# Creating a DVD with menu from an existing DVD using DVDLab Pro

September 24, 2010

This guide has been tested with DVDLab Pro 2.51 (compiler 4.215). Evaluation version can be found in the following link: http://www.mediachance.com/files/dvdlabpro251.exe

The only additional software that we need is PgcDemux to export the chapter information from the existing DVD. Download the software from the following link http://www.videohelp.com/download/PgcDemux_1205_exe.zip. Unzip the zip archive and run PgcDemux.exe.
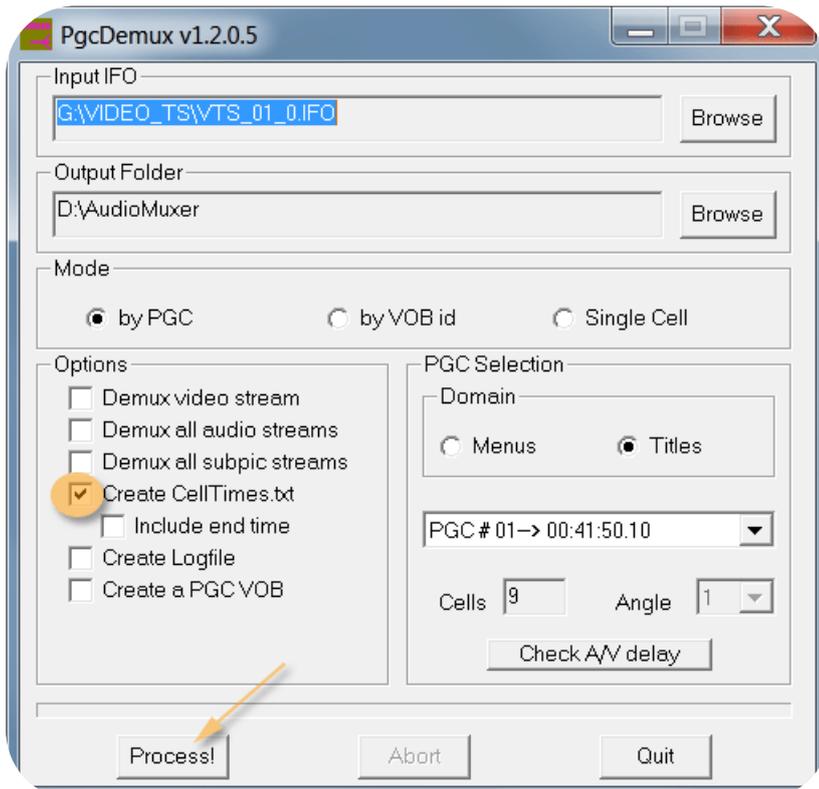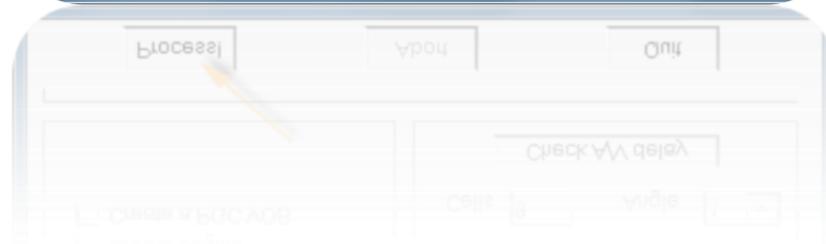

Point the input to the **VTS IFO file** on your DVD. Normally this is the VTS_01_0.IFO file.

Choose an output folder.

Deselect all Options, except the **"Create CellTimes.txt"** option.

Hit **"Process!"** to extract the Chapter information.

The extracted file will look like the example here on the right.

The values are the frame numbers where there is a chapter break.

That information will be automatically used by DVDLab Pro to recreate the chapter points for the new DVD that will be authored from the existing DVD, but now with a DVD menu added (see next pages).
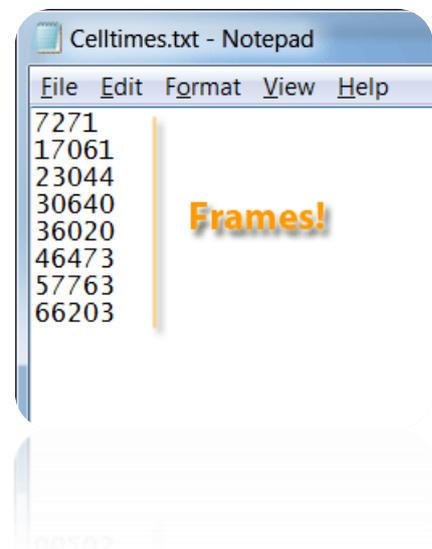
From this moment onwards we will be using DVDLab Pro to **1)** create a new project, **2)** to load the VOB stream(s) from the existing DVD in that new project, **3)** to load the chapters from the existing DVD, **4)** to add a menu and menu navigation, **5)** to test the menu and finally **6)** to compile the new DVD.

1) Creating a new project in DVDLab Pro
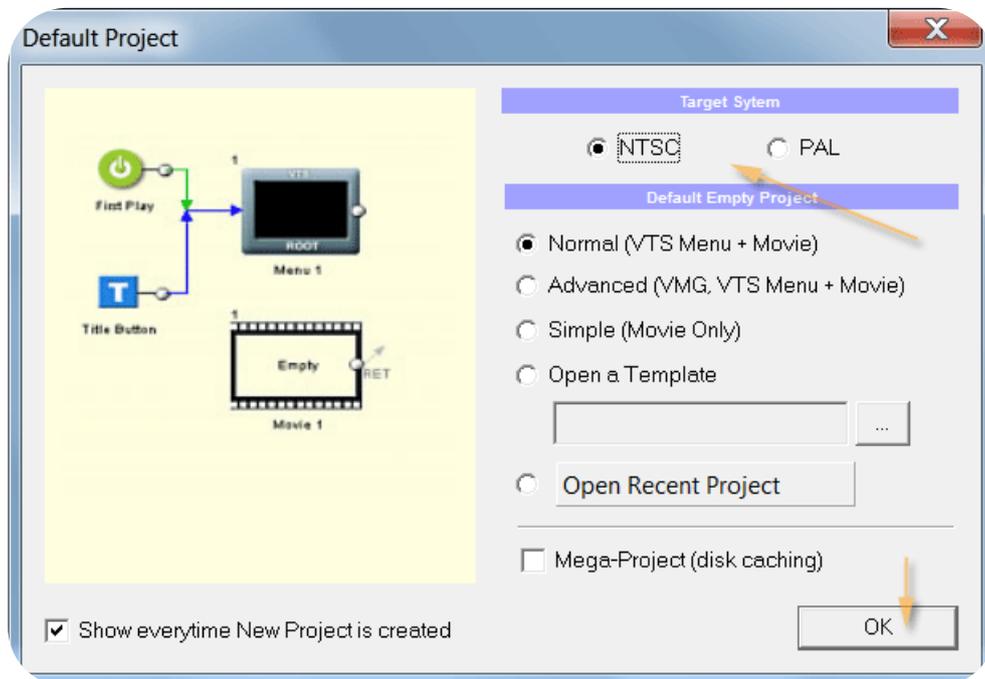
When you start with DVDLab Pro, by default a dialog box will appear where you can tell the software to create a new project.

Make sure that the Target System (NTSC or PAL) matches the TV format of the video that is on the existing DVD.

Use the **"Normal"** project option, i.e. a menu and a movie (or movies).

