



Stanza
User Guide



Stanza 2.2 User Guide



Copyrights and Trademark Notices

Copyright © 2024 Telestream, LLC and its Affiliates. All rights reserved. No part of this publication may be reproduced, transmitted, transcribed, altered, or translated into any languages without written permission of Telestream, LLC. Information and specifications in this document are subject to change without notice and do not represent a commitment on the part of Telestream. Specifications subject to change without notice.

Telestream, Aurora, CaptionMaker, CaptureVU, Cerify, Content Manager, ContentCentral, Cricket, DIVA, DIVAdirector, DIVADocs, DIVAGrid, DIVANet, DIVAProtect, DIVASolutions, Episode, Encoding Intelligence, Episode, FLEXVU, Flip4Mac, FlipFactory, Flip Player, Geminus, Glim, GraphicsFactory, Inspector, IQ & Design, Kumulate, Lightspeed, MassStore, MassTech, MetaFlip, Post Producer, Prism, ScreenFlow, Sentry, Singulus, Split-and-Stitch, Stay Genlock, Surveyor, Tempo, TrafficManager, Vantage, Vantage Cloud Port, VOD Producer, and Wirecast are registered trademarks of Telestream, LLC and its Affiliates and its Affiliates.

Argus, ContentAgent, Cricket, e-Captioning, Inspector, iQ, iVMS, iVMS ASM, MacCaption, Pipeline, Switch, and Vidchecker are trademarks of Telestream, LLC and its Affiliates. All other trademarks are the property of their respective owners.

Adobe. Adobe® HTTP Dynamic Streaming Copyright © 2014 Adobe Systems. All rights reserved.

Apple. QuickTime, MacOS X, and Safari are trademarks of Apple, Inc. Bonjour, the Bonjour logo, and the Bonjour symbol are trademarks of Apple, Inc.

Avid. Portions of this product Copyright 2012 Avid Technology, Inc.

CoreOS. Developers of ETCD.

Dolby. Dolby and the double-D symbol are registered trademarks of Dolby Laboratories Licensing Corporation.

Fraunhofer IIS and Thomson Multimedia. MPEG Layer-3 audio coding technology licensed from Fraunhofer IIS and Thomson Multimedia.

Google. VP6 and VP8 Copyright Google Inc. 2014 All rights reserved.

MainConcept. MainConcept is a registered trademark of MainConcept LLC and MainConcept AG. Copyright 2004 MainConcept Multimedia Technologies.

Manzanita. Manzanita is a registered trademark of Manzanita Systems, Inc.

MCW. HEVC Decoding software licensed from MCW.

MediaInfo. Copyright © 2002-2013 MediaArea.net SARL. All rights reserved.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR

OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Microsoft. Microsoft, Windows NT|2000|XP|XP Professional|Server 2003|Server 2008|Server 2012|Server 2016|Server 2019|Server 2022, Windows 7, Windows 8, Windows 10, Windows 11, Media Player, Media Encoder, .Net, Internet Explorer, SQL Server 2005|2008|2012|2016|2019, and Windows Media Technologies are trademarks of Microsoft Corporation.

NLOG, MIT, Apache, Google. NLog open source code used in this product under MIT License and Apache License is copyright © 2014-2016 by Google, Inc., © 2016 by Stabzs, © 2015 by Hiro, Sjoerd Tieleman, © 2016 by Denis Pushkarev, © 2015 by Dash Industry Forum. All rights reserved.

SharpSSH2. SharpSSH2 Copyright (c) 2008, Ryan Faircloth. All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer:

Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

Neither the name of Diversified Sales and Service, Inc. nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Swagger. Licensed from SmartBear.

Telerik. RadControls for ASP.NET AJAX copyright Telerik All rights reserved.

VoiceAge. This product is manufactured by Telestream under license from VoiceAge Corporation.

x264 LLC. The product is manufactured by Telestream under license from x264 LLC.

Xceed. The Software is Copyright ©1994-2012 Xceed Software Inc., all rights reserved.

ZLIB. Copyright (C) 1995-2013 Jean-loup Gailly and Mark Adler.



Authorized Developer
Avid DNxHD



SCREEN
SYSTEMS

DVCPRO HD



Cinnafilm

Dolby

AFD
READY

Other brands, product names, and company names are trademarks of their respective holders, and are used for identification purpose only.

MPEG Disclaimers

MPEGLA MPEG2 Patent

ANY USE OF THIS PRODUCT IN ANY MANNER OTHER THAN PERSONAL USE THAT COMPLIES WITH THE MPEG-2 STANDARD FOR ENCODING VIDEO INFORMATION FOR PACKAGED MEDIA IS EXPRESSLY PROHIBITED WITHOUT A LICENSE UNDER APPLICABLE PATENTS IN THE MPEG-2 PATENT PORTFOLIO, WHICH LICENSE IS AVAILABLE FROM MPEG LA, LLC, 4600 S. Ulster Street, Suite 400, Denver, Colorado 80237 U.S.A.

MPEGLA MPEG4 VISUAL

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 VISUAL PATENT PORTFOLIO LICENSE FOR THE PERSONAL AND NON-COMMERCIAL USE OF A CONSUMER FOR (i) ENCODING VIDEO IN COMPLIANCE WITH THE MPEG-4 VISUAL STANDARD ("MPEG-4 VIDEO") AND/OR (ii) DECODING MPEG-4 VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL AND NON-COMMERCIAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION INCLUDING THAT RELATING TO PROMOTIONAL, INTERNAL AND COMMERCIAL USES AND LICENSING MAY BE OBTAINED FROM MPEG LA, LLC. SEE [HTTP://WWW.MPEGLA.COM](http://www.mpegla.com).

MPEGLA AVC

THIS PRODUCT IS LICENSED UNDER THE AVC PATENT PORTFOLIO LICENSE FOR THE PERSONAL USE OF A CONSUMER OR OTHER USES IN WHICH IT DOES NOT RECEIVE REMUNERATION TO (i) ENCODE VIDEO IN COMPLIANCE WITH THE AVC STANDARD ("AVC VIDEO") AND/OR (ii) DECODE AVC VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED TO PROVIDE AVC VIDEO. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION MAY BE OBTAINED FROM MPEG LA, L.L.C. SEE [HTTP://WWW.MPEGLA.COM](http://www.mpegla.com).

MPEG4 SYSTEMS

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 SYSTEMS PATENT PORTFOLIO LICENSE FOR ENCODING IN COMPLIANCE WITH THE MPEG-4 SYSTEMS STANDARD, EXCEPT THAT AN ADDITIONAL LICENSE AND PAYMENT OF ROYALTIES ARE NECESSARY FOR ENCODING IN CONNECTION WITH (i) DATA STORED OR REPLICATED IN PHYSICAL MEDIA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND/OR (ii) DATA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND IS TRANSMITTED TO AN END USER FOR PERMANENT STORAGE AND/OR USE. SUCH ADDITIONAL LICENSE MAY BE OBTAINED FROM MPEG LA, LLC. SEE [HTTP://WWW.MPEGLA.COM](http://www.mpegla.com) FOR ADDITIONAL DETAILS.

Limited Warranty and Disclaimers

Telestream, LLC (the Company) warrants to the original registered end user that the product will perform as stated below for a period of one (1) year from the date of shipment from factory:

Hardware and Media—The Product hardware components, if any, including equipment supplied but not manufactured by the Company but NOT including any third party equipment that has been substituted by the Distributor for such equipment (the “Hardware”), will be free from defects in materials and workmanship under normal operating conditions and use.

Warranty Remedies

Your sole remedies under this limited warranty are as follows:

Hardware and Media—The Company will either repair or replace (at its option) any defective Hardware component or part, or Software Media, with new or like new Hardware components or Software Media. Components may not be necessarily the same, but will be of equivalent operation and quality.

Software Updates

Except as may be provided in a separate agreement between Telestream and You, if any, Telestream is under no obligation to maintain or support the Software and Telestream has no obligation to furnish you with any further assistance, technical support, documentation, software, update, upgrades, or information of any nature or kind.

Restrictions and Conditions of Limited Warranty

This Limited Warranty will be void and of no force and effect if (i) Product Hardware or Software Media, or any part thereof, is damaged due to abuse, misuse, alteration, neglect, or shipping, or as a result of service or modification by a party other than the Company, or (ii) Software is modified without the written consent of the Company.

Limitations of Warranties

THE EXPRESS WARRANTIES SET FORTH IN THIS AGREEMENT ARE IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. No oral or written information or advice given by the Company, its distributors, dealers or agents, shall increase the scope of this Limited Warranty or create any new warranties.

Geographical Limitation of Warranty—This limited warranty is valid only within the country in which the Product is purchased/licensed.

Limitations on Remedies—YOUR EXCLUSIVE REMEDIES, AND THE ENTIRE LIABILITY OF TELESTREAM, LLC WITH RESPECT TO THE PRODUCT, SHALL BE AS STATED IN THIS LIMITED WARRANTY. Your sole and exclusive remedy for any and all breaches of any Limited Warranty by the Company shall be the recovery of reasonable damages which,

in the aggregate, shall not exceed the total amount of the combined license fee and purchase price paid by you for the Product.

Damages

TELESTREAM, LLC SHALL NOT BE LIABLE TO YOU FOR ANY DAMAGES, INCLUDING ANY LOST PROFITS, LOST SAVINGS, OR OTHER INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF YOUR USE OR INABILITY TO USE THE PRODUCT, OR THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY, EVEN IF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES, OR ANY REMEDY PROVIDED FAILS OF ITS ESSENTIAL PURPOSE.

Further information regarding this limited warranty may be obtained by writing:

Telestream, LLC
848 Gold Flat Road
Nevada City, CA 95959 USA

You can call Telestream during U. S. business hours via telephone at (530) 470-1300.

Regulatory Compliance

Electromagnetic Emissions: FCC Class A, EN 55022 Class A, EN 61000-3-2/-3-3, CISPR 22 Class A

Electromagnetic Immunity: EN 55024/CISPR 24, (EN 61000-4-2, EN 61000-4-3, EN 61000-4-4, EN 61000-4-5, EN 61000-4-6, EN 61000-4-8, EN 61000-4-11)

Safety: CSA/EN/IEC/UL 60950-1 Compliant, UL or CSA Listed (USA and Canada), CE Marking (Europe)

California Best Management Practices Regulations for Perchlorate Materials:
This Perchlorate warning applies only to products containing CR (Manganese Dioxide) Lithium coin cells. Perchlorate Material-special handling may apply. See www.dtsc.ca.gov/hazardouswaste/perchlorate.

Stanza Open-Source License Components

Stanza contains open-source components which are licensed under the following terms:

imscJS

Sandflow/imscJS is licensed under the BSD 2-Clause "Simplified" License, as follows:

Copyright (c) 2016, Pierre-Anthony Lemieux (pal@sandflow.com)

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- * Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

- * Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

whisper.cpp

Ggerganov/whisper.cpp is licensed under the MIT License, as follows:

Copyright (c) 2023 Georgi Gerganov

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE,

ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

whisper.net

sandrohanea/whisper.net is licensed under the MIT License, as follows:

Copyright (c) 2023 sandrohanea

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

vosk-api

Alphacep/vosk-api is licensed under the Apache License 2.0, as follows:

Apache License

Version 2.0, January 2004

<http://www.apache.org/licenses/>

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.

"Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License.

"Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (ii) ownership of fifty percent (50%) or more of the outstanding shares, or (iii) beneficial ownership of such entity.

"You" (or "Your") shall mean an individual or Legal Entity exercising permissions granted by this License.

"Source" form shall mean the preferred form for making modifications, including but not limited to software source code, documentation source, and configuration files.

"Object" form shall mean any form resulting from mechanical transformation or translation of a Source form, including but not limited to compiled object code, generated documentation, and conversions to other media types.

"Work" shall mean the work of authorship, whether in Source or Object form, made available under the License, as indicated by a copyright notice that is included in or attached to the work (an example is provided in the Appendix below).

"Derivative Works" shall mean any work, whether in Source or Object form, that is based on (or derived from) the Work and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this License, Derivative Works shall not include works that remain separable from, or merely link (or bind by name) to the interfaces of, the Work and Derivative Works thereof.

"Contribution" shall mean any work of authorship, including the original version of the Work and any modifications or additions to that Work or Derivative Works thereof, that is intentionally submitted to Licensor for inclusion in the Work by the copyright owner or by an individual or Legal Entity authorized to submit on behalf of the copyright owner. For the purposes of this definition, "submitted" means any form of electronic, verbal, or written communication sent to the Licensor or its representatives, including but not limited to communication on electronic mailing lists, source code control systems, and issue tracking systems that are managed by, or on behalf of, the Licensor for the purpose of discussing and improving the Work, but excluding communication that is conspicuously marked or otherwise designated in writing by the copyright owner as "Not a Contribution."

"Contributor" shall mean Licensor and any individual or Legal Entity on behalf of whom a Contribution has been received by Licensor and subsequently incorporated within the Work.

2. Grant of Copyright License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form.

3. Grant of Patent License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable (except as stated in this section) patent license to make, have made, use, offer to sell, sell, import, and otherwise transfer the Work, where such license applies only to those patent claims licensable by such Contributor that are necessarily infringed by their Contribution(s) alone or by combination of their Contribution(s) with the Work to which such Contribution(s) was submitted. If You institute patent litigation against any entity (including a cross-claim or counterclaim in a lawsuit) alleging that the Work or a Contribution incorporated within the Work constitutes direct or contributory patent infringement, then any patent licenses granted to You under this License for that Work shall terminate as of the date such litigation is filed.

4. Redistribution. You may reproduce and distribute copies of the Work or Derivative Works thereof in any medium, with or without modifications, and in Source or Object form, provided that You meet the following conditions:

- (a) You must give any other recipients of the Work or Derivative Works a copy of this License; and
- (b) You must cause any modified files to carry prominent notices stating that You changed the files; and
- (c) You must retain, in the Source form of any Derivative Works that You distribute, all copyright, patent, trademark, and attribution notices from the Source form of the Work, excluding those notices that do not pertain to any part of the Derivative Works; and
- (d) If the Work includes a "NOTICE" text file as part of its distribution, then any Derivative Works that You distribute must include a readable copy of the attribution notices contained within such NOTICE file, excluding those notices that do not pertain to any part of the Derivative Works, in at least one of the following places: within a NOTICE text file distributed as part of the Derivative Works; within the Source form or documentation, if provided along with the Derivative Works; or, within a display generated by the Derivative Works, if and wherever such third-party notices normally appear. The contents of the NOTICE file are for informational purposes only and do not modify the License. You may add Your own attribution notices within Derivative Works that You distribute, alongside or as an addendum to the NOTICE text from the Work, provided that such additional attribution notices cannot be construed as modifying the License.

You may add Your own copyright statement to Your modifications and may provide additional or different license terms and conditions for use, reproduction, or distribution of Your modifications, or for any such Derivative Works as a whole, provided Your use, reproduction, and distribution of the Work otherwise complies with the conditions stated in this License.

5. Submission of Contributions. Unless You explicitly state otherwise, any Contribution intentionally submitted for inclusion in the Work by You to the Licensor shall be under the terms and conditions of this License, without any additional terms or conditions. Notwithstanding the above, nothing herein shall supersede or modify the terms of any separate license agreement you may have executed with Licensor regarding such Contributions.

6. Trademarks. this License does not grant permission to use the trade names, trademarks, service marks, or product names of the Licensor, except as required for reasonable and customary use in describing the origin of the Work and reproducing the content of the NOTICE file.

7. Disclaimer of Warranty. Unless required by applicable law or agreed to in writing, Licensor provides the Work (and each Contributor provides its Contributions) on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE. You are solely responsible for determining the appropriateness of using or redistributing the Work and assume any risks associated with Your exercise of permissions under this License.

8. Limitation of Liability. In no event and under no legal theory, whether in tort (including negligence), contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall any Contributor

be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this License or out of the use or inability to use the Work (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.

9. Accepting Warranty or Additional Liability. While redistributing the Work or Derivative Works thereof, You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may act only on Your own behalf and on Your sole responsibility, not on behalf of any other Contributor, and only if You agree to indemnify, defend, and hold each Contributor harmless for any liability incurred by, or claims asserted against, such Contributor by reason of your accepting any such warranty or additional liability.

Contacting Telestream

To obtain product information, technical support, or provide comments on this guide, contact us using our web site, email, or phone number as listed below.

