

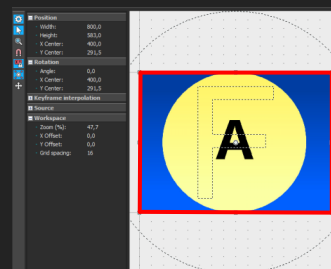
# Add Picture In Picture effect script manual

This manual was written to explain most of the stuff concerning the Add Picture in Picture script made by me (Mat1999) for VEGAS Pro. The script was tested with VEGAS Pro 15, in theory it should work with version 15 or above. Also I am not a Vegas expert, so maybe there is already a feature/script which does what my code does (and better). Furthermore, even if there isn't any at the moment (November of 2019), it's possible, that there will be in the future/the whole thing becomes obsolete.

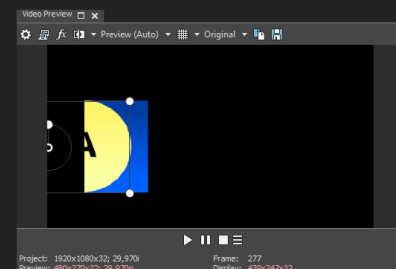
## Explaining why I made the script

MAGIX introduced the *Picture In Picture* plugin in VEGAS Pro 15. It makes creating picture in picture effect, animating easier by allowing the user to adjust the effect on the preview window. I love this effect, however it takes a bit too much to setup for my taste.

Firstly, if you put it on an event whitout adjusting it's cropping, if it's aspect ratio is not the same as the project's, Vegas will cut anything outside the event's boundaries (or maybe my version is buggy, i dunno man).

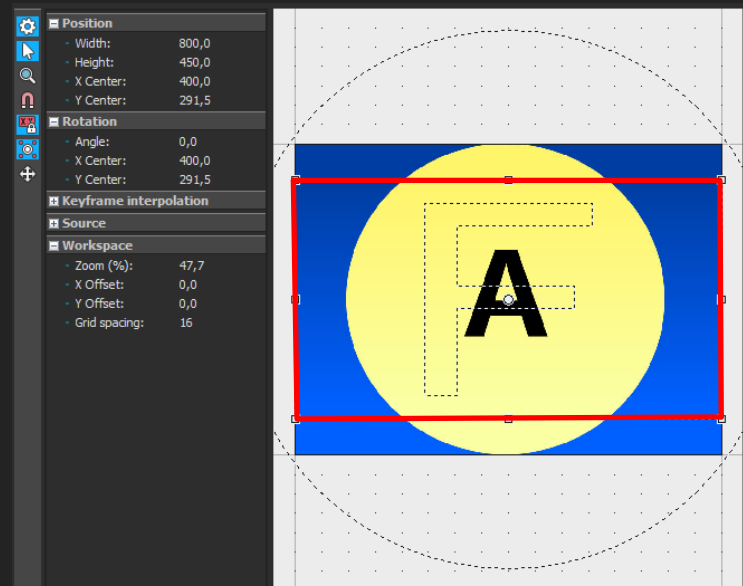


Example picture with around 4:3 aspect ratio (cropping untouched)



Picture In Picture effect applied on the event in a 16:9 aspect ratio project.

In conclusion, you HAVE TO adjust the Pan/Crop settings (extra click counter: 1). You can click on the fit aspect ratio button (ecc: 2), now it will fit on the preview, but probably it will cut some parts of your image in the Pan/Crop area (as you can see on the image).