When the empty project is created, then go to **"Project"** and **"Project Properties"** to change the aspect ratio of the menu (16:9 or 4:3) and to match it with the aspect ratio of the video on the existing DVD. This will avoid unnecessary aspect ratio switching when the DVD is played.
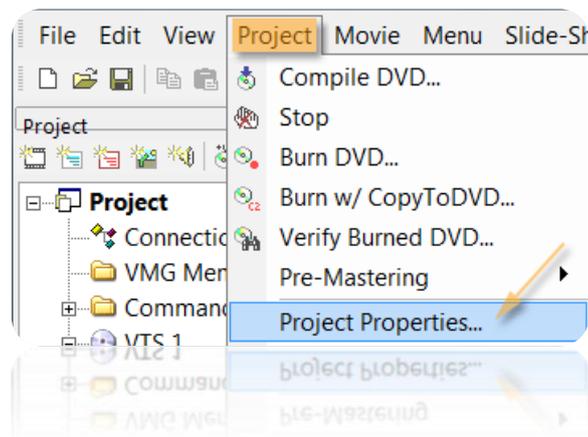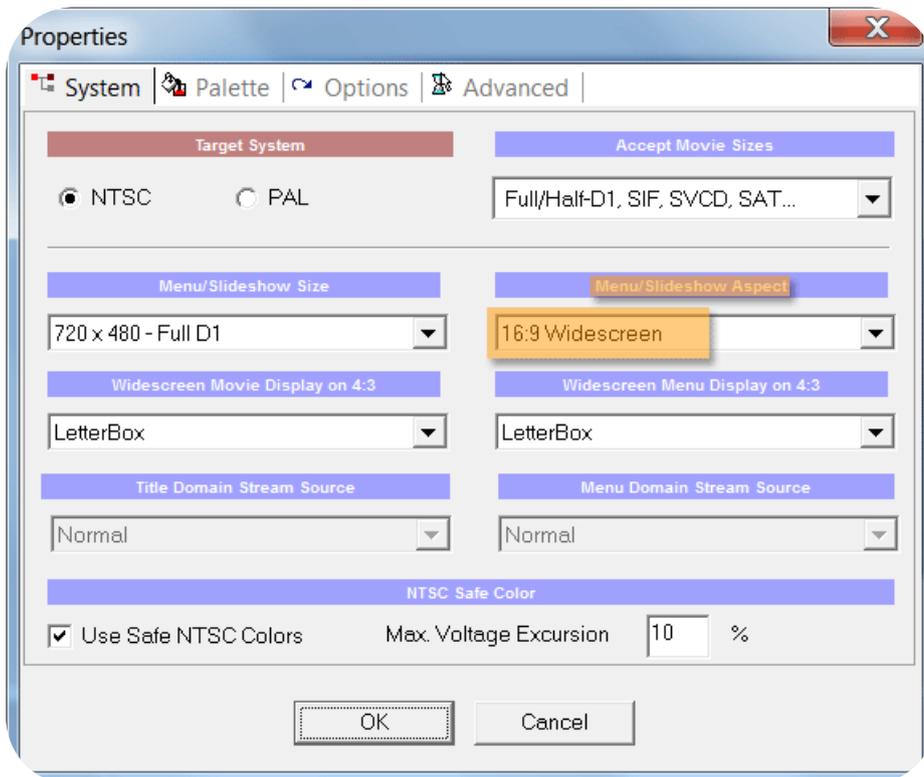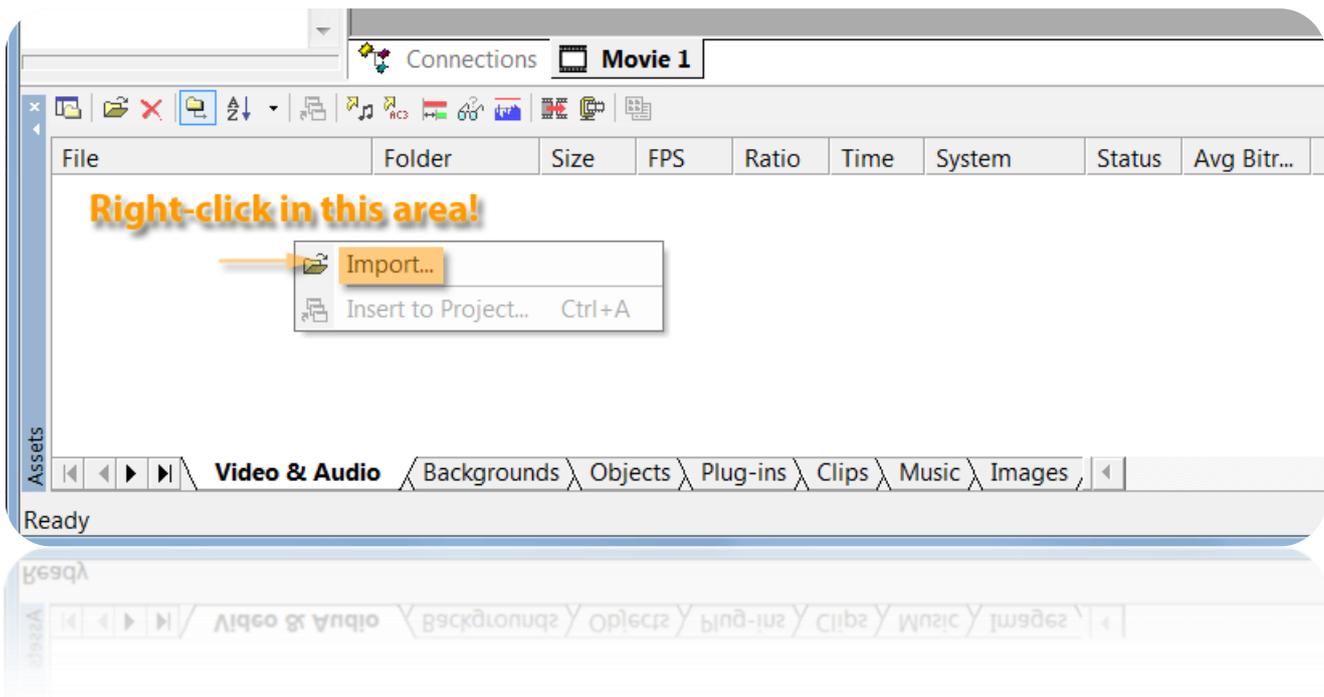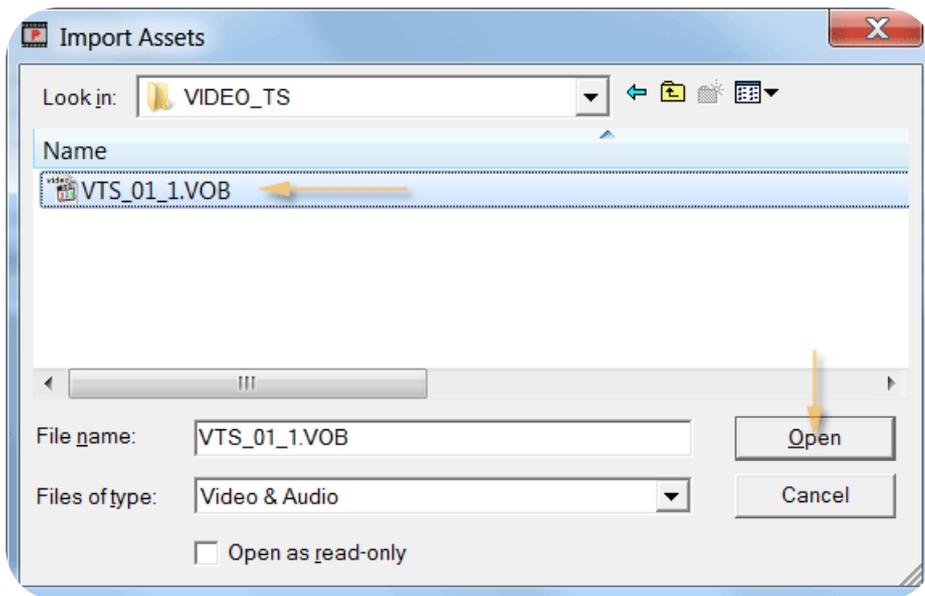
If the original video is in 16:9 Widescreen, then also **change the menu aspect ratio** to 16:9.

Likewise, change it to 4:3 if the original video is also in 4:3.

2) Load the VOB streams from the existing DVD

Right-click in the **"Video & Audio"** tab of the new project and select **"Import"**.

**Select now the VOB file or VOB files (see later) of your existing DVD.**

The VOB files that contain video & audio always start as of _1 at the end. A file with _0 at the end is a menu file and should not be loaded as a video & audio asset in DVDLab Pro.

Now choose in the next dialog box the option **"Use VOB like a video file"**.

