

DVD COMPATIBILITY AND STUDIO 14

For me, Studio 14 has taken a step back in terms of DVD player compatibility. Discs produced by S12 play back fine on an old player I own, but if I make an identical project in S14, the player doesn't seem to recognise the menu structure correctly and refuses to play some or even all of the chapters.

The S14 produced disc will play in a computer equipped with Windows Media Player or other software player. It may work perfectly on many standalone DVD players. When loaded into the DVD player that I have this issue with, the disc doesn't produce a "Cannot recognise disc in drive" or any similar error message. I'm not alone in this, it seems – quite a number of people report problems with Studio 14 produced DVDs and older DVD players that don't occur in Studio 12. I didn't spot the issue while writing the book because I was using a newer player for testing the projects.

There is an additional complication. S14 has a know bug, recognised by Pinnacle, whereby return to menu markers always return to Menu One, regardless of which menu they are supposed to return to. This second issue doesn't affect any projects in the book, as they either use multi-page menus or don't use Return to Menu flags.

There are two solutions to the problem. The first one fixes the compatibility issue, the second one fixes both, but requires you to tamper with the S14 program installation itself, and I'm not in a position to tell you it is a perfectly safe thing to do.

So, if you don't want to use multiple (as opposed to multi-page) menus, or your menus structure only uses return to menu flags that point to Menu One, the first solution is safe and free. It also has other benefits.

Using ImgBurn for the final burning stage.

The first step is to acquire a copy of ImgBurn from the official website. To do this, go to www.imgburn.com. Ignore anything that looks like an advert embedded in the site. Download the latest version of the software. At the time of writing this is version 2.5.1.0 and the download link is in the first "News" item - **ImgBurn v2.5.1.0 Released!** – it reads [Click here](#) to download. That link takes you to the download page where there are a number of Mirrors (alternative sites)

If there is a later version, I suggest you use that, but the following instructions are based on v2.5.1, so if you experience problems, please let me know. ImgBurn is currently free. You might want to make a small donation if you use the program regularly and want to help keep it updated.

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My recommendation is to use the ImgBurn mirror for the download, unless you experience speed issues. Clicking on Mirror 6 will simply open a *Save File* or a *Run or Save File* dialogue. Choose *Save* and the file will be placed in the default download location. Open the folder location if it doesn't do so automatically and the double click on **SetupImgBurn_2.5.1.0.exe** to install the program. Follow the install instructions, but watch out for one thing – you might be asked to install an Ask Toolbar to enhance you web browser. This isn't required at all but you have to deliberately uncheck the boxes to stop it happening.

When the installation finishes, the ImgBurn website will reopen. Close it and *Finish* the Setup Wizard. ImgBurn will probably run automatically, but let's close it for now, because we have to prepare a project for burning.

Creating a Disc Image in Studio

Open Studio and load your project. Ensure you are in **Edit** mode and test the project menus fully in preview with DVD preview selected as shown in figure 1. When you are happy it is working as planned, switch to the **Make Movie** tab, then select **Make Disc**. Click on **Settings** and you should see something close

Figure 1 - Previewing the menus



to Figure 2. The two important settings are in **Burn Options** – check the radio button for *Create disc content but don't burn* – and in Media and device options, where you should ensure you have *Video_TS folder* selected for **Image type**. Also check that the **Target media** is the same as that which you eventually intend to use to make the DVD – in my case DVD 4.7 GB – a single layer disc.

Click OK to return and bottom left button of the Output Browser should have changed to say *Create Image*. Click it.

Next, Studio will ask you to tell it where you want it

to put the image it is about to create. Be sure to put it somewhere you can find it easily. I have made a new folder in the root drive of my video hard drive. If you decide not to create a special location, then at least write down the default location that Studio chooses, because you will need to find it easily later on.