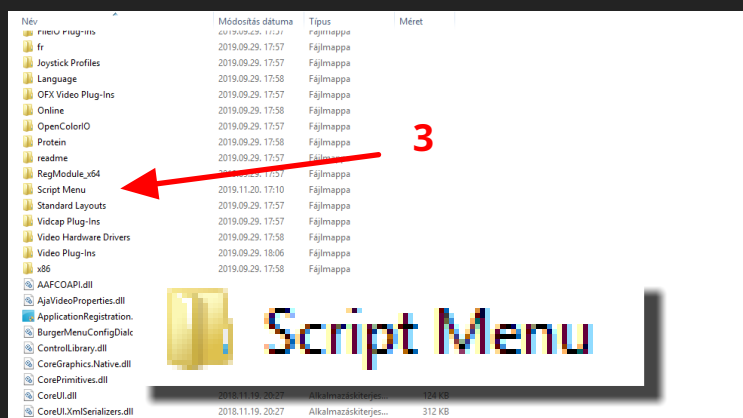
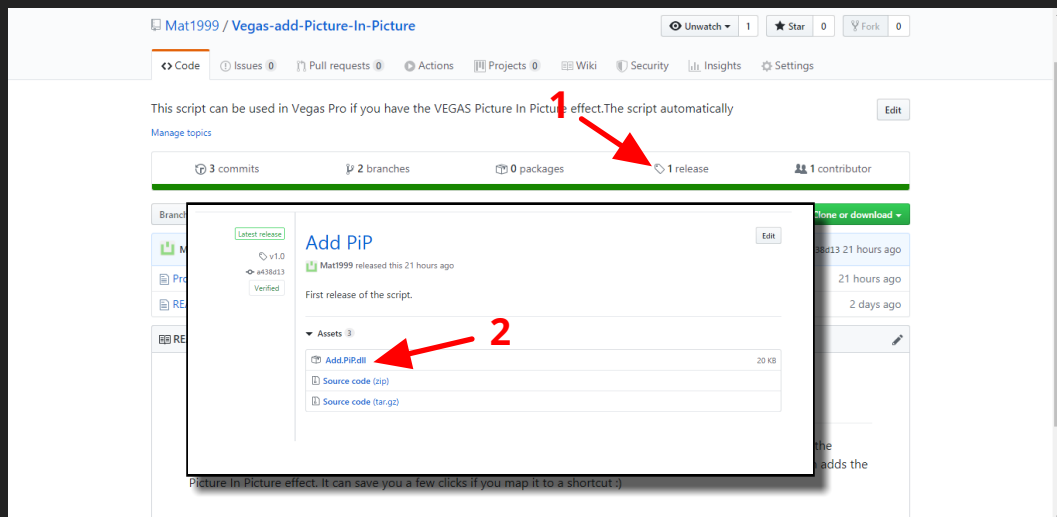
All you can do is manually scale bigger the "mask" (ecc: 3 or more) so it will fit in both the cropping and the preview area. I thought I can make it easier, so I wrote the script under a few days in my free time. (This is why it's not really... let's say professional.)

## Requirements

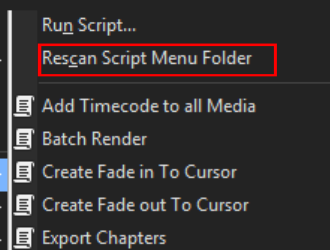
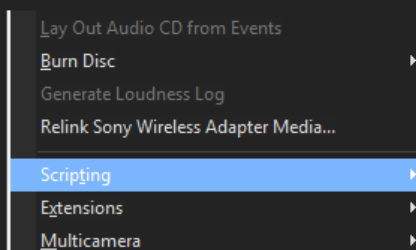
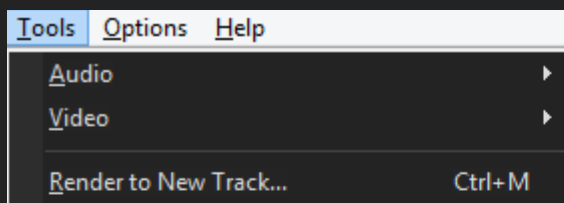
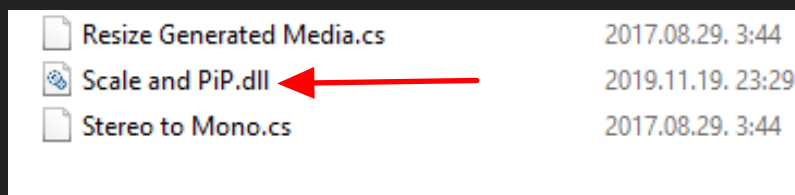
A copy of VEGAS Pro with the Picture In Picture effect.

# Installation

1. Go to the Github page where this pdf is from  
(<https://github.com/Mat1999/Vegas-add-Picture-In-Picture>)  
and go to the release tag.  
2. Download the .dll file from there. (This is the end of the Github 101 section.)



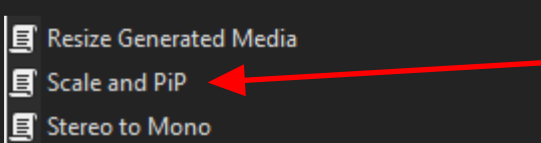
3. Go to the folder where your VEGAS Pro is located and enter the Script Menu folder. Paste there the downloaded dll file. That's it, you're done. Be aware that I have the script renamed to Scale and PiP!



If you go to the Scripting option in Vegas you should see the script. In case you don't see it press the Rescan Script Menu Folder button.