Optionally you can tell DVDLab Pro **to join multiple VOBs** together into one Joined VOB file. Since VOB files are split every 1Gb on a DVD, this option is necessary to join these split VOBs back together such that DVDLab Pro can handle the complete set as one file and that video & audio from these split VOBs are treated in a seamless manner. When you choose this option, then you will have to tell DVDLab Pro where to store that Joined VOB file.
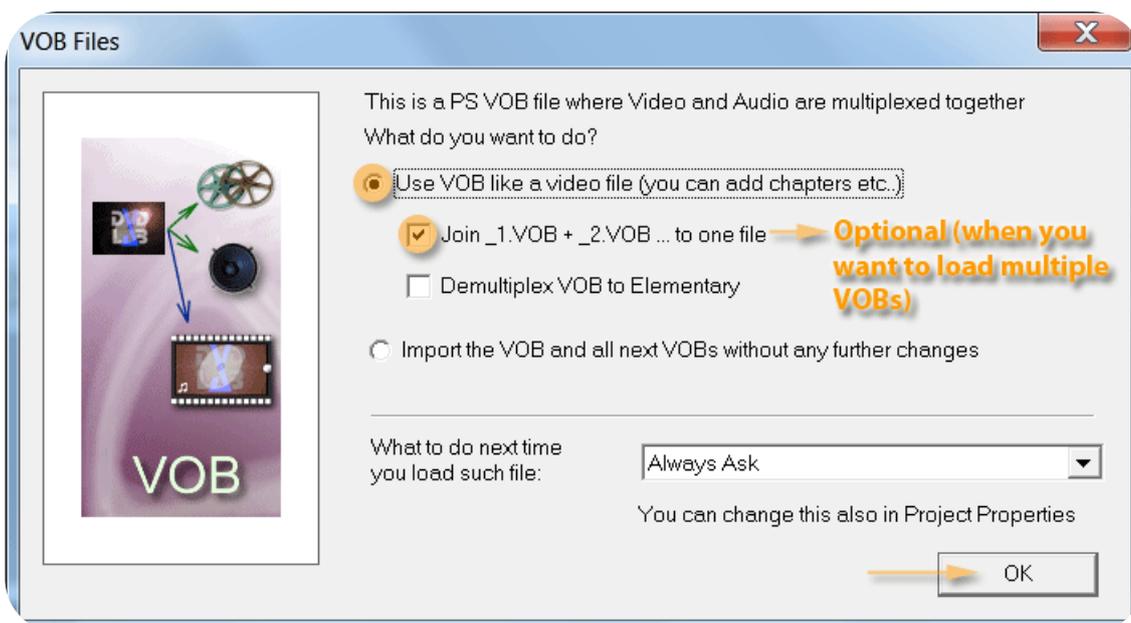
When you have populated the Video & Audio asset list with the VOB file (or Joined VOB file), right-click now the VOB file and choose **"Insert to Project"** to populate the empty Movie 1 of your project with the video & audio stream information of that VOB file.
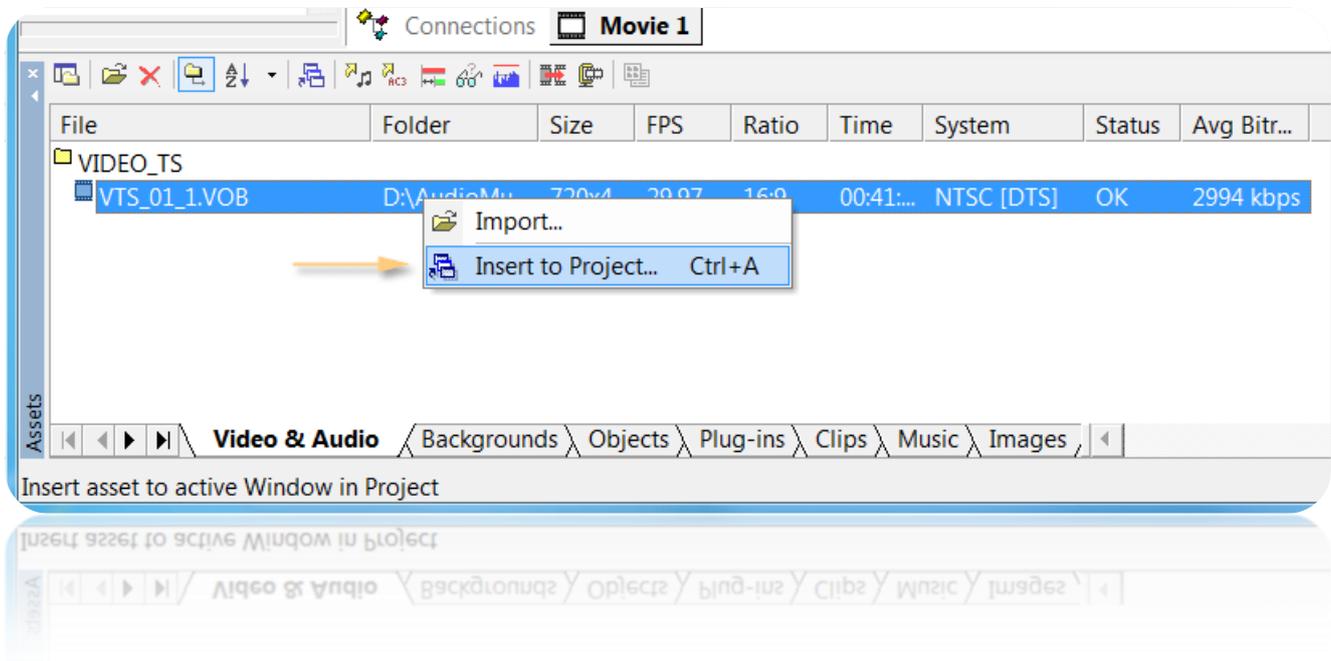
## 3) Load the Chapter information from the existing DVD
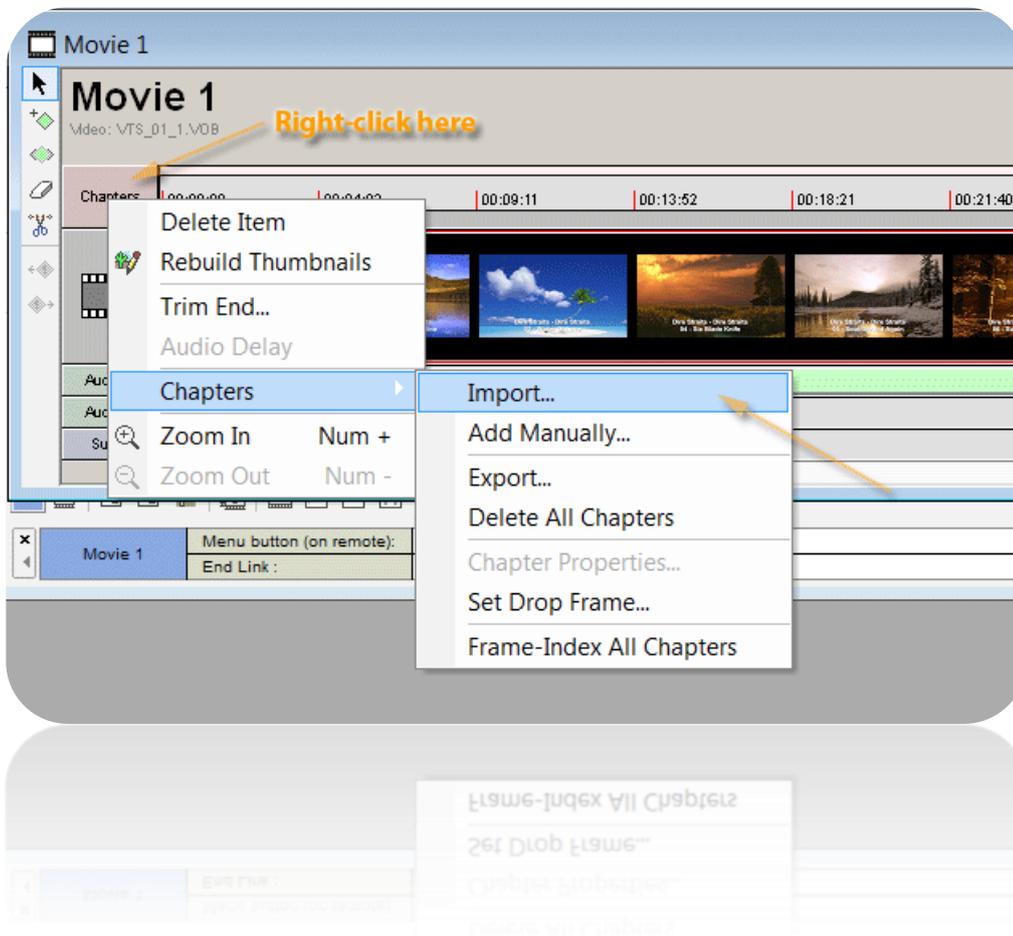
Go now to your Movie 1 and observe that the video and audio stream of the VOB file is loaded.

Next step is to load the chapter information.

Right-click on the **"Chapters" top area** and choose **"Chapter"** and **"Import"**.

Select now the **"CellTimes.txt"** file, exported by the PgcDemux operation described on the first page of this guide.
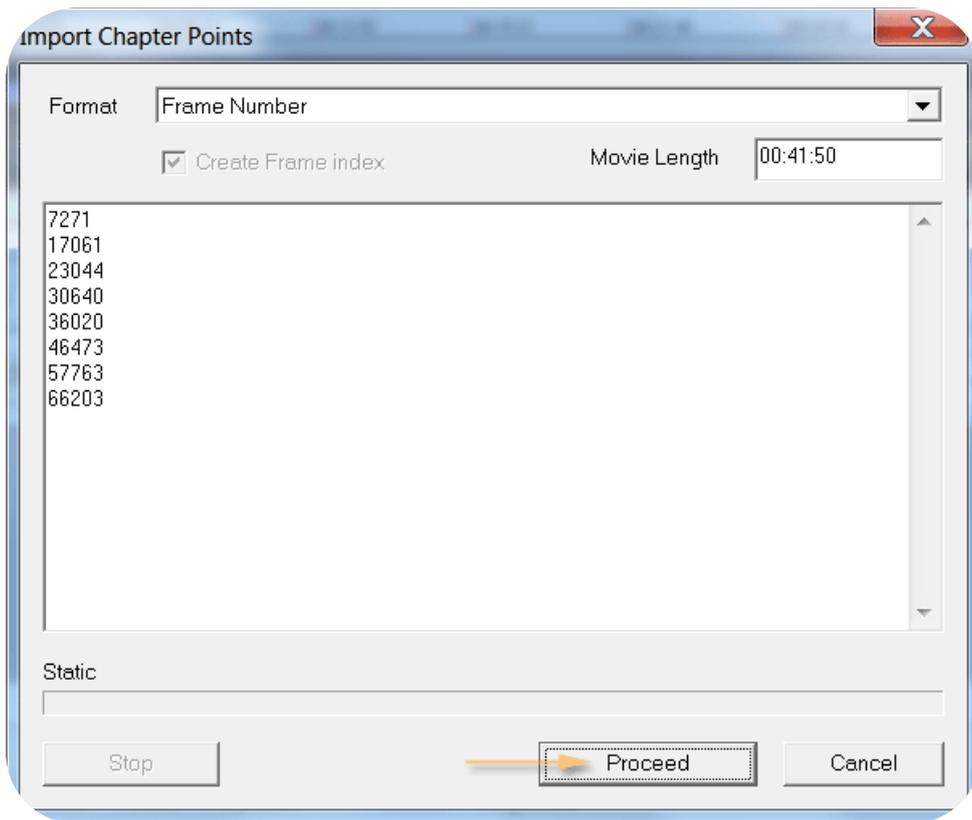
DVDLab Pro will automatically treat the information as Frame numbers.