Resource	Contact Information
Telestream Technical Support	Email: support@telestream.net URL: http://www.telestream.net/telestream-support Support Portal: https://support.telestream.net/
Telestream, LLC	Telestream Website: telestream.net Marketing Email: info@telestream.net Telestream, LLC 848 Gold Flat Road, Suite 1 Nevada City, CA USA 95959
International Distributor Support	Website: telestream.net See the Telestream Web site for your regional authorized Telestream distributor.
Telestream Technical Writers	Email: techwriter@telestream.net Share comments about this or other Telestream documents.

Contents

Introduction 18

- Introducing Stanza 18
- Understanding the Stanza Project Management Layout 18
- Understanding the Stanza Project Layout 18
- Supported Video File Types 19
- Captions vs. Subtitles 19
 - Captions 19
 - Caption Style Guidelines 19
 - Subtitles 19

Installation 21

- System Requirements 21
 - Stanza Setup 22
 - Stanza Client Requirements 23
- Before Installing Stanza on a Mac 23
- Changing the Stanza Server Port on a Mac 23
- Installing Stanza 24
 - Installing Your Own SSL Certificate 25
- Before Running Stanza on a Mac the First Time 26
- Creating a Telestream Cloud Account 26
- Viewing the Installed Version Number of Stanza 26
- Installing Fonts for Stanza on Windows 27
- Installing Fonts for Stanza on macOS 27
- Speech-to-Text Captioning 27
 - Installing Speech-to-Text Captioning Automatically 28
 - Installing Speech-to-Text Captioning Manually 28
- Restarting the Stanza Service on Windows 29
- Restarting the Stanza Service on Mac 29
- Single-User and Multi-User Licenses 29
 - Launching Stanza on a Single-User License 30
 - Launching Stanza on a Multi-User License 31

Configuration 32

- Opening Preferences 32
- Setting Time Format and Confidence Thresholds 32
- Network File Locations 33
 - Adding Your Network Locations With Location Aliases 33
 - Adding a Google Cloud Bucket or Azure Network Location Via Service Accounts IAM 34
 - Adding an Amazon Web Services (AWS) Location 35
- The Stanza REST API 36
- Load Balancing 36
 - Load Balancing General Setup 37
 - Configuring the Main Node 37
 - Main Node Advanced Configuration (Optional) 38
 - Configuring a Worker Node 38
- Enabling GPU Acceleration for Video Encoding 39
- Enabling GPU Acceleration for Speech to Text 40
- Adding Project Statuses 41
- User Settings 41
 - Changing User Authentication Settings 41
 - Changing a User Password 41
 - Assigning User Roles 42
 - Changing User Roles 42

Captioning 44

- Understanding the Stanza Project Management Layout 44
- Understanding the Stanza Project Layout 45
- Viewing the User Guide 45
- Viewing and Editing the Keyboard Shortcut List 45
- Projects 45
 - Creating a Project 45
 - Importing a Project 46
 - Finding a Project Using Filters 46
 - Selecting a TTS Project 47
 - Opening a Project 47
 - Modifying Project Settings 47
 - Deleting a Project 48
 - Exporting a Project 48
 - Viewing Exported Project Files 48
- Creating a Caption Program 49
- Creating Captions with Speech-to-Text Captioning 49
- Playing Media 50
 - Opening a Clip 50
 - Closing a Clip 50
 - Selecting Timecode Display 51
- Caption Sources 51
 - Creating a Caption 51

Importing Captions	51
Converting Speech to Captions	52
Extracting Embedded Captions	52
Removing a Caption	52
Splitting a Caption	52
Finding and Replacing Captions	53
Caption Placement	53
Placing a Single Caption	53
Placing Multiple Captions	54
Creating a Custom Region for Captions	54
Animating a Caption	55
Formatting a Caption	55
Editing a Caption on the Content Tab	55
Undoing or Redoing Caption Edits	55
Adding Music Note Icons to a Caption	56
Converting Captions with Reformat Rows	56
Converting Captions with Reformat Rows	57
Caption Timing	57
Setting Caption Timing Manually	57
Setting Caption Timing Automatically	58
Prerequisites	58
Procedure	58
Results	59
Best Practices for ATS+	59
Troubleshooting Caption Timing	59
Showing or Hiding the Waveform Pane	60
Adding or Subtracting Time for Captions	60
Setting the Start Time for Captions	61
Setting the End Time for Captions	61
Correcting Drift by Stretching or Shrinking Caption Time	61
Correcting Drift by Stretching Caption End Time	62
Previewing Captions in the Media Player	63
Playing Video Fullscreen	63
Muting Audio During Playback	63
Selecting Audio Track, Audio Channel, and Playback Speed	64
Setting the Project Status	64
Exporting Captions	64
Proxy Movies	65
Use Telestream Cloud or Vantage to Make a Proxy Movie	66
Proxy Movie Settings	66

Windows, Controls, and Menus 68

Project Management Layout	69
Sessions	69
License Status Button	69
Nodes Button	69
Stanza Menu (Vertical Three-Dot) Button	69

Account	70
Preferences	70
Settings	70
Buttons in Settings	70
User Authentication	70
Users	71
User Roles	71
Location Aliases	72
Export Locations	73
Load Balance Settings	74
Project Statuses	74
Select TTS Project	75
Sessions	75
System	75
Keyboard Shortcuts	75
Version	75
Filter Button	75
New Project Button	75
Project Import/Export (...) Button	75
Export Projects button	75
Import Projects button	76
List of Projects	76
Project Layout	76
Modify Project Settings Button	76
Has a Deadline	77
SUBTITLE Tab	77
CEA-608 Tab	77
TELETEXT Tab	78
CUSTOM Tab	78
Download Project File Button	78
View Export Results Button	79
Export Button	79
Media Player Window	80
Open Clip Button	80
Close Clip Button	81
Caption Conversion (Three-Dot) Button	81
The <i>Speech to Text (Local)</i> dialog	81
Select Timecode Menu Button	82
Scrub Bar	82
Mute/Unmute	82
Jump Back 10 Seconds Button	82
Jump Back Five Seconds Button	82
Jump Back One Frame Button	82
Play Button	82
Jump Forward One Frame	82
Jump Forward Five Seconds	82
Jump forward 10 Seconds	82
Audio and Playback (Gear) Button	83

Fullscreen Button	83
Program Window	83
Program Menu Button	83
Create New Program Dialog	83
Import Captions Button	84
Editing Menu Button	84
Undo Button	84
Redo Button	84
Waveform Pane	84
Caption Rows	84
Formatting Tab	85
Content Tab	86
Timing Tab	88
QC Tab	89
Captions Tab	90

Introduction

Telestream Stanza is subscription-based, broadcast-quality captioning and subtitling software.

Topics

- [Introducing Stanza](#)
- [Understanding the Stanza Project Management Layout](#)
- [Understanding the Stanza Project Layout](#)
- [Supported Video File Types](#)
- [Captions vs. Subtitles](#)

Introducing Stanza

Stanza provides high-end captioning capabilities at low cost. Work from anywhere. You can view media files on the GLIM server via the GLIM web client in a browser on any Windows or Mac computer. Stanza uses the built-in Telestream GLIM engine to play back high-resolution files. There's no need to transfer huge media files before getting to work.

Stanza is available by subscription. You don't need to spend capital for permanent licenses.

Understanding the Stanza Project Management Layout

For a basic understanding of Stanza project-management windows, controls, and menus, see [Project Management Layout](#).

Understanding the Stanza Project Layout

For a basic understanding of Stanza project windows, controls, and menus, see [Project Layout](#).

Supported Video File Types

You can work with all video codecs and formats even when working remotely, without transcoding proxy files. Stanza supports master quality ProRes, AVC-Intra, J2K, MXF, IMF, and MPEG-2 transport streams.

Captions vs. Subtitles

Captions are transcripts of dialogue with visual cues for music and sound effects. Subtitles typically are transcripts of dialogue only. Captions and subtitles are superimposed on video.

Captions

Captioning makes dialogue accessible to those who can't hear the audio content.

Open captions are always visible, or *burned in*. *Closed* captions, common in TV broadcasting, can be turned on or off by the viewer. Closed captions are encoded into the broadcast TV signal. To display closed captions, a television or set-top box must have a closed-caption decoder. Broadcasters check your videos to ensure you've encoded the closed captions according to broadcast standards.

For technical reasons, closed captions have many more constraints affecting the timing and the appearance of the text than do open captions or subtitles. The closed-caption author has little ability to specify the typeface, size, or text styling. Rather, the closed-caption decoder determines these settings.

Caption Style Guidelines

Good caption style is important. Consult the [DCMP Captioning Key](#) for captioning guidelines and best practices.

Subtitles

Subtitles typically contain only a transcription of the dialogue or of the translated dialogue. Unlike captions, subtitles usually do not show visual cues for sounds such as background noise, sound effects, or music cues. Subtitles have fewer limitations than closed captions, and generally have more typefaces, font sizes, and font colors from which to choose.

Subtitles burned into the video so they can't be turned off are called *open subtitles*, *burn-in subtitles*, or *hard subtitles*. Use open subtitles to always display subtitles, such as when translating foreign language dialogue for a domestic-language audience. You can use open subtitles also when working with a video format or player that doesn't support soft subtitles or closed captions.

Some formats, such as DVD, Blu-ray, many web-based players, and a few other video formats, can contain one or more tracks of subtitles. Viewers can turn these on or off. These are called *soft subtitles*.

Subtitle tracks which mimic the look and feel of closed captions are called *SDH* (Subtitles for the Deaf and Hard of hearing) tracks. SDH tracks often are used to emulate closed captions on formats, such as Blu-ray, that don't support closed captioning. SDH tracks can contain non-verbal audio cues.

Installation

You can install Stanza on any Windows or Mac computer that meets the minimum system requirements.

Topics

- [System Requirements](#)
- [Before Installing Stanza on a Mac](#)
- [Changing the Stanza Server Port on a Mac](#)
- [Installing Stanza](#)
- [Before Running Stanza on a Mac the First Time](#)
- [Creating a Telestream Cloud Account](#)
- [Viewing the Installed Version Number of Stanza](#)
- [Installing Fonts for Stanza on Windows](#)
- [Installing Fonts for Stanza on macOS](#)
- [Speech-to-Text Captioning](#)
- [Restarting the Stanza Service on Windows](#)
- [Restarting the Stanza Service on Mac](#)
- [Single-User and Multi-User Licenses](#)

System Requirements

Stanza Server Requirements

- Windows or Mac installer issued, licensed via annual subscription by serial number
- Windows 10/Windows Server 2016/Windows Server 2019/macOS Monterey
- Minimum of 12 core CPU/16 GB RAM required
(AMD or INTEL)24+ core CPU/32 GB RAM recommended
- High performance access to storage required (1+Gbps)
- HTTP or HTTPS ingress traffic

Stanza Multi-User Windows Server Requirements

- Windows Server 2016/2019/2022
- Minimum: 12 core CPU/24 GB RAM required (2019 or later)
Recommended: 24+ core CPU/32+ GB RAM (DDR4 or higher)
- (Optional) For GPU-accelerated video encoding and AI processing:
NVIDIA RTX 3000/4000 series GPU w/8GB VRAM
See [Enabling GPU Acceleration for Video Encoding](#) and [Enabling GPU Acceleration for Speech to Text](#).
Recommended: Telestream Stanza appliance with dual CPU/dual GPU
- High performance access to storage required (1+Gbps)
- HTTP or HTTPS ingress traffic
- Connect multiple servers in load balancing setup for more sessions

Stanza Setup

- External access requires TCP 7000/7001 ingress to Stanza
- User Account Control should be disabled (never notify)
- Stanza user must be local administrator
- NAS/SAN/Local Storage access is passed through Stanza service via logged on user

Stanza Client Requirements

- HTTP/HTTPS connectivity (route-ability) to Stanza (Locally, or via VPN)
- One of the following:
 - MacOS Monterey (12) or greater
 - Windows 10/11/Windows Server 2016/Windows Server 2019/Windows Server 2019
- One of the following:
 - Mac Minimum: 4 core CPU/8 GB RAM required (Intel or Apple Silicon)
Recommended: 8 core CPU/16 GB RAM (Apple Silicon)
 - Windows Minimum: 4 core CPU/16 GB RAM required (2019 or later model)
- Chrome version 103 or later recommended
- (Optional for Windows) For GPU accelerated video encoding and AI processing:
NVIDIA RTX 3000/4000 series GPU w/8GB VRAM
See [Enabling GPU Acceleration for Video Encoding](#) and [Enabling GPU Acceleration for Speech to Text](#).

Before Installing Stanza on a Mac

Before installing Stanza on a Mac the first time, do the following:

1. Select *System Preferences > Sharing*.
2. Click *Display AirPlay Receiver*.

If you need to use AirPlay Receiver on this computer, to prevent a port conflict, change the server port used by Stanza on your Mac.

See [Changing the Stanza Server Port on a Mac](#).

Changing the Stanza Server Port on a Mac

If you need to use AirPlay Receiver on the computer running Stanza, to prevent a port conflict, change the server port used by Stanza. To change the Stanza server port, do the following:

1. Select *System Preferences > Sharing*.
2. Disable AirPlay Receiver (temporarily).
3. Install Stanza.

See [Installing Stanza](#).

4. In Finder, browse to `/Library/Application Support/net.telestream.stanza`.
5. Edit the file `appSettings.webserver.json` in a text editor.

6. Change the port in the *urls* field to something other than 7000. You will now access Stanza via that port from all clients.

For example, if you change the port to 7001, you will access Stanza via the URL <https://localhost:7001>.

7. Reboot.
8. Re-enable AirPlay Receiver.

Installing Stanza

Note: When you uninstall Stanza, all files are removed with the exception of the JSON files and log files, including *appSettings.json* configuration file, located in this directory:

Windows C:\ProgramData\Telestream\Stanza\

Mac /Library/Application Support/net.telestream.stanza

Note: When you reinstall Stanza, delete the *appSettings.json* configuration file. Then you can reset Stanza to its defaults, or create new settings.

Caution: Before installing Stanza, make sure your system meets the minimum requirements.

See [System Requirements](#).

To install Stanza, follow these steps:

1. In a browser, navigate to the [Telestream Stanza product page](#).
 2. Do one of the following:
 - a. Click the *Request Trial* button, fill out the free-trial request form, and click *Send My Download Link*.
Telestream emails you a link to a web page for the Stanza installer application, and an activation key for Stanza.
 - b. Request a license key from our Sales department at (877) 681-2088 or insidesales@telestream.net.
 3. Navigate to the web page, and download the Stanza installer.
 4. Double-click the Stanza installer. Check the acceptance box and click *Install*.
-

Note: The Mac installer has some additional steps you must follow if this is the first time you're installing Stanza.

Stanza displays a progress bar. Before proceeding, wait for the completion dialog.

5. Accept the license agreement.

The installer places the Stanza application in one of the following folders:

Windows C:\Program Files\Telestream\Stanza

Mac /opt/Telestream/Stanza

This directory contains a plugins directory with example plugins, and a certificate directory with a self-signed certificate. You can use the sample plugins and certificate to demonstrate Stanza HTTPS capability.

6. Click *Finish*.

7. To open Stanza, point your web browser to <http://localhost:7000>.

See [Changing the Stanza Server Port on a Mac](#).

8. Click the red license key button toward the top-right of the screen, near the *License*, and enter your activation key.

See the *License* button on the screenshot in [Project Layout](#).

When Stanza is activated, Stanza changes the color of the key icon to green, and displays the word *Valid* under the icon.

9. (Optional) To display the license activation state and expiration date, click on the license dialog.

The license dialog displays the license activation state and expiration date.

Note: You can deactivate Stanza from the license dialog before moving your license to another computer.

Note: The Speech to Text transcription feature requires text model files. These download on first use. If your Stanza system has Internet access, take no special action. However, if your Stanza system isn't connected to the Internet, or if it's behind a restricted firewall, you must manually install the Speech to Text models. See [Speech-to-Text Captioning](#).

Note: When upgrading to Stanza version 2.1 or later, the Load Balancing feature requires additional setup. Be sure to configure the Node setting for each Node. See [Load Balancing](#).

