



What's new in EZTitles 6.2.1

1. All new Speech-to-Text engine for English

With its brand-new speech-to-text engine, provided by [AssemblyAI](#), EZTitles 6.2.1 introduces a long-awaited feature for English (EN-US, EN-AU, EN-GB) audio – speaker change detection.

As a result, the lines likely spoken by another speaker in the scene will always start on a new line in the subtitle or into a new subtitle. Speaker change detection is far from perfect but it should improve in future, and we are reluctant to introduce more automated features to properly indicate dialogue subtitles. We intentionally leave them for later. At the same time, we remain always open to your suggestion what these options should do and what else you would like to see in EZTitles.

Speaker changes also led to an improvement in another aspect – punctuation.

Last but not least, the new speech-to-text engine is significantly quicker. Transcription only takes about 30% of the video's duration.

2. Improved text rendering

We've vastly improved text rendering and characters display in EZTitles thanks to the latest advancements of *DirectWrite*. This has made the typography and display for characters in Arabic, Thai, Khmer, Sinhala, Bengali, etc. significantly better as it was sometimes not correct in previous versions. At the same time, we can fully benefit from the advanced typography features of OpenType fonts and hardware-accelerated text.

3. Simplified workflow for PAC and 890 files

Along with the above background related change we decided it's time to improve the process of using PAC/890 files altogether by modifying the dedicated PAC and 890 project type modes. Our main goal was to get rid of some legacy options that are no longer important.

We've removed the unnecessary PAC and 890 compatibility fonts selection options from "Project Settings/Fonts". They were used to measure characters width and height from the PAC/890 compatibility fonts.

As a result, font configuration in PAC/890 mode is no different than for any other project mode- there's the list of fonts installed on the computer and the option to select their size in "px".



We've also adjusted the Safe Area settings for 890 projects and all margins are now measured in "px". Previously, the measurement unit was milliseconds "us". Calculating by hand between "us" and "px" is no longer needed.

4. Ruby Alignment support

EZTitles 6.2.1 adds full support for [Ruby Alignment](#) via the "Phonetic Guide" tool as well as options in "Check/Fix Subtitles" to automatically locate and modify the alignment of Ruby characters. File types that support Ruby Alignment include TTML2, IMSC 1.1 and all image-based exports.

5. Changes on characters per line reporting for Arabic, Thai, Hindi and other South Asia scripts

We've completely changed how the character per line value is calculated for Arabic, Thai, Hindi, etc. These scripts contain composite characters (characters with tone marks, top and bottom vowels, etc.) which now count as one character for all indicators and checks in EZTitles, including reading speed and duration calculations.

This change is in line with the newest specifications from major broadcasters and streaming services and advancements in text editing applications.

6. Background color support for Open/Native and Digital Cinema modes

Background colors will now be displayed in Open/Native and Digital Cinema modes by activating "Enable background colors in Open/Native and Digital Cinema modes" under "Project Settings/Subtitles". Its main purpose is to preserve the background color from traditional subtitling formats like PAC, EBU STL and 890 when delivering to the more and more used Timed-Text based files.

With this option activated the background color will be automatically exported to TTML1&TTML2, IMSC 1 & IMSC 1.1, EBU-TT, SMPTE-TT Subtitles, WebVTT, PAC, 890 and EBU STL (TTX lvl1, TTX lvl2) as well as all image-based exports.

7. Hardware Acceleration

Thanks to our efforts to modernize the underlying architecture of EZTitles starting with version 6.2.1 we now offer full hardware acceleration for both video playback and text drawing. Hardware Acceleration will have noticeable impact on the user experience using somewhat older and less powerful computers as well as when playing higher bitrate video files.