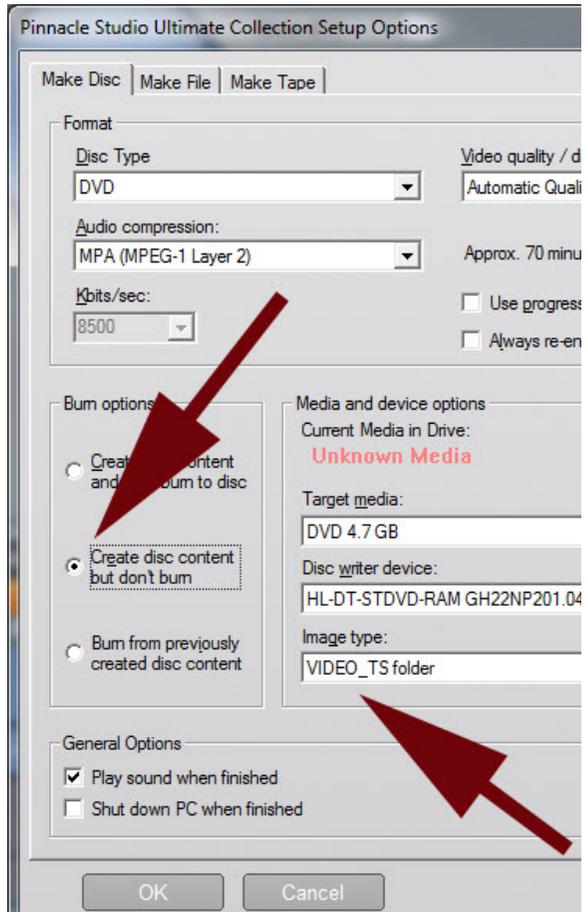
When you click **OK**, Studio will go about its business, *Creating menus* and then *Writing frames*. Eventually, it will finish, and your disc image will be created. Now close down Studio, because we won't need it any more.

Testing the Disc Image.

We can check the image by using Windows Media Player, assuming the version you have can play conventional Video DVDs. (If it can't then you can use other DVD playing software). Open WMP, and find the File/Open command – in the latest versions you might need to click on the task bar to find it. Now browse to where you got Studio to put the image and you should find a folder called Video_TS. Open that and click on **the Video_TS.IFO** file. WMP should start to play the image just as if it were a DVD. Use the mouse to test the menus. All good? If not, something may have gone wrong at an earlier stage, and your problem isn't a burning issue.

So now I hope you have a valid, working Video_TS folder that contains a DVD image of your project So it's time for...

Figure 2 - Make Disc settings in Studio.



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Opening ImgBurn.

When you first run ImgBurn a splash screen appears briefly, which is then replaced by two windows. See figure 3. One is the log window that displays messages as to what is happening. It makes interesting reading, but plays no part in controlling the program. Close it if you like – you will get a message that is rather typical of ImgBurn’s humour. The main window opens in what is called the Ez-Mode Picker. We need to select the **Create image file from files/folders** mode, otherwise called the **Build** mode. I was initially confused by the mode name, but one way of building the image results in it being burned to DVD. So, click on the middle right icon or select Mode/Build from the drop down menu. See figure 4.

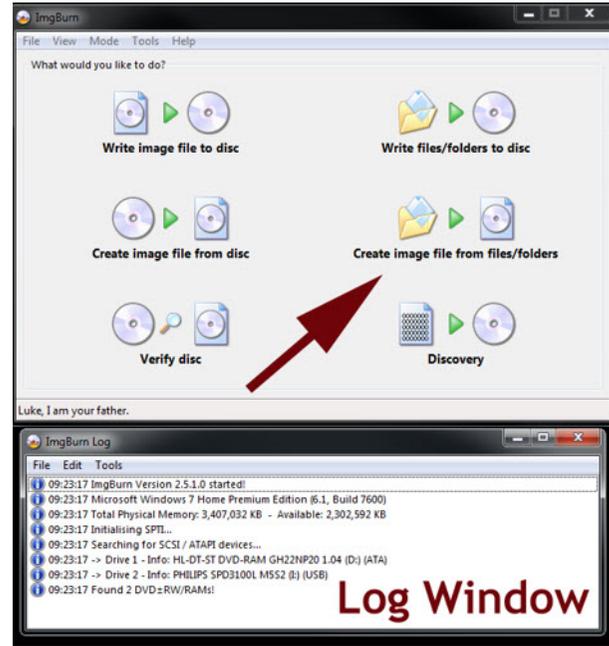


Figure 3 - ImgBurn showing the log window and the shortcut to build mode

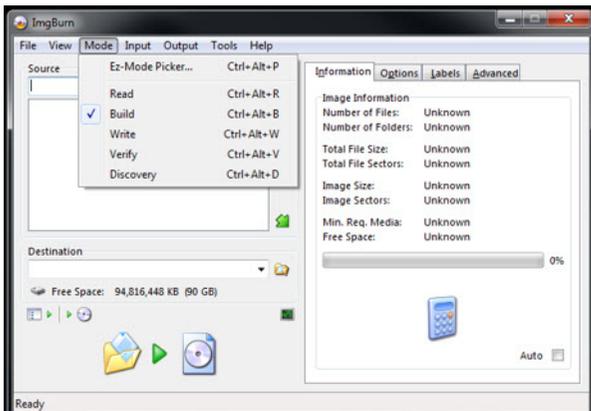


Figure 4 - ImgBurn Build mode.

