What's new in ResulTV 5.0:
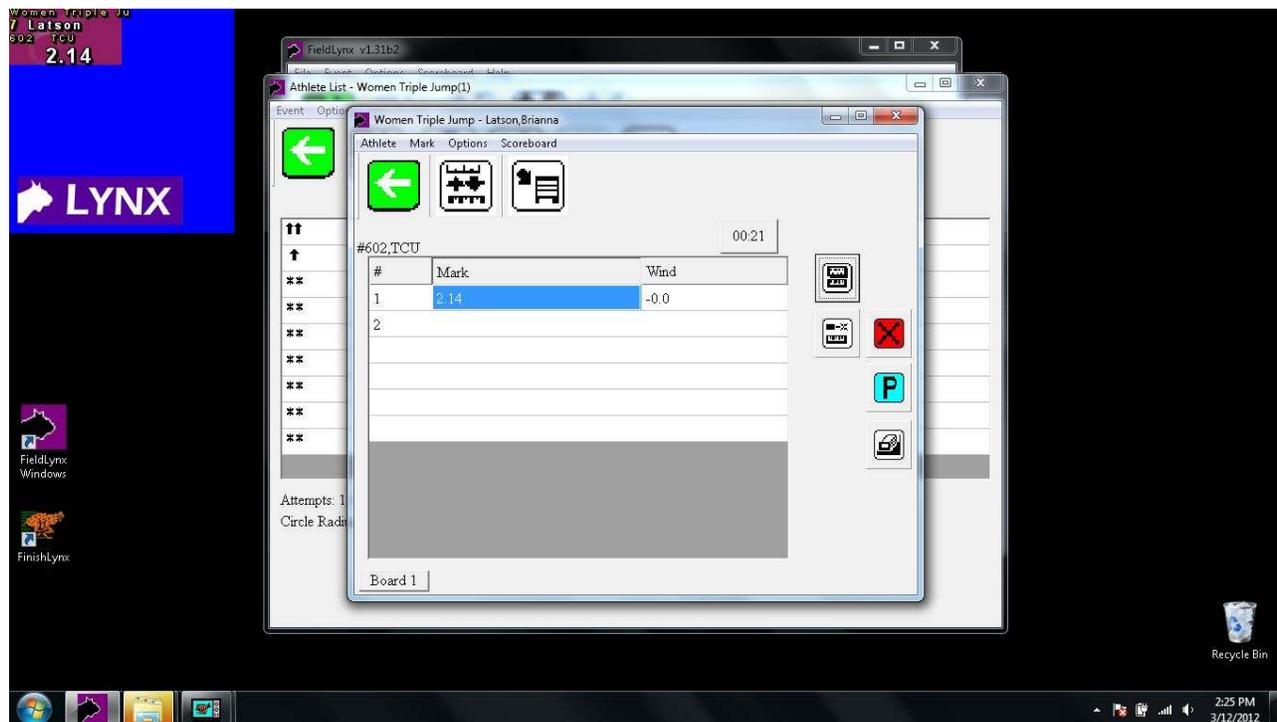
+ Version 5 now allows users to set a custom area/resolution size for the display window (using the Options Dialog). While past versions required the ResulTV display window to take up the entire computer screen, version 5 allows users to set custom window dimensions (e.g., 320 x 240). This frees up valuable screen real estate so users can view multiple applications/windows simultaneously without affecting the ResulTV results output. **See Image 1**:
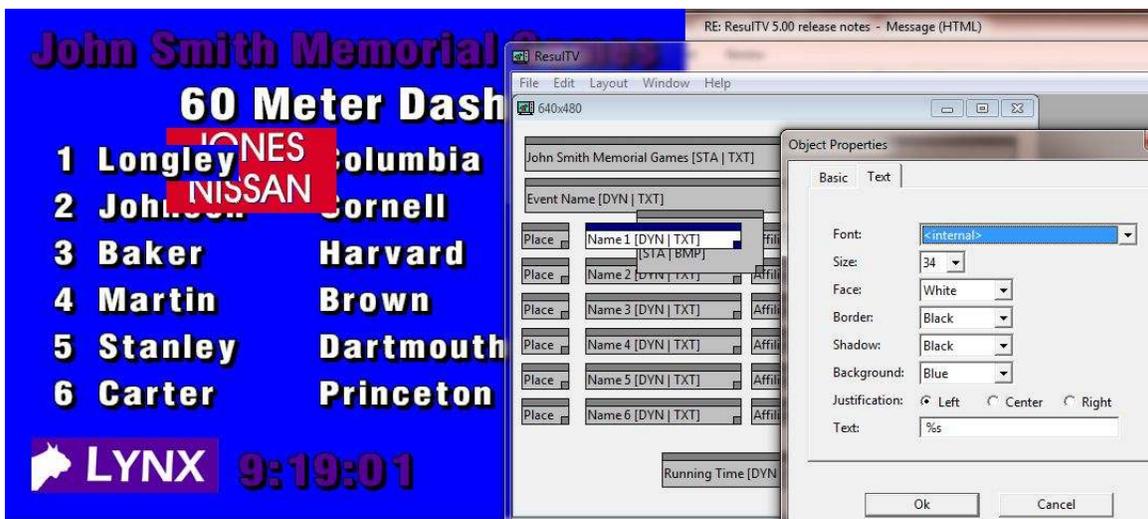