Select **"Proceed"** to add these chapter points to the Movie 1.

4) Add a menu and menu navigation

Double-click on the Menu 1 entry in your project and an empty menu will be shown.
Every Menu corresponds to 1 page. If you want for example a second page, then you'll have to create a new Menu 2 (or any other name) in the Menus list. This is not shown in the example explained here below.

The first step is to go to the **"Backgrounds"** tab and to **drag & drop** a nice **menu background** to the black canvas of the menu.
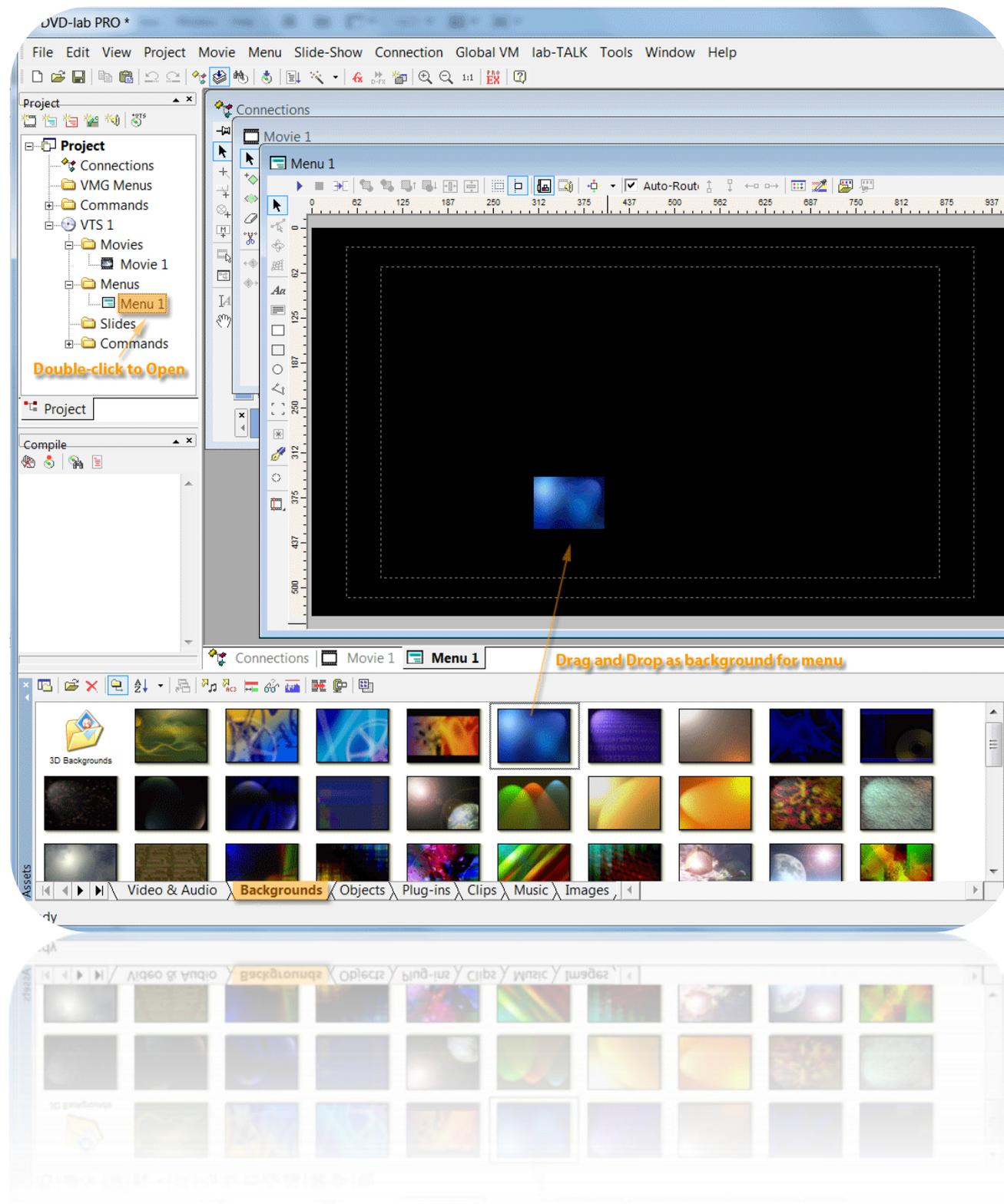
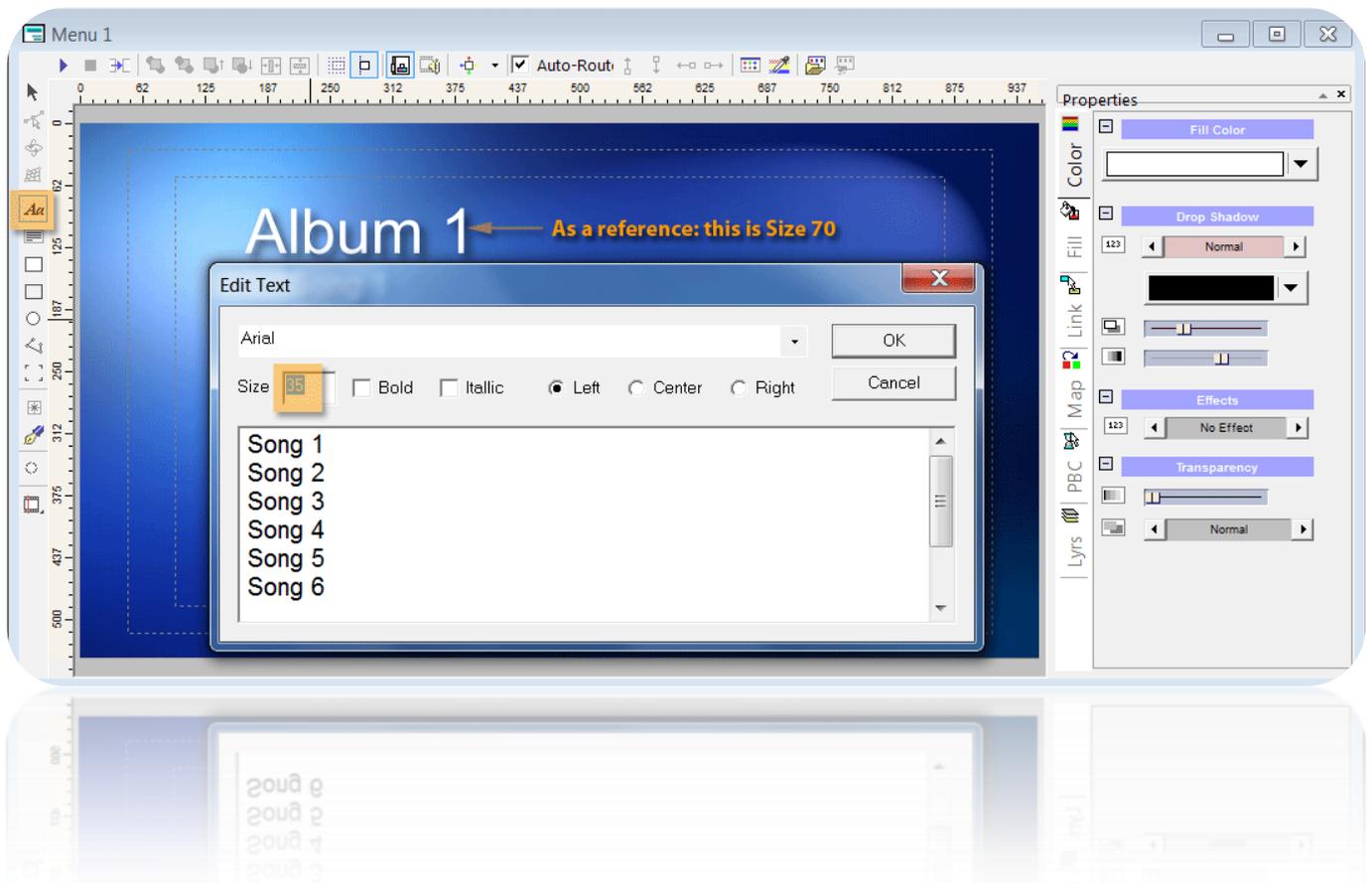In a next step we are going to **add some text to the menu**.

Select the **"Aa"** from the selection panel on the left-hand side and **move the cross-hair cursor** to the location on the menu where you want to add the text **and click**. A dialog box will appear where you can add your text and where you can also change its Font Type, Size, Typeface and Alignment.

