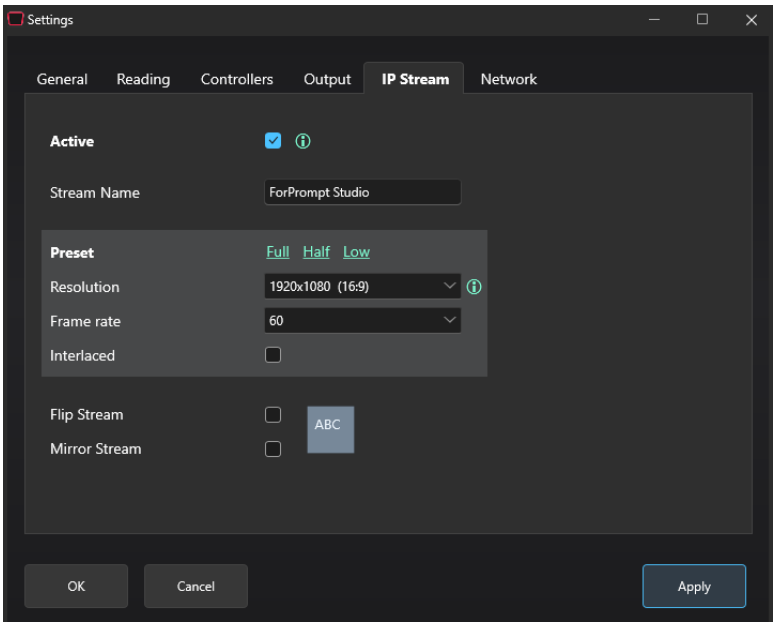
  - **SDI Output:** Provides a professional digital video output compatible with broadcast equipment.

  - **HDMI Output:** Offers high-definition audio and video output for monitors and TVs.

  - **IP Stream:** Allows video and audio to be transmitted over a local network or the internet (e.g., via NDI or RTMP).

- **Output Mode**
  Defines how the prompting content is sent to the output (e.g., full screen, windowed, extended).

7.2.5 IP Stream Settings



- **Active**
  Enables or disables the video stream output. When active, the system starts sending the video stream.

- **Stream Name**
  The identifier or title used for the video stream. Often used in IP or RTMP streaming setups.

- **Preset**
  A predefined combination of settings (e.g., resolution, bitrate, codec) for quick configuration.

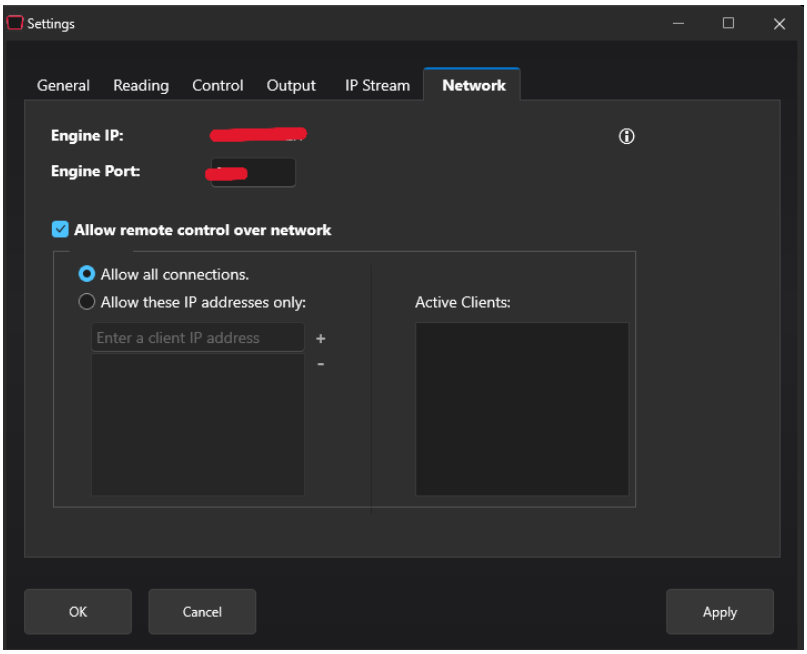
- **Resolution**
  Sets the width and height of the video output (e.g., 1920x1080).