Our first task is to tell ImgBurn where the Video_TS folder is. We need to place it as a source in the large box on the left of the screen. From the File menu, select Browse for a source folder or use the yellow icon to the right of the box as shown in figure 5. Either way a *Browse for Folder* windows box appears. Find the place you told Studio to put the

Video_TS folder, highlight it and select OK. The selection box should disappear leaving the folder at the top of the source list.

Now we want to force ImgBurn to write the image to a DVD disc, not an ISO image file. Use the **Output/Device** menu command to do this, or the small disc icon below the words “free space”. If you have more than one DVD burner on your system, you need to select the one you want to use from the **Destination** drop down box. The left side of your

ImgBurn window should now look like figure 6 with the path to the Video_TS folder in the left hand list and the name of your DVD burner as the destination. If the two check boxes below the destination box are different from figure 6, uncheck Test Mode and check Verify – this is a useful feature that checks your final disc is completely readable before you try it elsewhere. If you are in a hurry, you might want to uncheck it and take the risk.

The next stage is to put a blank DVD onto your burner and give imgBurn a few moments to recognise it.

Figure 5 - The Browse for a folder and Switch to device icons.

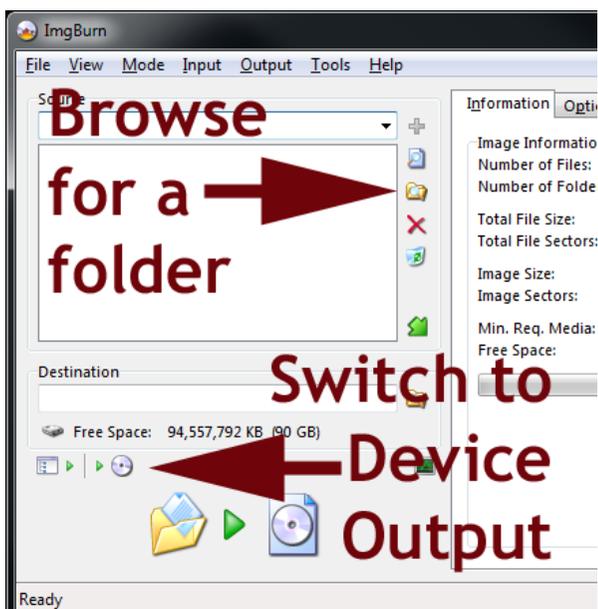
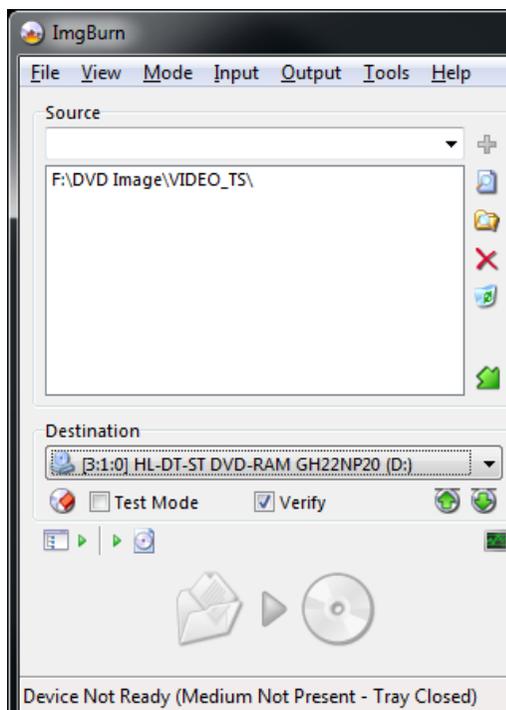


Figure 6 - The Video_TS folder added to the list.