Installing Your Own SSL Certificate

Since Stanza supports HTTPS, you can install a custom self-signed (SSL) certificate for Stanza. To install an SSL certificate for Stanza, do the following:

1. Drop the PFX file into the certificate folder:

(Windows) C:\Program Files\Telestream\Stanza\certificate\

(Mac) /Library/Application Support/net.telestream.stanza/certificate/

2. Open the webserver JSON file:
(Windows) C:\ProgramData\Telestream\Stanza\appsettings.webserver.json
(Mac) /Library/Application Support/net.telestream.stanza/appsettings.webserver.json
3. In the webserver JSON file, after *Path*: alter the PFX path and filename (if different from the default path and filename), and enter the correct password.
4. Close your browser. Then, relaunch your browser.
5. Navigate to `https://[machine name]:[port]`.
6. Verify that the lock icon appears next to the URL bar in your browser.

See [Authentication and Credentials Sections](#).

See also [Replace the default certificate from configuration](#).

Note: You can find further information about the REST API here:
`https://[machine name]:5000/swagger/index.html`

Before Running Stanza on a Mac the First Time

Before running Stanza on a Mac for the first time, do the following:

1. Select *System Preferences > Security & Privacy*.
2. Select the *Privacy* tab, then select *Full Disk Access* in the list on the left.
3. Click the lock to allow changes and authenticate.
4. Click the + button.
5. In the file browser window, type a / (slash), and browse to `/opt/Telestream/Stanza`.
6. Select the *StanzaService* app and click *Open*.
7. Point your browser to the Stanza URL.

See [Changing the Stanza Server Port on a Mac](#).

Creating a Telestream Cloud Account

Note: The Stanza Timed Text Speech feature requires a Telestream Cloud account.

To create a Telestream Cloud account and activate Timed Text Speech, go to <https://cloud.telestream.net/> and click *Create an Account*.

Telestream creates your Telestream Cloud account.

Viewing the Installed Version Number of Stanza

To view the version number of your installed instance of Stanza, do the following:

1. Click the *Stanza Menu* button.

See the *Stanza Menu* button on the screenshot in [Project Management Layout](#).

2. Click *Version*.

Stanza opens a dialog showing the Stanza version number.

See [How To Create a Desktop Shortcut for Stanza](#).

Installing Fonts for Stanza on Windows

Stanza can use custom fonts that are installed on your computer for all users. We recommend TrueType fonts (with extension TTF) and OpenType fonts (with extension OTF) for Stanza. To install custom fonts for all users on a Windows machine, do the following:

1. Right-click the font installer file.

2. Click *Install for all users*.

Windows installs the font for all users of the machine, and lets Stanza access the font.

3. Close and relaunch the Stanza service.

See [Restarting the Stanza Service on Windows](#).

Stanza now has access to the installed fonts.

Installing Fonts for Stanza on macOS

Stanza can use custom fonts that are installed on your computer for all users. We recommend TrueType fonts (with extension TTF) and OpenType fonts (with extension OTF) for Stanza. To install custom fonts for all users on a macOS machine, do the following:

- Open the font file with Font Book. Go To *Font Book > Preferences*. Change the *Default Install Location* from *User* to *Computer*. Click *Install Font*.

- Move or copy the font file to */Library/Fonts/*.

- Close and relaunch the Stanza service.

See [Restarting the Stanza Service on Mac](#).

Stanza now has access to the installed fonts.

Speech-to-Text Captioning

Stanza can transcribe spoken words to captions automatically, with results rivaling those of free-standing speech-to-text engines. However, the accuracy of the results depend greatly on factors such as the language being spoken, the quality of the audio, the topic, and the context.

Since speech-to-text captioning uses Machine Learning (ML), it is subject to “hallucinations”: transcribed sounds that are not spoken words. Always check the results. Correct “hallucinations” and other mistakes before exporting or delivering the captions.

If your Stanza machine is on the Internet, you can let Stanza install the speech-to-text captioning models automatically. Otherwise, you can install the speech-to-text captioning models manually.

Installing Speech-to-Text Captioning Automatically

If the Stanza server has Internet access, Stanza downloads the speech-to-text models on first use. Depending on Internet speed, this might take a while. The Large model file sizes are about 3GB. However, since Stanza saves the models to your local drive, Stanza downloads the models only once.

- If your Stanza server is behind a firewall, to allow automatic download of the models, add <https://www.telestream.net> to your *allow* list.

Installing Speech-to-Text Captioning Manually

If the Stanza server is on a system with no Internet access, manually download the model files and copy them to the Stanza server. To install speech-to-text captioning manually, do the following:

1. Download one or more of these files, depending on the model(s) you use in Stanza:
 - <https://www.telestream.net/download-files/ggml/ggml-tiny.bin>
 - <https://www.telestream.net/download-files/ggml/ggml-base.bin>
 - <https://www.telestream.net/download-files/ggml/ggml-small.bin>
 - <https://www.telestream.net/download-files/ggml/ggml-medium.bin>
 - <https://www.telestream.net/download-files/ggml/ggml-large.bin>
 - <https://www.telestream.net/download-files/ggml/ggml-largev2.bin>
 - <https://www.telestream.net/download-files/ggml/ggml-largev3.bin>

Note: *Base* and *Large V2* are the most commonly used.

2. Do one of the following:
 - For Windows, copy the appropriate bin files to:
C:\ProgramData\Telestream\Stanza\Whisper\
 - For Mac, copy the appropriate bin files to:
/Library/Application Support/net.telestream.stanza/Whisper/

See [Converting Speech to Captions](#) and [The Speech to Text \(Local\) dialog](#).

Restarting the Stanza Service on Windows

There are times when you might need to restart the Stanza service, for example after installing system fonts.

See [Installing Fonts for Stanza on Windows](#).

To restart the Stanza service on Windows, do the following:

1. Press the Windows key.
2. Type *services* and press Enter.
3. Scroll down to the Telestream Stanza Service.
4. Right click *Telestream Stanza Service* and select *Restart*.
Telestream Stanza Service restarts.
5. Use F5 to refresh the page - Stanza should be in the *Running* state.

Restarting the Stanza Service on Mac

There are times when you might need to restart the Stanza service, for example after installing system fonts.

See [Installing Fonts for Stanza on macOS](#).

To restart the Stanza service on Mac, do the following:

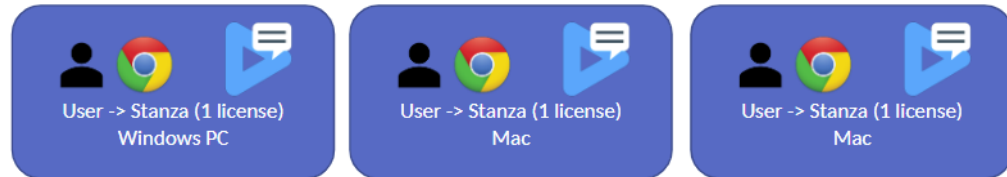
1. Launch Terminal and enter `cd /opt/Telestream/Stanza`.
Terminal opens `/opt/Telestream/Stanza`.
2. Enter `./restart.sh`.
Terminal initializes the restart script.
3. Enter the local administrator password.
Terminal relaunches the Stanza service.

Single-User and Multi-User Licenses

You can use Stanza installed on your local machine with a single-user license, or you can use Stanza server, installed remotely, with a multi-user license. With single-user licenses, individual users install single-user licenses on their computers.

Launching Stanza on a Single-User License

Figure 1. Three Single-User Licenses



You can use the Stanza server on a standalone machine. Once you've installed Stanza, point the Chrome browser to the Stanza server on your local machine.

Note: *Localhost*, as its name implies, means *this machine*.

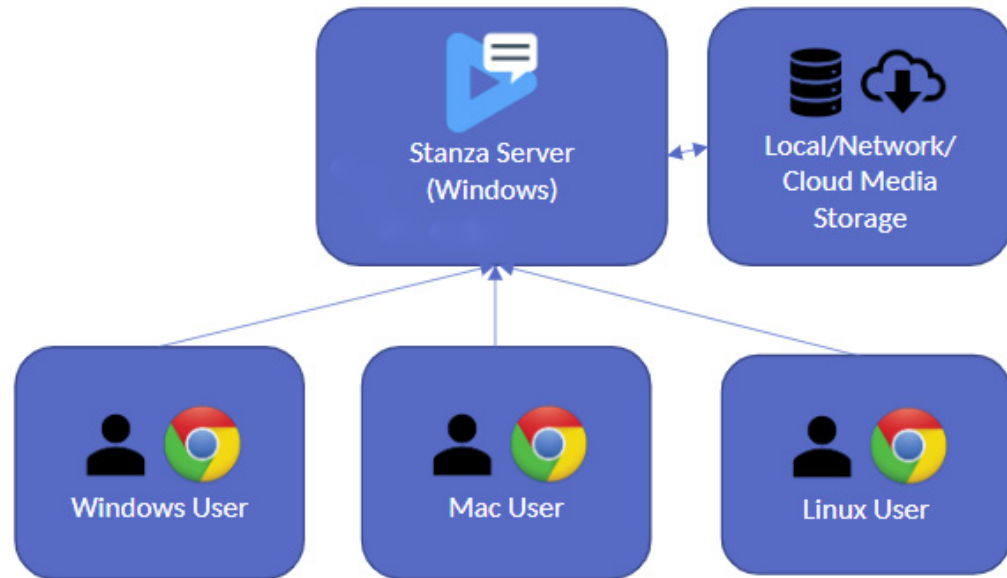
To use Stanza on a standalone machine with a single-user license, do the following:

1. Install Stanza.
See [Installing Stanza](#).
2. Open the Chrome browser on the client machine.
3. Enter the IP address of the Stanza server in this format: `https://localhost:7000`

Note: For information on how to find the IP address of your Stanza server, please refer to KB Article 000041195.

Launching Stanza on a Multi-User License

Figure 2. Three Users on a Multi-User License



Stanza employs a client/server architecture. You can install Stanza on a central server, and then connect a client machine to the Stanza server. To connect your machine, as client, to your Stanza server, do the following:

1. If you are using a client machine remotely, first connect to the server's network over VPN.
2. Have your IT department open Port 7000 for inbound and outbound traffic.
Stanza uses Port 7000 for client communications.
3. Open a Chrome browser window on the client.
4. Enter the IP address of the Stanza server in this format:
`https://[Stanza_server_IP_address]:7000`

Note: For information on how to find the IP address of your Stanza server, please refer to [KB Article 000041195, How to Find the IP Address of Your Stanza Machine](#).

Configuration

You can configure Stanza through *Preferences*.

Topics

- [Opening Preferences](#)
- [Setting Time Format and Confidence Thresholds](#)
- [Network File Locations](#)
- [The Stanza REST API](#)
- [Load Balancing](#)
- [Enabling GPU Acceleration for Video Encoding](#)
- [Enabling GPU Acceleration for Speech to Text](#)
- [Adding Project Statuses](#)
- [User Settings](#)

Opening Preferences

To open Stanza *Preferences*, do the following:

- In the Project Management Layout, click the *Stanza Menu (Vertical Three-Dot)* button, then *Preferences*.

See the *Stanza Menu (Vertical Three-Dot)* button on the screenshot in [Project Management Layout](#).

Setting Time Format and Confidence Thresholds

To specify the time format used in Stanza projects, do the following:

1. Click the *Stanza Menu* button.

See the *Stanza Menu* button on the screenshot in [Project Management Layout](#).

2. Open *Preferences*.

See [Opening Preferences](#).

3. In the *Timed Text Speech* pane, set the following options as desired:

High Enough Confidence

Toggles the confidence-threshold system on and off. When timed text speech values are lower than the thresholds for warning and error confidence, Stanza displays warnings or error messages.

Warning Confidence Threshold

Allows the user to specify a minimum warning confidence threshold from 0-100%.

Error Confidence Threshold

Allows the user to specify a minimum error confidence threshold from 0-100%.

1. In the *Miscellaneous* pane, click the button for one of the following formats, as desired:
 - AM/PM
 - 24 HOURS
2. Click *SAVE CHANGES*.

See [Converting Speech to Captions](#).

Network File Locations

You can add locations on your network that contain media files by entering location aliases.

See [Location aliases](#).

Adding Your Network Locations With Location Aliases

To add location aliases, do the following:

1. Log into Stanza on localhost.
2. To open the Stanza menu, click the Stanza three-dot menu button.

See the Stanza three-dot menu button on the screenshot in [Project Layout](#).
3. From the Stanza drop-down menu, select *Settings*.
4. Click the *Add Location Alias* button.

Stanza opens the *New Location* dialog box.
5. Select the option for *Type of location* from the drop-down menu that describes the location you are adding.

Note: If you are adding a cloud-based storage location, for *Type of location*, choose one of the cloud-based storage options, such as Generic S3, S3 Bucket, Web Dav, Google Cloud Bucket, or Azure Container. For Wasabi, choose Generic S3.

6. Enter a name and path for the alias.
7. From the *Delimiter* drop-down menu, select the correct delimiter for the path: typically forward-slash for local files or back-slash for files stored on the cloud.
8. Enter the specific information for your storage location into the open fields, such as *Hidden*, *Bucket*, or *Path*. Open mode doesn't apply to cloud storage locations. For information about getting keys for Telestream Cloud, see [User Guides - Stores Management](#).
9. (Optional) To test the connection to the alias, click *Test Connection*.
10. Click *Add Location*.

Stanza adds the new location alias to the list of location aliases.

Note: If you've set an on-premise Stanza server to use cloud-based storage locations, your cloud account receives egress charges when you play back content in Stanza.

Note: To balance the user load across location aliases, you can create separate user groups with access to different location aliases.

Adding a Google Cloud Bucket or Azure Network Location Via Service Accounts IAM

As a simpler alternative to using a location alias, you can add a Google Cloud Bucket (GCB) network location or Azure network location with Service Accounts IAM. To add Google Cloud Bucket or Azure via Service Accounts IAM, do the following:

1. In the *Cloud Console* for Azure or GCS, navigate to the *Service Accounts IAM & Admin > Service accounts*.
2. Select a project.
3. Click the email address of the service account for which you want to create a key.
4. Click the *Keys* tab.
5. For Azure, enter the following information:
 - **Container** Enter the name of the container you wish to access.
 - **Connection string** Select the container you want access to, select access key, click show keys, and then copy the connection string.
 - **Path** You can leave this field empty unless you want to specify only the sub-folder within the selected container.
6. Click the *Add key* drop-down menu, and select *Create new key*.

7. Select JSON as the *Key type* and click *Create*.

This is the JSON file Stanza uses when you create a Google storage location via the Stanza user interface.

Adding an Amazon Web Services (AWS) Location

As a simpler alternative to using a location alias, you can add an Amazon Web Services (AWS) location. To add AWS IAM, do the following:

1. Acquire Amazon S3 Access Keys.

For information about getting Amazon S3 Access Keys, see <https://objectivefs.com/howto/how-to-get-amazon-s3-keys>.

2. To open the Stanza menu, click the Stanza three-dot menu button.

See the Stanza three-dot menu button on the screenshot in [Project Layout](#).

3. Click *Settings*. Then click the *ADD LOCATION ALIAS* button.

Stanza opens the *New Location* dialog.

4. Open the drop-down menu for *Type of location*, and select *S3 Bucket*.

Stanza opens fields for S3 buckets.

See [Load Balance Settings](#).

Note: This type of storage solution is *flat*, which means that all files reside in a single bucket rather than in a hierarchical file structure. Users can organize files with the use of Paths or Prefixes, emulating folder structure.

5. Fill in the remaining fields on the *New Location* dialog as follows:

Name

Enter any name for the location.

Path

Leave blank.

See AWS documentation here for additional details, here: [Organizing objects using prefixes](#).

Delimiter

Amazon conventionally uses "/" by default.

Hidden

Do not change this default.

Bucket

Enter the name of the bucket holding the media files.

Region

Enter your choice of regional server.

Access Key

Obtain these credentials by logging into the S3 storage account.

Secret Access Key

Obtain these credentials by logging into the S3 storage account.

6. To test the connection, click *TEST CONNECTION*.
7. Click *ADD LOCATION*.

The Stanza REST API

For information about the REST API, and the steps for accessing the full list of Stanza API calls see the swagger web page. To open the Swagger web page, do the following:

1. Launch your web browser.
2. Point your browser to this URL:

<http://localhost:7000/swagger>

For *localhost* enter the host name or IP address of the Stanza server.

Load Balancing

You can balance the processing load across various nodes on Stanza. The Main node runs the database and core functions, while Worker nodes balance the load of transcoding tasks. Each Stanza project can have only one Main node, but any number of Worker nodes.

Worker nodes perform video encoding and background operations. Each worker node adds the ability for the array to run one concurrent resource-intensive operation, such as speech-to-text or exports which are CPU- or GPU-intensive.

Note: All clients for a project browse to the Main node. Clients never directly access the Worker nodes.