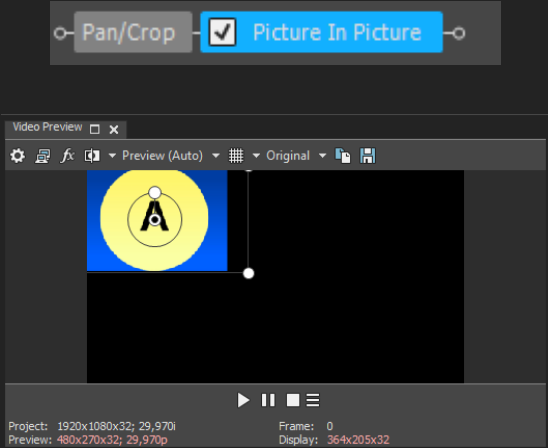
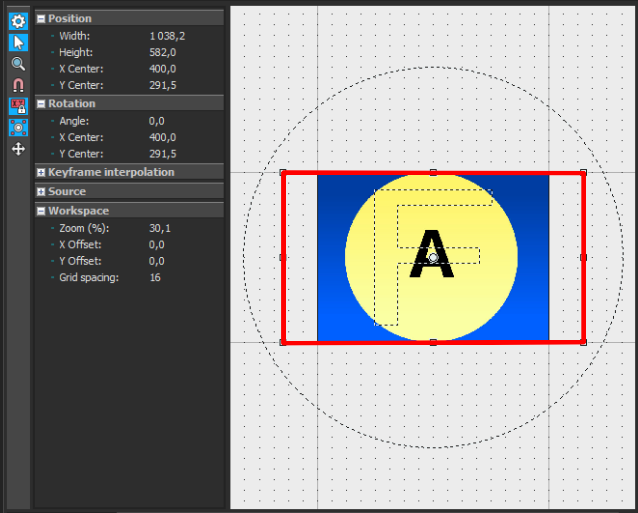
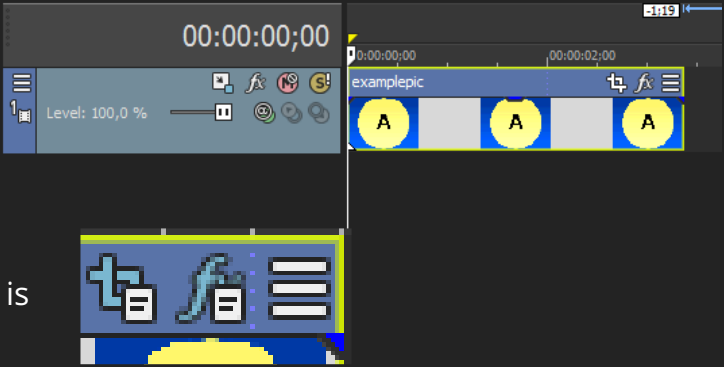
All scripts are installed by putting them in the Script Menu folder. VEGAS Pro accepts scripts with the following extensions:

- .js
- .cs
- .dll

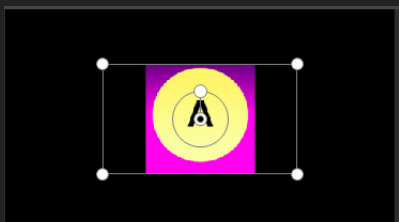
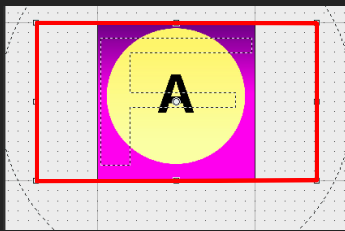
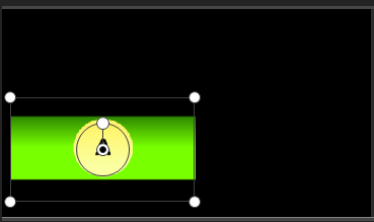
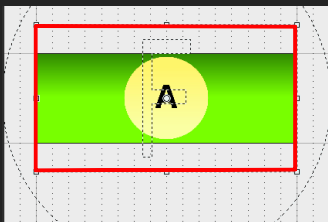
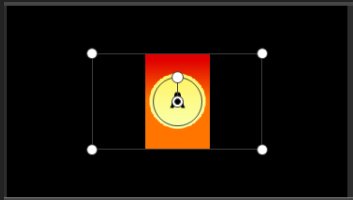
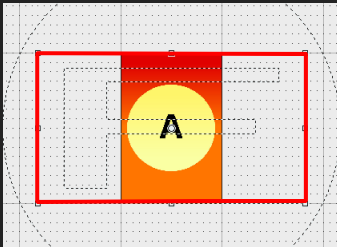
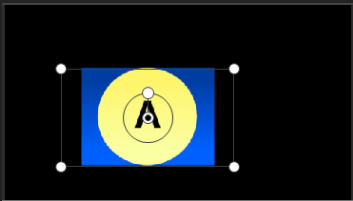
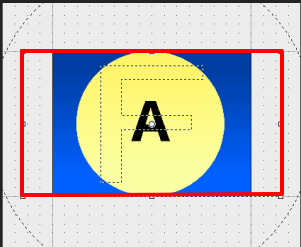
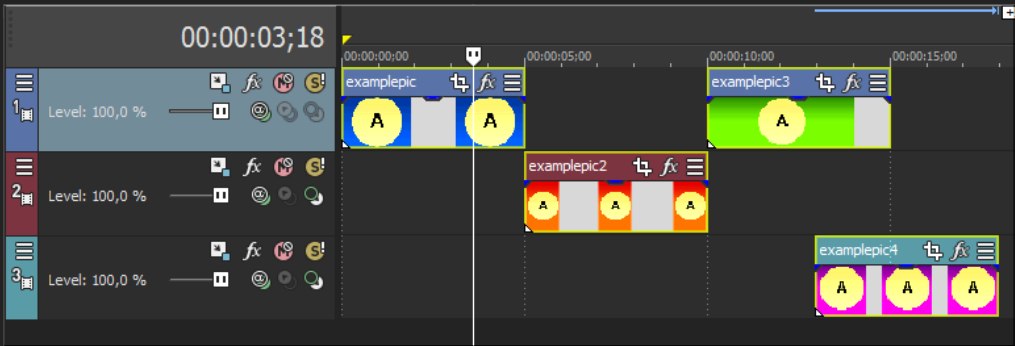