In our example here below we'll add the title of the Album and the list of all songs of that album (copy-paste from somewhere).

Note: _In this example the song titles will not be used as navigation attributes, but a button will be added that will be used as navigation._
However, if you add each song title as a separate text box then you can also use it as a navigation attribute, but it's more work to get a uniform spacing between all the lines.
Look also to the Menu-Align options to align selected text boxes. **_Remark: save your project_** _before_ **_you align items, since the Undo option is not working correctly._**

In a next step we will show you how you can use objects (like bullets, arrows etc) and plain simple text as navigation attributes in your DVD menu.

We are going to add now a nice button as navigation attribute in front of the song titles.

Go to the **"Object"** tab and in our example we have selected the first bullet from the **"Bullets"** tab.
Drag & drop now this object to the menu and resize it proportionally by holding down the Shift-key while you are performing your resizing operation (by taking one of the corners displayed around the object).

Once we have the correct size, we'll **copy now that bullet to the next song**. The easiest way is to **select the object**, then do **Ctrl-C** (to copy it) and then **Ctrl-V** (to paste it). Now **use your down-arrow key** to move the object down to the next song. Do not use your mouse because then you'll have a higher likelihood of misalignment.
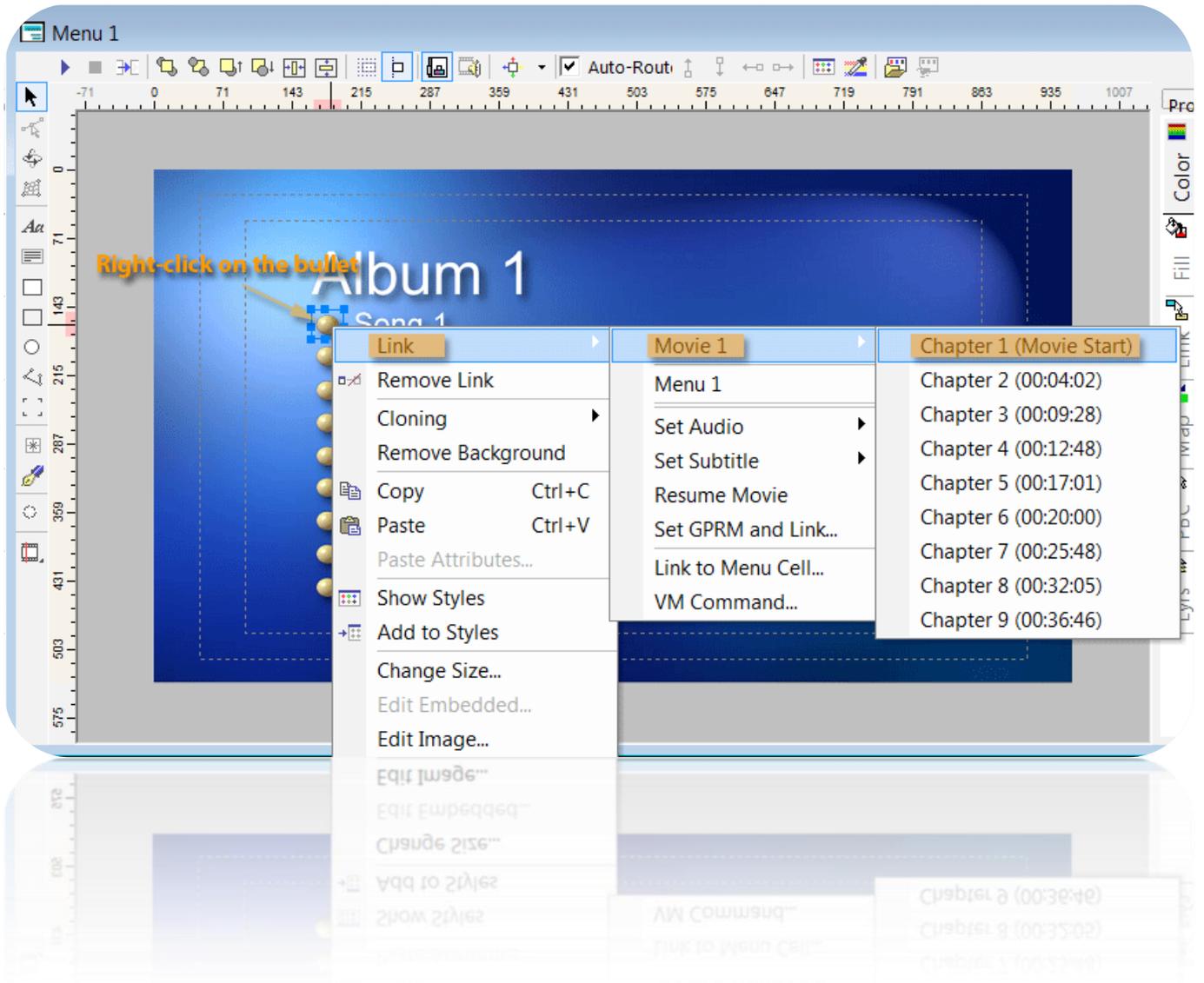
We will also **add now a Play All text** to the menu.
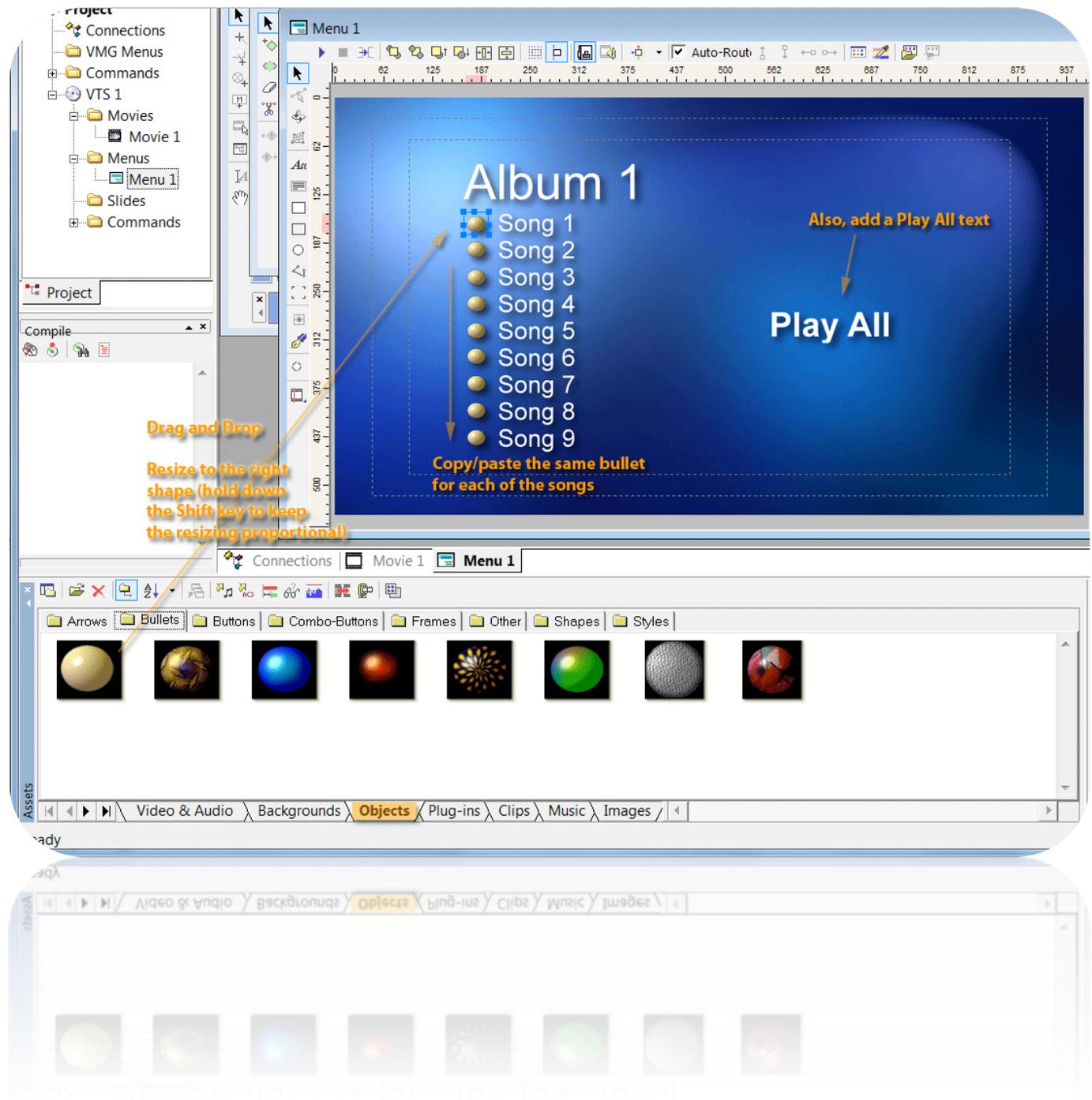
In a next step we are going to add the navigation information to the bullets and also to the Play All text.