The main node gets a single license having the total session count for all nodes. Worker nodes do not get licenses. The maximum number of sessions allowed is determined by the type of system running Stanza, as follows:

- **GPU system** Up to 15 sessions per GPU node regardless of license
- **Intel CPU system** Up to five sessions per node, with up to four nodes per CPU core, regardless of license
- **Mac ARM system** Up to five sessions per node regardless of license (since Mac ARM has hardware encoding)

See [Load Balance Settings](#) and [Nodes Button](#).

Load Balancing General Setup



- Install the same version of Stanza on the main node and the worker node(s). When upgrading, upgrade all nodes to the same version.
- The Stanza license is activated only on the main node. Worker nodes don't require licenses.
- Store all media files on network or cloud storage, so that all nodes can access all media files. Only the main node can access physical storage attached to the Stanza machine. Projects or jobs referencing media on the main-node physical storage can run on the main node only.
- Clients connect their web browser only to the main node, never to the worker nodes. Make sure to expose the main node to the clients through the firewall.
- You can protect the worker nodes behind the firewall. Worker nodes don't need to be visible to the clients. Worker nodes need communicate only with the main node.

Configuring the Main Node


To configure the Main node for load balancing, do the following:

1. Launch Stanza on localhost:7000 (or another port you have selected).
2. Click the three-dot button for the Stanza menu.
See the *Stanza Menu (Vertical Three-Dot)* button on the screenshot in [Project Management Layout](#).
3. Select *Settings*.
4. Configure *Location Aliases* as desired.
See [Adding Your Network Locations With Location Aliases](#).

Caution: Make sure all media files are located on aliases accessible by all nodes; not on local storage on the main node.

5. Next to the heading, *LOAD BALANCE SETTINGS*, click the enabling slider to enable load balancing.
6. Select role Main.
7. Click the *ADD LOAD BALANCE NODE* button.
Stanza opens the *New Load Balance Node* dialog.
8. From the *Role*: drop-down menu, select *Main*.
9. Under *This Node*, click the edit button .
10. Enter Worker node information into the *Host* (e.g. workerhost), *Port* (e.g. 7000), and *RedirectUri* fields.
11. Click *ADD LOAD BALANCE NODE*.
Stanza adds the new node to the list.
12. Click the edit button .

13. Edit the network settings for the worker node and set the host name or IP address for the first worker node, then click *Save*.
14. (Optional) If you have additional worker nodes, click *Add Load Balance Node*, then edit the settings for the additional node(s).
15. Restart the Stanza service for the changes to take effect.

After restarting the service, the *Workers* icon  in the upper right of the status bar indicates the number of successfully-connected worker nodes vs. how many are configured. If the icon is red or yellow, then not all of the worker nodes are connected, and the performance of the array may be degraded.

Main Node Advanced Configuration (Optional)

You can disable all video encoding and background operations (exports, speech-to-text, etc.) on the main node, which will free up main node CPU resources for the web server, database, etc., by editing `appSettings.general.json` under "Workers" and setting the `MinCount` and `MaxCount` to 0:

```
"Workers": {
  "UseReverseProxy": true,
  "MinCount": 0,
  "MaxCount": 0,
  "MaxLifetime": 14400
}
```

With this configuration, video playback requests and background operations will always be performed on worker nodes. The only exception would be requests for physical media located on the main node, which requires the main node to process them.

Configuring a Worker Node

To configure a Worker node for load balancing, do the following:

1. Launch Stanza on `localhost:7000`, or another port if you have changed it from the default.
2. Click the three-dot button for the Stanza menu.
See the *Stanza Menu (Vertical Three-Dot)* button on the screenshot in [Project Management Layout](#).
3. Select *Settings*.
4. Ensure *User Authentication* is set to *None*.
Authentication is set on the main node only.
5. Next to the heading, *LOAD BALANCE SETTINGS*, click the enabling slider to enable load balancing.

6. Select the *Worker* role for the new node.

Stanza opens the *Main Node Location* dialog.

7. Click the *ADD LOAD BALANCE NODE* button.

Stanza opens the *Load Balance Settings* dialog.

8. Enter *Main node* information into the *Host* (e.g. mainhost), *Port* (e.g. 7000), and *RedirectUri* fields.

Match the host name or IP address at which the main node can connect to this worker node.

9. Under *Main node*, click the edit button .

10. Edit the settings for the main node and enter the host name or IP address for the main node.

11. Click *SAVE MAIN NODE*.

Stanza adds the main node location to the list.

12. Restart service for changes to take effect.

13. Instruct all clients to access the main node at mainhost:7000, or another port if you have changed it from the default.

Note: After restarting the worker node, the only settings page you can edit on the worker node is the worker settings page at: <http://localhost:7000/worker/settings>.

Note: To restore access to other settings on this node, you must disable load balancing via the toggle switch, or change the role setting back to Main.

Enabling GPU Acceleration for Video Encoding

GPUs with "NVENC" video encoding capability:

<https://developer.nvidia.com/video-encode-and-decode-gpu-support-matrix-new>

To enable GPU accelerated video encoding you must edit the config file:

C:\ProgramData\Telestream\Stanza\appSettings.glim.json

Add the following lines inside the "Encode" section:

```
"Gpu": 1,  
"MaxGpuSessions": 5,  
"GpuDecode": true,  
"GpuPreset": "medium"
```

Gpu: The number of physical GPUs installed to be used for video encoding.

MaxGpuSessions: The maximum number of simultaneous video encoding sessions to use the GPU. Sessions beyond this limit will fall back to CPU encoding. Note that Nvidia's GeForce line of consumer GPUs are software limited in how many video encoding sessions they can run at a time. As of this writing, most GeForce 3000/4000 series cards are limited to 8 encoding sessions. The professional cards (Quadro RTX and A series) do not have this limitation. If you encounter video encoding errors you may need to lower this number.

GpuDecode: Set true to use the GPU to accelerate video decoding tasks.

GpuPreset: "medium" is the recommended default setting.

After saving the file, restart the Stanza service.

Note: If you are using load balancing, these settings must be set on every node that has a GPU.

Enabling GPU Acceleration for Speech to Text

If the correct version of CUDA is not installed, speech to text will run in CPU-only mode.

For Windows Server 2016, you must install CUDA 11.8:

https://developer.download.nvidia.com/compute/cuda/11.8.0/local_installers/cuda_11.8.0_522.06_windows.exe

For Windows 10/11/Server 2019/Server 2022, either CUDA 11.8 or 12.3 is supported:

https://developer.download.nvidia.com/compute/cuda/12.3.2/local_installers/cuda_12.3.2_546.12_windows.exe

Alternate download link: <https://developer.nvidia.com/cuda-toolkit-archive>

If you run into any problems with GPU accelerated speech to text and you want to go back to CPU-only mode, you can edit the file:

C:\ProgramData\Telestream\appSettings.general.json

Find the section:

```
"SpeechToText": {
  "UseGpu": true
},
```

Change true to false, save, then restart the Stanza service.

Note: If you are using load balancing, these settings must be set on every node that has a GPU.

Speech to text jobs are always limited to 1 job at a time per host machine for performance reasons. Jobs will be queued and will start automatically as soon as the

previous job finishes. To run multiple concurrent jobs, you must have multiple hosts running in a load balancing setup.

Adding Project Statuses

The project status informs users of the current phase of the Stanza project. Stanza comes with several preset project statuses. You can add or delete project statuses.

To add project statuses to a project, do the following:

1. Click the *Stanza Menu* button.
See the *Stanza Menu* button on the screenshot in [Project Management Layout](#).
2. Click *Settings*.
Stanza opens the *Settings* dialog.
3. To the right of the *Project Statuses* heading, click the *ADD PROJECT STATUS* button.
Stanza adds project statuses to the project.

See [Setting the Project Status](#) and [Project Statuses](#).

User Settings

Any user with the *Manage User* permission can change a user's password, modify an existing user, or delete a user entry.

Changing User Authentication Settings

To change the user authentication type, do the following:

1. Select *Stanza (Vertical Three-Dot)* menu > *Settings*.
See the Stanza menu on the screenshot for the topic, [Project Management Layout](#).
2. Choose either *None* or *Builtin* from the *Authentication* drop-down menu.
See descriptions of the authentication methods in [User Authentication](#).
3. Restart the Stanza service.
See [Restarting the Stanza Service on Windows](#).
See [Restarting the Stanza Service on Mac](#).

Changing a User Password

To change the password for a user, do the following:

1. Select *Stanza (Vertical Three-Dot)* menu > *Settings*.
See the Stanza menu on the screenshot for the topic, [Project Management Layout](#).
2. Under the *Users* heading, click the white key button to the right of the user name.
See [Users](#).

3. Enter the new password in the *Password* and *Confirm Password* fields.
4. Click *CHANGE PASSWORD*.

Assigning User Roles

To assign user roles to a user, do the following:

1. Select *Stanza (Vertical Three-Dot)* menu > *Settings*.
See the Stanza menu on the screenshot for the topic, [Project Management Layout](#).
2. Click the *ADD USER ROLE* button.
See [Users](#).
3. In the list of user roles, check the roles to enable for the user.
4. In the list of user roles, uncheck the user roles to disable for the user.
5. Click *OK*.

Changing User Roles

To change the user roles assigned to a user, do the following:

1. Select *Stanza (Vertical Three-Dot)* menu > *Settings*.
See the Stanza menu on the screenshot for the topic, [Project Management Layout](#).
2. Click the eyeball button to the right of the name of the user role.
See [Users](#).
3. In the list of permissions, check the permissions to enable for the role.
4. In the list of permissions, uncheck the permissions to disable for the role.
5. Click *OK*.

Captioning

You can create and edit captions with Telestream Stanza.

Topics

- [Understanding the Stanza Project Management Layout](#)
- [Understanding the Stanza Project Layout](#)
- [Viewing the User Guide](#)
- [Viewing and Editing the Keyboard Shortcut List](#)
- [Projects](#)
- [Creating a Caption Program](#)
- [Creating Captions with Speech-to-Text Captioning](#)
- [Playing Media](#)
- [Caption Sources](#)
- [Caption Placement](#)
- [Formatting a Caption](#)
- [Editing a Caption on the Content Tab](#)
- [Caption Timing](#)
- [Previewing Captions in the Media Player](#)
- [Setting the Project Status](#)
- [Exporting Captions](#)
- [Proxy Movies](#)

Understanding the Stanza Project Management Layout

For a basic understanding of Stanza project management windows, controls, and menus, see [Project Management Layout](#).

Understanding the Stanza Project Layout

For a basic understanding of Stanza project windows, controls, and menus, see [Understanding the Stanza Project Layout](#).

Viewing the User Guide

To view the current version of the Stanza User Guide, download the Stanza User Guide PDF from here:

[Need Help with Stanza?](#)

Viewing and Editing the Keyboard Shortcut List

To view the keyboard shortcut list, do the following:

1. Do one of the following:

- Press “?”
- Click the *Stanza Menu* > *Keyboard Shortcuts*.

See the *Stanza Menu* button on the screenshot in [Project Management Layout](#). Stanza opens a list of preset keyboard shortcuts.


2. ((Optional) To edit a keyboard shortcut, do the following:

a. Click the Edit button .

Stanza opens the *Edit Key Binding* dialog.

b. Enter the keys for the new shortcut.

c. Click *SAVE BINDING*.

3. (Optional) To reset a keyboard shortcut back to its default binding, click the Reset button .

4. (Optional) To reset all keyboard shortcuts back to their default bindings, click *RESET ALL*.

See [Keyboard Shortcuts](#).

Projects

Stanza projects contain references to media clips, caption files, subtitle files, formatting data, and timing data. Stanza saves the references to these assets in project files, which are listed in the Project Management layout.

Creating a Project

To create a project, do the following:

1. Open the *Project Management* layout.
See the screenshot in [Project Management Layout](#).
2. Click *NEW PROJECT*.
Stanza opens the *Create Project* dialog.
3. Enter a name for the project into the *Name* field.
4. Select a captioning style from the list. Descriptions of the styles follow:
 - **Free-Form** No restrictions on any character or line input on captioning.
 - **CEA-608** Adheres to Broadcast Captioning Standards
 - **Custom** Allows for user choice of paragraph and character limits
5. In the *Custom* pane, if desired, enter the maximum number of lines per paragraph into the *Limit Paragraphs To* field. If desired, enter the maximum number of characters per paragraph into the *Limit Lines To* field.
6. Click the downward-pointing arrow to open *Advanced Settings*. If desired, enter the due date for the project into the *Due On* field.
7. Click *Create Project*.
Stanza creates the project and lists it in the list of projects.


Importing a Project

To import a project, do the following:

1. Open the *Project Management* layout.
See the screenshot in [Project Management Layout](#).
2. Click the *Project Import/Export* (horizontal three-dot) button.
Stanza opens the *Project Import/Export* dialog.
3. Click *Import Projects*.
Stanza opens the *Import Projects* dialog.
4. Click in the *Select file* field.
Stanza opens a file browser.
5. Browse to the desired project file, and click *Open*.
6. (Optional) If desired, click the box for *Delete all projects before import*.
7. Click *IMPORT*.
Stanza imports the project and displays its name in the list of projects in the *Project Management Layout*.

Finding a Project Using Filters

To filter the list of projects, do the following:

1. In the *Project Management* layout, click the Filter button  .
See the *Filter* button on the screenshot in [Project Management Layout](#).
Stanza automatically filters the list of projects as you add criteria to the filter dialog.
2. (Optional) to filter the list by a project name, enter a name into the *Filter by name* field.
3. (Optional) Check boxes to select one or more of the following filters:
 - Show all projects with a deadline
 - Only show projects with an upcoming deadline
 - Only projects added in the last 10 minutes
4. (Optional) Click in any of the following date-range fields, and select start and end dates for the range of dates desired:
 - Created date range
 - Updated date range
 - Deadline date range
5. To close the filter dialog, click outside the filter dialog.

Selecting a TTS Project

To select a TTS project, do the following:

1. Click the *Stanza Menu* button.
See the *Stanza Menu* button on the screenshot in [Project Management Layout](#).
2. Click *Select TTS Project*.
Stanza opens a login dialog.
3. Log in with your Telestream Cloud credentials.
Stanza opens a file browser.
4. Browse to the desired TTS project file and select it.


Opening a Project

To open an existing project, do the following:

1. Open the *Project Management* layout.
See the screenshot in [Project Management Layout](#).
2. Click the name of a project in the list of projects.
Stanza opens the project in the *Project* layout.

Modifying Project Settings

To modify the settings for a project, do the following:

1. Open the *Project* layout.
See the screenshot in [Project Layout](#).
2. Click the *Modify Project Settings* button .
Stanza opens the *Project Settings* dialog.
3. Change the values of the project settings as desired.
4. Click *SAVE CHANGES*.

Deleting a Project

To delete a project, do the following:

1. Open the *Project Management* layout.
See the screenshot in [Project Management Layout](#).
2. Click the *Delete* (trashcan) button for a project in the list of projects.
See the *Delete* (trashcan) button on the screenshot in [Project Management Layout](#).
3. To confirm the deletion, click *DELETE*.

Exporting a Project

To export a project, do the following:

1. Open the *Project Management* layout.
See the screenshot in [Project Management Layout](#).
2. Click the *Project Import/Export* (horizontal three-dot) button.
Stanza opens the *Project Import/Export* dialog.
3. Click *Export Projects*.
Stanza opens the *Export Projects* dialog.
4. Enter a name for the exported projects into the *Filename* field.
5. Choose whether to export all projects by clicking the *Select all projects* toggle.
6. To select a particular project for export, click the box near the name for the project desired.
7. Click *EXPORT*.
Stanza exports the selected projects into a DB file in your *Downloads* folder.

Viewing Exported Project Files

To view a list of project files you've exported, do the following:

1. Open the *Project* layout.
See the screenshot in [Project Layout](#).

2. Click the *View Export Results* button .

See the *View Export Results* button on the screenshot in [Project Layout](#).

Stanza opens the *Export Results* window, listing project files that have been exported.

Creating a Caption Program



To create a caption program, do the following:

1. Click the *Program Menu* button.
See the *Program Menu* button on the screenshot in [Project Layout](#).
Stanza opens a program drop-down menu.
2. Click *+ New Program*.
Stanza opens the *Create New Program* dialog.
3. Edit the Name field and Regions fields as desired.
See [Create New Program Dialog](#).
4. Click *CREATE*.