What's new in EZTitles 6.1.1

1. Subtitling Assistant now works in more languages than English

We are proud to announce a new and improved Subtitling Assistant. Thanks to changing the underlying speech recognition engine we've achieved dramatic improvement in recognizing non-English speech. There are several key differences you need to keep in mind when using the new Assistant:

- a) The new audio analysis process includes two steps. First the audio is Uploaded to the server using a secure channel. After that the analysis begins and you need to wait for it to finish before using the results. This process should approximately take from several minutes to half an hour. You could close EZTitles after the Upload process is finished and results will be automatically downloaded the next time you open the same video file.
- b) You still can process only a part of the video or choose different languages for the different sections.
- c) As this is a new technology the results will be different from the current release branch 6.0.xxx.

2. Support for Dragon Speech Recognition

EZTitles is now fully compatible with Dragon Speech Recognition software.

Dictate with full text control

- a) EZTitles supports all Dragon features and you could insert, select and delete text by voice commands. This doesn't require any setup, just start Dragon, position the cursor where you want your text to appear and start dictating.

Control EZTitles by voice

- a) Navigate through the menus by commanding "*Click*" followed by the name of the menu, for example "*Click: File*" to open the File menu in EZTitles;
- b) Navigate between subtitles by commanding: "*Page Up*"- to select the previous subtitle, or "*Page Down*" – to select the next subtitle in the Preview List;
- c) Use any command ***inserted on the toolbars*** by commanding "*Click*" followed by the name of the command. For example, saying "*Click: Align left*" will align current subtitle to the left or saying "*Click: Project Settings*" will open the Project Settings menu.



3. Improved find and replace

We've not only redesigned and improved our find and replace but also added some useful new capabilities.

- a) Search scope – you can now switch between searching in subtitles and searching in their comments and between either both or only the active subtitle track.
- b) Better results filtering:
 - Search only for normal text.
 - Search only in the active subtitle track.
 - Search only for text with certain attributes.
- c) A new feature allows you to change the text style and color of the replaced text.

4. Compare Subtitle Files

Now you can compare your project with any subtitle file on your computer. Just use the new command *File > Compare with...* and select a supported subtitles file. A compare window will pop-up showing you all the differences in Timing, Text, attributes like Italics, Colors, Positioning and much more.

5. Better timecode syncing

We've added a new option when aligning a script that allows you to use the timecodes you already have in your script. This will allow for the aligning process to continue even if there are some mismatches between the recognized text and the one from the script.

The new option is called **Use In- and Out- cues as sync points** and could be activated from the Subtitles from Audio window.

6. Reference File improvements

The Reference file is now always synced with the main subtitles track so you could work smoothly even if timing corrections are needed. Executing Timecode commands, Split, Merge, Delete, etc. will now work much better when a reference file is loaded.

We've also improved the Reference Tips. Now you could focus them using the new *Goto Reference Tip* command and copy the text from it. Double-clicking on the Reference Tips windows will also shift the focus so you could mark and copy single words or phrases.

In addition, we've added a new command to copy the whole subtitle from the Reference file to the main track. This includes the text, style information like Italics, Positioning, Color, etc.



7. Regular expressions support for negative spelling dictionaries

Sometimes you need to add similar words into the negative dictionary. Now you could save yourself the trouble of typing them one by one by using wildcards and other regular expression features.

8. New Video Crop feature

Sometimes the Aspect ratio of the material you have to work on doesn't match Aspect ratio of your project and this could lead to weird stretched or squashed image. With this new feature you could now crop the black bars or your video file so it matches the Aspect ratio of your project.

9. Improved secondary monitor preview

We've added **Identify Monitors** option which displays the monitor numbers on each display for a while so you could be aware which one to choose.

10. Macros functionality expanded even more

We've added the option to include JavaScript files in the code of the macro. This can be done similarly to C++ by adding ***#include file_name.js*** and placing the corresponding file in the macros folder or any subfolder. You can also put it in any other location by typing in the full path to the file. This allows you to centralize and reuse your macro code instead of having the same code in multiple macros.

11. New commands:

- a) **Fit subtitle to one row** – Using this command you could easily convert 2-line subtitles into one-liners just with a single button.
- b) **Move both In and Out-cue +/- 1 frame** – No need to drag the subtitle on the Timeline any more. Using this new command, you could shift the timing of a subtitle by 1 frame in any direction with a single press of a button.