Right-click on the first bullet, select **"Link"** and link it to Chapter 1 of Movie 1, as shown here below.
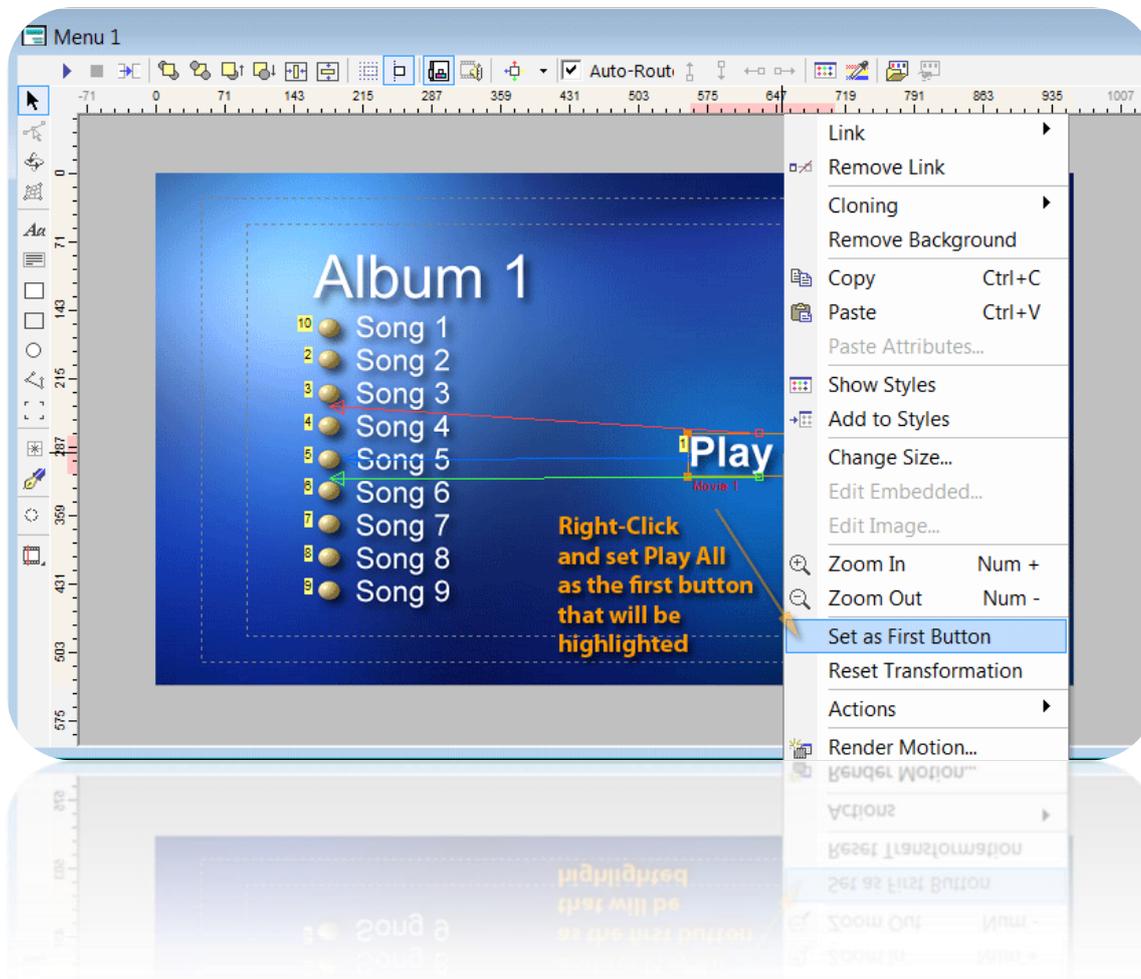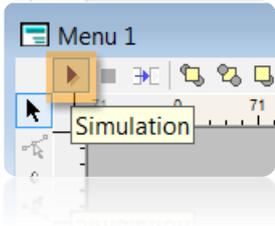**Repeat this operation** for all other bullets by linking them respectively to Chapter 2, 3, 4 … of Movie 1.

Likewise, we'll **link the Play All text to the start of Movie 1**, i.e. Chapter 1.
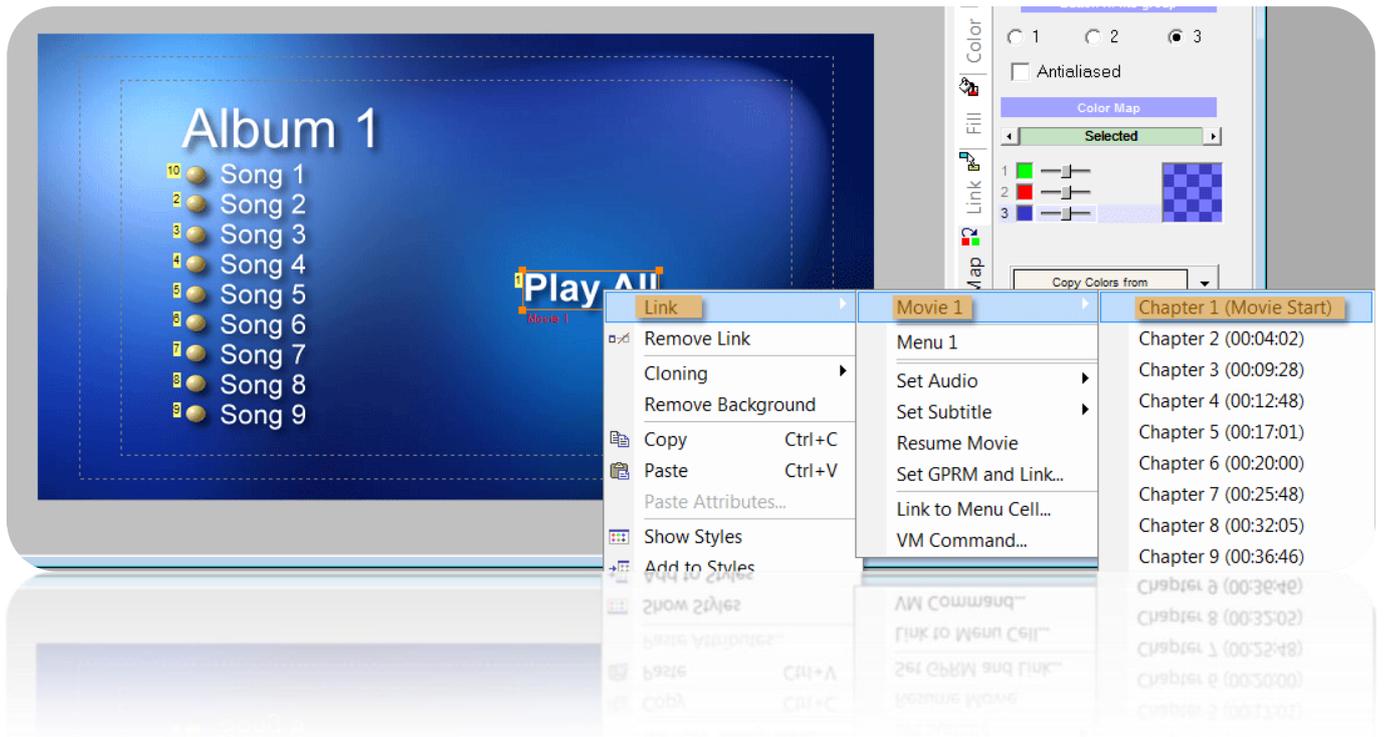
Indicate that the Play All text will be set as the first button. Right-click Play All and choose **"Set as First Button"**.
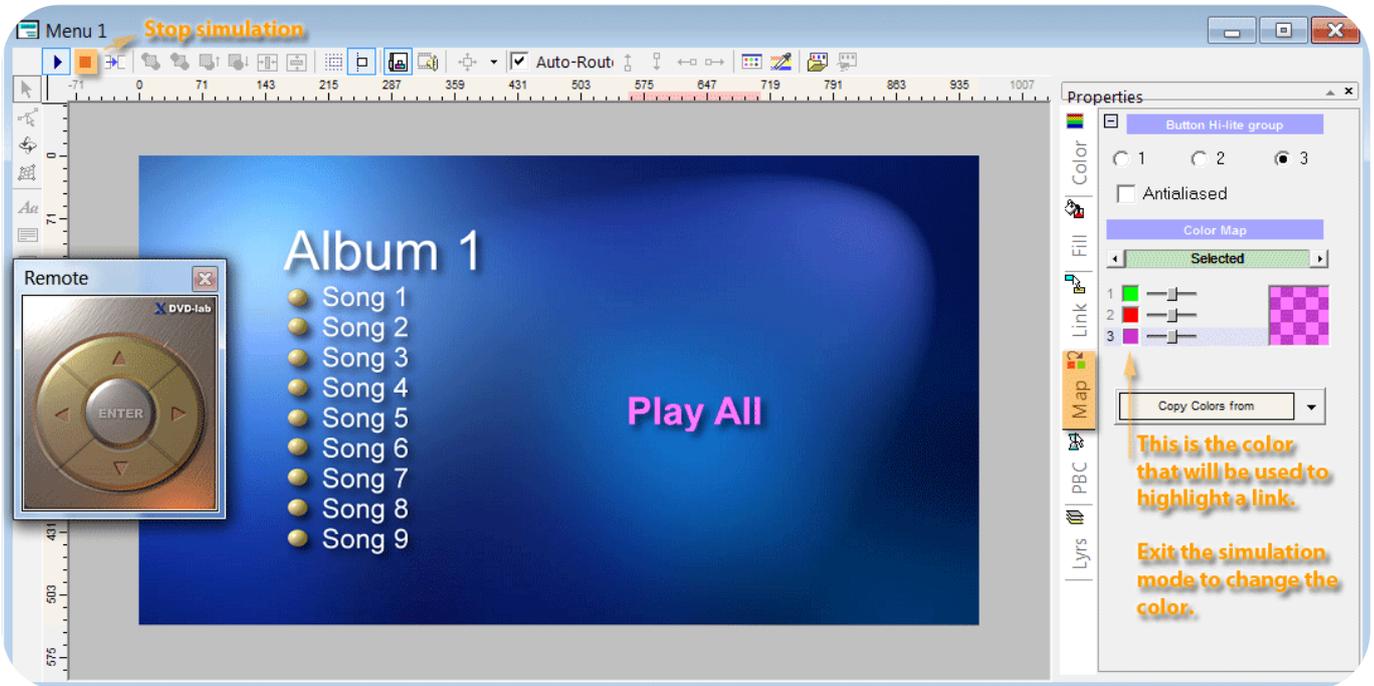
5) Testing the menu navigation