For Location you select "Other" and then the text boxes become enabled and you can enter the Left/Top/Width/Height that you want. There is also a checkbox for "Always on top". When selecting a predefined Monitor the boxes are disabled and they show the info for the selected Monitor. **See Image 2**:
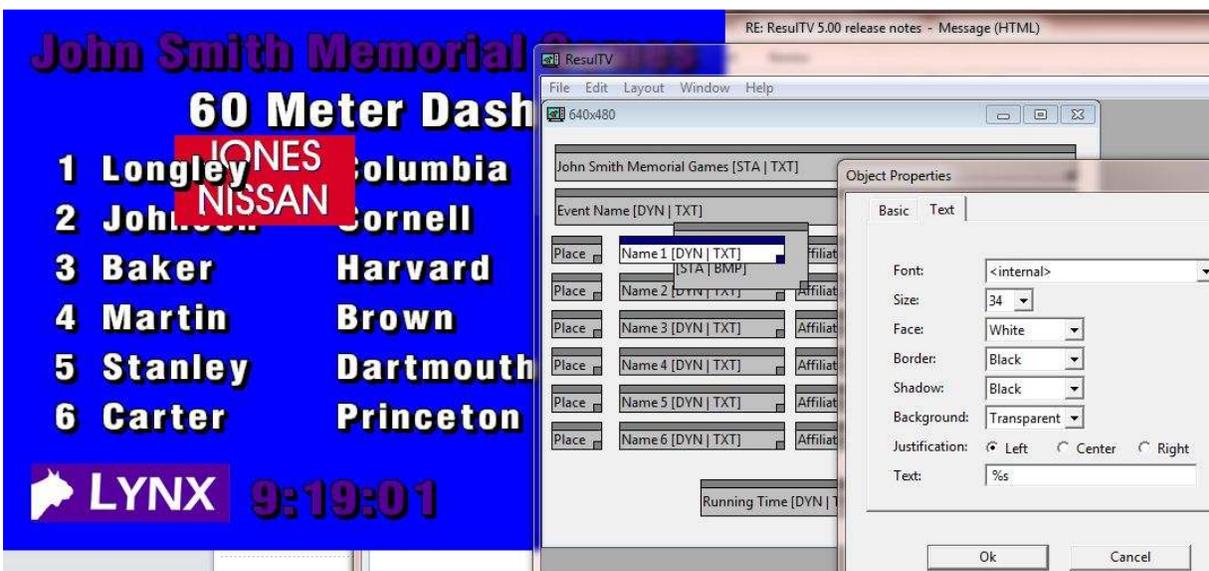
+ The *Source* and *Field* settings are now included in the Object Dialog when multiple objects are being edited.

+ JPEG bitmaps are now supported.

+ The standard color RGB values can now be changed in the hidden settings. The values \Display\Colors\1 through \Display\Colors\10 control the colors in the same order that they appear in the drop down list. The RGB values must be specified as values 0-255 with commas separating them and no white-space in the string.

+ The concept of the "background" color for text rendering has been replaced by "transparent." Any text element (face, border, shadow, or background) that is set to transparent will not be drawn and whatever is beneath it (layout background, bitmap, another text object, or any combination of those) will show through.

In earlier versions of ResulTV, text background colors obscured the background image. Users had to manually match text background with the image background color. **See Image 1:**

*ResulTV 5 provides **transparent** text backgrounds. This allows for more sophisticated background & image designs without having to edit/match text background colors.* **See Image 2:**

+ The bitmap option "Draw black as background" has been changed to "Draw black as transparent" to be consistent with the text object option. When checked the rendering speed is now about the same as when unchecked, so you should be able to use this option on any size bitmap. Note that it probably won't work well to use this on a JPEG since JPEG is lossy and some of what looks black may not actually be true black.

+ Fixed a minor update issue when clicking on a layout object. This wasn't a problem when you couldn't see the display window at the same time that you were messing with the layout.

+ You can now set the position of layout objects to negative values. Be careful not to completely lose objects off of the layout window. (You have always been able to lose objects off the right and bottom, so this risk isn't really new.)
 If you do lose an object, you can get it back by selecting all visible objects, then doing Invert Selection (to select only the missing object(s)), then pulling up the object dialog and setting the position to something visible.

+ ResulTV can now automatically open layouts when it starts up. This new setting (on a new "General" tab of the Options Dialog) has Off, Memorized, and Left Open values. Memorized opens the Layouts that were open the last time the new command File|Memorize layouts was run. Left Open opens the Layouts that were open when ResulTV last quit.

+ There is a new hidden setting (\General\Unlock) that defaults to an empty string. If this is set to a non-empty string then a "Lock" menu item will appear at the bottom of the File Menu. When locked, ResulTV will not allow any substantive user action (including quitting the program). To unlock ResulTV you must type the "Unlock" string, which is case sensitive.