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Figure 7 - The Calculate icon

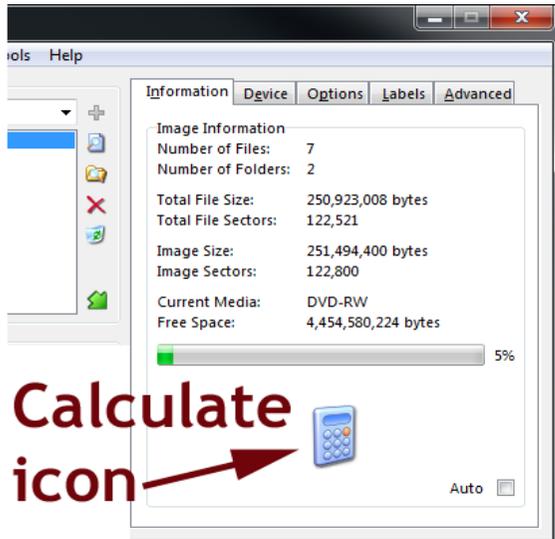


Figure 8 - Setting the write speed

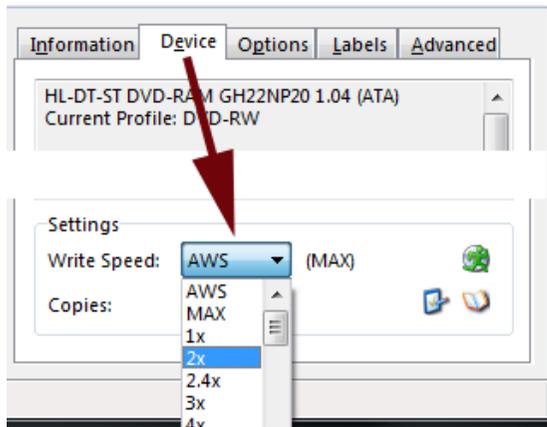
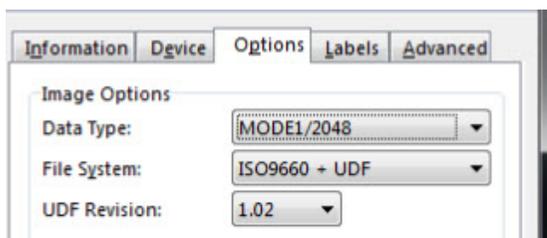


Figure 9 - Checking the options.



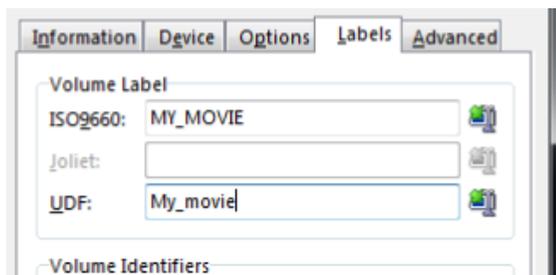
The next step is to Calculate using the **File/Calculate** command or the calculator icon at the bottom of the right-hand **Information** window. Clicking either will check the image size; the minimum media size required is shown if you have yet to put is disk into the burner, and a bar indicates how much of the disc will be used.. In figure 7 I'm using a small test project, but there is little danger of your new disc image being too big. Studio has already checked it will fit, and in my experience ImgBurn tends to make smaller files.

We are nearly there as most of the options should automatically default to ones that work, but let's run through some of them. On the right side, select **Device** instead of **Information** and you can set the write speed and the number of copies you want. It's often a good idea to write at a slower speed that the maximum because burning can be more accurate.

Select **Options** and check that ISO966 + UDF is set as the File system as shown in figure 10 - these are the default settings, but worth checking.

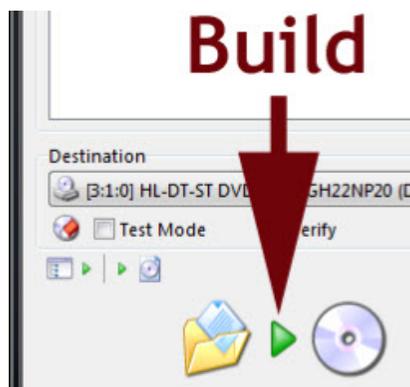
Labels allows you to specify a name for your disc. If you don't enter one, ImgBurn will create one for you during the next stage, but you may as well fill them in now rather than wait for ImgBurn to offer to do it for you.

Figure 10 - Setting the labels.



It's now time to click on the Build icon as shown in figure 11 - or you can select **File/Build** from the menu. Either action will start the process of burning your DVD.

Figure 11 - The Build button



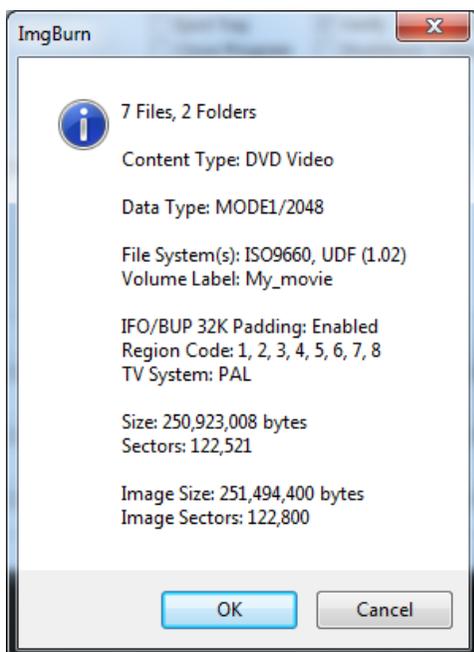
Some file information will pop up as shown in figure 12, and if there doesn't look like anything is wrong, select **OK** to start the build and burn.

