

Release Notes for SignStream™ 2.2.2 (May 2003)

This document provides information for users of SignStream version 2.2.2.

Terms of the release

SignStream is distributed to educators, researchers, and students for non-commercial use only. You are allowed to try out the program for 30 days. If you choose to continue to use the program after that time, you are required to register and pay a \$25 site license fee (or a \$10 individual license fee for students). SignStream and associated materials are distributed on a non-profit basis. The registration fee enables us to make them available and to provide limited support.

System Requirements

SignStream runs on MacOS computers running system 8.1 or later and requires QuickTime version 5.0 or later. While SignStream does run in Classic mode under OS 10.x, it is recommended that users reboot using System 9.2 before running SignStream.

Fixes from Previous Versions

In addition to a new file format, this update fixes the following problems that were in SignStream 2.0:

Script functionality – SignStream 2.0 did not allow users to delete the last item in a script list (or the sole item in a script with one utterance). This has been corrected in version 2.2.2.

Search palette window appearance – In SignStream 2.0 running in Classic mode under MacOS 10.x, some palette windows were not displayed properly. This has been fixed in version 2.2.2.

Frame number window size – In SignStream 2.0 the box displaying video file frame numbers in the gloss window was too small for some large video files. the size of the box has been increased.

Program Limitations

The following are known limitations in SignStream 2.2.2.

Gloss field character limit – The number of characters in any single gloss or text field is limited to 256. Users can create a new gloss or text field that is a continuation of the original one in the same utterance. (There is no limitation on data capacity in the non-manual fields.)

Movie file compatibility – SignStream currently works only with those video codecs that make use of *keyframes* (e.g. QuickTime and Sorenson). There is no support for other codecs (e.g. MPEG). However, it is intended that SignStream 3.0 will provide support for all major video codecs.

Frame number turnover – Large movie files can cause the frame number count to reset to zero. It is recommended that users divide large video files into smaller subsets to avoid this situation.

In addition, the following constraints from earlier versions of the program still hold:

Printing has not yet been implemented. However, the MacOS provides the capability to take a snapshot of all or part of the screen. The resulting picture can then be printed or pasted into a document.

Contiguous objects *within the same field* may not share any frames. Thus, the end frame of one object cannot be the same as the start frame of the next object. The next object must begin at least one frame after any preceding object.

Cut/Copy/Paste operations are limited to operate on text (they cannot yet be used for coded data objects).

In the Participants Editor, languages cannot be deleted directly. (However, if a language that has been added is not linked to any participant in the database file, it will not appear in the listing of languages the next time that database is opened.)

Precautions

Because SignStream is still under development, you are encouraged to save your data often, and make backup copies regularly. However, there are no known bugs at this time.

Known conflicts

System extensions such as Kaleidoscope and Aaron, which change the System font, should be disabled when running SignStream (note that turning off the 'Substitute System Font' option in Kaleidoscope does not remove all problems). Although the use of such extensions does not cause errors (e.g., crashes), certain aspects of the SignStream displays are adversely affected by the use of such extensions.

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