On the menu bar there is a **Play button** that will give you the possibility to test the navigation structure of the menu that you have created.

The result will look like shown here below, i.e. the Play All button is selected as the first button and the **highlight color** can be found on the **"Map"** tab and it is the one next to the number 3.

To change the highlight color, exit simulation mode (red square in the menu bar), and click on the color (next to the number 3) and in our example here below we'll change it to blue. You can use the **slider** to change the **intensity** of the selected color.
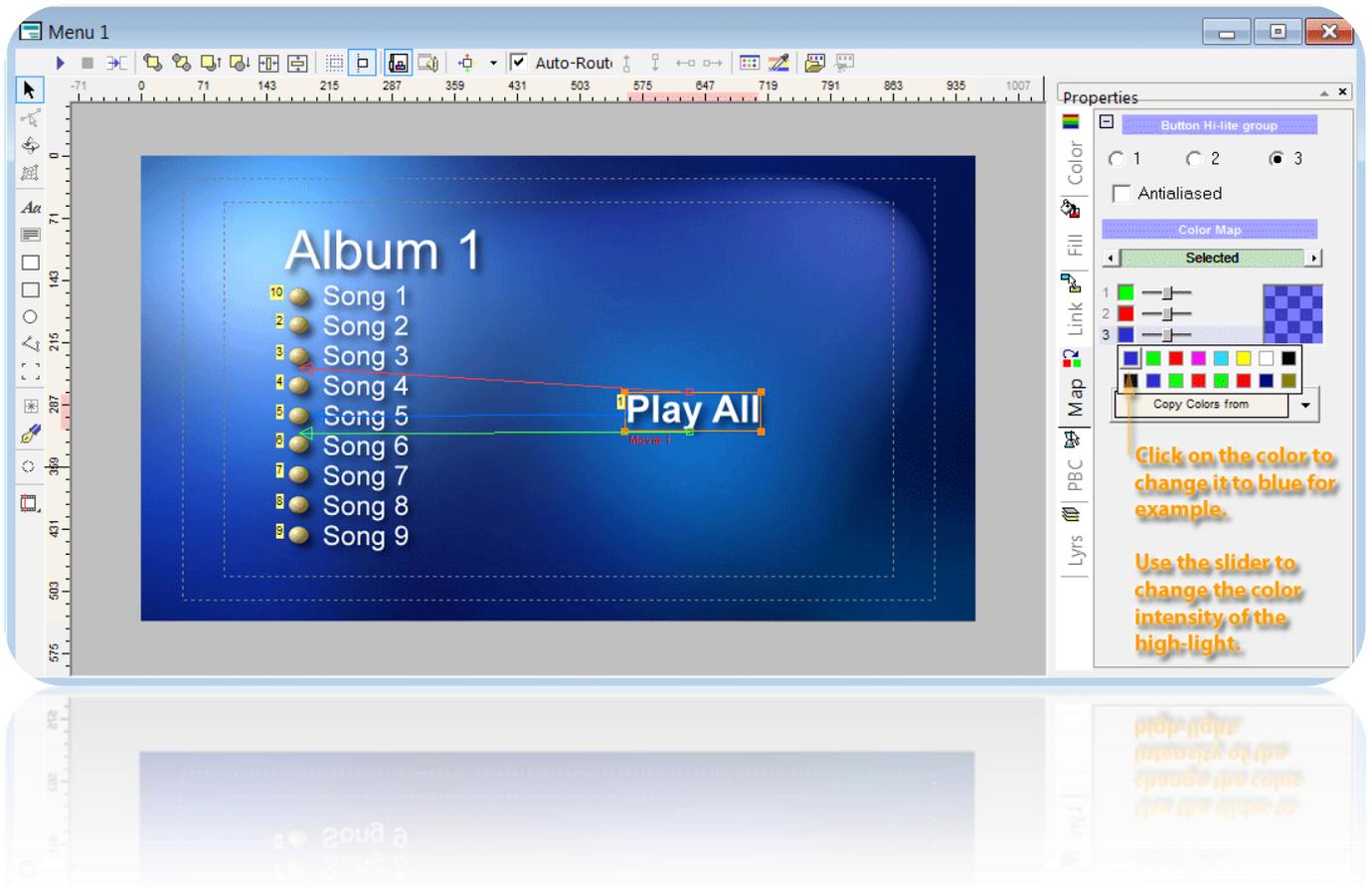

And our simulation will now look like shown here below.
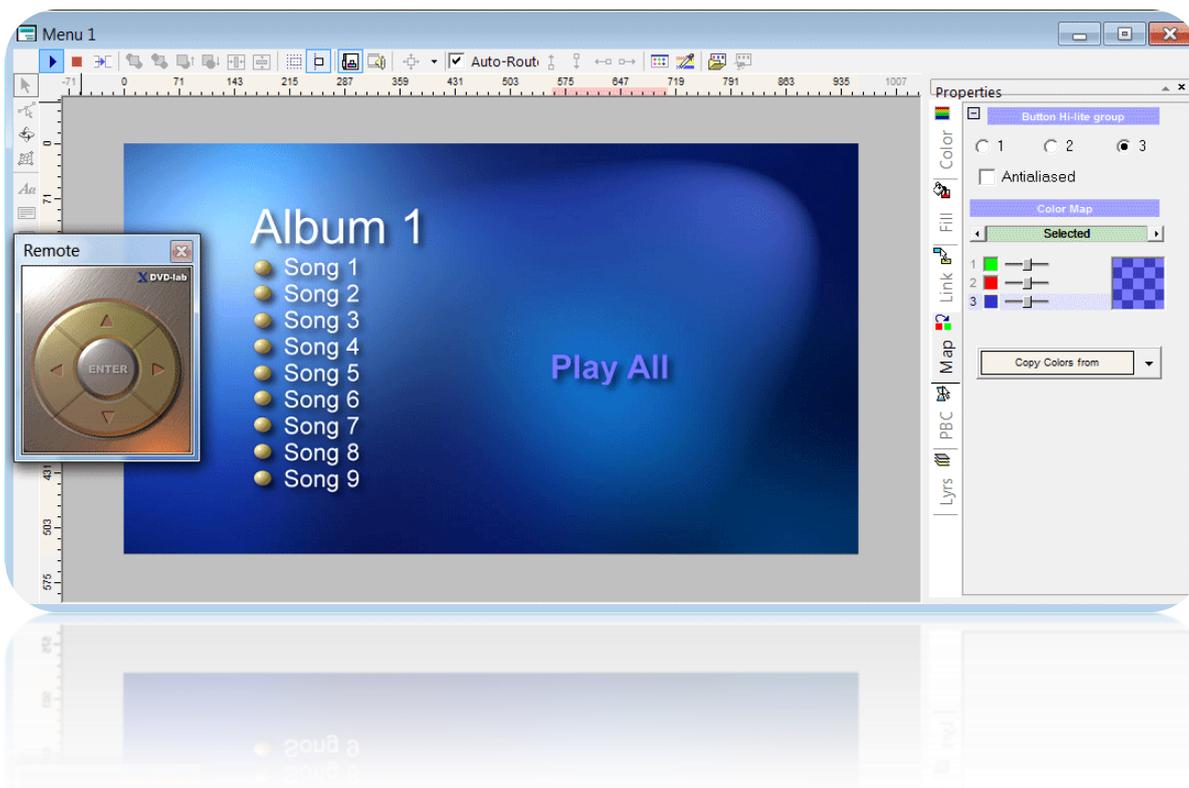
Also notice that there is a **"Connections"** screen where the navigation between menu and movie(s) is summarized graphically. Also here you can make changes on how your DVD should react in certain cases.