Figure 12 - File information

It will take a certain amount of time, but if you haven't closed the Log window, you will be kept informed of progress. See figure 13. One thing that may worry you, but is no cause for concern, is the time spent "Synchronising Cache".

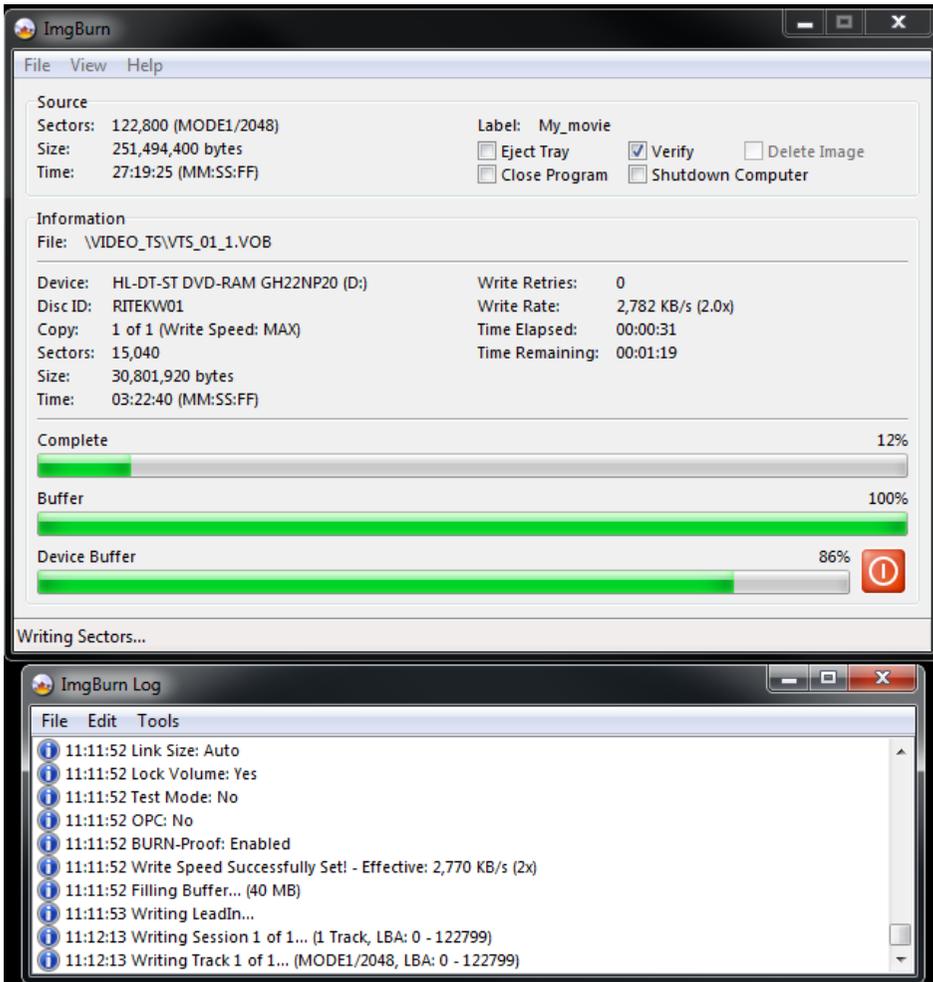
When the burning has finished, the verifying will begin (unless you have unchecked the option). Finally you will get a "Success" message and hear a cheerful (or irritating) little tune.

Now test your disc in the player that didn't work with the S14 burned disc. With a bit of luck, it should work now!



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Figure 13 - Burning in progress!



That may all sound like a lot of work to repair a bug in Studio 14, but when you know what to do, it's only a few mouse clicks. What is more, ImgBurn has verified your disc, and if you want to investigate further there are some very useful bitsetting options. If you use DVD+*r* discs and have the right sort of burner you can produce discs that masquerade as DVD-ROM discs, and I have found these fool some DVD players that won't accept burned discs at all into playing my discs.