Creating Captions with Speech-to-Text Captioning

To use local speech-to-text, create a Stanza project and open a video.

Optional: If the video has multiple audio tracks or channels with the dialogue on specific audio channels, or multiple languages on different audio channels, you may wish to select specific audio channels for speech to text processing. If you skip this step, then all audio channels will be mixed together.

1. Make sure speech-to-text captioning is installed.
See [Speech-to-Text Captioning](#).
2. Make sure your account has Timed Text Speech enabled.
3. Click the Audio and Playback button  at the bottom-right of the Media Player window.
4. Click *Audio Channels*.
Stanza opens the *Audio Channels* dialog.
5. Click the radio button for each audio output in each audio channel you want to transcribe.
6. Click the checkbox for *Submit to STC/ATS* for the audio channel(s) that contain the dialogue that you want to transcribe. For example, to convert the speech in audio channel 3 to captions, click the checkbox for *Submit to STC/ATS* at the bottom of the *Channel 3* column.
7. (Optional) To clear your choices in the *Audio Channels* dialog, click the *Unselect all channels* button .

8. Click the Caption Conversion three-dot button above the video in the *Media Player* window.
Stanza opens the Caption Conversion drop-down menu.
See [Caption Conversion \(Three-Dot\) Button](#).
9. Select *Convert speech to captions (local)*.
Stanza opens the *Speech to Text (Local)* dialog.
10. Select options as desired.
See [The Speech to Text \(Local\) dialog](#).
11. Click *TRANSCRIBE* to queue the job for background processing on the server.
Stanza lists results in the *Project* window as soon as they become available.
You can view the progress of the job, or cancel a running job, by clicking the blue *Converting speech to text (local)* tab at the bottom left of the *Project* window.

Playing Media

You can play a media clip in various ways, using the controls in the *Media Player* control bar.


See the descriptions of the controls in the *Media Player* control bar under the topic, [Media Player Window](#).

Opening a Clip

Make sure you are using a digital video file, not videotape, as your video source. Stanza can play back most types of QuickTime files, and also Windows Media files.

See [Supported Video File Types](#).

To open a media clip, do the following:

1. In the *Media Player* window, click the *Open Clip* button .
See the *Open Clip* button on the screenshot in [Media Player Window](#).
Stanza opens a file browser.
2. Browse to the desired media clip, and click it.
Stanza opens the media clip in the *Media Player* window.

Closing a Clip

To close the clip currently open in the *Media Player*, click the *Close Clip* button .

See the *Close Clip* button on the screenshot in [Media Player Window](#).

Selecting Timecode Display

To select the type of timecode display for the *Media Player*, do the following:

1. In the *Media Player* window, click the *Select Timecode* menu button.
See the *Select Timecode* menu button on the screenshot in [Media Player Window](#).
Stanza opens a drop-down menu.
2. Click the type of timecode display desired.

Caption Sources

Every captioning project requires a video file and a file containing a script or captions.

You can import captions from text files or from most word-processor files, such as Word files. However, because of special formatting and characters used in some document files, it is usually best to start with a plain text (TXT) file.

Make sure to use a digital video file, not videotape, as your video source. Stanza can play back most types of QuickTime files and Windows Media files. For other file formats, you might need to create a proxy movie for use with the captioning software.

To bring captions into a project, you can import captions, convert speech to captions, or extract captions embedded in a media file.

Creating a Caption

To create a line of captioning, do the following:


1. In the *Captions* tab of the *Program* window, click the *Add Caption* button.
See the *Add Caption* button on the screenshot in [Captions Tab](#).
Stanza adds a caption line to the *Program* window.
2. Enter the caption into the empty new caption field.
3. Place the caption in a region of the screen. To animate the caption, place the caption in a custom region configured for painting on or rolling up.

See [Placing a Single Caption](#), [Placing Multiple Captions](#), and [Creating a Custom Region for Captions](#).

Importing Captions

You can import captions from text files or from most word-processor files, such as Word files. However, because of special formatting and characters used in some document files, it is usually best to start with a plain text (.txt) file.

To import a caption file into a Stanza project, do the following:

1. In the *Project Layout*, click the *Import Captions* button .
See the *Import Captions* button on the screenshot in [Program Window](#).
Stanza opens a file browser.
2. Browse to the desired caption file, select it, and click *Open*.

Converting Speech to Captions

You can create a text transcript of a video and populate it directly into the captioning project with the Timed Text Speech feature. Stanza retains the correct timing for the transcribed captions. Also, in the transcription editing mode, you can edit timed text.

Note: Timed Text Speech currently works with English, French, Brazilian Portuguese, and Spanish language video content.

To convert speech in a soundtrack to captions in a Stanza project, do the following:

1. Open a media file in the *Project Layout*.
2. Click the *Caption Conversion* button.
See the *Caption Conversion* button on the screenshot in [Media Player Window](#).
3. Select *Convert speech to captions*.
Stanza converts the speech in the soundtrack to captions.

See [Viewing and Editing the Keyboard Shortcut List](#).

Extracting Embedded Captions

To extract captions from a media file into a Stanza project, do the following:

1. Open a media file in the *Project Layout*.
2. Click the *Caption Conversion* button.
See the *Caption Conversion* button on the screenshot in [Media Player Window](#).
3. Select *Extract embedded captions*.
Stanza converts the speech in the soundtrack to captions.

Removing a Caption

To remove a line of captioning, select a caption line in the *Captions* tab of the *Program* window. Click the *Remove Caption* button.

See the *Remove Caption* button on the screenshot in [Captions Tab](#).

Stanza removes the selected caption line from the *Program* window.

Splitting a Caption

To split a line of captioning into two lines of captioning, do the following:

1. Select a caption line in the *Captions* tab of the *Program* window.
2. Click inside the caption at the point where you want the new caption to begin.
3. Click the *Split Caption* button.

See the *Split Caption* button on the screenshot in [Captions Tab](#).

Stanza splits the selected caption into two at the cursor insertion point.

Finding and Replacing Captions

To find and replace a line of captioning, do the following:

1. In the *Captions* tab of the *Program* window, click the *Find/Replace Caption* button.
See the *Find/Replace Caption* button on the screenshot in [Captions Tab](#).
Stanza opens a find/replace dialog.
2. Enter your find and replace terms in the respective fields.
3. Click either the *Replace* or the *Replace All* buttons as desired.

Caption Placement

1. Stanza allows you to place captions in any of nine preset regions of the screen, or on a custom region you define.

Placing a Single Caption

To place a single caption in an area of the screen, do the following:

1. Click the icon next to the text field.
Stanza opens a dialog for placing the caption on the screen.
2. Do one of the following:
 - Click a square in the dialog to place captions in the corresponding part of the screen for any of the nine default areas or for a custom area you have defined.
See [Creating a Custom Region for Captions](#).
 - On a Windows keyboard number keypad, press the number that corresponds with the area of the screen desired for captions. 1 is top-left and 9 is bottom-right.
3. (For custom regions only) To place captions within a custom region caption, do any of the following:
 - To move the caption left, press Ctrl-L.
 - To center the caption, press Ctrl-E.
 - To move the caption right, press Ctrl-R.

Placing Multiple Captions

To position captions in an area of the screen, do the following:

1. On the Content tab, click the *Placement* button.
See this button on the screenshot in [Content Tab](#).
Stanza opens a dialog for placing the caption on the screen.
2. Do one of the following:
 - Click a square in the dialog to place captions in the corresponding part of the screen for any of the nine default areas or for a custom area you have defined. See [Creating a Custom Region for Captions](#).
 - On a Windows keyboard number keypad, press the number that corresponds with the area of the screen desired for captions. 1 is top-left and 9 is bottom-right.
3. (For custom regions only) To place captions within a custom region caption, do any of the following:
 - To move the caption left, press Ctrl-L.
 - To center the caption, press Ctrl-E.
 - To move the caption right, press Ctrl-R.

Creating a Custom Region for Captions

In addition to the nine default caption regions, you can create custom regions in which to place captions. You can create a custom region anywhere on the screen. In a custom region, you can also determine how Stanza animates captions, whether popping them onto the screen, painting them on, or rolling them upwards. To create a custom region, do the following:

1. Click the *Editing Menu* button, and select *Edit*.
See [Editing Menu Button](#).
2. Click +.
3. Give the region a name.
4. Customize the position rectangle using the left/top and width/height values.
The default setting, 10/10/80/80 creates the basic title-safe rectangle.
5. (Optional) To align the captions to the bottom of this rectangle, set *Alignment* to *after*. To align the captions to the top of this rectangle, set *Alignment* to *before*.
6. To determine how Stanza animates captions in the custom region, select an option from the *Display Mode* drop-down menu.
7. Click *Update* to create the new region.

See [Placing a Single Caption](#) and [Placing Multiple Captions](#).

Animating a Caption

You can determine how Stanza animates captions. Stanza can pop captions onto the screen, paint them on, or roll them upwards. To determine how Stanza animates a caption, do the following:

1. Create a custom region.

See [Creating a Custom Region for Captions](#).

2. Create a caption, and place it in a custom region with its display mode set to one of the animation settings.

See [Placing a Single Caption](#) and [Placing Multiple Captions](#).

Formatting a Caption

To format a caption, do the following:

1. In a *Caption Row* in the *Program* window, select the caption text to format.

See *Caption Rows* on the screenshot in [Project Layout](#).

2. Select the *Formatting* tab.

See the *Formatting* tab on the screenshot in [Program Window](#).

3. Format the caption with the controls in the *Formatting* tab.

For descriptions of the controls on the *Formatting* tab, see [Formatting Tab](#).

4. If a dialog has *Clear* and *Apply* buttons, click *Clear* to clear the formatting or *Apply* to apply the formatting.

Editing a Caption on the Content Tab

To edit a caption, do the following:

1. In a *Caption Row* in the *Program* window, select the caption text to edit.

See *Caption Rows* on the screenshot in [Project Layout](#).

2. Select the *Content* tab.

See the *Content* tab on the screenshot in [Program Window](#).

3. Edit the caption with the controls in the *Content* tab.

See [Content Tab](#).

4. If a dialog has *Clear* and *Apply* buttons, click *Clear* to clear the formatting or *Apply* to apply the formatting.

Undoing or Redoing Caption Edits

To undo the last edit you made to a caption, or to redo the last edit you undid, do one of the following:

1. To undo your last edit, in the *Program* window, click the *Undo* button.
See [Undo Button](#).
Stanza undoes your last caption edit.
2. To redo your last edit, in the *Program* window, click the *Redo* button.
See [Redo Button](#).
Stanza redoes your last caption edit.

Adding Music Note Icons to a Caption

See the *Insert Music Note* button on the screenshot in [Content Tab](#).

To add music note icons before and after selected text, or at the beginning and end of a caption cell, do one of the following:

- Select the desired text in a caption cell, and click the *Insert Music Note* button
- Click anywhere in the desired caption cell, and click the *Insert Music Note* button.

Converting Captions with Reformat Rows

With the Reformat Rows feature, you can break caption lines at punctuation marks, or re-flow caption text into lines or caption rows of different lengths. For example, you can convert captions from Teletext format with 37 characters per line to 608/708 format with 32 characters per line. Stanza preserves caption timing by assigning a duration for each word based on the length of the caption and the number of characters it contains.

To reformat caption rows, do the following:

1. Select one or more caption rows that you want to modify.
2. On the *Content* tab, click the *Reformat Rows* button.
See the *Reformat Rows* button on the screenshot in the topic, [Content Tab](#). See also [Reformat Rows Button](#).
Stanza opens the *Reformat Rows* dialog.
3. Select the punctuation marks for ending rows from the *Split Text After* drop-down menu.
4. Select the punctuation marks for beginning rows from the *Split Text Before* drop-down menu.
5. Enter the maximum number of lines per caption into the *Lines per Caption* field.
6. Enter the maximum number of characters per line into the *Characters per Line* field.
7. (Optional) If desired, check the box for *Square up text if more than one line of text in a caption*.
8. (Optional) If desired, check the box for *Preserve existing line breaks*.
9. Click *REFORMAT*.
Stanza reformats and re-times the caption.

Converting Captions with Reformat Rows

With the Reformat Rows feature, you can break caption lines at punctuation marks, or re-flow caption text into lines or caption rows of different lengths. For example, you can convert captions from Teletext format with 37 characters per line to 608/708 format with 32 characters per line. Stanza preserves caption timing by assigning a duration for each word based on the length of the caption and the number of characters it contains.

To reformat caption rows, do the following:

1. Select one or more caption rows that you want to modify.
2. On the *Content* tab, click the *Reformat Rows* button.
See the *Reformat Rows* button on the screenshot in the topic, [Content Tab](#). See also [Reformat Rows Button](#).
Stanza opens the *Reformat Rows* dialog.
3. Select the punctuation marks for ending rows from the *Split Text After* drop-down menu.
4. Select the punctuation marks for beginning rows from the *Split Text Before* drop-down menu.
5. Enter the maximum number of lines per caption into the *Lines per Caption* field.
6. Enter the maximum number of characters per line into the *Characters per Line* field.
7. (Optional) If desired, check the box for *Square up text if more than one line of text in a caption*.
8. (Optional) If desired, check the box for *Preserve existing line breaks*.
9. Click *REFORMAT*.

Stanza reformats and re-times the caption.

Caption Timing

After you import the transcript and video, synchronize each piece of text so that it appears at the correct time in the video. This is setting the timing for captions. In Stanza, you can set caption timing manually or automatically.

Setting Caption Timing Manually

To set the timing for a caption, do the following:

1. In a *Caption Row* in the *Program* window, select the caption text to time.
See *Caption Rows* on the screenshot in [Project Layout](#).
2. Open the *Waveform* pane.
See [Previewing Captions in the Media Player](#).
3. Select the *Timing* tab.
See the *Timing* tab on the screenshot in [Program Window](#).

4. Select a caption.
5. On the waveform, drag the scrub bar to the desired In point for the caption.
6. To set the start time for the caption, click the Mark In button.
See the Mark In button on screenshot for the [Timing Tab](#).
7. On the waveform, drag the scrub bar to the desired Out point for the caption.
8. To set the end time for the caption, click the Mark Out button.
See the Mark Out button on screenshot for the [Timing Tab](#).

Note: If a dialog has *Clear* and *Apply* buttons, click *Clear* to clear the formatting or *Apply* to apply the formatting.

See also [Setting Caption Timing Automatically](#).

Setting Caption Timing Automatically

In Stanza, Auto Time Stamp (ATS+) automatically synchronizes the text transcript with your audio or video file, dramatically reducing the time it takes to caption a video. ATS+ works very well for videos with high quality audio containing mostly dialogue. However, ATS+ often can set accurate timing, even with dialogue sources containing some music, sound effects, and noise.

Note: For best results, use a dialogue-only audio track (if available) to synchronize the captions.

Prerequisites

ATS+ requires the following:

- Video with a clear high-quality audio dialogue track, in English, Spanish, French (including Canadian French), or Portuguese (including Brazilian Portuguese) language, with limited background noise
- An accurate transcript of all the dialogue in the video

Procedure

After you have all of the text loaded into the Stanza Text Pane, and have it broken into the sections you want, Stanza can set the timings with Automatic Time Stamp. To let Stanza automatically set the timing for captions, do the following:

1. On the *Timing* tab, click the *Automatic Time Stamp* button.
See the *Automatic Time Stamp* button on the screenshot of the [Timing Tab](#).
Stanza opens the *Auto Time Stamp* dialog.

2. Select your desired language, and click *Start*.

Stanza displays the progress of ATS+ in the bottom-left of the Stanza *Project* view which closes automatically upon completion.

Results

When you run an Automatic Time Stamp operation, the following occurs:

- Stanza automatically synchronizes each caption
- When confidence thresholds are configured in your project settings, Stanza automatically flags captions with color-coded confidence indicators at the top-right corner of each caption cell. Spot check and manually correct these captions by looking for poor-synchronization indicators.
- Once completed, Stanza populates the caption grid with Mark-in and Mark-out times.

Best Practices for ATS+

The following make for the best results from an Automatic Time Stamp operation:

- An accurate transcript is vital. The transcript shouldn't deviate significantly from the audio.
- High quality audio also is key. Compression, sound effects, or music can distort the dialogue.
- Non-verbal information in the transcript, such as music or sound effect indicators, should be formatted in either of these ways:
 - enclosed by music notes, for example, **? song lyrics ?**
 - enclosed by square brackets, for example, **[MUSIC]**, or **[Applause]**
- If the software highlights some caption lines as low confidence, you might want to do a quick Preview Play to spot check these sections. In many cases the low confidence sections may be fine or close enough for your needs. If not, you can manually set the timings on problematic sections.