For example, from the example here below you'll see that when Movie 1 ends, that the Root menu will be displayed. (Not shown) You can for example change this to make it jump to a next movie or that it starts again playing from the start of Movie 1.
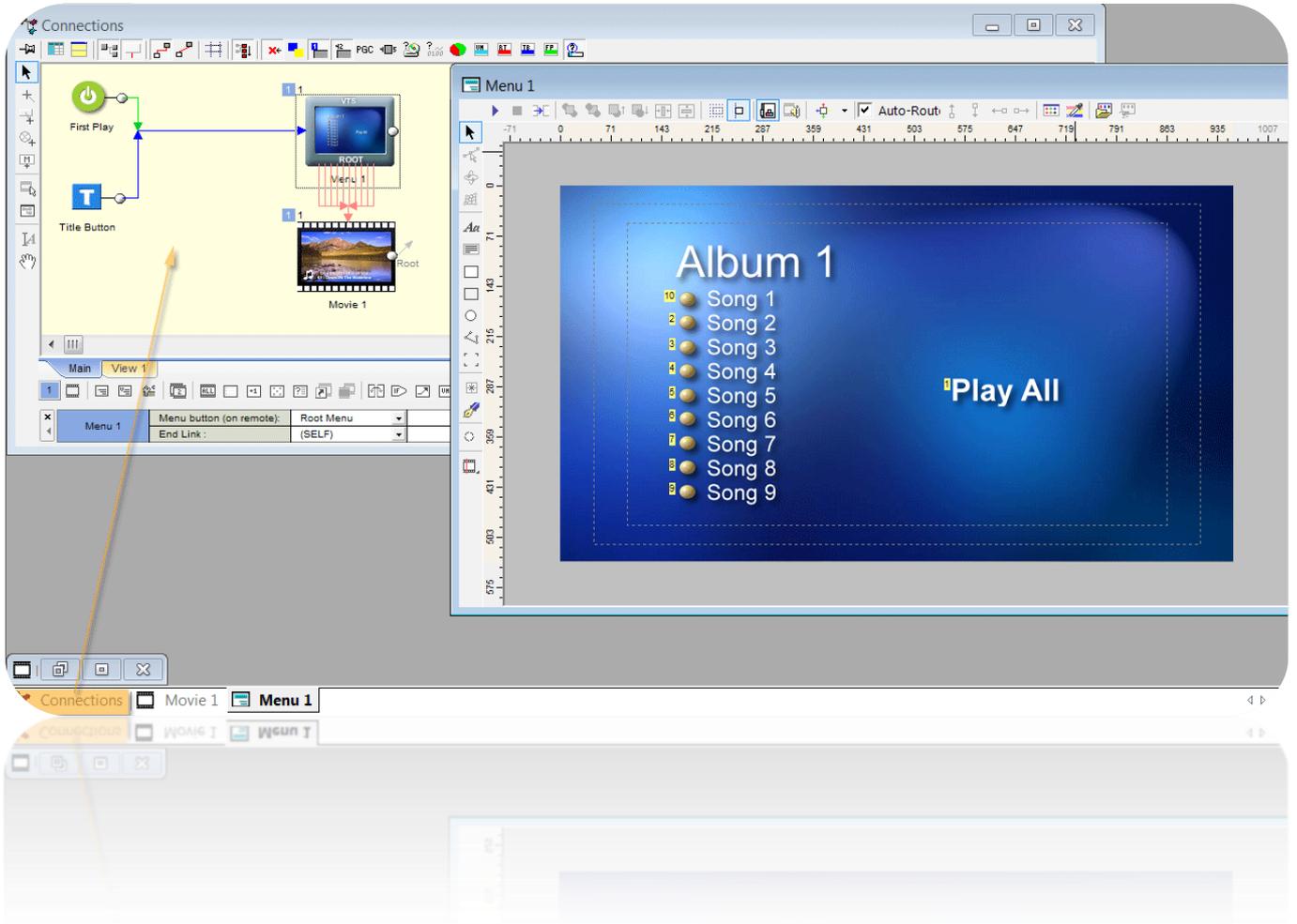
6) Compiling the new DVD
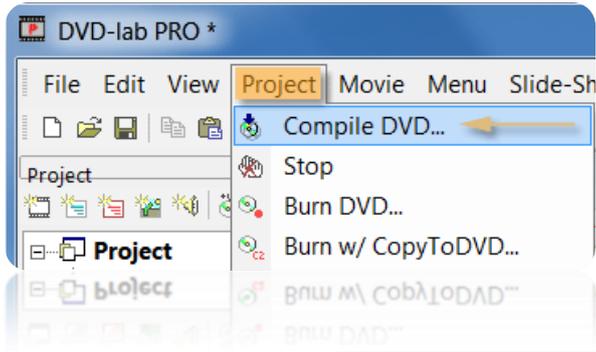
Once you are happy with the result you can then compile the new DVD by choosing **"Project"** from the main menu and then **"Compile DVD"**.


Provide the folder where DVDLab Pro should store the result.

Moreover provide a folder which can be used as temporary storage.

Click on **"Start"** to compile the DVD.

Note: It could be that the Verification Reports highlights that there is no Audio stream (since it is embedded in the original VOB file). You can discard this warning.

Check the result with your **DVD Player software** or, alternatively, burn it on a **DVD-RW** and play it on your DVD Player. Go back to your saved project to make changes where necessary.
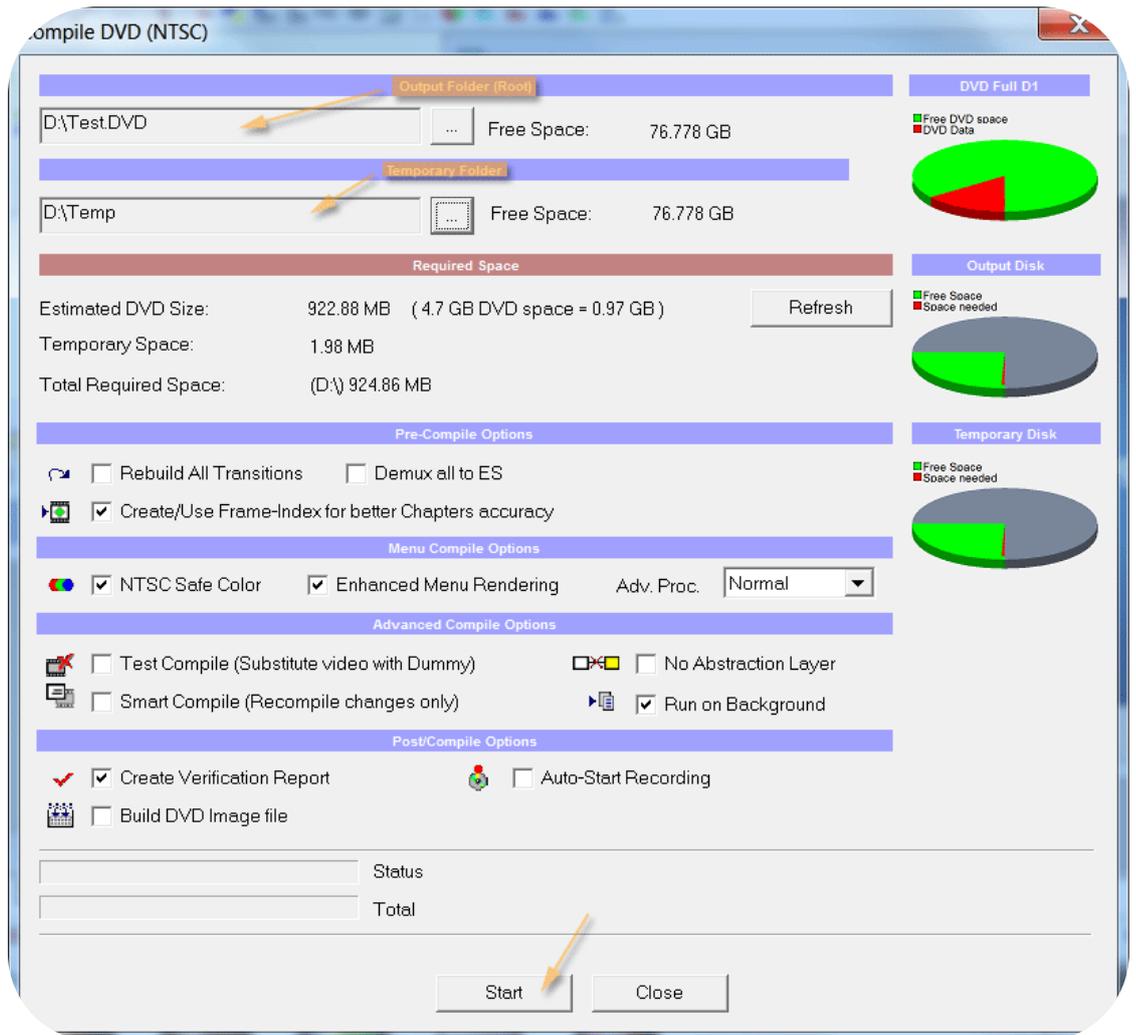
Have fun and be creative ☺

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