- **Frame Rate**
  Determines how many frames per second are sent in the video stream (e.g., 25fps, 30fps).

- **Interlaced**
  Outputs the video in interlaced format (used in some broadcast systems). Opposite of progressive scan.

- **Flip / Mirror Stream**
  The Flip/Mirror Stream options allow you to vertically flip or horizontally mirror the video stream to ensure correct orientation on teleprompter or external screens.

7.2.6 Network Settings



- **Engine IP**
  Specifies the IP address of the engine module. Used for communication between devices over the network.

- **Engine Port**
  Defines the network port used by the engine to send and receive commands or data.

- **Allow Remote Control Over Network**
  Enables other devices on the same network to control the engine remotely via IP connection.

8 Available Control Devices

8.1 JC1 Hand Controller

- **Prev Button:** When clicked, it navigates back to the content of the previous section.
- **Next Button:** When clicked, it navigates to the content of the next section.
- **Rotary Button:** Rotating to the right scrolls the text downward, while rotating to the left scrolls it upward. A single press will pause the scrolling.
- **Power Requirements:** Powered by 2xAAA batteries or supports USB connectivity.

8.2 RF-100 & R-100 (Hand Controller Kit)

- **RF100 Slide Button:** Controls the speed at which the text scrolls up and down.
- **RF100 Prev Button:** When clicked, it navigates back to the content of the previous section.
- **RF100 Next Button:** When clicked, it navigates to the content of the next section.
- **RF100 F1 Button:** Stops the text.
- **Power Requirement (RF100):** Powered by 2xAAA batteries.
- **Power Requirement (R100):** Powered by USB connectivity.

8.3 FC-1 (Foot Controller)

- **Right Button:** Scrolls the text downward. The scrolling speed increases with each press.
- **Middle Button:** Scrolls the text upward. The scrolling speed increases with each press.
- **Left Button:** Stops the text.

8.4 Control Shortcuts

SPACE	Play / Stop	**Ctrl+SPACE**	Reverse Speed
UP	Speed Up	**Ctrl+UP**	Instant Speed Up
DOWN	Speed Down	**Ctrl+DOWN**	Instant Speed Down
LEFT	Previous Story	**Shift+UP**	Max Speed Up
RIGHT	Next Story	**Shift+DOWN**	Max Speed Down
HOME	Top of Document	**F1**	Settings
END	End of Document	**F11**	Move to Next Monitor
PG UP	Previous Page	**INSERT**	Spot Show/Hide
PG DOWN	Next Page	**ESC**	Stop
PAUSE	Blank Screen	**CLICK LEFT**	Play / Stop

8.5 Text Editor Shortcuts

Ctrl+O	Open File	**Ctrl+B**	Bold
Ctrl+S	Save File	**Ctrl+I**	Italic
Ctrl+Z	Undo	**Ctrl+U**	Underline
Ctrl+X	Cut	**Ctrl+L**	Left Alignment
Ctrl+C	Copy	**Ctrl+R**	Right Alignment
Ctrl+V	Paste	**Ctrl+E**	Center Alignment
Ctrl+Wheel	Zoom	**Ctrl +**	Zoom In
		Ctrl -	Zoom Out

Contact Fortinge

Head Office
Zümrütevler, Ertuğrul Sk.
No:10, 34852
Maltepe/İstanbul, Türkiye

+90 216 418 11 03
info@fortinge.com

Europe Office
Fortinge Europe Kft Záhony
u.7. Graphisoft Park D épület
1. emelet 1031 Budapest,
Hungary

sales@fortinge.com

support@fortinge.com
info@fortinge.com
www.fortinge.com