See [Setting Caption Timing Manually](#).

Troubleshooting Caption Timing

After setting caption timing manually or automatically, you are ready to check the timing of the captions. Check the location of the captions against the waveform to see if captions are placed accurately. Each caption should start when the first word of the caption is spoken.

Captions can get out of sync with the spoken words because of the interactions between the caption offset and caption drift rate. In certain combinations, these can cause captions to drift, either earlier and earlier, or later and later, as the video progresses.

For example, captions drift when the frame rate of the captions doesn't match that of the video, when one uses drop-frame timecode while the other uses non-drop frame, or when you have converted the video frame rate, say, from film to PAL.

If you know the value of the drift rate, you can use the *Stretch/Shrink Time By* button to correct the drift. Use the *Stretch/Shrink Time By* button to correct the drift caused by conversion between frame rates or between timecode formats; because these conversion values are known.

See [Correcting Drift by Stretching or Shrinking Caption Time](#).

However, the *Stretch/Shrink Time By* button isn't an efficient corrective when you don't know the drift rate. In these cases, you can use the *Stretch End To* button to correct the drift effectively.

See [Correcting Drift by Stretching Caption End Time](#).

Showing or Hiding the Waveform Pane

In the *Waveform* pane, you can view captions against the timeline and audio waveform for the media clip. This makes it easier to align captions with specific frames or audio cues.

To show or hide the *Waveform* pane in the *Program* window, click the *Toggle Waveform* button.

See the *Toggle Waveform* button on the screenshot in [Captions Tab](#).

Adding or Subtracting Time for Captions

To add or subtract time for captions, do the following:

1. Set the timings for captions manually or automatically.

See [Setting Caption Timing Manually](#) and [Setting Caption Timing Automatically](#).

2. Select the desired set of captions.


3. Click the *Add to Start and End/Subtract from Start and End* button.

See the *Add to Start and End/Subtract from Start and End* button on the screenshot in the topic, [Timing Tab](#).

Stanza opens the *Add to Start and End/Subtract from Start and End* dialog.

4. Enter time to add or subtract.

5. Do one of the following:

- To add time, click the Add button .


- To subtract time, click the Subtract button .

Stanza adds or subtracts the time you entered to the selected captions.

See [Troubleshooting Caption Timing](#).

Setting the Start Time for Captions

To set the start time for captions, do the following:


1. (Optional) Set the timings for captions manually or automatically.
See [Setting Caption Timing Manually](#) and [Setting Caption Timing Automatically](#).
2. Select the desired set of captions.
3. In the Waveform pane, drag the scrub bar to the desired start time for the set of captions.
See [Previewing Captions in the Media Player](#).
4. Click the *Set Start Time* button.
See the *Set Start Time* button on the screenshot in the topic, [Timing Tab](#).
Stanza opens the Set Start Time dialog.
5. Click the Set Start Time button  in the dialog.

Stanza sets the start time for the selected captions.

See [Troubleshooting Caption Timing](#).

Setting the End Time for Captions

To set the end time for captions, do the following:

1. (Optional) Set the timings for each caption manually or automatically.
See [Setting Caption Timing Manually](#) and [Setting Caption Timing Automatically](#).
2. Select the desired set of captions.
3. In the Waveform pane, drag the scrub bar to the desired end time for the set of captions.
See [Previewing Captions in the Media Player](#).
4. Click the *Set End Time* button.
See the *Set Start End* button on the screenshot in the topic, [Timing Tab](#).
Stanza opens the Set End Time dialog.
5. Click the Set End Time button  in the dialog.


Stanza sets the end time for the selected captions.

See [Troubleshooting Caption Timing](#).

Correcting Drift by Stretching or Shrinking Caption Time

You can use the Stretch/Shrink feature to correct the timing of captions when they don't sync with the video, or when the captions drift out of sync over time.

To stretch or shrink the start time for captions, do the following:

1. (Optional) Set the timings for captions manually or automatically.
See [Setting Caption Timing Manually](#) and [Setting Caption Timing Automatically](#).
2. Select the desired set of captions.
3. Click the *Stretch/Shrink Time By* button.
See the *Stretch/Shrink Time By* button on the screenshot in the topic, [Timing Tab](#).
Stanza opens the *Stretch/Shrink Time By* dialog.
4. In the *Pin Start To* field, enter the desired start time for the selected captions.
If the captions start at a non-zero based timecode, set the non-zero based start time as the pin time.
Stanza adjusts the timing of captions further away from the pinned start time more than for captions close to the pinned start time.
5. From the *Stretch Time By* drop-down menu, select the desired percentage for shrinking or stretching.
6. If the captions start at a non-zero based timecode, set the non-zero based start time as the pin time.
Stanza adjusts the timing of captions further away from the pinned start time more than for captions close to the pinned start time.
7. Click the *Stretch/Shrink Time By* button  in the dialog.
To slow the captions down and make the last caption appear later, set the speed over 100%.
To speed the captions up and make the last caption appear sooner, set a speed of less than 100%.
The *Speed* drop-down menu lists commonly-used values, such as:
96.0 for converting film to PAL
99.9 for converting NDF to DF
100.1 for converting DF to NDF
104 for converting PAL to film

Stanza shrinks or stretches the time for the selected captions.

See [Troubleshooting Caption Timing](#).

Correcting Drift by Stretching Caption End Time

To correct drift by stretching the end time for a set of captions do the following:

1. Set the timings for a whole set of captions manually or automatically. You can use either the *Add to Start and End/Subtract from Start and End*, the *Set Start Time* button, or the *Automatic Time Stamp* button to set the first caption in sync with the video, if it isn't already.

See [Adding or Subtracting Time for Captions](#), [Setting the Start Time for Captions](#), and [Setting Caption Timing Automatically](#).


2. Check whether the last caption is in sync with the last spoken words. If it isn't, complete the remaining steps.
3. Select all captions.
4. In the Waveform pane, drag the scrub bar to the desired start time for the last caption.

See [Previewing Captions in the Media Player](#).

5. Click the *Stretch End To* button.

See the *Stretch End To* button on the screenshot in the topic, [Timing Tab](#).

Stanza opens the *Stretch End To* button dialog.

6. Click the *Stretch End To* button  in the dialog.

Stanza keeps the correct start time for the first caption, moves the last caption to its corrected start time, and moves all the captions in-between proportionately to correct the drift.

See [Troubleshooting Caption Timing](#).

Previewing Captions in the Media Player

To preview captions in the *Media Player*, do the following:

1. Open a project.
See [Opening a Project](#).
2. Display the video fullscreen, in the *Media Player*.
See [Playing Video Fullscreen](#).
3. Click the three-dot control menu button to the lower-right of the screen.
Stanza opens a control menu.
4. To toggle the caption display on or off, click *Captions*.

Playing Video Fullscreen

To display the video fullscreen, in the *Media Player*, click the *Fullscreen* button.

See the *Fullscreen* button on the screenshot in [Media Player Window](#).

Muting Audio During Playback

To mute audio during playback, in the *Media Player*, click the *Mute* button.

See the *Mute* button on the screenshot in [Media Player Window](#).

Selecting Audio Track, Audio Channel, and Playback Speed

To select audio track, audio channel, and playback speed, in the *Media Player*, click the *Audio and Playback (Gear)* button.

See the *Audio and Playback (Gear)* button on the screenshot in [Media Player Window](#).

Setting the Project Status

The project status informs users of the current phase of the Stanza project. Stanza comes with several preset project statuses. To set the status of a project, do the following:

1. Make sure you've enabled the desired project statuses for the project.
See [Adding Project Statuses](#).
2. Open the *Project Settings* dialog.
See [Modifying Project Settings](#).
Stanza opens the *Project Settings* dialog.
3. Click the downward-pointing arrow to the right of the *Project Status* heading.
Stanza opens the *Project Status* drop-down menu.
4. Select a status from the menu.
5. Click the downward-pointing arrow to the right of the *Assigned To* heading.
Stanza opens the *Project Status* drop-down menu.
6. Select a user from the menu.
7. To set a deadline for the project, drag the *Has a Deadline* slider to the right. Enter a due date and due time.
8. Click the **SAVE CHANGES** button.
Stanza saves the changes to the project settings.

See [Adding Project Statuses](#) and [Project Statuses](#).

Exporting Captions

To export captions, do the following:

1. Click the **EXPORT** button.
See the **EXPORT** button on the screenshot in [Project Layout](#).
Stanza opens the *Export Captions* dialog.
See [Export Captions](#).
2. Select options desired in the *Export Captions* dialog.
3. In the *Format* field, choose one of the following types of export:
 - EBU STL

- MCC
- SCC
- SPRUCE STL
- SRT
- TTML (Multiple Profiles)
 - Basic Subtitle
 - IMSC 1.0
 - IMSC 1.1
 - SMPTE-TT ST2052
 - iTT

4. In the Profile field, select one of the following types of output media:

- Subtitle Overlay
- Subtitle burn-in
- Embed Captions
- Embed Teletext

5. Click *EXPORT*.

Proxy Movies

A proxy movie is a lower-resolution copy of a high-resolution master video file. To improve performance, Stanza displays proxy movies as stand-ins for their high-resolution master files. You might use a proxy movie, for part or all of the captioning process, for any of these reasons:

- **Large original video file** Downloading a large movie file takes a long time and uses a lot of space. Unless you need to embed the captions into the master video file, you can create the captioning on a much smaller proxy movie.
- **Playback issues** If a video is encoded with high-quality settings, or if the video is sitting on an external drive, or if you have an old or lower-end computer, playback might drop frames. A proxy movie could play more smoothly and allow the captioning software to run more quickly.
- **Incompatible format** The movie might be in a format that Stanza can't play back. Stanza requires additional software to play back some types of video files, such as MXF or MPEG-2 transport streams. In these cases you can use a proxy movie for the captioning process. You can still embed the caption data into the original master file if needed.

Use Telestream Cloud or Vantage to Make a Proxy Movie

You can use Telestream Cloud and Vantage to create proxy movies. These platforms support a wide range of formats, including all the major output formats for web, streaming, VOD, production, broadcast and more.

For more information go to: <https://telestream.net/>

Proxy Movie Settings

For easy playback, you can set the resolution and bit rate of the proxy movie low. However, match the frame rate of the proxy movie to that of the master movie. For example, if the master file runs at 59.94 frames per second, make sure the proxy movie frame rate is also set to 59.94 frames per second. Using a different frame rate could cause the captions to not sync up with the original video. Also, if the original master video has a time code track, the proxy movie should start at the same time code.

Here are some general guidelines for your export settings:

- MP4 or QuickTime MOV format.
- H.264 video at 640x360 (if HD) resolution using *baseline* profile.
- A bit rate of around 500 kbps to 1000 kbps (higher will make a larger file, but will make the video more clear).
- Uncompressed (PCM) audio at 44100 or 48000 Hz, stereo or mono.

Note on H.264 (MP4) Compression Settings

Some encoders, such as x264, have several profile settings such as *High profile*, *Main profile*, or *Baseline profile*. The higher profiles use more advanced compression algorithms to render higher-quality proxy files at the same bitrate. However, these advanced settings require more CPU power. Some settings, such as a high keyframe interval, can cause seeking within the video to take a long time.

Authoring captions requires lots of seeking within the video. This can slow down the process and make the software less responsive. Since quality is generally not a problem for proxy videos, Stanza recommends the *baseline* profile. This supports smoother playback and better software responsiveness. You can still use a high profile to render a higher-quality file as your final output.

Windows, Controls, and Menus

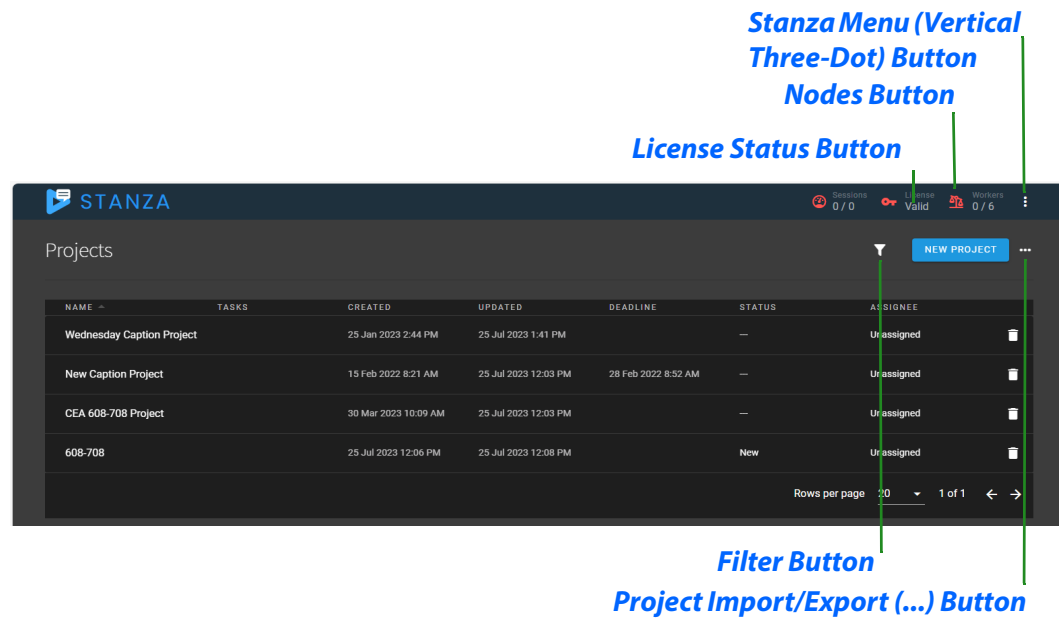
You can create and edit broadcast-quality captioning and subtitling through the Stanza user interface.

Topics

- [Project Management Layout](#)
- [Sessions](#)
- [License Status Button](#)
- [Nodes Button](#)
- [Stanza Menu \(Vertical Three-Dot\) Button](#)
- [Filter Button](#)
- [New Project Button](#)
- [Project Import/Export \(...\) Button](#)
- [List of Projects](#)
- [Project Layout](#)
- [Modify Project Settings Button](#)
- [Download Project File Button](#)
- [View Export Results Button](#)
- [Export Button](#)
- [Media Player Window](#)
- [Program Window](#)

Project Management Layout

The Stanza project management layout enables you to create and manage Stanza projects. Descriptions of elements in the project-management user interface follow.



Sessions

Under the *Sessions* heading, Stanza displays the number of active sessions and the number of available sessions.

License Status Button

When clicked, Stanza opens the *License Status* dialog.

Nodes Button

When clicked, Stanza lists the active nodes.

See [Load Balancing](#).

Stanza Menu (Vertical Three-Dot) Button

When clicked, Stanza opens a drop-down menu of the following Stanza controls:

Account

When clicked, Stanza displays data about your account.

Preferences

When clicked, Stanza opens the *Preferences* dialog which displays options for *Timed Text Speech* and *Miscellaneous*.


See [Viewing and Editing the Keyboard Shortcut List](#) and [Opening Preferences](#).

Settings

Note: When *User Authentication* is set to *None*, a user can access *Settings* only by connecting locally via `https://localhost:7000`.
When *User Authentication* is set to *Builtin*, a user can access *Settings* only if assigned an authorized user role, for example, *Administrator*. With an authorized user role, a user can access *Settings* either locally or remotely.

When clicked, Stanza opens a dialog for various settings.

Buttons in Settings

- To modify a setting, click the edit button .
- To delete a setting, click the white trashcan button.
- To change a password, click the white key button.
- To view permissions for a setting, click the eyeball button.
- To change the position of a setting in the list, drag the crossed-arrows icon.

User Authentication

When the downward-pointing arrow is clicked, Stanza opens a drop-down menu of the following authentication types:

None

When *None* is selected, Stanza doesn't require authentication. Any user can remotely view system files. *None* is selected by default.

When *User Authentication* is set to *None*, a user can access *Settings* only by connecting locally via `https://localhost:7000`.

Builtin

When *Builtin* is selected, Stanza requires authentication.

When *User Authentication* is set to *Builtin*, a user can access *Settings* only if assigned an authorized user role, for example, *Administrator*. With an authorized user role, a user can access *Settings* either locally or remotely.

Note: To minimize your security risk, change the password for a *BuiltIn* user the first time you log in.
To log in the first time as the *BuiltIn* user, enter Administrator as the user name, and admin as the password.

Users

Lists users and their roles within the system.