# What does it do? (and how to use it)

Select the event you want to have the Picture in Picture effect, then run the script from the Scripting tab. Notice that the event's Cropping has changed and also there is a new effect applied to it. The Pan/ Crop is now the correct size and the PiP effect is applied.



You can select multiple events, the script will handle all of them individually. Now the only thing you had to do was select the events you wanted to have the effect and run the script. I think it's simple and awesome!



# FAQ (like anyone ever asked these lol)

## ***Can I rename the script? I already have one called like this/your name is stupid.***

Yes, you can. Just rename the dll file (Do NOT delete the extension!). When you open Vegas and scan the folder again the script will appear with the new name. In this document for example it is called *Scale and PiP*, but you can name it *Broken Mess* if that's what you want.

## ***Can I use the script with an older version of Vegas?***

It depends. The VEGAS Picture In Picture effect is required. If you have the plugin, but you use VEGAS Pro 14 with it then it should be fine. If you use a version earlier than 14, then you're gonna have some hard time kid. Then Scripting API's namespace was changed when version 14 released. Not that big of a problem, but the original script won't work with versions older than 14. If that bothers you and there is not already a script for previous versions, then please open an issue on the Github page. (In case you'd like to do it yourself, change the *using ScriptPortal.Vegas;* line in the source code to *using Sony.Vegas;*) VEGAS Movie Studio DOES NOT SUPPORT SCRIPTS! Scripting is supported in all version of VEGAS Pro above... i don't know. Maybe 8? (I have no idea, the only thing I'm sure about is that version 12 and above has scripting.)

## ***How do I write my own scripts?***

You need some programming experience in one of the supported languages. If you want to create your own scripts matching your own needs, download and read the Scripting API and FAQ from the official website (<https://www.vegascreativesoftware.com/us/downloads/#c24726>), study the provided scripts. If you don't understand something, search it up on the official forums (<https://www.vegascreativesoftware.info/us/vegas-pro-forum/>), on reddit (<https://www.reddit.com/r/VegasPro/>), or on the Creative COW forums (<https://forums.creativecow.net/>). Don't be afraid to ask! The most likely places where you can get answers regarding scripting are the official forums and the Creative COW forums. I'd like to mention here Tea Lover's scripting tutorial series on YouTube (<https://www.youtube.com/watch?v=4jFrB5Nwhi0&list=PL7Ecyl4VBTIjnuGOOrsfZnSf6ZCDi2H-Rf>), it was a great starting point for me.

## ***What programming language did you use?***

C#, but VEGAS Pro supports Javascript, Visual Basic, (I heard every .NET language) and some nice people on the official forum, like (username)Harold-Linke ([https://www.hlinke.de/dokuwiki/doku.php?id=en:vegas\\_python](https://www.hlinke.de/dokuwiki/doku.php?id=en:vegas_python)) work on a Python implementation.

## ***Can I use your code for my project?***

Yes. Just please don't kill me if it crashes, I wrote it in my free time, I don't take any responsibility for accidentally hacking into NASA with it.

## ***I encountered a bug, what do I do?***

Please create an issue on the Github page. I can't say it will be fixed for sure, but I'll try my best (or my 60%).

## ***Why did you write a 4 pages long manual for such a simple script?***

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