See [User Settings](#).

ADD USER Button

When the *ADD USER* button is clicked, Stanza opens a dialog for adding a new user to the system.

User Roles

Lists active user roles. Stanza comes with preset roles of Administrator, Captioner and Reviewer. By default, the Administrator has permissions to create, modify and customize permissions for newly created roles.

ADD USER ROLE Button

When the *ADD USER ROLE* button is clicked, Stanza opens a dialog for adding a user role to the system.

To set which operations a selected user can perform within Stanza, assign the appropriate user roles to the user.

Location Aliases

New Location Dialog Fields

Field	Description
Type of Location	<p>Opens a drop-down menu of the types of file locations that Stanza supports.</p> <p>The main difference between <i>S3 Bucket</i> and <i>Generic S3</i> is that, where <i>S3 Bucket</i> has a <i>Region</i> field, <i>Generic S3</i> has a <i>Service URL</i> field which requires the IP address of the Generic S3 server.</p>
Name	User defined name. This is a required field but can be set to anything that the user desires.
Path	This field allows users to input a path or prefix to refine the list of results.
Delimiter	Allows the user to select between a set of common delimiters which separate Prefixes (as described in the Path section above).
Hidden	(For Telestream use Only) This is a field for fixing an issue.
Bucket	This field specifies the bucket which houses the media files on the server.

New Location Dialog Fields

Field	Description
Region	This field specifies the server that you plan to connect to. For example, the AWS server on the East Coast of the United States is <i>us-east-2</i> .
Access Key	These are the credentials for programmatic access to an S3 account. These are obtained by logging into the S3 storage account.
Secret Access Key	This key is paired with the Access Key mentioned above and provides programmatic access to the account. These are obtained by logging into the S3 storage account.

Export Locations

New Export Location Dialog Fields

Field	Description
Export Location Type	<p>Opens a drop-down menu of the types of file locations that Stanza supports.</p> <p>The main difference between <i>S3 Bucket</i> and <i>Generic S3</i> is that, where <i>S3 Bucket</i> has a <i>Region</i> field, <i>Generic S3</i> has a <i>Service URL</i> field which requires the IP address of the Generic S3 server.</p>
Name	User defined name. This is a required field but can be set to anything that the user desires.

(Continued)New Export Location Dialog Fields

Field	Description
Path	This field allows users to input a path or prefix to refine the list of results.
Update Interval	Determines the frequency of location updates.
Default Filename	You can select a filename token from the curly-brace list.

Load Balance Settings

Lists load balance nodes on the system by role.

See [Load Balancing](#).

Enabling Slider

When the slider is dragged to the right, Stanza enables load balancing.

Role

The two available roles are Main and Worker.

Nodes

The list displays the Host, Port, and RedirectUri for each active node.

ADD LOAD BALANCE NODE Button

When the ADD NODE BALANCE NODE button is clicked, Stanza opens a dialog for adding a new node.

See [Load Balancing](#).

Project Statuses

Stanza lists the available project statuses. The project status informs users of the current phase of the Stanza project. Stanza comes with several preset project statuses.

ADD PROJECT STATUS Button

When the ADD PROJECT STATUS button is clicked, Stanza opens a dialog for adding a new project status.

Crossed Arrow Controls

When dragged up or down, a crossed arrow control for a status is dragged up or down, Stanza changes the order of the status in the list.

Trash Can Buttons

When clicked, Stanza deletes the status from the list.

See [Adding Project Statuses](#) and [Setting the Project Status](#).

Select TTS Project

When clicked, Stanza first opens the *Telestream Cloud Login* dialog. Once you've logged in, you can select a TTS project.

See [Viewing and Editing the Keyboard Shortcut List](#).

Sessions

When clicked, Stanza displays data about your session limit and active sessions.

System

When clicked, Stanza displays data about your local media and remote media.

Keyboard Shortcuts

When clicked, Stanza opens the *Keyboard Shortcuts* dialog.

See [Viewing and Editing the Keyboard Shortcut List](#).

Version

When clicked, Stanza displays the version number of your active Stanza instance.

See [Projects](#).

Filter Button

When clicked, Stanza opens a drop-down menu of filter conditions.

See [Deleting a Project](#).

New Project Button

When clicked, Stanza opens the *Create Project* dialog.

Project Import/Export (...) Button

When clicked, Stanza displays the Project Import/Export drop-down menu.

Export Projects button

When clicked, Stanza opens the *Export Projects* dialog.

Import Projects button

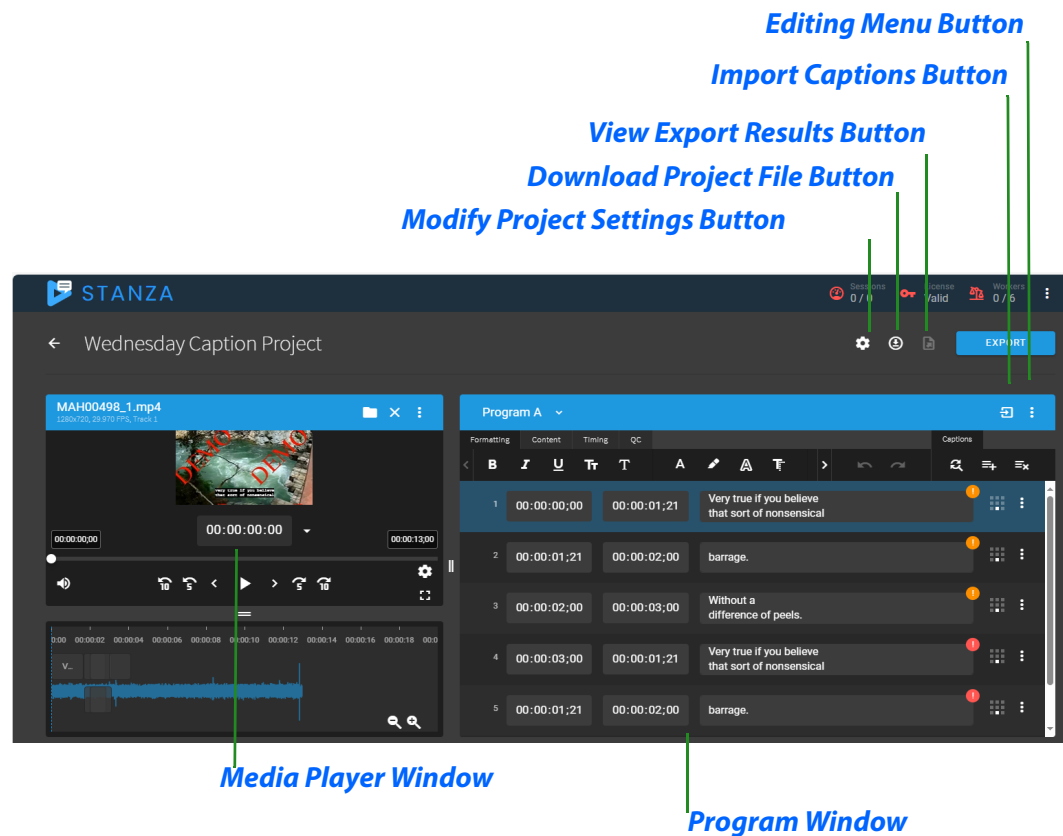
When clicked, Stanza opens the *Import Projects* dialog.

List of Projects

Stanza displays the name, status, date created, date updated, deadline, and delete button for each of your projects.

Project Layout

The Stanza project layout, enables you to edit Stanza projects. Descriptions of elements in the project user interface follow.



Modify Project Settings Button

See [Creating a Caption Program](#).

When clicked, Stanza opens the *Project Settings* dialog, which contains controls, tabs, and fields, as follows:

SAVE CHANGES Button

When clicked, Stanza saves your changes to the project settings.

Has a Deadline

When this toggle is clicked, Stanza opens or closes the *Due Date* and *Due Time* fields for setting the date and time of the project deadline.

SUBTITLE Tab

See the *Modify Project Settings* button  on the screenshot in [Project Layout](#).

The *SUBTITLE* tab contains the following fields:

Min. Duration

An editable field, with increments in seconds.

Max. Duration

An editable field, with increments in seconds.

Max. Reading Speed

An editable field, with increments in Characters Per Second (CPS).

CEA-608 Tab

See the *Modify Project Settings* button  on the screenshot in [Project Layout](#).

The *CEA-608* tab contains the following fields:

Lines

A non-editable field for the number of caption lines.

Line Length

A non-editable field for the length of a caption line, with increments in characters.

Min. Duration

An editable field, with increments in seconds.

Max. Duration

An editable field, with increments in seconds.

Max. Reading Speed

An editable field, with increments in Characters Per Second (CPS).

TELETEXT Tab

See the *Modify Project Settings* button  on the screenshot in [Project Layout](#).

The *TELETEXT* tab contains the following fields:

Lines

A non-editable field for the number of caption lines.

Line Length

A non-editable field for the length of a caption line, with increments in characters.

Min. Duration

An editable field, with increments in seconds.

Max. Duration

An editable field, with increments in seconds.

Max. Reading Speed

An editable field, with increments in Characters Per Second (CPS).

CUSTOM Tab

See the *Modify Project Settings* button  on the screenshot in [Project Layout](#).

The *CUSTOM* tab contains the following fields:

Lines

An editable field for the number of caption lines.

Line Length

An editable field for the length of a caption line, with increments in characters.

Min. Duration

An editable field, with increments in seconds.

Max. Duration

An editable field, with increments in seconds.

Max. Reading Speed

An editable field, with increments in Characters Per Second (CPS).

Download Project File Button

When clicked, Stanza downloads the native TTML file for the active program to the default download directory.

Caution: This TTML file is intended for debugging and is not suitable for use in production workflows.

View Export Results Button

When clicked, Stanza opens the Export Results window, listing project files that have been exported.

Export Button

When clicked, Stanza opens the *Export Captions* dialog.

Export Captions

The *Export Captions* dialog contains the following fields and controls:

Format

When clicked, Stanza opens a drop-down menu of available caption formats.

Profile

When clicked, Stanza opens a drop-down menu of available caption profiles.

Time Format

When clicked, Stanza opens a drop-down menu of available timecode formats.

Include Framerate

When checked, Stanza includes the framerate in the exported captions.

Include Aspect Ratio

When checked, Stanza includes the aspect ratio in the exported captions.

Primary Language Subtag

When checked, Stanza opens a drop-down menu of available primary languages.

Include Other Subtags

When checked, Stanza includes subtags besides the primary language subtag in the exported captions.

Default Program

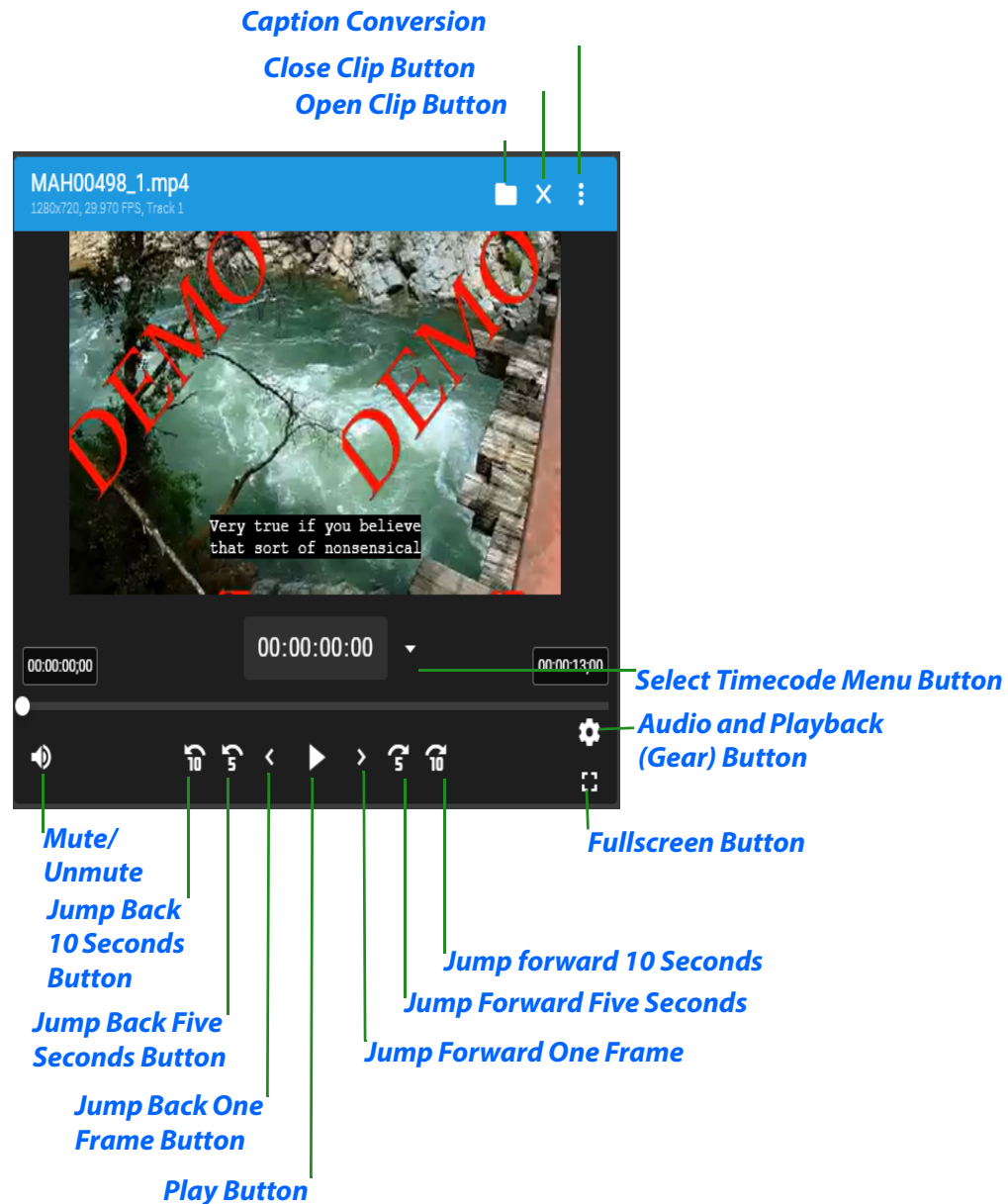
When checked, Stanza includes the default program in the exported captions.

Second Program

When checked, Stanza includes the second program in the exported captions.

Media Player Window

The *Media Player* window displays the video of the media file selected, and a number of media controls. Descriptions of elements in the *Media Player* user interface follow.



Open Clip Button

When clicked, Stanza opens a file browser for locating the media clip you want to open.

Close Clip Button

When clicked, Stanza closes the clip currently open in the Media Player window.

Caption Conversion (Three-Dot) Button

When clicked, Stanza opens the Caption Conversion Drop-Down Menu, containing two items.

When clicked, *Convert speech to captions* opens the *Speech to Text (Local)* dialog.

When clicked, *Extract embedded captions* opens the Extract Embedded Caption/Teletext dialog.

The *Speech to Text (Local)* dialog

Descriptions of the fields in the Speech to Text (Local) dialog follow:

Language

By default, Stanza selects the current program language. If this doesn't match the spoken language, select the spoken language here. Alternatively, if you aren't sure which language is being spoken, select *Auto*.

Translate to English Text

Check this box if you would like to have the spoken language translated to English text.

Note: Stanza currently supports only translation from other spoken languages to English text, not translation from English to other languages.

Refine Timing

Closely aligns the speech-to-text timing with the spoken words. This makes the timing more accurate at the cost of slightly-slower processing. Refine Timing currently works for processing speech in English, Spanish, French, Portuguese, and German. Refine Timing is disabled if you select *Translate to English Text*.

Model Tuning

Select the model to use for processing. This makes a speed vs. accuracy trade-off. The default Base model processes English language dialogue with clean audio very well. However, the Large models give better results transcribing other languages or translating other languages to English. The Large V2 model typically gives the best accuracy at the cost of the slowest processing time.

Initial Prompt

Enter text in this field to guide the speech-to-text model. Enter words or phrases that recur in the dialogue, such as proper nouns or specialty vocabulary. With this guidance from you, the model is more likely to transcribe correctly. You can enter individual words, a list of comma- or line-separated words, phrases, or sentences. For example, to

transcribe a video that discusses Telestream Wirecast, you'll likely get better accuracy by entering *Telestream Wirecast* into the initial prompt.

See [Speech-to-Text Captioning](#) and [Converting Speech to Captions](#).

Select Timecode Menu Button

When clicked, Stanza opens a drop-down menu listing available timecode display formats.

Scrub Bar

You can drag the indicator in the scrub bar to scrub to specific frames in the media file.

Mute/Unmute

When clicked, Stanza toggles the audio preview on and off.

Jump Back 10 Seconds Button

When clicked, Stanza rewinds the media file 10 seconds.

Jump Back Five Seconds Button

When clicked, Stanza rewinds the media file five seconds.

Jump Back One Frame Button

When clicked, Stanza rewinds the media file one frame.

Play Button

When clicked, Stanza plays the media file.

Jump Forward One Frame

When clicked, Stanza advances the media file one frame.

Jump Forward Five Seconds

When clicked, Stanza advances the media file five seconds.

Jump forward 10 Seconds

When clicked, Stanza advances the media file 10 seconds.

Audio and Playback (Gear) Button

When clicked, Stanza opens a menu of audio and playback-speed options.

Fullscreen Button

When clicked, Stanza displays the media file video in fullscreen mode.

Program Window

The *Program* window of the *Project Layout* displays controls and tabs for editing captions. Descriptions of elements in the program window user interface follow.



Program Menu Button

When clicked, Stanza opens a drop-down menu for choosing an existing program or creating a new one.

Create New Program Dialog

See [Creating a Caption Program](#).

The *Create New Program* dialog contains fields for specifying the following:

Name

Editable field for the name of the program.

Regions

When the "+" is clicked, Stanza opens a dialog for creating a new region.

Top

Drop-down dialog for specifying details for the top region of the program.

Center

Drop-down dialog for specifying details for the center region of the program.

Bottom

Drop-down dialog for specifying details for the bottom region of the program.

Import Captions Button

When clicked, Stanza opens a file browser for finding caption files to import.
See [Caption Sources](#).

Editing Menu Button

When clicked, Stanza opens a drop-down menu for editing, copying, or removing the selected caption file.

Undo Button

When clicked, Stanza undoes your last action in the Program window.
See [Caption Sources](#).

Redo Button

When clicked, Stanza redoes the last action you undid in the Program window.
See [Caption Sources](#).

Waveform Pane

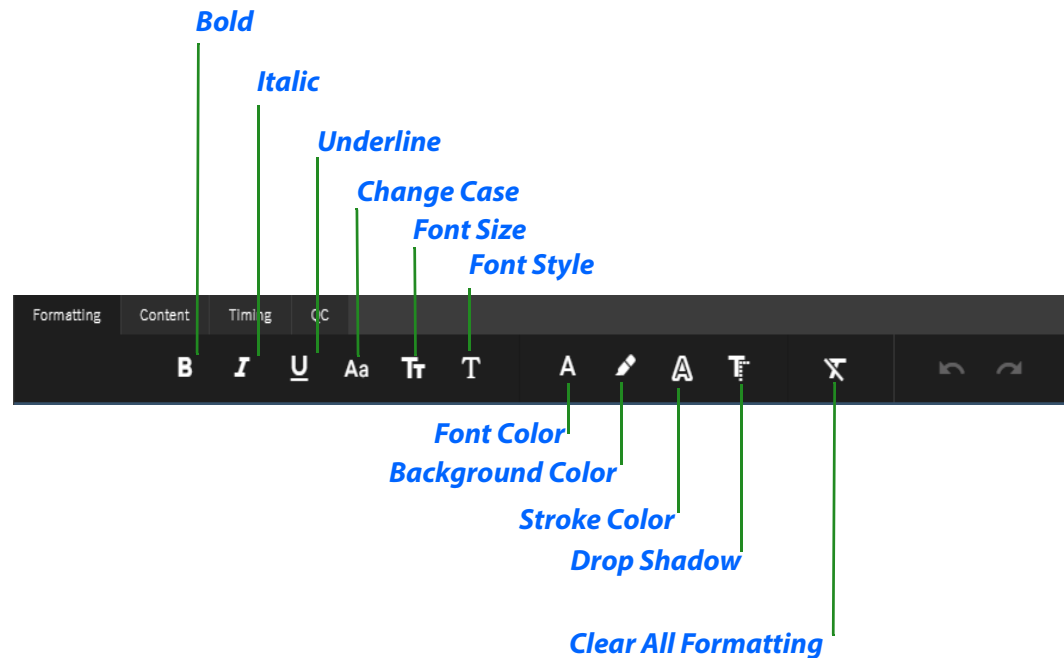
The *Waveform* pane displays captions against the timeline and audio waveform of the media file.

Caption Rows

The *Program* window displays an editable caption in each row.

Formatting Tab

When clicked, Stanza opens a pane with controls for formatting captions. Descriptions of elements in the *Formatting* tab user interface follow.



See [Formatting a Caption](#).

Bold

When clicked, Stanza makes the selected text bold.

Italic

When clicked, Stanza makes the selected text italic.

Underline

When clicked, Stanza underlines the selected text.

Change Case

When clicked, Stanza toggles the selected text between all caps and all lower case. Doesn't toggle to sentence case.

Font Size

When clicked, Stanza opens a dialog for specifying the font size, in pixels, for the selected text.

Font Style

When clicked, Stanza opens a drop-down menu for selecting the font style for the selected text.

Font Color

When clicked, Stanza opens a dialog for setting the color of the selected text.

Background Color

When clicked, Stanza opens a dialog for setting the background color for the selected text.

Stroke Color

When clicked, Stanza opens a dialog for setting the stroke color of the selected text.

Drop Shadow

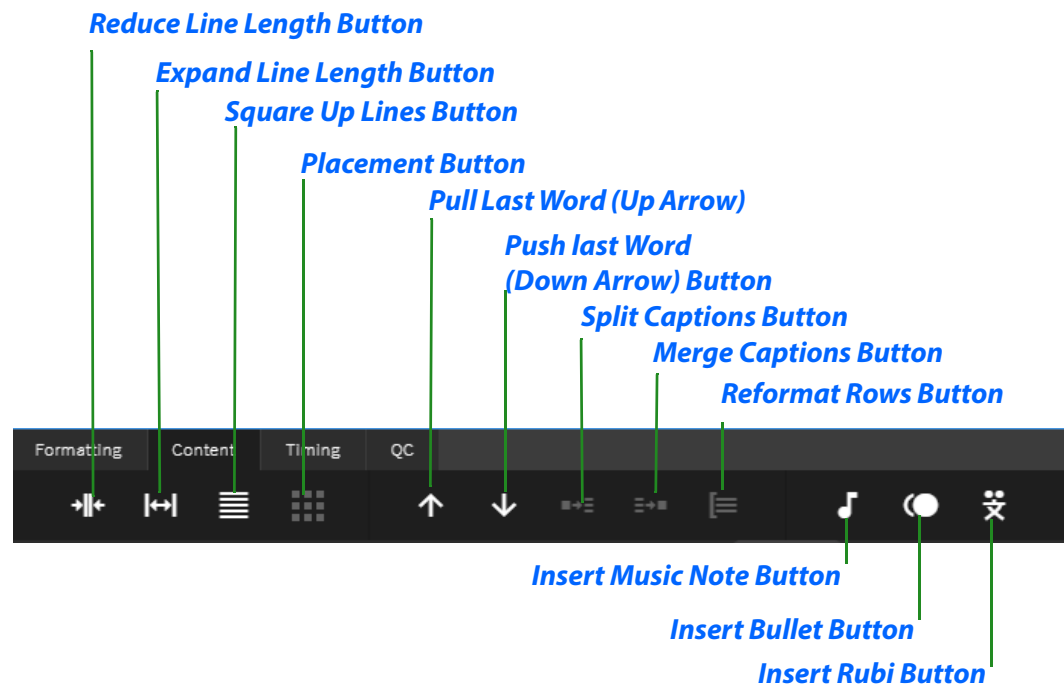
When clicked, Stanza opens a dialog for setting the color, offsets and radius of the drop shadow for the selected text.

Clear All Formatting

When clicked, Stanza clears the formatting from closed caption and subtitle files. Useful after importing these files from external sources.

Content Tab

When clicked, Stanza opens a pane with controls for creating and editing captions. Descriptions of elements in the *Content* tab user interface follow.



See [Editing a Caption on the Content Tab](#).

Reduce Line Length Button

When clicked, Stanza reduces the horizontal length of the line displaying the caption.

Expand Line Length Button

When clicked, Stanza deletes line breaks to expand the horizontal length of the line displaying the caption.

Square Up Lines Button

When clicked, Stanza squares up the selected lines.

Placement Button

When clicked, Stanza opens a dialog for placing the caption on the screen. Clicking a square in the dialog places the caption accordingly.

Pull Last Word (Up Arrow) Button

When clicked, Stanza pulls the first word from the next caption line into the selected caption as its last word.

Push last Word (Down Arrow) Button

When clicked, Stanza pushes the last word in the selected caption line into the next caption line as its first word.

Split Captions Button

If the cursor is inside the text field, the caption is split where the cursor is positioned. Everything after the cursor is pushed down into a new row. The start time of the new row is adjusted proportionally based on the duration of the original row and the position where the split occurs.

Merge Captions Button

After highlighting multiple rows of captions, hitting this button will Merge those rows of captions into one line.

Reformat Rows Button

Stanza Users can reformat text paragraphs by selecting a range of captions and specifying the desired character width & height of new rows and how punctuation is handled, similar to importing a plain text file.

See [Converting Captions with Reformat Rows](#).

Insert Music Note Button

When clicked, Stanza inserts music note icons on either side of selected text or at the beginning and end of a selected caption cell.

See [Adding Music Note Icons to a Caption](#).

Insert Bullet Button

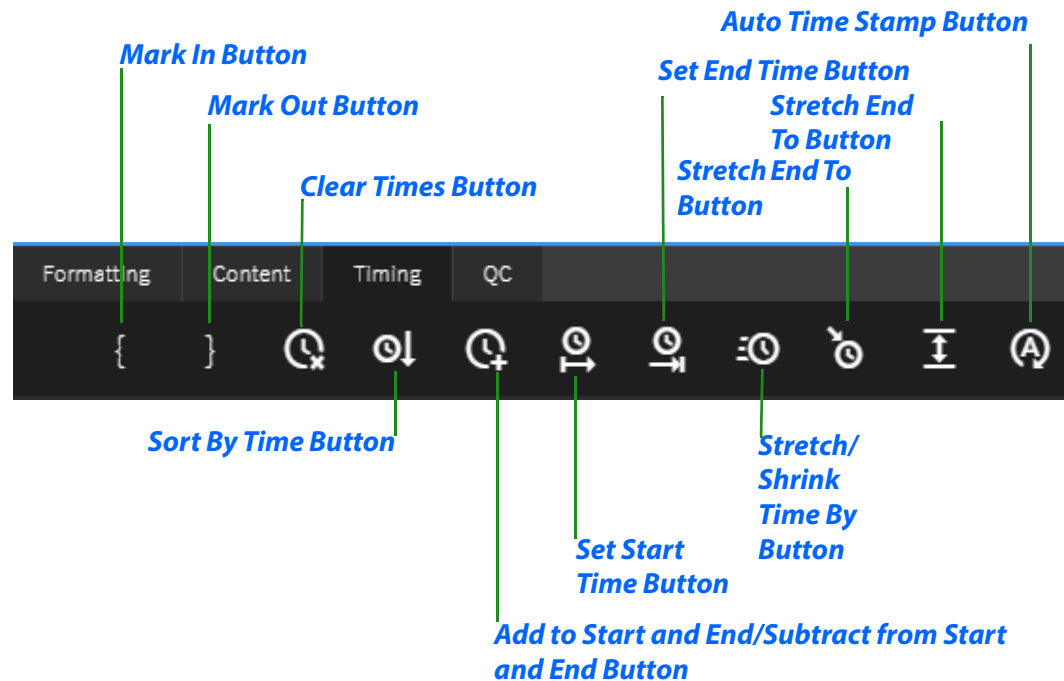
When clicked, Stanza opens a dialog for inserting furigana dots to denote emphasis in Japanese. In the dialog, click a type of bullet, and click *BEFORE* or *AFTER* to position the bullet in the caption line. *BEFORE* places the dot at the top of vertical Japanese text and to the left of horizontal Japanese text. *AFTER* places the dot at the bottom of vertical Japanese text and to the right of horizontal Japanese text.

Insert Rubi Button

When clicked, Stanza opens a dialog for entering Rubi text. This gives the captioner the option of adding context or translation next to currently selected characters.

Timing Tab

When clicked, Stanza opens a pane with controls for adjusting the timing of captions. Descriptions of elements in the *Timing* tab user interface follow.



See [Caption Timing](#).

Mark In Button

When clicked, Stanza sets the In point of the selected caption at the location of the playheads in the *Media Player* and *Waveform* pane.

See [Setting Caption Timing Manually](#).

Mark Out Button

When clicked, Stanza sets the Out point of the selected caption at the location of the playheads in the *Media Player* and *Waveform* pane.

See [Setting Caption Timing Manually](#).

Clear Times Button

When clicked, Stanza clears any previously-set In and Out times for the selected caption.

Sort By Time Button

When clicked, Stanza sorts captions by their start times.

Add to Start and End/Subtract from Start and End Button

When clicked, Stanza opens a dialog for adding or subtracting time to the start and end times of the media file.

Stanza adjusts the time of the selected captions.

Alternatively, you can modify the time of all captions by first selecting all captions (Ctrl+A).

See [Adding or Subtracting Time for Captions](#).

Set Start Time Button

When clicked, Stanza opens a dialog for setting the Start time of the selected caption.

See [Setting the Start Time for Captions](#).

Set End Time Button

When clicked, Stanza opens a dialog for setting the Out point of the selected caption.

See [Setting the End Time for Captions](#).

Stretch/Shrink Time By Button

This feature allows you to apply a linear scale adjustment to timecodes. This can be useful, for example, when the first caption has the correct time, but the following captions drift increasingly out of sync.

See [Correcting Drift by Stretching or Shrinking Caption Time](#).

Set Gap Time Button

When clicked, Stanza opens a dialog for setting the gap timing of the selected caption.

Stretch End To Button

When clicked, Stanza opens a dialog for stretching the end time to a time you choose.

Auto Time Stamp Button

When clicked, Stanza, automatically syncs your video and captions.

See [Setting Caption Timing Automatically](#).

QC Tab

When clicked, Stanza opens a pane with a spell-check control.



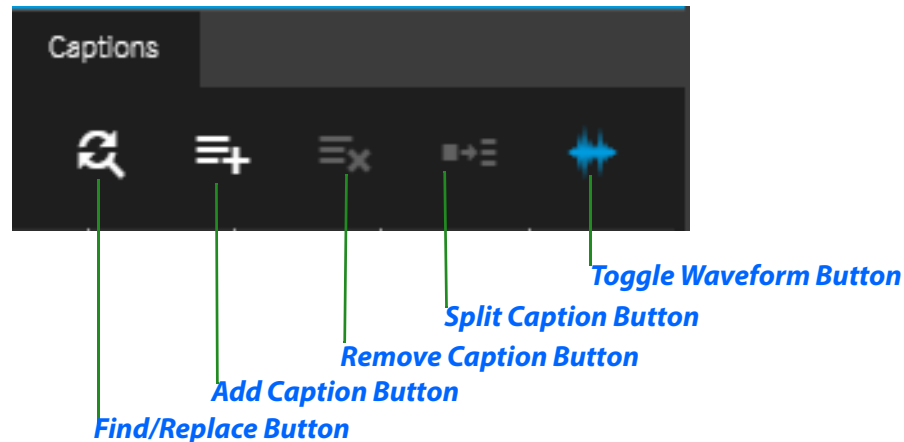
[Spell Check Button](#)

Spell Check Button

When clicked, Stanza enables you to spell check all the captions within your current captioning project.

Captions Tab

The *Captions* tab, which is always open, contains captioning general controls. Descriptions of elements in the *Captions* tab user interface follow.



Find/Replace Button

When clicked, Stanza opens a Find/Replace dialog.

Add Caption Button

When clicked, Stanza opens a new line in the Program window where you can create a new caption.

See [Creating a Caption](#).

Remove Caption Button

When clicked, Stanza deletes the caption or captions selected in the *Program* window.

See [Removing a Caption](#).

Split Caption Button

When clicked, Stanza splits the caption in the *Program* window at the cursor insertion point.

See [Splitting a Caption](#).

Toggle Waveform Button

When clicked, Stanza turns the waveform display on or off.

See [Previewing Captions in the Media Player](#).